



I'm presenting you (another) bitmap to C64-multicolor converter (16 colors or 5 grey).

How to use ?

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Two windows will appear after starting the .exe.

The first one contains all control-panels - the second one a view of the remapped bitmap (on the left side) and a view of the original picture (on the right side).

In the first window do the following:

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1. check/uncheck the grey-button
2. load an bitmap/jpg/png (will be auto resized)
3. DONE !

Other functions:

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It's possible to save the "remapped" picture as a bitmap - just use the so called button.

The written files uses the following format:

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bytes	function
1	background color \$D021
8000	bitmap data
1000	colormem (beginning at \$D800) "_col.bmc"
1000	charmeme /screenram "_char.bmc"

loading example :

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\*=\$801

BYTE \$0B, \$08, \$0A, \$00, \$9E, \$32, \$30, \$36, \$34, \$00, \$00, \$00

\*=\$5FFF ; -1 byte for BG Color

incbin "test2.bmc"

\*=\$2000

incbin "test2\_char.bmc"

\*=\$3000

incbin "test2\_color.bmc"

\*=\$810

```
lda $DD00
and #%11111100
ora #%00000010 ; Change Bank to 1
sta $DD00
```

```
lda $5FFF
sta $d021
lda #0
sta $d020
```

```
lda #$3b
sta $d011
lda #$18
sta $d016
    ;$d011=$3b, $d016=$18
```

```
lda #08      ;screenram at $4000 , bitmap at+$2000
sta $d018
```

```
ldx #0
```

```
cppy2      ; copy colormem
```

```
lda $3000,x
sta $d800,x
lda $3100,x
sta $d900,x
lda $3200,x
sta $da00,x
lda $3300,x
sta $db00,x
inx
bne cppy2
ldx #0
```

```
cppy      ; copy screenram
```

```
lda $2000,x
sta $4000,x
lda $2100,x
sta $4100,x
lda $2200,x
sta $4200,x
lda $2300,x
sta $4300,x
inx
bne cppy
```

```
loop
    jmp loop
```

Now have fun using it - or not ;-)

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