

Apple II File Type Notes



Developer Technical Support

File Type: **\$08**
Auxiliary Type: **\$0000 to \$3FFF**

Full Name: Apple II Graphics File
Short Name: Graphics File

Revised by: Matt Deatherage
Written by: Matt Deatherage

May 1989
November 1988

Files of this type and auxiliary type contain standard Apple II graphics files.

Changes since November 1988: The offset was incorrectly listed as +121 instead of +120. The hexadecimal value of \$78 is correct.

Files of type \$08 and any auxiliary type less than or equal to \$3FFF contain a standard Apple II graphics file in one of several modes. After determining that the auxiliary type is not \$4000 or \$4001 (which have been defined for high-resolution and double high-resolution pictures packed with the Apple IIGS `PackBytes` routine), you can determine the mode of the file by examining byte +120 (+\$78). The value of this byte, which ranges from zero to seven, is interpreted as follows:

Mode	Page 1	Page 2
280 x 192 Black & White	0	4
280 x 192 Limited Color	1	5
560 x 192 Black & White	2	6
140 x 192 Full Color	3	7

Note that some modes only apply to high-resolution while some only apply to double high-resolution.

The format of the file is as follows:

+000 to +8191	Bytes	High-resolution image or portion of double high-resolution image stored in auxiliary memory.
+8192 to +16383	Bytes	Portion of double high-resolution image stored in main memory (not present for high-resolution).

File type \$08 was originally defined as an Apple /// `FotoFile`, but now it is useful for those applications that wish to save high-resolution or double high-resolution data with a file type other than \$06, which is a standard binary file. If you choose to use this type, you should remember that older applications which do not check the auxiliary type may attempt to interpret these files incorrectly.

