

Apple II File Type Notes



Developer Technical Support

File Type: **\$08**
Auxiliary Type: **\$4000**

Full Name: Packed Apple II Hi-Res Graphics File
Short Name: Packed Hi-Res File

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Files of this type and auxiliary type contain a packed Apple II Hi-Res graphics screen.

Files of type \$08 and auxiliary type \$4000 contain a packed Apple II Hi-Res graphics screen which has been packed with the same algorithm that `PackBytes` on the Apple IIGS uses. This algorithm takes the 8K graphics screen and produces a file with an indeterminate length and internal format, so no “mode byte” at offset +121 is supported as it is with other files of type \$08.

You can display a file of this type and auxiliary type by loading it, using `UnPackBytes` to decrypt the data, moving it into a high-resolution display buffer (\$2000 or \$4000 in the standard Apple II memory map), then simply toggling the appropriate display soft switches.

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.