

## Usage

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MakePri is a utility that converts bitmap images to the Poly-Raster Image format. It exists as a GUI utility for Microsoft Windows, and as a command-line utility for all operating systems.

### Command-line

To use the command line utility, open a console window (or “DOS box”) and type on the command line a command with the following syntax (the text in *italic* are parameters):

```
makepri output type input
```

- ◇ The first parameter is the name of the output file; e.g. “mypicture.pri”.
- ◇ The second parameter is the type of the image. This can either be a number (in decimal or hexadecimal form) or a name. If this is a number, it is the value of the “layout” byte of the header. If this parameter is a name, this name is looked up from the file “displays.prf”.
- ◇ The third parameter is the name of the input file; e.g. “mypicture.pbm”. The input file should either be in the PGM or PBM formats, or in the BMP format (Microsoft Windows Bitmap).

An example command line, that converts “mypicture.bmp” to “mypicture.pri” for displaying on a Noritake-Itron GU256x64-900A VFD, is below:

```
makepri mypicture.pri gu900 mypicture.bmp
```

The entry `gu900` in the display profile list denotes the entire 900 series of Noritake Itron displays.

You may put several input images into a single poly-raster file. For every next image, add two parameters to the command line: the bitmap type and the input filename. Since a loader typically only looks for the first matching type that it supports, the same image type should not be used twice on the command line.

Thus, to create a poly-raster image that matches the Noritake-Itron VFD displays GU256x64-900A and GU140x32f-7806, you can use:

```
makepri mypicture.pri gu900a mypicture.bmp gu7800 mypicture.bmp
```

If you design logos such that they fit the display completely, you may use a different input file for each type. In practice, you would probably only use this for display types with different colour depths —`makepri` does not do pixel-depth or colour conversions.

### Limitations

The current version of MakePri does not support planar images. I am currently unaware of displays that use bit planes —apart from the old *Enhanced Graphics Adapter* (EGA) for the original IBM PC-AT, 1984.

The current version of MakePri is also limited in the colour depth of the images that it reads and writes. At the moment, input images must be 1-bpp (monochrome), 4-bpp (16-colour/grey

levels) or 8-bpp (256 colour, or grey-level images). Output images are also restricted to 1-bpp, 4-bpp and 8-bpp colour depths.

The colour map for colour images is read from the source image, if the source image has such a colour table. The PBM and PGM image formats lack such a table, and therefore no colour table is stored in the Poly-Raster Image when converting from a PGM file. In addition, a colour table is only stored for images that have more than 2 colours and at most 256 colours. For monochrome images, a colour table is never stored, even if the source image has one.

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