Pascal: Saving a High-Res picture to a disk file

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Security:       Everyone
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Pascal graphics does not provide built-in routines to load or save the High-Res graphics screen to a disk file. The following program illustrates a simple method for saving and loading any High-Res screen created in a Pascal environment.

```
      PROGRAM DEMOPIC;
      (*                                                *)
      (*   Program loads and saves high-res screen to disk   *)
      (*   12/79  based on "SLIDE SHOW" by Bill Atkinson   *)
      (*                                                *)
      USES TURTLEGRAPHICS, APPLESTUFF;
      CONST HIRESP1 = 8192;
      VAR CHEAT:  RECORD  CASE BOOLEAN OF
                      TRUE: (INTPART: INTEGER);
                      FALSE: (PTRPART:^INTEGER);
                  END;


      PROCEDURE DRAWPICS;
      (*                                                *)
      (*   Draw some stuff on the high-res screen.          *)
      (*   This can be replaced with any graphics routine. *)
      (*                                                *)
      BEGIN
        MOVETO (0,0);  PENCOLOR (WHITE);
        MOVETO (279,0); MOVETO (279,191);
        MOVETO (0,191); MOVETO (0,0);
        PENCOLOR (NONE);
        MOVETO (75,95);  WSTRING (' THIS IS A TEST ');
        MOVETO(28,5); WSTRING ('<PRESS RETURN TO EXIT PROGRAM>')
      END;


      PROCEDURE ERROR;
      (*                                                *)
      (*   If error, program will terminate from here.       *)
      (*                                                *)
      BEGIN
```

```
      TEXTMODE;
      WRITELN ('ERROR ENCOUNTERED - PROGRAM TERMINATED');
      EXIT (PROGRAM)
    END;

    PROCEDURE BLOAD (FILENAME: STRING);
    (*                                                    *)
    (*   Blockreads the high-res buffer into memory.          *)
    (*                                                    *)
    VAR I,IO: INTEGER;
        F: FILE;
    BEGIN
      CHEAT.INTPART:=HIRESP1;
      RESET(F,FILENAME);       (*  OPEN FILE FOR INPUT  *)
      (*$I-*)
      IO:=BLOCKREAD(F,CHEAT.PTRPART^,16);
      I:=IORESULT;
      (*$I+*)
      CLOSE(F);
      IF (I <> 0) OR (IO <> 16) THEN ERROR;
    END;

    PROCEDURE BSAVE (FILENAME:STRING);
    (*                                                    *)
    (*   Saves high-res picture to disk via blockwrite.      *)
    (*                                                    *)
    VAR I,IO: INTEGER;
        F: FILE;
    BEGIN
      CHEAT.INTPART:=HIRESP1;
      REWRITE (F,FILENAME); (*OPEN NEW DISK FILE FOR OUTPUT*)
      (*$I-*)
      IO:=BLOCKWRITE (F,CHEAT.PTRPART^,16);
      I:=IORESULT;
      (*$I+*)
      CLOSE (F,LOCK)
      IF (I <> 0) OR (IO <> 16) THEN ERROR;
    END;

    BEGIN   (* MAIN PROGRAM *)
      INITTURTLE;
      DRAWPICS;
      BSAVE (':DEMO.PIC');
      FILLSCREEN (BLACK);        (* Clears high-res screen. *)
      BLOAD (':DEMO.PIC');
      REPEAT UNTIL KEYPRESS;     (* Pause. *)
      TEXTMODE
    END.
```

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