**Atari Logo**

Mainframe resources used to create the binary data Atari logo used in the Acorn version of Battlezone.

Atari logo transformed from .png to mode 4 screen dump using BeebImage. This is a BBC format binary file that simply needs loading at the screen display start for mode 4 (&5800) to display.

Atari logo file transferred to mainframe using FTP JCL and then transformed using a batch job into a BeebSpriter compatible file using batch Natural program BZONE2.

Format of BeebSpriter file. Data is treated as a binary stream and is stored in four character codes for every three bits. Each three-character code is prefixed with an ‘A’.

'AAAA' - 0

'AAAB' - 1

'AAEA' - 2

'AAEB' - 3

'AQAA' - 4

'AQAB' - 5

'AQEA' - 6

'AQEB' – 7

For left over bits the empty slots are filled with ‘=’ i.e. ‘AAA=’ to make up the full four characters.

Data from BeebSpriter is stored as a bpsr file (which is XML), the graphic data stored between the <Bitmap> <\Bitmap> tags. Graphic data is stored horizontal line by line from top to bottom while screen data on the Acorn is in blocks of 8 bytes necessitating a re-ordering before the encoding process.

Created data is then FTP’d from the mainframe and manually copied into a bpsr file in Notepad++ before saving and viewing. From there it can be edited as per normal.