**Sprite Conversion**

Python program used to import screen dump produced using BeebImage. This is a BBC format binary file that simply needs loading at the screen display start for mode 4 (&5800) to display.

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’.

Mode 4 Data

'AAAA' - 0

'AAAB' - 1

'AAEA' - 2

'AAEB' - 3

'AQAA' - 4

'AQAB' - 5

'AQEA' - 6

'AQEB' – 7

Mode 5 Data

'AAAA' – 0 black – black - black

'AQAA' – 1 red – black - black

'AgAA' – 2 yellow – black - black

'AwAA' – 3 white - black - black

'AAEA' – 4 black – red - black

'AAIA' – 5 black – yellow - black

'AAMA' – 6 black - white - black

'AAAB' – 7 black - black - red

'AAAC' – 8 black - black - yellow

'AAAD' – 9 black - black - white

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.