MegaPixel

MegaPixel is a multicolor bitmap editor for Commodore 64.

credits

- **fieserWolF/Abyss-Connection** - *Initial work* - fieserWolF on github fieserWolF on CSDB
- **Pararaum/The 7th Division** - *example image* - Pararaum on CSDB
- **Mirage/Booze Design** - *example image* - Mirage on CSDB

cheatsheet

GUI controls

- Alt+q = quit MegaPixel
- Alt+o = open file
- Alt+s = save file
- Alt+c = configure
- Alt+p = show preview window
- Alt+h = this help

mouse control

- right mouse button = set color
- left mouse button = set other color
- middle mouse button = scroll image
- mouse wheel = zoom in and out

editing

- Ctrl+z = undo (single pixel editing only, not for block-commands like cut or paste)
- Ctrl+x = cut
- Ctrl+c = copy
- Ctrl+p = paste
- m = set marker
- Alt+n = normal pencil
- Alt+b = checkerboard dither pencil
- Alt+x = x-line dither pencil
- Alt+y = y-line dither pencil
- Alt+l = light dither pencil

editor visuals

- plus/ minus = zoom in and out

- cursor keys = scroll image

left mouse-button color

- 0-9. . . a-f = select color
- F1 = screen-color-1 of block
- F2 = screen-color-2 of block
- F3 = colorram of block
- F4 = background

right mouse-button color

- Shift+ 0-9. . . a-f = select color
- Shift+F1 = screen-color-1 of block
- Shift+F2 = screen-color-2 of block
- Shift+F3 = colorram of block
- Shift+F4 = background

color to replace (only when in draw mode 'select'):

- F5 = screen-color-1 of block
- F6 = screen-color-2 of block
- F7 = colorram of block
- F8 = background Space = no overwriting

notes: draw-modes

Can be set in settings window. Behaviour if too many colors are used (color-clash):

- keep color = keep color if too many colors are used
- replace color = replace color if too many colors are used
- select color = overwrite selected data: screen-color1, screen-color2, colorram or background
- dye = do not touch bitmap, only overwrite color

License

MegaPixel Commodore 64 graphics converter

Copyright (C) 2020 fieserWolF / Abyss-Connection

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program. If not, see http://www.gnu.org/licenses/.

See the LICENSE file for details.

For futher questions, please contact me at http://csdb.dk/scener/?id=3623 or wolf@abyss-connection.de

For Python3, The Python Imaging Library (PIL), Tcl/Tk and other used source licenses see file LICENSE_OTHERS.