

Team Steele QR Revision

So what's new?

- Everything added is in the 2006 Implementation
- New files include (without the M, I, or T prefixes):
 - zlib.lisp
 - pngQR.lisp
- Files reused from our previous project:
 - pngUtils.lisp
 - basicLex.lisp

Usage instructions are basically the same as the original except there is now an extra flag that is passed to the encode function which when set to nil generates a BMP file otherwise a PNG file.

Usage:

For BMP output:

(encode "Team Steele" (EC:L) "output" nil)

For PNG output:

(encode "Team Steele" (EC:L) "output" 't)