

Usage notes

126476_PixelRule.tiff ↗

Convert MacPaint can not distinguish a MacPaint file from any other file that you might tell it to open. Therefore, if you try to convert a file that isn't a MacPaint file, the results are not predictable. The worst that will probably happen is that this will generate a useless eps file, but tread carefully nonetheless.

When displaying a packed image, the PS code that this generates will behave differently depending on whether it is being executed by a Level 1 or Level 2 interpreter. If it is a Level 2 interpreter, it takes direct advantage of the RLE file filter to unpack the image data. If it is level 1, it uses a procedure I've written to unpack this data. If you don't like my unpacking code, its in the app wrapper in the PSstuff/PackedCode file.