Technical mish-mosh

126476_PixelRule.tiff ¬

You can ignore everything that follows, and remain a completely content Convert MacPaint user!

The one detail worth mentioning here concerns the PS code that gets put into the final converted file.   Rather than embedding this code somewhere in the Objective-C code, I have chosen to leave this as separate files external to the application itself.   It is for this reason that the application comes in an app wrapper.   If you open Convert MacPaint.app you will find the application itself, and a subdirectory called PSstuff.   This latter contains three text files: EPS_header, PackedCode, and UnpackedCode.
The first consists of most of the DSC comments that go at the head of the resulting EPS file.   You can add any lines you want there, if you want additional header comments to appear in the converted files (%%Title: is generated by the application internally).

The other two files are the different prologs used, depending on

whether the user has chosen to generate a packed or an unpacked image.   I point them out explicitly because if you find a bug in my PS code, or know of a better way to accomplish the same task, you can just modify these files in your copy of the application without having to pull out a compiler or anything.

UnpackedCode sets up a call to image to display the former MacPaint file.

PackedCode contains the necessary PS code to unpack the image data and display it.   The application writes data out in the RLE format that PS level 2 understands (which is much the same as the Mac PackBits format).   If a PS Level 2 interpreter is running, the code will figure this out, and call a brief PS procedure to unpack the image using PS Level 2's filters.   If it isn't Level 2, then it instead calls an unpack procedure that accomplishes the same task (this is what makes packed images so slow to display on PS level 1.   If you are a PS guru, you can probably find ways to speed it up (it was the first substantive thing I wrote in PS! =)).   I happen to be one of those that likes to comment things a lot.   If you are one of those that fears every comment will slow execution speed down considerably, you

will probably want to remove the comments from this file, and reformat the procedure as well.   Indulge yourself.