

# Preparing a PICT file

126476\_PixelRule.tiff ↵

235988\_12ptHevBlk.tiff ↵ Transfer the PICT file on the Mac as a binary file to the NeXT (e.g. put it on a Mac floppy and insert it into your NeXT).

342114\_paste.tiff ↵ Convert the file using one of the ways to convert the file .

If the PICT image you want to convert is stored in the resource fork of a file on the Mac, there are two ways to get it ready for use. The first involves using ResEdit:

472079\_12ptHevBlk.tiff ↵ Open the file with ResEdit on the Mac.

591351\_paste.tiff ↵ Open the PICT resource. 691917\_paste.tiff ↵

Copy this image. 61455\_12ptHevBlk.tiff ↵ Paste it into your favorite draw application and save it as a PICT file.

The second means is to use a crude little hack of an application called Extract PICTs. It is a Macintosh application, and stored as a BinHex file in `Convert PICT.app/Utilities/`

`Extract_PICT.hqx`. All it does is extract a copy of all the PICTs that are in a file on the Mac. Just copy this to your Macintosh, and unbinhex it, and then do the following:

196161\_12ptHevBlk.tiff ↵ Choose 'Open...' from the Extract PICT application's File menu. 310689\_paste.tiff ↵ Select the file to

extract all the PICT resources from. 411155\_paste.tiff ↵ If it

succeeds, it will display no error messages. 04\_12ptHevBlk.tiff ↵ The PICT resources will each have been copied to separate files in the same directory as the source file.

1PixelRule.tiff ↵

934853\_CheckMark.tiff ↵ Extract PICT does put the 512 byte header onto the extracted PICT files, because PICT resources do not have this.

538741\_CheckMark.tiff ↵ The extracted files will have names like MyFile001.PICT. The first part ('MyFile') is the name of the file you just extracted the PICTs from (this name may be truncated). Each font extracted from a single file is given a new sequence number (starting at 1), which is where the 0001 in the above example comes from.

919248\_CheckMark.tiff ↪ If the PICT resource had a name (unlikely) this will be used instead of the file name.

53781\_PixelRule.tiff ↪

### **See also**

;Converting files.rtfd;;↪ Converting the file