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MLD Version 2.19

Multi Graphic Loader for PC-9801 / 9821

USER'S MANUAL

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Multi Game Image Loader MLD

User's Manual

Copyright (c) 1992, 2000, Wahaha Ohgoe (owahaha@tky3.3web.ne.jp)

MLD USER'S MANUAL Chapter 1 Introduction

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1.1 What is MLD?

   Image loader for PC-9801 / 9821. Image loader
Matte is not an image that is publicly available, but is used in commercial games.
This software reads and displays images in Uthouse's original image format.

   feature is,

   (1) One loader supports multiple image formats. However,
       If you need to specify options for selecting an image format
       It may be difficult to use (^ _ ^;). Good, even myself
       If (bitter smile).

   (2) Images with different image formats to support multiple image formats
       But the check of the habitual image format is
       No. When you read strange data to MLD, it runs away ... sometimes (^ _ ^;).
       A place where the EMS frame buffer and UMB may be destroyed without running away
       Sometimes, it is difficult to handle (^ _ ^;).

   (3) The drawing speed is low (^ _ ^;). Mostly coded in C language
       Very slow because there is.

   (4) A general (MAG, Q4, etc.) image saver can be activated as an image saver.
       The pallets are delivered on a resident pallet. Palette files such as .RGB
       Since a file cannot be generated, it is useless without a resident palette (^ _ ^;).

   (5) Equipped with a file selector that can be used or not. I don't think I can use it
       Then, you can ignore it (^ _ ^;).

   (6) WAB-S / 1000/2000, GA-1024A / 1280A (ACCELA), GA-98NB series, and
       And 256-color display using the extended graphic mode of the PC-9821.
       Not compatible with other boards / machines (^ _ ^;).

 .... etc. (I'm overlooked (^ _ ^;)).

1.2 Prerequisite machine / OS

Equipped with analog 16 colors / GRCG in normal mode of PC-9801 / 9821 and compatible machines
Model. Specifically, PC-9801VM or later machine. 80186 (V30) or higher CPU is required
It is important. I do not understand EPSON well, but I think that it can be used on most models
I think (just think (^ _ ^;)).
The OS requires MS-DOS 3.1 or later.

The machines whose authors have confirmed the operation are as follows.

- EPSON Pro-330S + Windows 98 Second Edition + Anex86 2.16
- NEC PC-9821Ap3 / C9W
- NEC PC-9801RX21 + I / O DATA PK-X486S50 (CPU accelerator)
- NEC MS-DOS 6.2
- Microsoft Windows 95 (DOS prompt mode)
- MELCO WAB-1000, WAB-2000 (graphic accelerator)
- I / O DATA GA-1024A (graphic accelerator)

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- I / O DATA GA-98NB II (Graphic accelerator)
- NANAO F557

1.3 Required Free Area

It depends on the size of the image data to be read (^ _ ^;), but about 150K to 200K. moment
We may use up to about 450K (^ _ ^;). To activate the saver,
You also need a free area for savers to use.
Also, since MLD has an overlay structure, it can be overlaid while MLD is running.
Ray module may be loaded. MLD on floppy
Please be careful in case. If EMS has more than 64K free space, overlay
Use EMS for module swap out.

1.4 Supported image data

For supported image data, see "Supported Image.TXT".

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2.1 Installation

    Copy MLD.EXE to a directory in your PATH. With this alone,
Functions other than the saver activation function and the DOS command execution function can be used.
When using the saver startup function or DOS command execution function, it will be explained in the next section.
Set environment variables.
    When saving images with a saver, use the resident loader used by the MAG loader, etc.
It is convenient if there is a let .... Or rather, it is troubled without it (^ _ ^;). Resident pallets
It is recommended that you create it as much as possible.
If the let is not found, the MLD creates one temporarily.
    Also, set frequently used MLD options in environment variables, and
Can be reduced.

2.2 Setting environment variables

2.2.1 COMSPEC

    Saver and DOS commands are invoked via COMMAND.COM. that time,
Use COMMAND.COM specified in COMSPEC. This environment variable
It is set by specifying the SHELL command in CONFIG.SYS as follows:
You.

        SHELL = A: \ COMMAND.COM A: \ / E: 1024 / P
                    ~~~ ~~~ ~~~~

    Please change ~~~~ according to your environment. The first and second
The path where COMMAND.COM exists, and the third shows the size of the environment variable area.
If you are already using a filer, etc., it may already be set.
Not really (^ _ ^;).

2.2.2 MLDSAVER / MLDSAVER256

    Set the command line image of the saver to be started from MLD. batch
You can also specify files and COMMAND.COM internal commands (^ _ ^;). External command
For a batch file, the PATH must be passed.
    MLD writes the current palette information to a file and passes it to the saver.
I ca n't do anything, so basically I 'll use a resident palette compatible saver
I will get it. MLDSAVER is in 16-color mode and MLDSAVER256 is in 256-color mode.
Set the saver to be activated at the time of loading.

    (Example) set MLDSAVER = mag -s $ 20,0,639,199 -2 $ 0 $ f
        set MLDSAVER = dopisv -s $ 8y $ cx $ b -b $ 0 c: \ cg \ $ f.pi
        set MLDSAVER256 = wmagsv -sw $ f
        set MLDSAVER = * shell *

    "* Shell *" at the end of the example starts only the command processor (COMMAND.COM)
Indicates that To return to MLD, type exit.
    If MLDSAVER is not set, "mag -s $ f' is replaced with MLDSAVER256
If is not set, assume "wmagsv -s $ f".

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The following substitution symbols can be written in the command line image.

(1) $ f

When MLD starts saver, it is replaced with the image file name to be passed to saver
Will be The file name is set as follows depending on the image being displayed.

(a) alcdat (glo200, glo400, vsp200, vsp400), gpa, wsb, pt1sm,
   pt1pm, pt1ch1, pt1ch3, pt1nd, pt1pm2, askch4, asksbp, dad,
   chm, cgabon3, cgaimg, agdcel, twdat, ida, adt, grpa3, xf2,
  jsprs (part), pac, miarc, grc, agx, crd (part), ppc, pilarc,
  grd (part), pttdat, ailarc, ailarc2, adp (part)

Extracts the drive name, path name, and extension from the currently displayed image file name.
(This is called the base file name.)
It will be replaced with the number.

(b) srm (part of), gdm, ot

If the image data fits on two screens, base file name + image number
No. (two digits), if not fit on two screens, base file name + image number
(2 digits) + Replaced with the screen ID (changes to A, B ... for each screen).

(c) sksdat, sksdat2, elfdat2, flk, lbxnd, lbxpm2, doa, doa2, nca,
   maxg (part of), fa1, csa, pxl, elfarc, bnd, gigadat, bpdat, nsx,
   leafpak, sksdat3, elfdat3, pck, dlb, arl, mbsdat, dl1, mio,
   blcdat, actpak, sgsdat, mclib, mclbx, ear, lib49, dlb49,
   dat49

Base file of the file recorded in the archive file
First name is set.

(d) srm (part of), gdb, lbd, szh (part of), sz2 (part of)

If the image data fits on two screens, the base file name
If it does not fit on two screens, the base file name + screen ID (one screen
Is changed to A, B ... every time).

(e) gph, gdh, elfdat

It will be replaced with the base file name plus a three digit image number.

(f) Other image data

Use the base file name as is.

If the image number exceeds 100 with two digits, A0, A1 ... A9, B0, B1 ..., 3
If the digit exceeds 1000, A00, A01 ... A99, B00, B01 ...
The highest order is alphabetic. Also, base file name [+ image number] [+ screen
If the number of characters in [ID] exceeds 8, enter 8 characters excluding the 4th to 6th characters.
You.

(2) $ 0, $ 2, $ 4, $ 8, $ c

The expansion of the command line image depends on the number of lines when the saver starts.
Write it when you want. The command line image after $ 2 is described is
It is expanded only when 200 lines. $ 4 is only expanded for 400 lines
You. $ 8 only if you are drawing with two screens of GRAM as 640x800

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$ c is expanded only when drawing assuming 1280x400. Write $ 0

In other words, it will be expanded regardless of the number of lines (This is an image exhibition
This is the default when starting to open).

For example, if the command line image is mag -s0,0,639, $ 4399 $ 2199 -2 $ 0 $ f
time,

For 200 lines ---> mag -s0,0,639,199 -2 File name
400 lines ---> mag -s0,0,639,399 File name

Will be expanded like.

However, in MLD Version 2, it may be drawn in 200 line mode
$ 2 does not actually work, but is
Therefore, it is left.

(3) $ o, $ b

The development of the command line image depends on the bank where the image is drawn.
Write it when you want. Command line image after $ o is described
$ B is drawn on bank 1 (back screen) only when drawing on bank 0 (front screen).
Will only be expanded if you

(4) $$

Specify if you want to expand "$" on the command line.

2.2.3 MLDOPT

Describe the options you usually specify. This option is
Will be interpreted before the option.

(Example) set MLDOPT = -k -c -disp

However, the image selection option (described later) is ignored even if described. Also, -c, -c1,
Switch options such as -disp specify the same options on the command line
You can disable it. Options are described separately.
I will tell you.

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MLD USER'S MANUAL Chapter 3 Usage

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                   Chapter 3 Usage
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3.1 Try to display

For now, let's display an image. First, the software you want to display is MLD
You need to check if it can be displayed. Softhouse name, Softta

Please refer to "Supported Image.TXT" based on the title. If it is listed
It is (^ _ ^). The extension of the image file is specified.
Let MLD read one file. Depending on the software, file converter
You may need to do some work.
   Even if it is not listed, if the extension is the same as the software house, it may be displayed
There is. "Supported images.TXT" contains only the software that the author has confirmed
(^ _ ^;)

   To display an image, use the command name (MLD) followed by the name of the image file to be displayed.
(And pathname if necessary).

   (Example) MLD k.pd8 h.pd8
      MLD -nk -k * .pr1
      MLD -pd8 e07.pd7

   Multiple image file names can be specified. You can also use wildcards.

3.2 Image format selection

   MLD can display images in multiple formats. To identify the format,
Uses the file name extension. Therefore, specify the image file name.
Extension cannot be omitted. Select the image as follows according to the specified extension.
Set the selection options. The image selection options are described below.

   DAT-dat .PR6-pr6 .PR7-pr7 .PA7-pr7
   PD8-pd8 .CGL-cgl .FN1-fn1 .LSP-fn1
   EFD-efd .LIB-mclib .GP4-gp4 .GEM-gem
   HEM-hem .GP-gp .MIG-mig .ASK-askjhv
   FLK-flk .SKS-sks .E-skse .HGS-hgs
   BPS-bps .GPP-gpp .ARC-arc .AS6-as6
   RGB-bdrgb .BD1-bd1 .PPP-ppp .PR1-pr1
   GDD-gdd .GD2-gd2 .OR2-or2 .PR2-pr2
   PRS-prs .GPC-gpc .GPA-gpa .WSB-wsb
   IPF-ipf .GRZ-grz .PR3-pr3 .GP1-gp1
   PR4-pr4 .TST-tst .TSZ-tsz .TCZ-tcz
   BND-bnd .NCA-nca .GF-gf .VRS-vrs
   MOG-mog .GRP-grp .SGD-sgd .XFL-xfl
   XF2-xf2 .PDT-pdt .FIL-srm .DA1-da1
   DAD-dad .ADT-adt .FA1-fa1 .AS2-as2
   MIO-mio .DL1-dl1 .VDF-maxg .GDB-gdb
   GDM-gdm .YCG-ycg .CHM-chm .ECD-ecd
   MGM-aic .AIC-aic2 .GX1-gx1 .PLS-pls
   LBD-lbd .ERG-erg .NAR-nar .HHH-hhh
   MAD-mad .SZH-szh .SZ2-sz2 .GRX-grx
   GKG-gkg .PX-px .PXL-pxl .GSX-gsx

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   GPX-gpx .APX-apx .AGX-agx .GSL-gsl
   SCG-scg .XLE-xle .PAC-pac .L-fdlami
   OT-ot .RAL-ral .PLZ-plz .AGF-agf
   AGG-agg .EDO-edo .GRA-gra .GDH-gdh
   GPH-gph .PKL-pkl .NI6-ni6mm .NIB-nib
   CRP-crp .PP1-pp1 .PPC-ppc .GRD-grd
   GLZ-glz .KZN-kzn .KZ-kz .NCG-ncg
   GTA-gta .VC2-vc2 .ARL-arl .LGD-lgd
   MIK-mik .PCK-pckarc .PL4-pl4 .UG -ug
   GRC-grc .GSD-gsd .GAD-gsd .GTR-nsx
   E16-e16 .CRD-crd .LFG-lfg .PAK-pak
   GRL-grl .GYP-gyp .DLB-dlb .CL2-cl2
   EAR-ear .ECG-ecg .PCL-pcl .ACH-ach
   NSX-nsx .OZM-ozm .OZ2-oz2 .PIC-a98pic
   LIN-lin .MGF-gf .MRS-mrs .CCG-sz2
   MRS-mrs .HGR-hgr .ADP-adp .PSA-psa
   BGD-bgd .CGX-cgx

Ignored if any other extension is specified.

3.3 When different formats have the same extension

　　If there are multiple image formats with the same extension, just use the extension
It is necessary to specify the image selection options described later.
In this case, ignore the file extension specified in the operand and select all
Is processed as the format specified by the option. For example, MLD -pd8
If e07.pd7 is specified, e07.pd7 is processed as if it were in pd8 format. Was
However, for some images, MLD refers to the image data to determine the format.
There is also the case that.

3.4 MLD behavior (^ _ ^;)

　　When displaying an image, the palette information is reflected in the MAG resident palette. Oh
It is better to create it with a MAG loader, etc.
Create it temporarily. Images are grouped unless the -lb option is specified.
It is drawn in the bank 0 of the RAM.
0 → Bank 1). When performing transparent color processing, a bank different from the bank to be drawn is used.
Link (^ _ ^;) may be used as a work.

　　The return code (ERRORLEVEL) at the end of MLD is set as follows.

　　　0-All specified images were displayed normally
　　1-Display processing was interrupted
　　　2-The specified image is not displayed due to unsupported or insufficient memory.
　　　　Some images did not come

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MLD USER'S MANUAL Chapter 4 MLD Options

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　　For MLD options, specify the image format.
And the "control options" that control the operation of the MLD. option
Note the following when specifying.

-Optional switch characters can use-and /. MS-DOS private file
　　It seems that you can change the switch character with the action, but MLD supports it
　　I have not done it (^ _ ^;).
-All numerical values specified as options must be expressed in decimal notation.
-Items enclosed in [] can be omitted.
-In the option specification, for example, -k -i cannot be continued like -ki.

4.1 Image selection options

　　The image selection option allows you to specify which image data is
Option to specify. Select all files specified on the command line
Is processed as if the format was specified by the option. Multiple specified
If the image selection option specified later on the command line is more effective
Become.
　　Most of the images supported by MLD are available without the image selection option.

MLD itself refers to the file name extension and selects an appropriate image format.
However, some images require you to specify image selection options. Also,
It is necessary to specify even if the extension is out of the MLD check range.
For example, a file named cg.pdx was an image in pd8 format.
Then, specify MLD -pd8 cg.pdx to inform MLD that the format is pd8.
You.

　　The correspondence between the image selection options and the main images is as follows. Game software
Please refer to "Supported Image.TXT" for details on whether this is image data.

　-dat: automatically select alcdat, sksdat, elfdat, twdat
　-alcdat: auto select glo200, glo400, vsp200, vsp400, ags256
　-glo200: Alice soft (8 colors 200L-Alice House CD 200L)
　-glo400: Alice Soft (16 colors 400L-Rance III or earlier)
　-vsp200: Alice Soft (8 colors 200L-Little Vampire MS-DOS version)
　-vsp400: Alice Soft (16 colors 400L-Rance III or later)
　-ags256: Alice soft (256 colors 400L-Super DPS or later)
　-ags16: Alice software (display vsp400 in 256 color mode)
　-pr6: Select pr6old, pr6new automatically
　-pr6old: elf (FOXY)
　　　　　　Fairy Tail (Dragoon Armor for ADULT)
　-pr6new: elf (DE-JA)
　-pr7: elf (RAY-GUN, Dragon Knight II)
　-pd7: elf (FOXY2)
　-pd8: elf (ELLE, Shangri-La and later)
　　　　　　Silky's (PREMIUM)
　-gp4: elf (METAL EYE or later)
　　　　　　Silky's (Ikuikupa and later)
　　　　　　Mink (WONPARA Wars)
　-mignew: Mink (GOKKO)
　-mig: automatically select mignew, gp4
　-cgl: For Nine (LIXUS)
　-fn1: For Nine (Nekomanma EX etc.)

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　-efd: For Nine (Waku Waku Mahjong Panic!)
　-lib49: For Nine (Wild Force etc.)
　　　　　　Apricot (Music Nocturne)
　-dlb49: For Nine
　-p49: For Nine
　-dat49: For Nine (Exciting Mahjong Panic! 2 Hour, Vision, Dream, Sou)
　-askjhv: JHV (Graduation)
　　　　　　NEC Avenue (birth)
　-flk: JHV (Graduation)
　　　　　　NEC Avenue (birth)
　-gem: Caricature (VG)
　-hem: Caricature (VG)
　-gp: Caricature (Harlem Blade etc.)
　-gigadat: Caricature (Harlem Blade)
　-sks: Automatically select sks48, gp4
　-sks48: Silky's (48 night story only)
　-skse: pd8, gp4 are automatically selected
　-sksdat: Silky's (Kawarazaki Family)
　-hgs: Silky's (Birth Days)
　-bps: Silky's (Koihime)
　-sksdat2: Silky's (Mevius Lloyd)
　-sksdat3: Silky's (Fermion)
　-gpp: Mink (Bomber Quest)
　-miarc: Mink (Dangel)
　-elfdat: elf (Classmate 2)
　-elfdat2: elf (Legend)
　-elfarc: elf (lower class)
　-elfdat3: elf (YU-NO)
　-arc: automatically select miarc, elfarc
　-bdrgb: Birdy soft (hole chaser)
　-as6: ORANGE HOUSE (REVIEW)
　-bd1: Select bd1200 and bd1400 automatically
　-bd1200: Birdy software (200L-piercing)

-bd1400: Birdie software (400L-CAL, CAL II, etc.)
-ppp: Birdie software (CAL III)
-pr1: Birdie software (JOKER etc.)
       Discovery (MIRAGE, etc.)
-gddnew: ORANGE HOUSE (PLERIA)
-gdd: Select pr1 and gddnew automatically
-gd2: ORANGE HOUSE (Illium)
-or2: ORANGE HOUSE (Urban Soldier)
-pr2: Studio Twinkle (mirror -mirror- etc.)
-twdat: Studio Twinkle (TWILIGHT)
-gta: Studio Twinkle (Maimu)
-vc2: Studio Twinkle (Q prince of planet Ω)
-arl: Studio Twinkle (Q Prince of Planet Ω)
-prs: select ftprs and jsprs automatically
-ftprs: Fairy tail system (8 colors 200L)
-gpc: Fairy tail type (16 colors 400L)
-gpa: Fairy tail type (16 colors 400L animation pattern)
-wsb: Fairy tail type (16 colors 400L animation pattern)
-ipf: Fairy Tail (Alumni)
-grz: Discovery (chakra)
-pr3: Discovery (MIRAGE 2)
-gp1: Discovery (Valkyrie)
-pr4: Frontier (RONDO)
       BLACK PACKAGE (bird in the shell)
-bpdat: BLACK PACKAGE (bird in shell)

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-cmyold: Ponytail (Pocky)
-cmy: Ponytail (Pocky 2)
-tst: Ponytail (Ponion)
-tsz: Ponytail (Tensen Musume etc.)
-tcz: Ponytail
-bnd: Ponytail
-grp: automatically select grphs1, grpa3, gem, gp
-grphs1: DO (star sand)
-brn: Select brn200, brn400 automatically
-brn200: DO (Blank marker 200L only)
-brn400: DO (Blank marker 400L only)
-gf: DO (star sand 2 etc.)
-doa: DO (M Pane Light Rin Shan)
-doa2: DO (alkyl phos, crystal linal)
       ZyX (Lightning Warrior Raidi, etc.)
-nca: DO (Your Beast Senki)
-mog: ZyX (Hercequary)
-vrs: DO (for DOR SE '93 MATE etc.)
-ida: ZyX (TRIGGER)
-pt1sm: GAINAX (Silent Mobius only)
-pt1pm: GAINAX (for princess maker only)
-pt1ch1: GAINAX (for exclusive use of Denno Gakuen I Version 2.0)
-gx1: GAINAX (Denno Gakuen II Highway Buster !!)
-pt1ch3: GAINAX (Aim for Denno Gakuen III Top! Dedicated)
-pls: GAINAX (Aim for the Denno Gakuen III Top! Dedicated)
-pt1nd: GAINAX (only for Nadia in the Mysterious Sea)
-pt1pm2: GAINAX (for Princess Maker 2 only)
-lbxnd: GAINAX (only for Nadia in the Mysterious Sea)
-lbxpm2: GAINAX (for Princess Maker 2 only)
-askch4: GAINAX (for exclusive use of Denno Gakuen IV Ape Hunter J)
-asksbp: GAINAX (SUPER Battle Skin Panic only)
-sgd: Tianjindo (Marshall Age, etc.)
-xfl: Tentsudo (GR)
-xf2: Tianjindo (GR, JINN)
-pdt: Bonbon Bonbon! (Ribbon)
       Harvest (Sela, etc.)
       Avario (syringe)
-pdtnc: Bonbon Bonbon! (Nooch only)
-gdtzx: Bon Bon Bon! (ZX only)
-pdtnc2: Bonbon Bonbon! (Only for Nooch II)
-pdtnc3: Bonbon! (Nooch III only)

-srm: VING (Super Real Mahjong PII & PIII only)
-da1: Himeya software (Bacta, etc.)
　　　　　FOREST (puppeteer)
　　　　　Seedswear (forbidden relatives)
-dad: Himeya software (Bacta)
　　　　　FOREST (puppeteer)
-adt: Seedsware (XENON)
-csa: Seedsware (don't call it Amy)
-fa1: Himeya software (Bacta 2)
　　　　　FOREST (marginal story etc.)
-as2: Himeya software (Bacta 2)
　　　　　FOREST (marginal story etc.)
-mio: Himeya Soft (Story of Seven Heroes)
-dl1: Himeya Soft (YES! HG)
-maxg: CAT'S PRO. (HHG)
-gdb: Custom (CARAT)
-gdm: Custom (CARAT)

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-ycg: Custom (TEEN)
-chm: Janis (Anniversary)
-jsprs: Janice (Banyantan Zero)
-ecd: Janice (Graduation photo)
-aic: Banpresto (My Goddess)
-aic2: Banpresto (Slayers!)
-lbd: LIBIDO (Shinc)
-erg: LIBIDO (LIBIDO 7)
-nar: LIBIDO
-hhh: LIBIDO (girl mechanism)
-mad: QUEEN SOFT (MAD PARADOX)
-selpsr: QUEEN SOFT (Possessioner only)
-cgxpsr: QUEEN SOFT (Possessioner only)
-cgx: QUEEN SOFT (Mermel)
-cgbon1: Software House Poseri
-cgbon2: Software House Poseri (Exclusive for Preparatory School 2)
-cgabon3: Software House Poseri (Exclusive for Preparatory School 3)
-cgaimg: Software House Poseri (image only)
-agdcel: Software House Poseri (Serori only)
-szh: SOGNA (animaljan V3, VIPER-V6, etc.)
-sz2: SOGNA (VIPER-V10)
-sgsdat: SOGNA (VIPER-CTR)
-grx: ACID PLAN (Charm)
-gkg: ACID PLAN (Charm 2)
　　　　　Apple pie (PRESENT DUO)
-px: Agmix (Queen of Duelist, etc.)
　　　　　Raccoon (PRIVATE SLAVE)
-pxmoe: Agmix (for Master of Elemental only)
-pxl: Agmix (Queen of Duelist Gaiden Alpha)
-pch1: Peach Soft (Hot Print)
-gsx: Peach Soft (Hot Print Paradise)
-apx: Select scpapx, gpx automatically
-scpapx: SCOOP (Magical Girl B)
-agx: SCOOP (Magical Girl B child)
-gpx: HOME DATA (Mahjong Clinic Special Issue)
-gsl: HOME DATA (Mahjong Amusement Park)
-scg: Mambo hut (adult)
-wmgdt: Wendy Magazine (Pink Sox Mania 3 etc.)
-grl: Wendy Magazine (How far is Manami? 2)
-xle: Foresight (Gakuen Senki)
-xlepup: Foresight (Gakuen Senki)
-fstpac: Foresight (Magakuin R etc.)
-fdlami: Fairy Dust (Ami -Kaze Tachinu- Exclusive)
-ot: Fairy dust (Koukan diary)
-ral: Fairy Dust (RALL III Awakening Edition)
-plz: Nippon Bussan (Vanilla Syndrome, etc.)
-agf: Active (quiz bancho etc.)
-agg: Active (Sweet Angel etc.)
-edo: Active (Sakuranomori)

-actpak: Active (Angel High Low)
-pak: Automatically selects leafpak and actpak
-gra: Just (Angel afternoon VI, Marilyn DX etc.)
       Tiara (Sakura season)
-grpa3: HARD (Hatchake Ayayosan III)
-gph: HARD (Welcome to Cinema House, Ayayo Hatchake IV)
-gdh: HARD (Hatchake Ayayo V)
-pkl: DOLLHOUSE (V-ZONE)
-pklx: DOLLHOUSE (Prison Country Club)

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MLD USER'S MANUAL Chapter 4 MLD Options

-ni6mm: Studio Milk (Marionette Mind)
-nib: Studio Milk
-crp: PLANTECH
-pp1: PLANTECH (Panic Dolls)
-ppc: PLANTECH (Panic Dolls)
-grd: PLANTECH (Chapter 2)
-glz: Arkham Products (Purple Cat Vol.1 etc.)
-kzn: Palm tree software (TO ★ FIVE)
-kz: Palm tree software (TO ★ FIVE)
-ncg: PIL (SEEK)
-pilarc: PIL (PILcaSEX)
-pckts: MABOROSHI WARE
-lgd: May-Be SOFT (Kirishima Clinic Afternoon)
-mik: May-Be SOFT (Afternoon in Kirishima Clinic)
-mbsdat: May-Be SOFT (Escape! etc.)
-palrgb: Analog 16 color palette (RGB)
-palgrb: Analog 16 color palette (GRB)
-pl4: PEARL SOFT (Cyber Illusion)
-ug: Yucom (Fight Quiz Fight! Mighty Luna)
-grc: Persian soft (restraint)
-gsd: Persian soft (restraint)
-nsx: Gloria (Moratorium)
-e16: Gloria (Moratorium)
-crd: Vi ・ Vi ・ an (BLACK BIRD)
-lfg: Leaf (drop)
-leafpak: Leaf (trace)
-gyp: SPACE PROJECT (Clone Doll)
-pckarc: Melody (female cat secretary room, etc.)
       Fairy Dust (Escalation '95)
-dlb: Avario (SEX etc.)
-cl2: Petit (Memories)
-pttdat: Petit (The Beast Breeders, etc.)
-utmig: Kaigetsu Seisakusho (Rookies)
-ear: Kaigetsu Seisakusho (LOVE ESCALATOR)
-ecg: Kaigetsu Seisakusho (LOVE ESCALATOR)
-pcl: Kaigetsu Seisakusho (LOVE ESCALATOR)
-ailarc: AIL (dual soul, etc.)
-ailarc2: AIL (dual soul, etc.)
-ach: AIL (Intimidation etc.)
-ach2: AIL (Intimidation, etc.)
-ozm: APPLE PIE (Seijo Sentai Lakers, etc.)
-oz2: APPLE PIE (Seijo Sentai Lakers III)
-a98pic: Grocer (I am the guardian spirit!)
-lin: Nikukyu (I like it!)
-mrs: automatically select vrs, bmmrs
-bmmrs: Basement (aluminum strike)
-hgr: Basement (MISCHIF)
-blcdat: Blucky
-psa: Blucky
-adp: GREAT (Wrestle Angels 3 etc.)
       KSS (Wrestle Angels V3)
-pac: Select fstpac and grtpac automatically
-grtpac: GREAT (for foreigners, etc.)
-bgd: BELL-DA (remember)
-mclib: Mistiff (MERRY GO ROUND)
-mclbx: Mistiff (VISITTE)

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MLD USER'S MANUAL Chapter 4 MLD Options

4.2 Control options

Control options are options that specify the behavior of the MLD. Command line,
It can be specified in the environment variable MLDOPT and the file selector. Option solution
The order of interpretation is MLDOPT → command line → file selector, and later
The specified one is valid. The options are value specification options and switches
The two options are interpreted differently.

◎ Value specification option

Specify the value (numerical value) together with the option name and specify the operation. -lv, -fv,
-lb is a value specification option.
The interpretation of the value specification option is to replace the previously specified value.
-Lv40 for MLDOPT, -lv50 for command line, -lv0 for file selector
If-is specified, -lv0 is enabled and the tone at the end of MLD is 0%.

◎ Switch option

Specify the operation using only the option name. -c, -c1 -k etc. are switch options
Option.
The interpretation of switch options is the inverse of the previously specified option.
It becomes. For example, use the -k option on each of MLDOPT and command line.
If specified, type -k specified in MLDOPT with -k on the command line.
It will be erased, and will not wait for key input. In this state, the file
If -k is specified on the collector, it will wait for key input.
Also, if you specify -k -k twice on the command line,
It becomes.

The following describes the functions of the control options. Options marked "(S)"
Is a switch option and "(V)" is a value specification option. Not specified
Options are special (^ _ ^;) options. See description of each option for details
please.

(1) -ad (S)

When displaying more than one screen, all screens are displayed once.

(2) -c (S)

Clears the screen each time an image is displayed.

(3) -c1 (S)

Clear the screen only once at first.

(4) -disp (S)

When displaying an image, the file name of the image file is displayed in the upper left of the screen.
You.

(5) -f (S)

Start the simple file selector. More about file selectors later
I will describe.

(6) -f1 (S)

If you invoke the file selector with the -f option specified,

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MLD USER'S MANUAL Chapter 4 MLD Options

If there is only one elephant file, use the file selector.

Instead, it performs display processing directly.

(7) -fk (S)

Even if the -k option is not specified, if the image data is invalid
Wait for key input.

(8) -fv tone (V)

Makes the specified tone (%) while the file selector is running. -fv option
If the option is omitted, it will be 50%.

(9) -i (S)

When displaying an image, do not change the palette.

(10) -k (S)

Wait for key input each time you display an image. The following is valid during key input
Keys and their functions are explained.

(a) c

After clearing the screen once and redisplaying the previously displayed image,
Return to input waiting.

(b) s

Start the saver. After the saver finishes, it returns to waiting for key input.

(c) o

Switches the image display on / off. After switching, return to key input wait
You.

(d) v

Switch the display screen (bank 0 <-> bank 1) and return to key input wait
You. For images that extend over two screens, instead of switching banks,
The display part will be switched. Valid only in 16-color mode.

(e) ^ p

Start the pallet number checker. Valid only in 16-color mode.

The palette number checker uses the GRAM of the bank currently being
Refers to and displays the color scheme of a specific part. When activated, text
Clear VRAM, reduce palette tone to 50%, cursor on top left of screen
Display. Use the cursor keys to move the cursor to the area where you want to display the color scheme.
When the cursor is positioned and the return key is pressed, the 8 x 16 dots
Show color.

(f) p

Switch the palette when the currently displayed image has multiple palette information
You. If there is only one, do nothing.

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MLD USER'S MANUAL Chapter 4 MLD Options

(g) ^ a

Adjust the image display position. WAB-S / 1000/2000 or GA-98NB series
Valid only when displaying in 256 colors mode.

As soon as ^ a key is pressed, it will enter the image display position adjustment mode.
Adjust the display position with the cursor keys and press the return key.
Displays the value to be specified for the option.

(h) ESC

Interrupts image display.

(i) space or return

Ends the key input wait and displays the next image.

(j) HELP

A brief description of the command waiting for key input is displayed.

(k) Other

Ignore and return to key input wait.

(11) -lb [0 | 1] (V)

Specify the bank that MLD will draw in 16-color mode. If omitted,
Assume bank 0.

(12) -lc number (V)

Processes the palette number specified by the number as "transparent color". Transparent color
Processing is the part of the color of the palette number specified as the transparent color when drawing the image
Without drawing the data, leaving the data on GRAM as it is,
You.
A number from 0 to 255 can be specified. Also, if you specify -lc-, it is transparent
Invalidates the color specification. When -lc option is omitted, -lc- is assumed.

(13) -lv tone (V)

Sets the tone of the palette at the end of MLD to the specified value (%). -lv option
The default is 50%.

(14) -nk (S)

If the image data is invalid when the -k option is specified, enter the key
Don't wait for power.

(15) -nocheck (S)

Do not check the image format. A of image data
It is effective when only the catcher is different and the format itself is the same,
If the format itself is different, runaway may occur.
Let's (^ _ ^;). Also, it does not work for files in archive format.

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MLD USER'S MANUAL Chapter 4 MLD Options

(16) -r (S)

When searching for a file specified on the command line, a subdirectory
Also search.

(17) -save (S)

Activate the saver each time you display an image.

(18) -u (S)

The image display can be interrupted with the SHIFT key during image display.
You.

(19) -wabinitP (V)

When displaying 256 colors using the WAB-S / 1000/2000 or GA-98NB series

If so, specify the initialization parameters. See Chapter 6 for details.

(20) -gainitP (V)

When displaying 256 colors using GA-1024A / 1280A (ACCELA), the initialization parameter
Specify the meter. See Chapter 6 for details.

(21) -disablewab (S)

Suppress board check of WAB-S / 1000/2000 or GA-98NB series,
Is not listed. This option is used for file selection
It will not be valid if the option is changed by the G command in data mode. you have to,
Make sure to specify it on the command line or in the environment variable MLDOPT.

(22) -disablega (S)

GA-1024A / 1280A board check is suppressed, and no board is listed
Will be considered. This option is used with the G command in file selector mode.
It does not take effect when the option is changed by. Always use the command line or
Specify it with the environment variable MLDOPT.

(23) -c16 (S)

At the end of MLD, change to 16 color mode forcibly. WAB-S / 1000/2000,
For GA-1024A / 1280A, GA-98NB series, the last drawn image is 256 colors
Will be changed to 16 color mode for PC, but 256 color mode for PC-9821
Exit as it is. Change this to 16 color mode and exit
It is an option.

(24) -c16c (S)

-c16 In addition to the optional functions, clears the screen when MLD ends.

(25) -dump (S)

no supported Writes image data in CG format to a file.
For the file name, the extension of the file name of the image data has been changed to ".DMP"
Will be something.

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MLD USER'S MANUAL Chapter 4 MLD Options

(26)-?

Displays a long (^ _ ^;) usage message. This option is
It works only when specified for the inbox alone.

4.3 File parameters

In MLD, separate image files with a comma (,) after the image file name.
You can pass parameters to the file. This is called a file parameter.
I'm

(1) File name, number [, ...]

alcdat, sksdat, sksdat2, elfdat, elfdat2, flk, gpa, wsb, doa,
doa2, nca, srm (part of), pt1 series, lbx series, dad, maxg (part of),
gdm, chm, cga series, agd series, szh (part of), sz2 (part of), twdat,
fa1, ida, pxl, askch4, asksbp, ot, adt, grpa3, gph, gdh, xf2,
jsprs (part of), csa, pac, miarc, grc, agx, elfarc, bnd, gigadat,
bpdat, crd (part of), ppc, sksdat3, leafpak, elfdat3, pckarc, dlb,
pttdat, arl, mbsdat, pilarc, grd (part of), ailarc, ailarc2, dl1, mio,
blcdat, adp (part of), actpak, sgsdat, mclib, mclbx, ear, lib49,
dlb49, dat49 Specify the number of the image data to be displayed.

(Example) MLD ACG.DAT, 1,2,3 (Display 1,2,3)

MLD BCG.DAT, 3-6 (Display 3rd to 6th)
MLD CCG.DAT, 10- (Display 10th and subsequent)
MLD DCG.DAT, -5 (displays first (first) to fifth)

Even if the file name is recorded in the archive, it will be specified by number
Yes (^＿^;).

(2) File name [, x [, y]]

Display start position for the next data that does not have a display start position in the image data
Specify the location. It is specified in dot units.
Rounded to 4/8/16 dots. Displayed on images in archive format files
If you want to pass the display start position, put the display start position in parentheses after the image number.
Please enclose in brackets. In the srm image, which part of the image data
Specify whether to display from.

Image type: gem (8), hem (8), grz, cmy (8), cmyold (8), tst (4),
            tsz (8), sgd (4), srm (16), bd1 (8), bdrgb (8), xfl (8),
            xf2 (8), aic (8), gx1 (8), mad (8), cgbon1 (8), cgbon2 (8),
            cgabon3 (8), cgaimg (8), agdcel (8), szh (8), sz2 (8),
            chm (8), px, pxmoe, cgxpsr (8), selpsr (8), aic2 (8),
            wmgdt (8), xle (8), xlepup (8), fdlami (8), plz (8),
            gra (8), gpx (8), gta, pckts (8), mik (8), crd (8),
            edo (8), gyp (8), grd (8), utmig (8), pkl (8), pklx (8),
            ach (8), ach2 (8), ozm (8), oz2 (8), lin (8), psa (8),
            bgd (8), ecg (8), cgl (8), fn1

(Example) MLD CHAKURA.GRZ, 0,200
   MLD -cgabon3 GIRL.CGA, 1,2 (0,200), 3,4 (0,200)

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MLD USER'S MANUAL Chapter 5 File Selector

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                    Chapter 5 File Selector
--- --------------------

MLD has a simple file selector. This file select
Data is stored in the file group specified on the MLD command line or in the archive format.
This is a type to select the image file to be displayed from the expression file. Therefore,
Directory switching and drive switching provided by normal filers
There is no such function.
The file selector is invoked only when you specify the -f option. What
The logical maximum number of files that can be handled by the file selector is 16384, but actually
Has a memory shortage of about 7000 to 8000 (^＿^;). Use when developing images
Considering the work buffer and saver startup,
Is good (^＿^;).
Also, a board that cannot display a text screen when displaying in 256-color mode
(WAB-S / 1000/2000, GA-1024A / 1280A, GA-98NB series)
In selector mode, it always switches to 16-color mode.

5.1 File selector screen

```
+ ---------------------------------------------- ------------------------- +
xxxxxxxx.xxx tttttttt xxxxxxxx.xxx tttttttt xxxxxxxx.xxx tttttttt |
| _____ _____ |
| | | |
| | + ----- (2) |
| + ---- (1) |
|.. |
|.. |
|.. |
xxxxxxxx.xxx tttttttt xxxxxxxx.xxx tttttttt xxxxxxxx.xxx tttttttt |
| MLD Version xx Page np / ep File nnnn NB (v / a) |
```

```
| ~~~~~~~~~ ~~~~~~~~~ ~~~~~~~ |
| (3) (4) (5) |
+ ----------------------------------------------- ------------------------
```

(1) File name. File replaced by $ f substitution symbol when saver starts
   First name.

(2) Image type determined from extension

(3) Currently displayed page and total number of pages

(4) Number of files displayed

(5) Currently active display bank (left) and drawing bank (right)

The lines where (3), (4) and (5) are displayed are actually reverse displays. Cursor position
The installed file name and image type are also displayed in reverse. Also,
While the file selector is running, the palette tone of the graphic is
It will be the specified tone.

5.2 Operation method

Commands can be executed only by direct key input.Function keys cannot be used.
No (^ _ ^;). Press the HELP key for a brief description of the file selector command.

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MLD USER'S MANUAL Chapter 5 File Selector

Will be shown.

5.2.1 Page switching and cursor movement

《Operation keys: ↑ / ↓ / → / ← / RollUp / RollDown》

The number of displayed files on one page of the file selector is 63. The number of files
If it exceeds, switch pages by RollUp and RollDown keys and display them
Can be done.
Use the cursor keys (↑, ↓, →, ←) to move the cursor.

5.2.2 Marking files

《Operation key: SPACE / HOME CLR》

The file at the cursor position can be marked with the SPACE key.
The HOME CLR key switches the marks on / off for all files.
The SHIFT + HOME CLR keys can be used to invert marks on all files.

5.2.3 Image display position adjustment

《Operation key: ^ A》

Activates the image display position adjustment function activated by the key input wait command (^ a).
You. The operation is the same as that of the command waiting for key input.

5.2.4 Pallet number checker

《Operation key: ^ P》

Starts the pallet number checker started by the key input waiting command (^ p).
You. The operation is the same as that of the command waiting for key input.

5.2.5 File sort

《Operation key: A》

Sorts and displays the displayed file. The key to sort is the file name
Or you can sort by ascending or descending order by extension. In addition, the file
It is possible to return immediately after starting the lector.

When you press the A key, the following prompt appears at the bottom of the screen.

sort condition (f: file name e: file extention i: initial):

Here, press f key for file name, e key for extension, i key for
Press to sort by default. Press ESC to abort the sort command
To do. If you press f or e, the following prompt is displayed:
You.

sort order (a: ascending d: descending):

Press a to sort in ascending order, and d to sort in descending order. ESC key

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MLD USER'S MANUAL Chapter 5 File Selector

Press to return to selecting keys to sort.

5.2.6 16 colors ← → 256 colors switch

《Operation key: B》

If 256 colors can be displayed, switch between 16 colors ← → 256 colors. In 256 color mode
If text cannot be displayed, switch to 256 color mode and wait for key input.
Press the key again to return to the 16-color mode.

5.2.7 Clear screen

《Operation key: C》

Clears the currently displayed bank (bank v of NB (v / a)). K
After the rear, the drawing target bank becomes the same as the display target bank. Also, after clearing,
The palette tone changes to 0%.

5.2.8 Changing MLD options

《Operation key: G》

You can change options except the MLD image selection option. For image type
Can be changed for each file with the T command.

Pressing the G key opens a frameless window above the file list.
Options (now options :) are displayed (the default options are displayed).
Option is not displayed). In addition, the following prompt is displayed at the bottom of the screen.

override options:

Override options: are usually specified in the command line.
Enter options (like -k -disp -u).
The options entered here are the options that are not displayed in now options:
Is set as is, but the options shown are set in the MLDOPT environment variable.
Now so that defined options can be overridden with command line options
If you specify the options displayed in options: again with override options:
You can cancel it.
Press ESC to abort the option change.

5.2.9 DOS command execution

《Operation key: H》

You can execute DOS commands. Large command because there is not much free memory

De will be mushy (^ _ ^;).

When you press the H key, a prompt similar to the following appears:

command:

If you want to execute it only once, enter the command name here. Nothing
If no return key is used, COMMAND.COM will be launched. Return to MLD
To enter EXIT.

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MLD USER'S MANUAL Chapter 5 File Selector

5.2.10 Rename File

《Operation key: N》

Change the file name where the cursor is located. This file name is
Replaced by the $ f substitution symbol in the MLDSAVER environment variable when the bar is activated
Thing. Only 8 characters are used without the extension, but you can also change the extension
Can be (^ _ ^;).

When you press N, the following prompt appears:

new name:

Here, enter the file name you want to change. However, not very detailed
We haven't done any syntax checking, so the very strange (^ _ ^;) file name
Please do not input (^ _ ^;). Press ESC key to change file name
Cancel.

5.2.11 Image display on / off

《Operation key: O》

Switches the currently displayed image on / off. Actually, if off, the palette
Changes the tone to 0%, and if on, changes to the tone specified by the -fv option.

5.2.12 Changing file parameters

《Operation key: P》

The parameters given to each image file can be changed. The parameters are
Image display start position, image number for file selection in archive format file
It is The parameter set by this command ends the file selector.
Valid up to.

When you press the P key, the following prompt appears: Mark set at all
If not, the parameters set in the file where the cursor is located
Data is also displayed at the same time.

parameter:

Here, enter the parameters to be set in the file. Press ESC key
Then, the change of the parameter is interrupted. If you only enter the return key,
Cancels the set parameters and leaves them unset.
If marked, the same parameters will be used for all marked files.
Set

5.2.13 Image display

《Operation key: Return / R / X》

Display the file at the cursor or marked. Image type
If is undef, the file is ignored.

With the return key, the cursor is positioned with or without the mark

Displays the file to be used. For archive format files, a new file

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MLD USER'S MANUAL Chapter 5 File Selector

The file selector is activated. Normally, the cursor position does not move after the display ends.
However, if you lock the CAPS key, you will be positioned at the next file.

The X key is also used for the file on which the cursor is positioned, with or without a mark.
File, but you can enter file parameters before the display starts. here
The file parameters entered with are temporarily set, and are set with the P command.
The specified parameters are not changed.

The R key will mark all marked files if marked.
If no mark is set, the file at the cursor position is displayed. Arca
In the case of an Eve format file, a new file selector is not activated and
Will be shown.

5.2.14 Starting the saver

《Operation key: S》

Start the saver set by the MLDSAVER environment variable. Here is the saver
You can enter the file name to pass to and the screen mode when saving.

When you press the S key, a prompt similar to the following appears.

save file name:

Here, enter the name of the file to replace with the $ f substitution symbol in MLDSAVER.
The file name at the cursor position has already been displayed.
If so, just enter the return key. Press the ESC key to save
Stop bar start.

Next, in the case of the model supporting 256 color mode, the following prompt is displayed.

color mode (1:16 2: 256):

Here, specify the display color when the saver starts. If 1, set MLDSAVER to
If 2, use MLDSAVER256.

Next, in the case of 16 color mode save or 256 color save of PC-9821,
You will be prompted.

line mode (4: 640x400 8: 640x800 c: 1280x400):

Here, specify the screen mode when activating the saver. Draw just before
The screen mode of the displayed image is displayed. Please change as needed. Esc
Press the key to return to the saver file name: prompt.
This screen mode affects the MLDSAVER $ 4, $ 8, $ c substitution symbols.

One more thing, the drawing target bank (a of NB (v / a)) when the saver is activated is shadowed on $ b, $ o
Affects.

5.2.15 Changing the image type

《Operation key: T》

Change the image type of the file at the cursor or of the marked file.

Press T to get the following prompt:

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MLD USER'S MANUAL Chapter 5 File Selector

CG type:

　　Here you enter the image type you want to change. If there is no mark, Curso
File type is displayed. Image selection options-
Or enter something without /. Press the ESC key to change the image type.
cease.
　　If the mark is set, the same image type is set for all the marked files.
I will.

5.2.16 Display Bank Switching

　《Operation key: V》

　　Switches the image display target bank (v of NB (v / a)). Switch the drawing target bank
I don't change.

5.2.17 Switching Drawing Bank

　《Operation key: TAB》

　　Switches the drawing target bank (a of NB (v / a)). Switch the display target bank at the same time
Will be replaced.

5.2.18 End of file selector

　《Operation key: ESC》

　　Exit the file selector.

　　　　　　　　　　- twenty three -
MLD USER'S MANUAL Chapter 6 256 Color Mode

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　　　　　　　　　Chapter 6 256 Color Mode
--- --------------------

　　MLD uses the following PC-9821, a graphics accelerator, to display a 256-color table.
Can be shown.

　　　・ Extended graphic mode of PC-9821

・ MELCO WAB-S, WAB-1000, WAB-2000
・ I / O DATA GA-1024A / 1280A
・ I / O DATA GA-98NB series

If you have WAB-S and GA-1024A on PC-9821 (^ _ ^;), GA → WAB
Check and use in order of → 9821. In this state, the 9821 256 color mode
If you want to use it, specify the -disablewab and -disablega options.
Suppress the WAB and GA board checks, respectively, and assume that the board is not listed.
No. GA-98NB is treated the same as WAB-S / 1000/2000.
It also supports the 256-color resident palette included in Aji's 256set.
You can save without a resident palette, but if you use a lot of tone changes,
It is more convenient to create one. Even if there are no 256 resident pallets,
MLD does not create temporary resident palettes.

6.1 For PC-9821

6.1.1 Initialization method

When displaying 256 colors using PC-9821, no special options are required.
No. MLD uses extended graphics mode in 640x400 two-screen mode.
Use

6.1.2 Notes

(1) Save more than 640x400 images because you are using two screen mode
    In this case, a saver that supports the two-screen mode (VRAM split mode) is required.

(2) In the 256-color mode, set the 640x400 two-screen mode.
    It does not return to the mode before starting. I was a little worried (^ _ ^;), the current bar
    That's what John does, (^ _ ^;) However, the horizontal scanning frequency is
    No change.

(3) If you exit MLD after displaying a 256-color image, it will remain in 256-color mode.
    However, depending on the software used, the mode switches to 16-color mode.
    Please note that some may not work properly if they are not.
    If necessary, specify the -c16 option to return to 16-color mode when finished.
    Please do it.

(4) In the early machines of PC-9821, VRAM in 16 color mode and 256 color mode were independent.
    It seems to have been shared in recent machines. Both
    If the machine used is 256 colors ← → 16 colors, 256 color data
    Is displayed in 16-color mode and vice versa, and garbage is displayed.
    It looks like

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MLD USER'S MANUAL Chapter 6 256 Color Mode

6.2 For WAB-S / 1000/2000 or GA-98NB series

6.2.1 Initialization method

When displaying 256 colors using WAB-S / 1000/2000 or GA-98NB series,
Specify initialization parameters (mode, ph, pv) with the -wabinit option. This value
Please specify in hexadecimal notation.

The values that can be specified for mode are as follows.

    000 ... 640x480 256colors Hsync = 31.5kHz / Vsync = 60Hz
    001 ... 640x480 256colors Hsync = 37.9kHz / Vsync = 72Hz
    002 ... 640x480 256colors Normal Display Mode
            Hsync = 25.5kHz / Vsync = 48.8Hz
    003 ... 640x480 256colors Normal Display Mode
            Hsync = 27.4kHz / Vsync = 52.6Hz

004 ... 640x480 256colors Normal Display Mode
        Hsync = 25.5kHz / Vsync = 52.1Hz
010 ... 800x600 256colors Hsync = 37.9kHz / Vsync = 60Hz
011 ... 800x600 256colors Hsync = 35.2kHz / Vsync = 56Hz
012 ... 800x600 256colors Hsync = 48.1kHz / Vsync = 72Hz
020 ... 1024x768 256colors Hsync = 48.3kHz / Vsync = 60Hz
021 ... 1024x768 256colors Hsync = 56.0kHz / Vsync = 70Hz
022 ... 1024x768 256colors Hsync = 58.0kHz / Vsync = 72Hz
200 ... 640x480 16m colors Hsync = 31.5kHz / Vsync = 60.0Hz
201 ... 640x480 16m colors Hsync = 25.7kHz / Vsync = 51.4Hz

ph, pv are the values displayed when WABTESTx.COM, WT08Mx.COM, WT24Mx.COM is finished
(H_pos, V_pos) or the value displayed by the MLD image display position adjustment function
Specify as is. If this option is not specified, the default is
mode = 003, ph = 5A, pv = EA.

(Example) -wabinit000,54, EA

6.2.2 Notes

(1) When displaying 256 colors on the WAB-S / 1000/2000 or GA-98NB series, use MLD
    Initialize with, but it may not be able to initialize properly for some reason
    (^ _ ^;). In this case, use the display position adjustment program attached to the WAB-S / 1000/2000.
    Do not initialize using the initialization program that appears in the system or free software.
    Please push. If you still can't help ...
    It is still unstable (^ _ ^;)).

(2) Use the rotary switch for changing the I / O address of the board at 0.
    please.

(3) Use a WAB-S / 1000/2000 or GA-98NB series display driver
    Using MLD at the Windows mode DOS prompt on Windows
    It will be sad (experienced person speaks (^ _ ^;)). In full screen mode
    It is all right.

6.3 For GA-1024A / 1280A (ACCELA)

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MLD USER'S MANUAL Chapter 6 256 Color Mode

6.3.1 Initialization method

When using GA-1024A / 1280A (ACCELA) to display 256 colors, use the -gainit option.
Specify the initialization parameter (mode) in the option.

The values that can be specified for mode are as follows. What is the GAINIT / GABIOS / m option?
Note that the specified value is different.

0: Use the mode initialized by GAINIT / GABIOS
    1: 640x480 (60Hz) Ni (equivalent to GAINIT / m = 2)
2: 640x400 (56Hz) Ni (equivalent to GAINIT / m = 5)
    3: 640x480 (72Hz) NiFF (equivalent to GAINIT / m = 11)
    4: 640x480 (51Hz) NDHD-2 (equivalent to GAINIT / m = 14)
5: 640x480 (52Hz) NDHD-2 (GAINIT / m = 16 equivalent)

When mode = 0, the mode initialized by GAINIT / GABIOS is not initialized by MLD.
Use the mode as is, but be sure to initialize it in 8-plane mode.
Please. When mode = 1 to 5, initialize in MLD side in 8-plane mode and end MLD
Sometimes return to the original mode. The default value when this option is not specified
The default is mode = 2.

(Example) -gainit1

6.3.2 Notes

(1) When displaying 256 colors on GA-1024A / 1280A, GAINIT / GABIOS must be
   Must be resident.

(2) Windows on Windows using the GA-1024A / 1280A display driver
   Using MLD on a dow mode DOS prompt can be sad (experience
   The person speaks (^ _ ^;)). It's OK in full screen mode.

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MLD USER'S MANUAL Chapter 7 Notes

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                        Chapter 7 Notes
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(1) The STOP key does not work during MLD operation. Without waiting for key input
   If you want to stop while continuing drawing, keep pressing the SHIFT key
   please. The same applies during continuous drawing from the file selector.

(2) The following image data contains information necessary for image development such as palette information.
   Is not ... Therefore, MLD has its own information.
   "File name" is used as a key to select the information that matches the data.
   Therefore, do not change the file names of these image data.
   If you do, the image will not be expanded correctly. Of course, this is MLD
   This is a limitation only when displaying image data in other image formats.
   After converting to, you can freely rename (^ _ ^;).

      Image data that cannot be renamed: srm, pdtnc, gdtzx, pdtnc2, pt1sm,
                              pt1pm, pt1ch1, pt1ch3, pt1nd, pt1pm2,
                              pls, askch4, asksbp, brn, sks48, lbd,
                              erg, cgbon1, cgbon2, cgabon3, cgaimg,
                              twdat, agdcel, pxmoe, cgxpsr, selpsr,
                              fdlami, ni6mm, pckts

(3) Image data includes data for two or more screens with one image data
   There are things that are being used. Such data is stored in bank 0 if it is within 2 screens.
   Draw on both GRAMs in bank 1 and split it into single screens if there are more than three screens
   To display. If you are drawing using both banks, saver
   Since it is started only once, use a saver that can save two screens at the same time
   (^ _ ^;), Replace $ 8, $ c, $ b in environment variable MLDSAVER
   If you make full use of symbols and batch files (^ _ ^;), you may be able to manage
   (^ _ ^;). In the case of a type that draws one screen at a time, the saver
   It is started several times (save one screen at a time).

(4) In some cases, an image is displayed but is not displayed on the screen. this
Can be caused by the following:

・ It is image data for clearing the screen (^ _ ^;).

・ All pallet information is set to black. Such data is
In order to display it on the image, it is necessary to put palette information
This may be because it is not. Such data
Is displayed with the MLD -i option (without setting the palette).
Please try.

・ There is no pallet information. This is also used to display over an image
This pattern is common in formats. In this case, the base image
After displaying it, it must be overlaid.

・ The image was not drawn in the 640x400 area being displayed. Use more than one screen
This can happen with some data. -k option
When key input is enabled with the button or in the file selector mode
To change the display area, press the v key. Also,
If the -ad option is specified, once an image has two or more screens,
Displays all screen images.

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MLD USER'S MANUAL Chapter 8 Program

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Chapter 8 Program
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This program is free software ... (^_^;)
The loader part has neither copyright nor headlash (^ _ ^;). Very suspicious software
It is wear. However, the loader part has also been recoded,
We claim copyright as free software (^ _ ^;). Copyright is the author,
Loud belongs to. Use, copy and redistribution are copyright notices and archives
Feel free to go if you don't want to change anything. However, to BBS etc.
Reprinting is prohibited without permission. The primary distribution is World
Going on the Wide Web. Please use those who can use WWW. The URL is
It is right.

http://www3.tky.3web.ne.jp/~owahaha/

The author has no obligation to compensate for any damages caused by using this program,
We are not obliged to correct any deficiencies in the program
I may throw it (^ _ ^;)). Also, needless to say, MLD
The copyright of the image displayed in is in the software house that created the image data.
Therefore, images displayed in MLD (but not limited to)
(Including those that have been overwritten) should only be used for personal use.

This program is Borland C ++ Version 5.0J and Borland Turbo
Compiled / assembled with Assembler Version 5.0J (4.1J).

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MLD USER'S MANUAL Chapter 9 Acknowledgments

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Chapter 9 Acknowledgments
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 (1) NIFTY-Serve Patio
    Advice, bug reports, image formats
    Providing information, providing sources (^ _ ^;), etc.

 (2) MLD option is MAG.EXE (by sam), document format is various
    (^ _ ^;)
    XTR (by Nαδα), XTR macro REPORT.XTR (by Ken K ....
    Modified using (^ _ ^;)) and TBL.EXE (by Akira Iwamoto)
    Output.

 (3) For the initialization part of WAB-S / 1000/2000,
    Whats

 (4) The initialization and drawing part of GA-1024A / 1280A is
    I referred to the library.

 (5) When using the extended graphics mode of PC-9821,
    Ji referred to the published document.

 (6) Mr. Misuran taught me how to initialize the GA-98NB series.

  I would like to thank all of the above. Thank you very much.

              owahaha@tky3.3web.ne.jp Loud Wahaha

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