Apple II
File Type Notes

File Type: $C1 (193)
Auxiliary Type: $CC65

Full Name: UnPacked Apple IIgs Super Hi-Res 16 Color Screen Image Fragment File
Short Name: UnPacked Super Hi-Res Image Fragment
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Files of this type and auxiliary type contain an unpacked Apple IIGS Super Hi-Res 16 color screen image fragment with or without Header, ColorTable and Background Color.

Files of type $C1 and auxiliary type $CC65 contain an unpacked Apple IIGS Super Hi-Res 16 color screen image fragment, with an optional 2 byte header, followed by an optional single ColorTable, followed by an optional 1 byte background color, followed by pixelData. These files are in the range of 2 to 320 pixels x 1 to 200 scan lines. Pixels are stored in pairs to support byte aligned loading to the Super Hi-Res screen area.

Definition

Color table	A table of sixteen two-byte entries, where each entry in the table is a master color value ($0RGB, where R is the red component, G is the green component and B is the blue component).
File Structure	The format for these files is smaller than mode320 screen images.
Header (optional)	(+000) 1 Byte – width value in bytes (+001) 1 Byte - height value in scan lines.
colorTable (optional)	(+003) 32 Bytes - One Color table for all scan lines. When a Color table is not present the loader is expected to interpret a ColorTable, either from a background screen image or by some other method.
Background (optional)	1 Byte – Background (transparent) color 0-15 When background color is disabled this byte is set to $FF (255)
pixelData	Width in bytes x Height in scan lines Bytes Pixel data to be displayed on the Super Hi-Res screen. Scan lines are from top to bottom.

Files of type $C1 and auxiliary type $CC65 can also be referred to as "sprite files" and are designed to be as flexible as possible. Loaders can read the optional headers of these files to interpret the optional information by doing a file size calculation based on the size of the Pixel data. If the file size is 2 bytes over the size of the Pixel data, no optional information is present and must be interpreted. If the file size is 34 bytes over the size of the Pixel data, the file contains a Color table but has no background color. If the file size is 35 bytes over the size of the Pixel Data the file contains all information fields.

Further Reference

- Apple II File Type Notes, File Type $C1, Auxiliary Type $0000