

CMM2 Image, sprite, and font formats

CMM2 supports some common image formats: BMP, GIF, JPG and PNG.

Font format There's an overview in Embedded Fonts.pdf (where to get this?) UTFT standard (see <http://www.rinkydinkelectronics.com> for the details)

Sprite graphics can be created by sampling from the screen, or with sprite graphics files in PNG or extended CMM sprite format. CMM sprite format: The CMM2 supports creating sprites by reading in an ascii file formatted as described in the Colour Maximite manual with a key enhancement: CMM2 sprites can be any width and any height This manual includes a description of the older version of the format: <https://geoffg.net/Downloads/Maximite/MMBasic%20Language%20Manual.pdf>

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