

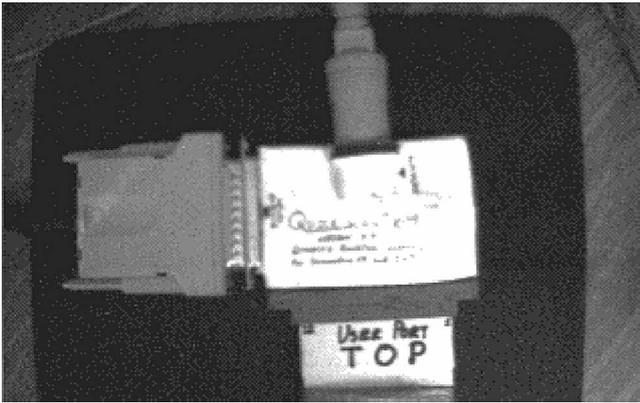
The QuickScan 64 Page

Welcome to my Quickscan page. On this page you will find information about the QuickScan interface I designed. This interface lets a C64/C128 user hook up a Connectix Quickcam and use it to grab images onto the screen.

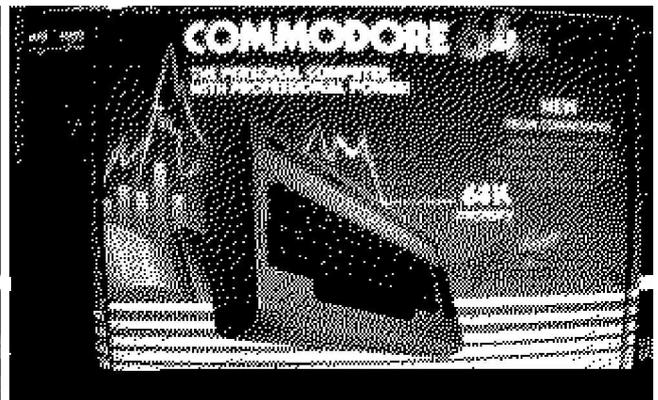
The images on this page come in two flavors. In each pair of images, (except for the first two images immediately below), the ones on the left are effectively the original raw 320x200 4-bit images captured by the camera.

The images to the right are actual C64 screenshots, saved to disk as hires 320x200 (e.g. Doodle) bitmaps, which were rendered in realtime using the Adrian Gonzalez' 16-level Floyd-Steinberg code.

All of these images were created entirely on my Commodore, using the QuickScan interface and my monochrome Connectix QuickCam. Godot was used to convert the various image data into IFF format. Many thanks go to David Wood (jbevren/#C-64) for exporting these IFF'S into GIF format for better portability.



[\[Home\]](#) [\[Condensed Home\]](#) [\[Descriptive Files\]](#) [\[Condensed Files\]](#)
[\[C128 Tower Info\]](#) [\[Modplay Info\]](#) [\[C= Projects\]](#) [\[QuickScan Info\]](#)





QuickScan 64 version 1.4

The interface hardware consists of a deceptively simple circuit for the C64 or C128, which plugs into your User Port. What it does is allow you to connect a black and white or Color Connectix Quickcam to your C64 to sample video from it. It works quite well and is easy to program.

Approximate cost: \$15

Click [HERE](#) for the schematics to this version of the interface!

Also, click [HERE](#) for some programming information about the QuickCam and how it works with the QuickScan version 1 interface.

And [HERE](#) are the files needed to use the Quickcam and interface, in Commodore 64-ready format. These work only with the version 1 interface and the B&W QuickCam, of course.

Use Errol Smith's Unzip 64 v2.12 to dissolve this and other ZIP archives on my site. Get it [HERE](#)!

QuickScan version 2

The specifications of the QuickScan v2 are still up in the air. For now, it is a given that this version will use the Expansion Port.

Control circuitry for the camera will be mapped directly into the C64's address space, allowing for a much faster throughput, as well as the possibility of using the 16-bit operations of the Super CPU for even greater speed (one can read two bytes with a single operation, for example).

It is not determined what the unit will cost, but it is hoped that there will also be sound capabilities with this unit. Who knows? Maybe this will become an add-on board for the PowerSID, which is described on [My Projects Page](#).

Questions? Comments? Send me some Email! [natedac@southwind.net]

[[Home](#)] [[Condensed Home](#)] [[Descriptive Files](#)] [[Condensed Files](#)]
[[C128 Tower Info](#)] [[Modplay Info](#)] [[C= Projects](#)] [[QuickScan Info](#)]

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