

File Formats

Bitmap

| |
|-------------------|
| BITMAPFILEHEADER |
| BITMAPINFOHEADER |
| RGBQUAD array |
| Color-index array |

```
typedef struct tagBITMAPFILEHEADER {
    WORD    bfType;           // "BM"; 0x42, 0x4D; 0x4D42
    DWORD   bfSize;          // 00000000
    WORD    bfReserved1;     // 0
    WORD    bfReserved2;     // 0
    DWORD   bfOffBits;       // 000000000000000000000000
} BITMAPFILEHEADER, *PBITMAPFILEHEADER;

typedef struct tagBITMAPINFOHEADER{
    DWORD   biSize;           // 0000000040 (0x28) bytes
    LONG    biWidth;          // 00
    LONG    biHeight;         // 00
    WORD    biPlanes;         // 1
    WORD    biBitCount;       //
    DWORD   biCompression;   // BI_RGB, BI_RLE8, BI_RLE4, BI_BITFIELDS,
BI_JPEG & BI_PNG
    DWORD   biSizeImage;     // 000000000000 BI_RGB 00000000 0
    LONG    biXPelsPerMeter;  // 00000000
    LONG    biYPelsPerMeter;  // 00000000
    DWORD   biClrUsed;        // 0000000000000000 0000 biBitCount 00
    DWORD   biClrImportant;   //
} BITMAPINFOHEADER, *PBITMAPINFOHEADER;

typedef struct tagRGBQUAD {
    BYTE    rgbBlue;
    BYTE    rgbGreen;
    BYTE    rgbRed;
    BYTE    rgbReserved;
} RGBQUAD;

typedef struct tagBITMAPINFO {
    BITMAPINFOHEADER    bmiHeader;
    RGBQUAD              bmiColors[1];
} BITMAPINFO, *PBITMAPINFO;
```

From:

<http://wiki.2ndboy.net/> - **2ndboy's wiki**

Permanent link:

http://wiki.2ndboy.net/file_formats

Last update: **2011/05/19 17:48**

