

**Picture**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Picture		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 19, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Picture

### 1.1 Picture V1.00

Pure Basic Picture library V1.00

The pictures handled by the Pure Basic are stored in IFF/ILBM format, the Amiga picture standard. The `$picture` can be compressed or not, both forms are supported. the read/decompression routines have been highly optimized and even big pictures load in less than a seconds on any amiga. Enjoy...

Commands summary:

```
FreePicture
InitPicture
LoadPicture
PictureDepth
PictureHeight
PictureID
PictureToBitMap
PictureWidth
UsePicture
```

Example:

```
Picture viewer
```

### 1.2 freepicture

SYNTAX

```
FreePicture(#Picture)
```

STATEMENT

Remove the given Picture from memory.

### 1.3 initpicture

---

## SYNTAX

```
result.l = InitPicture(#NumPictureMax)
```

## FUNCTION

Init all the Picture environments for later use. You must put this function at the top of your source code if you want to use the NPicture commands.

#NumPictureMax : Maximum number of Pictures to handle.

## 1.4 loadpicture

## SYNTAX

```
PictureID.l = LoadPicture(#Picture, FileName$)
```

## FUNCTION

LoadPicture() will try to load an IFF/ILBM picture into memory. It will be loaded in ANY memory, ie FAST ram if available. The picture will be kept in compressed form (if this is a compressed IFF/ILBM file, but normally, it is) so no memory is wasted.

The result can take 3 special values:

If PictureID = -1: File is not found

If PictureID = -2: File is not an IFF/ILBM picture

If PictureID = -3: Not enough free memory to load the picture

If PictureID >= 0: All is good.

## 1.5 usepicture

## SYNTAX

```
UsePicture(#Picture)
```

## STATEMENT

Change the used Picture to given #Picture.

## 1.6 picturetobitmap

## SYNTAX

```
Result = PictureToBitMap(#Picture, BitMapID)
```

## COMMAND

Copy the given IFF/IBLM picture data on the given bitmap. Note, this function is very optimized. It supports compressed and uncompressed IFF pictures.

The result can take 2 specials values:

---

```
If Result = -1: BitmapHeader or Body chunk aren't found (ie: IFF
    palette only)
If Result = -2: Picture size is too big for the bitmap.
```

## 1.7 picturewidth

SYNTAX

```
Width.w = PictureWidth()
```

FUNCTION

Returns the current picture width.

## 1.8 pictureheight

SYNTAX

```
Height.h = PictureHeight()
```

FUNCTION

Returns the current picture Height.

## 1.9 picturedepth

SYNTAX

```
Depth.b = PictureDepth()
```

FUNCTION

Returns the current picture depth.

## 1.10 pictureid

SYNTAX

```
*PictureAddr = PictureID()
```

FUNCTION

Returns the current picture memory location. It points to the start of the IFF file ('FORM' chunk).