

**BitMap**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> BitMap		
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# Chapter 1

## BitMap

### 1.1 BitMap V1.00

Pure Basic - BitMap library V1.00

'BitMap' are memory area used to store and later to display pictures or graphical objects. The 'BitMap' is so called a planar display as its a superposition of single 'BitPlanes'. Each 'BitPlanes' contain only 0 and 1 and more there is BitPlanes superposed and more you can have differents colours. It's the 'Depth' of the BitMap. For example, a BitMap of Depth '8' (8 bitplanes superposed) can upto have  $2^8$  colours or 256 colours. Planar is the native Amiga display format.

Commands summary:

```
BitMap
BitMapID
BitMapRastPort
FreeBitMap
InitBitMap
UseBitMap
ShowBitMap
```

Example:

```
Double buffering
```

### 1.2 freebitmap

SYNTAX

```
FreeBitMap(#BitMap)
```

STATEMENT

Free the given BitMap object and release the previously allocated memory.

---

## 1.3 initbitmap

### SYNTAX

```
result.l = InitBitMap(#NumBitMapMax)
```

### FUNCTION

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

#NumBitMapMax : Maximum number of BitMaps to handle.

## 1.4 bitmapid

### SYNTAX

```
BitMapID.l = BitMapID()
```

### FUNCTION

Returns the BitMap pointer.

## 1.5 bitmaprastport

### SYNTAX

```
RastPort.l = BitMapRastPort()
```

### FUNCTION

Returns the current BitMap's rastport. Needed to use the 2D Drawing functions available in the 2D Drawing library.

## 1.6 bitmap

### SYNTAX

```
BitMapID.l = BitMap(#BitMap, Width, Height, Depth)
```

### FUNCTION

Create a new BitMap object with given parameters. If the result is NULL, then there is not enough memory, so STOP your bitmap manipulations !

## 1.7 usebitmap

### SYNTAX

```
UseBitMap(#BitMap)
```

### STATEMENT

Change the currently used BitMap to #BitMap.

---

## 1.8 showbitmap

### SYNTAX

```
ShowBitMap(#BitMap, ScreenID, x, y)
```

### STATEMENT

Display the given bitmap on the screen at position x, y. This function is 100% OS friendly and allows fast double-buffering. This function automatically handles a VWAIT, so there is no need to put one in your main loop.

If you do a multitask game, don't forget to use the ProgramPriority() function to have a high priority, gaining much more cpu time.