Picture

COLLABORATORS

	TITLE : Picture		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

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 ßpicture 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.w = 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).
```