BitMap

	COLLABORATORS		
	TITLE : BitMap		
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Contents

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.