

bitmapimage

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REVISION HISTORY

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Chapter 1

bitmapimage

1.1 bitmapimage_plugin: Introduction

```
bitmapimage_plugin
```

```
by Daniel Westerberg <deniil@algonet.se>
```

This is a plugin for displaying an raw bitmap-image on an EasyGUI window. It is a passive plugin that is not resizeable.

Usage

History

1.2 bitmapimage_plugin: Usage

How do I use it?

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To put your image (that does NOT need to be in chip) on an EasyGUI-window, just write:

```
[PLUGIN, NIL, NEW mybitmap.bitmapimage(imagedata, datasize,  
                                       xsize      , ysize,  
                                       bitplanes, planeonoff)]
```

After a succesfully opened EasyGUI is closed you can free the allocated chipdata using the `mybitmap.end()` method.

If you choose not to the memory will automatically be deallocated when the proram terminates. If the GUI is opened several times then it is a good idea to use `mybitmap.end()` everytime you close the GUI.

Exceptions?

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This PLUGIN raises "MEM" if it couldn't allocate "datasize" bytes of memory in chipmem.

1.3 bitmapimage_plugin: History

v1.0 (30.8.97)

- o Initial release.

v1.1 (28.10.97)

- o I found a very stupid bug. I had forgot about the planepick which resulted in a non-set .nextimage pointer. -> Crash!