

bitmap2true

COLLABORATORS

	<i>TITLE :</i> bitmap2true	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

bitmap2true

1.1 Amiga Foundation Classes: bitmap2true

```
** bitmap2true - Original By Fabio Rotondo **
```

```
* Part of the Amiga Foundation Classes *
```

```
Introduction
```

```
Author's Info
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```
  Amiga Foundation Classes
```

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History
```

```
  REQUIRES: Palette Super_Picture Bitmapper
```

```
NAME: bitmap2true(bmap:PTR TO bitmapper, pal:PTR TO palette, alpha=0)
```

```
SYNOPSIS: truebitmap * bitmap2true(bitmapper * bmap, palette * pal, CHAR ↔  
alpha=0)
```

```
DESCRIPTION: This function will create a TrueBitmap out of the standard Amiga ↔  
bitmap
```

```
provided.
```

```
INPUT: bmap - Pointer to a _valid_ Bitmapper object.
```

```
pal - Pointer to a _valid_ Palette object.
```

```
alpha - (Optional) Alpha channel value. Must be from 0..255
```

```
RESULTS: a pointer to a valid TrueBitmap object. May be NIL.
```

```
NOTE: remember to END the TrueBitmap object returned by this call.
```

```
SEE ALSO:
```

1.2 Introduction

INTRODUCTION

bitmap2true is a function that will allow you to create a TrueBitmap starting from a standard Amiga bitmap.

1.3 Author's Info

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1.4 Amiga Foundation Classes: bitmap2true / HISTORY

HISTORY

V1.00 - Initial Release
