

Picture

COLLABORATORS

	<i>TITLE :</i> Picture		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Picture

1.1 Picture V1.00

Picture V1.00 General Information:

- * Blitz Basic II library number : #183
- * Library size when linked to executable: 1004 bytes
- * Number of commands : 8
- * Ressources automatically freed at end : Yes

NInitPicture() must be put before any other Picture functions or you will enjoy BIG crashes.

Commands summary:

```
NFreePicture
Statement

NInitPicture
Command (Boolean)

NLoadPicture
Command (PictureID)

NPictureDepth
Function (Byte)

NPictureHeight
Function (Word)

NPictureID
Function (Long)

NPictureToBitMap
Function (Long)

NPictureWidth
Function (Word)

NUsePicture
```

Statement

1.2 nfreepicture

SYNTAX

```
NClosePicture(#Picture)
```

STATEMENT

Remove the given Picture from memory.

1.3 ninitpicture

SYNTAX

```
result.l = NInitPicture(#NumPictureMax)
```

FUNCTION

Init all the Picture environnement for later use. You must put this functions on top of your source code if you want to use the NPicture commands.

#NumPictureMax : Maximum number of Picture to handle.

1.4 nloadpicture

SYNTAX

```
PictureID.l = NLoadPicture(#Picture, FileName$)
```

FUNCTION

NLoadPicture 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 keep in compressed form (if this is an compressed IFF/ILBM file, but normaly, 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 nusepicture

SYNTAX

```
NUsePicture(#Picture)
```

STATEMENT

Change the used Picture to given #Picture.

1.6 npicturetobitmap

SYNTAX

```
Result = NPictureToBitMap(#Picture, BitMapID)
```

COMMAND

Copy the given IFF/IBLM picture data on the given bitmap. Note, this function is very optimized. It support indeferently 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 npicturewidth

SYNTAX

```
Width.w = NPictureWidth
```

FUNCTION

Return the current picture width.

1.8 npictureheight

SYNTAX

```
Height.w = NPictureHeight
```

FUNCTION

Return the current picture Height.

1.9 npicturedepth

SYNTAX

```
Depth.b = NPictureDepth
```

FUNCTION

Return the current picture depth.

1.10 npictureid

SYNTAX

```
*PictureAddr = NPictureID
```

FUNCTION

Return the current picture memory location. It points to the start of the IFF file ('FORM' chunk).