

**Picture**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Picture		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 31, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Picture

### 1.1 Picture V1.00

PureBasic Picture library V1.00

Pictures handled by PureBasic are stored in the IFF-ILBM format, the Amiga's standard picture format. Both compressed and uncompressed pictures are supported. The read/decompression routines have been highly optimized and even big pictures load in less than a second 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

Removes 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 Picture commands.

#NumPictureMax : Maximum number of Pictures to handle.

## 1.4 loadpicture

## SYNTAX

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

## FUNCTION

LoadPicture() will attempt to load an IFF-ILBM picture into memory. If FAST RAM is available then the picture will be stored there. The picture will be kept in compressed form (if it is already a compressed IFF-ILBM file) to save memory.

The result from LoadPicture() can return 3 error 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: Picture was loaded successfully
```

## 1.5 usepicture

## SYNTAX

```
UsePicture(#Picture)
```

## STATEMENT

Changes the currently used picture to given #Picture.

## 1.6 picturetobitmap

## SYNTAX

```
Result.l = PictureToBitMap(#Picture, BitMapID)
```

## COMMAND

Copies the given IFF-ILBM picture data to the given bitmap. Note, this function is very optimized. It supports compressed and uncompressed IFF pictures.

The result from PictureToBitmap can return 2 error values:

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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's width.

## 1.8 pictureheight

### SYNTAX

Height.w = PictureHeight()

### FUNCTION

Returns the current picture's height.

## 1.9 picturedepth

### SYNTAX

Depth.b = PictureDepth()

### FUNCTION

Returns the current picture's depth.

## 1.10 pictureid

### SYNTAX

\*PictureAddr.l = PictureID()

### FUNCTION

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