

**in**

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	<i>TITLE :</i>  in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

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

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# Chapter 1

## in

### 1.1 ModuleInformation

```
ShowModule v1.10 (c) 1992 $#!  
now showing: "tools/ilbmdefs.m"  
NOTE: don't use this output in your code, use the module instead.
```

```
(----) OBJECT bmhd  
( 0) w:INT  
( 2) h:INT  
( 4) x:INT  
( 6) y:INT  
( 8) planes:CHAR  
( 9) masking:CHAR  
(10) compression:CHAR  
(12) transcolour:INT  
(14) xaspect:CHAR  
(15) yaspect:CHAR  
(16) pagew:INT  
(18) pageh:INT  
(----) ENDOBJECT      /* SIZEOF=20 */
```

```
(----) OBJECT picinfo  
( 0) bmhd:LONG  
( 4) modeid:LONG  
( 8) colours:LONG  
(12) palraw:LONG  
(16) pal4:LONG  
(20) pal32:LONG  
(----) ENDOBJECT      /* SIZEOF=24 */
```

```
CONST ILBMNB_COLOURS4=1,  
      ILBMNF_COLOURS4=2,  
      ILBML_GETSCREEN=$80000004,  
      ILBML_SCREEN=$80000001,  
      ILBML_GETCHUNKY=$80000005,  
      ILBML_CHUNKY=$80000002,  
      ILBML_SCREENTAGS=$80000006,  
      ILBML_NOCOLOUR=$80000007,  
      ILBMNB_COLOURS32=0,  
      ILBMNF_COLOURS32=1,
```

```
ILBML_GETBITMAP=$800000003,  
ILBML_BITMAP=$800000000
```