

# BMP Format

bfType
bfSize
bfReserved1
bfReserved2
bfOffBits
biSize
biWidth
biHeight
biPlanes
biBitCount
biCompression
biSizeImage
biXPelsPerMeter
biYPelsPerMeter
biClrUsed
biClrImportant
blue_0
green_0
red_0
reserved_0
blue_m-1
green_m-1
red_m-1
reserved_m-1
image data

## example

2 bytes	'BM'		
4 bytes	54 - 68 - 0 - 0	( 68*256+54 = 17462 )	
2 bytes	0 - 0		
2 bytes	0 - 0		
4 bytes	54 - 4 - 0 - 0	(1078)	1078 + 128*128 =17462
4 bytes	40 - 0 - 0 - 0	(40)	4 + 4 + ... + 4 = 40
4 bytes	128 - 0 - 0 - 0	(128)	
4 bytes	128 - 0 - 0 - 0	(128)	
2 bytes	1 - 0	(1)	not saved as color planes
2 bytes	8 - 0	(8)	
4 bytes	0 - 0 - 0 - 0	(0)	
4 bytes	0 - 64 - 0 - 0	(16384)	128*128 =16384
4 bytes	109 - 11 - 0 - 0	(2925)	
4 bytes	109 - 11 - 0 - 0	(2925)	
4 bytes	228 - 0 - 0 - 0	(228)	
4 bytes	228 - 0 - 0 - 0	(228)	
1 byte	0		
1 byte	0		
1 byte	0		
1 byte	0		
1 byte			
1 byte			
1 byte			
1 byte			

left to right, bottom to top