

256 colors PCX images

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Create files `pcx.h` and `pcx.cpp` that allow to use the following function declaration:

```
1. bool load_pcx(const std::string& filename, mat<vec3b>& img);
```

The definition of template `class mat<T>` is given in the attached `mat.h` file. The declaration of type `vec3b` is provided in the attached `types.h` file and is:

```
1. using vec3b = std::array<uint8_t, 3>;
```

The function should open the **256 indexed color PCX** file specified by `filename`, read its data and store it in the `vec3b` matrix. Notice that colors are stored as 8 bpp indexes in the palette which is appended at the end of the compressed image data.