BMP Metadata Format Specification

The XML schema for the native image metadata format is as follows:

<?xml version="1.0" encoding="UTF-8"?>  
  
<!-- Schema for BMP native image metadata format. -->  
  
<xsd:schema xmlns:xsd="http://www.w3.org/2001/XMLSchema"  
 xmlns="http://javax.imageio.plugins"  
 targetNamespace="http://javax.imageio.plugins">  
  
 <!-- Coordinates of a point in the CIE XYZ color space. -->  
 <xsd:complexType name="XYZPoint">  
 <xsd:sequence>  
 <xsd:element name="X" type="xsd:double"/>  
 <xsd:element name="Y" type="xsd:double"/>  
 <xsd:element name="Z" type="xsd:double"/>  
 </xsd:sequence>  
 </xsd:complexType>  
  
 <!-- BMP Schema 1.0 root element. -->  
 <xsd:element name="javax\_imageio\_bmp\_1.0">  
 <xsd:complexType>  
 <xsd:sequence>  
  
 <!-- BMP version string -->  
 <xsd:element name="BMPVersion" type="xsd:string"/>  
  
 <!-- Bitmap width -->  
 <xsd:element name="Width" type="xsd:unsignedInt"/>  
  
 <!-- Bitmap height -->  
 <xsd:element name="Height" type="xsd:unsignedInt"/>  
  
 <!-- Number of bits per pixel -->  
 <xsd:element name="BitsPerPixel" type="xsd:unsignedShort"/>  
  
 <!-- Compression type -->  
 <xsd:element name="Compression" type="xsd:unsignedInt" minOccurs="0"/>  
  
 <!-- Image size in bytes -->  
 <xsd:element name="ImageSize" type="xsd:unsignedInt" minOccurs="0"/>  
  
 <!-- Resolution in pixels per unit distance -->  
 <xsd:element name="PixelsPerMeter" minOccurs="0">  
 <xsd:complexType>  
 <xsd:sequence>  
 <xsd:element name="X" type="xsd:unsignedInt"/>  
 <xsd:element name="Y" type="xsd:unsignedInt"/>  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element> <!-- PixelsPerMeter -->  
  
  
 <!-- Number of color indexes in the color table actually used -->  
 <xsd:element name="ColorsUsed" type="xsd:unsignedInt" minOccurs="0"/>  
  
 <!-- Number of color indexes considered important for display -->  
 <xsd:element name="ColorsImportant" type="xsd:unsignedInt"  
 minOccurs="0"/>  
  
 <!-- Color masks; present for BI\_BITFIELDS compression only -->  
 <xsd:element name="Mask" minOccurs="0">  
 <xsd:complexType>  
 <xsd:sequence>  
 <xsd:element name="Red" type="xsd:unsignedInt"/>  
 <xsd:element name="Green" type="xsd:unsignedInt"/>  
 <xsd:element name="Blue" type="xsd:unsignedInt"/>  
 <xsd:element name="Alpha" type="xsd:unsignedInt" minOccurs="0"/>  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element>  
  
 <!-- Color space -->  
 <xsd:element name="ColorSpaceType" type="xsd:unsignedInt"   
 minOccurs="0"/>  
  
 <!-- CIE XYZ for the LCS\_CALIBRATED\_RGB color space -->  
 <xsd:element name="CIEXYZEndpoints" minOccurs="0">  
 <xsd:complexType>  
 <xsd:sequence>  
 <xsd:element name="Red" type="XYZPoint"/>  
 <xsd:element name="Green" type="XYZPoint"/>  
 <xsd:element name="Blue" type="XYZPoint"/>  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element>  
  
 <!-- Gamma values for the LCS\_CALIBRATED\_RGB color space -->  
 <xsd:element name="Gamma" minOccurs="0">  
 <xsd:complexType>  
 <xsd:sequence>  
 <xsd:element name="Red" type="xsd:unsignedInt"/>  
 <xsd:element name="Green" type="xsd:unsignedInt"/>  
 <xsd:element name="Blue" type="xsd:unsignedInt"/>  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element>  
  
 <!-- Rendering intent -->  
 <xsd:element name="Intent" type="xsd:unsignedInt" minOccurs="0"/>  
  
 <!-- The image colormap -->  
 <xsd:element name="Palette" minOccurs="0">  
 <xsd:complexType>  
 <xsd:sequence>  
 <xsd:element name="PaletteEntry">  
 <xsd:complexType>  
 <xsd:sequence>  
 <xsd:element name="Red" type="xsd:unsignedByte"/>  
 <xsd:element name="Green" type="xsd:unsignedByte"/>  
 <xsd:element name="Blue" type="xsd:unsignedByte"/>  
 <xsd:element name="Alpha" type="xsd:unsignedByte" minOccurs="0"/>  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element>  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element>  
  
 </xsd:sequence>  
 </xsd:complexType>  
 </xsd:element> <!-- bmp\_image\_1.0 -->  
  
</xsd:schema>

@since 1.5