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## BITMAPFNS

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(READBINARYBITMAP *WIDTH HEIGHT FILE*) [Function]  
reads a series of bytes from *FILE* and creates a *WIDTH* times *HEIGHT* bit map with contents. Note that each scanline of the bit map is rounded up to the nearest multiple of 16 bits (two bytes).

(WRITEBINARYBITMAP *BITMAP FILE*) [Function]  
writes out *BITMAP* to *FILE* in format read by READBINARYBITMAP. Please note that READBINARYBITMAP must be supplied with width and height.

(WRITEBM *FILE BITMAP*) [Function]  
writes *BITMAP* on *FILE* first preceding with width and height (in binary) such that it can be read in with READBM.

(READBM *FILE*) [Function]  
reads width, height, and then appropriate size bit map.

(WRITEBMLST *FILE LST*) [Function]  
writes a list of bit maps on *FILE*.

(READBMLST *FILE*) [Function]  
reads a list of bit maps.

The following functions open and close *FILE*.

(READPRESS *PRESSFILE*) [Function]  
reads press file *PRESSFILE* and returns a bit map. Can only handle press files generated by PRESSBITMAP and a couple of other utilities. Has no smarts, and is not easily extended.

(WINDOWBM *BITMAP POSITION*) [Function]  
creates and returns a window containing image of *BITMAP*. Will be at *POSITION* or (GETPOSITION).