BMP Format

		example	
bfType	2 bytes	'BM'	
bfSize	4 bytes	54 - 68 - 0 - 0 (68*256+5	4 = 17462)
bfReserved1	2 bytes	0 - 0	
bfReserved2	2 bytes	0 - 0	
bfOffBits	4 bytes	54 - 4 - 0 - 0 (107/80)78 + 12	28*128 =17462
biSize	4 bytes	40 - 0 - 0 - 0 (40) 4 + 4	+ + 4 = 40
biWidth	4 bytes	128 - 0 - 0 - 0 (128)	
biHeight	4 bytes	128 - 0 - 0 - 0 (128)	
biPlanes	2 bytes	1 - 0 (1) not	saved as color
biBitCount	2 bytes	8 - 0 (8)	
biCompression	4 bytes	0 - 0 - 0 - 0(0)	
biSizeImage	4 bytes	0 - 64 - 0 - 0 (16384)28*	128 =16384
biXPelsPerMeter	4 bytes	109 - 11 - 0 - 0 (2925)	
biYPelsPerMeter	4 bytes	109 - 11 - 0 - 0 (2925)	
biClrUsed	4 bytes	228 - 0 - 0 - 0 (228)	
biClrImportant	4 bytes	228 - 0 - 0 - 0 (228)	
blue_0	1 byte	0	
green_0	1 byte	0	
red_0	1 byte	0	
reserved_0	1 byte	0	
blue_m-1	1 byte		
green_m-1	1 byte		
red_m-1	1 byte		
reserved_m-1	1 byte		
image data	left to right, bottom to top		
i e			

planes