# NetBitmap Development Plan

When working with images in the .Net framework (desktop), we have 3 main types:

* System.Drawing.Bitmap
* System.Windows.Media.Imaging.BitmapImage
* System.Windows.Media.Imaging.WriteableBitmap

The BitmapImage type is mainly for display purposes, but the Bitmap and WriteableBitmap classes both contain a lot of functionality based around image editing, with a fair degree of overlap, but both with unique functions also. Even with the overlap, there are things that the Bitmap class does faster than the WriteableBitmap and vice versa.

Also, when working with the Bitmap class, you can make use of the Aforge library which greatly extends its functionality, and the WriteableBitmap class has WriteableBitmapEx which does the same. I am going to use both of these libraries here.

The license terms of Aforge and WriteableBitmapEx don’t seem to restrict being used in this way (being included in another, free and open source library) but I am not a solicitor. If this is not the case please let me know and I will stop immediately.