


BitmapHeader::read



```
graph LR; A[BitmapHeader::read] --> B[BitmapHeader::fixType]
```

A diagram showing a call from the `BitmapHeader::read` function to the `BitmapHeader::fixType` function. The `BitmapHeader::read` function is represented by a gray rectangular box on the left, and the `BitmapHeader::fixType` function is represented by a white rectangular box on the right. A blue arrow points from the right side of the gray box to the left side of the white box, indicating the direction of the call.

BitmapHeader::fixType