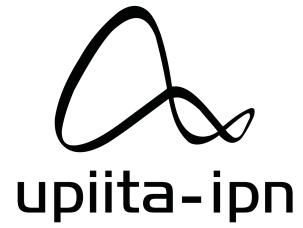




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AVANZADAS



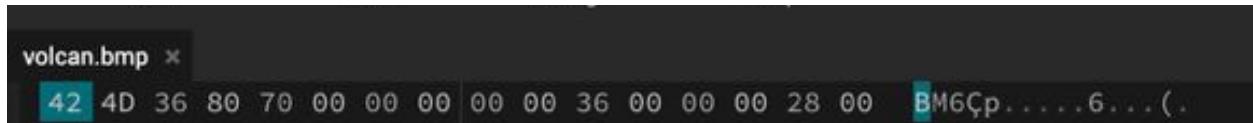
MULTIMEDIA

PRÁCTICA 2 **“BMP”**

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Análisis del Header y del Infoheader en relación a la tabla.



Header

Header	14 bytes	Windows Structure: BITMAPFILEHEADER	
Signature	2 bytes	0000h	'BM'
FileSize	4 bytes	0002h	File size in bytes
reserved	4 bytes	0006h	unused (=0)
DataOffset	4 bytes	000Ah	Offset from beginning of file to the beginning of the bitmap data

Campo	Tamaño	Bytes en Hex	Valor Invertido	Valor Decimal / Significado
Signature	2 bytes	42 4D		"BM" (Tipo de archivo)
FileSize	4 bytes	36 80 70 00	00 70 80 36	7,372,854 bytes
Reserved	4 bytes	00 00 00 00	00 00 00 00	0 (Sin uso)
DataOffset	4 bytes	36 00 00 00	00 00 00 36	54 bytes

Infoheader

InfoHeader	40 bytes		Windows Structure: BITMAPINFOHEADER
Size	4 bytes	000Eh	Size of InfoHeader =40
Width	4 bytes	0012h	Horizontal width of bitmap in pixels
Height	4 bytes	0016h	Vertical height of bitmap in pixels

Planes	2 bytes	001Ah	Number of Planes (=1)
Bits Per Pixel	2 bytes	001Ch	Bits per Pixel used to store palette entry information. This also identifies in an indirect way the number of possible colors. Possible values are: 1 = monochrome palette. NumColors = 1 4 = 4bit palletized. NumColors = 16 8 = 8bit palletized. NumColors = 256 16 = 16bit RGB. NumColors = 65536 24 = 24bit RGB. NumColors = 16M
Compression	4 bytes	001Eh	Type of Compression 0 = BI_RGB no compression 1 = BI_RLE8 8bit RLE encoding 2 = BI_RLE4 4bit RLE encoding
ImageSize	4 bytes	0022h	(compressed) Size of Image It is valid to set this =0 if Compression = 0
XpixelsPerM	4 bytes	0026h	horizontal resolution: Pixels/meter
YpixelsPerM	4 bytes	002Ah	vertical resolution: Pixels/meter
Colors Used	4 bytes	002Eh	Number of actually used colors. For a 8-bit / pixel bitmap this will be 100h or 256.
Important Colors	4 bytes	0032h	Number of important colors 0 = all

Campo	Tamaño	Bytes en Hex	Valor Invertido	Valor Decimal
Size	4 bytes	28 00 00 00	00 00 00 28	40 bytes (tamaño)
Width	4 bytes	80 07 00 00	00 00 07 80	1920 píxeles
Height	4 bytes	00 05 00 00	00 00 05 00	1280
Planes	2 bytes	01 00	00 01	1 plano
Bits per Pixel	2 bytes	18 00	00 18	24 bits
Compression	4 bytes	00 00 00 00	00 00 00 00	0
Image Size	4 bytes	00 80 70 00	00 70 80 00	7,372,800 bytes
XPixelsPerM	4 bytes	00 00 00 00	00 00 00 00	0
YPixelsPerM	4 bytes	00 00 00 00	00 00 00 00	0
Colors Used	4 bytes	00 00 00 00	00 00 00 00	0
Important Colors	4 bytes	00 00 00 00	00 00 00 00	0