

THE BMP FILE FORM...															
25	50	44	46	2D	31	2E	34	0A	25	D3	EB	E9	E1	0A	31
20	30	20	6F	62	6A	0A	3C	3C	2F	43	72	65	61	74	6F
72	20	28	4D	6F	7A	69	6C	6C	61	2F	35	2E	30	20	5C
28	4D	61	63	69	6E	74	6F	73	68	3B	20	49	6E	74	65
6C	20	4D	61	63	20	4F	53	20	58	20	31	30	5F	31	35
5F	37	5C	29	20	41	70	70	6C	65	57	65	62	4B	69	74
2F	35	33	37	2E	33	36	20	5C	28	4B	48	54	4D	4C	2C
20	6C	69	6B	65	20	47	65	63	6B	6F	5C	29	20	43	68
72	6F	6D	65	2F	31	31	30	2E	30	2E	30	2E	30	20	53
61	66	61	72	69	2F	35	33	37	2E	33	36	29	0A	2F	50
72	6F	64	75	63	65	72	20	28	53	6B	69	61	2F	50	44
46	20	6D	31	31	30	29	0A	2F	43	72	65	61	74	69	6F
6E	44	61	74	65	20	28	44	3A	32	30	32	33	30	32	32
33	31	34	31	37	35	39	2B	30	30	27	30	30	27	29	0A
2F	4D	6F	64	44	61	74	65	20	28	44	3A	32	30	32	33

1	The bitmap is monochrome, and the palette contains two entries. Each bit in the bitmap array represents a pixel. If the bit is clear, the pixel is displayed with the color of the first entry in the palette; if the bit is set, the pixel has the color of the second entry in the table.
4	The bitmap has a maximum of 16 colors, and the palette contains up to 16 entries. Each pixel in the bitmap is represented by a 4-bit index into the palette. For example, if the first byte in the bitmap is 1Fh, the byte represents two pixels. The first pixel contains the color in the second palette entry, and the second pixel contains the color in the sixteenth palette entry.
8	The bitmap has a maximum of 256 colors, and the palette contains up to 256 entries. In this case, each byte in the array represents a single pixel.
16	The bitmap has a maximum of 2^16 colors. If the <i>Compression</i> field of the bitmap file is set to BI_RGB, the <i>Palette</i> field does not contain any entries. Each word in the bitmap array represents a single pixel. The relative intensities of red, green, and blue are represented with 5 bits for each color component. The value for blue is in the least significant 5 bits, followed by

www.ece.ualberta.ca/~elliott/ec552/studentAppNotes/2003_w/misc/bmp_file_format/bmp_file_format.htm

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	5 bits each for green and red, respectively. The most significant bit is not used. If the <i>Compression</i> field of the bitmap file is set to BI_BITFIELDS, the <i>Palette</i> field contains three 4 byte color masks that specify the red, green, and blue components, respectively, of each pixel. Each 2 bytes in the bitmap array represents a single pixel.
24	The bitmap has a maximum of 2^24 colors, and the <i>Palette</i> field does not contain any entries. Each 3-byte triplet in the bitmap array represents the relative intensities of blue, green, and red, respectively, for a pixel.

Additional Info

Each scan line is zero padded to the nearest 4-byte boundary. If the image has a width that is not divisible by four, say, 21 bytes, there would be 3 bytes of padding at the end of every scan line.

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6C 53 70 61 6E 20 33 3E 3E 5D 0A 2F 49 44 20 28 lSpan 3>>]./ID (
6E 6F 64 65 30 30 30 30 30 30 34 31 29 3E 0A node00000041)>>.
65 6E 64 6F 62 6A 0A 38 30 20 30 20 6F 62 6A 0A endobj.80 0 obj.
3C 3C 2F 54 79 70 65 20 2F 53 74 72 75 63 74 45 <</Type /StructE
6C 65 6D 0A 2F 53 20 2F 4E 6F 6E 53 74 72 75 63 lem./S /NonStruc
74 0A 2F 50 20 37 39 20 30 20 52 0A 2F 4B 20 5B t./P 79 0 R./K [
3C 3C 2F 54 79 70 65 20 2F 4D 43 52 0A 2F 50 67 <</Type /MCR./Pg
20 32 20 30 20 52 0A 2F 4D 43 49 44 20 34 30 3E 2 0 R./MCID 40>
3E 5D 0A 2F 49 44 20 28 6E 6F 64 65 30 30 30 30 >]./ID (node0000
30 31 30 35 29 3E 3E 0A 65 6E 64 6F 62 6A 0A 37 0105)>>.endobj.7
39 20 30 20 6F 62 6A 0A 3C 3C 2F 54 79 70 65 20 9 0 obj.<</Type
2F 53 74 72 75 63 74 45 6C 65 6D 0A 2F 53 20 2F /StructElem./S /
54 48 0A 2F 50 20 37 36 20 30 20 52 0A 2F 4B 20 TH./P 76 0 R./K
5B 38 30 20 30 20 52 5D 0A 2F 41 20 5B 3C 3C 2F [80 0 R]./A [<</
4F 20 2F 54 61 62 6C 65 0A 2F 53 63 6F 70 65 20 0 /Table./Scope
2F 43 6F 6C 75 6D 6E 3E 3E 20 3C 3C 2F 4F 20 2F /Column>> <</O /
54 61 62 6C 65 0A 2F 52 6F 77 53 70 61 6E 20 31 Table./RowSpan 1
3E 3E 20 3C 3C 2F 4F 20 2F 54 61 62 6C 65 0A 2F >> <</O /Table./
43 6F 6C 53 70 61 6E 20 31 3E 3E 5D 0A 2F 49 44 ColSpan 1>>]./ID
20 28 6E 6F 64 65 30 30 30 30 30 30 34 32 29 3E (node00000042)>
3E 0A 65 6E 64 6F 62 6A 0A 38 32 20 30 20 6F 62 >.endobj.82 0 ob
6A 0A 3C 3C 2F 54 79 70 65 20 2F 53 74 72 75 63 j.<</Type /Struc
74 45 6C 65 6D 0A 2F 53 20 2F 4E 6F 6E 53 74 72 tElem./S /NonStruc
75 63 74 0A 2F 50 20 38 31 20 30 20 52 0A 2F 4B t./P 81 0 R./K
2A 5B 2C 2C 2E 54 79 70 65 20 2E 4D 42 52 0A 2E EKK/Typr /MCR /

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Dirección actual 0x00005EA0 Memo

Última dirección 0x00035F11

Ir a _____

Buscar TH

Tipo Presione la tecla 'Entrar' para iniciar la búsqueda.

- Entero de 16 bits
- Entero de 24 bits
- Entero de 32 bits
- Entero de 64 bits
- Punto flotante de 16 bits
- Punto flotante de 32 bits
- Punto flotante de 64 bits
- LEB128
- VLQ
- Rational
- Valores hexadecimales
- Texto

Codificación de texto UTF-8

Vé a Configuración

Transformar barras invertidas

02:36 p. m.