# 输出图像数据（8位和24位）

为方便显示位图数据，编写了以下函数，可以方便的输出8位和24位位图图像到指定的窗口上。

void DisplayBmpBuffer(BYTE\* pBuffer, int iImgWidth, int iImgHeight, int bBitCount,HWND hWnd)

{

HDC hDC=::GetDC(hWnd);

if (bBitCount==24)

{

BITMAPINFO BmpInfo={0};

BmpInfo.bmiHeader.biBitCount=24;

BmpInfo.bmiHeader.biClrImportant=0;

BmpInfo.bmiHeader.biClrUsed=0;

BmpInfo.bmiHeader.biCompression=BI\_RGB;

BmpInfo.bmiHeader.biHeight=iImgHeight;

BmpInfo.bmiHeader.biWidth=iImgWidth;

BmpInfo.bmiHeader.biPlanes=1;

BmpInfo.bmiHeader.biSize=40;

BmpInfo.bmiHeader.biSizeImage=(iImgWidth\*3+3)/4\*4;

BmpInfo.bmiHeader.biXPelsPerMeter=0;

BmpInfo.bmiHeader.biYPelsPerMeter=0;

StretchDIBits(hDC,0,0,iImgWidth,iImgHeight,0,0,iImgWidth,

iImgHeight,pBuffer,&BmpInfo,DIB\_RGB\_COLORS,SRCCOPY);

}

else if (bBitCount==8)

{

BITMAPINFO \*TempBitmapInfo=(BITMAPINFO\*)(new byte[1064]);

BITMAPINFOHEADER \*TempBitmapInfoHead=(BITMAPINFOHEADER\*)TempBitmapInfo;

TempBitmapInfoHead->biBitCount=8;

TempBitmapInfoHead->biClrImportant=0;

TempBitmapInfoHead->biClrUsed=0;

TempBitmapInfoHead->biCompression=BI\_RGB;

TempBitmapInfoHead->biHeight=iImgHeight;

TempBitmapInfoHead->biPlanes=1;

TempBitmapInfoHead->biSize=40;

TempBitmapInfoHead->biSizeImage=(iImgWidth+3)/4\*4;

TempBitmapInfoHead->biWidth=iImgWidth;

TempBitmapInfoHead->biXPelsPerMeter=0;

TempBitmapInfoHead->biYPelsPerMeter=0;

LPRGBQUAD lpTempColorTable=LPRGBQUAD((unsigned char\*)TempBitmapInfoHead+40);

for(int i=0;i<256;i++)

{

lpTempColorTable[i].rgbBlue=i;

lpTempColorTable[i].rgbGreen=i;

lpTempColorTable[i].rgbRed=i;

lpTempColorTable[i].rgbReserved=0;

}

StretchDIBits(hDC,0,0,iImgWidth,iImgHeight,0,0,iImgWidth,iImgHeight,pBuffer,TempBitmapInfo,DIB\_RGB\_COLORS,SRCCOPY);

delete []TempBitmapInfo;

TempBitmapInfo=NULL;

TempBitmapInfoHead=NULL;

lpTempColorTable=NULL;

}

else

{

MessageBox(\_T("只能显示24位和8位图像"));

return;

}

}