

Zone	Adresse	Longueur	Contenu
Header	0 - 13	14	Infos fichier
	14 - 54 ou 14 - Offset-1	40 ou Offset-14	Infos image
Data	Offset - End of file	3 * largeur * hauteur	Les données de l'image (pixels)

Tiny_Image.bmp Petite image 8x8 ROUGE NIVEAU_4 Hexa80 ou Dec128 HEADER PIC

Header minimum 54 car

Largeur Hauteur Planes Bitpix 36 - E = 28 54 - 14 = 40

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
00000000	42	4D	F6	00	00	00	45	52	49	43	36	00	00	00	28	00	BMδ...ERIC6... (.
00000010	00	00	08	00	00	00	08	00	00	00	01	00	18	00	00	00
00000020	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000030	00	00	00	00	00	00	80	80	FF	80	80	FF	80	80	FF	80eeyeeeyee
00000040	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
00000050	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	yeeeyeeeyeeeyeeey
00000060	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	eeeyeeeyeeeyeeeye
00000070	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
00000080	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	yeeeyeeeyeeeyeeey
00000090	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	eeeyeeeyeeeyeeeye
000000A0	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
000000B0	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	yeeeyeeeyeeeyeeey
000000C0	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	eeeyeeeyeeeyeeeye
000000D0	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
000000E0	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	yeeeyeeeyeeeyeeey
000000F0	80	80	FF	80	80	FF					B	G	R				eeeyeeey

EOF

Grande image 1200 x 800 ROUGE NIVEAU_4

00 00 03 20 = x320 = 800 00 00 04 80 = x480 = 1200

Largeur Hauteur

Test_02.bmp

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
00000000	42	4D	36	F2	2B	00	45	52	49	43	36	00	00	00	28	00	BM6δ+.ERIC6... (.
00000010	00	00	20	03	00	00	B0	04	00	00	01	00	18	00	00	00°.....
00000020	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000030	00	00	00	00	00	00	80	80	FF	80	80	FF	80	80	FF	80eeyeeeyee
00000040	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
000000C0	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	eeeyeeeyeeeyeeeye
000000D0	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
																
002BF210	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	eeyeeeyeeeyeeeyee
002BF220	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	80	80	FF	yeeeyeeeyeeeyeeey
002BF230	80	80	FF	80	80	FF					x = EOF = 00 2B F2 36 = 2BF230 + 6						eeeyeeey