

## Bitmap library structure V1.1

The bitmap table consists of **three** parts:

1. **bitmap number:** bitmap numbers in the table ( 2 bytes )
2. **offset table:** (12 bytes **for each bitmap**)

The name and the address offset of each bitmap in the bitmap

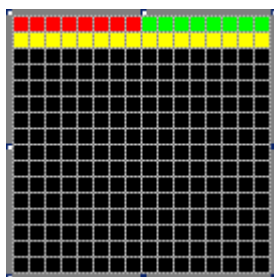
**8 bytes name + 4bytes offset**

3. **bitmap matrix** for **each picture:**

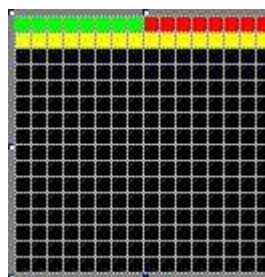
description	Data length ( BYTE )	
Byte width	2	W
Pixel width	2	
Pixel height	2	H
Data	W * H*2	<b>Attention!!</b> <b>1- off,0-on</b> <b>(1-no display,0,display)</b>

**The bitmap data is left to right ,and up to down.**

For example, the bitmap as below:



First bitmap(name 11)



second bitmap(name 123)

For example, there are two bitmap (two bitmap like the picture above) in the bitmap library file, the bitmap table will be like below:

Bitmap library file		
Data	Description	
0x00,0x02	bitmap numbers	Part one (bitmap number)
0x31,0x31,0x00,0x00, 00, 0x00,0x00,0x00,0x00	First bitmap name(11) 8 bytes	Part two(offset table)
0x00,0x00,0x00,0x00	4 bytes offset	
0x31,0x32,0x33,0x00, 00, 0x00,0x00,0x00,0x00	Second bitmap name(123) 8bytes	
0x00,0x00,0x00,0x00 46	4 bytes offset	
0x00,0x02	Byte width of the first bitmap	Part three (bitmap matrix for each picture)
0x00,0x10	Pixel width of the first bitmap	
0x00,0x10	Pixel height of the first bitmap	
0x00,0xff, 0xff, 0x00, 0x00,0x00, 0x00,	Data of the first bitmap	

[illegible]

0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff,		
0x00,0x02	Byte width of the second bitmap	
0x00,0x10	Pixel width of the second bitmap	
0x00,0x10	Pixel height of the second bitmap	
0xff,0x00, 0x00, 0xff, 0x00,0x00, 0x00, 0x00, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff, 0xff,	Data of the second bitmap	

[illegible]

