

BITMAPS

[BACK](#)

a bitmap file 🔍

bitmap file header

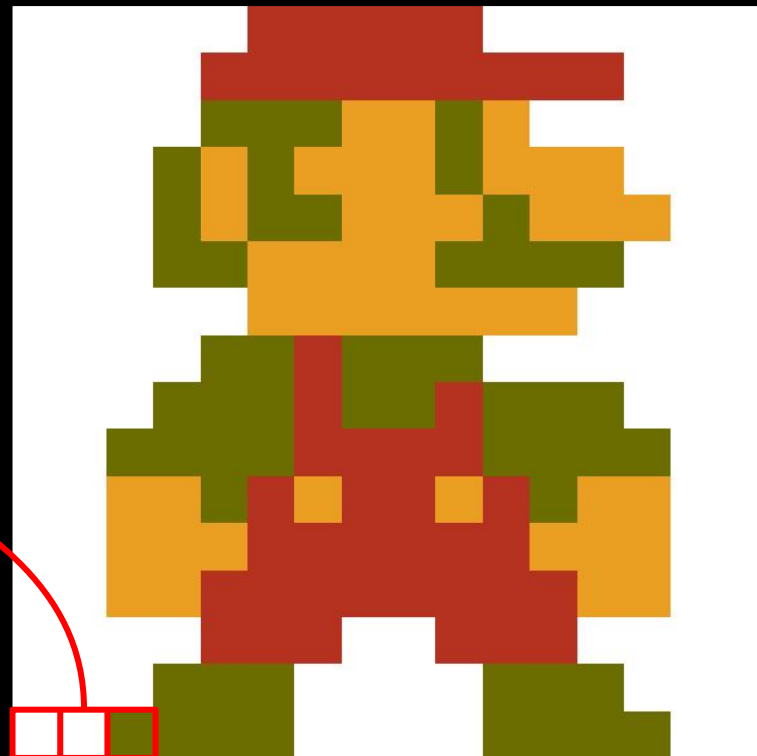
bitmap info header

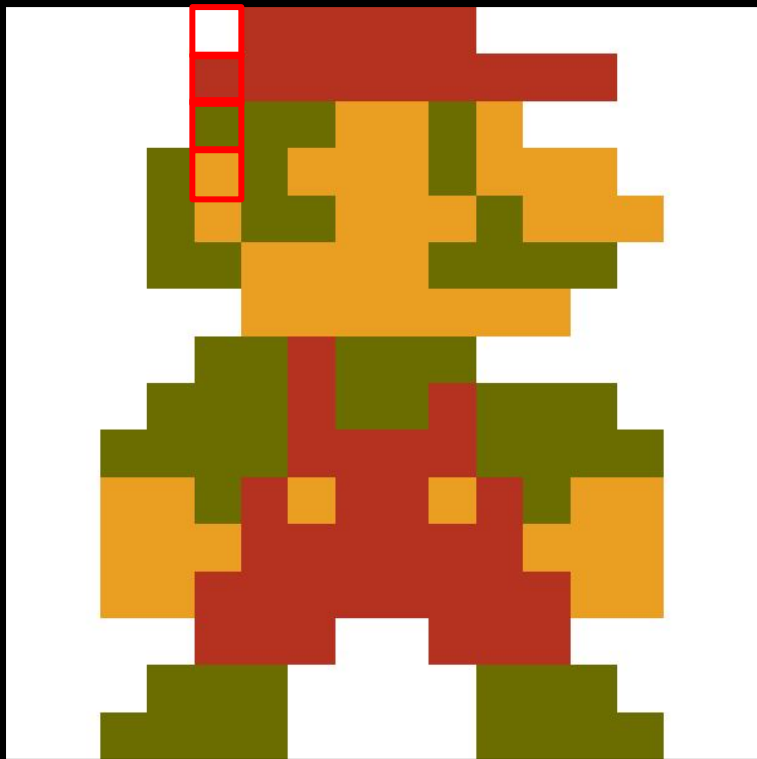
pixel data

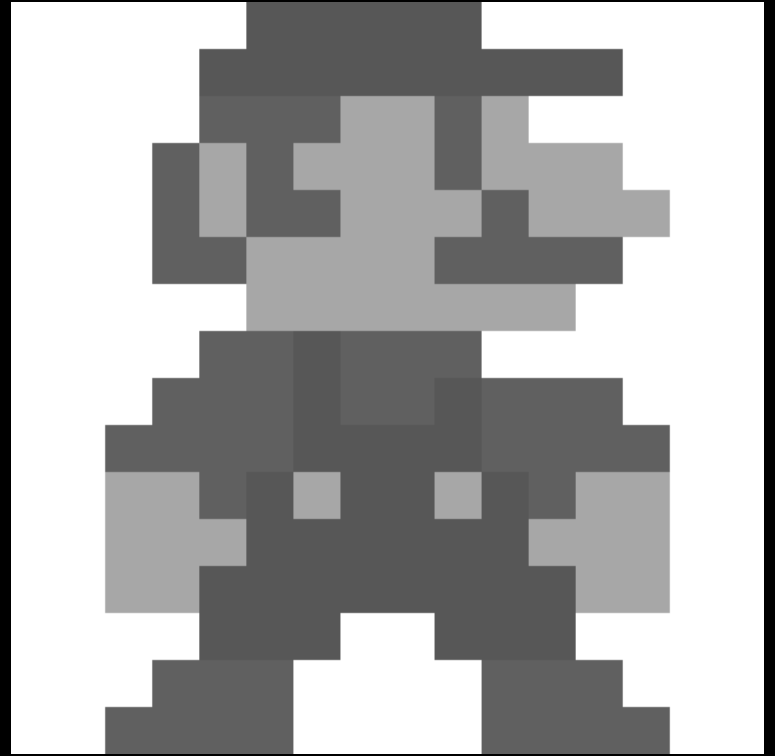
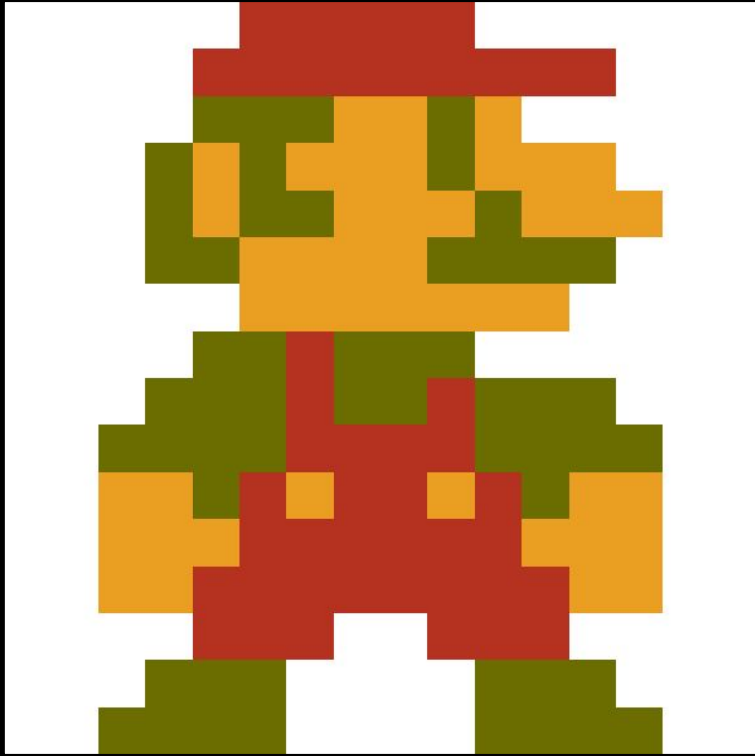
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00000020	00	00	00	03	00	00	C4	0E	00	00	C4	0E	00	00	00 00
00000030	00	00	00	00	00	00	FF	FF	FF	FF	FF	FF	00	6D	6B 00
00000040	6D	6B	00	6D	6B	00	6D	6B	FF	FF	FF	FF	FF	FF	FF
00000050	FF	FF	FF	FF	00	6D	6B	00	6D	6B	00	6D	6B	00	6D 6B
00000060	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	00
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000000C0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	22	9E	EA 22
000000D0	9E	EA	20	31	B5	20	31	B5	20	31	B5	20	31	B5	20 31
000000E0	B5	20	31	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E EA
000000F0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	22	9E	EA 22
00000100	9E	EA	22	9E	EA	20	31	B5	20	31	B5	20	31	B5	20 31
00000110	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22	9E EA
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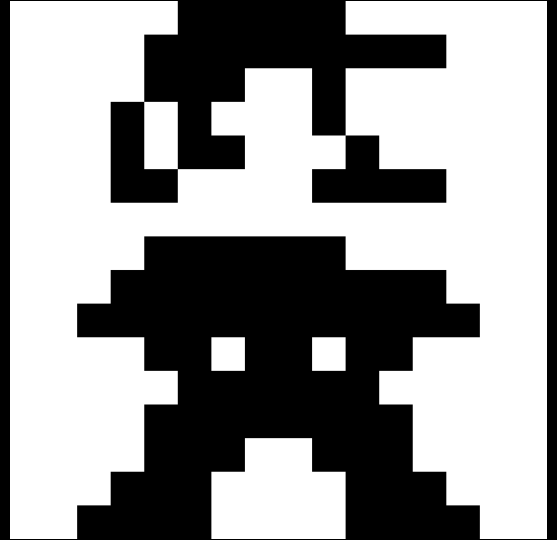
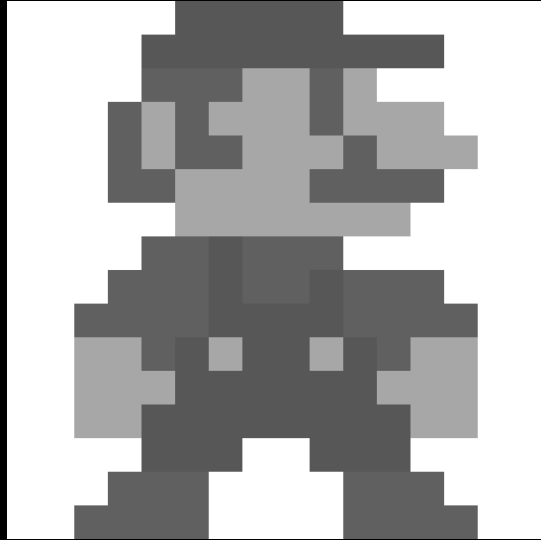
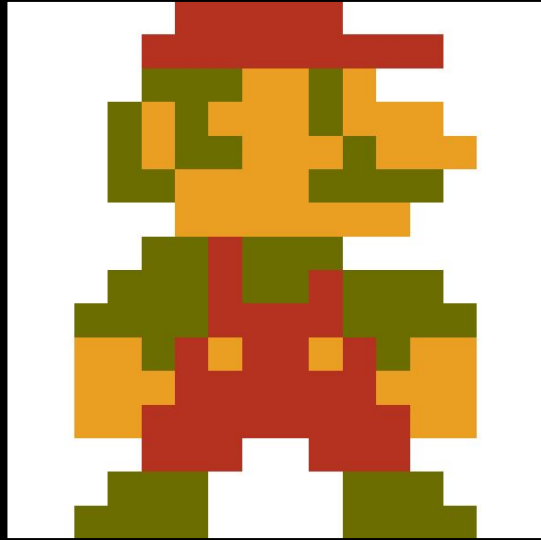
super_mario_color.bmp x

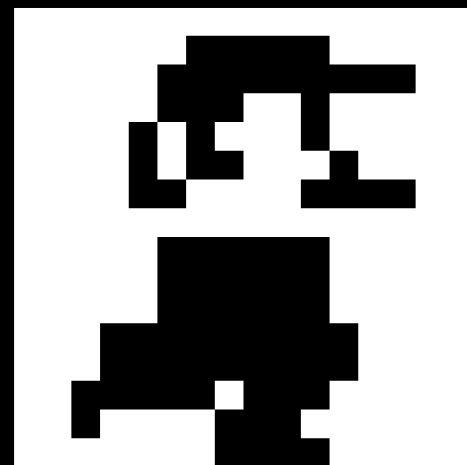
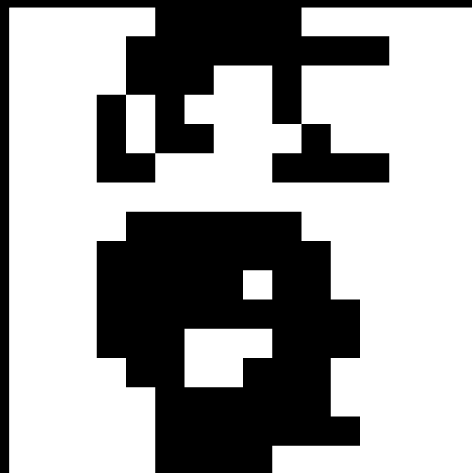
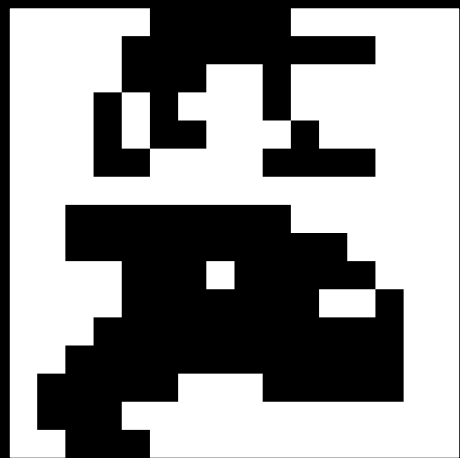
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000000C0	FF FF FF FF FF FF FF FF	FF FF FF FF 22 9E EA 22
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000000F0	FF FF FF FF FF FF FF FF	FF FF FF FF 22 9E EA 22
00000100	9E EA 22 9E EA 20 31 B5	20 31 B5 20 31 B5 20 31
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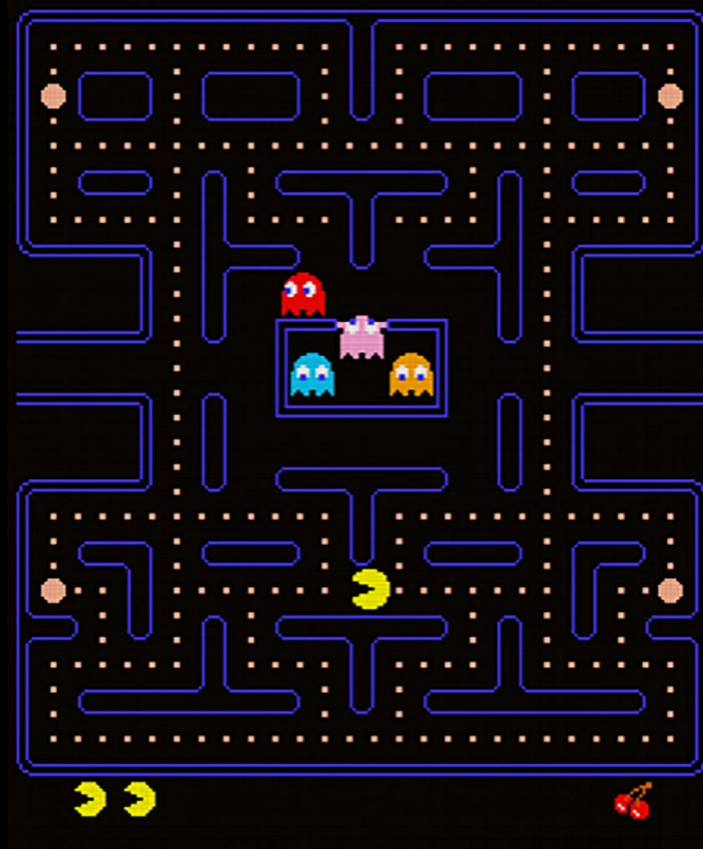


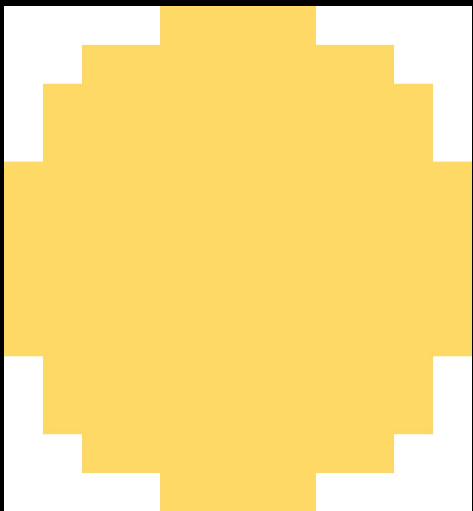




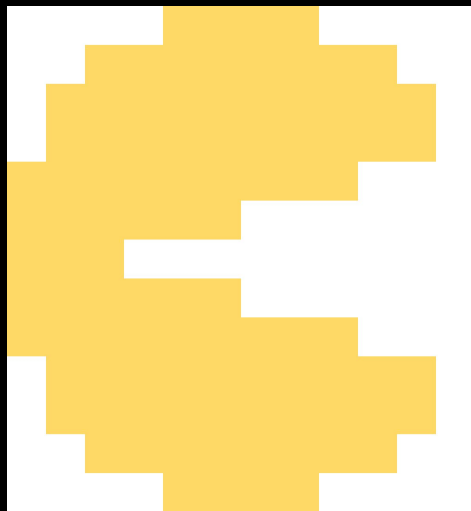


1UP 00 HIGH SCORE
16440

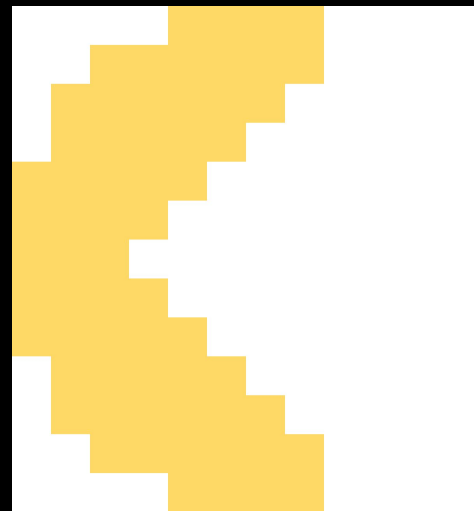




closed

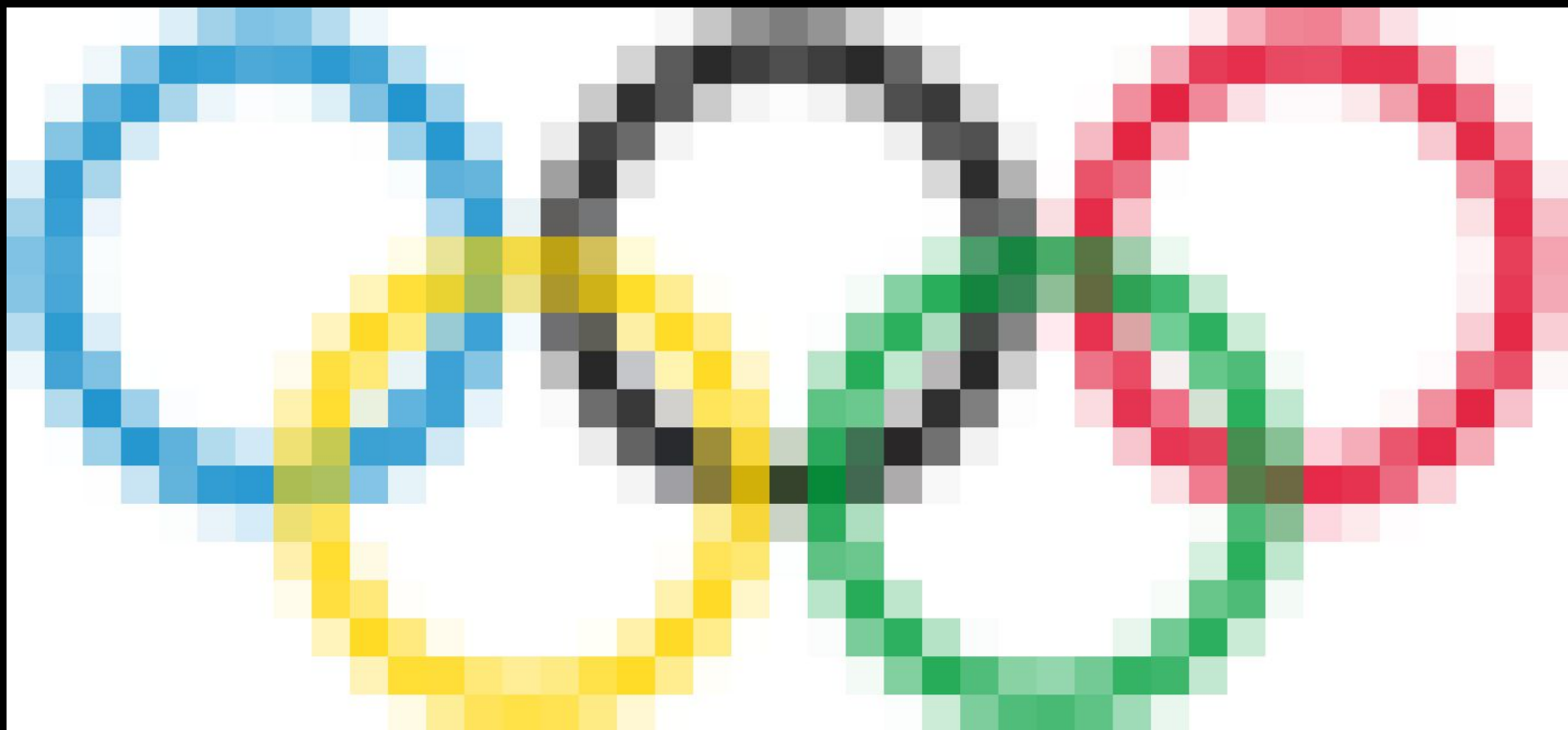


half



open





a a