

# BITMAPS

[BACK](#)

a bitmap file 🔍

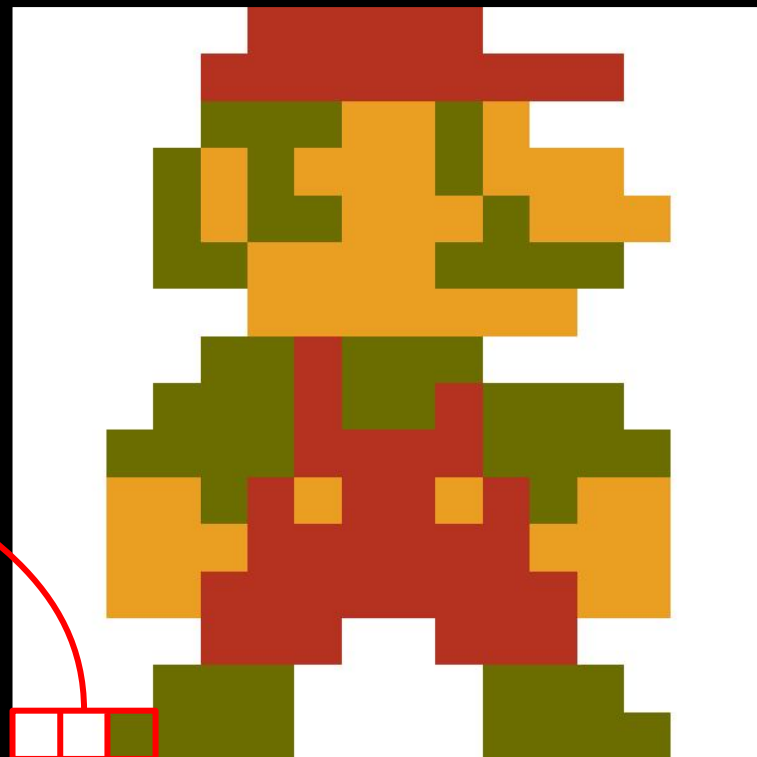
bitmap file header

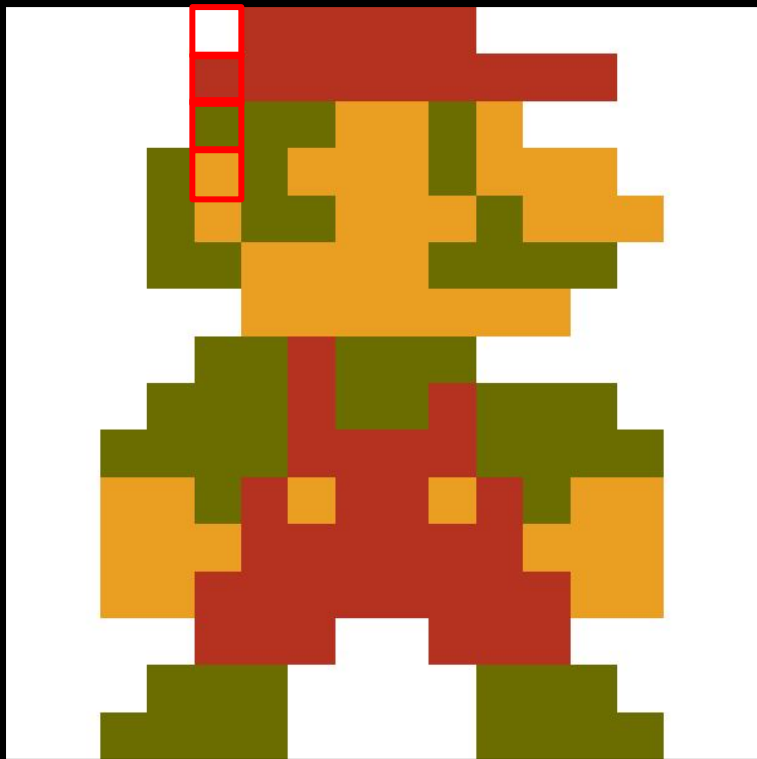
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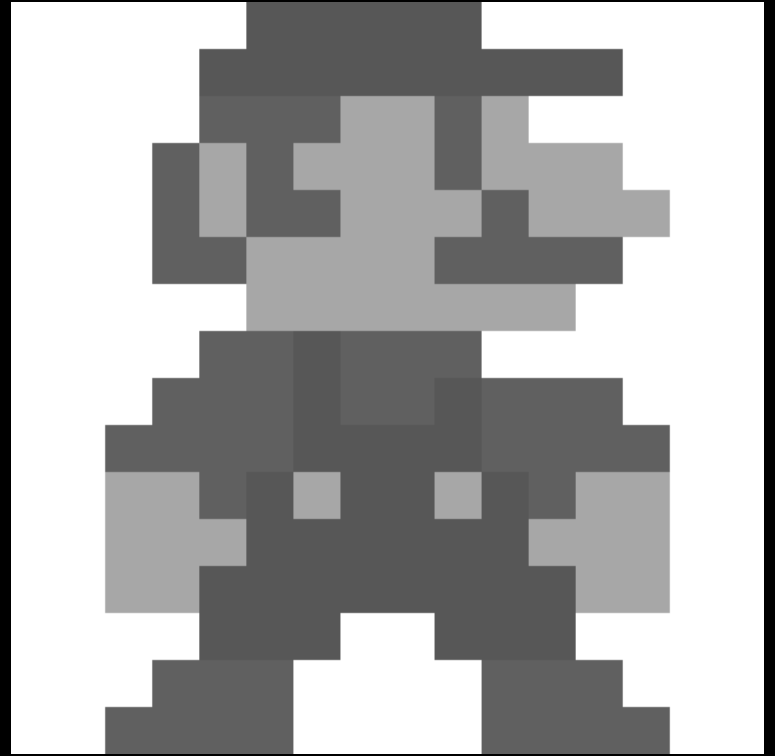
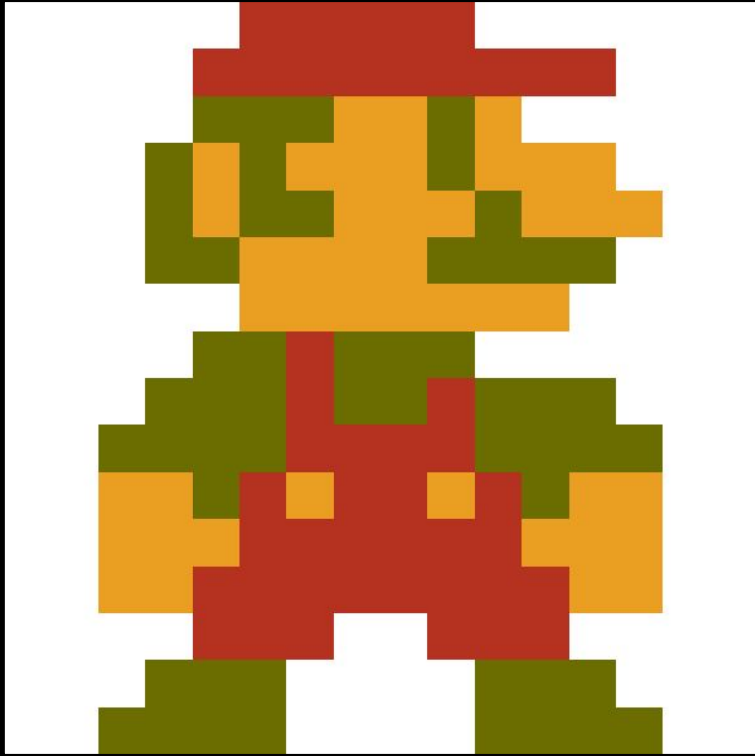
pixel data

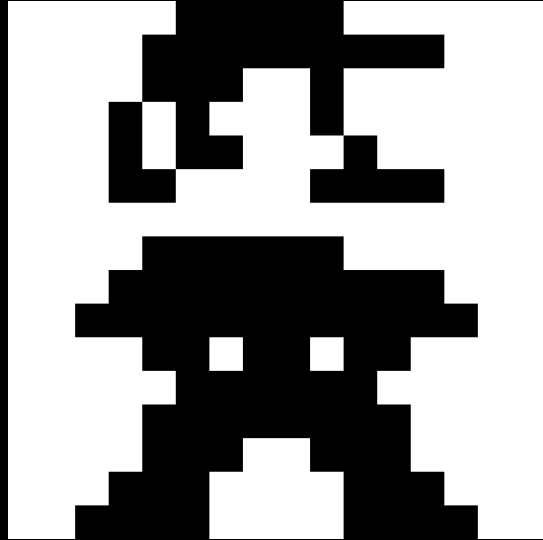
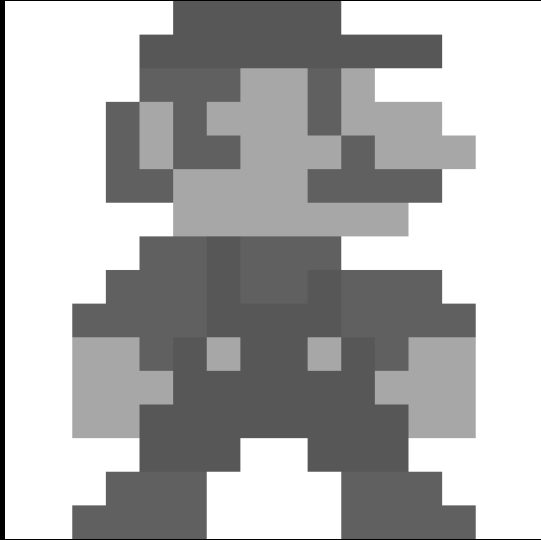
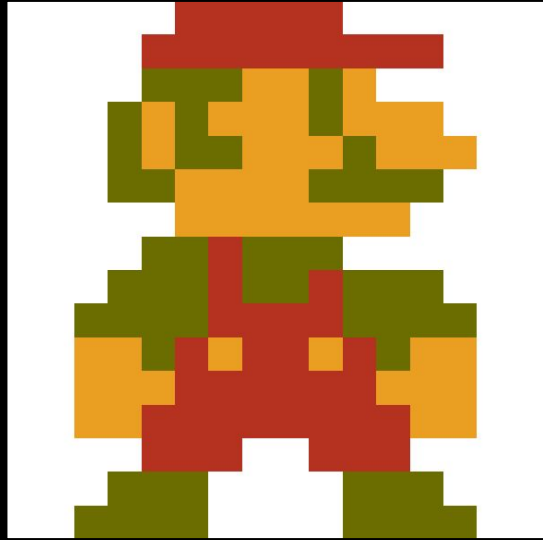
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00000040	6D	6B	00	6D	6B	00	6D	6B	FF	FF	FF	FF	FF	FF	FF
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00000060	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	00
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000000C0	FF	FF	FF	FF	FF	FF	FF	FF	FF	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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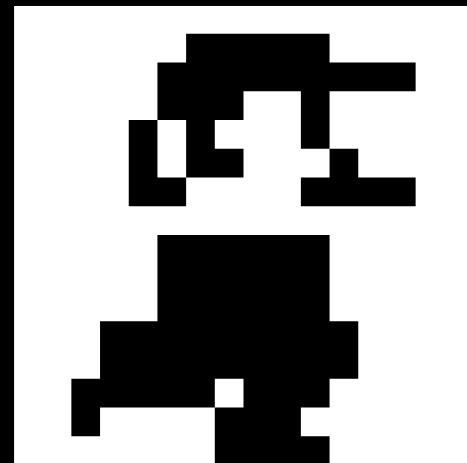
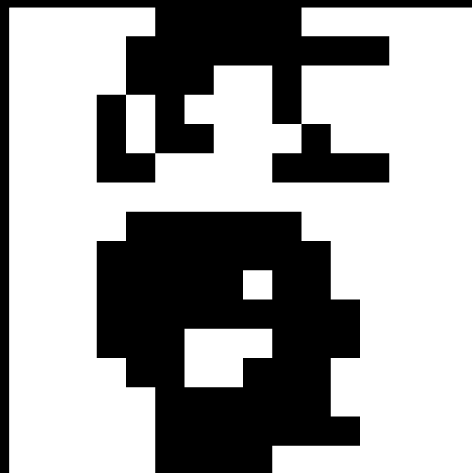
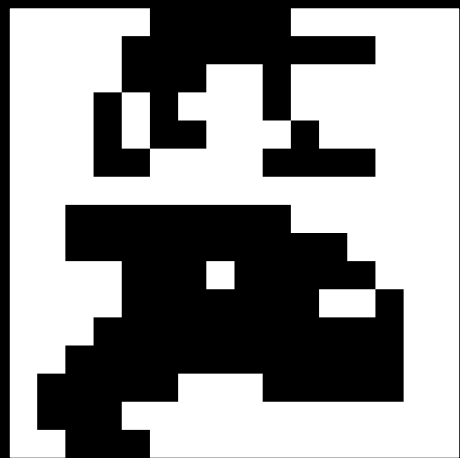
super_mario_color.bmp x															
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00000110	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22	9E
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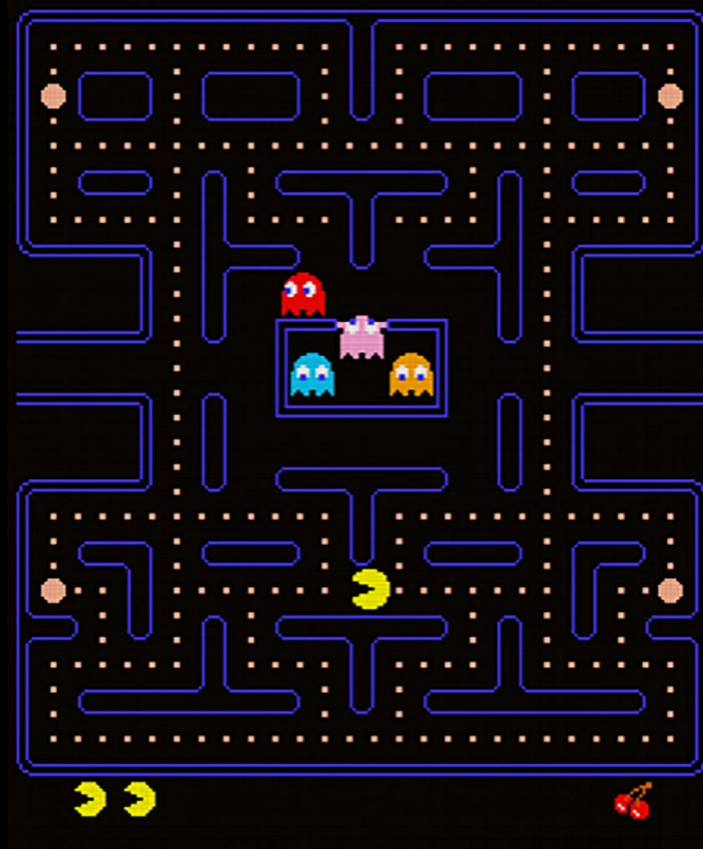


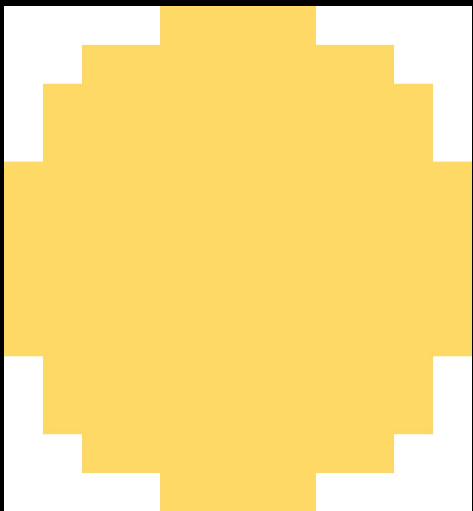




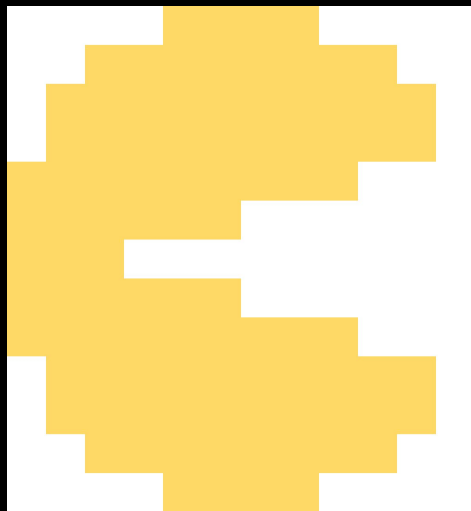


1UP 00 HIGH SCORE  
16440

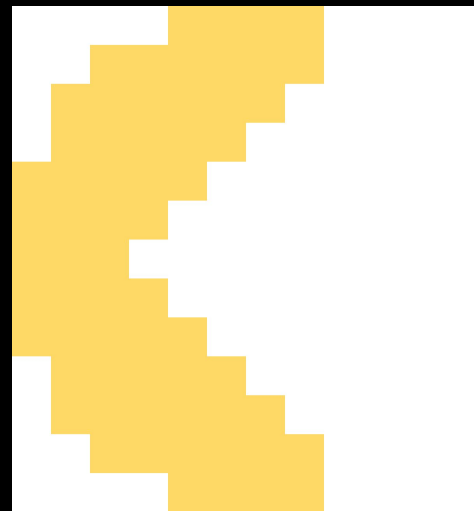




closed

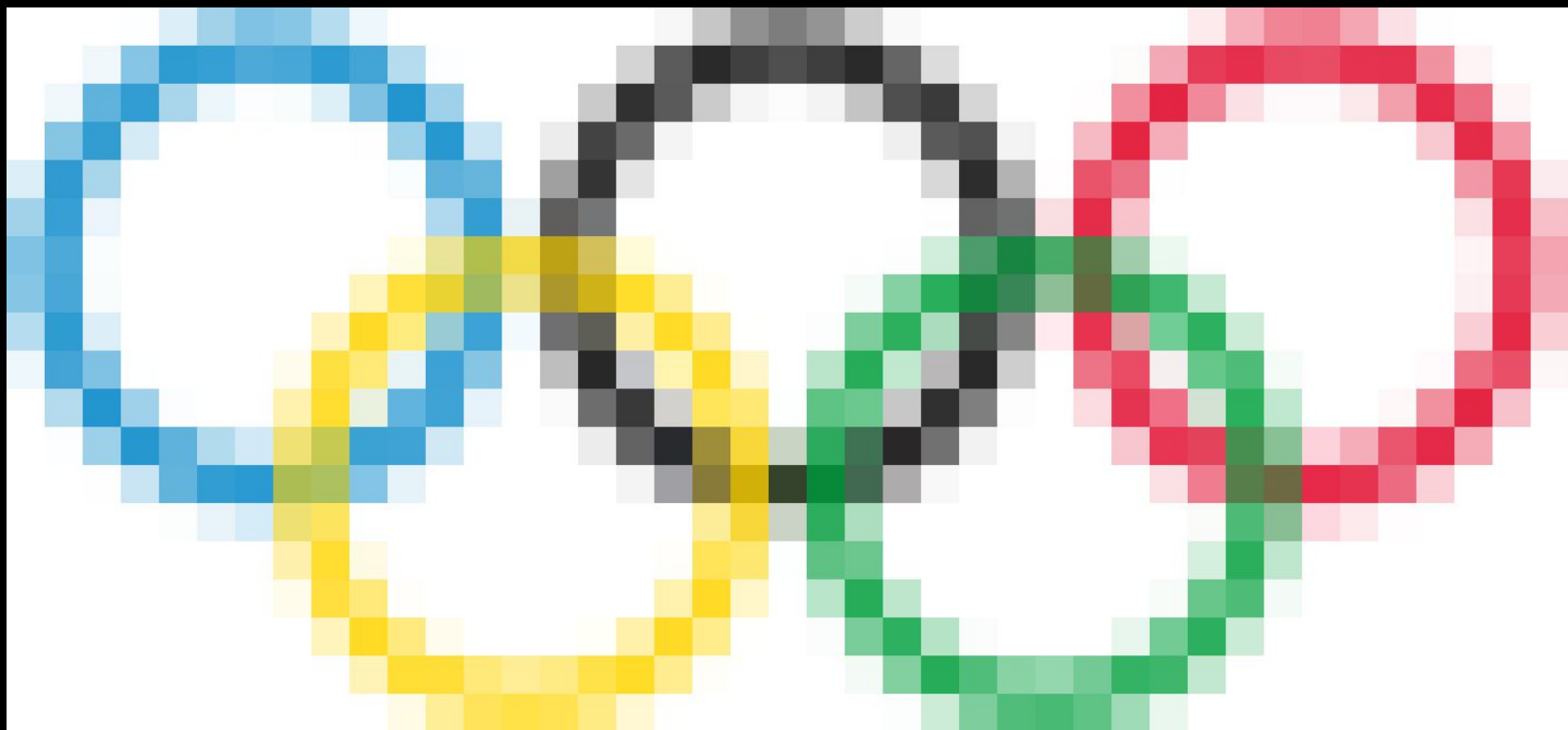


half



open





a a