bitmapimage

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	TITLE : bitmapimage		
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NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

bitmapimage

1.1 bitmapimage_plugin: Introduction

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                     bitmapimage_plugin

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This is a plugin for displaying an raw bitmap-image on an
EasyGUI window. It is a passive plugin that is not resizeable.

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              Usage



              History
```

1.2 bitmapimage_plugin: Usage

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How do I use it?
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To put your image (that does NOT need to be in chip) on an
EasyGUI-window, just write:

[PLUGIN, NIL, NEW mybitmap.bitmapimage(imagedata, datasize,
                                       xsize   , ysize,
                                       bitplanes, planeonoff)]

After a succesfully opened EasyGUI is closed you can free the
allocated chipdata using the  mybitmap.end()  method.
If you choose not to the memory will automatically be deallocated
when the proram terminates. If the GUI is opened several times then
it is a good idea to use  mybitmap.end()  everytime you close the GUI.
```

```
Exceptions?
~~~~~~~~~~~
This PLUGIN raises "MEM" if it couldn't allocate "datasize" bytes of
memory in chipmem.
```

1.3 bitmapimage_plugin: History

```
v1.0                              (30.8.97)

o    Initial release.


v1.1                              (28.10.97)

o    I found a very stupid bug. I had forgot about the planepick
     which resulted in a non-set .nextimage pointer. -> Crash!
```