

# Decoding a BMP file

This is how a simple 2x4 pixel bitmap is encoded:

Offset	Data				Description
00	42	4d			'BM' magic number at start of BMP file
02	4e	00	00	00	Size of BMP file (in bytes)
06	00	00			Unused
08	00	00			Unused
0a	36	00	00	00	Offset to start of pixel data
0e	28	00	00	00	Number of bytes remaining in header
12	04	00	00	00	Width of bitmap (in pixels)
16	02	00	00	00	Height of bitmap (in pixels)
1a	01	00			Number of color planes
1c	18	00			Number of bits per pixel (= 24 bits)
1e	00	00	00	00	Compression (0 = no compression)
22	18	00	00	00	Size of pixel data (=24 bytes)
26	00	00	00	00	Horizontal resolution (pixels / meter)
2a	00	00	00	00	Vertical resolution (pixels / meter)
2e	00	00	00	00	Number of colors in palette (0 = none)
32	00	00	00	00	Important colors (0 = all important)
36	ff	ff	ff		Red = ff; Green = ff; Blue = ff
39	00	00	ff		Red = ff; Green = 00; Blue = 00
3c	00	ff	00		Red = 00; Green = ff; Blue = 00
3f	ff	00	00		Red = 00; Green = 00; Blue = ff
42	00	00	00		Red = 00; Green = 00; Blue = 00
45	00	ff	ff		Red = ff; Green = ff; Blue = 00
48	ff	ff	00		Red = 00; Green = ff; Blue = ff
4b	ff	00	ff		Red = ff; Green = 00; Blue = ff