GX Bitmaps

The GX interface allows a bitmap to be displayed within a Speedbase window. This effect is achieved by a combination of a special format label field and the WIBMP$ sub-routine.

The Bitmap Image Area is defined as by a label within the window. The position of the first character in the label defines the top left hand corner of the bitmap. The text of the label defines the bitmap index number and the size of the bitmap, as follows:

      "~B*idd*.........."   GX V2.9d to GX V3.2b

or:

      "~B*idd*F.........."   GX V3.2c, and later
      "~B*iddS*.........."   GX V3.2c, and later

where:

B	indicates a Bitmap Image Area
i	is the Bitmap Index number (between 1 and 9)
dd	two digit numeric value indicating the depth (in lines) of the Bitmap Image Area.
F	indicates a Fixed Size bitmap (the bitmap will be displayed in its natural size, providing there is room in the area reserved for it)
S	indicates a Stretched bitmap (the bitmap will be stretched to exactly fit the area reserved for it). Note that "S" is the default if the 6th character of the string is nether "F" or "S" to remain compatible with pre V3.2c versions of GX.

The total width of the text in the label species the width of the Bitmap Image Area. Thus, the text in the label may have to be padded with extra characters to achieve the correct length. **You are strongly recommended to use "0" (zero) as the padding character.**

You must insure that the window has enough depth to include the entire image area. To achieve this you may need to display a dummy X(0) field on the line(s) following the Bitmap Image Area.

See wibmp$.doc for further details.

Version Requirements
GX V2.9d (always assumes Stretched bitmap)
GX V3.2c (recognises the Stretched or Fixed bitmap flag in the text string)