

## WIBMP\$ - Display Bitmap in Window

The WIBMP\$ routine can be used to display a bitmap file over a label field location in a window.

### 1. Invocation

To display a bitmap over a label field cpde:

```
CALL WIBMP$ USING index folder name [wd]
```

where *index* is a PIC 9(4) COMP variable, or literal, giving the index of the Bitmap Image Area within the window (see below), *folder* is a PIC 9(4) COMP variable, or literal, indicating the folder number as specified in the GX.INI file; *name* is a LOW-VALUES terminated string containing the file name of the bit map (if the file suffix is absent then .BMP will be assumed); and *wd* is the optional window definition. If the bitmap is to be displayed on the current window then the window definition is not required.

To clear with image area, call WIBMP\$ with *name* set to byte of LOW-VALUES.

### 2. STOP Codes and Exception Conditions

The following STOP codes may be generated by WIBMP\$:

STOP code	Description
15237	WIBMP\$ has been called by an application that is not running on GX.
15238	The <i>index</i> value is invalid.
15239	The size of the control block sent to GX has exceeded an internal 8Kb limit.
15240	An attempt has been made to call WIBMP\$ on an incompatible version of GX. The version of GX must be V2.9d, or later
15241	The window, or <i>index</i> number within the window, is invalid.

The following EXIT codes may be returned by WIBMP\$:

EXIT code	\$\$COND	Description
15204	4	Unable to allocate memory for temporary work buffer

15205	5	The <i>folder</i> specified is not present in the GX.INI file.
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### 3. Programming Notes

WIBMP\$ is only available when running on GX V2.9d, or later. WIBMP\$ is only available with GSM SP-10, or later.

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:

"~Bidd....."

where ~B indicates an Bitmap Image Area, *i* is the Bitmap Index number (between 1 and 9); and dd is a two digit numeric value indicating the depth (in lines) of the Bitmap Image Area.

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 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.

The bitmap files (.BMP) to be displayed are held on the PC that is running GX in a series of folders that are specified via a new section, [images], the GX.INI file. Each setting in this section of the GX.INI file is of the form:

FolderN=*folder name of bitmap files*

For example:

```
[images]
Folder1=f:\bitmaps\products\
Folder2=f:\bitmaps\faces\
```

### 4. Examples

[EXAMPLE REQUIRED]

### 5. Copy-Books

None

### 6. See Also

None.