

Package: bmp (via r-universe)

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Title Read Windows Bitmap (BMP) Images

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Description Reads Windows BMP format images. Currently limited to 8 bit greyscale images and 24,32 bit (A)RGB images. Pure R implementation without external dependencies.

Version 0.3

Suggests pixmap, testthat

Collate 'read-bmp.R'

RoxygenNote 6.0.1

Repository <https://jefferis.r-universe.dev>

RemoteUrl <https://github.com/jefferis/bmp>

RemoteRef HEAD

RemoteSha 5629f88998ca0d68ad79ba2253eb831b5bf06c89

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ConvertIntToUInt	<i>Fix a 32 bit unsigned integer that has been read as signed</i>
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Description

This is really just to fix a limitation of readBin/R's 32 bit signed ints

Usage

```
ConvertIntToUInt(x, adjustment = 2^32)
```

Arguments

x	Number to be fixed
adjustment	number to be added to convert to uint32 (2^32 by default)

Value

numeric value of uint32

Author(s)

jefferis

See Also

[readBin](#)

is.bmp

Returns TRUE if file is a Windows BMP image

Description

NB this just checks the magic 'BM' in the first two bytes of the file

Usage

```
is.bmp(source)
```

Arguments

source	file or connection
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Value

TRUE or FALSE

Author(s)

jefferis

read.bmp	<i>Open windows BMP format image files</i>
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Description

Limited to 8 bit greyscale images and 24 bit RGB images.

Usage

```
read.bmp(f, Verbose = FALSE)
```

Arguments

f	File to open
Verbose	Give verbose warnings (default FALSE)

Value

array of dims height x width x channels

Author(s)

jefferis

Examples

```
## Not run:  
library(pixmap)  
r=read.bmp('myrgbimage.bmp')  
pr=pixmapRGB(r)  
r=read.bmp('mygreyimage.bmp')  
pr=pixmapGrey(r)  
plot(pr)  
  
## End(Not run)
```

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