

SK - VM SDK

LBM Format Specification

2001. 10. 29

XTD Document Version History

Version	Date	Author	Description
1.0	2001 - 10 - 29	Park.J.Y	Created.
1.0	2002 - 02 - 25	Kim.W.G	Modified. ()

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LBM (LCD Bitmap) Specification

LBM format

	4 bytes	4 bytes	4 bytes	4 bytes
0x00	descriptor	type	width	height
0x10	size	mask	data	
0x20	...			
...	mask plane (if mask == 1)			

descriptor

LBM “LBMP” 가 .

type

가 .

2 : 4 gray LCD (bit plane ,)

3 : 4 gray LCD (2bit ,)

8 : 256 color LCD (8)

16 : 64k color LCD (16)

width

height

size

data

- type 2 : 가 2 bit plane , bit plane
 . , ((height+7)>>3) * width 가 .

- type 3 : 가 plane ,
 , ((width+3) >> 2) * height가 .

- type 8 : , width * height가
 .

- type 16 : 2 , width * height * 2가
 .

mask

0 mask plane 가 , 1 mask plane 가 .

data

- type 2 : 가 2 bit plane bit plane

size .

- type 3 : 2 . 4

가 , (align) .

- type 8 : width * height

.

- type 16 : 2 width *

height * 2 가 .

mask plane

mask plane

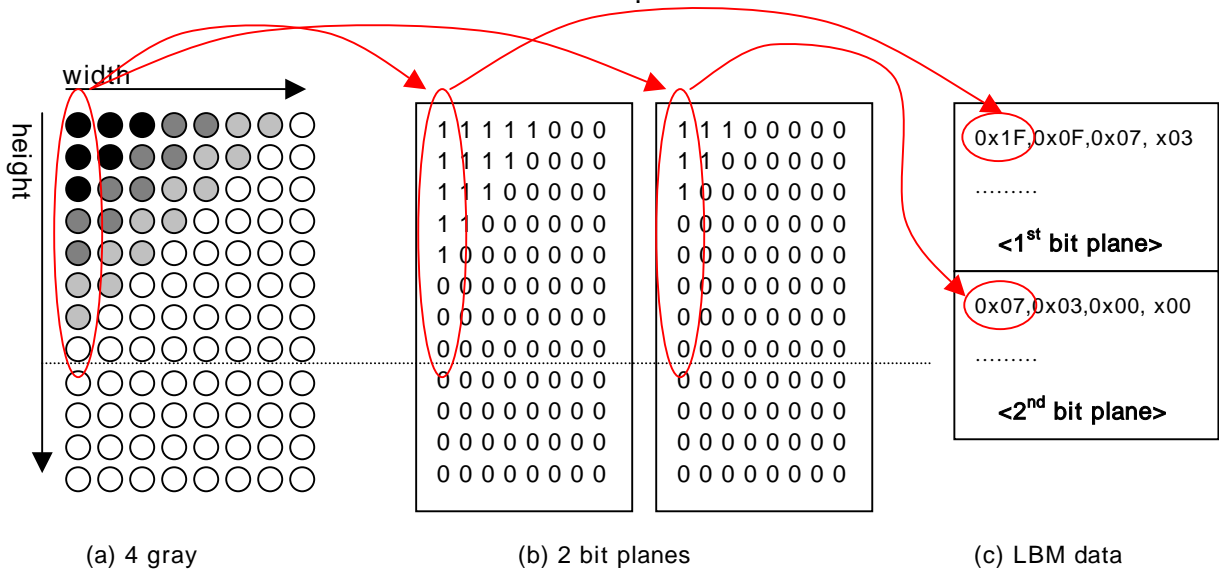
mask가 1

, type 2 bit plane

data

[Type 2]

2 , 2 plane . ,
plane plane plane



(a) 4 gray 가 , 2 (b)
 . bit plane column 8 row
 (c) .

[Type 8]

, width * height 가 . RGB
 3:3:2 .

[Type 16]

2 ,
 . width * height * 2 가 , RGB 5:6:5
 . , 2 RGB565
 .