

Pixmap.mui

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Pixmap.mui

Super class

[Area.mui](#)

Background

The Pixmap class allows including self-made inlined image data in MUI applications.

In its most simple usage, Pixmap class just displays a given inlined array of raw image data of a certain type.

Attributes

Attribute	Version	ISG	Type
MUIA_Pixmap_Alpha	V20	ISG	ULONG
MUIA_Pixmap_CLUT	V20	ISG	ULONG *
MUIA_Pixmap_CLUTSize	V20	ISG	ULONG
MUIA_Pixmap_CompressedSize	V20	ISG	ULONG
MUIA_Pixmap_Compression	V20	ISG	ULONG
MUIA_Pixmap_Data	V20	ISG	CONST_APTR
MUIA_Pixmap_Format	V20	ISG	ULONG
MUIA_Pixmap_Height	V20	ISG	LONG
MUIA_Pixmap_TransparencyThreshold	V20	ISG	UBYTE
MUIA_Pixmap_UncompressedData	V20	..G	CONST_APTR
MUIA_Pixmap_Width	V20	ISG	LONG

Methods

Method	Version
MUIIM_Pixmap_DrawSection	V20

MUIA_Pixmap_Alpha

NAME

[MUIA_Pixmap_Alpha](#) — V20 [ISG], ULONG, 0x80421fef

FUNCTION

This attribute specifies an additional alpha value to be applied to the image data being drawn. The default value is 0xffffffff which will draw the image with full intensity. Alpha blitting won't work on CLUT screens or with CLUT image data.

SEE ALSO

[MUIA_Pixmap_Data](#), [MUIA_Pixmap_Format](#), [MUIA_Pixmap_Height](#), [MUIA_Pixmap_Width](#)

MUIA_Pixmap_CLUT

NAME

[MUIA_Pixmap_CLUT](#) — V20 [ISG], ULONG *, 0x8042042a

FUNCTION

Define the color map to be used for CLUT8 raw image data. If no color map is given an internal default color map will be used instead.

SEE ALSO

[MUIA_Pixmap_Data](#), [MUIA_Pixmap_Format](#), [MUIA_Pixmap_CLUTSize](#)

MUIA_Pixmap_CLUTSize

NAME

[MUIA_Pixmap_CLUTSize](#) — V20 [ISG], ULONG, 0x8042bde3

FUNCTION

Define the number of colors in the color map given by MUIA_Pixmap_CLUT.

Defaults to 256.

SEE ALSO

MUIA_Pixmap_Data, MUIA_Pixmap_Format, MUIA_Pixmap_CLUT

MUIA_Pixmap_CompressedSize

NAME

MUIA_Pixmap_CompressedSize — V20 [ISG], ULONG, 0x8042e7e4

FUNCTION

This attribute specifies the size of the compressed raw image data. It is only required if the raw image data are compressed at all.

SEE ALSO

MUIA_Pixmap_Compression

MUIA_Pixmap_Compression

NAME

MUIA_Pixmap_Compression — V20 [ISG], ULONG, 0x8042ce74

SPECIAL INPUTS

- MUIV_Pixmap_Compression_None
- MUIV_Pixmap_Compression_RLE
- MUIV_Pixmap_Compression_BZip2
- MUIV_Pixmap_Compression_Z
- MUIV_Pixmap_Compression_LZMA

FUNCTION

This attribute specifies the compression method being used for the raw image data.

Defaults to MUIV_Pixmap_Compression_None (uncompressed data)

SEE ALSO

MUIA_Pixmap_CompressedSize

MUIA_Pixmap_Data

NAME

MUIA_Pixmap_Data — V20 [ISG], CONST_APTR, 0x80429ea0

FUNCTION

This attribute specifies a pointer to an array of the raw image data. Note that specifying only the raw data isn't enough, you have to tell MUI about the pixel width and height with MUIA_Pixmap_Width and MUIA_Pixmap_Height, too, as well as the format of data with MUIA_Pixmap_Format. For color mapped raw image data the palette must be given with MUIA_Pixmap_CLUT.

SEE ALSO

MUIA_Pixmap_Width, MUIA_Pixmap_Height, MUIA_Pixmap_Format, MUIA_Pixmap_CLUT

MUIA_Pixmap_Format

NAME

MUIA_Pixmap_Format — V20 [ISG], ULONG, 0x8042ab14

SPECIAL INPUTS

- MUIV_Pixmap_Format_CLUT8
- MUIV_Pixmap_Format_RGB24
- MUIV_Pixmap_Format_ARGB32

FUNCTION

This attribute specifies the format of the raw image data. It is possible to use color mapped (CLUT8), 24bit RGB and 32bit ARGB image data. For CLUT8 images the palette can be specified with MUIA_Pixmap_CLUT, otherwise the screen's palette will be used.

SEE ALSO

MUIA_Pixmap_Data, MUIA_Pixmap_CLUT

MUIA_Pixmap_Height

NAME

MUIA_Pixmap_Height — V20 [ISG], LONG, 0x804288be

FUNCTION

Define the pixel height of the raw image data.

NOTES

By default, the image object has a minimum size of 1 pixel and an unlimited maximum size. If the space is too small to hold your image, it will be clipped. Usually, you will use MUIA_FixWidth and MUIA_FixHeight with Pixmap objects to make them always exactly as big as the image.

SEE ALSO

MUIA_Pixmap_Data, MUIA_Pixmap_Width

MUIA_Pixmap_TransparencyThreshold

NAME

MUIA_Pixmap_TransparencyThreshold — V20 [ISG], UBYTE, 0x8042437c

FUNCTION

Define the transparency threshold when dithering ARGB data.

Pixels with an alpha value larger than the threshold value will be treated as non-transparent. This attribute has no effect on hi/truecolor screens. Defaults to 0x7f (50%).

MUIA_Pixmap_UncompressedData

NAME

MUIA_Pixmap_UncompressedData — V20 [..G], CONST_PTR, 0x8042b085

FUNCTION

A pointer to the uncompressed data is returned, or NULL if decompression failed. The returned data are strictly read-only!

SEE ALSO

[MUIA_Pixmap_Data](#), [MUIA_Pixmap_Compression](#)

MUIA_Pixmap_Width

NAME

[MUIA_Pixmap_Width](#) — V20 [ISG], LONG, 0x8042ccb8

FUNCTION

Define the pixel width of the raw image data.

NOTES

By default, the image object has a minimum size of 1 pixel and an unlimited maximum size. If the space is too small to hold your image, it will be clipped. Usually, you will use [MUIA_FixWidth](#) and [MUIA_FixHeight](#) with Pixmap objects to make them always exactly as big as the image.

SEE ALSO

[MUIA_Pixmap_Data](#), [MUIA_Pixmap_Height](#)

MUIM_Pixmap_DrawSection

NAME

[MUIM_Pixmap_DrawSection](#) — V20, 0x8042ce0f

SYNOPSIS

```
DoMethod(obj, MUIM_Pixmap_DrawSection, LONG sx, LONG sy, LONG sw, LONG sh, struct  
MUI_RenderInfo *mri, LONG dx, LONG dy, ULONG alpha);
```

FUNCTION

Call this method instead of `MUI_Redraw()` to draw just a section of the complete pixmap with a definite alpha transparency which might be different from the globally set alpha transparency.

INPUTS

LONG sx
 source left coordinate of the section

LONG sy

SEE ALSO

source top coordinate of the section

LONG sw
source width of the section

LONG sh
source height of the section

struct MUI_RenderInfo *mri
MUI_RenderInfo structure to draw the pixmap section to

LONG dx
destination left coordinate

LONG dy
destination top coordinate

ULONG alpha
transparency

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MUI for AmigaOS -
MUI-Autodocs

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