

# XPM

The XPM module implements support for the X PixMap image format. This enables ROME applications to use images and icons used by UNIX operating systems such as SunOS or Linux.

## Module Options

NONE_YET	none yet
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## Data Definitions

The header files in the module contain the following type definitions:

image_t	Defines the internal representation of an XPM image.
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## Shared Library Macros and Routines

The XPM library defines a set of routines to create *image\_t* images from XPM data structures, whether they are placed in files, in the system memory or in the source code itself.

### xpm\_image\_from\_data

```
int xpm_image_from_data(  
    image_t *img,  
    char **data)
```

The *xpm\_image\_from\_data* routine reads an XPM definition from an #included source file and stores the resulting image in the *img* structure. Using this method makes sense for smaller pixmaps on systems with no storage media. For bigger pixmaps, the target file size will be grow extremely and this method is not recommended.

### xpm\_image\_from\_file

```
int xpm_image_from_file(  
    image_t *img,  
    const char *filename)
```

The *xpm\_image\_from\_file* reads a pixmap definition from a file and stores the resulting pixmap in the *img* structure.

**xpm\_image\_from\_mem**

```
int xpm_image_from_file(  
    image_t *img,  
    int dx,  
    int dy,  
    int depth,  
    char *buf)
```

The *xpm\_image\_from\_mem* routine creates an *image\_t* structure from a buffer located in system memory. Basically it initializes the *image\_t* structure with the given values, where *dx/dy* = size of the pixmap and *depth* is the color depth of the pixmap in bits. The caller has to take care that the parameters are valid and point to a valid pixmap.