







## How to Use the Read BMP File Function Tutorial

Functions -> Programming -> Graphics and Sound  -> Graphics Formats  -> Read From BMP File 

To place the Read From BMP File function, start by opening up the Functions palette and selecting the Programming palette. Under Programming, select Graphics and Sound ,

and navigate to the Graphics Formats  sub-palette. Here you will find the Read From BMP File function .

The Read From BMP File function takes in a file path data type and outputs interprets the input as a bitmap file (BMP). The function extracts the data into a picture data type which you can then use to display the image stored on the BMP file on a front panel object such as a picture indicator.

The terminals to the Read From BMP File function are shown in Figure 1.

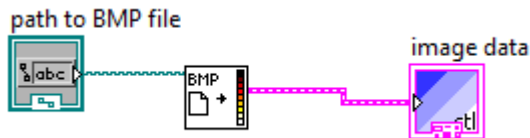


Figure 1

Notice that the output of the Read from BMP File function is simply a set of image data, in order to view the data we need to use a Draw Flattened Pixmap in conjunction with the output of the image data terminal as shown in Figure 2.

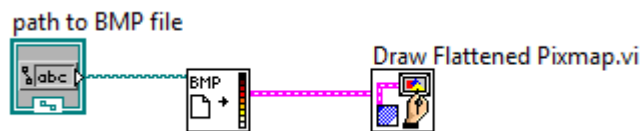


Figure 2