
bmp_file_reader

Release 1.0

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Check out the usage section for further information, including how to installation the project.

bmp_file_reader

1.1 bmp_file_reader

Classes

<i>BMPFileReader</i> (file_handle)	An object for reading a BMP image file.
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<i>BMPHeader</i> (bmp_type, size, value_1, value_2, ...)
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<i>BMPTType</i> ()

<i>Color</i> (red, green, blue)	A 24bit RGB color value.
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<i>CompressionType</i> ()

<i>DIBHeader</i> (width, height, num_color_planes, ...)

1.1.1 bmp_file_reader.BMPFileReader

class bmp_file_reader.**BMPFileReader**(file_handle)

Bases: **object**

An object for reading a BMP image file.

__init__(file_handle)

Creates a BMPFileReader from the given file handle.

The file handle must have been opened in read binary mode (“rb”).

Parameters

file_handle (*io.TextIOWrapper*) – The file handle of the BMP image to read.

Methods

<code>__init__(file_handle)</code>	Creates a BMPFileReader from the given file handle.
<code>get_height()</code>	Returns the height of the image (in pixels).
<code>get_row(row)</code>	Reads in the pixels of the specified row (zero-indexed).
<code>get_width()</code>	Returns the width of the image (in pixels).
<code>read_bmp_file_header()</code>	Returns the BMP file header of the image.
<code>read_dib_header()</code>	Returns the DIB header of the BMP file.

`get_height()`

Returns the height of the image (in pixels).

Returns

Height of the image in pixels.

Return type

`int`

`get_row(row)`

Reads in the pixels of the specified row (zero-indexed).

Parameters

row (`int`) – The index of the row to read.

Returns

The colors of the pixels in the specified row.

Return type

List[*Color*]

`get_width()`

Returns the width of the image (in pixels).

Returns

Width of the image in pixels.

Return type

`int`

`read_bmp_file_header()`

Returns the BMP file header of the image.

Returns

BMP file header of the image.

Return type

BMPHeader

`read_dib_header()`

Returns the DIB header of the BMP file.

Returns

DIB header of the image.

Return type

DIBHeader

1.1.2 bmp_file_reader.BMPHeader

class bmp_file_reader.**BMPHeader**(*bmp_type, size, value_1, value_2, image_start_offset*)

Bases: `object`

__init__(*bmp_type, size, value_1, value_2, image_start_offset*)

Methods

`__init__`(*bmp_type, size, value_1, value_2, ...*)

`from_bytes`(*header_bytes*)

1.1.3 bmp_file_reader.BMPType

class bmp_file_reader.**BMPType**

Bases: `object`

__init__()

Methods

`__init__`()

`from_bytes`(*bmp_type_bytes*)

Attributes

BA

BM

CI

CP

IC

PT

1.1.4 bmp_file_reader.Color

class bmp_file_reader.Color(*red, green, blue*)

Bases: `object`

A 24bit RGB color value.

__init__(*red, green, blue*)

Creates a Color from the given 1 byte red, green, and blue color values.

Parameters

- **red** (*int*) – The 1 byte red value.
- **green** (*int*) – The 1 byte green value.
- **blue** (*int*) – The 1 byte blue value.

Methods

<code>__init__</code> (<i>red, green, blue</i>)	Creates a Color from the given 1 byte red, green, and blue color values.
<code>from_bytes</code> (<i>color_bytes</i>)	

Attributes

<code>blue</code>
<code>green</code>
<code>red</code>

1.1.5 bmp_file_reader.CompressionType

class bmp_file_reader.CompressionType

Bases: `object`

__init__()

Methods

<code>__init__</code> ()
<code>is_compressed</code> (<i>compression_type</i>)
<code>to_str</code> (<i>compression_type</i>)

Attributes

BI_ALPHABITFIELDS
BI_BITFIELDS
BI_CMYK
BI_CMYKRLE4
BI_CMYKRLE8
BI_JPEG
BI_PNG
BI_REL4
BI_RGB
BI_RLE8
STRINGS_DICT

1.1.6 bmp_file_reader.DIBHeader

```
class bmp_file_reader.DIBHeader(width, height, num_color_planes, bits_per_pixel, compression_type,  
                                raw_bitmap_size, horizontal_resolution_ppm, vertical_resolution_ppm,  
                                num_colors_in_palette, num_important_colors_used)
```

Bases: `object`

```
__init__(width, height, num_color_planes, bits_per_pixel, compression_type, raw_bitmap_size,  
          horizontal_resolution_ppm, vertical_resolution_ppm, num_colors_in_palette,  
          num_important_colors_used)
```

Methods

<code>__init__</code> (width, height, num_color_planes, ...)
<code>from_positioned_file_handler</code> (file_handler)

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