

How to Use the Unflatten Pixmap Function Tutorial

Functions -> Programming -> Graphics and Sound -> Graphics Formats -> Unflatten Pixmap

To place the Unflatten Pixmap function, open the Functions palette and select Programming. Under programming select the Graphics and Sound sub-palette. Under Graphics and Sound, select the Picture Functions sub-palette where you will find the Unflattened Pixmap function.

The Unflatten Pixmap function takes a one dimensional array of image data and converts it to a two dimensional array representation of the image data. The Unflatten Pixmap function offers several output options, a 24-bit, an 8-bit, a 4-bit, or a 1-bit pixmap. The outputs are shown in Figure 1 below.

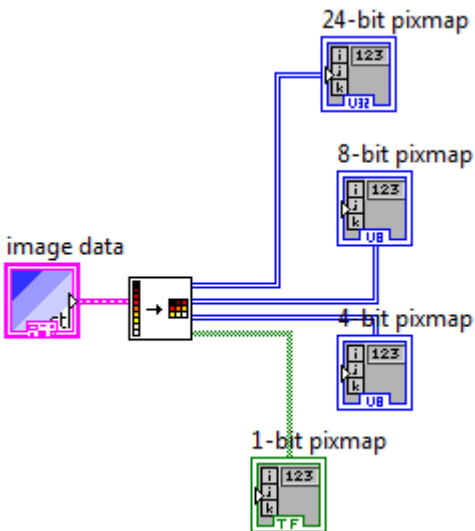


Figure 1

This conversion to a two dimensional array of values allows us to more easily manipulate the data stored in the image data cluster.