

NAME

mbm_bits, mbm_clr, mbm_clrb, mbm_rev, mbm_revb, mbm_set, mbm_setb, mbm_tstb – bitmap manipulations

SYNOPSIS

```
#include "mjsu.h"
```

```
MBITMAP *mbm_clr(MBITMAP *bm);
MBITMAP *mbm_clrb(MBITMAP *bm, USHORT r, USHORT c);
```

```
MBITMAP *mbm_rev(MBITMAP *bm);
MBITMAP *mbm_revb(MBITMAP *bm, USHORT r, USHORT c);
```

```
MBITMAP *mbm_set(MBITMAP *bm);
MBITMAP *mbm_setb(MBITMAP *bm, USHORT r, USHORT c);
```

```
MBITMAP *mbm_tstb(MBITMAP *bm, USHORT r, USHORT c);
```

DESCRIPTION

mbm_clr(), **mbm_rev()** and **mbm_set()** clears, inverts or sets, respectively, all bits in the bitmap at *bm*.

mbm_clrb(), **mbm_revb()** and **mbm_setb()** clear, invert or set, respectively, the single bit at column *c* of row *r* in the bitmap at *bm*.

mbm_tstb() tests whether the single bit at column *c* of row *r* in the bitmap at *bm*, is set or clear.

RETURNS

mbm_tstb() returns YES if the addressed bit is set, else NO. All the other functions return *bm*.

SEE ALSO

mbm(5), **mbm_buy(3)**, **mbm_load(3)**, **mbm_save(3)**, **mjsu(7)**.

AVAILABILITY

These functions are written in C, conforming to ANSI X3.159-1989.