

NAME

mbm_load – load a bitmap from a file

SYNOPSIS

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

```
MBITMAP *mbm_load(FILE *pf);
```

DESCRIPTION

mbm_load() reads an MBM format bitmap from the current offset in the open file designated by *pf* into memory.

The memory used to hold the loaded bitmap is automatically allocated from the heap. Such memory can be subsequently released by **mbm_free()**.

RETURNS

If the file contents are not in MBM format (as written by **mbm_save()**), or if sufficient memory cannot be allocated, NULL is returned. Otherwise a pointer to the allocated bitmap is returned.

SEE ALSO

mbm(5), **mbm_save(3)**, **mbm_free(3)**.

AVAILABILITY

mbm_load() is written in C, conforming to ANSI X3.159-1989 (hosted program environment).