

NAME

mbm_mem, mbm_buy, mbm_free – allocate or deallocate bitmaps on the heap

SYNOPSIS

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

```
MBITMAP *mbm_buy(USHORT height, USHORT width, BOOL force);
```

```
MBITMAP *mbm_free(MBITMAP *bm);
```

DESCRIPTION

mbm_buy() attempts to allocate a cell of heap memory large enough to store an MBITMAP structure representing a bitmap with *height* rows and *width* columns.

If the allocation request cannot be satisfied and *force* is YES, the calling process is terminated by the following call:

```
error("out of memory");
```

mbm_free() destroys a bitmap previously created by **mbm_buy()**, and deallocates the heap storage it occupied.

RETURNS

If successful, **mbm_buy()** returns a pointer to the new bitmap; otherwise NULL is returned.

mbm_free() always returns NULL, a useful sentinel value.

SEE ALSO

mbm(5), **mbm_bits(3)**, **error(3)**, **mjsu(7)**.

malloc(), **realloc()** and **free()**, as defined by ANSI X3.159-1989.

AVAILABILITY

These functions are written in C, conforming to ANSI X3.159-1989 (hosted program environment).