

**NAME**

mbm\_save – save a bitmap to a file

**SYNOPSIS**

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

```
BOOL mbm_save(MBITMAP *bm, FILE *pf);
```

**DESCRIPTION**

**mbm\_save()** writes the bitmap at *bm* at the current offset in the open file designated by *pf*.

The bitmap is written to the file in MBM format.

It does not automatically reclaim the resources used by bitmap - to do so, you must explicitly call **mbm\_free()**.

**RETURNS**

If the data cannot be written to the file (eg: due to lack of disk-space), NO is returned. Otherwise YES is returned.

**SEE ALSO**

**mbm(5)**, **mbm\_load(3)**, **mbm\_free(3)**.

**AVAILABILITY**

**mbm\_save()** is written in C, conforming to ANSI X3.159-1989 (hosted program environment).