
Subject: Re: StaticImage cannot show BMP file
Posted by [jerson](#) on Fri, 12 Sep 2014 13:33:42 GMT
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Hello Koldo and Jibe

I have resolved the issue.

This is the original structure in bmphdr.h

```
struct BMP_FILEHEADER {  
    word    bfType;  
    dword   bfSize;  
    word    bfReserved1;  
    word    bfReserved2;  
    dword   bfOffBits;
```

sizeof(BMP_FILEHEADER) shows 16!!!

So, I made the following change

```
word    bfOffBits;
```

Now, I get sizeof(BMP_FILEHEADER) as 14 which is the expected value

With this change, BMP files are being displayed in Controls4U_Demo. Can some of you experts please check what's causing this behaviour??

Regards
Jerson