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Subject: Re: StaticImage cannot show BMP file  
Posted by [jerson](#) on Sun, 14 Sep 2014 03:19:58 GMT  
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Hello Hans

Thanks for your reply. The structure is defined correctly as I can see with the `__attribute__` packed as below

```
#ifdef COMPILER_MSC
#pragma pack(push, 1)
#endif

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

    void    SwapEndian()
    {
#ifdef CPU_BIG_ENDIAN
        bfType = UPP::SwapEndian(bfType);
        bfSize = UPP::SwapEndian(bfSize);
        bfOffBits = UPP::SwapEndian(bfOffBits);
#endif
    }
}
#ifdef COMPILER_GCC
__attribute__((packed))
#endif
;
```

As I am a relative newbie to this toolchain, I really don't know where to look to identify if the compiler is messing things for me.

This is how my build methods screen looks.

Regards

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### File Attachments

1) [2014-09-14\\_085140.jpg](#), downloaded 670 times

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