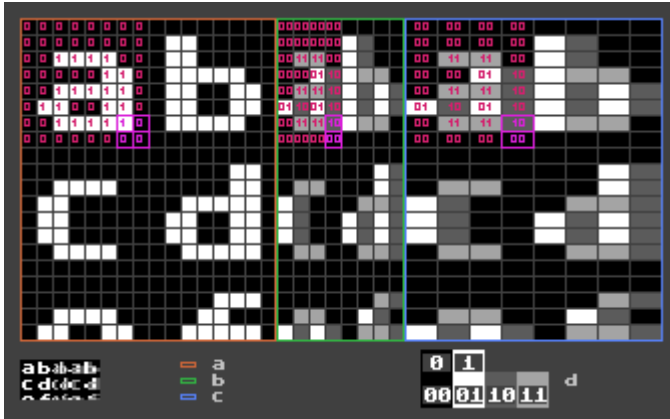




- a) 1bpp
- b) 2bpp
- c) 2bpp wide pixels
- d) shared palette

A **bitmap** is literally a map containing bits, just zeroes and ones. How the bits are interpreted (“mapped to” a visual image) depends entirely on the **graphic mode** used to display the bits.

The **bitdepth** of a mode refers to how many bits are used to define the information for a single pixel in the bitmap.

The short notation to describe the bitdepth of a digital image/bitmap is bpp (bits per pixel).

In an indexed image, the bitdepth directly defines the maximum number of different colors any pixel can be: It is “two to the power of bpp”, provided the palette contains that many distinct colors.

All three modes in the example here use an identical bitmap.

further reading:

- [W Bitmap](#)
- [W Raster Graphics](#)

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Last update: **2019/04/07 10:56**

