RZA1HBitmapConverter

Description

This document provides a complete list of bitmap formats supported by the RZA1H Target.

These formats define how pixel color and alpha data are stored in memory. The RZA1H extended bitmap formats support **alpha-only**, **RGB**, **ARGB**, and **JPEG compressed images** formats to address different memory, performance, and visual quality requirements.

These bitmap converters are supported only on the target. Windows simulation uses the default bitmap converter.

Alpha Only Formats

Alpha formats (A1/A4/A8) are primarily used for masking and blending operations.

Serial No.	Format	Description
1	RZA1HExtendedBitmapFormatA1	1-bit alpha mask.
2	RZA1HExtendedBitmapFormatA4	4-bit alpha channel.
3	RZA1HExtendedBitmapFormatA8	8-bit alpha channel.

RGB/ARGB Formats

RGB/ARGB formats balance memory usage and visual quality depending on color depth and transparency needs.

Serial No.	Format	Description
1	RZA1HExtendedBitmapFormatRGB565	16-bit RGB (5-6-5), no alpha.
2	RZA1HExtendedBitmapFormatARGB8888	32-bit ARGB, 8 bits per channel.
3	RZA1HExtendedBitmapFormatARGB1555	16-bit ARGB with 1-bit alpha.
4	RZA1HExtendedBitmapFormatARGB4444	16-bit ARGB, 4 bits per channel.

5	RZA1HExtendedBitmapFormatXRGB8888	32-bit RGB, unused alpha byte.
6	RZA1HExtendedBitmapFormatR8G8B8A8	32-bit RGBA, 8 bits per channel.

JPEG Compressed Image Format

JPEG format enables efficient storage of large images with reduced memory requirements.

Serial No.	Format	Description
1	RZA1HExtendedBitmapFormatJpg	JPEG compressed image format.

Revision #4
Created 2025-12-16 03:10:24 UTC by Baliga Sriram
Updated 2025-12-25 04:33:06 UTC by Kanai Tomoaki