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{*****
  File Name       : ReadHeader.Pas
  File Compile    : ReadHead.Exe
  Function        : To Read The BMP File's Header and BMP's Information
  Using           : Function "Konversi" To Convert ASCII Code of BMP Infor -
                  mation Into Decimal
  Author          : Hary Purnomo ( STTS 98113411 )
  References      : C. Wayne Brown and Barry J. Shepherd, "Graphics File
                  Formats reference and guide"
  Last Modified   : October, 17th 1998
*****}
uses crt;
var
  buffer  : array[1..512] of char;
  f        : file;
  numread  : integer;
  namafile : string;

function Konversi(st:string) : longint;
var
  pangkat,hasil : longint;
  i,j           : byte;
begin
  pangkat:=1;hasil:=0;
  for i:=length(st) downto 1 do begin
    hasil:=hasil+ord(st[i])*pangkat;
    pangkat:=pangkat*256;
  end;
  Konversi:=hasil;
end;

var
  compress,mid : byte;
  jenis        : string;
begin
  clrscr;
  if paramcount=0 then halt
  else
    namafile:=paramstr(1);
  assign(f,namafile);
  {$I-} Reset(f,1); {$I+}
  if IOResult<>0 then
    begin writeln('The File Doesn't Valid'); halt; end;

  mid:=((80-length(namafile)) div 2)-7;
  gotoxy(mid,2);writeln('BitMaP File : ',namafile,'');
  writeln;
  BlockRead(f,buffer,512,NumRead);

  { ***** Bitmap Header ***** }
  writeln('***** BitMaP Header *****');
  if (buffer[1]+buffer[2])='BM' then writeln('File Type : BMP');
  write('File Size = ',Konversi(buffer[6]+buffer[5]+buffer[4]+buffer[3]));
  writeln(' Bytes');
  writeln('Offset : ',Konversi(buffer[14]+buffer[13]+buffer[12]+buffer[11]));
  writeln('*****');

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{ ***** Bitmap Information ***** }
writeln('***** BitMaP Information *****');
write('Byte In Header = ',Konversi(buffer[18]+buffer[17]+buffer[16]+
                                     buffer[15]));

writeln(' Bytes Currently');
writeln('Width of Bitmap = ',Konversi(buffer[22]+buffer[21]+buffer[20]+
                                     buffer[19]),' Pixels');
writeln('Height of Bitmap = ',Konversi(buffer[26]+buffer[25]+buffer[24]+
                                     buffer[23]),' Pixels');

writeln('Number of Colour Planes = ',Konversi(buffer[28]+buffer[27]));
writeln('Number of Bits Per Pixel = ',Konversi(buffer[30]+buffer[29]));
compress:=Konversi(buffer[34]+buffer[33]+buffer[32]+buffer[31]);
write('Type of Compression : ',compress);
case compress of
    0 : jenis:='No Compression';
    1 : jenis:='Run Length ( 8 bits per pixel )';
    2 : jenis:='Run Length ( 4 bits per pixel )';
end;
writeln(' ==> ',jenis);
writeln('Size of Image = ',Konversi(buffer[38]+buffer[37]+buffer[36]+
                                     buffer[35]),' Bytes');
writeln('Horizontal Resolution = ',Konversi(buffer[42]+buffer[41]+
                                     buffer[40]+buffer[39]),' Pixels/meter');
writeln('Vertical Resolution   = ',Konversi(buffer[46]+buffer[45]+
                                     buffer[44]+buffer[43]),' Pixels/meter');
writeln('Colour Used By BitMaP = ',Konversi(buffer[50]+buffer[49]+
                                     buffer[48]+buffer[47]),' Colour');
writeln('*****');
readkey;
close(f);
end.

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