RT117XBitmapConverter

Description

This document provides a complete list of bitmap formats supported by the **RT117X target**.

These formats define how pixel color and alpha data are stored in memory. The RT117X extended bitmap formats support alpha-only, RGB, and ARGB image formats, enabling a balance between memory usage, performance, and visual quality.

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

Alpha-Only Formats

Formats that store only transparency information, typically used for masks and blending.

Serial No.	Format	Description
1	RT117XExtendedBitmapFormatA8	8-bit alpha-only format.

RGB Color Formats

Formats that store color information without an alpha channel, optimized for memory efficiency.

Serial No.	Format	Description
1	RT117XExtendedBitmapFormatRGB565	16-bit RGB format (5-6-5).
2	RT117XExtendedBitmapFormatXRGB8888	32-bit color with unused alpha channel (RGB only).

ARGB Color Formats

Formats that store color information along with an alpha channel for transparency.

Serial No.	Format	Description
1	RT117XExtendedBitmapFormatARGB8888	32-bit color with 8 bits per channel including alpha.
2	RT117XExtendedBitmapFormatARGB1555	16-bit color with 1-bit alpha and 5 bits per RGB channel.

3	RT117XExtendedBitmapFormatARGB4444	16-bit color with 4 bits per channel including alpha.

Revision #4
Created 2025-12-16 09:28:19 UTC by Baliga Sriram
Updated 2025-12-24 00:02:35 UTC by Kanai Tomoaki