[MS-WMF]: Windows Metafile Format

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Errata below are for Protocol Document Version V12.0 – 2015/06/30.

Errata Published*	Description
2015/10/12	In Section 2.1.1.3, BitCount Enumeration, clarified the meaning of the DIB Colors field for BitCount enumeration values. Changed from: **BI_BITCOUNT_4:** The image is specified with a maximum of 2^16 colors. Each pixel in the bitmap in the **BitmapBuffer** field of the DIB Object is represented by a 16-bit value. If the **Compression** field of the BitmapInfoHeader Object is BI_RGB, the **Colors** field of the DIB Object is NULL. Each WORD in the bitmap represents a single pixel. The relative intensities of red, green, and blue are represented with 5 bits for each color component. The value for blue is in the least significant 5 bits, followed by 5 bits each for green and red. The most significant bit is not used. The color table is used for optimizing colors on palette-based devices, and contains the number of entries specified by the **ColorUsed** field of the BitmapInfoHeader Object. If the **Compression** field of the BitmapInfoHeader Object is BI_BITFIELDS, the **Colors** field contains three DWORD color masks that specify the red, green, and blue components, respectively, of each pixel. Each WORD in the bitmap array represents a single pixel. When the **Compression** field is set to BI_BITFIELDS, bits set in each DWORD mask MUST be contiguous and SHOULD NOT overlap the bits of another mask. BI_RGB and BI_BITFIELDS are defined in Compression Enumeration, section 2.1.1.7. **BI_BITCOUNT_5:** The bitmap in the **BitmapBuffer** field of the DIB Object has a maximum of 2^24 colors, and the **Colors** field is NULL. Each 3-byte triplet in the bitmap represents the relative intensities of blue, green, and red, respectively, for a pixel. The **Colors** color table is used for optimizing colors used on palette-based devices, and MUST contain the number of entries specified by the **ColorUsed** field of the BitmapInfoHeader Object. **BI_BITCOUNT_6:** The bitmap in the **BitmapBuffer** field of the DIB Object has a maximum of 2^24 colors. If the **Compression** field of the BitmapInfoHeader Object is set to BI_RGB, the **Colors** field of the DIB Object is set to NULL. Each DWORD in the bitmap in the **BitmapBuffer** field represents the relative intensities of blue, green, and red, respectively, for a pixel. The high byte in each DWORD is not used. The **Colors**

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	color table is used for optimizing colors used on palette-based devices, and MUST contain the number of entries specified by the **ColorUsed** field of the BitmapInfoHeader Object. If the **Compression** field is set to BI_BITFIELDS, the color table in the **Colors** field contains three DWORD color masks that specify the red, green, and blue components, respectively, of each pixel. Each DWORD in the bitmap represents a single pixel. . When the **Compression** field is set to BI_BITFIELDS, bits set in each DWORD mask MUST be contiguous and MUST NOT overlap the bits of another mask. All the bits in the pixel do not need to be used. BI_RGB and BI_BITFIELDS are specified in Compression Enumeration, section 2.1.1.7. Changed to: **BI_BITCOUNT_4:** The image is specified with a maximum of 2^16 colors. Each pixel in the bitmap in the **BitmapBuffer** field of the DIB Object is represented by a 16-bit value. If the **Compression** field of the BitmapInfoHeader Object is BI_RGB, the **Colors** field of the DIB Object is NULL. Each WORD in the bitmap represents a single pixel. The relative intensities of red, green, and blue are represented with 5 bits for each color component. The value for blue is in the least significant 5 bits, followed by 5 bits each for green and red. The most significant bit is not used. If the **Compression** field of the BitmapInfoHeader Object is BI_BITFIELDS, the **Colors** field contains three DWORD color masks that specify the red, green, and blue components, respectively, of each pixel. Each WORD in the bitmap array represents a single pixel. The color table is used for optimizing colors on palette-based devices, and contains the number of entries specified by the **ColorUsed** field of the BitmapInfoHeader Object. When the **Compression** field is set to BI_BITFIELDS, bits set in each DWORD mask MUST be contiguous and SHOULD NOT overlap the bits of another mask. BI_RGB and BI_BITFIELDS are defined in Compression Enumeration, section 2.1.1.7. **BI_BITCOUNT_5:** The bitmap in the **BitmapBuffer** field of the DIB Object has a maximum of 2^24 colors, and the **Colors** field is NULL. Each 3-byte triplet in the bitmap represents the relative intensities of blue, green, and red, respectively, for a pixel. **BI_BITCOUNT_6:** The bitmap in the **BitmapBuffer** field of the DIB Object has a maximum of 2^24 colors. If the **Compression** field of the BitmapInfoHeader Object is set to BI_RGB, the **Colors** field of the DIB Object is set to NULL. Each DWORD in the bitmap in the **BitmapBuffer** field represents the relative intensities of blue, green, and red, respectively, for a pixel. The high byte in each DWORD is not used.

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	If the **Compression** field is set to BI_BITFIELDS, the color table in the **Colors** field contains three DWORD color masks that specify the red, green, and blue components, respectively, of each pixel. Each DWORD in the bitmap represents a single pixel. The color table is used for optimizing colors used on palette-based devices and contains the number of entries specified by the **ColorUsed** field of the BitmapInfoHeader Object. When the **Compression** field is set to BI_BITFIELDS, bits set in each DWORD mask MUST be contiguous and MUST NOT overlap the bits of another mask. All the bits in the pixel do not need to be used. BI_RGB and BI_BITFIELDS are specified in Compression Enumeration, section 2.1.1.7.

*Date format: YYYY/MM/DD