

# Bit Map Compressor for Windows

R.Meurer 2018 - 2023 <http://www.midisoft.de>

OLED 64x48 monochrome graphic display  
ATTiny86 MCU or ATmega 328 ...

The purpose:

The ATTiny85 is a perfect solution to drive an OLED display via SPI but it doesn't have enough memory to host the graphics for those displays. In this case, we need to save memory consumption. This can be done in three steps.

1. Use the PROGMEM function to host bitmap graphics.
2. Convert the bitmaps into C-code.
3. Use this tool to have compression rate up to 80%

The Tools you need:

- GIMP
- BMC BitMapCompressor <http://www.midisoft.de>

Using GIMP:

- Export your bitmap as an \*.xbm file

Using BMC BitMapCompressor's drag-and-drop folder stack:

1. Drop a folder or \*.xbm files generated by GIMP onto BMP
2. When you drop a folder, everything will be done automatically.
3. In the folder you will find all compressed files saved as \*.h
4. Resuming your have your IDE e.g. ARDUINO open.  
Open the \*.h files with a text editor and copy them into your IDE

Using BMC Drag & Drop single or multiple \*.xbm files

1. In this case you can select the files to be processed.
2. Multiple files are also automatically saved in the source folder.

If you have problems using drag & drop you can load individual \*.xbm files. The processed \*.h file is then automatically saved in the source folder