Get Bitmap Dimensions - one of the most often-asked questions is "How do I get the dimensions of a Bitmap?" This method shows a simple way to do it with API calls. It requires a struct, and it also requires that you load the bitmap with *loadbmp* and get its handle with *hbmp( )*

- [Alyce](#) Jan 7, 2006

```
    struct BITMAP,_
    bmType as long,_
    bmWidth As long,_
    bmHeight As long,_
    bmWidthBytes As long,_
    bmPlanes as word,_
    bmBitsPixel as word,_
    bmBits as Long

filedialog "Open","*.bmp",bmp$
if bmp$="" then end
loadbmp "testbmp",bmp$
hTest=hbmp("testbmp")
print BitmapWidth(hTest)
print BitmapHeight(hTest)
unloadbmp "testbmp"
END

Function BitmapWidth(hBmp)
    length=len(BITMAP.struct)
    calldll #gdi32, "GetObjectA", hBmp as ulong,_
        length as long,BITMAP as struct,_
        results as long
    BitmapWidth=BITMAP.bmWidth.struct
End Function

Function BitmapHeight(hBmp)
    length=len(BITMAP.struct)
    calldll #gdi32, "GetObjectA", hBmp as ulong,_
        length as long,BITMAP as struct,_
        results as long
    BitmapHeight=BITMAP.bmHeight.struct
End Function
```