

# Bitmaps (BITMAP)

A BITMAP object is a widget that is almost a turtle; it cannot draw, however. For a list of widget properties, see [the Widget page](#).

## LOAD

Loads an image file into the bitmap.

### Syntax

```
ASK bitmap-name [LOAD filename]
```

### Description

The bitmap's LOAD procedure loads an image into the bitmap. It adjusts the size according to the size of the image file.

### Example

```
ASK "MY.BITMAP [LOAD "~HOME/TOOLBOX/ANIMALS/APE.PNG]
```

## SAVE

Saves the bitmap into an image file.

### Syntax

```
ASK bitmap-name [SAVE filename]
```

### Description

The bitmap's SAVE procedure saves the bitmap into an image file.

### Example

```
ASK "MY.BITMAP [SAVE "MYBITMAP.PNG]
```

## STAMP

Draws the bitmap.

### Syntax

```
ASK bitmap-name [STAMP]
```

**Description**

Draws the bitmap at the current position. For a detailed description of the inputs, please see the [STAMP](#) command, which uses this callable property.

**Example**

```
ASK "MY.BITMAP [STAMP]
```