In der Software Bin:

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0010a270h: F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 ; ñññññññññññññññ
0010a280h: F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 ; ñññññññññññññññ
0010a290h: F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 ; ñññññññññññññññ
0010a2a0h: F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 F1 1A 0C 01 00 0C ; ñññññññññññ.....
0010a2b0h: 00 00 00 00 5B 01 00 00 0D 00 1A 00 04 00 00 00 ; ....[...........
0010a2c0h: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ; ................
0010a2d0h: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ; ................
0010a2e0h: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ; ................
0010a2f0h: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ; ................
0010a300h: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ; ................
0010a310h: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 ; ................
0010a320h: 00 FF FF FF FF FF FF 00 00 00 00 00 00 00 00 00 ; .ÿÿÿÿÿÿ.........
0010a330h: 00 00 00 00 00 00 00 00 00 00 00 00 FF FF FF FF ; ............ÿÿÿÿ
0010a340h: FF FF FF FF FF FF FF FF 00 00 00 00 00 00 FF FF ; ÿÿÿÿÿÿÿÿ......ÿÿ
0010a350h: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ; ÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿ
0010a360h: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF 00 ; ÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿ.
0010a370h: 00 00 00 00 00 FF FF FF FF FF FF FF FF FF FF 00 ; .....ÿÿÿÿÿÿÿÿÿ..
0010a380h: 00 00 00 00 00 00 00 00 00 00 00 00 00 FF FF FF ; .............ÿÿÿ
0010a390h: FF FF FF FF FF FF 00 00 00 00 00 00 00 00 00 00 ; ÿÿÿÿÿÿ..........
0010a3a0h: 00 00 00 00 00 00 00 00 FF FF FF FF FF FF FF FF ; ........ÿÿÿÿÿÿÿÿ
0010a3b0h: FF FF FF FF 00 00 00 FF FF FF FF FF FF FF FF FF ; ÿÿÿÿ...ÿÿÿÿÿÿÿÿÿ
0010a3c0h: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ; ÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿ
0010a3d0h: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF ; ÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿÿ
0010a3e0h: FF FF FF FF FF FF FF FF FF FF FF FF FF 00 00 00 ; ÿÿÿÿÿÿÿÿÿÿÿÿÿ...
0010a3f0h: 00 00 00 00 00 00 00 00 00 00 00 00 FF FF FF FF ; .............ÿÿÿÿ
```

```
//87// shape - SOUNDS ICON
        USHORT_2_UCHAR(SHAPEID_SOUND_ICON),          // shape id
        USHORT_2_UCHAR(1),                           // number of draw
function
        SHAPE_BITMAP,                                // type of draw
function
        USHORT_2_UCHAR(0),      USHORT_2_UCHAR(0),   // distance x, y

        //// bitmap name   = subtitle_256
        // bitmap size    = 347
        0x5b, 0x01, 0x00, 0x00,
        // bitmap width   = 26 (Bytes = 13)
        0x0d, 0x00,
        // bitmap height  = 26
        0x1a, 0x00,
        // bitmap bitcount = 4
        0x04,
        // data
        0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
        0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0x00,0x00,0x00,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0x00,0x00,0x00,0x00,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0x00,0x00,0x00,0x00,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0x00,0x00,0x00,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0x00,0x00,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0x00,0x00,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0xff,0x00,
        0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
        0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,
```

Die size ergibt sich aus der Daten-Matrix + die 9 Header byte.

Höhe und Breite findet man in den Eigenschafte

Bittiefe findet man in den Eigenschaften