



**xpm\_image\_from\_mem**

```
int xpm_image_from_file(  
    image_t *img,  
    int dx,  
    int dy,  
    int depth,  
    char *buf)
```

The *xpm\_image\_from\_mem* routine creates an *image\_t* structure from a buffer located in system memory. Basically it initializes the *image\_t* structure with the given values, where *dx/dy* = size of the pixmap and *depth* is the color depth of the pixmap in bits. The caller has to take care that the parameters are valid and point to a valid pixmap.