Offset	Field	Size	Contents
0000h	Identifier	2 bytes	The characters identifying the bitmap. The following entries are possible: BM - Windows 3.1x, 95, NT; BA – OS/2 Bitmap Array; CI – OS/2 Color Icon; CP – OS/2 Color Pointer; IC – OS/2 Icon; PT – OS/2 Pointer
0002h	File Size	1 dword	Complete file size in bytes.
0006h	Reserved	1 dword	Reserved for later use.
000Ah	Bitmap Data Offset	1 dword	Offset from beginning of file to the beginning of the bitmap data.
000Eh	Bitmap Header Size	1 dword	Length of the Bitmap Info Header used to describe the bitmap colors, compression; The following sizes are possible: 28h – Windows 3.1x, 95, NT; 0Ch – OS/2 1.x; F0h – OS/2 2.x
0012h	Width	1 dword	Horizontal width of bitmap in pixels.
0016h	Height	1 dword	Vertical height of bitmap in pixels.
001Ah	Planes	1 word	Number of planes in this bitmap.
001Ch	Bits Per Pixel	1 word	Bits per pixel used to store palette entry information. This also identifies in an indirect way the number of possible colors. Possible values: 1, 4, 8, 16, 24, 32.
001Eh	Compression	1 dword	Compression specifications. The following values are possible: 0 - none, 1 - RLE 8-bit / pixel, 2 - RLE 4-bit / pixel, 3 - Bitfields
0022h	Bitmap Data Size	1 dword	Size of the bitmap data in bytes. This number must be rounded to the next 4 byte boundary.
0026h	HResolution	1 dword	Horizontal resolution expressed in pixel per meter.
002Ah	VResolution	1 dword	Vertical resolution expressed in pixels per meter.
002Eh	Colors	1 dword	Number of colors used by this bitmap. For a 8-bit / pixel bitmap this will be 100h or 256.
0032h	Important Colors	1 dword	Number of important colors. This number will be equal to the number of colors when every color is important.
0036h	Palette	N * 4 byte	The palette specification. For every entry in the palette four bytes are used to describe the RGB values of the color.
0436h	Bitmap Data	x bytes	Depending on the compression specifications, this field contains all the bitmap data bytes which represent indices in the color palette.