

```

CFile imageFile;
CString sFName;      // image file name
long fileOpen;
long fileLength;

void GntReadImages()
{
    CFileException fileException;

    imageFile.Open(sFName, CFile::modeReadWrite, &fileException);
    fileOpen = 1;

    imageFile.Seek( 0, CFile::end );
    fileLength = imageFile.GetPosition();
    imageFile.Seek( 0, CFile::begin );

    long charLength; // number of bytes for a sample
    char charLabel[3]; // GB code (2 bytes)
    short charWid, charHei;

    int long n = 0;
    while( imageFile.GetPosition() < fileLength ) // Not EOF
    {
        imageFile.Read( &charLength, 4 ); // number of bytes for a sample
        imageFile.Read(charLabel, 2);
        imageFile.Read(&charWid, 2);
        imageFile.Read(&charHei, 2);

        charImage = new BYTE [ charWid*charHei ];
        imageFile.Read( charImage, charWid*charHei ); // bitmap of gray-scale image

        // Processing character image

        delete charImage;

        n ++;
    }
}

```

Format of GNT file: Each file contains multiple character images, in 8-bit gray levels (background as 255). The characters images are stored in sequence. Each character sample has bytes specified below.

Item	Type	Length	Instance	Comment
Sample size	unsigned int	4B		Number of bytes for one sample (byte count to next sample)
Tag code (GB)	char	2B	"𐀀"=0xb0a1 Stored as 0xa1b0	
Width	unsigned short	2B		Number of pixels in a row
Height	unsigned short	2B		Number of rows
Bitmap	unsigned char	Width*Height bytes		Stored row by row