

. :

1. . .
2. . .bmp, ., zone_fire – , ARMED – arm, **Bmp** zone_fire_arm.bmp.
 , . def (.), ARMED zone_fire_arm.bmp, def_arm.bmp. , .



.
 , , , .



.
 , , , . \$ R:G:B:A, . :
255:0:0 – ;
alarm\$255:0:0 – .

3. . .

4. . – .

