Asciitopgm User Manual

asciitopgm

Updated: 05 September 2003
Table Of Contents

NAME

asciitopgm - convert ASCII graphics into a PGM

SYNOPSIS

asciitopgm [**-d** *divisor*] *height width* [*asciifile*]

DESCRIPTION

This program is part of Netpbm.

asciitopgm reads ASCII data as input and produces a PGM image with pixel values which are an approximation of the "brightness" of the ASCII characters, assuming black-on-white printing. In other words, a capital M is very dark, a period is very light, and a space is white.

Obviously, **asciitopgm** assumes a certain font in assigning a brightness value to a character.

asciitopgm considers ASCII control characters to be all white. It assigns special brightnesses to lower case letters which have nothing to do with what they look like printed. **asciitopgm** takes the ASCII character code from the lower 7 bits of each input byte. But it warns you if the most signficant bit of any input byte is not zero.

Input lines which are fewer than *width* characters are automatically padded with spaces.

The *divisor* value is an integer (decimal) by which the blackness of an input character is divided; the default value is 1. You can use this to adjust the brightness of the output: for example, if the image is too bright, increase the divisor.

In keeping with (I believe) Fortran line-printer conventions, input lines beginning with a **+** (plus) character are assumed to "overstrike" the previous line, allowing a larger range of gray values.

If you're looking for something that creates an image of text, with that text specified in ASCII, that is something quite different. Use **pbmtext** for that.

SEE ALSO

pbmtoascii, pbmtext, pgm

AUTHOR

Wilson H. Bent. Jr. (whb@usc.edu)

Table Of Contents

NAME
SYNOPSIS
DESCRIPTION

SEE ALSO
AUTHOR