<?xml version="1.1" encoding="iso-8859-1" ?>

Infotopam User Manual

infotopam

Updated: 07 April 2004

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NAME

infotopam - convert Amiga .info icons to PAM

SYNOPSIS

infotopam [**-forcecolor**] [**-numcolors** *numcolors*] [**-selected**] [*index color ...*] [*filename*]

Minimum unique abbreviation of option is acceptable. You may use double hyphens instead of single hyphen to denote options. You may use white space in place of the equals sign to separate an option name from its value.

EXAMPLES

By default, **infotopam** converts the first icon in a .info file:

```
infotopam amiga.info > amiga.first.pam
```

Use the *-selected* option to convert the second icon in a .info file. Here **infotopam** reads from Standard Input:

```
infotopam -selected < amiga.info > amiga.second.pam
```

Use the *-forcecolor* option to force color conversion for a 1 bit-plane .info file:

```
infotopam -forcecolor bw.info > bw.pam
```

Use *-numcolors* to override colors for indexes 0 and 3. Notice the two ways to specify the color:

```
infotopam -numcolors 2 0 green 3 #FF0000 icon.info > icon.pam
```

Since Amiga monitors do not use square pixels, some icons may appear squished. Filtering the output through **pamscale** can fix this:

```
infotopam squish.info | pamtopnm | pamscale -yscale 1.7 > normal.pnm
```

DESCRIPTION

This program is part of Netpbm.

infotopam converts an Amiga .info (icon) file to a PAM image. **infotopam** reads a .info file from *filename*, or from Standard Input if you do not specify a file name, and writes the converted PAM image to Standard Output.

infotopam currently handles 1 and 2 bit-plane icons. If the .info icon only has 1 bit-plane, **infotopam** generates a bitmap (black&white) PAM image; otherwise it generates a color PAM image. You can force **infotopam** to convert 1 bit-plane images to color PAM images by using the *-forcecolor* option.

OPTIONS

-forcecolor

Forces **infotopam** to convert 1 bit-plane icons to color PAM images instead of bitmap PAM images. **infotopam** uses the index 2 color for black and the index 1 color for white (more on this below).

-numcolors *numcolors*

Tells **infotopam** how many colors to override. Pixels in the Amiga .info files are assigned an index value rather than a specific color. The standard colors for a 2 bit-plane icon are:

Index 0: Blue (00, 55, AA)
Index 1: White (FF, FF, FF)
Index 2: Black (00, 00, 20)
Index 3: Orange (FF, 8A, 00)

To override the colors, first specify how many colors to override using *-numcolors*, then specify an (*index color*) pair for each color you want to override, where *index* is a value from 0 to 3 and *color* the the new color for that index. Specify *color* as described for the **ppm_parsecolor()** argument.

-selected Tells **infotopam** to convert the selected (second) icon instead of the normal (first) icon. Each Amiga .info icon file contains two icon images. The first image is the normal, unselected icon, and the second image is the selected icon. By default **infotopam** converts the first icon. You can tell **infotopam** to convert the second icon by using the *-selected* option.

All options can be abbreviated to their shortest unique prefix.

SEE ALSO

pam pamtopnm pamscale

NOTES

Thanks to the following people on comp.sys.amiga.programmer for tips and pointers on decoding the info file format:

Ben Hutchings

Thomas Richter

Kjetil Svalastog Matheussen

Anders Melchiorsen

Dirk Stoecker

Ronald V.D.

The format of the Amiga .info file is as follows:

```
DiskObject header           78 bytes
Optional DrawerData header  56 bytes
First icon header           20 bytes
First icon data             Varies
Second icon header          20 bytes
Second icon data            Varies
```

The DiskObject header contains, among other things, the magic number (0xE310), the object width and height (inside the embedded Gadget header), and the version.

Each icon header contains the icon width and height, which can be smaller than the object width and height, and the number of bit-planes.

The icon data has the following format:

BIT-PLANE planes, each with *HEIGHT* rows of (*WIDTH* +15) / 16 * 2 bytes length.

So if you have a 9x3x2 icon, the icon data will look like this:

```
aaaa aaaa a000 0000
aaaa aaaa a000 0000
aaaa aaaa a000 0000
bbbb bbbb b000 0000
bbbb bbbb b000 0000
bbbb bbbb b000 0000
```

where *a* is a bit for the first bit-plane, *b* is a bit for the second bit-plane, and *0* is padding. Thanks again to Ben Hutchings for his very helpful post!

HISTORY

infotopam was new in Netpbm 10.22 (April 2004).

LIMITATIONS

infotopam currently only handles 1 and 2 bit-plane icons.

There is no **pamtoinfo** command, since the .info files contain a lot more than just icon data, and mapping the colors would be difficult.

AUTHOR

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