Pbmtopgm User Manual

pbmtopgm

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NAME

pbmtopgm - convert PBM image to PGM by averaging areas

SYNOPSIS

pbmtopgm *width height* [*pbmfile*]

DESCRIPTION

This program is part of Netpbm.

pbmtopgm reads a PBM image as input. It outputs a PGM image in which each pixel's gray level is the average of the surrounding black and white input pixels. The surrounding area is a rectangle of *width* by *height* pixels.

In other words, this is a convolution. **pbmtopgm** is similar to a special case of **pnmconvol**.

You may need a **pnmsmooth** step after **pbmtopgm**.

pbmtopgm has the effect of anti-aliasing bitmaps which contain distinct line features.

pbmtopgm works best with odd sample width and heights.

You don't need **pbmtopgm** just to use a PGM program on a PBM image. Any PGM program (assuming it uses the Netpbm libraries to read the PGM input) takes PBM input as if it were PGM, with only the minimum and maximum gray levels. So unless your convolution rectangle is bigger than one pixel, you're not gaining anything with a **pbmtopgm** step.

The opposite transformation (which would turn a PGM into a PBM) is dithering. See **pamditherbw**.

SEE ALSO

pamditherbw, **pnmconvol**, **pbm**, **pgm**

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