Ppmtobmp User Manual

ppmtobmp

Updated: 13 June 2000
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NAME

ppmtobmp - convert a PPM image into a BMP file

SYNOPSIS

ppmtobmp [**-windows**] [**-os2**] [**-bpp=***bits_per_pixel*] [*ppmfile*]

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.

DESCRIPTION

This program is part of Netpbm.

ppmtobmp reads a PPM image as input and produces a Microsoft Windows or OS/2 BMP file as output.

OPTIONS

-windows Tells the program to produce a Microsoft Windows BMP file. (This is the default.)

-os2 Tells the program to produce an OS/2 BMP file. (Before August 2000, this was the default).

-bpp This tells how many bits per pixel you want the BMP file to contain. Only 1, 4, 8, and 24 are possible. By default, **ppmtobmp** chooses the smallest number with which it can represent all the colors in the input image. If you specify a number too small to represent all the colors in the input image, **ppmtobmp** tells you and terminates. You can use **pnmquant** or **ppmdither** to reduce the number of colors in the image.

NOTES

To get a faithful reproduction of the input image, the maxval of the input image must be 255. If it is something else, the colors in the BMP file may be slightly different from the colors in the input.

Windows icons are not BMP files. Use **ppmtowinicon** to create those.

SEE ALSO

bmptoppm, **ppmtowinicon**, **pnmquant**, **ppmdither**, **ppm**

AUTHOR

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