Ppmtoilbm User Manual

ppmtoilbm

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NAME

ppmtoilbm - convert a PPM image into an ILBM file

SYNOPSIS

ppmtoilbm [**-maxplanes**|**-mp** *N*] [**-fixplanes**|**-fp** *N*] [**-ham6**|**-ham8**] [{**-dcbits**|**-dcplanes**} *r g b*] [**-normal**|**-hamif**|**-hamforce**|**-24if**|**-24force**| **-dcif**|**-dcforce**|**-cmaponly**] [**-ecs**|**-aga**] [**-compress**|**-nocompress**] [**-cmethod** *type*] [**-map** *ppmfile*] [**-savemem**] [**ppmfile**]

DESCRIPTION

This program is part of Netpbm.

ppmtoilbm reads a PPM image as input. Produces an ILBM file as output. **ppmtoilbm** understands the following ILBM types:

Normal ILBMs with 1-16 planes

Amiga HAM with 3-16 planes

24 bit

Color map (BMHD + CMAP chunk only, nPlanes = 0)

Unofficial direct color. 1-16 planes for each color component.

Chunks written: BMHD, CMAP, CAMG (only for HAM), BODY (not for colormap files) unofficial DCOL chunk for direct color ILBM.

OPTIONS

Options marked with (*) can be prefixed with a "no", e.g. "-nohamif". All options can be abbreviated to their shortest unique prefix.

-maxplanes | **-mp** *n*(default 5, minimum 1, maximum 16) Maximum planes to write in a normal ILBM. If the pixmap does not fit into <n> planes, ppmtoilbm writes a HAM file (if -hamif is used), a 24bit file (if -24if is used) or a direct color file (if -dcif is used) or aborts with an error.

-fixplanes | **-fp** *b*(min 1, max 16) If a normal ILBM is written, it will have exactly <n> planes.

-hambits | **-hamplanes** *n*(default 6, min 3, max 16) Select number of planes for HAM picture. The current Amiga hardware supports 6 and 8 planes, so for now you should only use this values.

-normal Turns off -hamif/-24if/-dcif, -hamforce/-24force/-dcforce and -cmaponly. Also sets compression type to byterun1.

This is the default.

-hamif (*)

-24if (*)

-dcif (*)Write a HAM/24bit/direct color file if the image does not fit into <maxplanes> planes.

-hamforce (*)

-24force (*)

-dcforce (*)Write a HAM/24bit/direct color file.

-dcbits *r g b*

-dcplanes *r g b*(default 5, min 1, max 16). Select number of bits for red, green and blue in a direct color ILBM.

-ecs Shortcut for: -hamplanes 6 -maxplanes 5

This is the default.

-aga Shortcut for: **-hamplanes 8 -maxplanes 8**

-ham6 Shortcut for: **-hamplanes 6 -hamforce**

-ham8 Shortcut for: **-hamplanes 8 -hamforce**

-compress (*)This is the default. Compress the BODY chunk. The default compression method is byterun1. Compression requires building the ILBM image in memory; turning compression off allows stream-writing of the image, but the resulting file will usually be 30% to 50% larger. Another alternative is the -savemem option, this will keep memory requirements for compression at a minimum, but is very slow.

-cmethod none|byterun1 This option does the same thing as **-compress**.

-map *ppmfile*Write a normal ILBM using the colors in <ppmfile> as the colormap. The colormap file also determines the number of planes, a **-maxplanes** or **-fixplanes** option is ignored.

-cmaponly Write a colormap file: only BMHD and CMAP chunks, no BODY chunk, nPlanes = 0.

-savemem See the **-compress** option.

LIMITATIONS

HAM pictures will always get a grayscale colormap; a real color selection algorithm might give better results. On the other hand, this allows row-by-row operation on HAM images, and all HAM images of the same depth (no. of planes) share a common colormap, which is useful for building HAM animations.

REFERENCES

Amiga ROM Kernel Reference Manual - Devices (3rd Ed.)
Addison Wesley, ISBN 0-201-56775-X

SEE ALSO

ppm, ilbmtoppm

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