Ppmtowinicon User Manual

ppmtowinicon

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NAME

ppmtowinicon - convert PPM image into a Windows .ico file

SYNOPSIS

ppmtowinicon [**-andpgms**] [**-output=***output.ico*] [*ppmfile* [*andfile*] ...]

DESCRIPTION

This program is part of Netpbm.

ppmtowinicon reads one or more PPM images as input and produces a Microsoft Windows .ico file as output.

A Windows icon contains 1 or more images, at different resolutions and color depths. When Windows wants to display the icon, it searches through the images to find the one the best matches the number of colors and resolution of the display.

Microsoft recommends including at least the following formats in each icon.

16 x 16 - 4 bpp

32 x 32 - 4 bpp

48 x 48 - 8 bpp

If you don't specify any input files, input is from Standard Input.

Output is to Standard Output unless you specify **-output**.

Transparency

If you specify the **-andmask** option, you get (partly) transparent icons. In that case, your arguments are pairs of file names, with the first file name being that of the image and the second file name being that of a standard Netpbm PGM transparency mask (see the pgm format specification).

In a .ico file, there is no such thing as partial transparency (translucency). Where the PGM mask says completely opaque, the icon will be opaque. Everywhere else, the icon will be transparent. Note that as with any Netpbm program, you can use a PBM image for the transparency mask and **ppmtowinicon** will treat it like a PGM.

The and mask is like an alpha mask, except for what it signifies in the "not opaque" areas. In the usual case, the foreground image is black in those areas, and in that case the areas are fully transparent -- the background shows through the icon. But in general, a not opaque pixel signifies that the background and foreground should be merged as follows: The intensities of the color components in the forgeground and background are represented as binary numbers, then corresponding bits of the background and foreground intensities are exlusive-or'ed together. So there is a sort of reverse video effect.

If you don't want this special effect and instead want straightforward transparency, use the **-truetransparent** option. This causes **ppmtowinicon** to make the base image black everywhere your transparency mask

says transparent, regardless of what color you input image is at that location.

If you don't specify **-andmask**, **ppmtowinicon** puts all-opaque and masks into the .ico file.

OPTIONS

-andpgms Include transparency information in the icons. See the transparency section.

-output=*output.ico*Name of output file. By default, **ppmtowinicon** writes the icon to Standard Output.

-truetransparent Make transparency in the icon normal instead of the special reverse video effect. See the transparency section.

SEE ALSO

winicontoppm, **ppm pgm**

AUTHOR

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