

NAME

pbmtoascii - convert a portable bitmap into ASCII graphics

SYNOPSIS

pbmtoascii [-**1x2**|-**2x4**] [*pbmfile*]

DESCRIPTION

Reads a portable bitmap as input. Produces a somewhat crude ASCII graphic as output.

Note that there is no asciitopbm tool - this transformation is one-way.

OPTIONS

The **-1x2** and **-2x4** flags give you two alternate ways for the bits to get mapped to characters. With **1x2**, the default, each character represents a group of 1 bit across by 2 bits down. With **-2x4**, each character represents 2 bits across by 4 bits down. With the 1x2 mode you can see the individual bits, so it's useful for pre-viewing small bitmaps on a non-graphics terminal. The 2x4 mode lets you display larger bitmaps on a standard 80-column display, but it obscures bit-level details. 2x4 mode is also good for displaying graymaps - "pnmscale -width 158 | pgmnorm | pgmtopbm -thresh" should give good results.

SEE ALSO

pbm(5)

AUTHOR

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