

**NAME**

pbmtomacp - convert a portable bitmap into a MacPaint file

**SYNOPSIS**

**pbmtomacp** [-l *left*] [-r *right*] [-b *bottom*] [-t *top*] [*pbmfile*]

**DESCRIPTION**

Reads a portable bitmap as input. If no input-file is given, standard input is assumed. Produces a MacPaint file as output.

The generated file is only the data fork of a picture. You will need a program such as *mcvert* to generate a Macbinary or a BinHex file that contains the necessary information to identify the file as a PNTG file to MacOS.

**OPTIONS**

Left, right, bottom & top let you define a square into the pbm file, that must be converted. Default is the whole file. If the file is too large for a MacPaint-file, the bitmap is cut to fit from ( left, top ).

**BUGS**

The source code contains comments in a language other than English.

**SEE ALSO**

ppmtopict(1), macptopbm(1), pbm(5), mcvert(1)

**AUTHOR**

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