NAME
ppmtoilbm - convert a portable pixmap into an ILBM file

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

DESCRIPTION
Reads a portable pixmap as input. Produces an ILBM file as output. Supported ILBM types are:

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 n
> (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 (default)
> Turns off -hamif/-24if/-dcif, -hamforce/-24force/-dcforce and -cmaponly. Also sets compression type to byterun1.

-hamif (*)

-24if (*)

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

-hamforce (*)

-24force (*)

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

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

-ecs (default)
> Shortcut for: -hamplanes 6 -maxplanes 5

-aga

Shortcut for: -hamplanes 8 -maxplanes 8

-ham6

Shortcut for: -hamplanes 6 -hamforce

-ham8   Shortcut for: -hamplanes 8 -hamforce

-compress (*) (default)

-cmethod none|byterun1
>   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 op-
>   tion, this will keep memory requirements for compression at a minimum, but is very slow.

-map ppmfile
>   Write a normal ILBM using the colors in <ppmfile> as the colormap. The colormap file also deter-
>   mines 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.

BUGS
>   HAM pictures will always get a grayscale colormap; a real color selection algorithm might give better re-
>   sults. 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(5), ilbmtoppm(1)

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