NAME
ppmtobmp − convert a portable pixmap into a BMP file

SYNOPSIS
ppmtobmp [**−windows**] [**−os2**] [**−bpp=***bits_per_pixel*] [*ppmfile*]

DESCRIPTION
Reads a portable pixmap as input. Produces a Microsoft Windows or OS/2 BMP file as output.

OPTIONS
All options can be abbreviated to their shortest unique prefix and you can use a double dash in place of the single dash, GNU-style.

−windows
> Tells the program to produce a Microsoft Windows BMP file. (This is the default.)

−os2   Tells the program to produce an OS/2 BMP file. (Before August 2000, this was the default).

−bpp   This determines how many bits per pixel you want the BMP file to contain. Only 1, 4, 8, and 24 are possible. By default, **ppmtobmp** chooses the smallest number with which it can represent all the colors in the input image. If you specify a number too small to represent all the colors in the input image, **ppmtobmp** tells you and terminates. You can use **ppmquant** or **ppmdither** to reduce the number of colors in the image.

NOTES
To get a faithful reproduction of the input image, the maxval of the input image must be 255. If it is something else, **ppmtobmp** the colors in the BMP file may be slightly different from the colors in the input.

Windows icons are not BMP files. Use **ppmtowinicon** to create those.

SEE ALSO
bmptoppm(1), **ppmtowinicon**(1), **ppmquant**(1), **ppmdither**(1), **ppm**(5)

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