# BMP2TIFF

[NAME](#gjdgxs)

[SYNOPSIS](#30j0zll)

[DESCRIPTION](#1fob9te)

[OPTIONS](#3znysh7)

[SEE ALSO](#2et92p0)

## NAME

|  |  |
| --- | --- |
|  | bmp2tiff − create a TIFF file from a Microsoft Windows Device Independent Bitmap image file |

## SYNOPSIS

|  |  |
| --- | --- |
|  | **bmp2tiff** [ *options* ] *input.bmp output.tiff* |

## DESCRIPTION

|  |  |
| --- | --- |
|  | *bmp2tiff* converts a Microsoft Windows Device Independent Bitmap image file to TIFF. By default, the TIFF image is created with data samples packed (*PlanarConfiguration*=1), compressed with the PackBits algorithm (*Compression*=*32773),* and with each strip no more than 8 kilobytes. These characteristics can overridden, or explicitly specified with the options described below. |

## OPTIONS

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **−c** |  | Specify a compression scheme to use when writing image data: **−c none** for no compression, **-c packbits** for the PackBits compression algorithm (the default), **-c jpeg** for the baseline JPEG compression algorithm, **-c zip** for the Deflate compression algorithm, and **−c lzw** for Lempel-Ziv & Welch. |  |

|  |  |
| --- | --- |
|  | **−r <number>** |

|  |  |
| --- | --- |
|  | Write data with a specified number of rows per strip; by default the number of rows/strip is selected so that each strip is approximately 8 kilobytes. |

## SEE ALSO

|  |  |
| --- | --- |
|  | *gif2tiff*(1), *pal2rgb*(1), *ppm2tiff*(1), *raw2tiff*(1), *ras2tiff*(1), *sgi2tiff*(1), *libtiff*(3TIFF) |