

NAME

ppmcolormask - produce mask of areas of a certain color in a PPM file

SYNOPSIS

ppmcolormask *color* [*ppmfile*]

DESCRIPTION

Reads a PPM file as input. Produces a PBM (bitmap) file as output. The output file is the same dimensions as the input file and is black in all places where the input file is the color *color*, and white everywhere else.

The output of **ppmcolormask** is useful as an alpha mask input to **pnmcomp**. Note that you can generate such an alpha mask automatically as you convert to PNG format with **pnmtopng**(1). Use its **-transparent** option.

ppmfile is the input file. If you don't specify *ppmfile*, the input is from Standard Input.

The output goes to Standard Output.

You can specify *color* five ways:

- o An X11-style color name (e.g. **black**).
- o An X11-style hexadecimal specifier: *rgb:r/g/b*, where *r* *g* and *b* are each 1- to 4-digit hexadecimal numbers.
- o An X11-style decimal specifier: *rgbi:r/g/b*, where *r* *g* and *b* are floating point numbers between 0 and 1.
- o For backwards compatibility, an old-X11-style hexadecimal number: *#rgb*, *#rrggbb*, *#rrrgggbbb*, or *#rrrrggggbbbb*.
- o For backwards compatibility, a triplet of numbers separated by commas: *r,g,b*, where *r* *g* and *b* are floating point numbers between 0 and 1. (This style was added before MIT came up with the similar *rgbi* style.)

SEE ALSO

pgmtoppm(1), **pnmcomp**(1), **pbmmask**(1), **ppm**(5)

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