### **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**

Copyright (C) 1988 by Douwe van der Schaaf (...!mcvax!uvapsy!vdschaaf).