PGMA Files
Portable Gray Map (ASCII)

PGMA is the ASCII portable gray map format. It is a simple grayscale image description. The definition is as follows: The typical file extension is ".pgm", but an extension of ".pnm" is also occasionally used.

- A "magic number" for identifying the file type. An ASCII PGM file's magic number is the two characters "P2".
- Whitespace (blanks, TABs, CRs, LFs).
- A width, formatted as ASCII characters in decimal.
- Whitespace.
- A height, again in ASCII decimal.
- Whitespace.
- The maximum gray value, again in ASCII decimal.
- Whitespace.
- Width * height gray values, each in ASCII decimal, between 0 and the specified maximum value, separated by whitespace, starting at the top-left corner of the gray-map, proceeding in normal English reading order. A value of 0 means black and the maximum value means white.

Characters from a "#" to the next end-of-line are ignored (comments). No line should be longer than 70 characters.

You can use ImageMagick to display PGMA images.

PGMA example

The PGM and PPM formats (both ASCII and binary versions) have an additional parameter for the maximum value in a line between the X and Y dimensions and the actual pixel data.

```
P2
# Shows the word "FEEP" (example from Netpbm man page on PGM)
24 7
15
0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0
0  3  3  3  3  0  0  7  7  7  7  0  0 11 11 11 11  0  0 15 15 15 15  0
0  3  0  0  0  0  0  7  0  0  0  0  0 11  0  0  0  0  0 15  0  0 15  0
0  3  3  3  0  0  0  7  7  7  0  0  0 11 11 11  0  0  0 15 15 15 15  0
0  3  0  0  0  0  0  7  0  0  0  0  0 11  0  0  0  0  0 15  0  0  0  0
0  3  0  0  0  0  0  7  7  7  7  0  0 11 11 11 11  0  0 15  0  0  0  0
0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0  0
```

Example: