

1:anytopnm

NAME

anytopnm - convert an arbitrary type of image file to PBM, PGM, or PPM

anytopnm [*file*]

This program is part of [Netpbm\(1\)](#).

anytopnm converts the input image, which may be in any of about 100 graphics formats, to PBM, PGM, or PPM format, depending on that nature of the input image, and outputs it to Standard Output.

To determine the format of the input, **anytopnm** uses the **file** program (possibly assisted by the magic numbers file fragment included with Netpbm). If that fails (very few image formats have magic numbers), **anytopnm** looks at the filename extension. If that fails, **anytopnm** punts.

The type of the output file depends on the input image.

anytopnm uses the converters for particular graphics formats that are in the Netpbm package, so it can't convert any format that you couldn't convert with some other Netpbm program. What **anytopnm** adds is the ability to recognize the format and choose the appropriate Netpbm program to convert it. For example, if you invoke **anytopnm** on a PNG file, **anytopnm** will recognize that it is a PNG file and therefore **pngtopnm** knows how to convert it to PNM, so **anytopnm** invokes **pngtopnm**.

anytopnm cannot recognize every possible input format, so you may still be able to convert an image with a specific Netpbm program when **anytopnm** fails to convert it.

If **file** indicates that the input file is compressed (either via Unix compress, gzip, or bzip compression), **anytopnm** uncompresses it and proceeds as above with the uncompressed result.

If **file** indicates that the input file is encoded by uuencode or btoa, **anytopnm** decodes it and proceeds as above with the decoded result.

If **file** is - or not given, **anytopnm** takes its input from Standard Input.

[pamfile\(1\)](#), [pnm\(1\)](#), **file** man page

CATEGORY