

## 1:asciitopgm

asciitopgm - convert ASCII graphics into a PGM

```
asciitopgm [-d divisor] height width [asciifile]
```

## DESCRIPTION

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

**asciitopgm** reads ASCII data as input and produces a PGM image with pixel values which are an approximation of the 'brightness' of the ASCII characters, assuming black-on-white printing. In other words, a capital M is very dark, a period is very light, and a space is white.

Obviously, **asciitopgm** assumes a certain font in assigning a brightness value to a character.

**asciitopgm** considers ASCII control characters to be all white. It assigns special brightnesses to lower case letters which have nothing to do with what they look like printed. **asciitopgm** takes the ASCII character code from the lower 7 bits of each input byte. But it warns you if the most significant bit of any input byte is not zero.

Input lines which are fewer than **width** characters are automatically padded with spaces.

The **divisor** value is an integer (decimal) by which the blackness of an input character is divided; the default value is 1. You can use this to adjust the brightness of the output: for example, if the image is too bright, increase the divisor.

In keeping with (I believe) Fortran line-printer conventions, input lines beginning with a + (plus) character are assumed to 'overstrike' the previous line, allowing a larger range of gray values.

If you're looking for something that creates an image of text, with that text specified in ASCII, that is something quite different. Use **pbmtext** for that.

## RELATED

[pbmtoascii\(1\)](#), [pbmtext\(1\)](#), [pgm\(1\)](#)

## CATEGORY