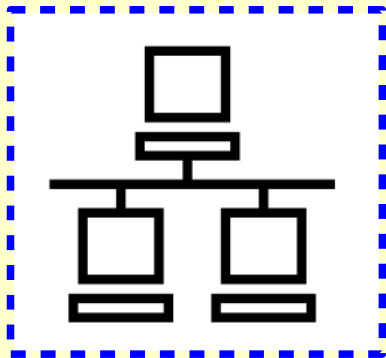


Esempio PBM ASCII

[illegible]

prima riga

seconda riga

0 = bianco
1 = nero

Esempio PBM ASCII (wikipedia)

PBM example

A simple example of the PBM format is as follows (There is a newline character at the end of each line.):

```
P1
# This is an example bitmap of the letter "J"
6 10
0 0 0 0 1 0
0 0 0 0 1 0
0 0 0 0 1 0
0 0 0 0 1 0
0 0 0 0 1 0
0 0 0 0 1 0
0 0 0 0 1 0
1 0 0 0 1 0
0 1 1 1 0 0
0 0 0 0 0 0
0 0 0 0 0 0
```

The string *P1* identifies the file format. The hash sign introduces a comment. The next two numbers give the width and height of the image (in this case, 6 and 10, respectively). The image data is given in the following lines (in the monochrome case here, only zeros and ones).

Here is the resulting image: J



Here it is again magnified 20 times:

Esempio PGM ASCII (wikipedia)

PGM example

The PGM and PPM formats (both ASCII and binary versions) have an additional parameter for the maximum value (numbers of grey dimensions and before the actual pixel data. Black is 0 and max value is white. There is a newline character at the end of each line.

```
P2
# Shows the word "FEEP" (example from Netpbm main 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 3 3 3 3 0 0 7 7 7 7 0 0 11 11 11 11 0 0 15 15 15 15
0 3 0 0 0 0 0 7 0 0 0 0 0 0 11 0 0 0 0 0 15 0 0 15
0 3 3 3 0 0 0 7 7 7 0 0 0 0 11 11 11 0 0 0 15 15 15 15
0 3 0 0 0 0 0 7 0 0 0 0 0 0 11 0 0 0 0 0 15 0 0 0
0 3 0 0 0 0 0 7 7 7 7 0 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
```

Example (magnified):

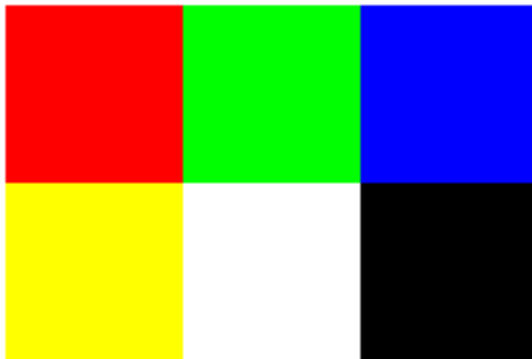


Esempio PPM ASCII (wikipedia)

PPM example

This is an example of a color RGB image stored in PPM format. There is a newline character at the end of each line.

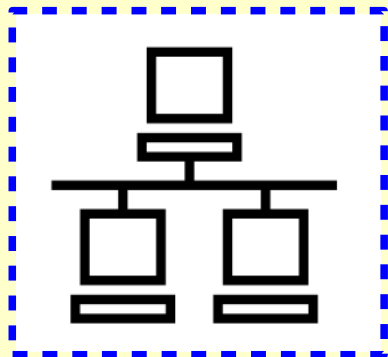
```
P3
# The P3 means colors are in ASCII, then 3 columns and 2 rows,
# then 255 for max color, then RGB triplets
3 2
255
255 0 0 0 255 0 0 0 255
255 255 0 255 255 255 0 0 0
```



The image (magnified):

X BitMap (XBM)

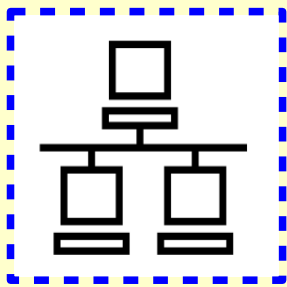
- Formati grafici di cursori per il sistema X
- Formato di memorizzazione → ASCII
- Bianco e nero
- Porzione di codice scritto in C
 - 2 clausole **#define** → numero pixel orizzontali e verticali
 - **Allocazione dei bit spenti e accesi** → 8 pixel rappresentati come byte in formato esadecimale



```
#define network.bm_width 32
#define network.bm_height 32
static char network.bm_bits[] = {
    0x00, 0x00, 0x00, 0x00, 0x00, 0xf8, 0x0f, 0x00, 0x00, 0x08, 0x08, 0x00,
    0x00, 0x08, 0x08, 0x00, 0x00, 0x08, 0x08, 0x00, 0x00, 0x08, 0x08, 0x00,
    0x00, 0x08, 0x08, 0x00, 0x00, 0x08, 0x08, 0x00, 0x00, 0xf8, 0x0f, 0x00,
    0x00, 0x00, 0x00, 0x00, 0x00, 0xfc, 0x1f, 0x00, 0x00, 0x04, 0x10, 0x00,
    0x00, 0xfc, 0x1f, 0x00, 0x00, 0x80, 0x00, 0x00, 0x00, 0x80, 0x00, 0x00,
    0xfe, 0xff, 0xff, 0x7f, 0x00, 0x01, 0x80, 0x00, 0x00, 0x01, 0x80, 0x00,
    0xf0, 0x1f, 0xf8, 0x0f, 0x10, 0x10, 0x08, 0x08, 0x10, 0x10, 0x08, 0x08,
    0x10, 0x10, 0x08, 0x08, 0x10, 0x10, 0x08, 0x08, 0x10, 0x10, 0x08, 0x08,
    0x10, 0x10, 0x08, 0x08, 0xf0, 0x1f, 0xf8, 0x0f, 0x00, 0x00, 0x00, 0x00,
    0xf8, 0x3f, 0xfc, 0x1f, 0x08, 0x20, 0x04, 0x10, 0xf8, 0x3f, 0xfc, 0x1f,
    0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00};
```

prima riga

seconda riga



X PixMap (XPM)

- Formato ASCII
- Bianco e nero, scale di grigio, colori
- Sintassi:
 - **Valori**
 - Risoluzione oriz e vert
 - Numero di colori
 - Numero di caratteri per colore
 - [opzionale] coordinate hotspot
 - **Colori**
 - <character> <key> <color>
dove <key> indica monocromatico,
scala grigio, colore...
 - **Pixel**
 - **Estensioni**

[illegible]