

NAME

sxpm - Show an XPM (X PixMap) file and/or convert XPM 1 or 2 files to XPM 3.

SYNOPSIS

sxpm [-d displayname] [-g geometry] [-hints] [-icon filename] [-plaid | filename | -] [-o filename | -o -] [-pcmap] [-closecolors] [-nod] [-nom] [-mono | -grey4 | -grey | -color] [-sc symbol color] [-sp symbol pixel] [-cp color pixel] [-rgb filename] [-v]

DESCRIPTION

The *sxpm* program can be used to view any XPM (version 1, 2, or 3) file and/or to convert a file from XPM1 or XPM2 to XPM version 3. If *sxpm* is run with any dummy option specified, the usage is displayed. If no geometry is specified, the show window will have the size of the read pixmap. Pressing the key Q in the window will quit the program.

OPTIONS

-d *display*

Specifies the display to connect to.

-g geom Window geometry (default is pixmap's size).

-hints Set ResizeInc for window.

-icon *filename*

Set icon to pixmap created from the file *filename*.

-plaid Show the plaid pixmap which is stored as data.

filename Read from the file *filename* and from standard input if *filename* is '-'. If no input is specified *sxpm* reads from standard input.

-o *filename*

Write to the file *filename* (overwrite if it already exists) and to standard output if *filename* is `'-'`.

-mono Use the colors specified for a monochrome visual.

-grey4 Use the colors specified for a 4 color greyscale visual.

-grey Use the colors specified for a greyscale visual.

- color** Use the colors specified for a color visual.
- pcmap** Use a private colormap.
- closecolors**
 Try to use "close colors" before reverting to other visuals.
- nod** Do not display the pixmap in a window. (Useful when using as converter)
- nom** Do not use the clipmask if there is any.
- sc** *symbol colorname*
 Override default color to *symbol* to *colorname*.
- sp** *symbol pixelvalue*
 Override default color to *symbol* to *pixelvalue*.
- cp** *colorname pixelvalue*
 Override default color to *colorname* to *pixelvalue*.
- rgb** *filename*
 Search color names in the file *filename* and write them out instead of the rgb values.
- v** Verbose - to print out extensions (stderr).

KNOWN BUGS

Some window managers may not accept a pixmap which is not a bitmap as icon because this does not respect ICCCM, many of the well known ones will accept it though.

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