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.

AUTHOR
   Arnaud Le Hors   (lehors@sophia.inria.fr)
   Bull Research France
   Copyright (C) 1989-95 by Groupe Bull.