

Using `xv` to Convert an Image File

CS 320

Apr. 30, 2003

The texture map utilities we're using require the image file to be in Iris rgb format. The following instructions guide you through the conversion process. Assume that the name of the input image file is `foo.bmp` and that you initially log in to one of the workstations in the X Lab. Note that Exceed is available **only** in the X Lab.

1. Sftp `foo.bmp` to phoenix.
2. Start Exceed and use it to establish an X Window connection to phoenix.
3. Right click on the background, open the *Tools* menu, and select *Terminal*. A shell window will open.
4. In the shell, type

```
xv foo.bmp
```

If `/usr/local/bin` is not in your executable path, type `/usr/local/bin/xv` rather than `xv`.

5. Right click the mouse on the `xv` window that pops up. The `xv` controls window pops up. In the `xv` controls window click the save button. The `xv` save window pops up. In this window set the Format to IRIS RGB and Colors to Full Color. Click Ok. This will create the file `foo.rgb`.
6. Back in `xv` controls click Quit.
7. close the shell window by typing `exit`.
8. Exit Exceed by clicking the Exit button within the toolbar at the bottom of the screen.
9. Sftp `foo.rgb` to wherever it is needed.