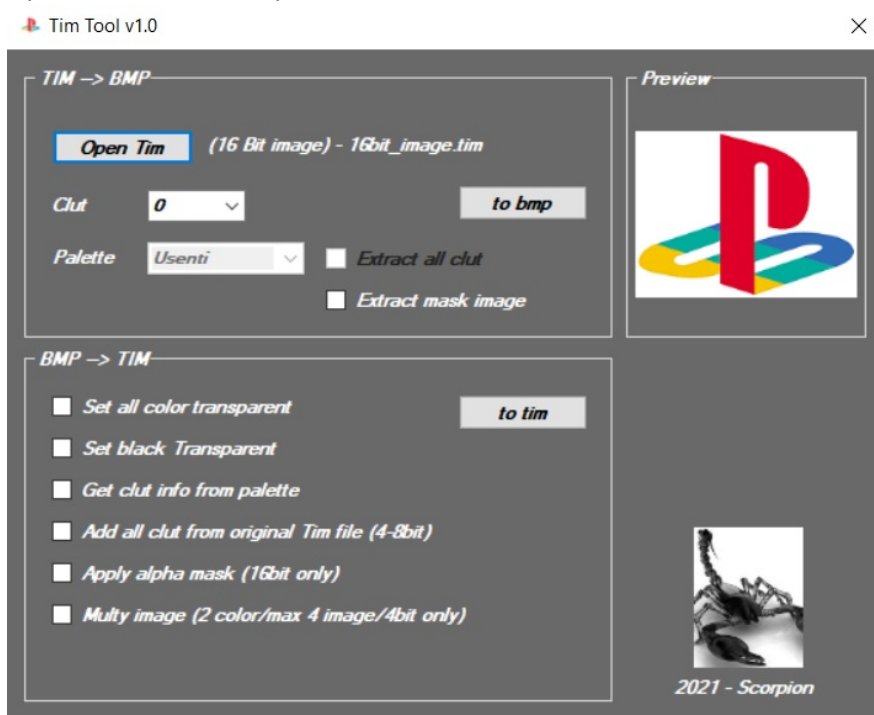


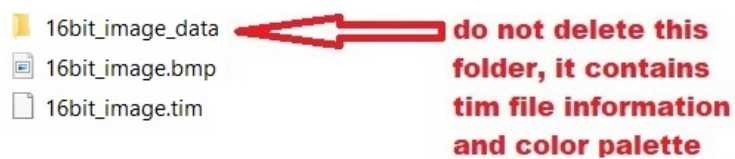
[PS1 TIM TOOL] - [16bit TUTORIAL]

[Convert TIM -> BMP]

Open TimTool, click 'Open Tim'

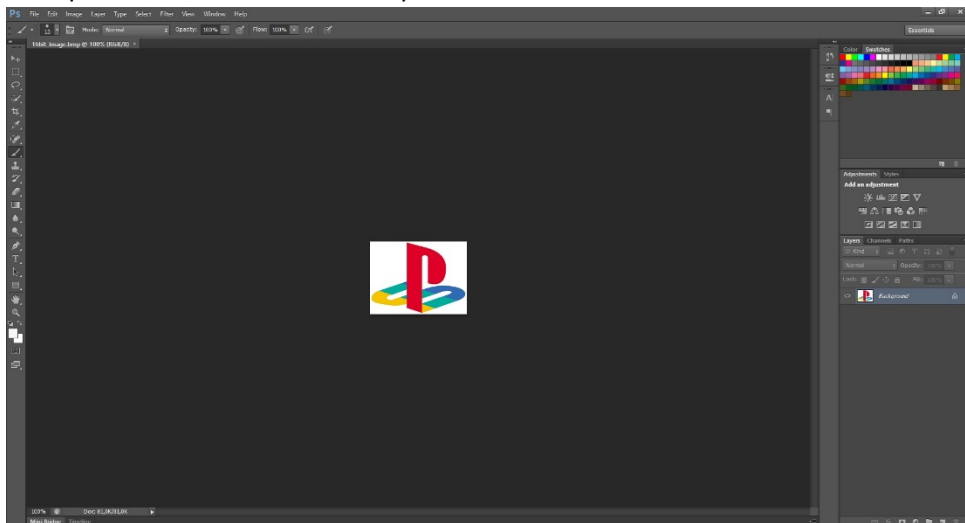


if you select the 'Extract mask image' option, the tool will also extract the mask image (if present)

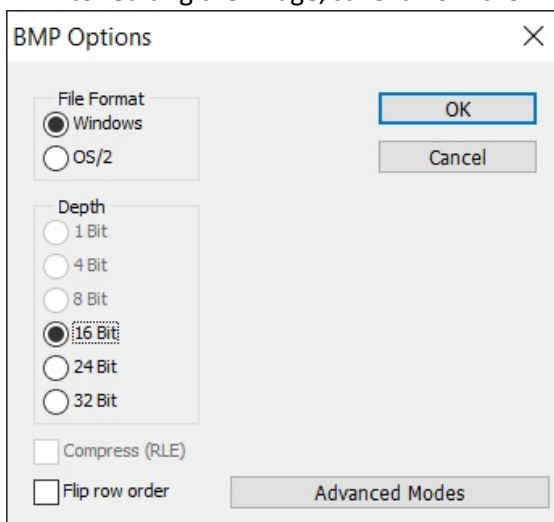


[Edit BMP Image with Photoshop]

1 – Open BMP file with Photoshop and edit.

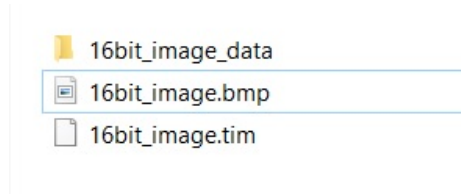


2 - After editing the image, save it from the File -> Save as menu and set this value on BMP Options form:

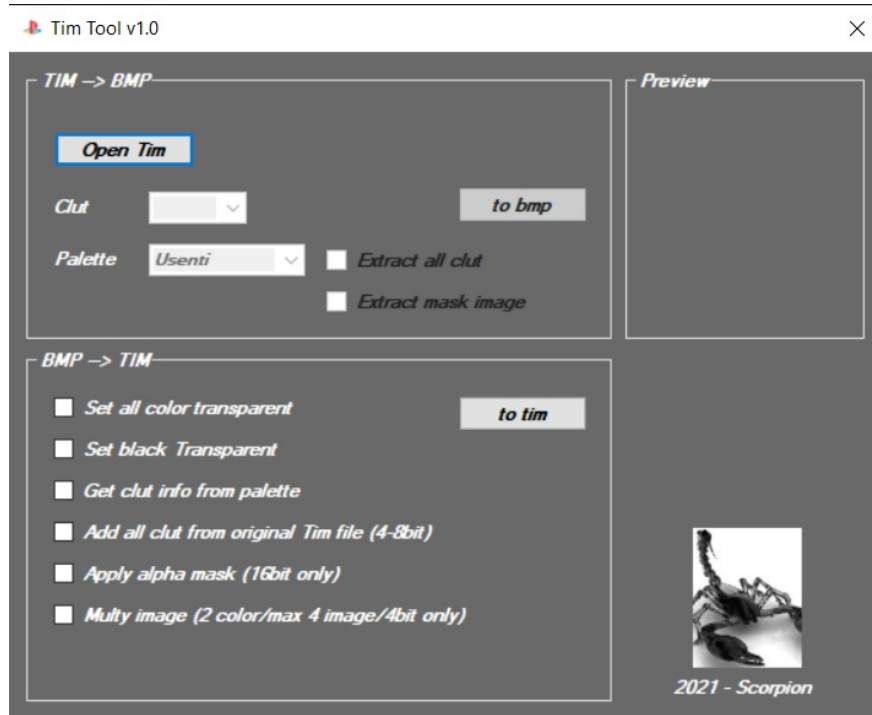


[Convert BMP (no mask) -> TIM]

1 - Delete the old bmp file and rename the new one as old (If converting a new bmp file go to step 2)

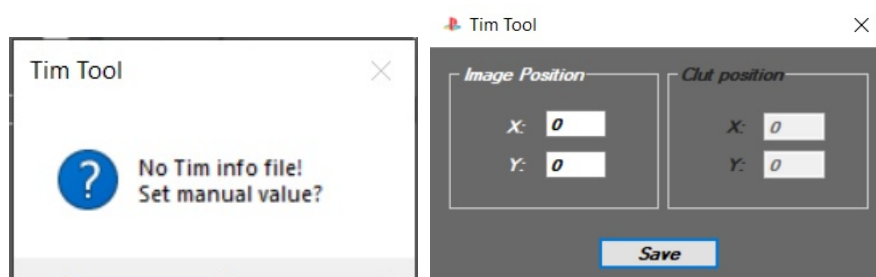


2 – Open Tim tool



You can convert the 16bit image by pressing the 'to tim' button.

If the folder namefile_data is not found or we convert a new bmp file, the tool will show the following message:

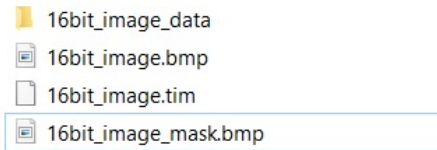


Tim info are the coordinates of the image in the ps1 memory, if you choose not to manually modify them, the tool automatically sets the coordinates to x0y0 for the image.

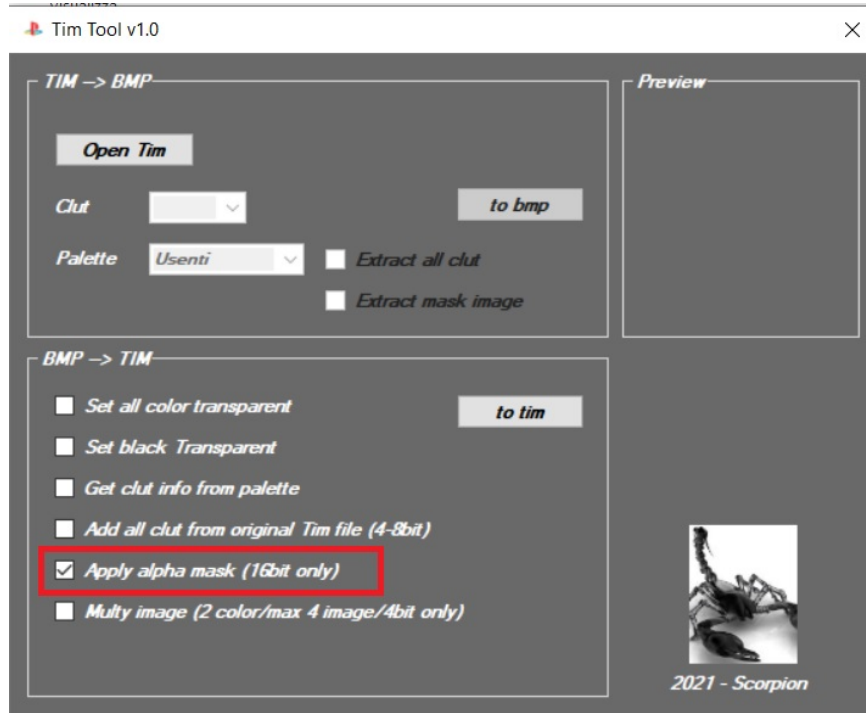
If you choose the manual modification you will be able to insert the new values.

[Convert BMP (with mask) -> TIM]

1 - Delete the old bmp file and rename the new one as old (If converting a new bmp file go to step 2)

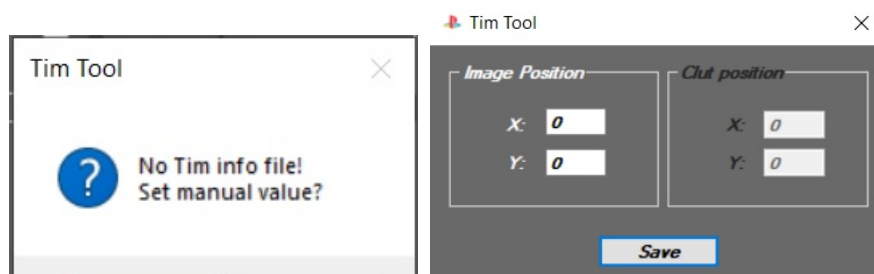


2 – Open Tim tool and check 'Apply alpha mask' option



You can convert the 16bit image by pressing the 'to tim' button, first select the bmp image and then the mask image.

If the folder namefile_data is not found or we convert a new bmp file, the tool will show the following message:



Tim info are the coordinates of the image in the ps1 memory, if you choose not to manually modify them, the tool automatically sets the coordinates to x0y0 for the image.

If you choose the manual modification you will be able to insert the new values.