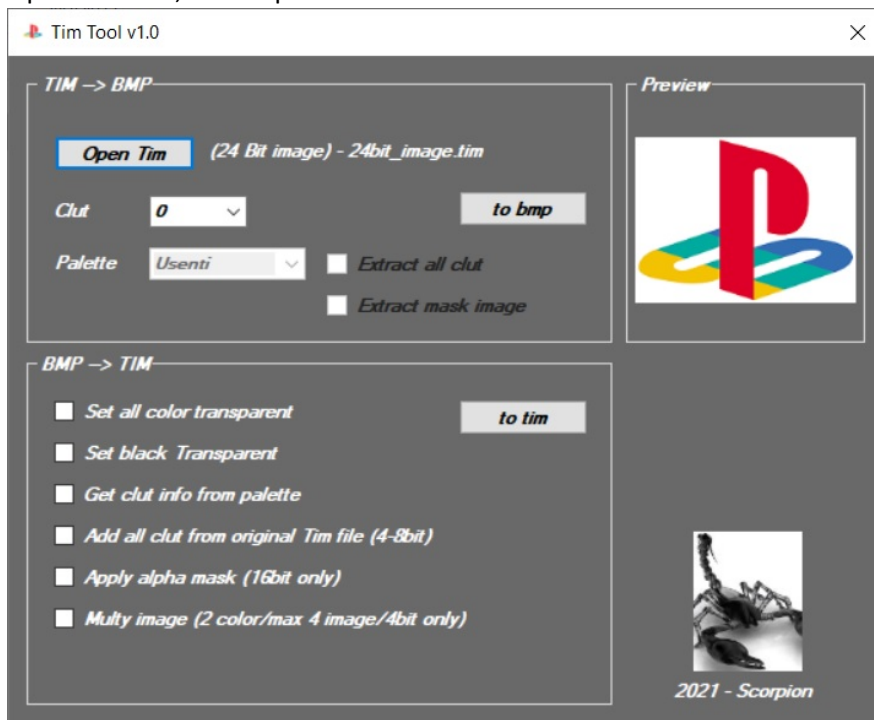





[PS1 TIM TOOL] - [24bit TUTORIAL]

[Convert TIM -> BMP]

Open TimTool, click 'Open Tim'

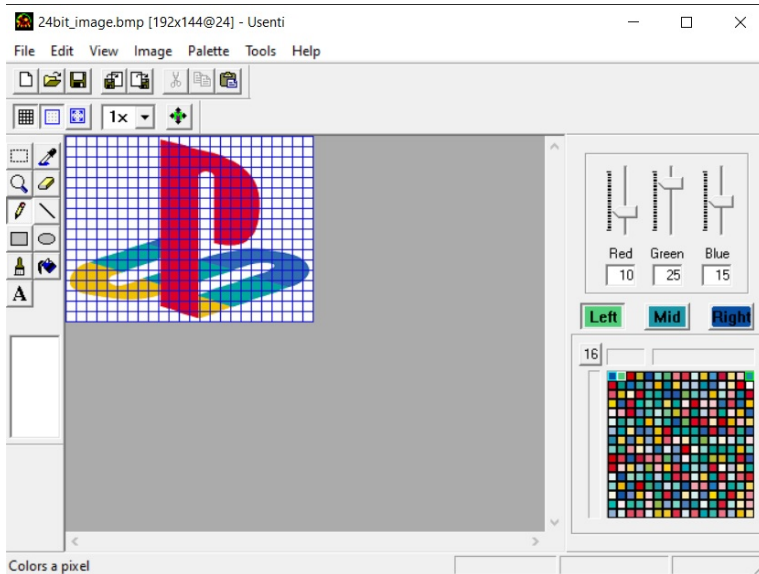


click 'to tim' button to convert tim image to bmp

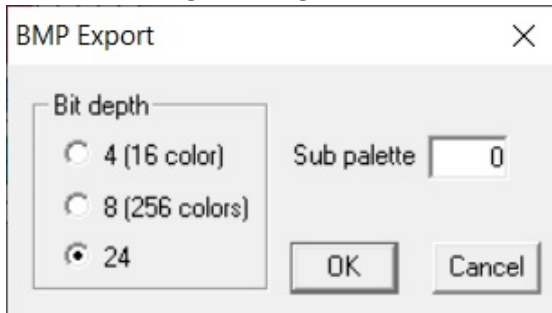
-  24bit_image_data
 -  24bit_image.bmp
 -  24bit_image.tim
- do not delete this folder, it contains tim file information and color palette**

[Edit bmp image with Usenti]

1 – Open Usenti tool and edit image

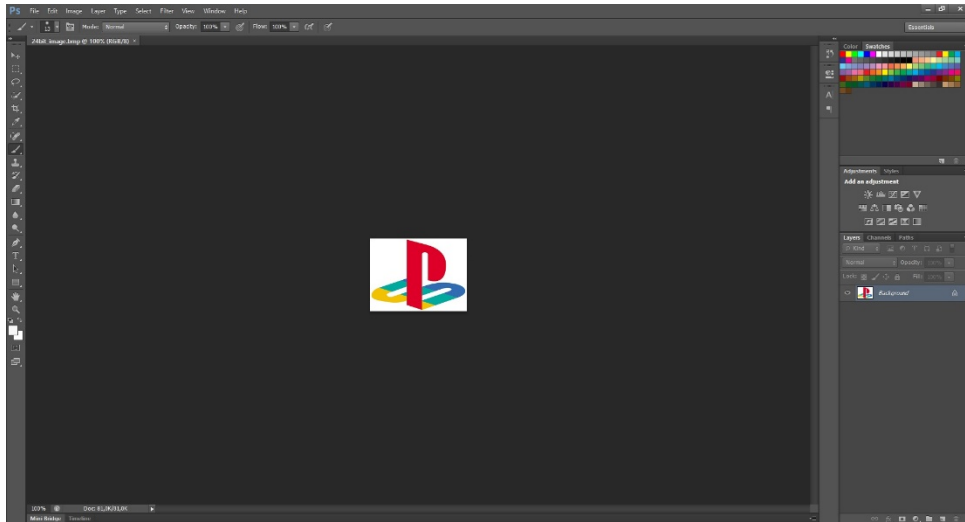


2 – After editing the image, save it from the File -> Save as menu and set this value on BMP Export form:

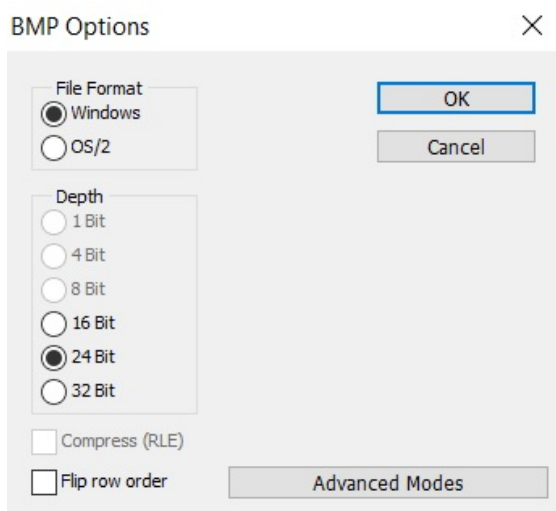


[Edit BMP Image with Photoshop]

1 – Open BMP file with Photoshop and edit.

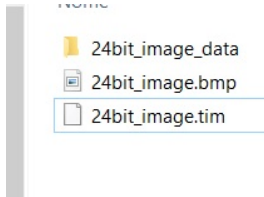


2 - After editing the image, save it from the File -> Save as menu and set this value on BMP Options form:

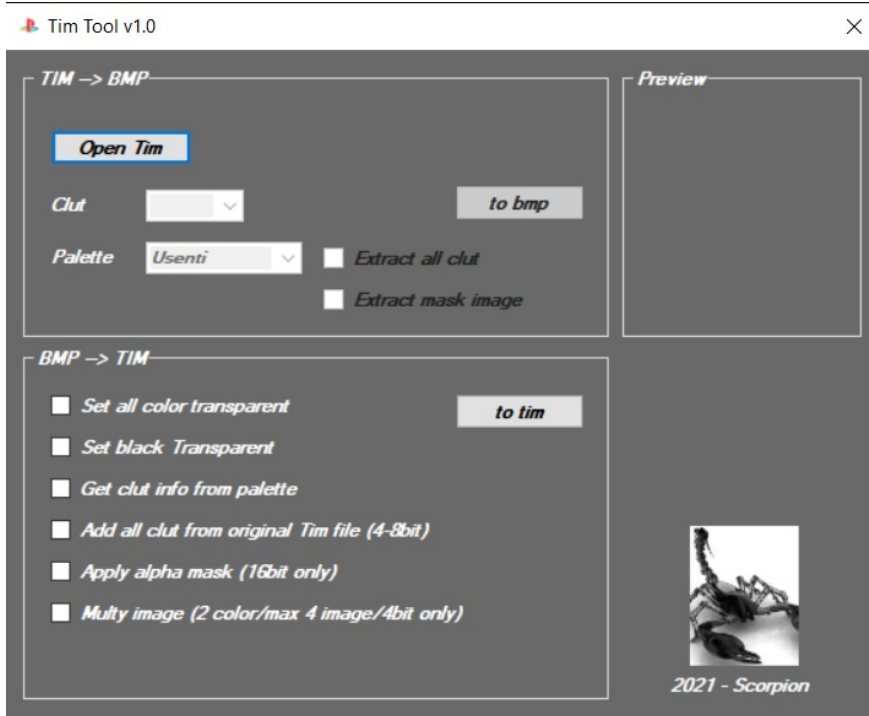


[Convert BMP -> TIM]

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

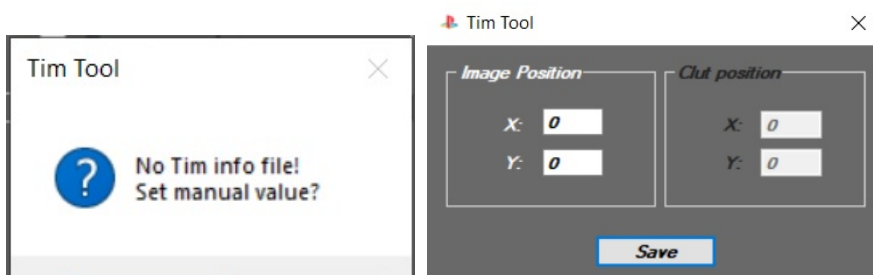


2 – Open Tim tool



You can convert the 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.