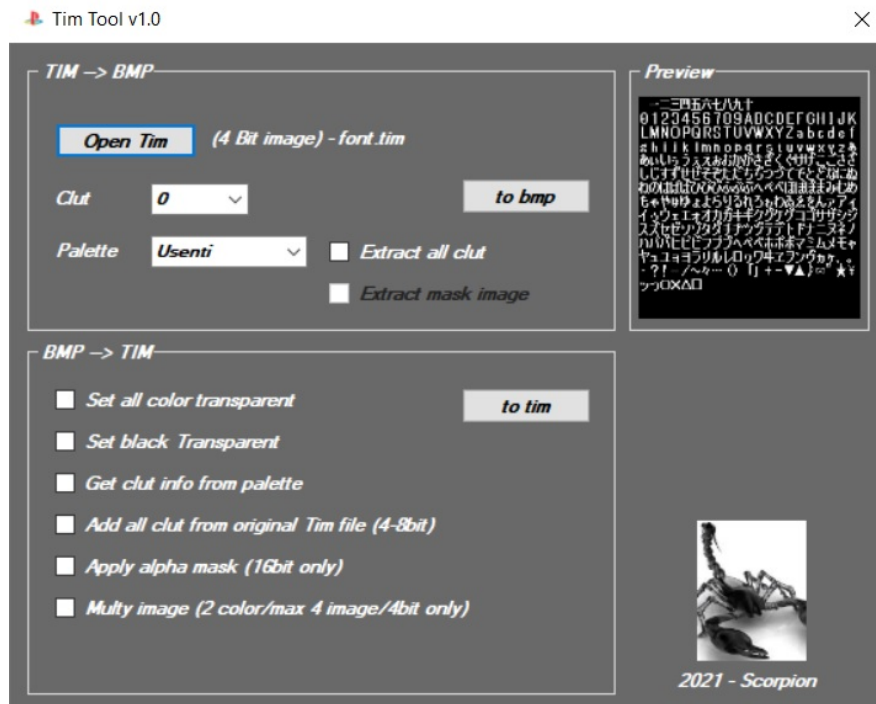


[PS1 TIM TOOL] - [4bit – MULTI IMAGE (FONT) TUTORIAL]

[Convert TIM -> BMP]

Open TimTool, click 'Open Tim'

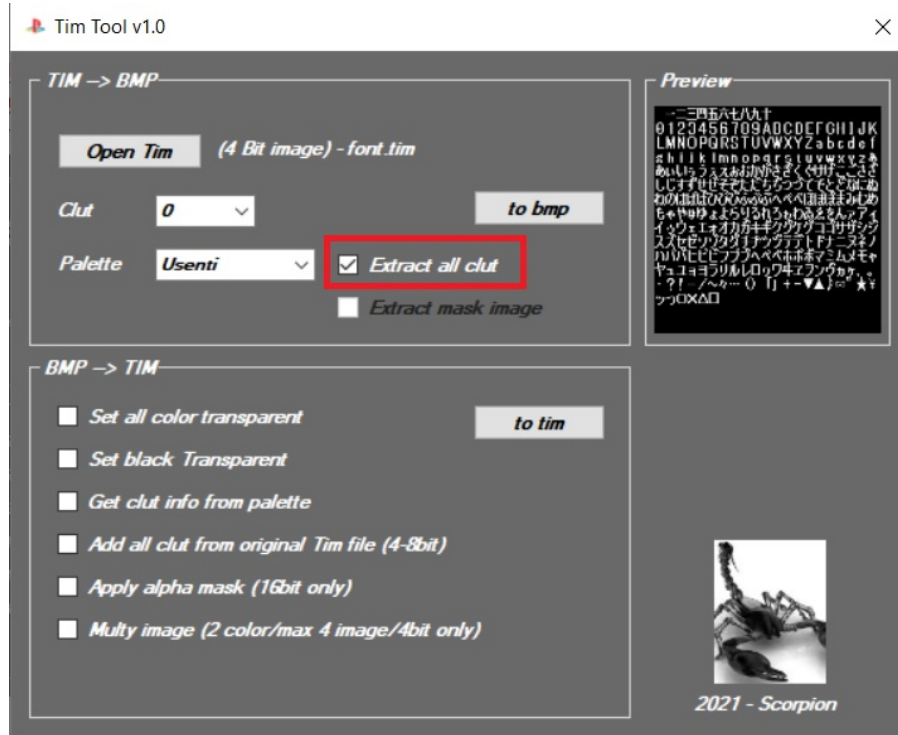


These TIM files are almost always used for fonts, have various clut sets, and can have several images inside. Changing the value in the drop-down menu you can see the various images.

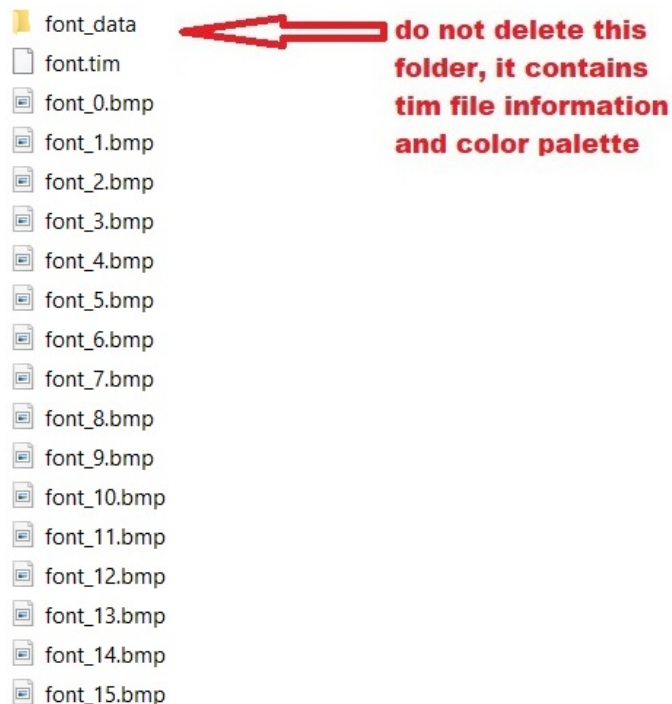
These images must contain only 2 colors.



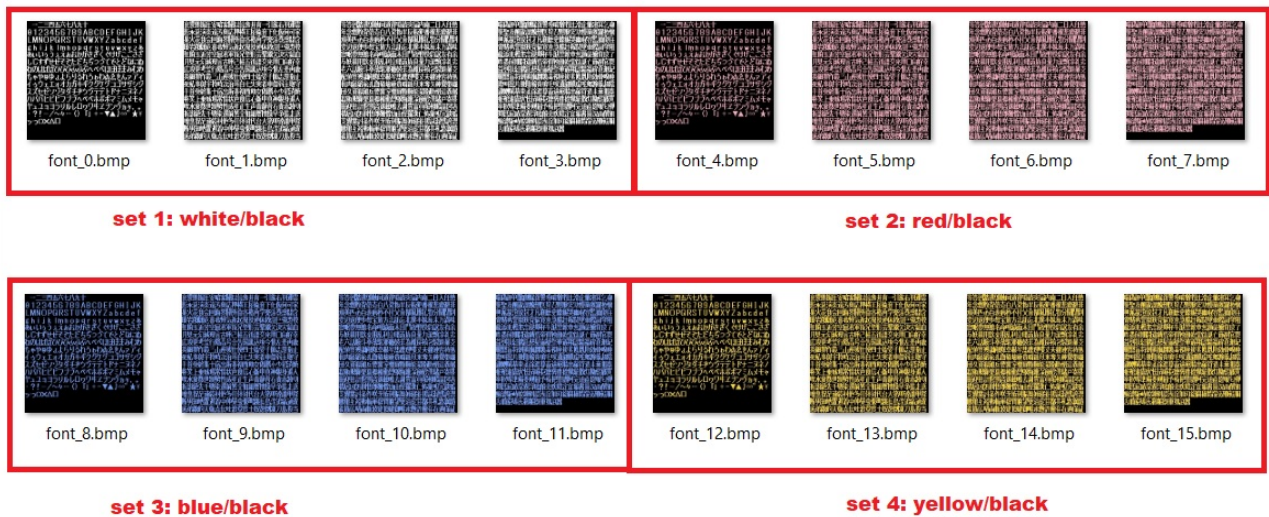
Select 'extract all clut' option to extract all images.



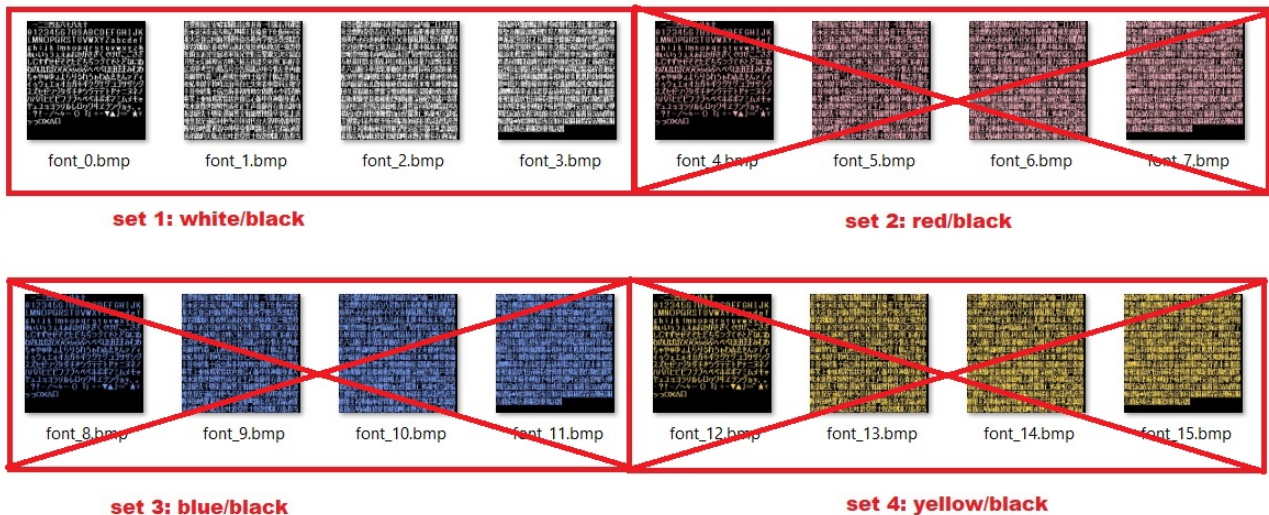
select Usenti or Photoshop palette and click 'to tim' button



For example this font has 4 different images and uses 4 different colors:



To modify these files you need to edit only the images contained in the first color set (set 1), the tool will automatically modify the other sets.

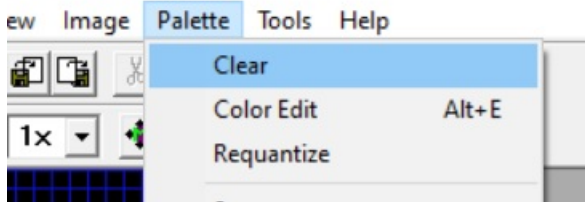


The images contained in set 2, 3 and 4 must not be deleted, they are the same images in set 1 with different color sets.

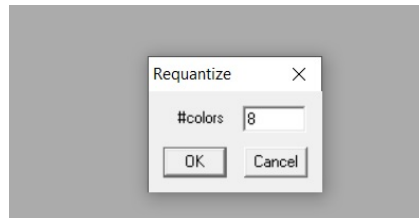
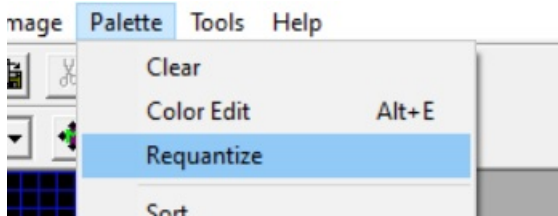
[Edit bmp image with Usenti]

Open Usenti tool and follow this steps:

1 – Click on Palette -> Clear menu



2 – Click on Palette -> Requantize menu and set #colors 8

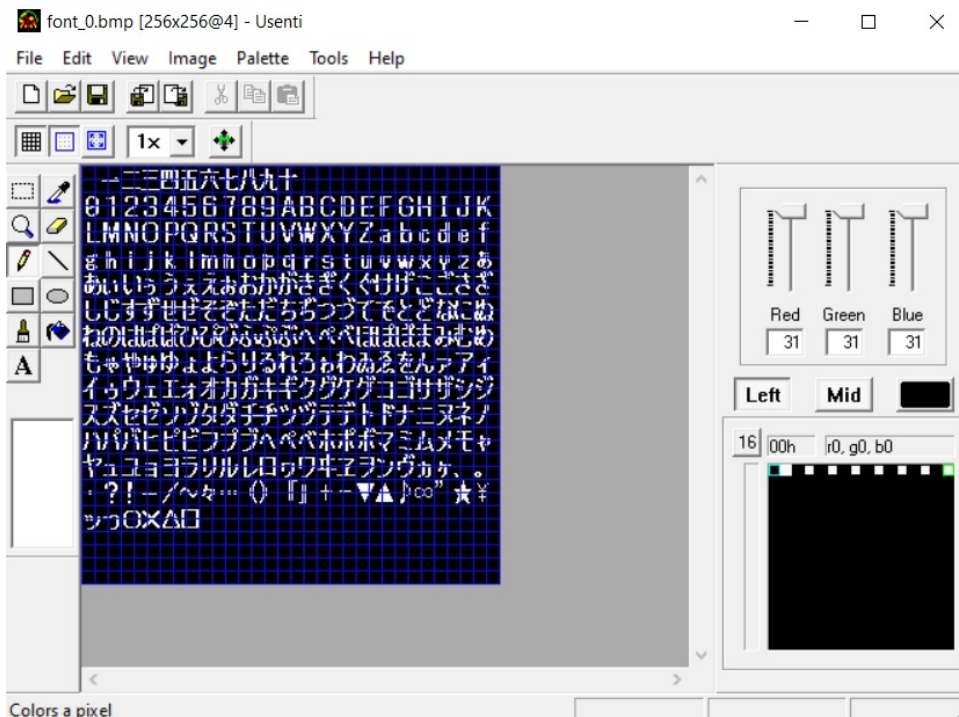


3 – Click on Image -> Import... menu and choose the namefile_0.pal file contained in filename_data folder

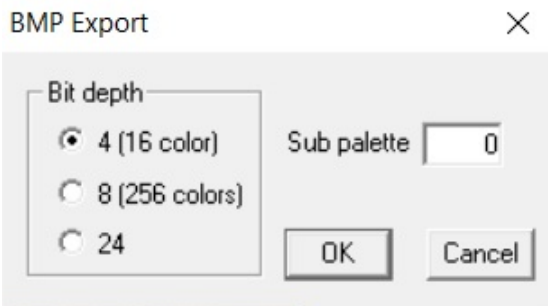


Use this palette file to edit all image in set 1.

4 – Open the bmp file and edit it using the loaded color set

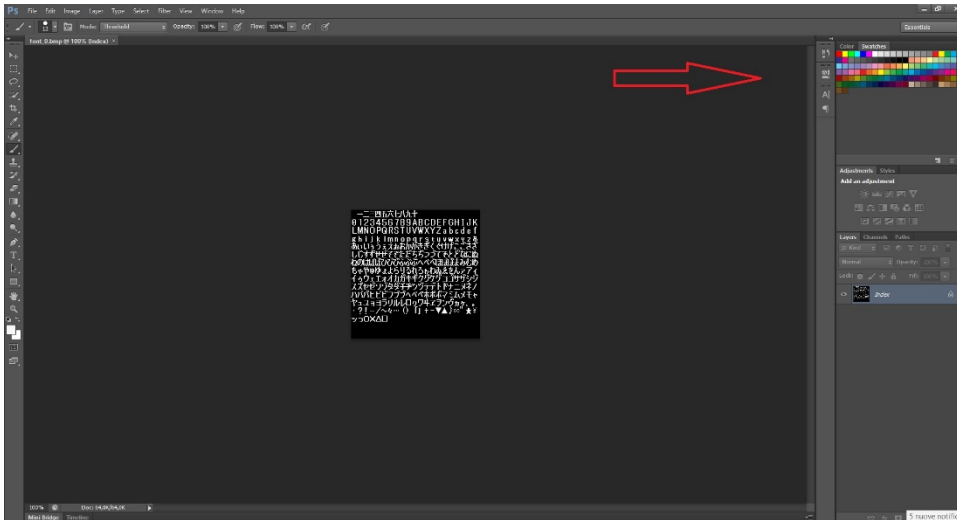


5 - After editing the image, save it from the File -> Save as menu and set this value on BMP Export form:

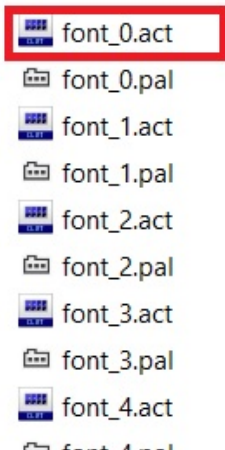
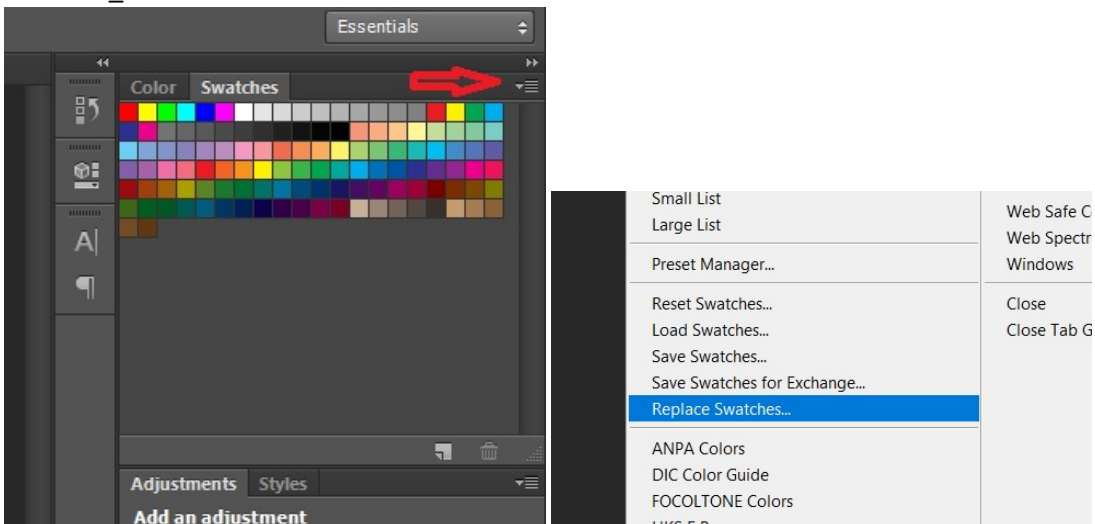


[Edit BMP Image with Photoshop]

1 – Open BMP file with Photoshop and edit Swatches color.

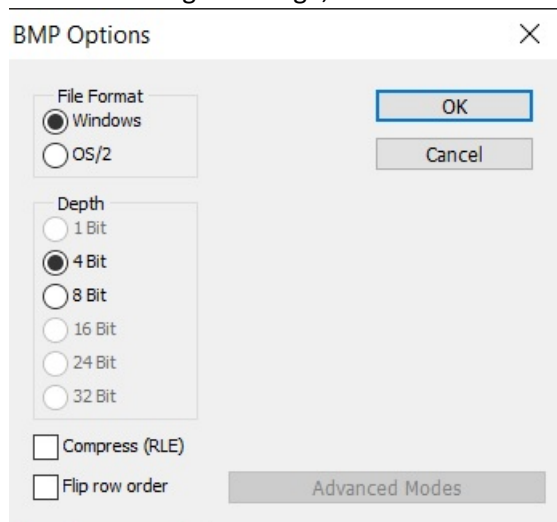


2 – Click on dropdown menu and select ‘replace swatches...’ and choose **namefile_0.act** file contained in filename_data folder



Use this palette file to edit all image in set 1.

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



The image shows a 'BMP Options' dialog box with a close button (X) in the top right corner. It contains two main sections: 'File Format' and 'Depth'. The 'File Format' section has two radio buttons: 'Windows' (selected) and 'OS/2'. The 'Depth' section has six radio buttons: '1 Bit', '4 Bit' (selected), '8 Bit', '16 Bit', '24 Bit', and '32 Bit'. Below these sections are two checkboxes: 'Compress (RLE)' and 'Flip row order', both of which are unchecked. To the right of the 'Depth' section are two buttons: 'OK' and 'Cancel'. At the bottom right, there is a button labeled 'Advanced Modes'.

BMP Options

File Format

☒ Windows

☐ OS/2

Depth

☐ 1 Bit

☒ 4 Bit

☐ 8 Bit

☐ 16 Bit

☐ 24 Bit

☐ 32 Bit

☐ Compress (RLE)

☐ Flip row order

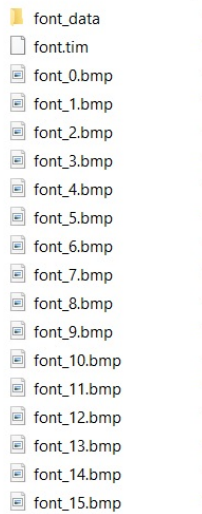
OK

Cancel

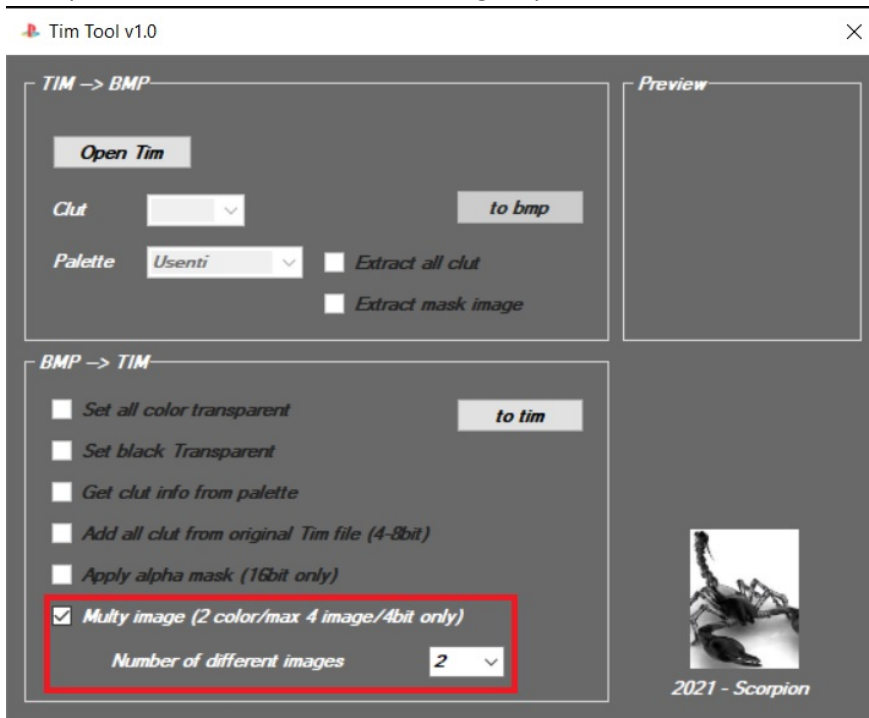
Advanced Modes

[Convert BMP -> TIM]

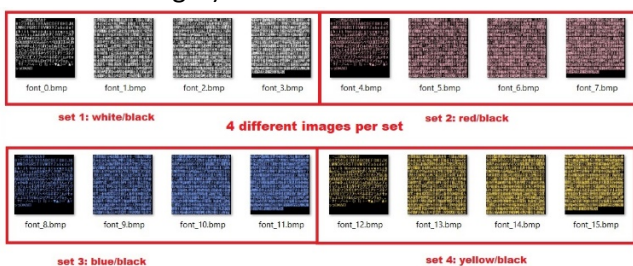
1 - Delete the old bmp file and rename the new one as old



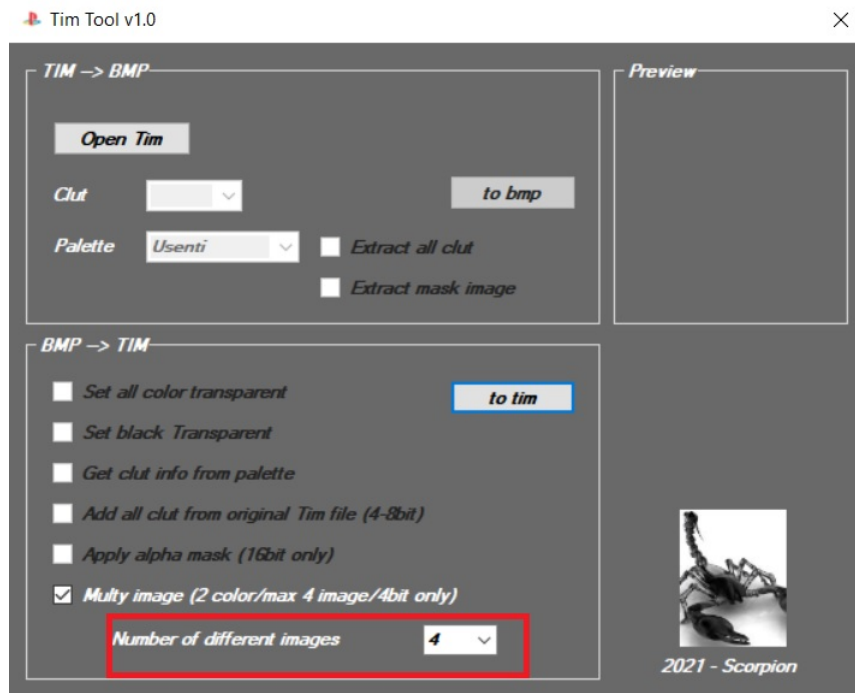
2 – Open Tim tool and select ‘Multi image’ option



The ‘number of different image’ is the number of image contained per set, set the value to 4 (each set contains 4 images).

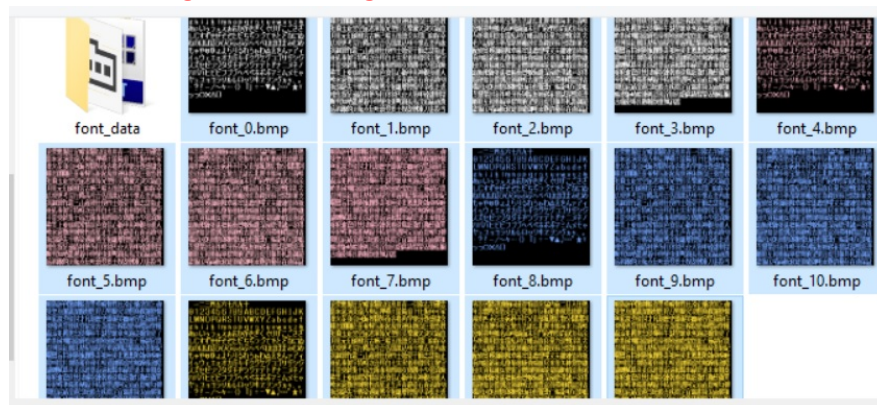


Set 'Number of different image' to 4



Press 'to tim' button and select **all** the bmp images.

Selects all images even if images in other sets are not modified.



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 and the clut in the ps1 memory, if you choose not to manually modify them, the tool automatically sets the coordinates to x0y0 for the image and x0y0 for the clut. If you choose the manual modification you will be able to insert the new values.