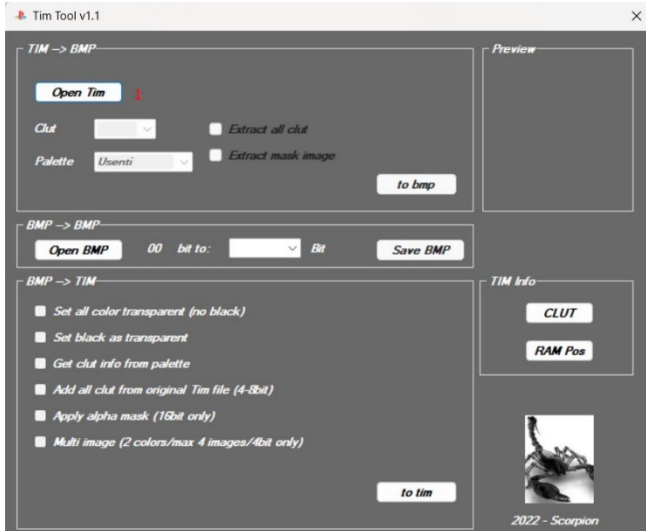


[PS1 TIM TOOL][v1.1]

[Convert TIM -> BMP]

Open TimTool, click 'Open Tim'(1)



select the various conversion options

(2) num Bit image (4, 8, 16 or 24) + name file

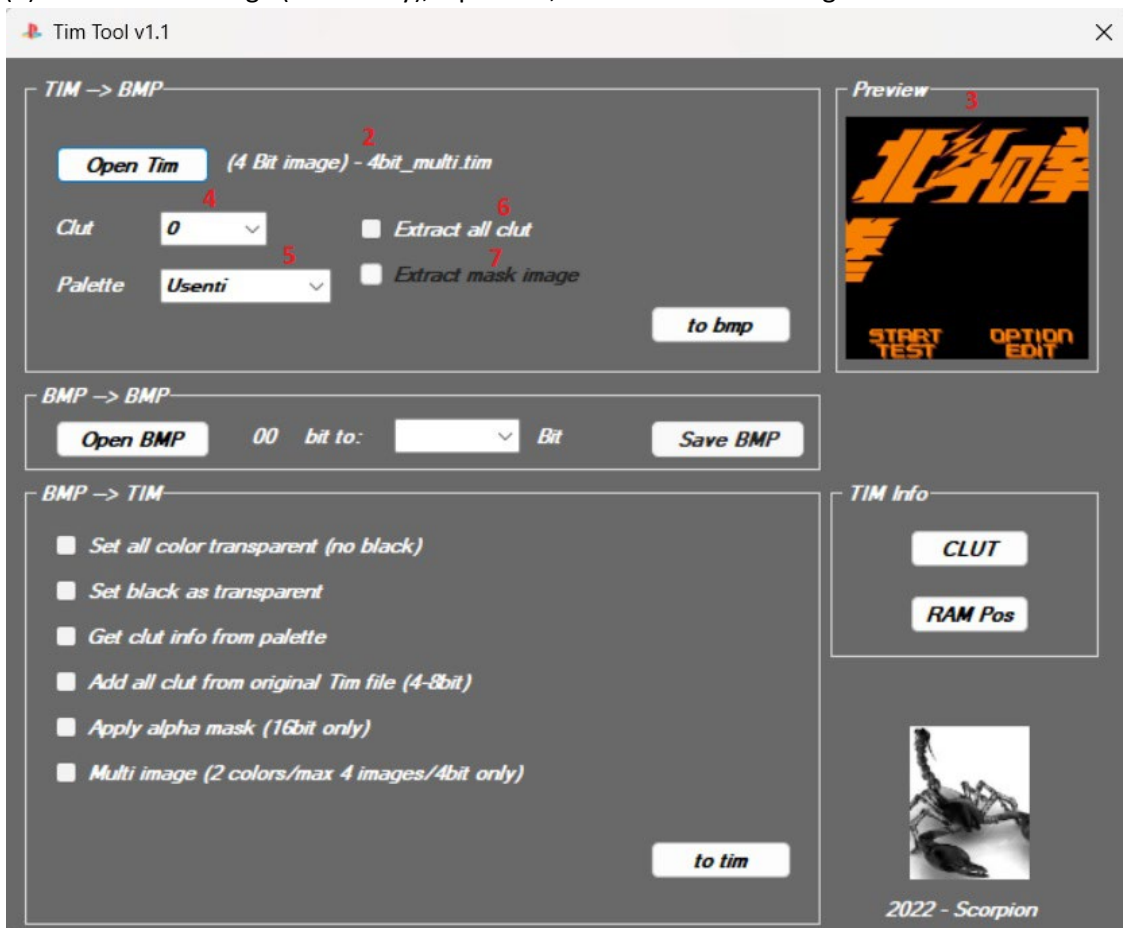
(3) tim preview

(4) clut color set (4 or 8 bit only)

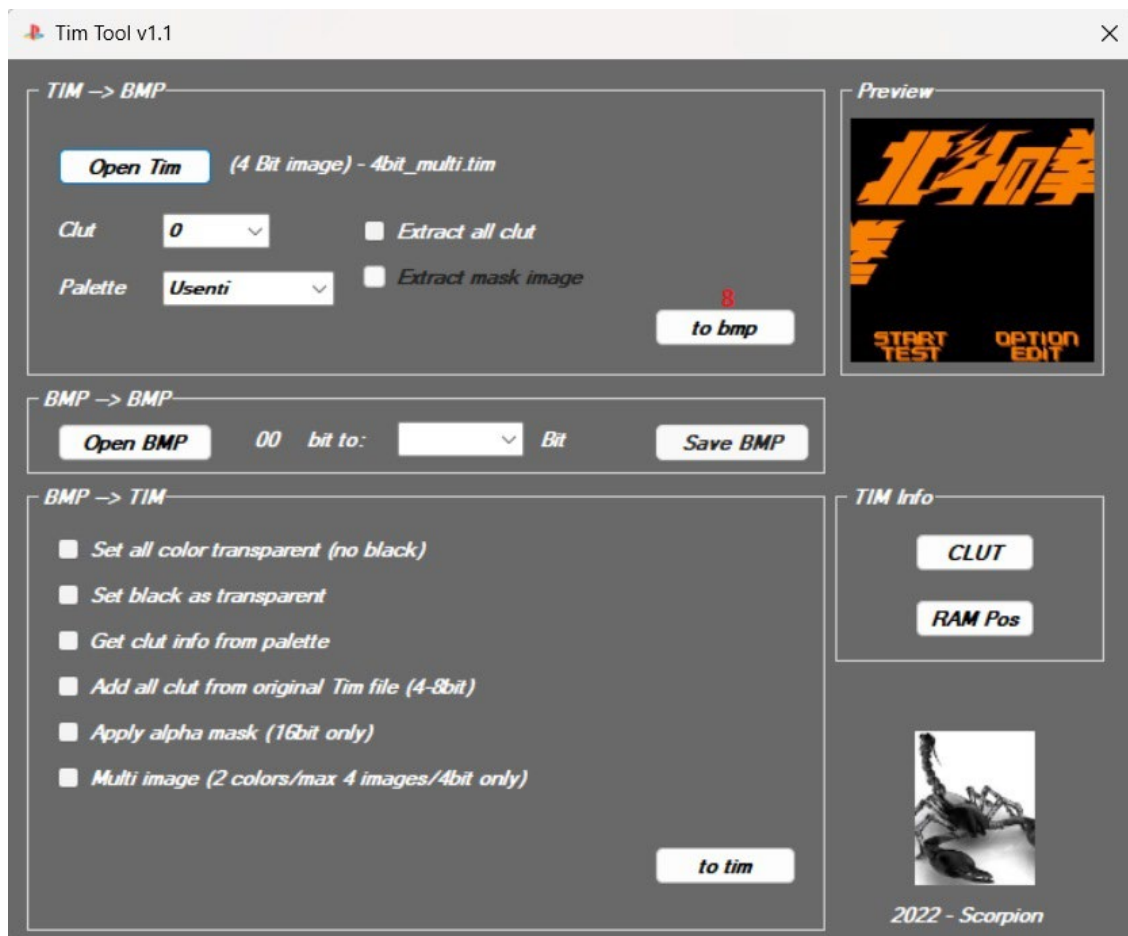
(5) palette file (4 or 8 bit only): Usenti (.pal) / Photoshop (microsoft .pal + color table .act)

(6) extract all clut image or only selected clut (4)

(7) extract mask image (16 bit only), if present, extracts the mask image

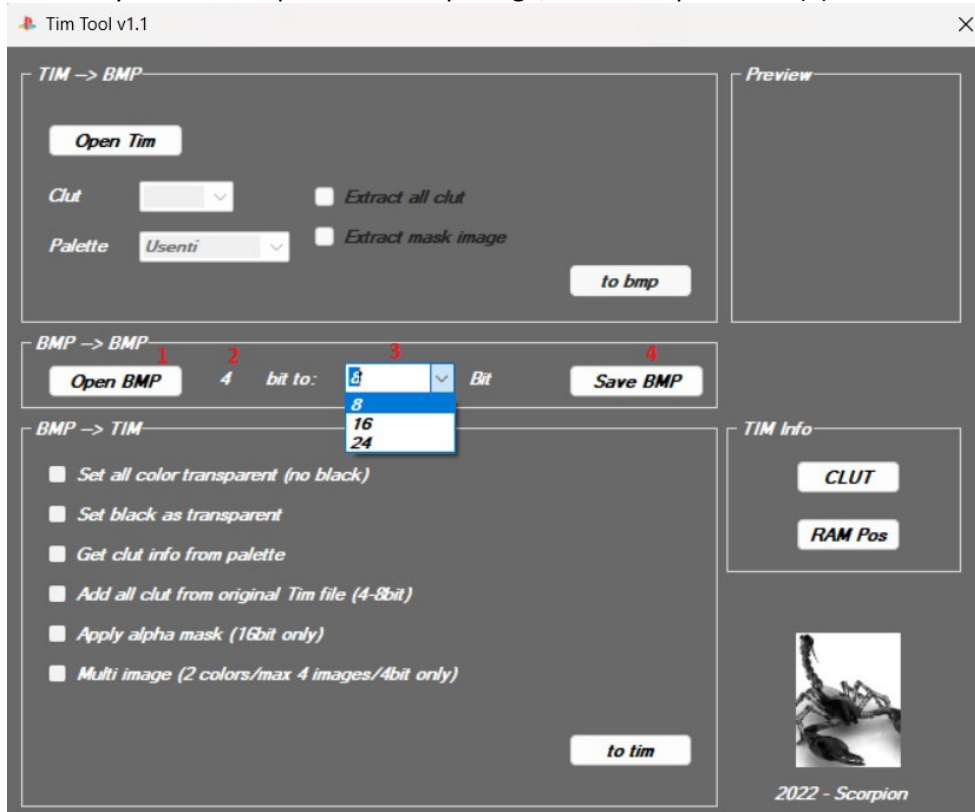


Pressing the 'to bmp' button (8) the tool converts the image from tim to bmp keeping the number of bits.



[Convert BMP -> BMP / Change colour depth]

To modify the color depth of a bitmap image, click on 'Open BMP' (1) and choose the original bmp image.



(2) Original colour depth image

(3) New colour depth

(4) Save new image with selected colour depth (the new image will be created in the same folder as the original file)

[Convert BMP -> TIM]

Before selecting the bmp image to convert choose the options:

- Set all color transparent: sets all colors (except black) as transparent
- Set black transparent: set only the black color as transparent
- Get clut info from palette: if present, the tool takes the color set from the palette file
- Add all clut from original tim file: if the original tim file has more than one color set you can import them into the new file
- Apply alpha mask: you can apply a mask image
- Multy image: multiple different images can be merged together, such as font files, the images must be 4bit and have 2 colors

After selecting the options you can convert the image by pressing the 'to tim' button.

Inside the tutorial folder you can find step-by-step guides for all the various bmp / tim formats

[TIM Info]

- ***CLUT:*** Clut color editor in 4 and 8 bit images
- ***RAM POS:*** Change the ram location of the image and clut colors.