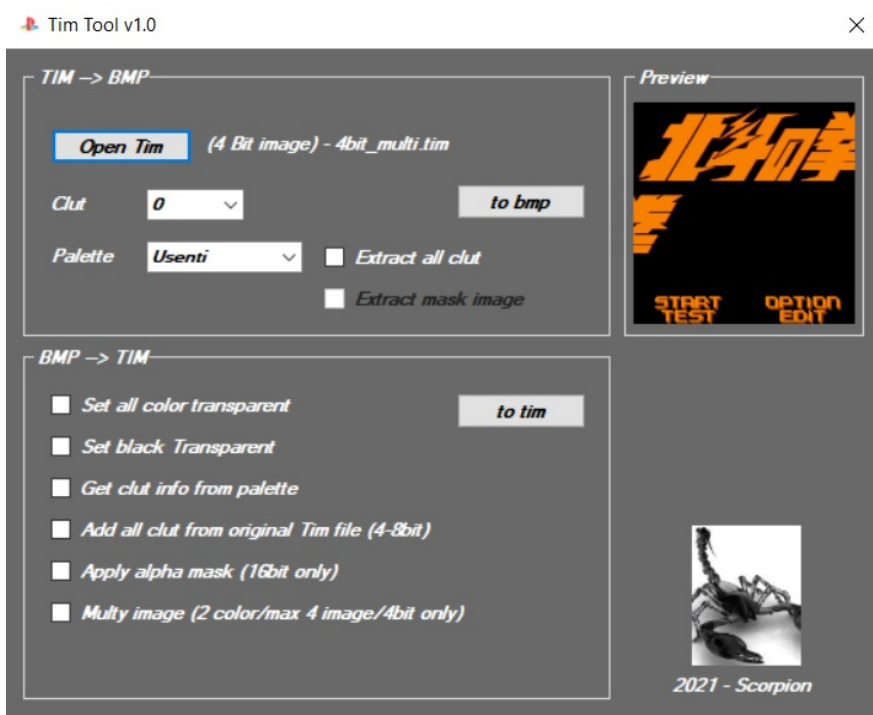


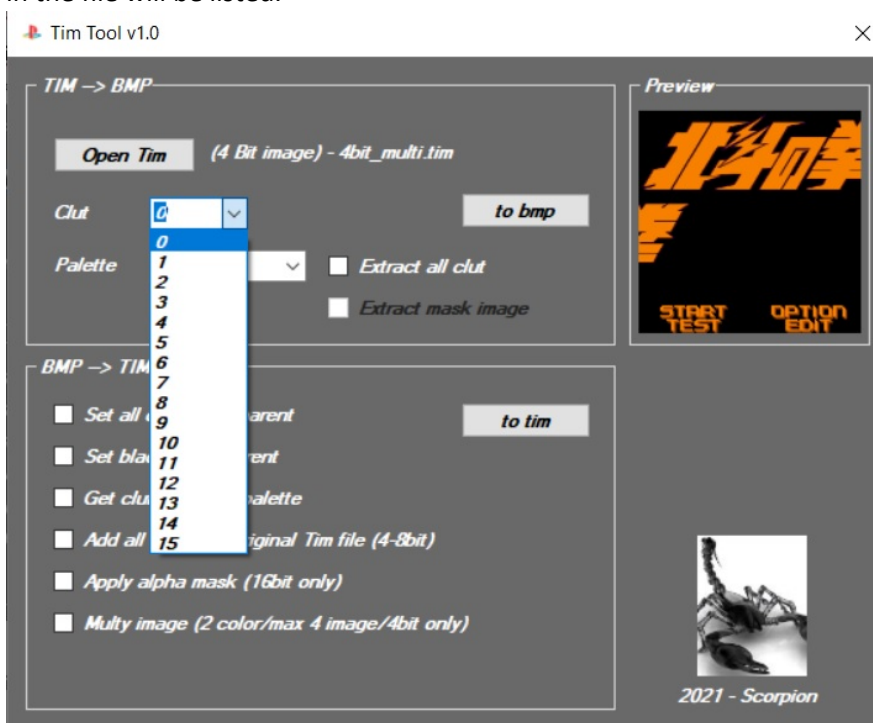
[PS1 TIM TOOL] - [4bit – MULTICLUT TUTORIAL]

[Convert TIM -> BMP]

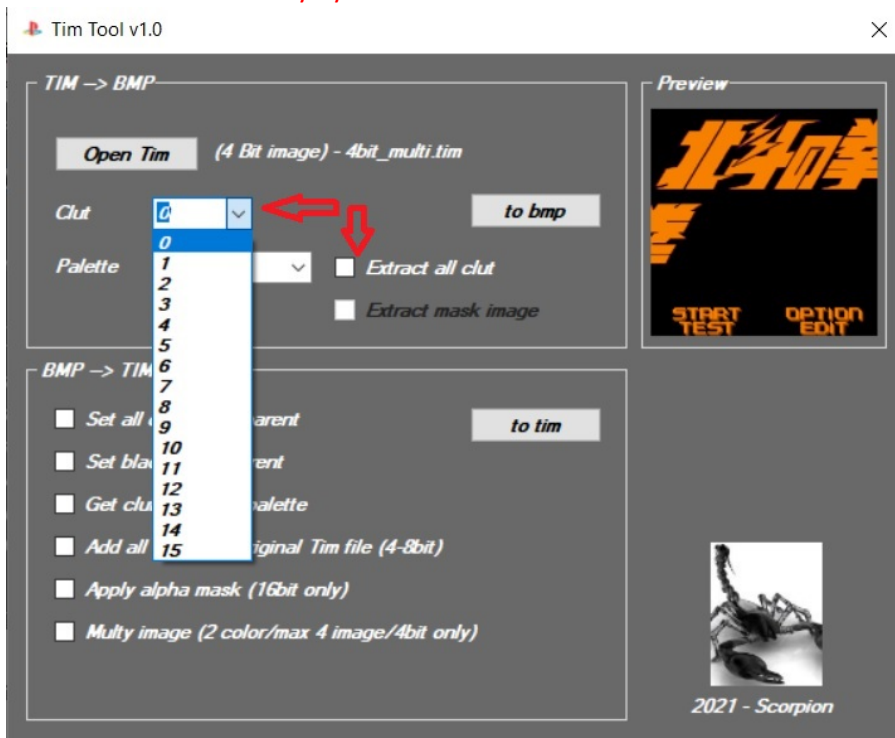
Open TimTool, click 'Open Tim'



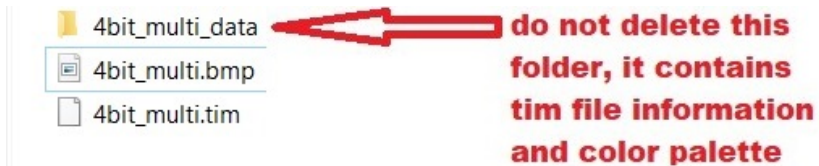
With multi-clut images it is possible to select the clut set via the 'clut' drop-down menu, all sets contained in the file will be listed.



Select the clut set you want to extract or select the 'extract all clut' option if you want to extract all images. To modify the tim multi clut image it is recommended to extract only 1 image, the remaining clut sets will be inserted automatically by the tool at the time of reconversion.



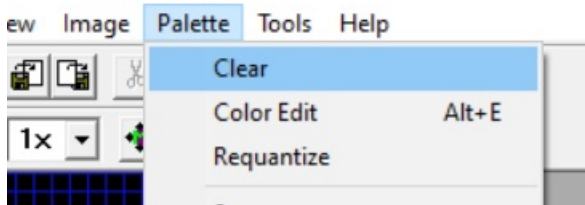
select Usenti or Photoshop palette and click 'to tim' button



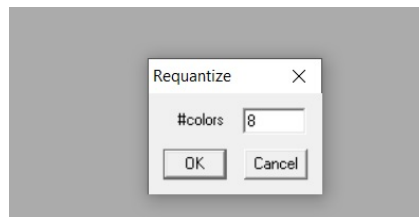
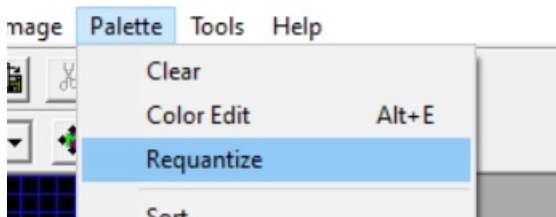
[Edit bmp image with Usenti]

Open Usenti tool and follow this steps:

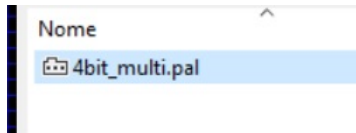
1 – Click on Palette -> Clear menu



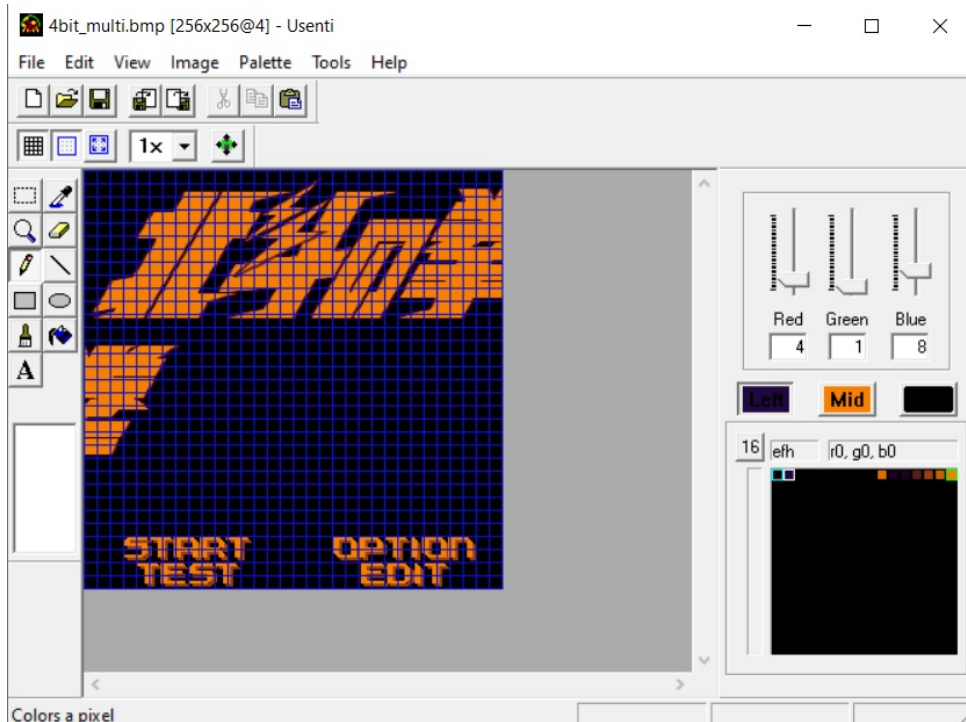
2 – Click on Palette -> Requantize menu and set #colors 8



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

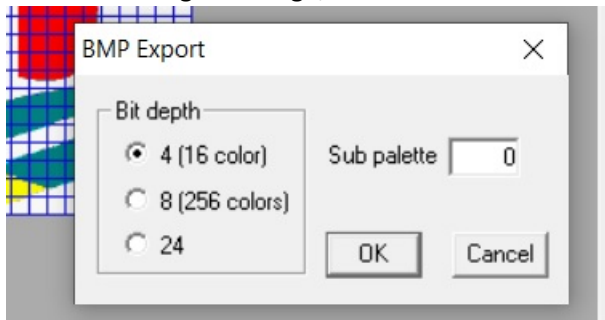


4 – Open the bmp file and edit it using the loaded color set



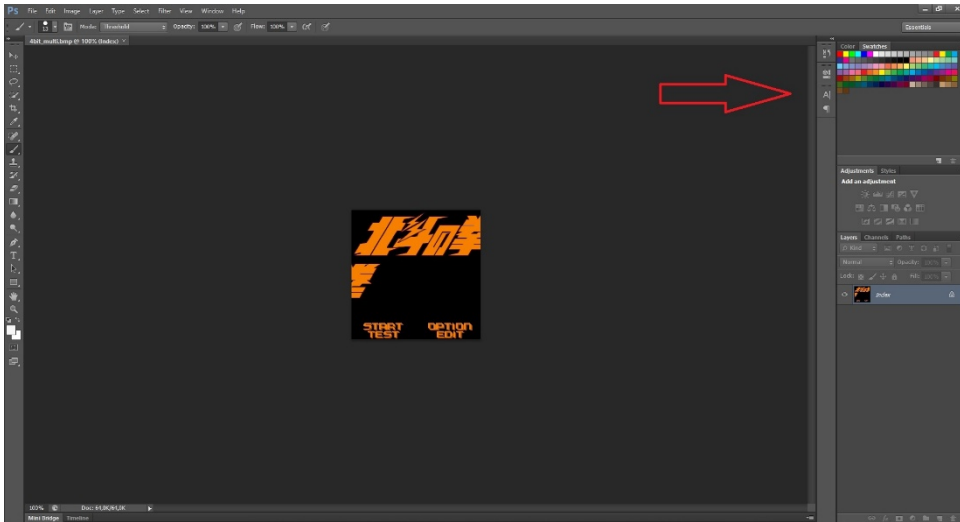
You can also edit the image using custom Palette color sets. If you are using a custom Palette, the 'get clut info from palette' option should not be selected when converting the file to tim format.

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

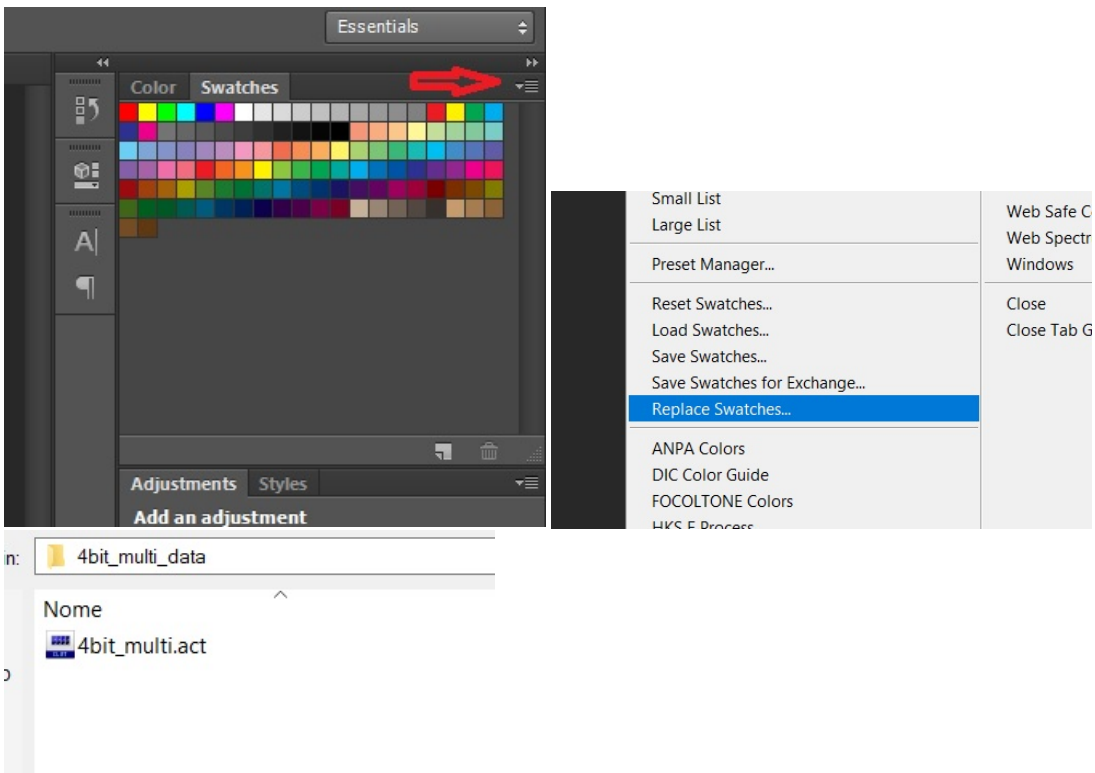


[Edit BMP Image with Photoshop]

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

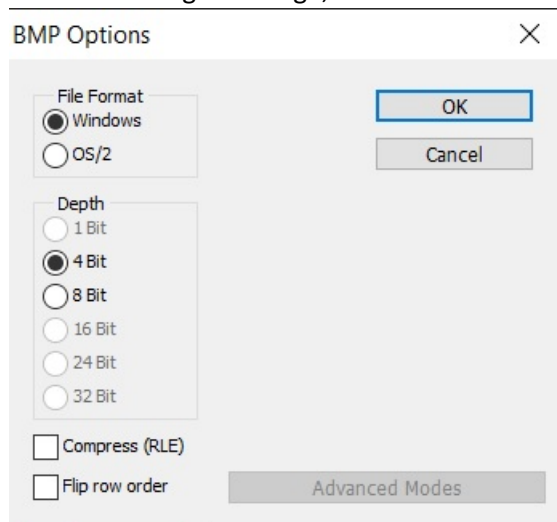


2 – Click on dropdown menu and select 'replace swatches...' and choose act file contained in filename_data folder



You can also edit the image using custom Palette color sets. If you are using a custom Palette, the 'get clut info from palette' option should not be selected when converting the file to tim format.

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 radio button groups: 'File Format' with 'Windows' selected and 'OS/2' unselected; and 'Depth' with '4 Bit' selected and '1 Bit', '8 Bit', '16 Bit', '24 Bit', and '32 Bit' unselected. There are two checkboxes at the bottom: 'Compress (RLE)' and 'Flip row order', both of which are currently unchecked. To the right of these checkboxes is a button labeled 'Advanced Modes'. At the top right of the dialog, there are 'OK' and 'Cancel' buttons. The 'OK' button is highlighted with a blue border.

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

Advanced Modes

OK

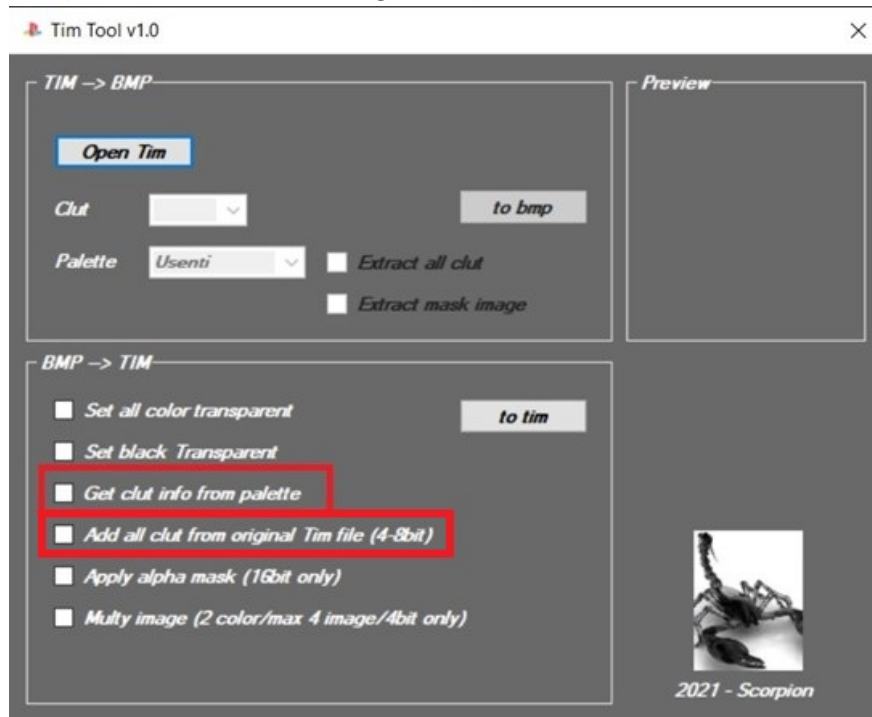
Cancel

[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)

4bit_multi_data
4bit_multi.bmp
4bit_multi.tim

2 – Open Tim tool and select ‘Get clut info from palette’ option (only if the original Palette file has been used) and ‘add all clut from original file’



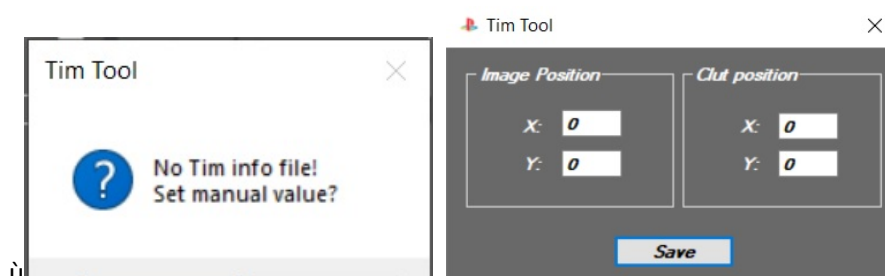
if the ‘get clut info...’ option is not enabled, the tool loads the Palette set from the modified bmp file, you can set the transparency to black or all colors by selecting the first 2 options.

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

Press 'to tim' button and select the bmp image to convert, then select the original TIM file, the tool will import the whole set of clut.

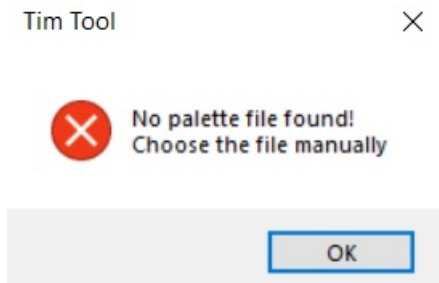
For a correct conversion of multi-clut files, the folder filename_data must not be deleted and possibly the set clut extracted from the file from the original file must be used.

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.

If the folder namefile_data is not found, we convert a new bmp file or Palette file not found, the tool will show the following message: (**only if 'Get clut info from palette' option is checked**)



Manually select the Palette file and press ok