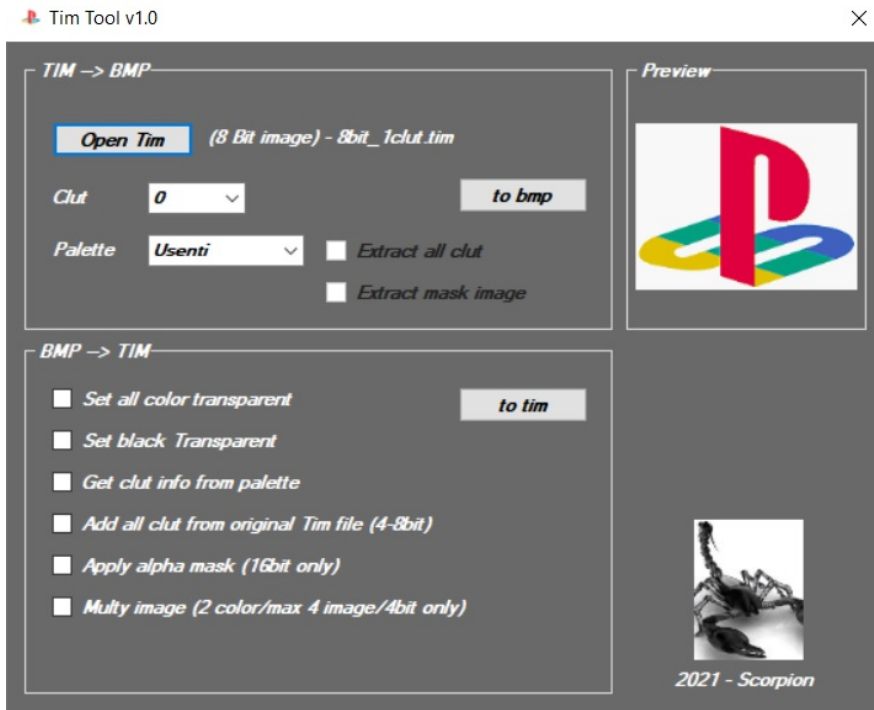


[PS1 TIM TOOL] - [8bit – 1CLUT TUTORIAL]

[Convert TIM -> BMP]

Open TimTool, click 'Open Tim'



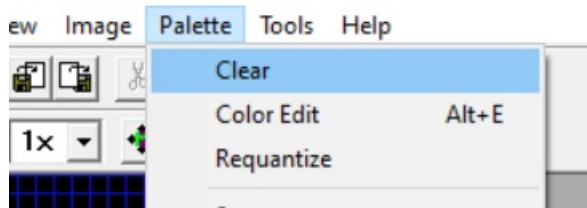
select Usenti or Photoshop palette and click 'to tim' button



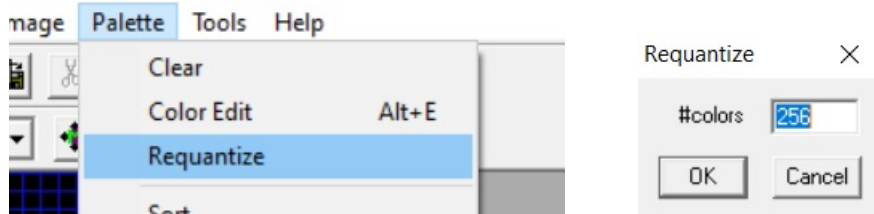
[Edit bmp image with Usenti]

Open Usenti tool and follow this steps:

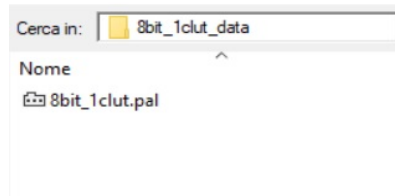
1 – Click on Palette -> Clear menu



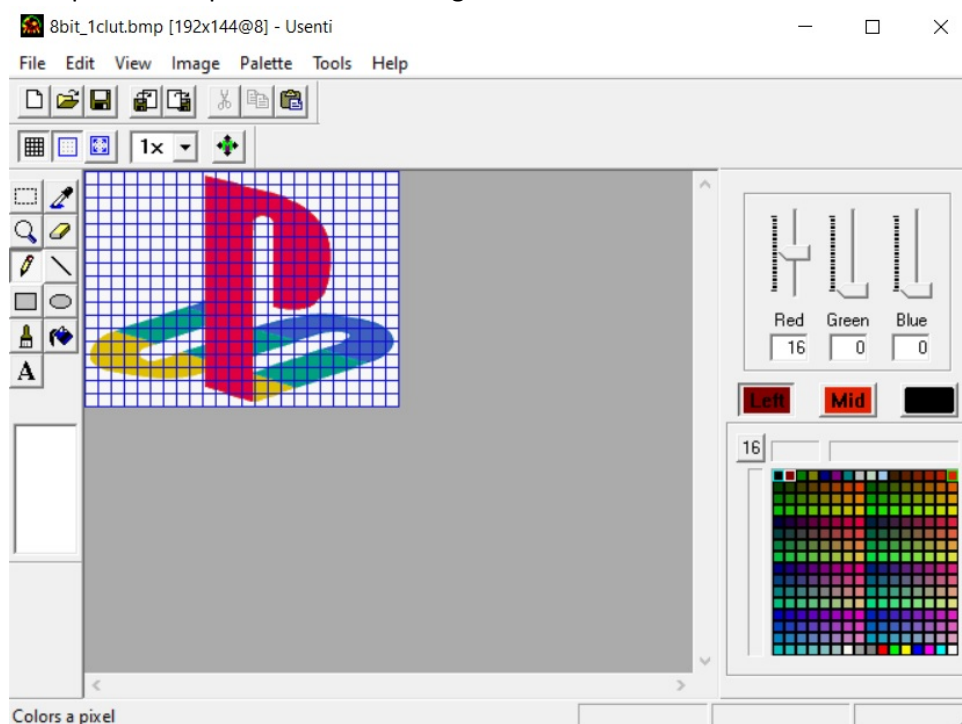
2 – Click on Palette -> Requantize menu and set #colors 256



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

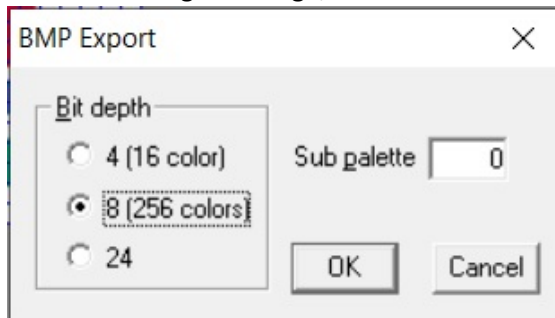


4 – Open the bmp file and edit it using the loaded color set



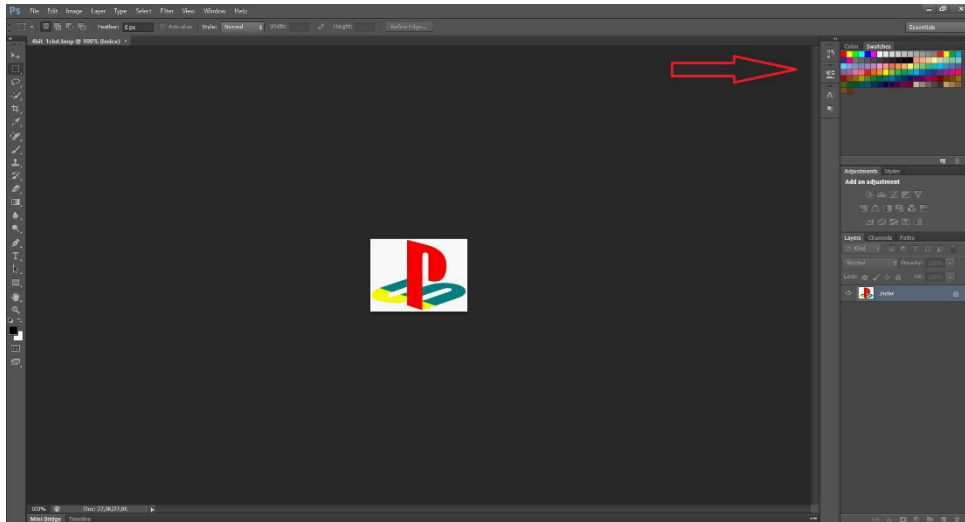
You can also edit the image using custom Palette color sets. If you are using a custom Palette, the 'get clut info from palette' option should not be selected when converting the file to tim format.

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

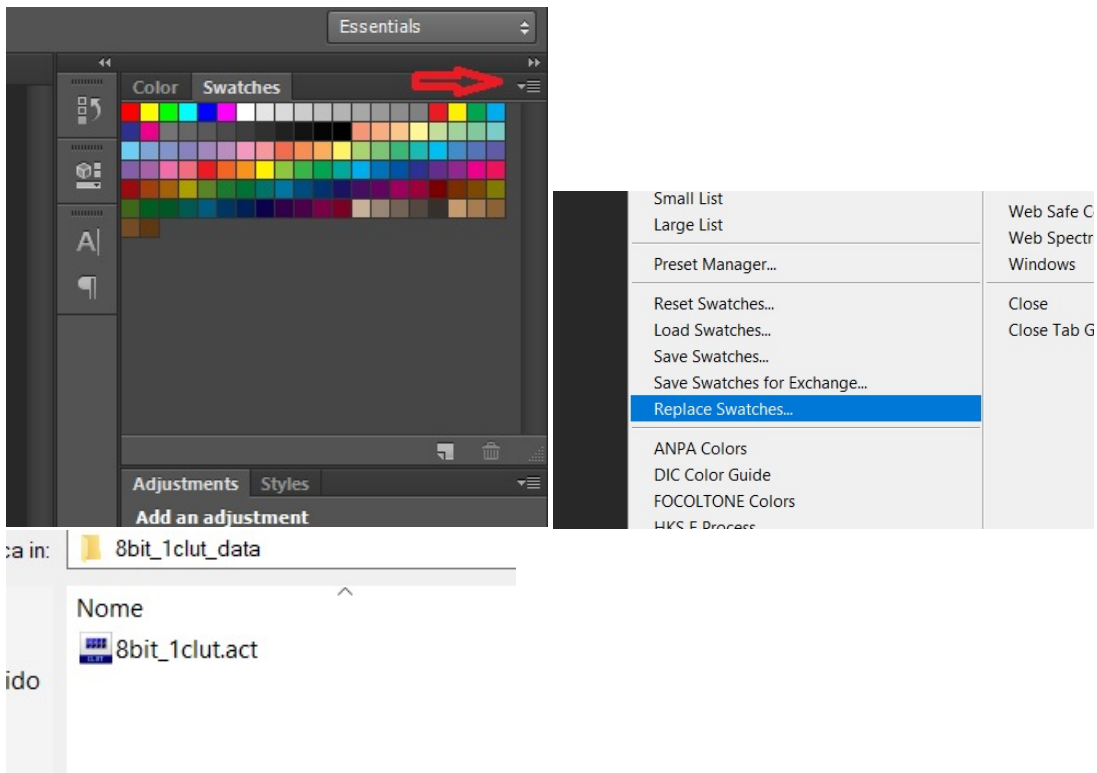


[Edit BMP Image with Photoshop]

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:

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

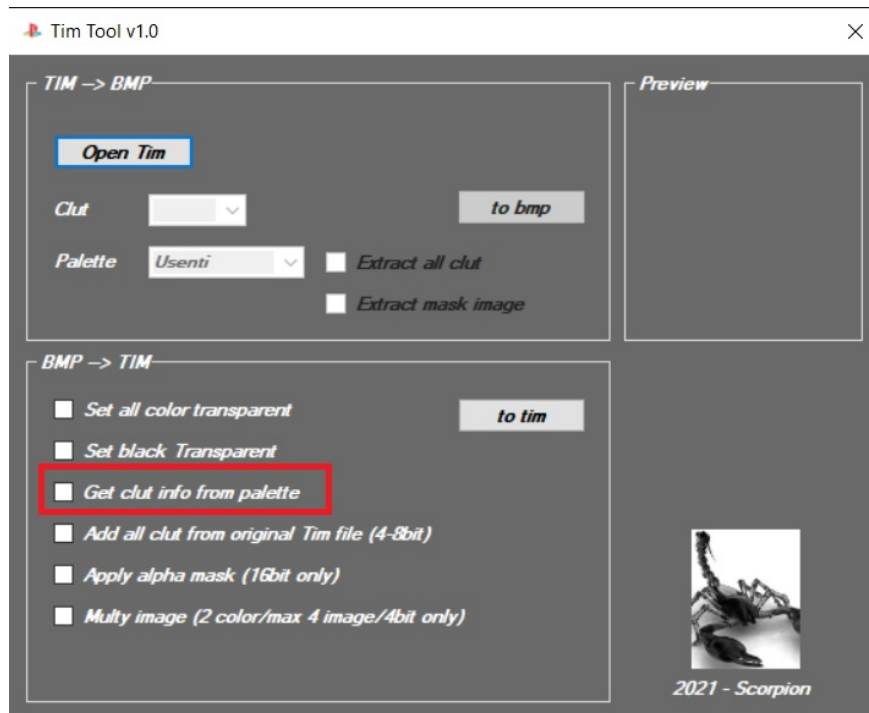
Advanced Modes

[Convert BMP -> TIM]

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

8bit_1clut_data
8bit_1clut.bmp
8bit_1clut.tim

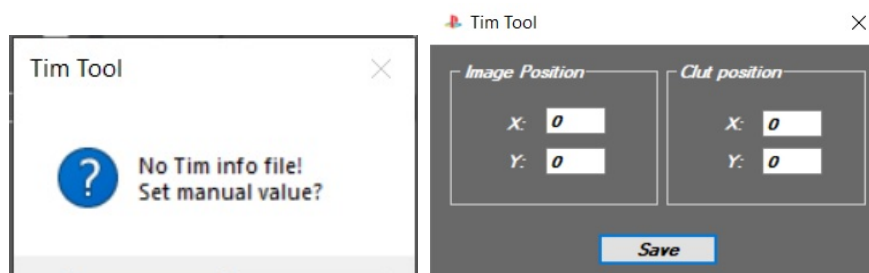
2 – Open Tim tool and select 'Get clut info from palette' option only if the original Palette file has been used



if the 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.

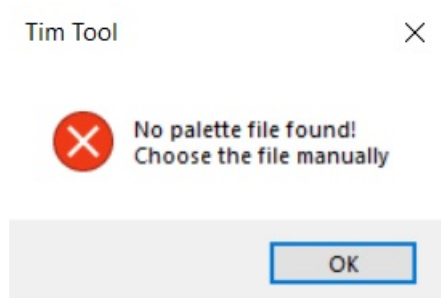
After selecting the options you can convert the image by pressing the 'to tim' button.

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