GUIDE ON HOW TO CREATE THE INI FILES FOR CONSOLE TEXTURE EXPLORER
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> Your going to need your .msh file and a hex editor.
> I'm going to use the LOGO_LRG_SJ.msh for this example, because we can double check with an already made Logos_Teams-FE-TLOGOAPT.ini

- Create a new **config.ini** file, don't be scare, this is a normal text file with a fancy name.
- Now we want to fill the config.ini with the data on how to read the msh here. This is done by writing the number of texture blocks on the msh file and the specs of each one. You can start writing this, since it will be common for any of the files.

```
***[items_count]***
***count=***
***[item_0]***
***name=TextureOrImageName***
***platform=PSP***
***offset=***
***width=***
***height=***
***BPP=***
***mipmaps=***
***palette_offset=***
```

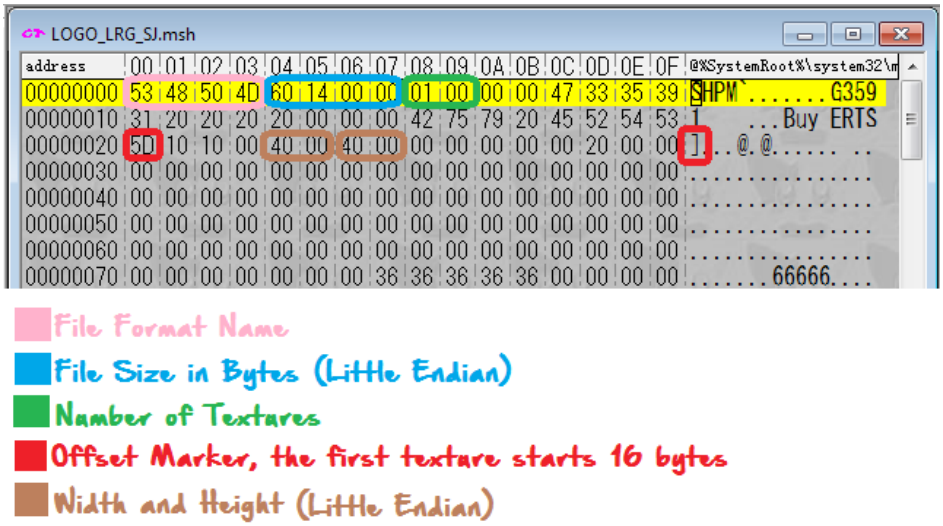
* Note here, the *`count=`* line is not finished because each msh will have a different number.
* This 'count' represents the number of different textures on your msh file.
* Each item will be detailed in its own block *`[item_X]`*. The number 'X' will addup accordingly.

You recognize some parameters looking at msh files in an hex editor, however, most of the ini parameters are NOT in the msh file. You find them with computations and you have to write them accordingly to where the data is in the msh.
Here's how you do it:

- Once you have our 'config.ini' file created. Open your .msh file in your hex editor.
The first lines will always be something like:
```
*53 48 50 4D 60 14 00 00 01 00 00 00 47 33 35 39*
*31 20 20 20 20 00 00 00 42 75 79 20 45 52 54 53*
*5D 10 10 00 40 00 40 00 00 00 00 00 00 20 00 00*
```
Which in ASCII text is:
```
*SHPM`.....G359*
*1    ...BuyERTS*
*].*
```

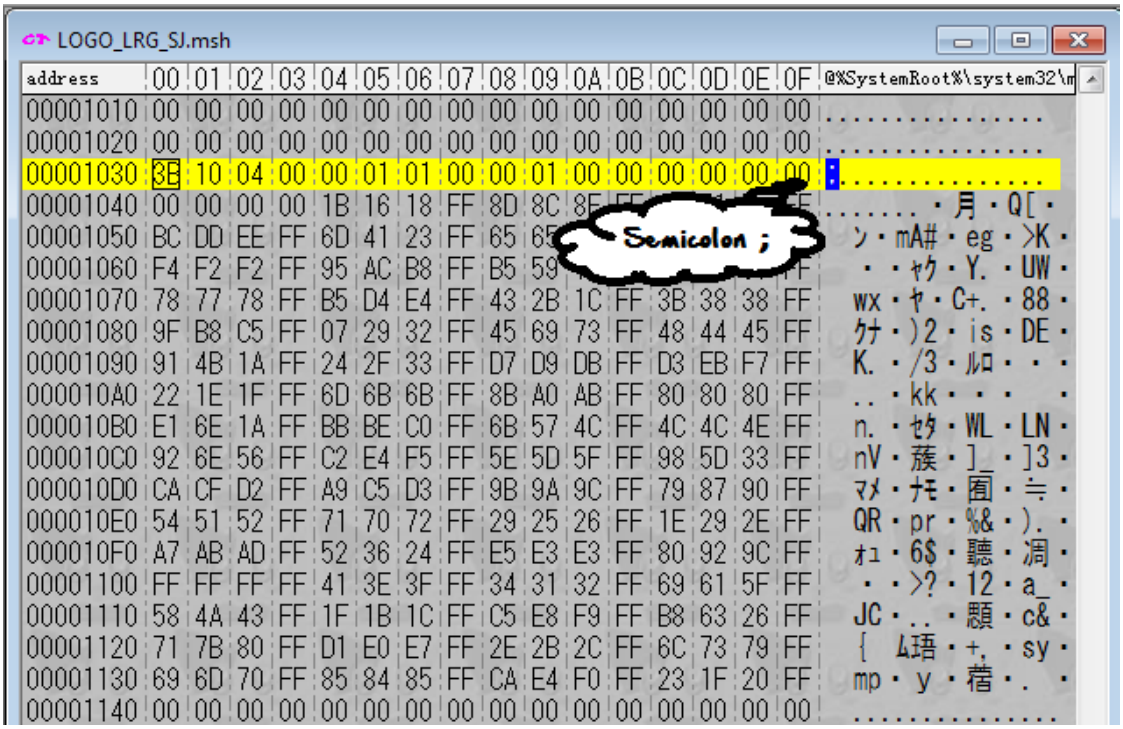
* This is the header, and among other things, it indicates the file format.
The fourth starting bytes *`53 48 50 4D`* or *`SHPM`* it's the file's format name.
The following fourth bytes *`60 14 00 00`* is the file size in little endian.
Next two bytes *`01 00`* is the number of textures, our couner is, ***`count=1`***.

Then it comes `*5D 10 10 00*`, the actual texture starts 16 bytes after the `5D`.
This means, the texture offset is: `*5D offset (in hex: 0x20)*` + 16 `*(in hex: 0x10)*`
offset = 0x20 + 0x10 = 0x30 > 0x30 in decimal is 48, `***offset=48***`
Besides, we can see the width and height here: `*40 00 40 00*`, but these values are in hex, you want them in decimal, so: `***width=64***` *and* `***height=64***`.
The BPP is either 8 or 4, usually is 8. So, `***BPP=8***`



To find the offset where the palette of a texture starts, look for a semicolon (;). The palette always comes after the texture. It starts 16 bytes after the semicolon symbol.
0x1030 + 0x10 = 0x1040, which in decimal is `***palette_offset=4160***`

* Note: there will be more than one semicolon in the file, you need to search the proper one.



These files also have footer. Go to the last lines of the file.
You'll see something like this:
```
7C 10 00 00 01 00 00 00 40 00 00 00 40 00 00 00
70 00 00 00 31 00 00 00 00 00 00 00 00 00 00 00
```
* This is the footer, which contains more info about the data contained in the file.

However, for our goal we don't need that. If you have followed this guide, you should have a config.ini file filled like this:
```
***[items_count]***
***count=1***
***[item_0]***
***name=TextureOrImageName***
***platform=PSP***
***offset=48***
***width=64***
***height=64***
***BPP=8***
***mipmaps=***
***palette_offset=4160***
```

It's time to open your msh texture with Control Texture Explorer, and start editing.
* If it doesn't display or you find an error in your numbers, just fix them.
* To fix them, either go back to your hex, or look at the info in CTE and do it by trial and error.