Game Graphic Studio (GGS) quick tutorial
by Lorak

Image 1
1) Open your tm2 texture. Picture 1 below.
2) For NHL07 PSP, follow the setting inside the red rectangle in picture 1. For other games, it could be different.

Image 2
3) Right click on the big texture on top and select "Open".
4) Choose the texture you want to incorporate to the tm2 file. It should be a png file with the same dimensions as the texture you want to replace. In this example, the texture dimensions is 128x128.
5) Holding the righ button of your mouse, drag the image you chose in 4) -big image on top- to the tm2 texture -small image on bottom-.

Image 3
6) For NHL07 PSP many textures are indexed images. Image 3 shows the message you get from GGS when the new texture is not an indexed image. It just says that the program will make and indexed one to import in the tm2 file. Click on "Yes". You could also save and indexed image since in your image editor before opening it in GGS.

Image 4
7) If you did the previous six steps correctly, you will see the new texture in your tm2 file. See the textures pointed by the blue arrows A -still untouched- and B -already edited-.

In some cases, we need to edit the palette or the alpha channel. It should be done here in GGS and sometimes, it could be really annoying.

1

Game Graphic Studio 7.4.0 by obocaman

File Edit Texture View Options Help

ref-128.tm2   Search file   Real Time   Deferred Mode   file_1, 128x128, 8bpp, 256 colors   Palette Management

ref-128.tm2

Drag & Drop with right mouse button: ☑ Data ☐ RGB ☐ Alpha
Interlace: ○ PS2 ○ PSP ○ RE4 ● BGR+I ○ BGR ○ None

RGB   Opacity % 100

Size: 17 KB   Textures: 1   Reserved: 9.999.999 bytes   Free: 9.982.527 bytes   Palette is not shared

○ Only A
○ [A...B]
● All

Brightness % 0
Contrast % 0

1. 128x128x8
(256 colors)

Apply   Reset

2

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ref-128.tm2

Open...   Ctrl+N
Save as...
Edit in external graphic editor...   Ctrl+G
Color Usage
Change Color Depth
Half Resize
View alpha mask   F9
Turn grayscale into transparency   F12
Cancel

Drag & Drop with right mouse button: ☑ Da
Interlace: ○ PS2 ○ PSP ○ RE4 ●

**Holding the right button of
your mouse, drag the new
texture -big one- to the
texture below -small one-.**

Size: 17 KB   Textures: 1   Reserved: 9.999.999 bytes   Free: 9.982.52

○ [A...B]
● All

Brightness % 0
Contrast % 0

Apply   Reset

3

Game Graphic Studio 7.4.0 by obocaman

File Edit Texture View Options Help

ref-128.tm2   Search file   Real Time   Deferred Mode   feree_layer0_0+rgb -indexed original palette.png, 128x128, 32bpp, 0 colors

ref-128.tm2

Confirm   ✕

You're trying to replace a 8bpp (paletted) texture with a 32bpp (true color) image
The image will be downscaled to 8bpp and its alpha channel will be lost. Continue?

Yes   No   Cancel

Drag & Drop with right mouse button: ☑ Data ☐ RGB ☐ Alpha
Interlace: ○ PS2 ○ PSP ○ RE4 ● BGR+I ○ BGR ○ None

Size: 17 KB   Textures: 1   Reserved: 9.999.999 bytes   Free: 9.982.527 bytes   Palette is not shared

A ⟵

1. 128x128x8
(256 colors)

4

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File Edit Texture View Options Help

ref-128.tm2   Search file   Real Time   Deferred Mode   feree_layer0_0+rgb -indexed original palette.png, 128x128, 32bpp, 0 colors

ref-128.tm2

Drag & Drop with right mouse button: ☑ Data ☐ RGB ☐ Alpha
Interlace: ○ PS2 ○ PSP ○ RE4 ● BGR+I ○ BGR ○ None

Size: 17 KB   Textures: 1   Reserved: 9.999.999 bytes   Free: 9.982.527 bytes   Palette is not shared

B ⟵

1. 128x128x8
(256 colors)