

PlayStation Tool Manual

NAME            pict2tim - Converts Macintosh image data to PlayStation image data files.

DATE  
1995/Oct/13 Version 3.1

FORMAT  
pict2tim [options] PICT-files ...

DESCRIPTION  
A Macintosh PICT2 format image data file is converted to a PS-X TIM file (\*.TIM).

The argument can contain wildcard identifiers. Multiple files can be given to perform batch conversions.

[options]

-o output-file    Specifies the output filename.  
  
                  The default is to use the input filename with the extension ".tim" and write it to the current directory.

-org x y          Specify image origin in VRAM. Default is (0, 0).

-plt x y          Specify position of color palette in VRAM.  
Default is (0, 480).

-t                Set transparency control bit ON for colors other than (0 0 0). Colors other than (0 0 0) become semi-transparent. The default is for all colors to be non-transparent.

-b                Set transparency control bit OFF for (0 0 0).  
(0 0 0) becomes transparent. The default is for  
  
(0 0 0) to be displayed as black.

-v                Display detailed information related to conversion.

RESTRICTIONS

The current version has the restrictions shown below.

- \* The PICT data which can be converted is limited to Pixmap.
- \* 32-bit PICT cannot be converted.Changes in Ver 3.0

Changed so that 1, 2, 4-bit PICT can be converted.  
These are converted to 4-bit TIM.