PlayStation Tool Manual   tim2bmp

NAME
        tim2bmp - Converts PlayStation texture data files
                to Windows image data.

FORMAT
        tim2bmp [options] input-file ...

DESCRIPTION
        A PlayStation TIM file (*.TIM) is converted
        to a Windows 3.0 BMP format image data file.

        [options]

        -c   If this option is specified when the input data is 16-bit
                mode and binary black/white, an 8-bit index format bitmap
                file is output.

RESTRICTIONS
        * Cannot handle BMP compressed format.

        * Data input in 16-bit mode is converted to a 24-bit bitmap file.

        * MS-DOS wildcards can be used in input-file specifications.

CHANGES

1.0->1.1
        Fixed bug related to 4-bit mode and 8-bit mode TIM data
        not converting correctly.