HOW TO USE TLOD TEXTURE CONVERTER

__INIT__

Hello Dragoon, here DooMMetaL, doing a little doc on how to use this tool TLoD Texture Converter.

First i would like the start saying, this tool will work ONLY with the dumped files of the game TLoD, using Severed Chains (SC, for short) dump system. So the first requirement it's [download](#) SC, get a Release, install it; put your copies of discs and execute SC to start the dump, when it finishes you can start using this tool.
So, IMPORTANT, this tool it's programmed to use the file structure given by SC, in advance, my tool support convert files one by one, in the "Advanced Conversion".

Recommended Software/Hardware

I recommend using the most powerful PC you have (hehehe sorry), this tool has been tested in full conversion :

- Batch Conversion (all the available Textures – 15583:
- Total Space Requiered: 143MB (150.585.344 bytes)
- Time: Minutes:Seconds: 05:27.23

- Specs on testing PC: 12th Gen Intel(R) Core(TM) i5-12400F 4,4 Ghz

- 32GB RAM.
- SSD: NV2 PCIe 4.0 NVMe SSD .

So you know the trick, the most powerful, the more speedy it would be, i have no meassured in slower hardware but i estimate that would be enough an i3 (or equivalent) with 4GB RAM. The most important for speed up in conversion it's an SSD, since the most time it's spend creating the files from conversion (are a lot of files in the output).

Let's give a look to the general interface of the tool

Main window

1: Texture Conversion, this button will lead into the Conversion window, which contains a list of all textures that can be converted by the tool, in a "friendly" view.

2: Advanced Conversion, this button will pop-up the Advanced Conversion window (i will be covering this at the end of this doc).

3: About, this will show some information about the Tool and me :) .

4: Config, this button it's very important, will lead into the Configuration window, to change some configurations of the tool when needed, anyway much of the stuff is done at the first start-up.

5: Link to the GitHub web page, in which you will find the Source Code of the tool (if you want to check it, make some changes, adding issues, etc).

6: Information about supported formats, specially if you are using the Advanced Model Conversion from the tool.

Conversion window
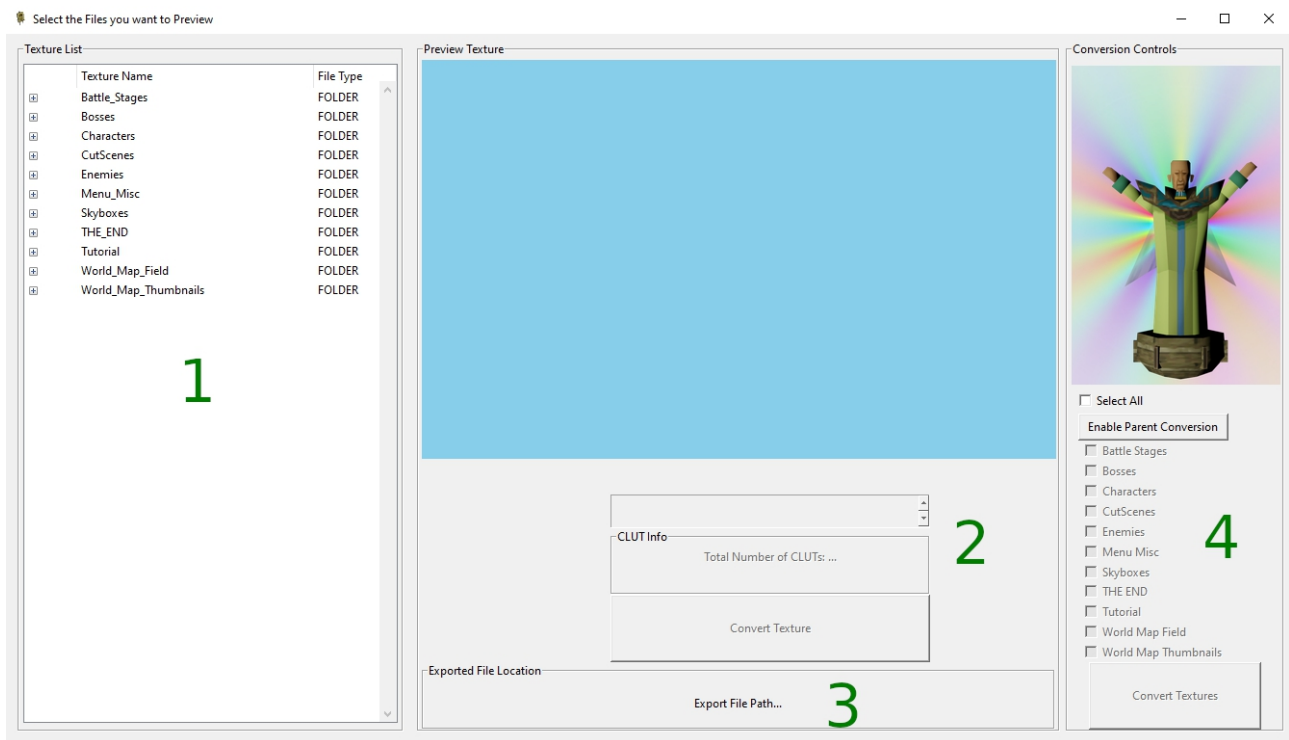
1: Parent tree list, in here it's shown the "Parent" to that Texture belongs to, also navigating through the files you can select a Texture for real time preview.

2: Real time CLUT selector, CLUT info and Convert Texture button, while you have a Texture in Preview, you can change and see each CLUT used in the Spinbox, also you can check the number of used CLUTs in the Texture file and Convert the Textures (with all the CLUTs applied).

3: Export file path, this show where the resultant files are placed.

4: Conversion Controls, in here you can select Convert ALL the textures checking the first option "Select All" or using the button "Enable Parent Conversion" which will lead into selecting specific parents to convert the Textures, when you made one of the selections you can use the Convert Texture button below.

Real time Preview Canvas (which is not listed) is the skyblue square, in there you will be able to see the selected Texture from the Parent tree list, however only permit Preview in the Texture original resolution (no zooming at the moment, sorry).

Advanced Conversion window
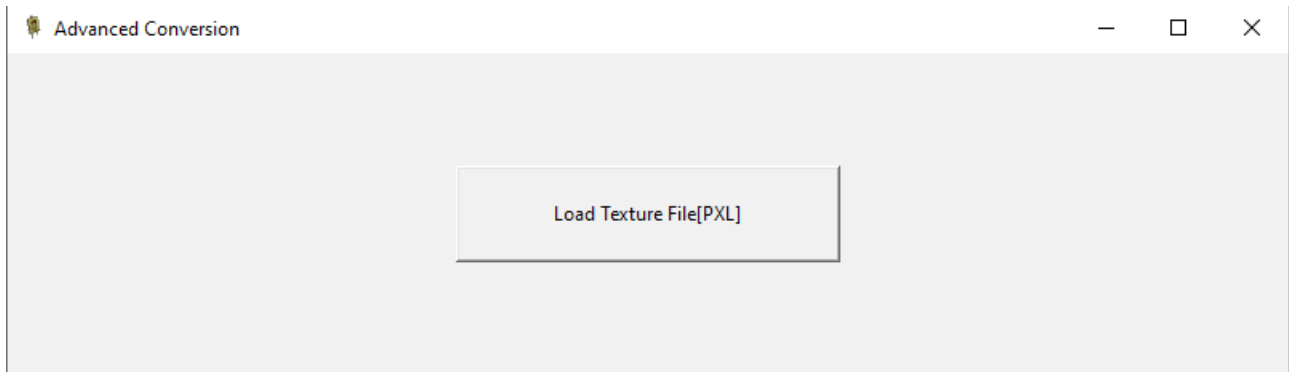
Single option at the moment, loading manually a Texture which format is PXL.

Configuration window
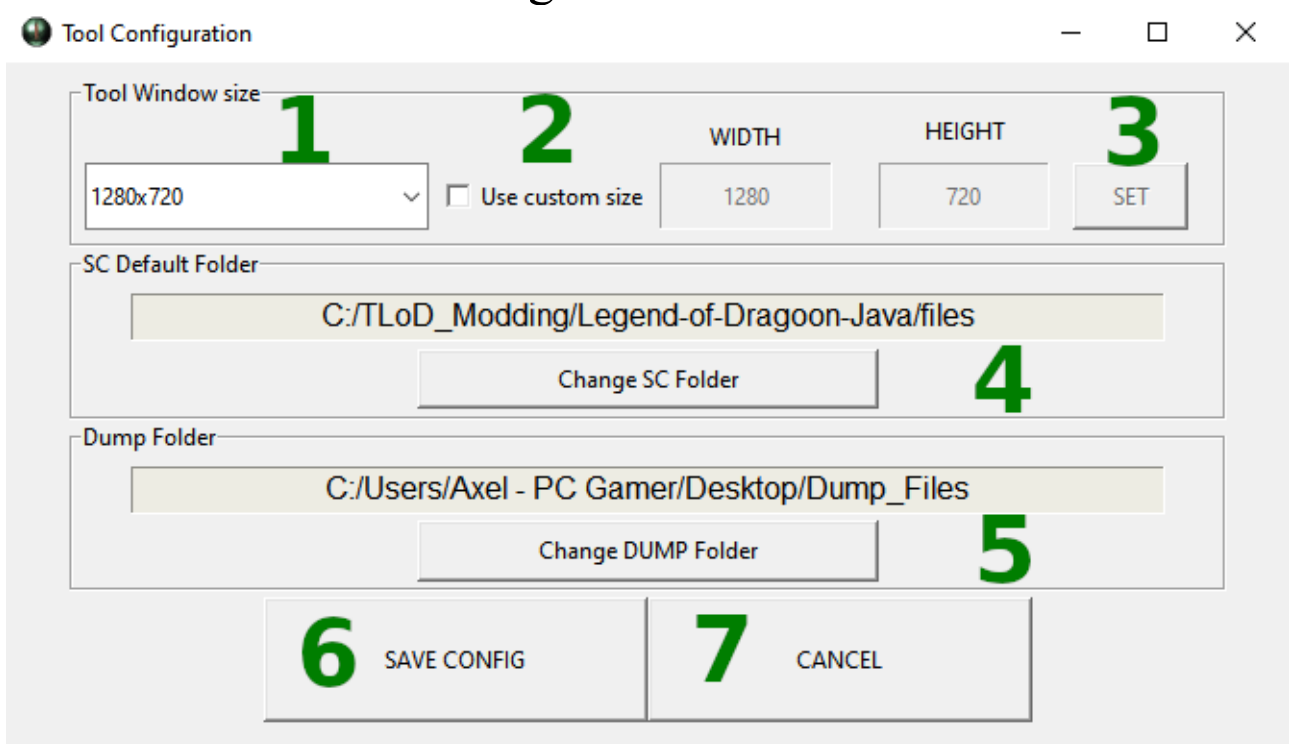
1: Window Size selector, you can use one of the listed size for the window.

2: Custom Size window, enabling this you can change the size of the conversion window at your will, but be aware, much of the positioning of the buttons in the tool is relative to this size, use at your own risk!, this will enable the WIDTH/HEIGHT controls.

3: Set button for the Custom Size selected.

4: Change the SC Root files folder, you can change the path to the SC Files root folder, but be aware, the tool expect to find the **/files/** folder, changing this is not recommendable, unless you know what you're doing.

5: Change Dump Folder, with this you can change the folder you want to dump the converted files, anyway be aware that full conversion take around 150MB of disk space.

6: Save Config, this will save the configuration you made, IF YOU DON'T SAVE, the configuration will stay as the default first run!.

7: Cancel, yeah.., the classic Cancel button, to Cancel things.

Some notes

There is a little background knowledge you need to know, despite of the 3D models have little different formats. This is not the same for Textures, TLoD use a lot of formats, those formats are TIM (Standard Texture/Image format for PS1), MCQ (Specific Texture format for 3D Environment Skyboxes) and PXL (A Texture format which merge several textures in a very little space, this is used mostly for SubMap Textures).

Also, the SubMap textures will be available in future releases (we need to map all of them in a document, so if you want to help to do this will be appreciating your time and effort).

VERY IMPORTANT: This code comes with no warranty of working, even if your specifications are the same as mine, also I / #Modding Community in TLoD, take any responsability on the damage/non-function of your PC, this code/app comes clean of malicious code, anyway, since to be Open Source be aware of from where you take the code/app. Since this is a hobby for me do not expect something way professional.

Future

Add all the Special Visual Effects related Textures and the SubMap Texture Conversion aswell.

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