


Guide on Using the AOH3 Image Splitter v2.0 Program

 This Tool is still under development it may use a lot of Ram due to using larger Images.

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Whats Needed

- Windows x64
- Linux x64
- [.Net Runtime 8.0](#) (Only for using AOH3 Image Splitter v2.0 win-x64 or Linux-x64)



Note: If the Image dimensions are not perfectly divisible by tile count.

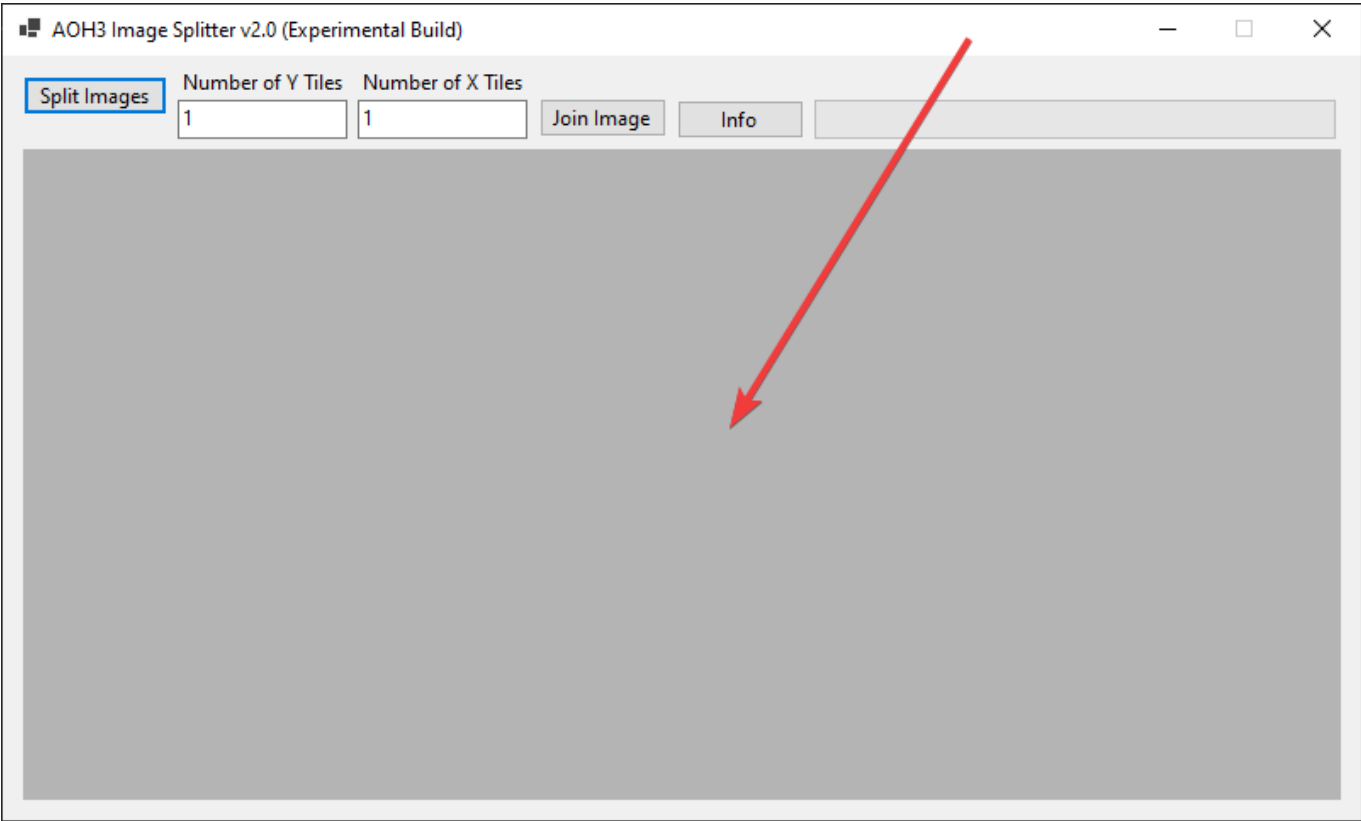
- Image splitting may not work properly
- Tiles may not fit together properly.
- Please make sure the image is divisible by the tile count to make sure the tiles fit together.

Splitting Images

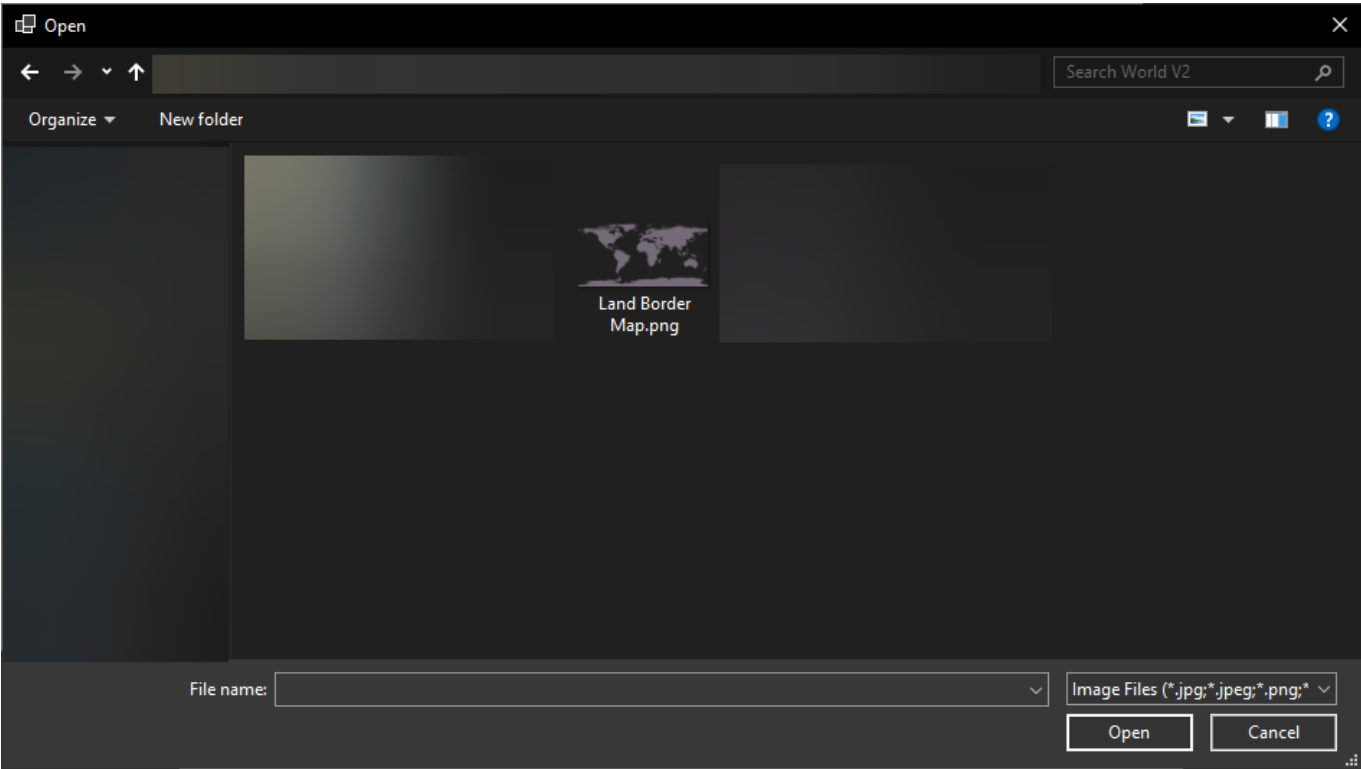
Step 1: Download the latest version of AOH3 Image Splitter v2.0 from [GitHub](#)

Step 2: Extract it and Open AOH3 Image Splitter v2.0

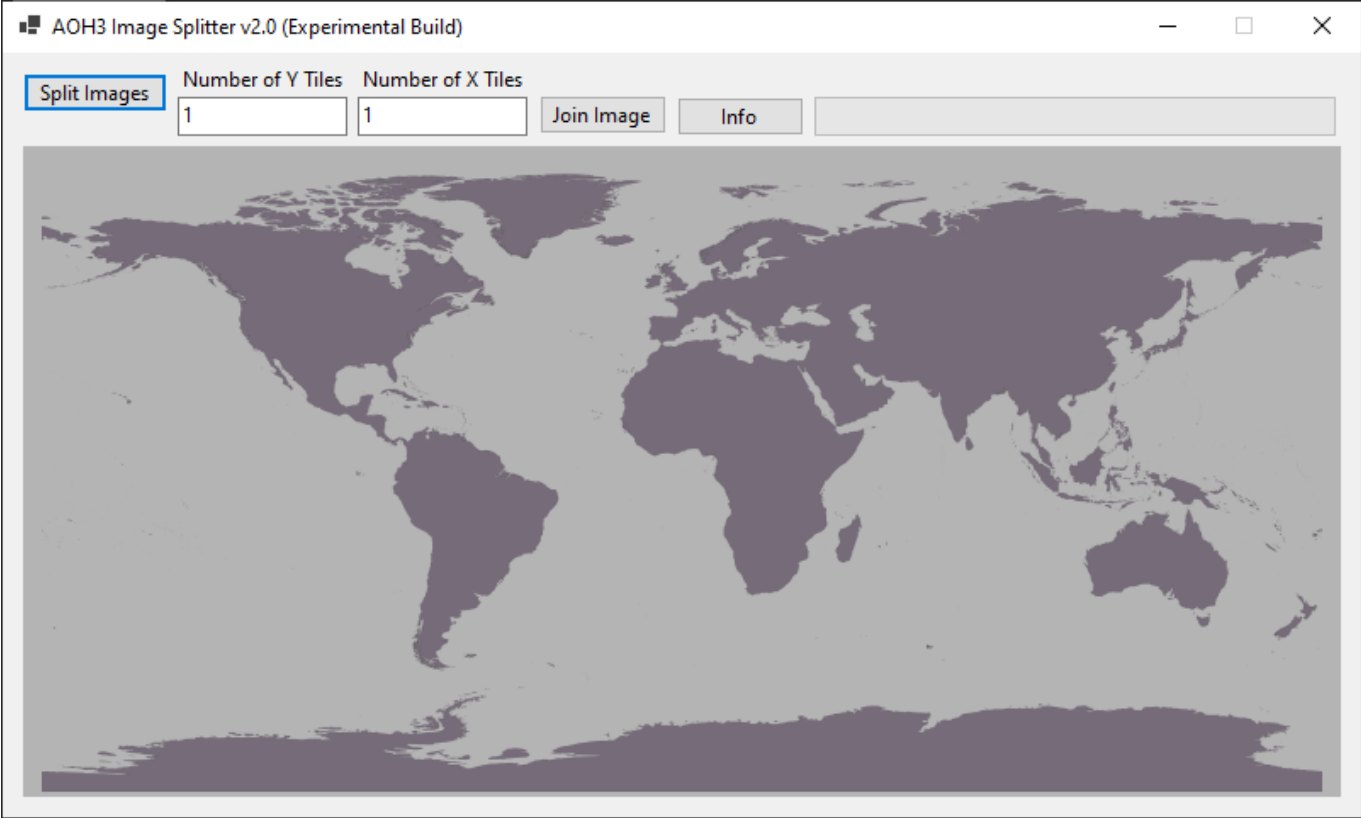
Step 3: once open Click this area to select the Image you want to split.




Step 4: choose your image from the prompt



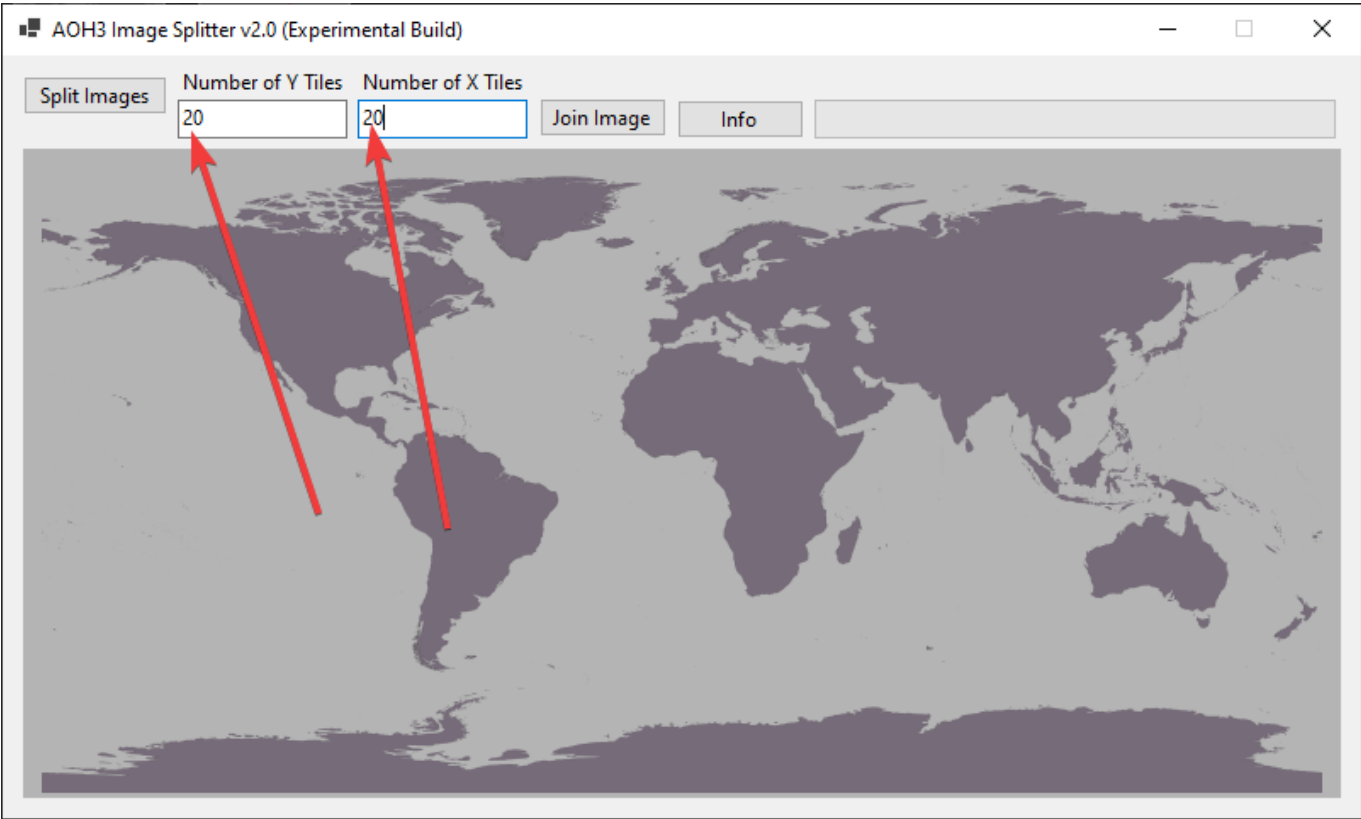
Step 5: the image will be displayed



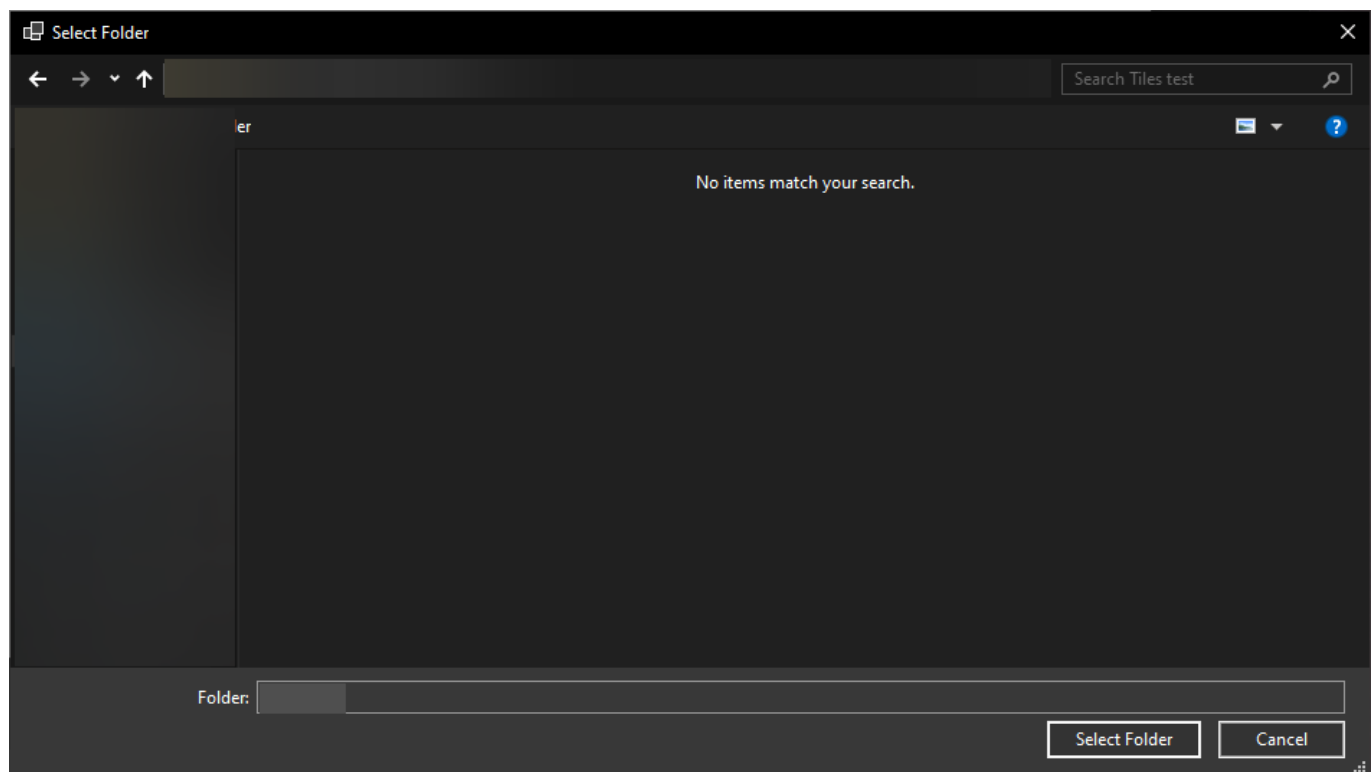
Step 6: Choose the tile count you want to split the image into.

 Make sure the image is divisible by the tile count.

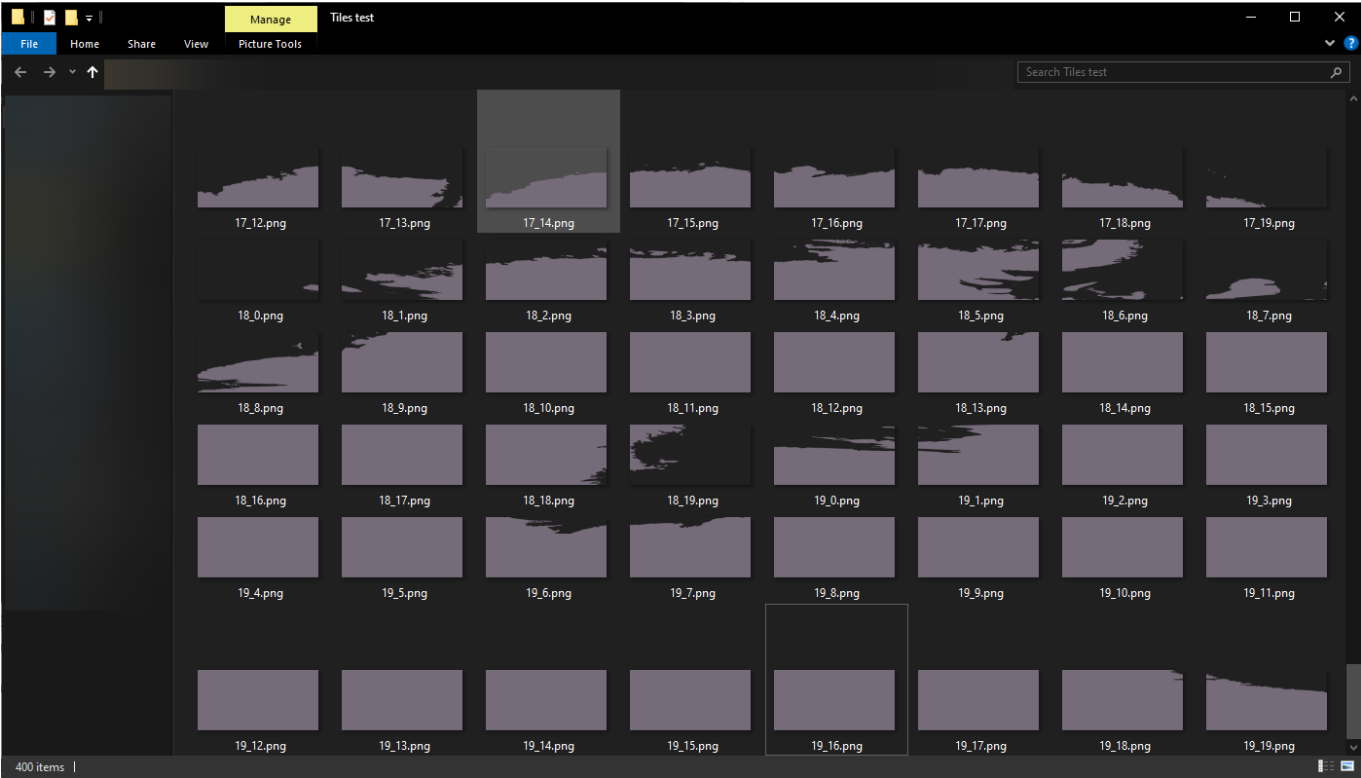
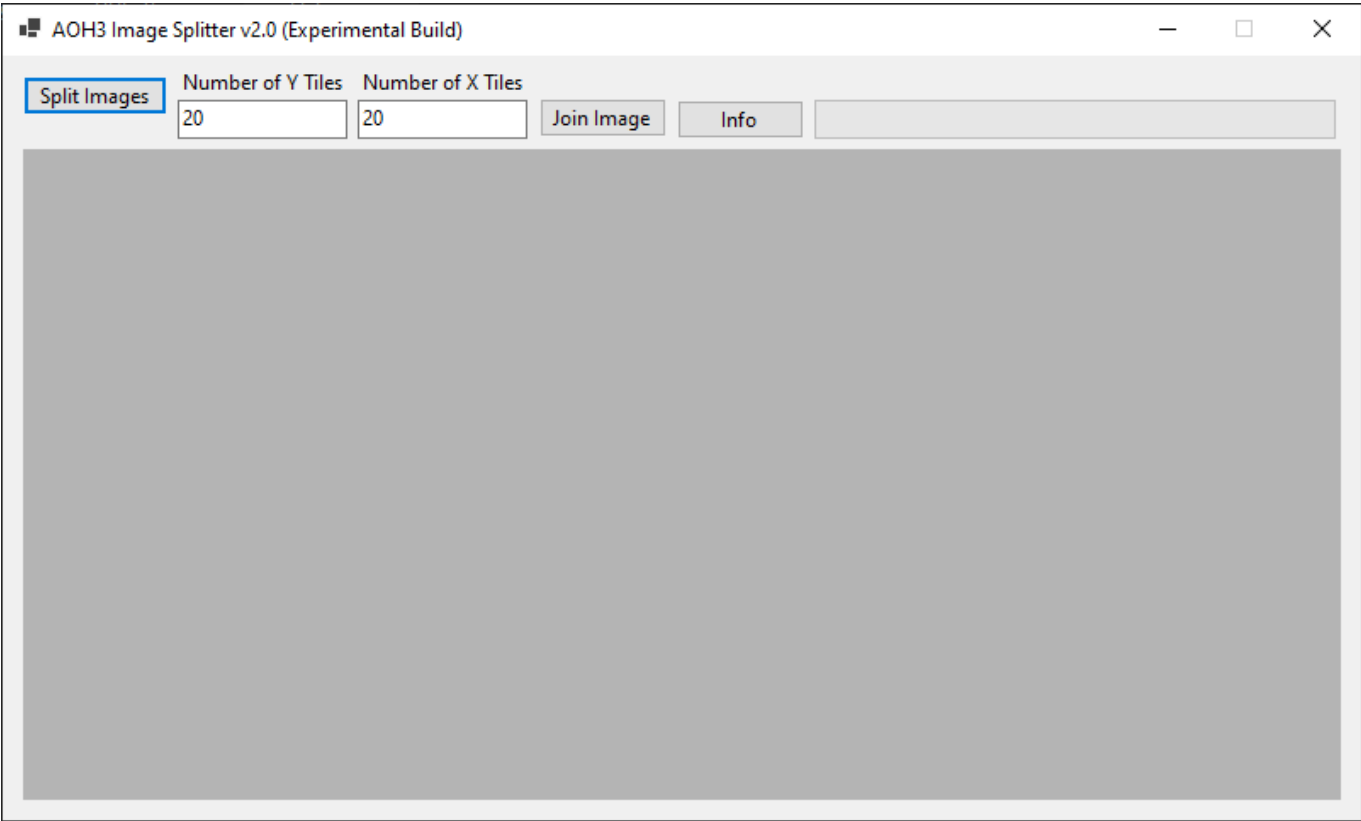
For my case my image size is 23800x11900 and i want to split it into 400 tiles. it will make each tile 1190x595. so its 20 y tiles and 20 x tiles. Enter the amount in the boxes



Step 7: Click Split Image button wait for a bit the the save tiles folder path dialog will open.



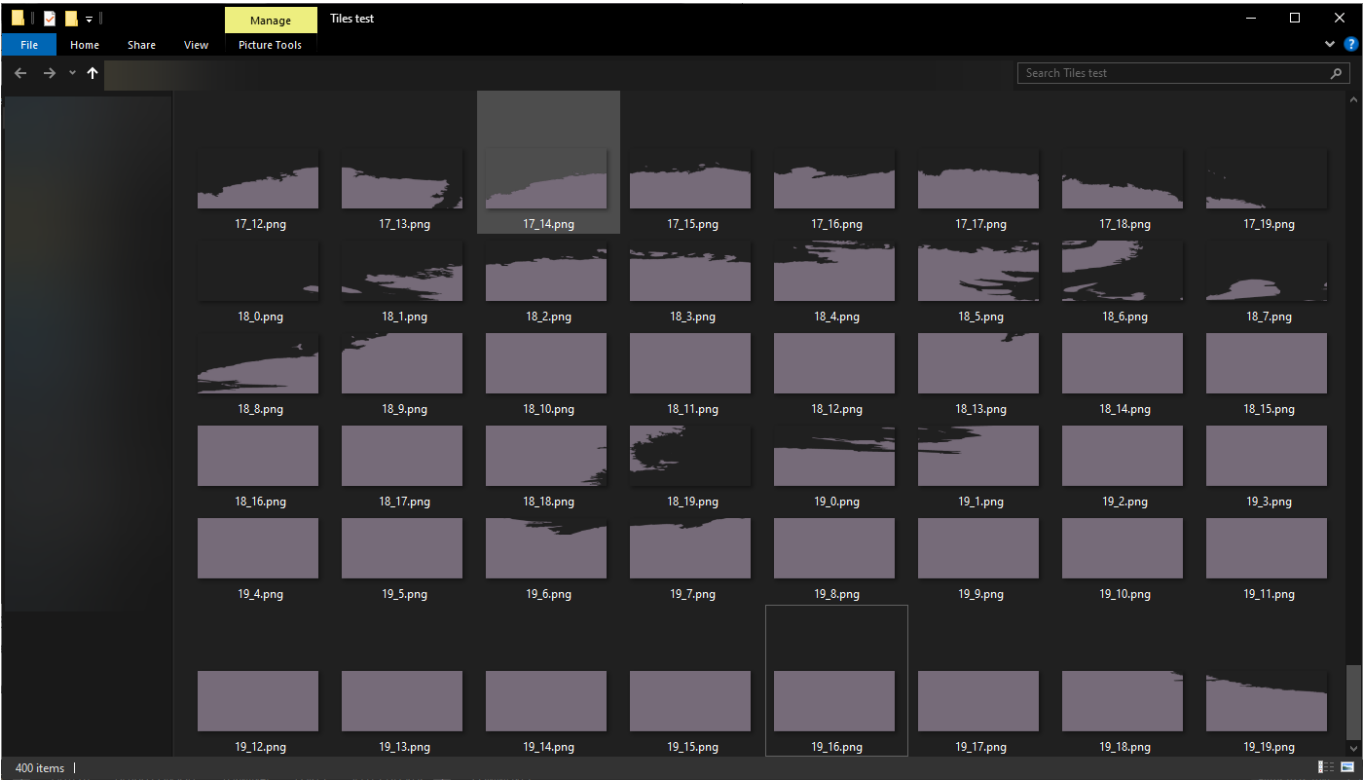
Step 8: After waiting the progress bar to finish and the picture has disappeared that means the process is done. the tiles have been generated and saved to the folder you selected.




And that's it. the image is split and the tiles ready for importing into AOH3.

Joining Tiles

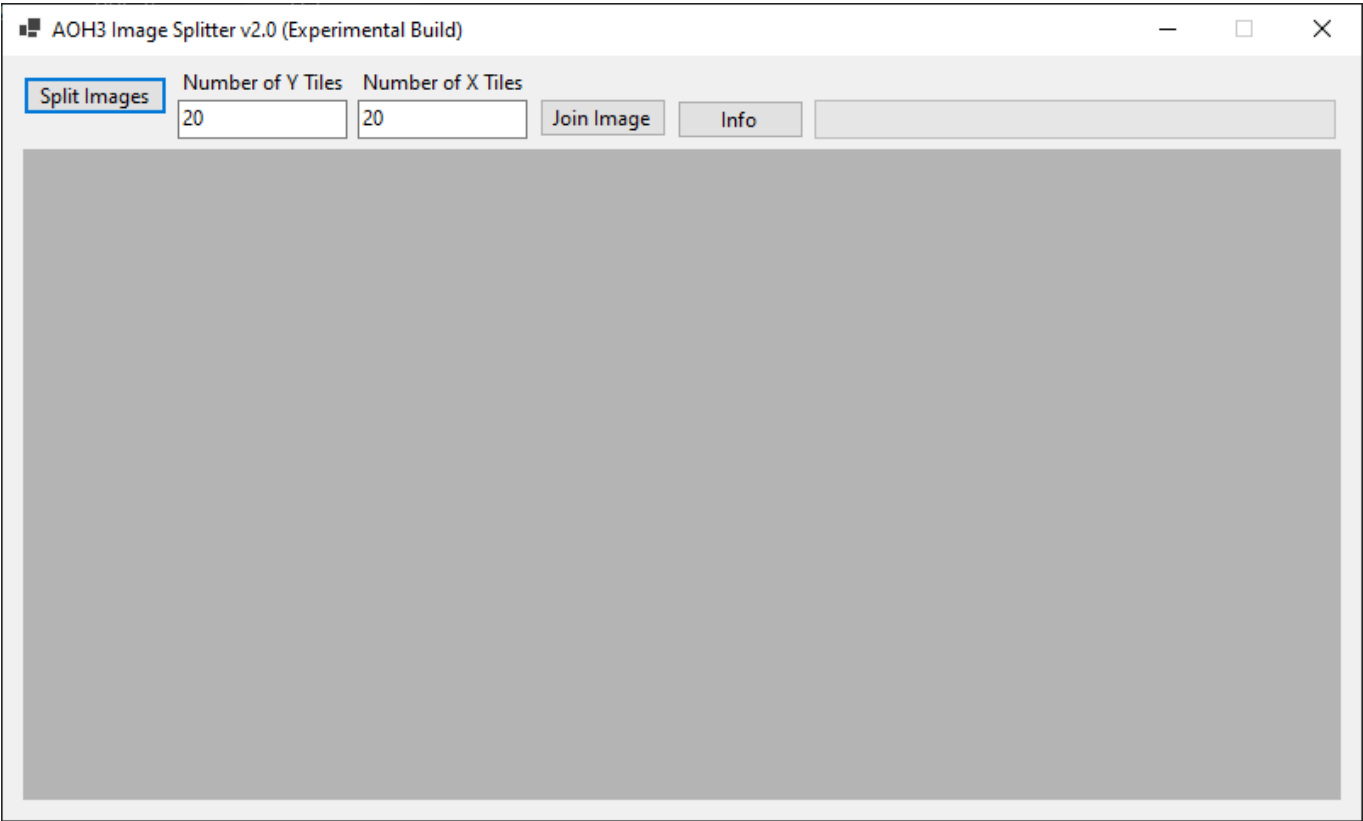
Step 1: Go to the tiles folder and see the tiles



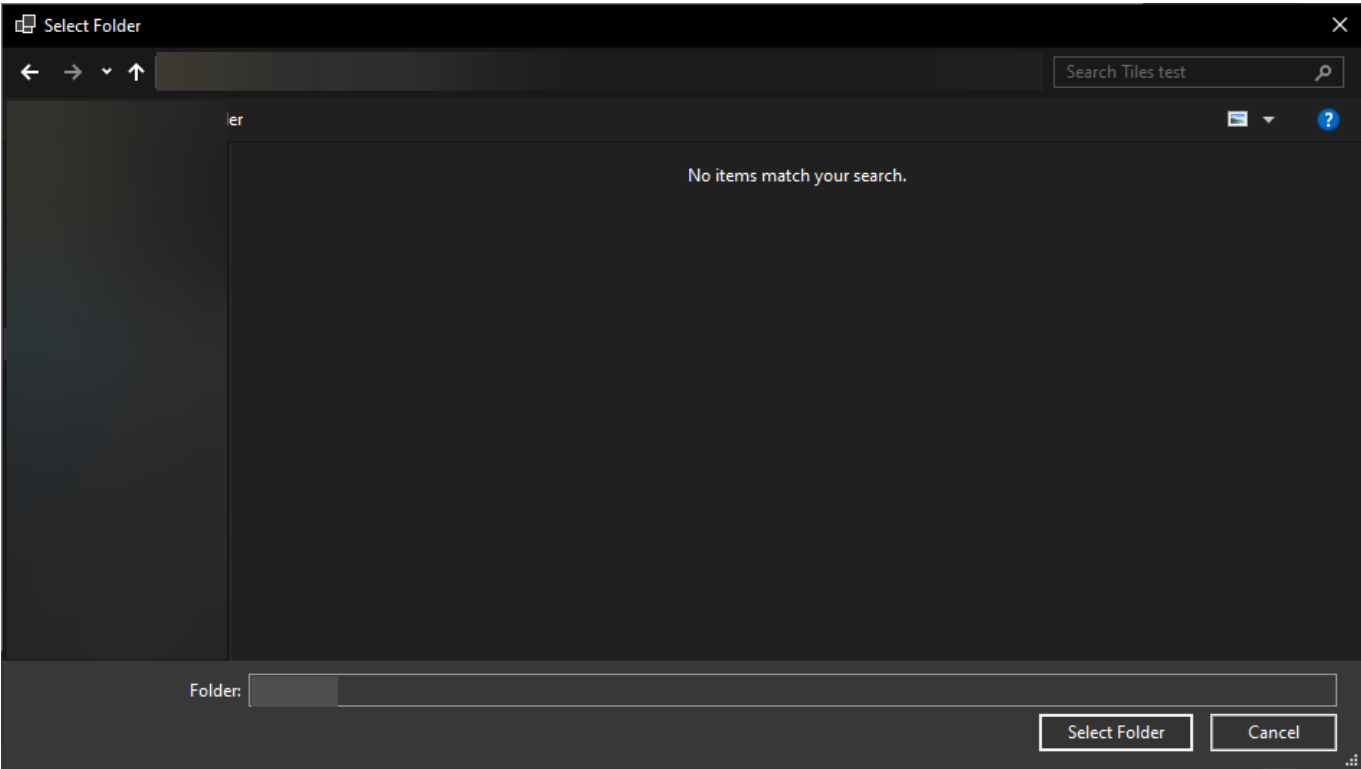
Step 2: go to the last tile and look at it mine is 19_19

 Notice: Tile format is Y_X.png, so add one to each coordinate when specifying tile dimensions.

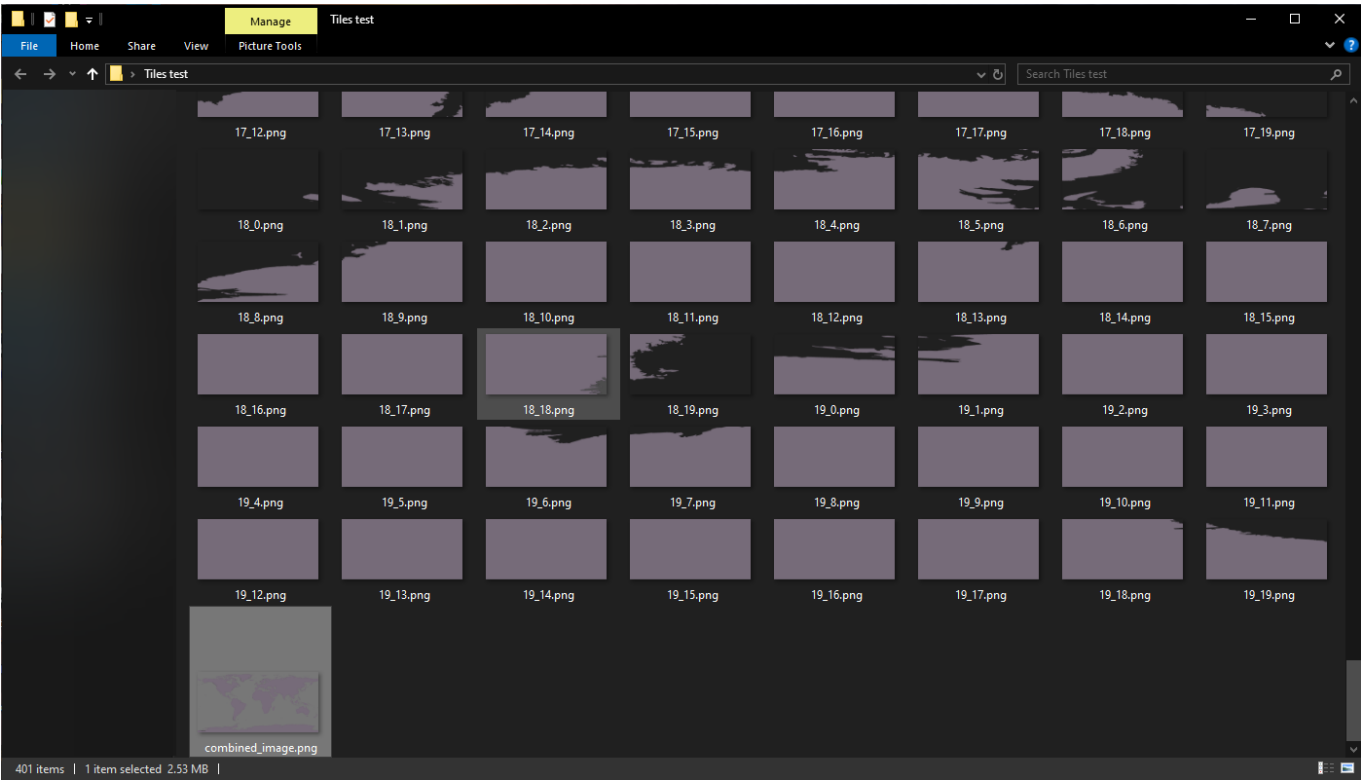
Step 2: Go to the program and type the Y and X numbers in the boxes my case its 19 y and 19 x so type 20 in Y and 20 in X



Step 3: Click Join Tiles button then the select folder dialog will open. select the folder containing the tiles.



Step 4: After waiting the progress bar to finish the combined_image.png will be saved to the folder you selected with the tiles.



And that's it. the tiles have been joined to form the image.