

---

Subject: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Fri, 26 Jun 2009 15:38:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi all,

I got a Question:

Does anyone know if there is a tool somewhere on the net that allows you to automatically make out of a .bmp file and the corresponding alpha channels a single .tga file with the alpha channel inside?

Reason: graphics are extracted from one game and hence i dont have the original models and want to use them in another game wich uses .tga format.

Thanks in advance

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [Carrierll](#) on Fri, 26 Jun 2009 17:03:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sadly that sounds a little like copyright infringement, which is basically warez.

Assuming it is legal, try the GIMP?

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Fri, 26 Jun 2009 21:03:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks for your reply.

It is not for Renegade or any of the Westwood/EA games, still i thought i ask here, cause i know some of you excell in graphics.

Its for transferring Cossacks I graphics to Cossacks II, both games are created by GSC, however both game's use a different engine and graphics format.  
I have permission from the company itself to go ahead and do what i feel like as long as i dont gain any profit out of it. So dont worry bout the legal issues.

I have received both tools from the company itself to extract from Cossacks I and also to create the graphics files to import in to Cossacks II. Its just I'm stuck, cause the Cossacks I files extract as .bmp files and the Cossacks II software tools to create graphic files require .tga format, hence my question.

It hasnt been done before and in photoshop it didn't work, unless there are plugins I'm unaware off.

I will look in to the GIMP but i got a gut feeling it wont work there either.

Thanks again for your reply

Regards

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Tue, 30 Jun 2009 09:05:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

The GIMP was no good either,

To be more specific, what i'm actually looking for is some kind of script for photoshop that can automatically bind a .bmp and its alpha channel .bmp in to one single .tga file

Reason: i have a whole load of them that i need to do, and doing it one by one is just too much work.

Has anyone ever seen such a script or used it?

Regards

---

Subject: Re: BMP-TGA conversion Question  
Posted by [saberhawk](#) on Tue, 30 Jun 2009 09:18:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

EKT-Repair wrote on Tue, 30 June 2009 05:05The GIMP was no good either,

To be more specific, what i'm actually looking for is some kind of script for photoshop that can automatically bind a .bmp and its alpha channel .bmp in to one single .tga file

Reason: i have a whole load of them that i need to do, and doing it one by one is just too much work.

Has anyone ever seen such a script or used it?

Regards

Assuming you can manually do it in Photoshop, you can record a macro that does it automagically.

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Tue, 30 Jun 2009 17:54:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Saberhawk wrote on Tue, 30 June 2009 04:18EKT-Repair wrote on Tue, 30 June 2009 05:05The GIMP was no good either,

To be more specific, what i'm actually looking for is some kind of script for photoshop that can automatically bind a .bmp and its alpha channel .bmp in to one single .tga file

Reason: i have a whole load of them that i need to do, and doing it one by one is just too much work.

Has anyone ever seen such a script or used it?

Regards

Assuming you can manually do it in Photoshop, you can record a macro that does it automagically.

I'm somewhat of a noob when it come's to these things, can you explain that a bit more detailed please?

Thanks in advance

Subject: Re: BMP-TGA conversion Question  
Posted by [LeeumDee](#) on Tue, 30 Jun 2009 18:17:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think creating an action within Photoshop is definitely possible, if (like has been mentioned already) it is possible to do your conversion in PS anyway.

<http://blog.epicedits.com/2008/03/07/how-to-create-photoshop-actions/>

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Tue, 30 Jun 2009 19:07:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well , me and my friend who are working on this project tried setting up a script, but the problem is that , it made the tga's out of the different RGB .bmp's but it constantly used the same alpha .bmp so the .tga's are unusable. We both somehow lack the skills to get it working.

So i was somehow hoping that there would be somewhere a third party script available, though we have been looking around and cant seem to find any.

Doing it for one works i photoshop, but for one unit there are over 1300 frames and thats just for one of the 7 animations that that unit has, so I'm sure you see why I could use such a script.

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [ErroR](#) on Tue, 30 Jun 2009 20:29:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

how about one that turns 1 pixel into 4? higher res textures

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Wed, 01 Jul 2009 16:38:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Tue, 30 June 2009 15:29how about one that turns 1 pixel into 4? higher res textures

What? I'm not looking for higher res textures!!??

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [ErroR](#) on Wed, 01 Jul 2009 16:55:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

no, i was talking to LeeumDee

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Wed, 01 Jul 2009 17:58:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Wed, 01 July 2009 11:55no, i was talking to LeeumDee

Then use the quote button pls next time or create your own thread, cause you got me seriously confused there m8

Rep.

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [ErroR](#) on Wed, 01 Jul 2009 18:08:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sorry

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [CarrierII](#) on Thu, 02 Jul 2009 09:07:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmm, so you've got two files, image.bmp and imagealpha.bmp, per frame?

I think I could maybe throw a quick program together, let me see.

---

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Thu, 02 Jul 2009 12:32:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

CarrierII wrote on Thu, 02 July 2009 04:07Hmm, so you've got two files, image.bmp and imagealpha.bmp, per frame?

I think I could maybe throw a quick program together, let me see.

Yes that's correct, like this:

00000.bmp:

&

a00000.bmp:

and goes up all the way to 01349.bmp & a01349.bmp

It would be most appreciated if you can sort this one out for me.

Rep.

---

Subject: Re: BMP-TGA conversion Question  
Posted by [CarrierII](#) on Sun, 05 Jul 2009 09:40:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Ok, I'll PM you if/when I can get something sorted out. I've misplaced my image utility unit.

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Sat, 11 Jul 2009 01:55:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Sun, 05 July 2009 04:40Ok, I'll PM you if/when I can get something sorted out. I've misplaced my image utility unit.

Allright, i sent the file's you asked in pm. Sorry for the late reply.

Thanks!!

Repair

---

Subject: Re: BMP-TGA conversion Question  
Posted by [EKT-Repair](#) on Mon, 13 Jul 2009 15:15:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Eternal gratitude to CarrierII & AlmightyHydra for sorting this problem for me!!!

Thanks ever so much

Repair