Open UTF Editor, could be found at http://www.lancersreactor.com/t/editing/download/download.asp?id=202

FreeLancer UTF editor	
	Tree New tree Add node Delete Node(8)
	Currently selected ASCII: Hex: Size: bytes Interpret data as float array Feature of limited use. Edit Feature of limited use.
	Import / export data from file
	Open file Save file Exit

click open file, then chose the \*.mat file you like to work on

Öffnen				? ×
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Dateiname: Dateityp:	cougar.mat	×	Öffr Abbre	ien chen

click the little + in the left upper corner then click the + on texture library now you see some like this

material library     texture library     tocol.tga     tocol.tga	Tree New tree Add node Delete Node(s) Currently selected ASCII: Hex: Size: bytes Interpret data as float array Edit Feature of limited use. Edit simple data structures only. Import / export data from file
--	--

## now you have to click on the + of the 1<sup>st</sup> named \*.tga

🖻 texture library	New tree Add node Delete Node(s)
⊟ co1.tga	
MIPO	
连 - co2.tga	Currently selected
i∰~ co3.tga	ACCIL
主 co4.tga	ASCII. J
吏 co5.tga	Hex: 00 00 02 00 00 00 00 00 00 00
i±⊢ co6.tga	
吏 co7.tga	512e. 197147 bytes
📩 eselene	

• if there is standing MIPO and on the right side ASCII is empty you have to mark as here that MIPO. Then click on export and store that information as col.tga same as the upper node name is.

Speichern un	ter		? ×
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開 cougar 國 Cougar.3c このugar.cm 国 cougar.cm 同 cougar.su 別 cougar_tg	db np r ia		
Dateiname:	co1.tga		Speichern
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just change it to MIPS.

Öffnen			<u>?</u> ×
Suchen in:	🔁 Cougar 📃 🕤 🦻	• 🖽 🍤	
🔰 co1.tga			2
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Dateityp:	Image Files (*.dds, *.bmp, *.tga, *.jpg, *.png, *	Abbrech	nen //

- Click on save
- Picture with options
- rdy 1<sup>st</sup> one only the rest to go till coglass.tga
- Rdy, go on with import

now when you have done all you have to switch back to the UTF-Edit tool and import them all back into the child node of that where you have exported them.

After that is done just save the file under its former filename as we used here 'cougar.mat'

That's it, rdy to go with the next mat-file

Thx in advance for yours help

Crabtree-CCN

- You have to do that with each node from col.tga node down to the last which is named here coglass.tga.
- Remember you have to export the MIPO in each node
- After you have exported all you have to rename that MIPO to MIPS this is to be done when you click second on that MIPO then it changes to input mode, now
- Next you need is to place the Plugin for Adobe here `..\Plug-Ins\Import-Export\' in yours Adobe Photoshop install directory

www.crabtreewts.de/ap7\_dds\_plugin.zip

- Now start Adobe Photoshop and open yours 1<sup>st</sup> tga file
- Click on file
- Click on Save as
- Chose save format DDS