

ConvImx Tutorial

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Introduction

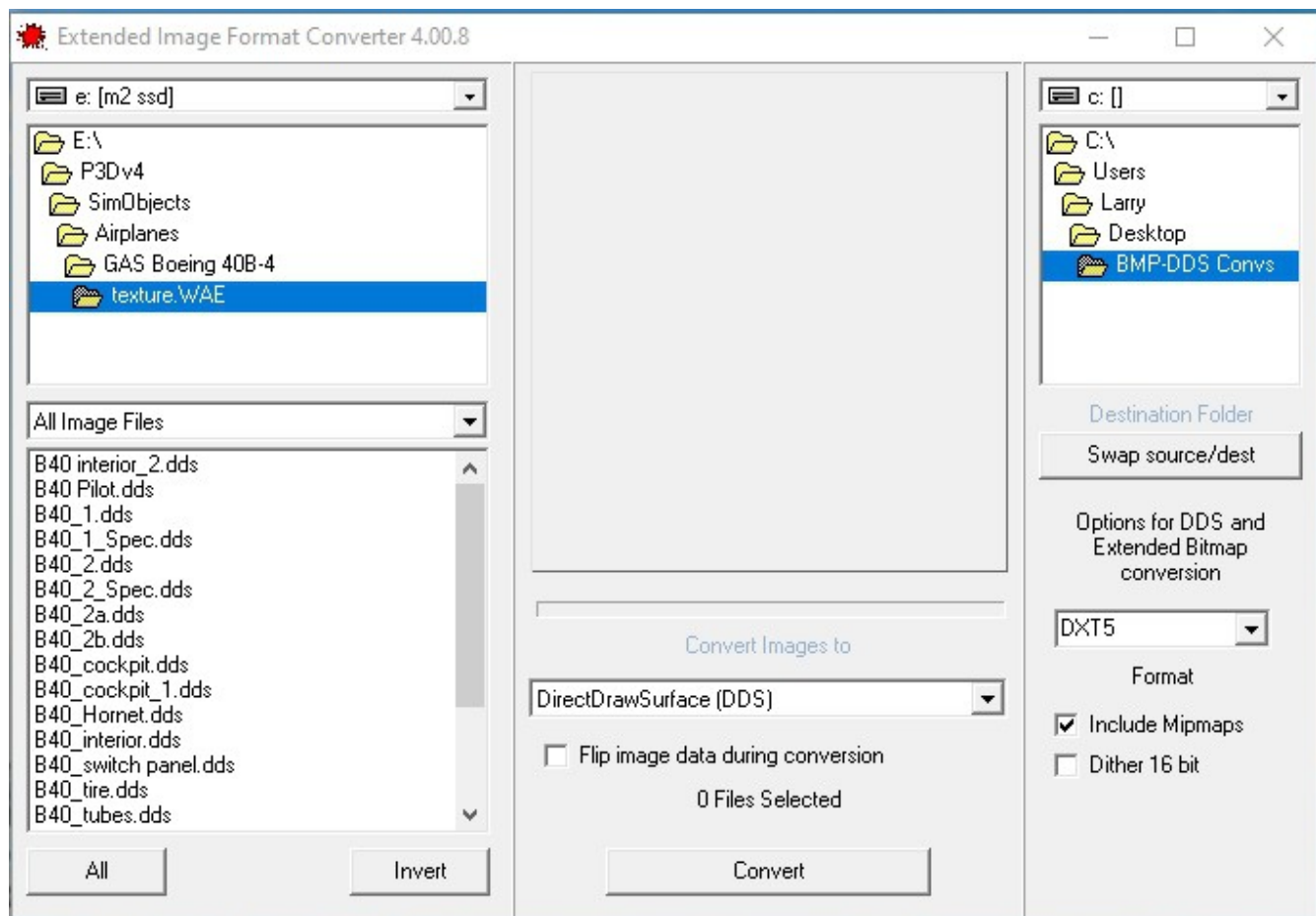
I have written a simple guide to the ConvImx application as there is no manual available with the original software. Hopefully it will help out others who want to make use of this powerful tool. All credit goes to Martin Wright for creating the original application in the first place.

All Martin's tools can be found at his website: <https://www.mwgfx.co.uk/>

The latest version of ConvImx (and the one covered here) can be found at this location: <https://www.softpedia.com/get/Multimedia/Graphic/Image-Convertors/ConvImX.shtml>

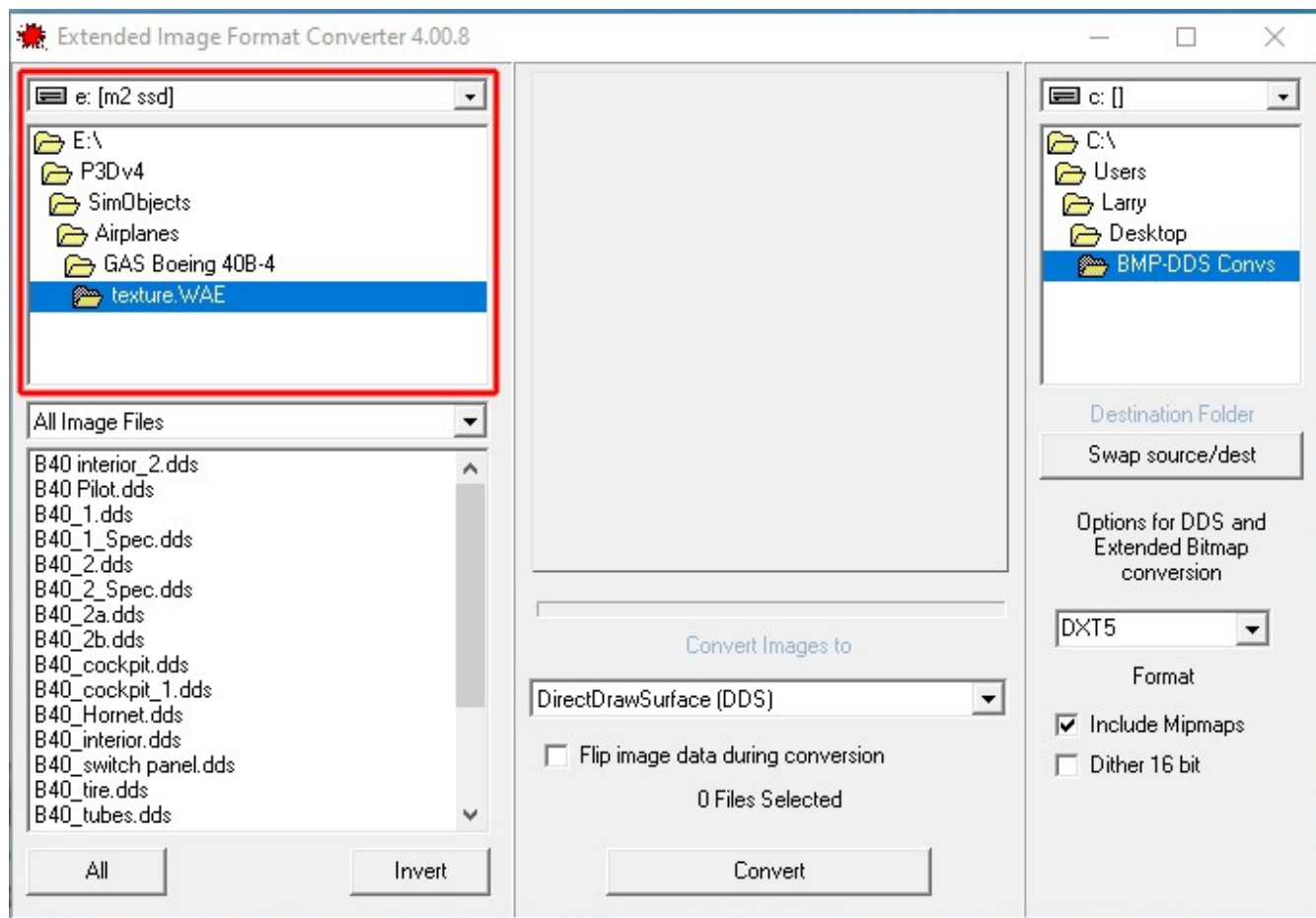
Operation

When you first open the application you will be presented with a screen containing several windows and drop down menus which may seem confusing at first but it is not difficult to process the files using a simple series of steps from left to right.



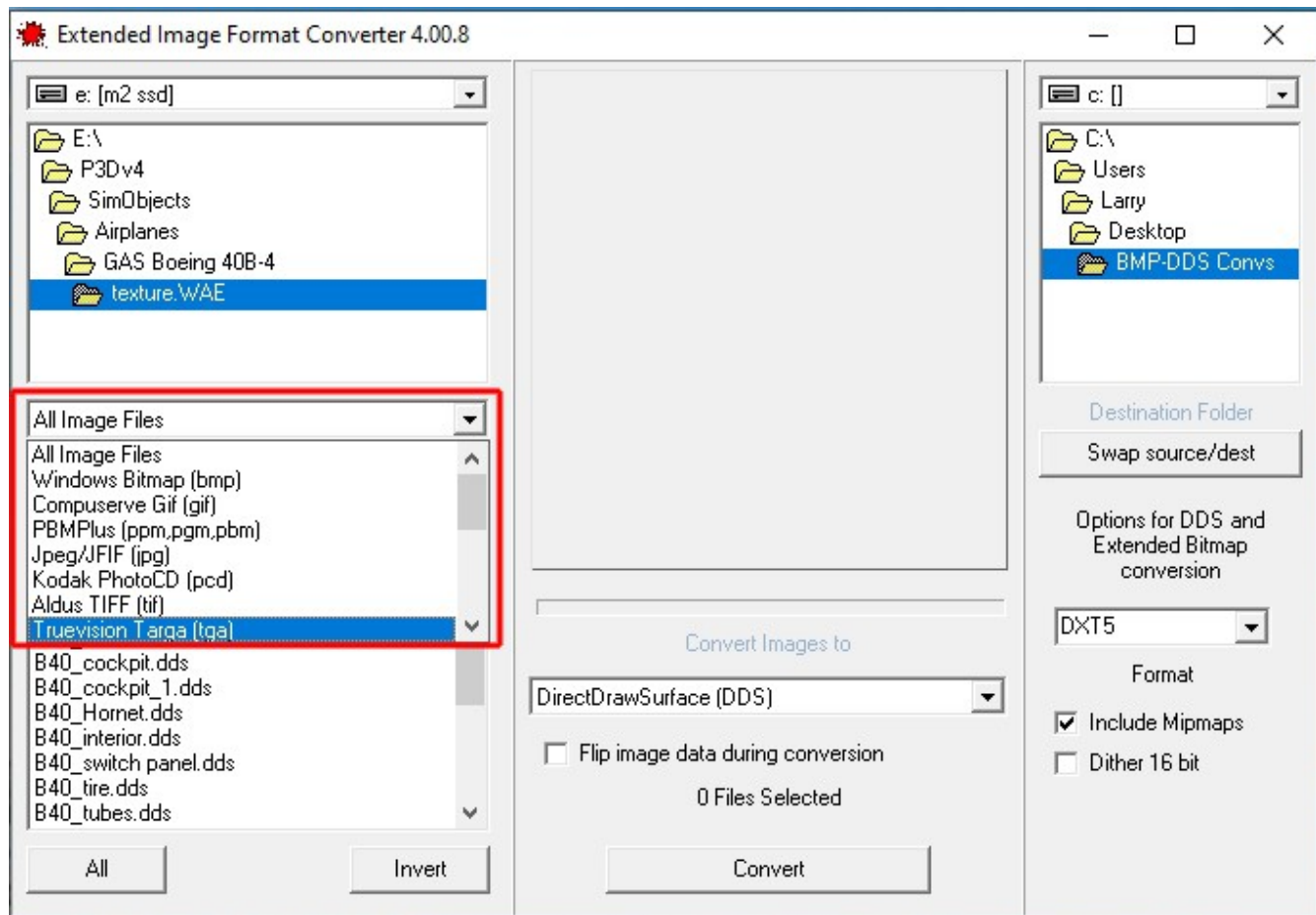
Step 1

In the top left corner of the window navigate to the folder of textures you want to convert as shown below:



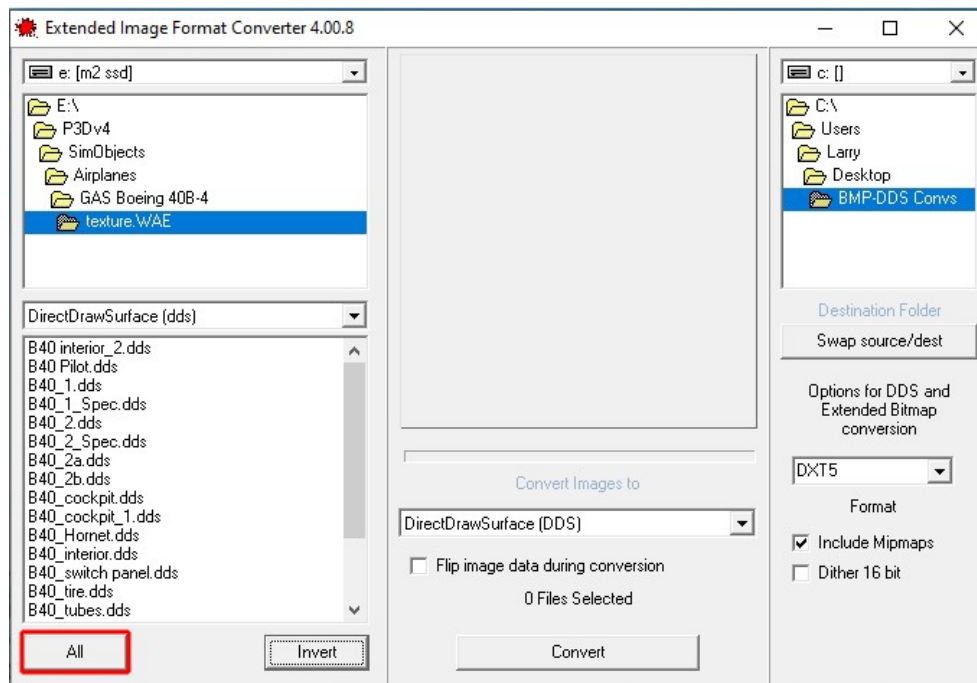
Step 2

From the drop-down menu select the type of file you want to convert/display. In this example I chose 'DirectDrawSurface (DDS)'. You will now only see the chosen file type in the selection window. This helps to filter out other files like .jpg or .txt when you want to just convert .dds for example.

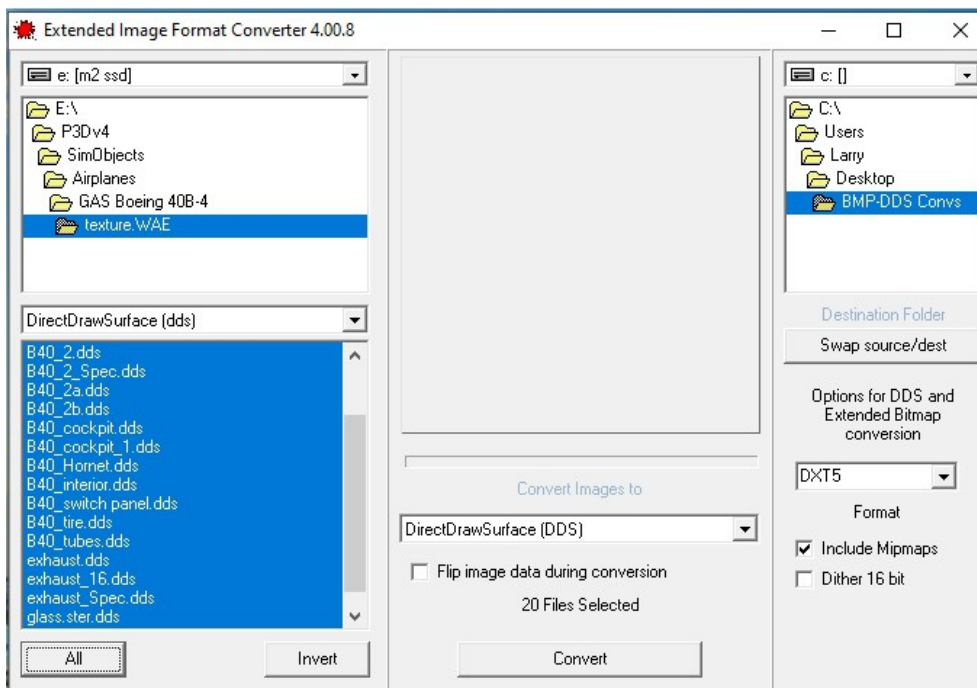


Step 3

Click on the 'All' button to select all of the displayed files.

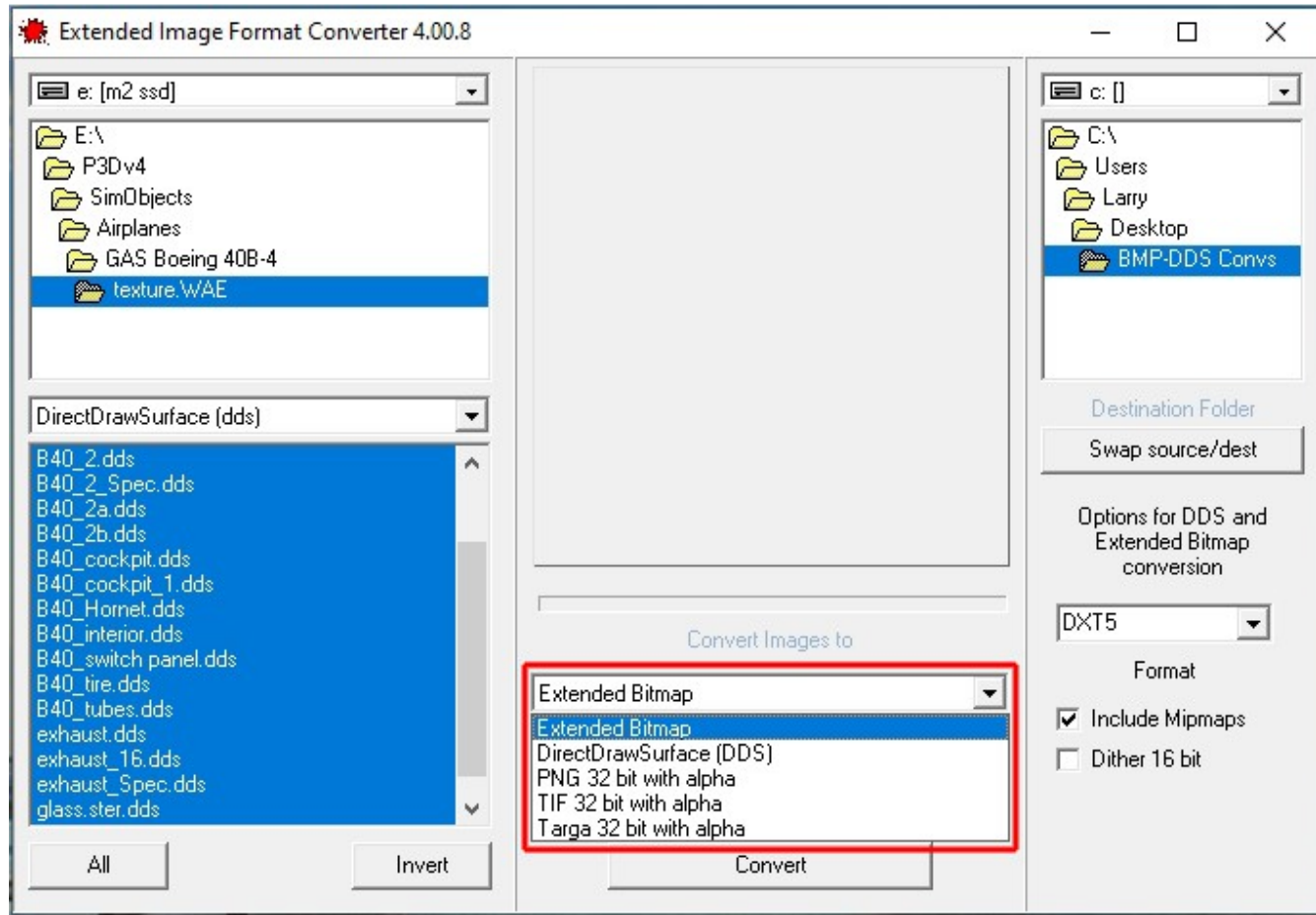


You will now see all the files selected in blue as shown below:



Step 4

In the central column select the format you want to convert the texture files to from the drop-down menu. In this case, as this example is going from FSX/P3D to FS2004, I chose 'Extended Bitmap' as the file format (I normally convert from extended bitmap to DDS as I want the finished files for either FSX or P3D).

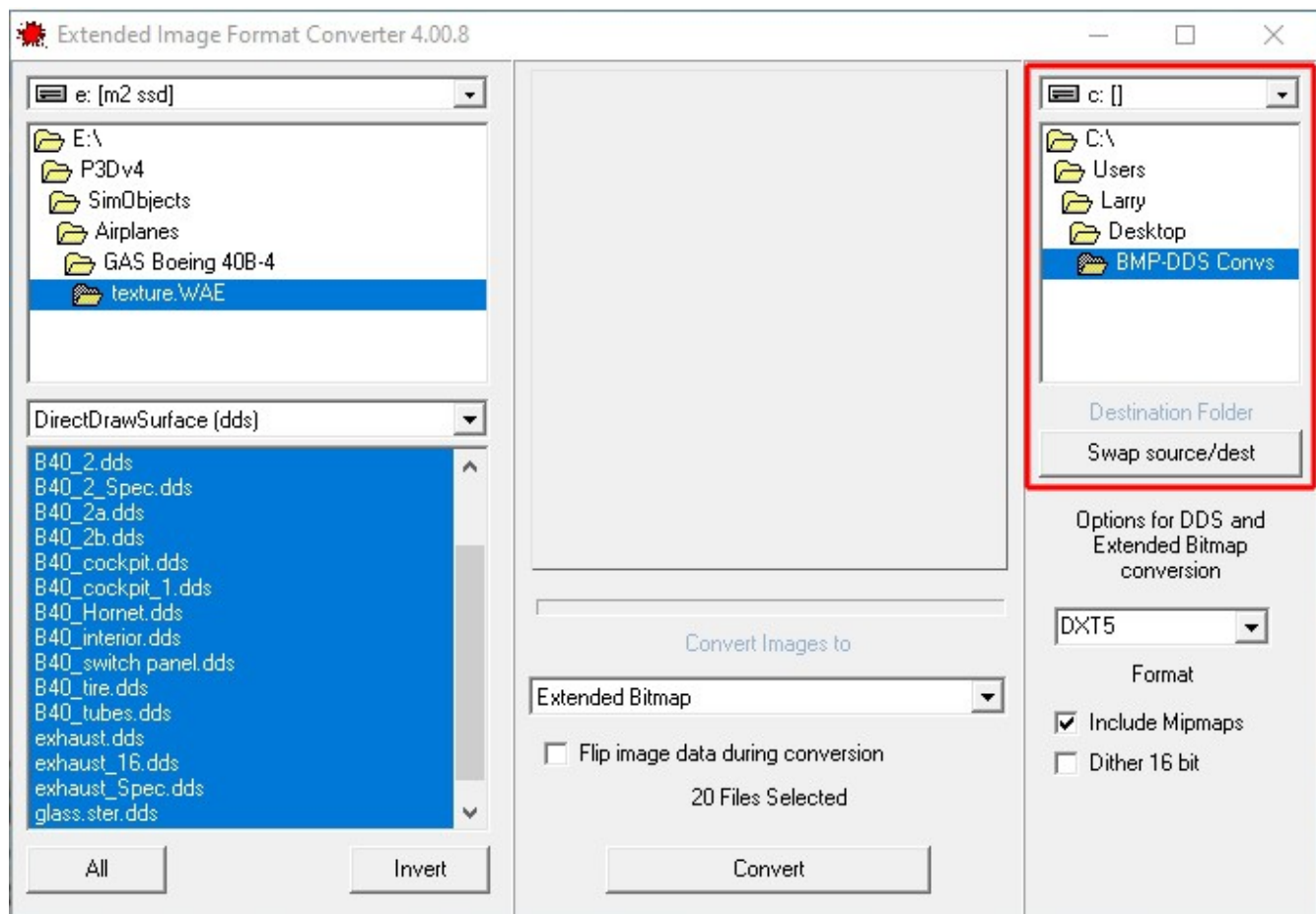


NOTE: Once you have selected the destination format you will see a check-box labelled 'Flip image data during conversion'. When converting from an extended bitmap to DDS the application will automatically flip the image for you so you would leave the box unchecked. I have never done a conversion from DDS to extended BMP so I don't know if it will flip it back or if you need to check that box. A little trial and error may be required on your part to find out if the box needs to be checked or not.

Step 5

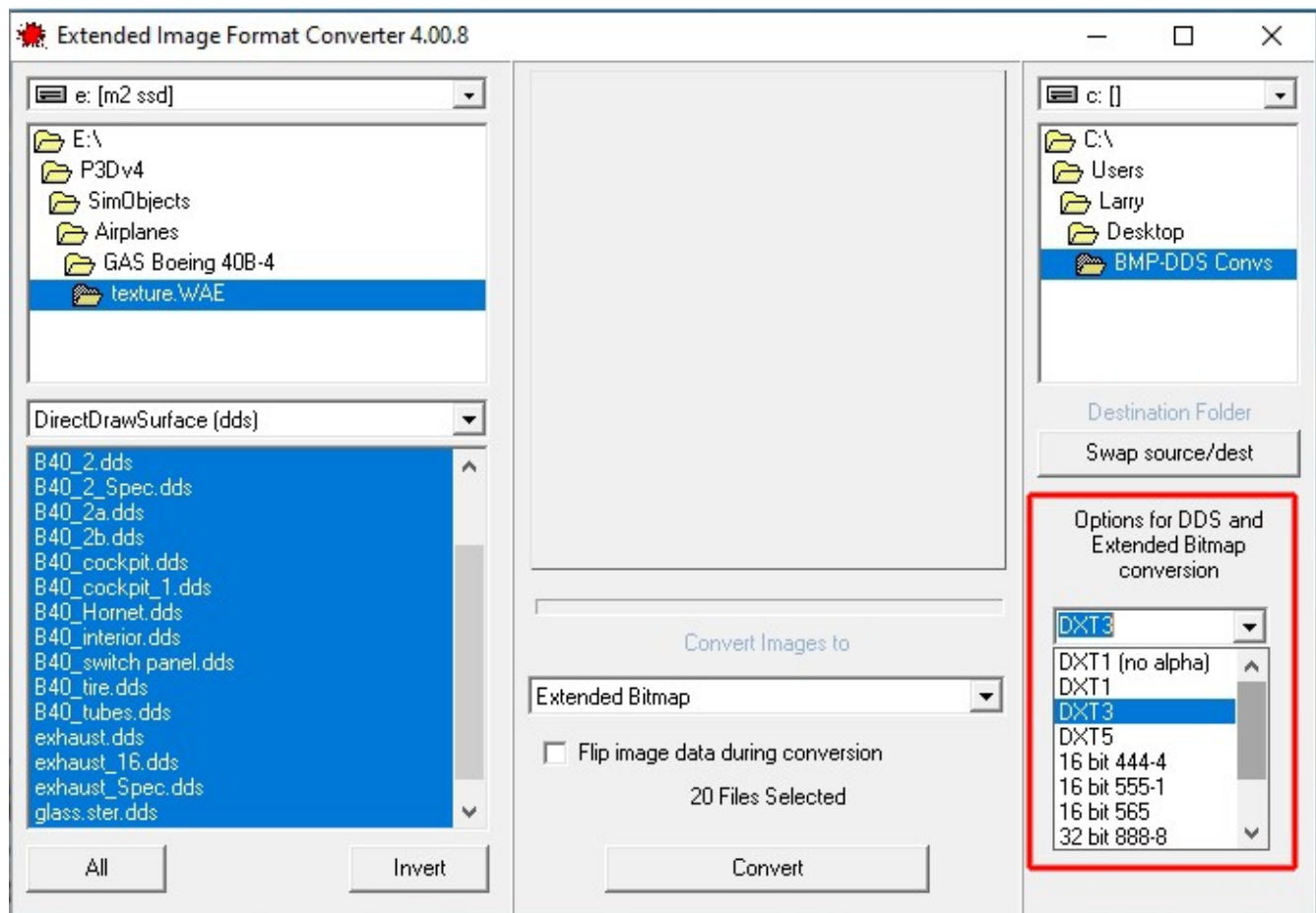
In the upper right-hand corner of the screen you will see a drop-down menu where you can navigate to the location where to want the converted files to reside. I have a dedicated folder on my desktop that I temporarily direct the files to and then I move them to their final destination after the conversion is complete.

NOTE: Create the temporary folder first before trying to select it from the drop-down menu. The menu will only find pre-existing folders and cannot make a new folder directly.



Step 6

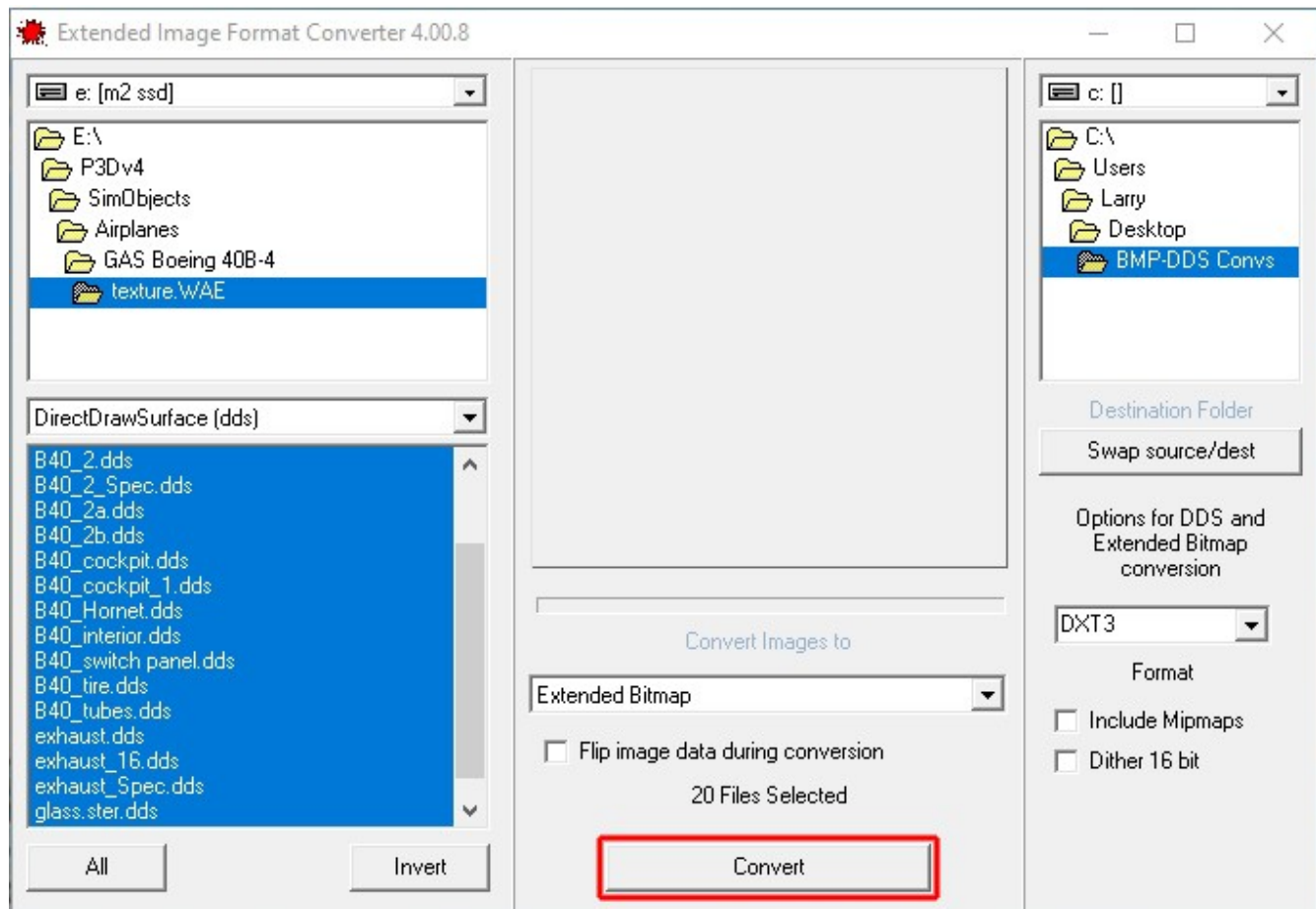
In the bottom right-hand corner of the screen is a drop-down menu to select any options for the file type chosen. In this case I chose 'DXT3' from the available options.



Once you have selected your format of choice you will see two check boxes labelled 'Include Mipmaps' and 'Dither 16 bit'. I have never used these buttons so I don't know what they do so a bit of experimenting may be required on your part (good luck!).

Step 7

Double-check that all the required choices have been made in all the various windows and boxes and then click on the 'Convert' button and sit back while the application chugs it's way through the conversion process.



Additional Information

The application only converts image files contained in a single texture folder therefore if you have an aircraft with multiple texture folders you are going to have to convert each texture folder one at a time until they are all done.

Make sure that after you have converted one set of textures you move the converted files to their new home and delete them from the folder you created in Step 5 otherwise there is a danger of mixing different texture files together. This is an important step, DO NOT omit it!

Hopefully this tutorial will help you to use the application to batch-convert texture files from one format to another.

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