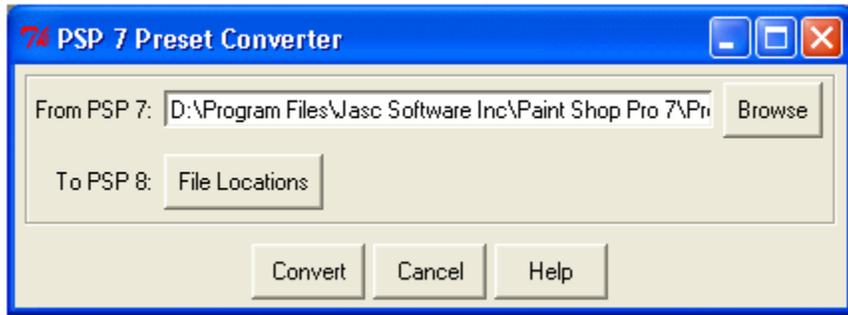


PSP 7 Preset Converter 1.1

This script will create PSP 8 presets from PSP 7 presets and place them in your PSP 8 presets directory. It will also check for and optionally copy any textures and/or patterns that the PSP 7 presets used to your PSP 8 directories.



Installation instructions:

[Download the zip](#). Unzip the file and place the script in your Scripts-Trusted folder (required for UI, preset lookup, and optional texture/pattern copying).

To run:

Bring up PSP 8, select PSP7 Preset Converter in the list of scripts and press the play button. Select the From and To locations and press Convert. The Script Output window will show the presets being converted (note, your PSP 7 presets will not be changed in any way).

When all of the presets have been processed, two dialogs may pop up asking you if you want to copy over textures and patterns that were used by your presets but that aren't present in PSP 8 directories. You can choose to copy the files from your previous PSP 7 directories, choose alternate directories to copy the files from, or skip this step. These dialogs will repeat until all of the missing textures and patterns are found, or you press skip.

All patterns and textures you choose to copy, are copied to your PSP 8 save to directory. This is set in PSP 8's File Locations dialog. If you wish to change this location, you may do so before the conversion starts by using the File Locations button in the initial conversion dialog.

After the textures and patterns have been resolved, the Script Output window will list any files that couldn't be converted (such as non-preset files in your Presets directory).

Change History:

Changes in 1.1 (10/01/03):

- Updated for PSP 8.10 release. Note, this script is included with PSP 8.10 so if you have PSP 8.10, you should already have this version of the script.
- Texture names changed slightly in 8.10, adding a 0 to some of the names (e.g. Daze 2 => Daze 02).

Note: Because of the texture name change, some Texture presets that were converted prior to 8.10 may not work properly in 8.10. Specifically those that use Letters 2, Daze 2, crumpled Paper 3, and Sidewalk 2 will not find the renamed textures and will use the first texture in the list instead. To fix this, you can either reconvert the presets or edit the converted presets with a text editor and change the names to include the zeroes by hand.

Changes in 1.0 (05/19/03):

- Updated for PSP 8.0 final release.
- No longer need to distribute .bmps.
- Fixed Lights effect incorrect color for light #5.
- Now using File Locations to set output directories for PSP 8.
- Updated readme.txt and help button text.

Changes in 0.8 (04/16/03):

- This is the final version before the release of PSP 8: There are no significant changes. If you've already converted your presets with 0.7, you do not need this release.
- Removed 'Beta' tag from Host Version.

Changes in 0.7 (03/29/03):

- Applies to beta 5 and higher.
- Fixed light color conversion problem affecting InnerBevel, OuterBevel, Sculpture, Texture, & Tiles.
- Fixed bevel presets so that they are always duplicated for both Inner and Outer Bevel to match PSP7 usage.
- Automatically refreshes texture and pattern caches.
- FineLeather furrow count range is supported for 1-1000 now.
- Now checks for existing presets in the other PSP8 preset locations and prompts you to find out if you want to create the presets even though they may duplicate existing presets. This allows you to choose not to populate your Presets directory with duplicates of PSP7 standard presets that are now being shipped with PSP8. For now though, I suggest you choose to allow the duplicates since beta 5 does not include all of the patterns needed by the presets [Note: This is still true for beta 7]