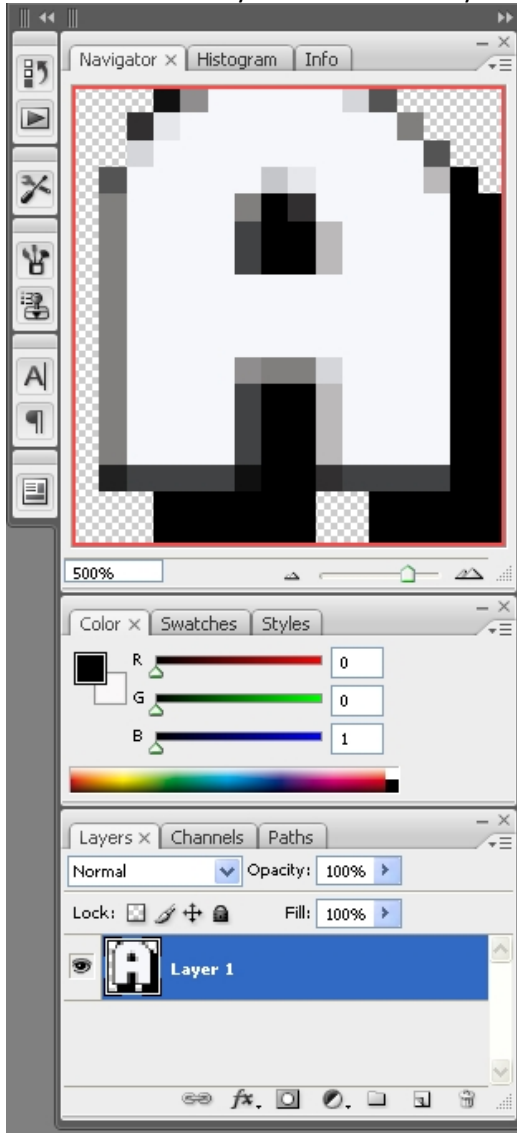
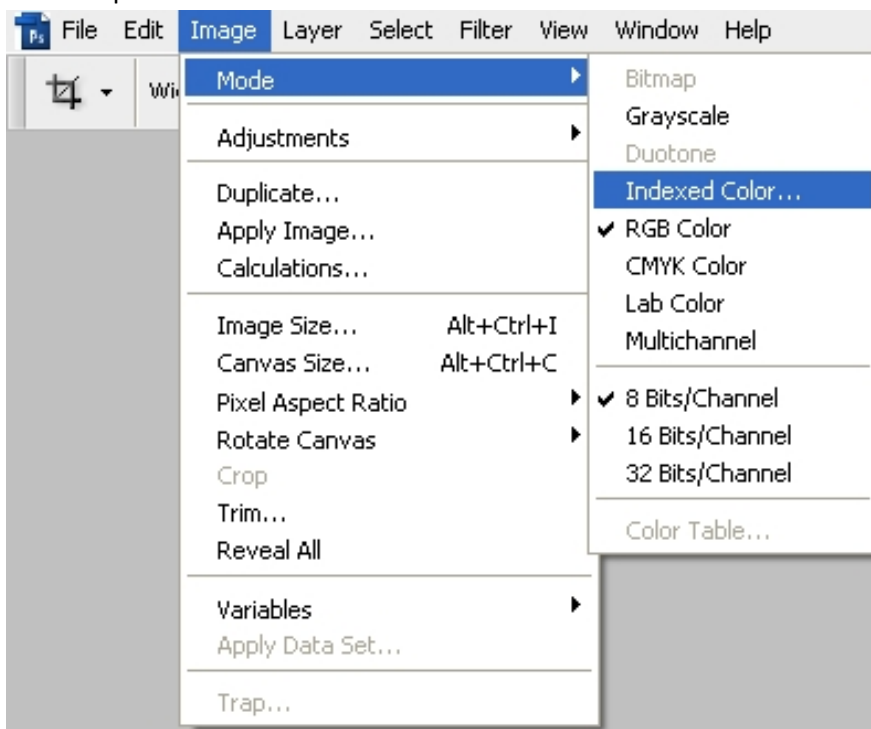


Creation correct BMP file in Photoshop:

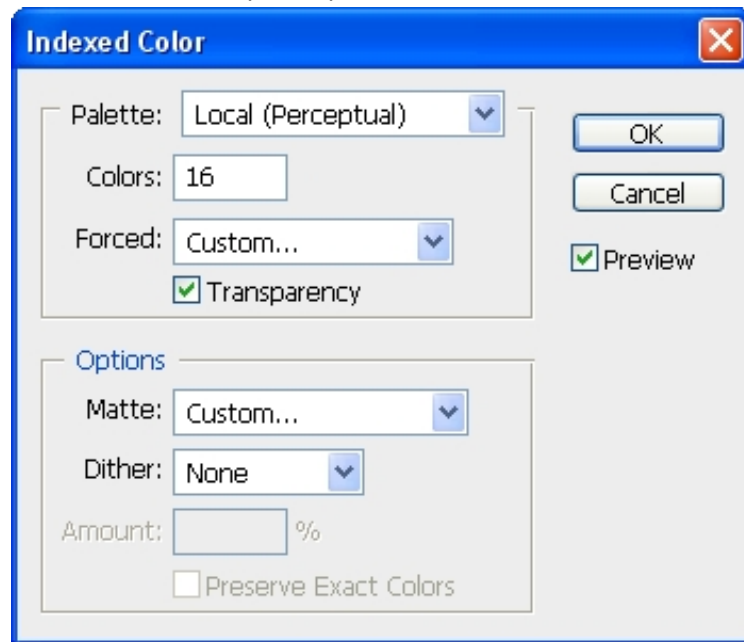
We create a new layer of the necessary size. Copy/ drawing the necessary image.



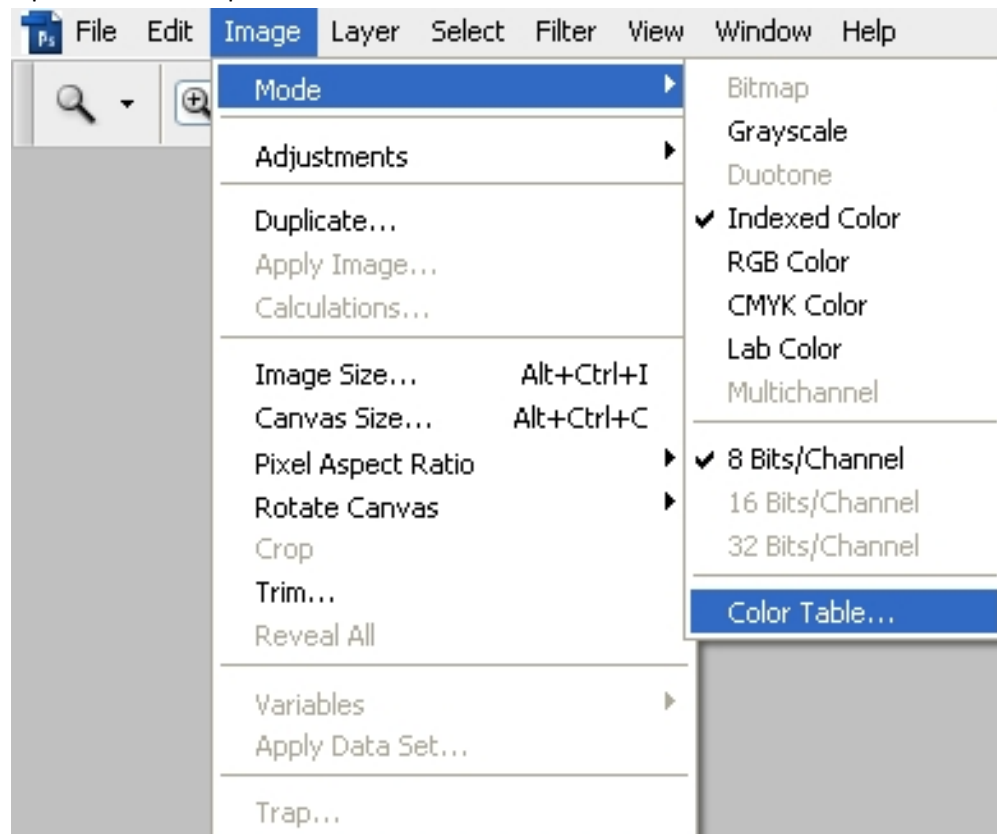
Create a palette:

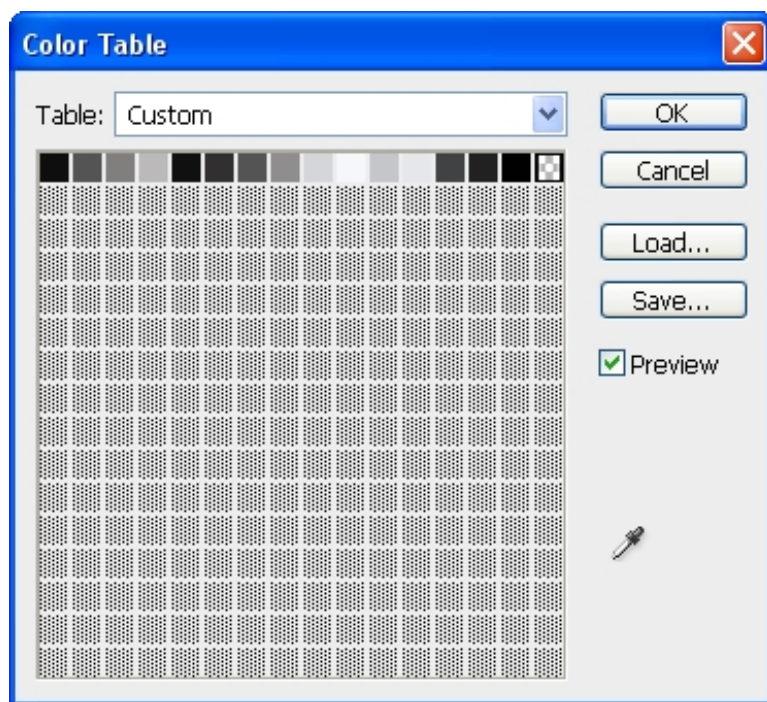


Select the desired options palette.

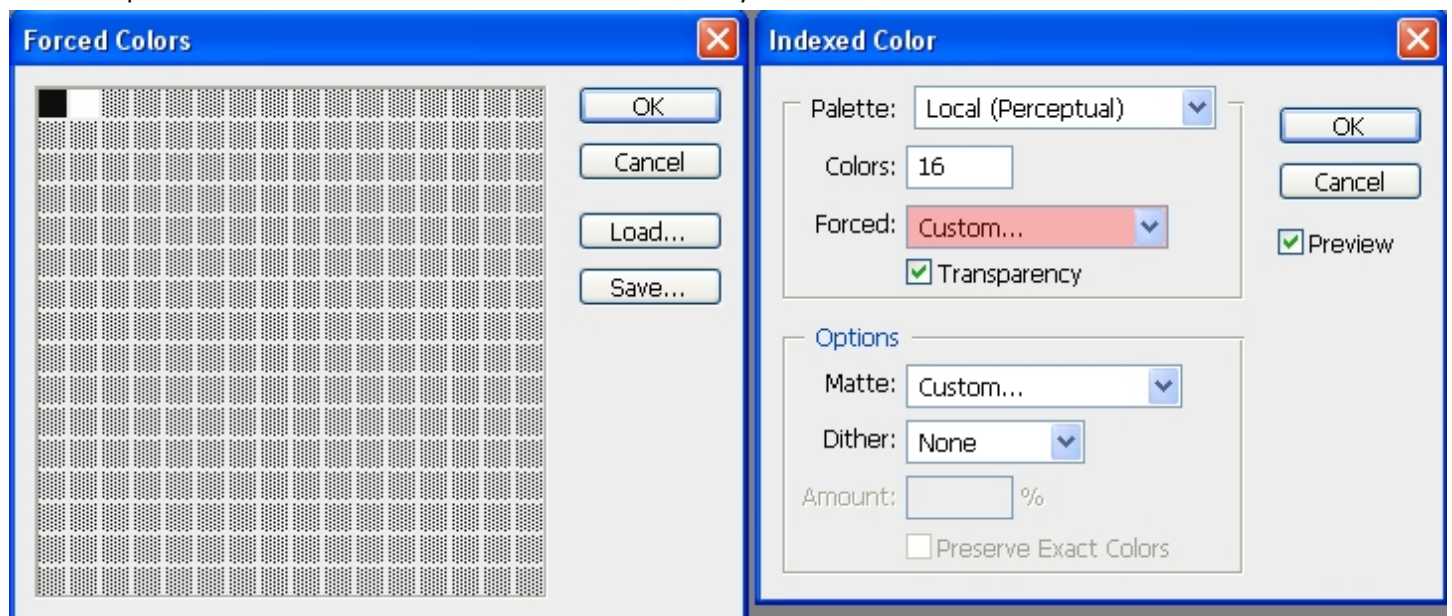


Open the created palette.



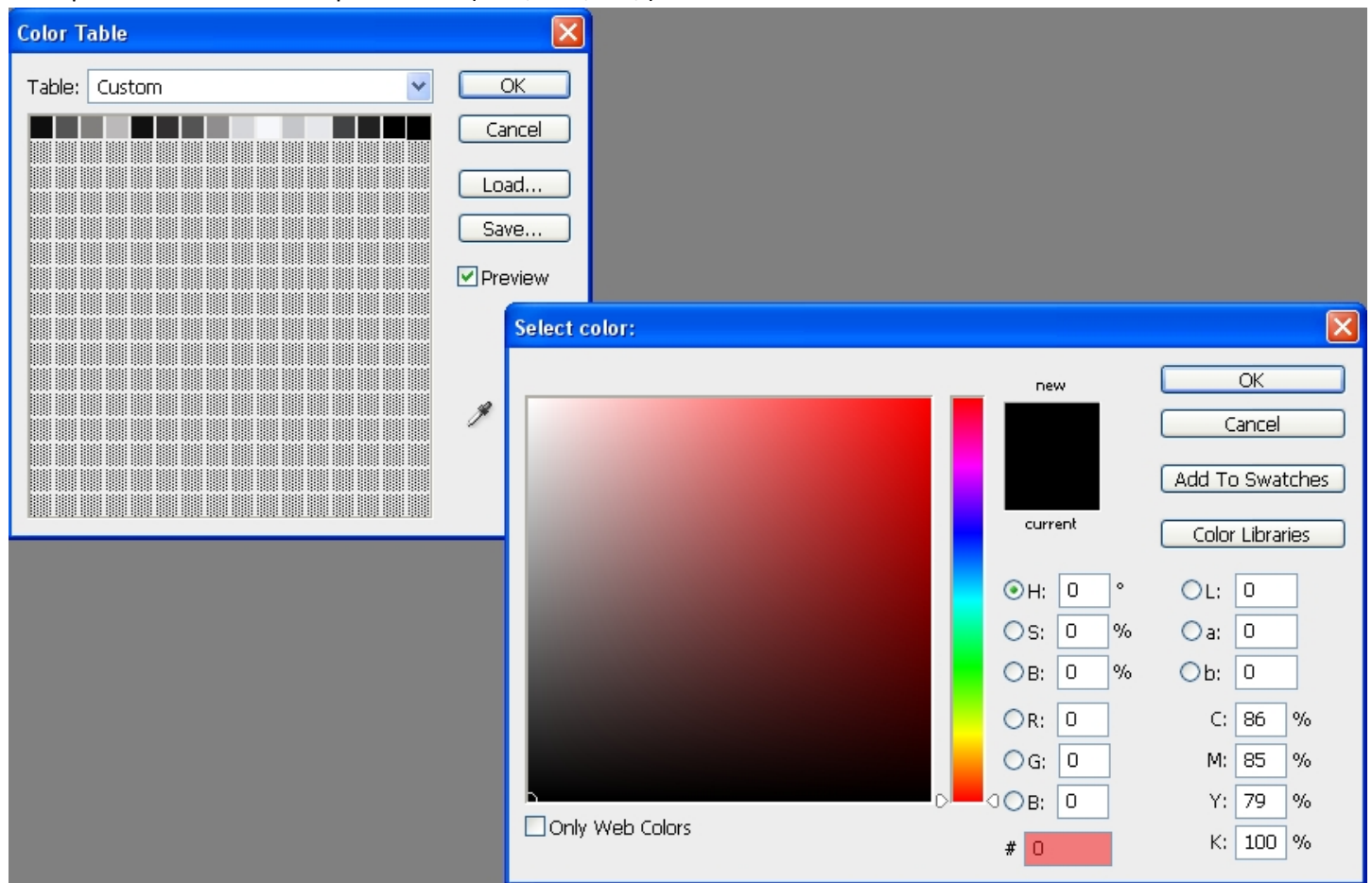


If colors in a palette it has turned out less than 16, add them manually before creating a palette.
In the drop-down list "forced" choose "custom" and add any colors.



Selected colors can not be used in the image, their main task to complement the palette to 16 colors.

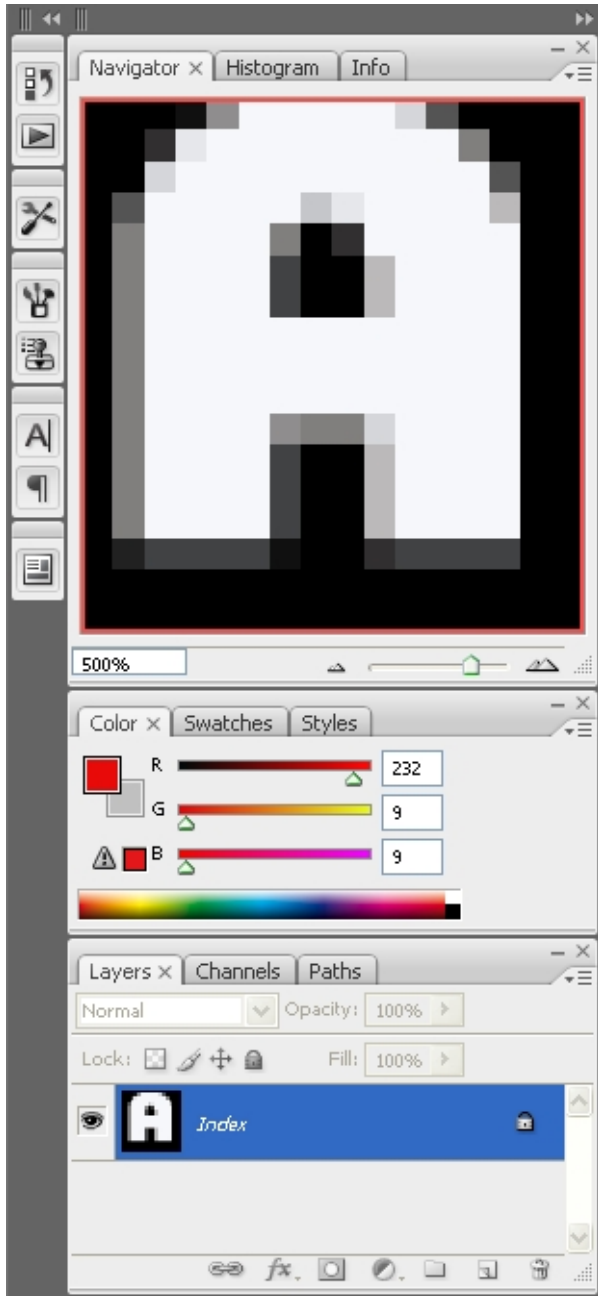
Click on last color of the left mouse button and do the last color in the palette transparent.
Transparent color must be equal to zero.(R =0, G=0,B=0,)



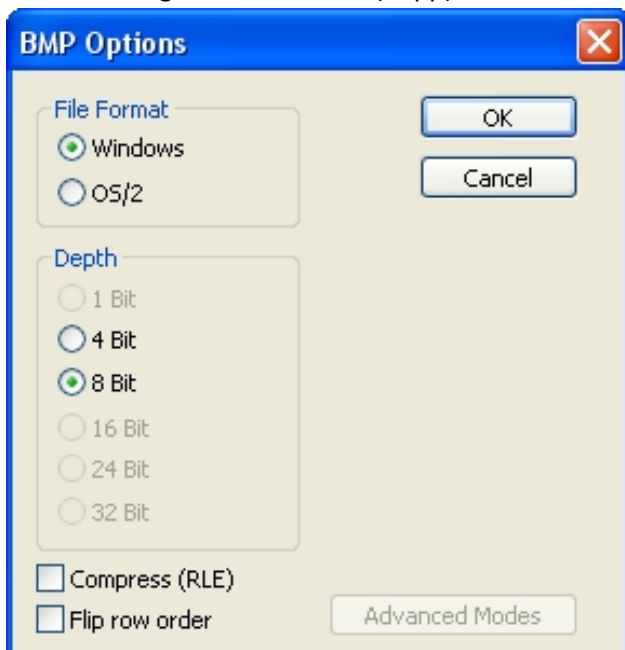
Check that only one color equal to zero, otherwise as a result the palette can appear **more shortly** and without **transparency color**.

If in a palette found another color equal to zero, you need to change it for example on R =1, G=1,B=1 .

We received the image ready to import.

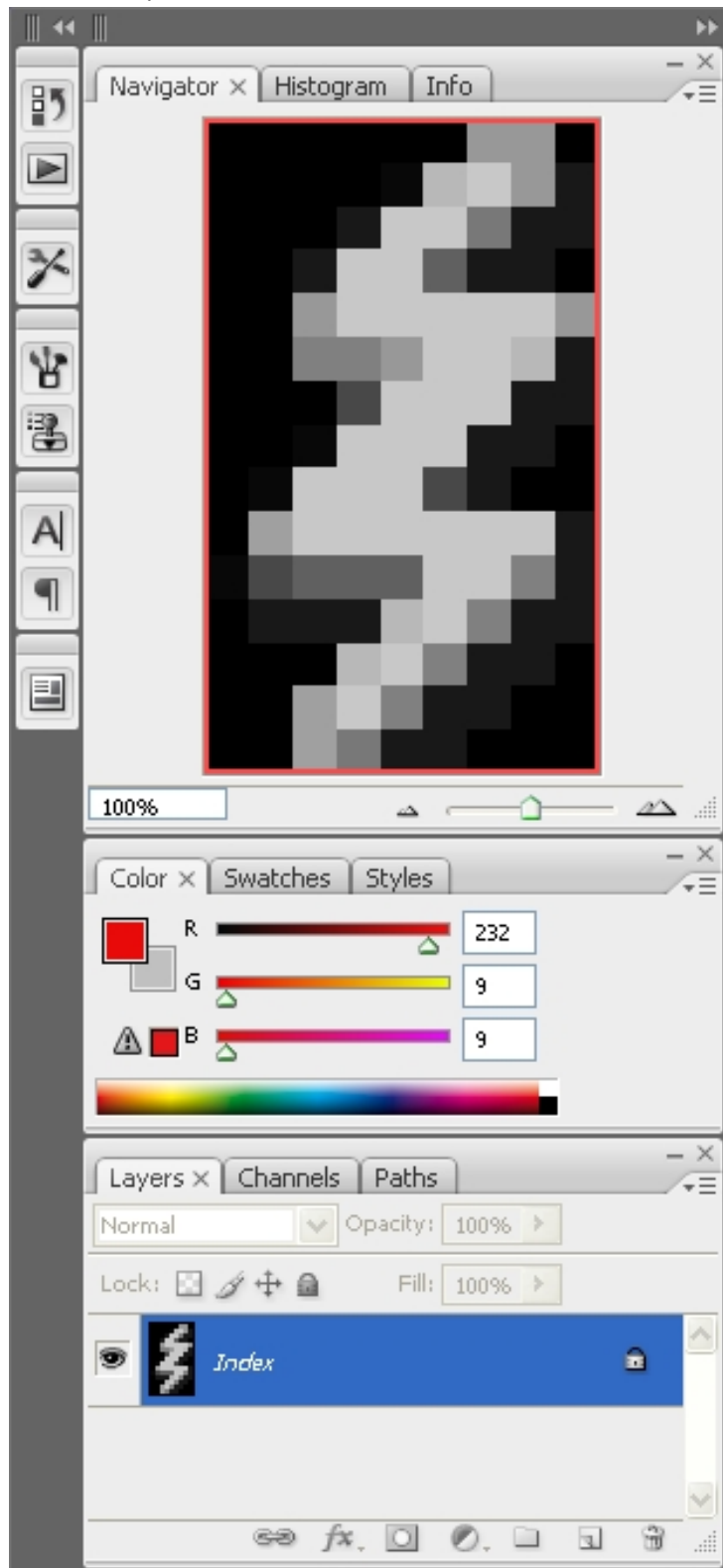


Save the image in BMP format (8bpp).

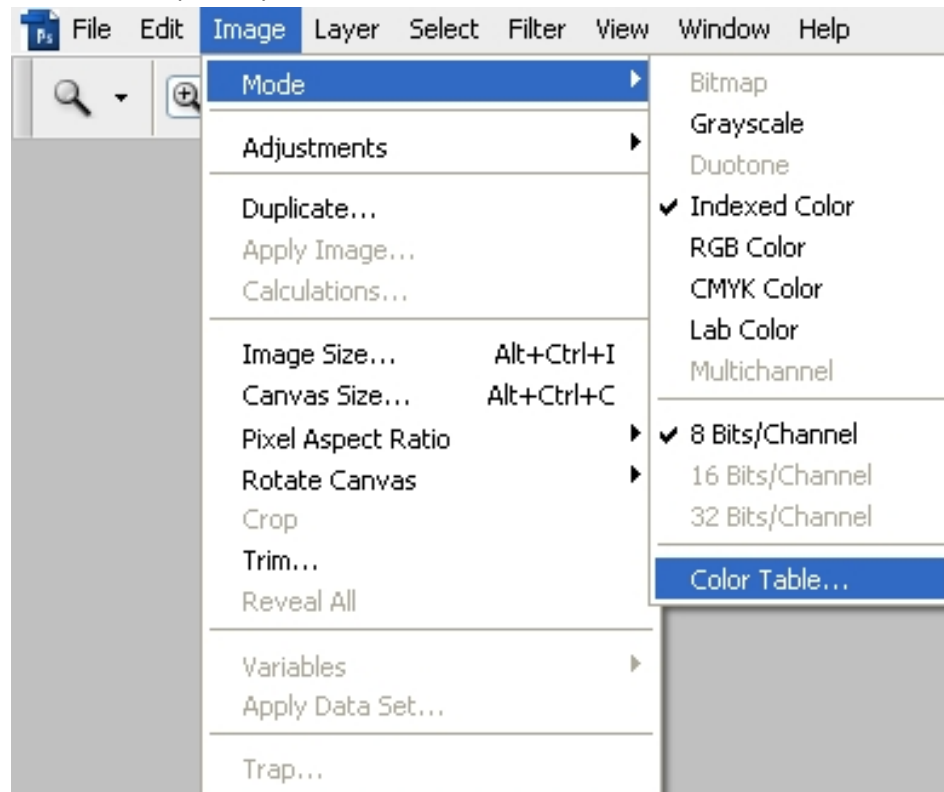


Editing BMP file in Photoshop:

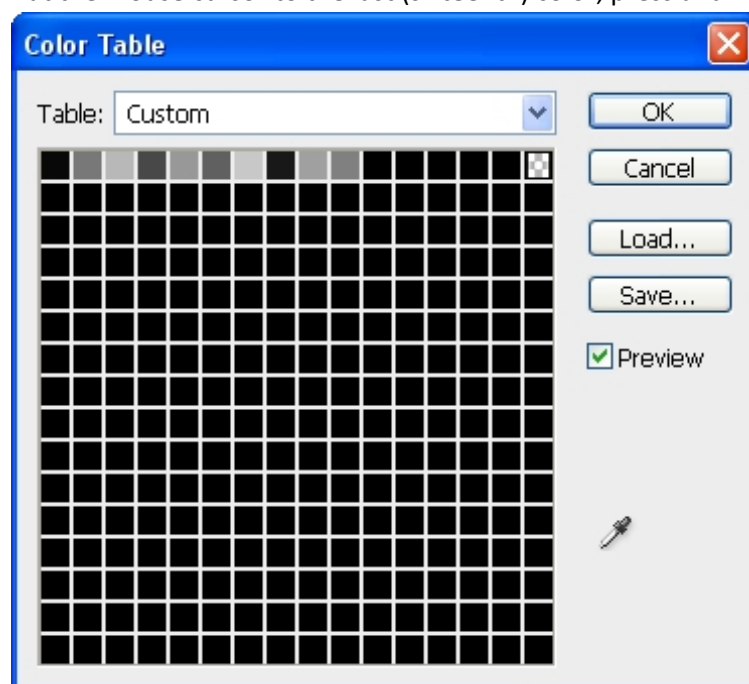
Load the exported element.



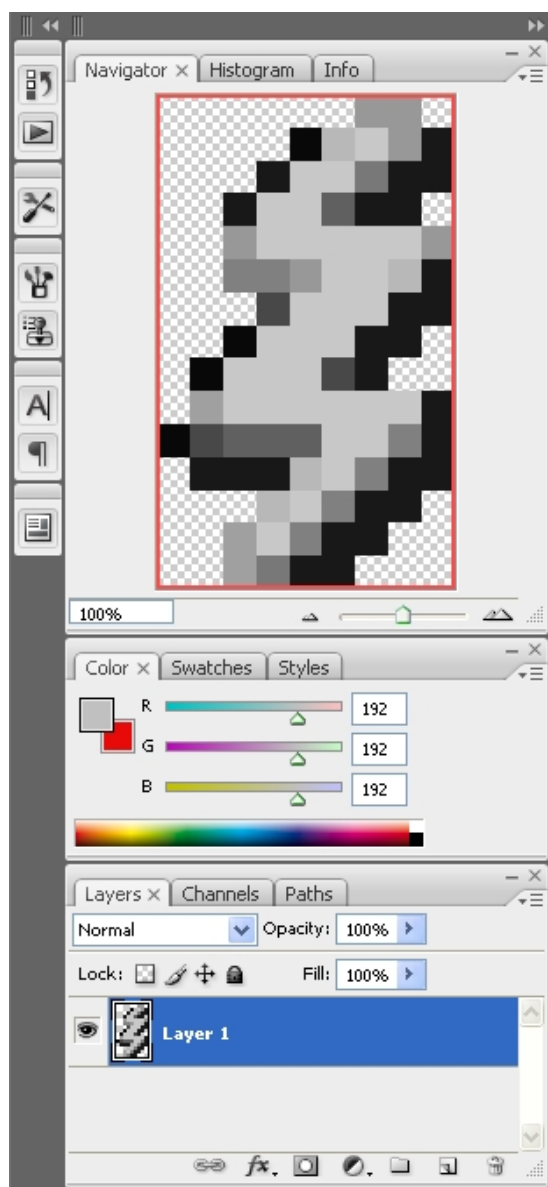
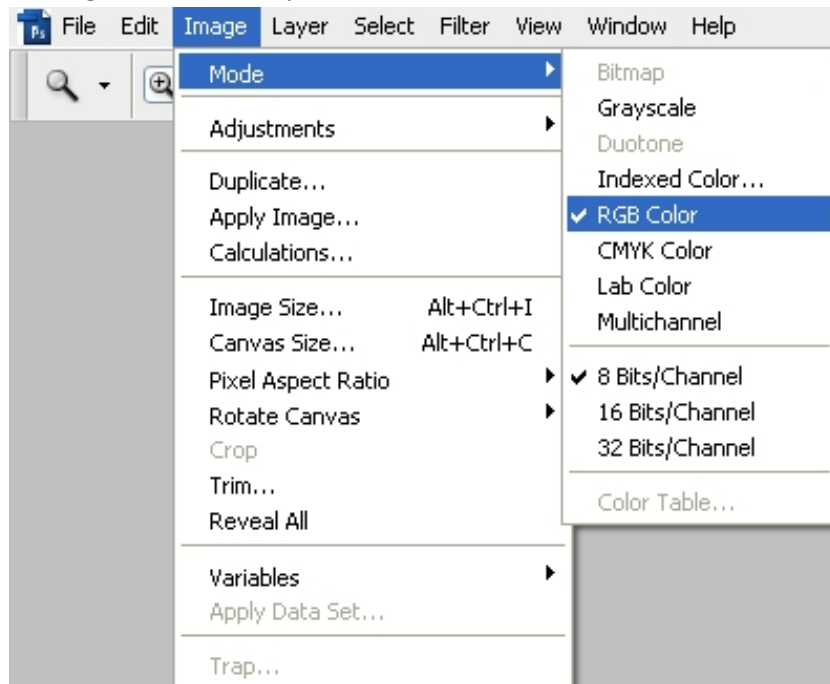
Activate transparency.



Put the mouse cursor to the last (sixteenth) color, press and hold the button "ALT" and click the left mouse button.

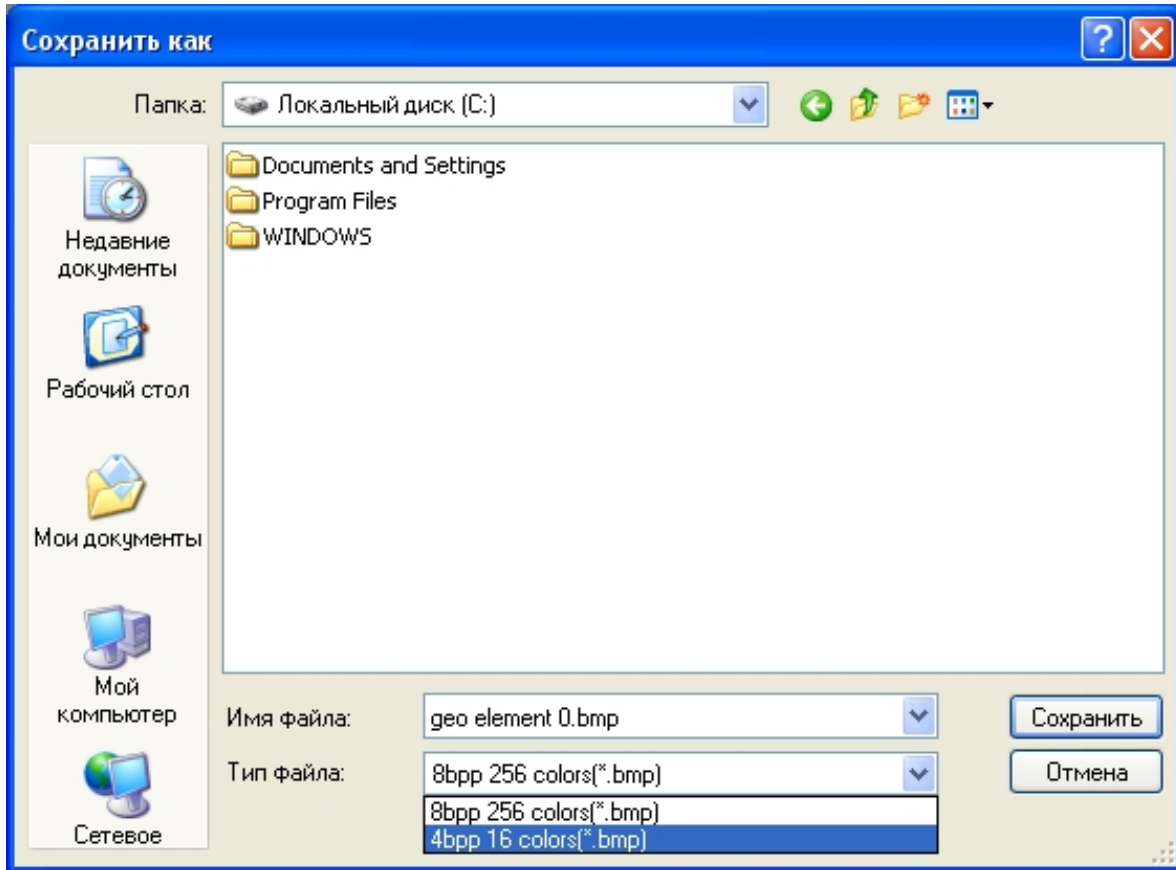


Making the standard layer. Move the tick on the item RGB.



Information:

If you are not going to change the palette table or size of an element , that to export from GEO file it is better in a format 4bpp 16 colors.



Format 8bpp 256 colors - automatically recalculates palette after editing.

In the example used Photoshop CS3 Version 10.0.