Compressed Graphics Tutorial

In this tutorial, we will edit a compressed graphic with the help of four utilities. We will first decompress from the ROM the graphic, modify its palette in the ROM, edit the graphic and finally compress the new graphic in the ROM.

The Tools

The first utility you will need is Peer Sprite Viewer (PSV). This utility can compress and decompress data from the FF3us and Chrono Trigger ROM. Secondly you will need YY-CHR. There is a .NET version and a C++ version. I personally go with the C++ one; it is older, but it has more features that have not yet been ported to the .NET version. The image shown here is from the C++ version. The other utility required is SNESpal, which can modify color palettes in the ROM.

Finally you will need an all purpose image editor. My favorite one is Gimp for many things, including icon making, spriting and other graphics editing. Visit gimp.org for the latest version.

Decompressing the Graphic