How To Create a Splash Screen for TW08:

The splash screens in Tiger Woods 2008 is very different than those used in TW2002-07. The shape of the splash is now in the shape of a honeycomb and has dimensions different from any previous version.

This tutorial is broken into 2 parts. The first part will created the actual splash screen image that will appear on the course selection menu. The second part allows you to create the honeycomb logo as a separate file and have it appear on the course selection menu, the course load screen and the scorecard.

Note: Unlike in TW06 and TW07 where Part II was optional, in TW08 it is now MANDATORY to do a logo.dds file. This file is now an integral part of selecting your course. Without this logo, a blank area appears in the course selection area. It is very important that this step is not skipped in TW08.

Part I - Splash Screen Creation:

1) Use the 2008 Tiger Woods Splash Screen Template file provided with this tutorial for a 2008. The TGA file is 1024 x 256

2) The TGA file is 1024 x 256, but you will not use the entire image for your splash. Use only the white area to create your splash screen. This area is approximately 606 x 210. An alpha channel has already been created in the TGA file that will make the outer area transparent. Only the white area will appear.

3) Be careful about placing text or images that you want seen around the right and bottom edges. Because of the alpha channel, part of them may not be seen if they are placed right along the edge.

4) **IMPORTANT STEP:** You will need to apply the alpha channel in order for it to blank out the black edge. This tutorial covers how to do this using Paint Shop Pro. Photoshop will be slightly different. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the black area turn transparent.

5) Save your image under whatever name you want, however the file format needs to stay as a TGA file in order for the alpha channel to remain in the image.

Part II - Honeycomb Logo.dds Creation:

Note: Getting the logo circle to appear in the game is not the easiest task. The logo.dds file that is created must be saved in the same location as the splash screen TGA file. In order to get the circle to appear in the game, an entry must be made to the Windows Registry. Without this registry entry, the logo **will not** appear.

You will need either the DDS Plugin tool (available at TWC) for use in Paint Shop Pro/Photoshop or you will need to use the DXTex tool that comes with the TW Library Creator program. This tutorial covers how to do it using PSP/Photoshop.

1) Open up the 08 Logo Template.dds file.

2) Place your text/logo inside the honeycomb outline. An alpha channel has already been created in the DDS file that will make the outer portions of the template transparent.

3) Apply the alpha channel to the logo. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the outer part of the logo turn transparent.

4) Save the file as LOGO.dds.

Remember, the Logo.dds file will not automatically appear! A Windows Registry key entry must be made for this to show up. Until an automated installed is written, users will need to make this entry manually. This step will not be covered in this tutorial since hopefully an automated installed will be written and released soon.

How To Create a Splash Screen for TW06 or TW07:

The splash screens in Tiger Woods 06 and 07 are different than those used in TW2002-2005. The size of the TW06 splash screen is slightly larger than the one in TW2005.

This tutorial is broken into 2 parts. The first part will create the actual splash screen image that will appear on the scorecard and on the course menu. The second part allows you to create the circle logo as a separate file and have it appear on the course menu.

Note: Part II is completely optional. If you do not want a circle logo to appear, Part II can be skipped.

Part I - Splash Screen Creation:

6) Use the 2006 Tiger Woods Splash Screen Template file provided with this tutorial for a 2006 splash screen or the 2007 Tiger Woods Splash Screen Template file for a 2007 splash screen.

7) Use the white area to create your splash screen. This area is approximately 490x500. An alpha channel has already been created in the TGA file that will make the outer area transparent. Only the white area will appear.

8) Be careful about placing text or images that you want seen around the right and bottom edges. Because of the alpha channel, part of them may not be seen if they are placed right along the edge.

9) **IMPORTANT STEP:** You will need to apply the alpha channel in order for it to blank out the black edge. This tutorial covers how to do this using Paint Shop Pro. Photoshop will be slightly different. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the black area turn transparent.

10) Save your image under whatever name you want, however the file format needs to stay as a TGA file in order for the alpha channel to remain in the image.

Part II - Circle Logo Creation (OPTIONAL):

Note: Getting the logo circle to appear in the game is not the easiest task. The logo.dds file that is created must be saved in the same location as the splash screen TGA file. In order to get the circle to appear in the game, an entry must be made to the Windows Registry. Without this registry entry, the logo **will not** appear.

Jorgen's CLSetup tool is by far the easiest way to get this logo to appear in the game. If you use this program to install your course the LOGO.dds registry entry will be entered automatically. Otherwise you will have to add the registry entry manually...which is NOT recommended and will not be covered in this tutorial.

You will need either the DDS Plugin tool (available at TWC) for use in Paint Shop Pro/Photoshop or you will need to use the DXTex tool that comes with the TW Library Creator program. This tutorial covers how to do it using PSP/Photoshop.

5) Open up the LOGO.dds file.

6) Place your text/logo in the gray/white area of the circle. An alpha channel has already been created in the DDS file that will make the outer portions of the circle transparent.

7) Apply the alpha channel to the logo. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the outer part of the logo turn transparent.

8) Save the file as LOGO.dds.

Remember, the Logo.dds file will not automatically appear! A Windows Registry key entry must be made for this to show up. If you bundle this file with your course and splash screen and a user installs the file with Jorgen's CLSetup program, this registry entry will be made and the logo will appear.

How To Create a Splash Screen for TW2005:

The splash screens in Tiger Woods 2005 are slightly different than those used in TW2004 and TW2002/03. The main difference is the size of the file, which is larger than in previous games. Another difference is the ability to create a circle logo like one stock courses has and have it automatically appear on the splash screen without branding it on the splash screen image itself.

This tutorial is broken into 2 parts. The first part will created the actual splash screen image that will appear on the scorecard and on the course menu. The second part allows you to create the circle logo as a separate file and have it appear on the course menu.

Note: Part II is completely optional. If you do not want a circle logo to appear, Part II can be skipped.

Part I - Splash Screen Creation:

11) Use the 2005 Tiger Woods Splash Screen Template file provided with this tutorial.

12) Use the white area to create your splash screen. This area is approximately 440x410. An alpha channel has already been created in the TGA file that will make the outer area transparent. Only the white area will appear.

13) Be careful about placing text or images that you want seen around the right and bottom edges. Because of the alpha channel, part of them may not be seen if they are placed right along the edge.

14) **IMPORTANT STEP:** You will need to apply the alpha channel in order for it to blank out the black edge. This tutorial covers how to do this using Paint Shop Pro. Photoshop will be slightly different. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the black area turn transparent.

15) Save your image under whatever name you want, however the file format needs to stay as a TGA file in order for the alpha channel to remain in the image.

Part II - Circle Logo Creation (OPTIONAL):

Note: Getting the logo circle to appear in the game is not the easiest task. The logo.dds file that is created must be saved in the same location as the splash screen TGA file. In order to get the circle to appear in the game, an entry must be made to the Windows Registry. Without this registry entry, the logo **will not** appear.

Jorgen's CLSetup tool is by far the easiest way to get this logo to appear in the game. If you use this program to install your course the LOGO.dds registry entry will be entered automatically. Otherwise you will have to add the registry entry manually...which is NOT recommended and will not be covered in this tutorial.

You will need either the DDS Plugin tool (available at TWC) for use in Paint Shop Pro/Photoshop or you will need to use the DXTex tool that comes with the TW Library Creator program. This tutorial covers how to do it using PSP/Photoshop.

9) Open up the LOGO.dds file.

10) Place your text/logo in the white area of the circle. An alpha channel has already been created in the DDS file that will make the outer portions of the circle transparent.

11) Apply the alpha channel to the logo. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the outer part of the logo turn transparent.

12) Save the file as LOGO.dds.

Remember, the Logo.dds file will not automatically appear! A Windows Registry key entry must be made for this to show up. If you bundle this file with your course and splash screen and a user installs the file with Jorgen's CLSetup program, this registry entry will be made and the logo will appear.

How To Create a Splash Screen for TW2004:

The splash screens in Tiger Woods 2004 are slightly different than those used in TW2002 and 2003. One difference is the size of the file, which is much larger than in prior games. Another difference is the ability to create a circle logo like one stock courses has and have it automatically appear on the splash screen without branding it on the splash screen image itself.

This tutorial is broken into 2 parts. The first part will created the actual splash screen image that will appear on the scorecard and on the course menu. The second part allows you to create the circle logo as a separate file and have it appear on the course menu.

Note: Part II is completely optional. If you do not want a circle logo to appear, Part II can be skipped.

Part I - Splash Screen Creation:

16) Use the 2004 Tiger Woods Splash Screen Template file provided with this tutorial.

17) Use the white area to create your splash screen. This area is approximately 490x250. An alpha channel has already been created in the TGA file that will make the outer area transparent. Only the white area will appear.

18) Be careful about placing text or images that you want seen around the right and bottom edges. Because of the alpha channel, part of them may not be seen if they are placed right along the edge.

19) **IMPORTANT STEP:** You will need to apply the alpha channel in order for it to blank out the black edge. This tutorial covers how to do this using Paint Shop Pro. Photoshop will be slightly different. In PSP, select Masks, then Load from

Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the black area turn transparent.

20) Save your image under whatever name you want, however the file format needs to stay as a TGA file in order for the alpha channel to remain in the image.

Part II - Circle Logo Creation (OPTIONAL):

Note: Getting the logo circle to appear in the game is not the easiest task. The logo.dds file that is created must be saved in the same location as the splash screen TGA file. In order to get the circle to appear in the game, an entry must be made to the Windows Registry. Without this registry entry, the logo **will not** appear.

Jorgen's CLSetup tool is by far the easiest way to get this logo to appear in the game. If you use this program to install your course the LOGO.dds registry entry will be entered automatically. Otherwise you will have to add the registry entry manually...which is NOT recommended and will not be covered in this tutorial.

You will need either the DDS Plugin tool (available at TWC) for use in Paint Shop Pro/Photoshop or you will need to use the DXTex tool that comes with the TW Library Creator program. This tutorial covers how to do it using PSP/Photoshop.

13)Open up the LOGO.dds file.

14) Place your text/logo in the white area of the circle. An alpha channel has already been created in the DDS file that will make the outer portions of the circle transparent.

15) Apply the alpha channel to the logo. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the outer part of the logo turn transparent.

16) Save the file as LOGO.dds.

Remember, the Logo.dds file will not automatically appear! A Windows Registry key entry must be made for this to show up. If you bundle this file with your course and splash screen and a user installs the file with Jorgen's CLSetup program, this registry entry will be made and the logo will appear.

How To Create a Splash Screen for TW2002/2003:

1) Use the 2002-2003 Tiger Woods Splash Screen Template file provided with this tutorial.

2) Use the white area of the template file to create your splash screen. An alpha channel has already been created in the TGA file that will make the black area transparent. Only the white area will appear.

3) Be careful about placing text or images that you want seen around the right and bottom edges. Because of the alpha channel, part of them may not be seen if they are placed right along the white edge.

4) **IMPORTANT STEP:** You will need to apply the alpha channel in order for it to blank out the black edge. This tutorial covers how to do this using Paint Shop Pro. Photoshop will be slightly different. In PSP, select Masks, then Load from Alpha Channel. You will see 1 available alpha channel (Alpha Channel 1). Highlight this and click OK. You should see the black area turn transparent.

If you are using a different graphics program, such as Photoshop, please consult your manual or help files on how to activate the alpha channel.

5) Save your image under whatever name you want, however the file format needs to stay as a **TGA** file in order for the alpha channel to remain in the image.