# OFPTextureFixer v1.1

Command-line tool for correcting texture size; by Faguss (ofp-faguss.com)

## 1. Overview

Operation Flashpoint's dedicated server does not handle long and thin rectangle images. One side cannot be more than eight times larger than the other side (for example 4x32). This program searches for the incompatible textures and corrects them (requires third-party software).

## 2. Usage

Backup your files. Copy `OFPTextureFixer.exe` to the directory you want to scan. Program will check the subfolders as well.

Addons have to be extracted first. I recommend to use [Mikero's ExtractPBO](#) because it can unpack all the PBOs inside the selected folder. **Important**: it will delete existing files before extracting so make sure you don't have your own work there.

### Unpacking Automatically

If you have installed [ExtractPBO](#) or [Fwatch](#) (it comes with ExtractPBO) then **OFPTextureFixer** can extract the addons for you. Run it with `-unbpo` parameter.

```
OFPTextureFixer.exe -unpbo <optionally directory name>
```

It will unpack all the addons and then verify all the textures.

### Unpacking Manually

If you want to extract the addons on your own:

```
extractpbo.exe <directory containing PBOs>
```

Alternatively to extract only textures:

```
extractpbo.exe -F *.paa,*.pac <directory>
```

Afterwards launch the `OFPTextureFixer.exe`.

### Automatic Correction

To have textures automatically resized you need to have the following programs installed:

- [TexView2](#) (from 2007 for ARMA1 and not the later versions)
- [ImageMagick](#) or [IrfanView](#)

Without these programs **OFPTextureFixer** will only identify problematic files.

Textures will be overwritten. Their format (DXT1, RGB or IA) will be kept.

Inside `OFPTextureFixer_log.txt`. you'll find a list of textures with incorrect sizes (and if they were fixed) as well as corrupt files and incompatible types.

## 3. Distributing Changes

**OFPTextureFixer** creates some extra files to make it easier for you to update the addons.

### a) Replacement

With [Fwatch](#) installed the program will generate a batch script `OFPTextureFixer_makepbo.bat` that could be used to create new PBO files. With [7-Zip](#) installed it will also collect all the newly created addons into a single archive.

### b) Delta Patching

For this method run the program from the modfolder (not inside „addons") or from the game directory.

**OFPTextureFixer** makes a copy of every fixed texture inside the `__texture_copy` directory. With [7-Zip](#) installed it will also pack them to an archive ready to be uploaded.

Additionally it will generate installation script for the [OFP Game Schedule](#). See file `OFPTextureFixer_GS.txt`. To patch a mod follow these steps:

1. Upload archive with the fixed textures (for example to Google Drive).
2. Login to the GS website; find your mod and click on the „Installation" button.
3. Select „Installation Script: Add New Script".
4. Copy contents of the `OFPTextureFixer_GS.txt` to the text field input.
5. Add download links (note: Google Drive links have to be converted using tool on the website).
6. Fill in download size and write patch notes. Click on the „New Version" button.

# 4. Version history

**1.0**    (25.06.2020)

First release.

**1.01**    (04.07.2021)

- now can use IrfanView to resize the images

**1.1**    (02.05.2023)

- fixed issues with reading program paths from the registry
- correctly finds old TexView 2 when Arma3 Tools is installed on the same computer