

## Overview

CryTIF is a Photoshop plugin (CS4 and higher) that can load and save Photoshop images as TIF files. After saving the TIF, the plugin invokes the RC which shows a user dialog box where you can set the compression, size & platform specific settings can be selected.

The settings that were chosen in the dialog are stored as meta data in the TIF file which is then used when the RC creates the .DDS file for in-engine use. For information about using the CryTIF plugin, please refer to the [CryTIF Plugin](#) article.

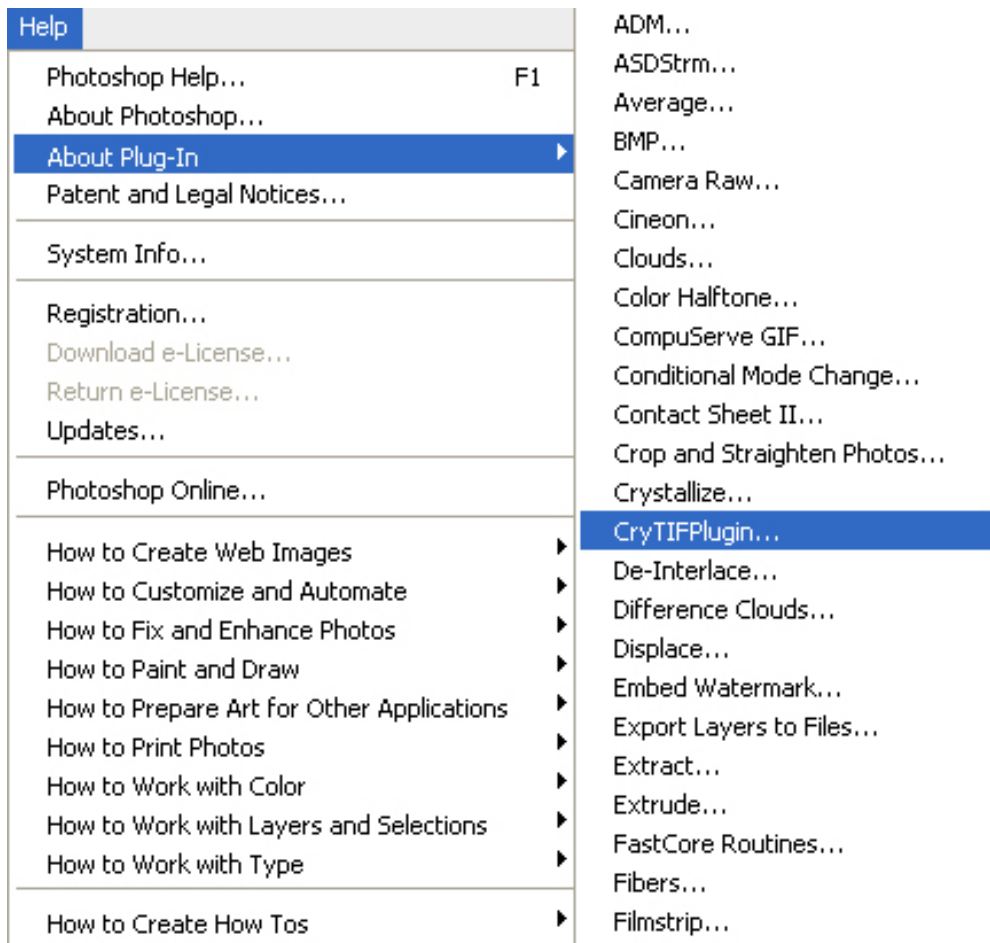
## Automatic Install with CryToolsInstaller

We recommend using the [CryToolsInstaller](#) to install all DCC tool packages, including CryTif. If you need to manually install it, follow the instructions given below in the Manual Install section.

## Manual Install

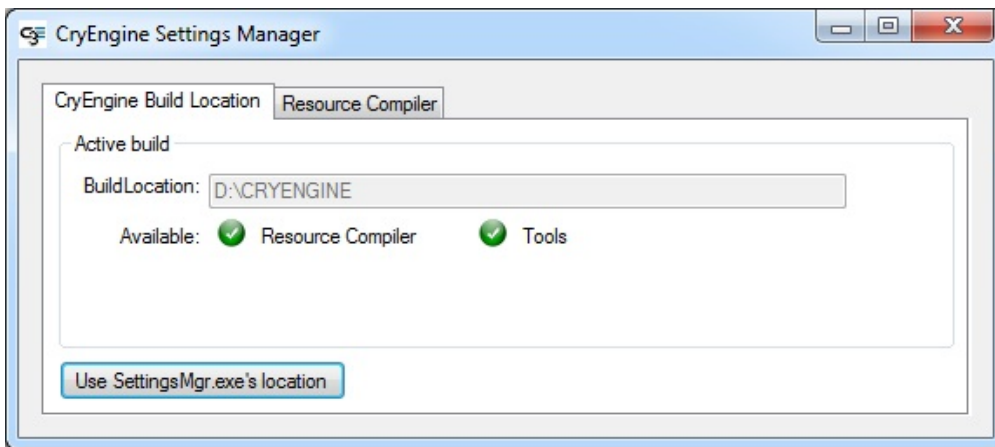
1. Copy the `\Tools\photoshop\plugins\CryTIFPlugin*.8bi` file to the `Photoshop Plug-ins\File Formats` folder, then restart Photoshop.

2. Open Photoshop and go to **Help -> About Plugin -> CryTIFPlugin** to set the path of the resource compiler (`<root>\Bin64\rc\rc.exe`) in the dialog box that is displayed.

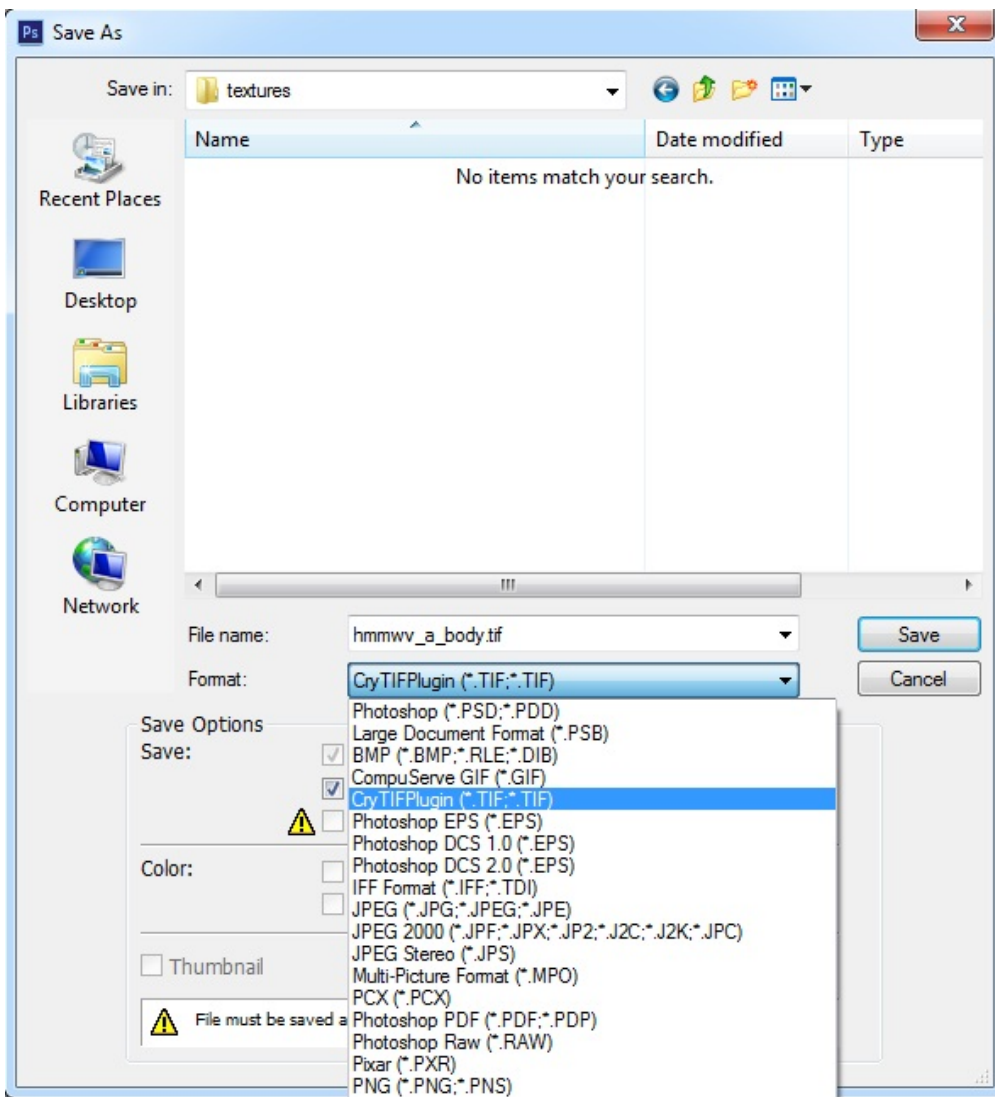


3. Set it to the **root directory** of the CRYENGINE installation. Make sure that you use the complete path, in this case: `D:\CRYENGINE.`

Click the **Use SettingsMgr.exe location** button to point it towards its default location within the build directory.

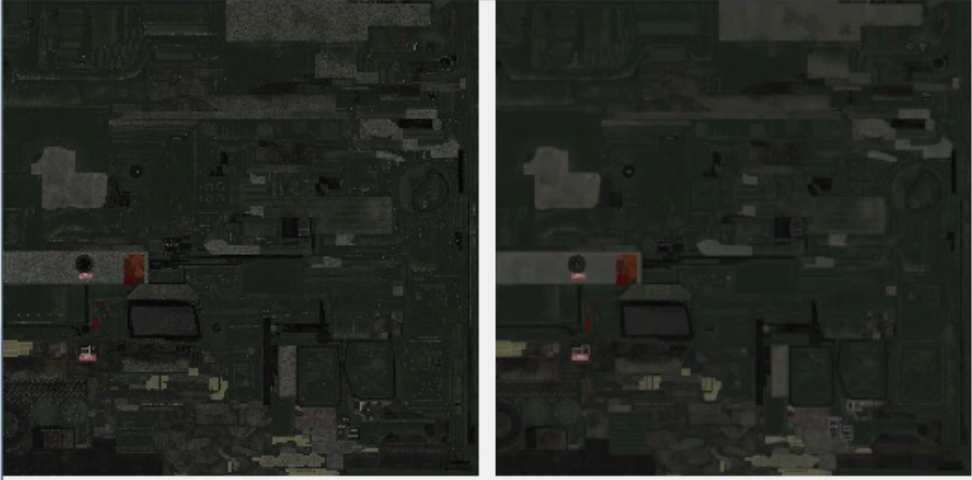


4. After a successful installation, CryTIFPlugin (.TIF) should be available as a file format in the Photoshop File dialog:



5. Once installed and the CryTIF exporter is selected, you will be shown a screen like this to allow for some fine tuning:

hmmvw\_a\_body.tif Zoom:12%



2048x2048 Fmt:A8R8G8B8 Alpha:8 Mem:16384.0kB

2048x2048 Mips: 10 Fmt:BC3 Mdl:sRGB Alpha:3of8 Mem:5461.3kB reduce:0 Flags:00000800

Preview

On   Tiled   Bilinear  Normal RGB preview mode (no gamma correction)

Preset (defined in rc.ini)

List all presets

Resolution | MIP Control | RGB to Normal | A to Normal

Suppress engine reduce

<input type="checkbox"/>	0	pc	2048	2048	BC3
<input type="checkbox"/>	0	ps4	2048	2048	BC3
<input type="checkbox"/>	0	xbox...	2048	2048	BC3
<input type="checkbox"/>	0	gles3	2048	2048	ETC2a