Making custom characters via oversized accessories for Tamagotchi P's

What do you need?

You will need a drawing program like for example [free] Gimp, https://online-converting.com/image/convert2bmp/# to convert it into a 4-bit file, this .APD file uploaded to a drive here but you are free to grab and reupload anywhere too and iDmakeDL v2 creator.

If you've already been making custom content for Tamagotchi [p's], then you'll be familiar with the image type requirements that iDmakeDL has. We can use up to 16 colors max and we need an indexed 4 bit file.

We want to create 4 accessories with different views. We start with one (optional) 42x42 px jpg image [for the preview], then three 42x42 px indexed (16 colors max) .BMP file images and one 60x62 px indexed (16 colors) .BMP file image.

To make the custom character proper in this 42x42 canvas, you can use the actual p's sprites from here as a reference to make sure your design covers them all!

1) One 42x42 px is for the preview; This shows when you put it on your Tama;
2) First (but second) 42x42 px is for the front. This should be a neutral look of your custom character, with the pose and the expression you would like them to have and to show the most.
3) Second one is for the ¾ view, but you can use it to give it a slightly different pose and expression to make it look more dynamic;
4) Third one is the fun view, but can be used for anything that will bring more life to your custom character;
5) The last and the biggest image 60x62 is for the close up, when the Tama approaches you [for example C button animation]. Give it any pose or expression you like.

** Use 15 colors and 1 color u didn't use -> use it as background. Put that one color you didn't use as background color. That color is transforming into transparent [42x42 or 60x62].

When your three 42x42 pix and one 60x62 pix .BMP files [24bits] are done, open the convertor and make them into 4-bit files. These files are now ready to use in iDmakeDL. Drop in de APD file first into iDmakeDL and then drop your new converted 4 bit .BMP files in it! Give it a different name, price and serial number!

Once they are all set, it's time to compile them in iDmakeDL! SAVE it on your PC in your fav map and send it to your IRDA device and Tamagotchi!

Transparency within Indexed BMPs

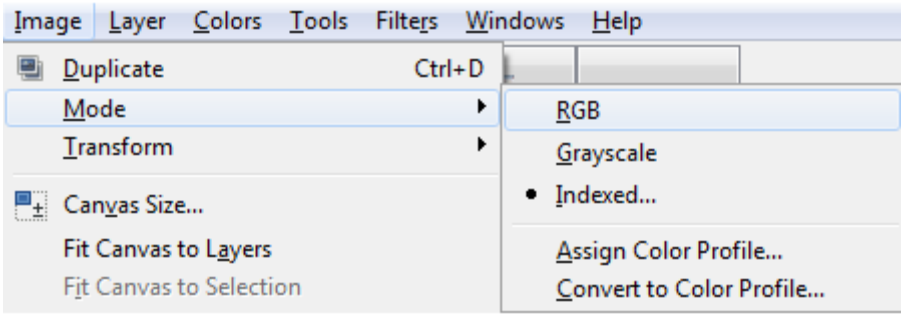
The bmp file format does not directly support transparency. Instead we are able to add code that declares certain colors to appear as transparent instead of showing normally. You can think of it sort of like a green screen effect.

Converting to RGB Mode and Indexed Mode

You need in the end an indexed 4-bit BMP file, converted into JPG file so you can upload it on to your infrared IRDA phone and on to your Tamagotchi.

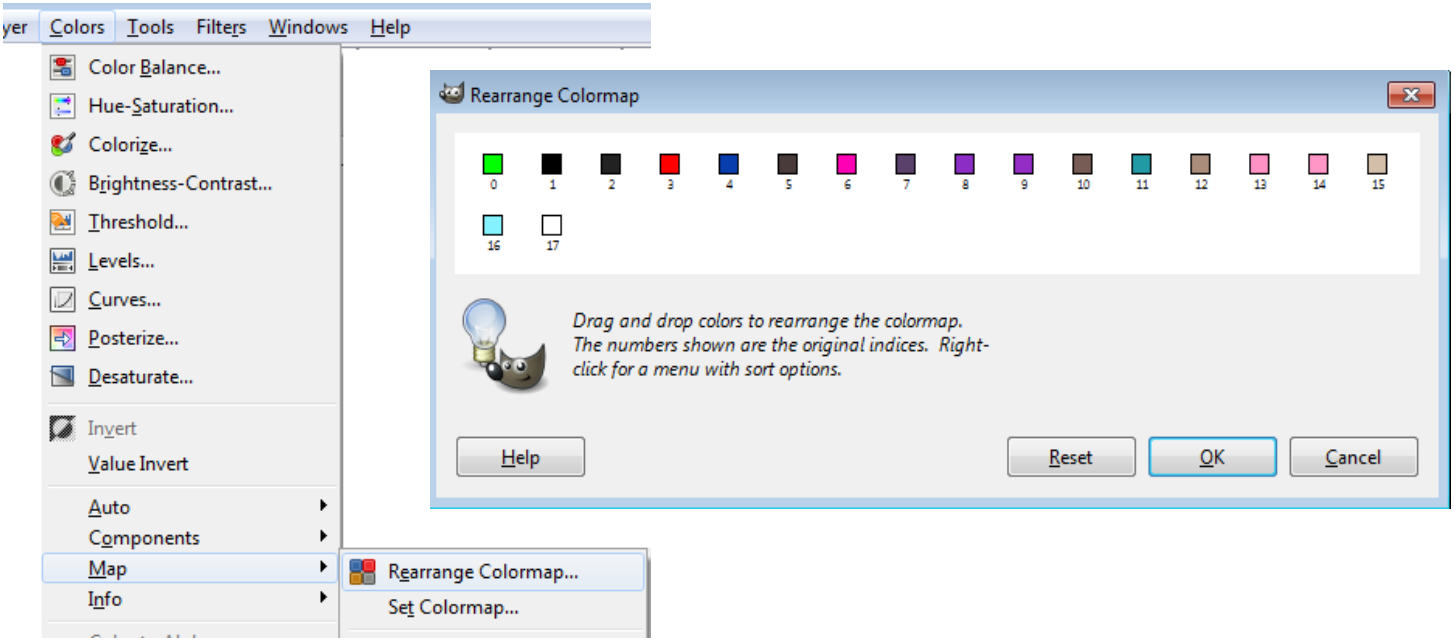
Start making a 42x42 bmp file with a maximum of 16 colors in RGB mode. This mode must be changed into an indexed 16 color file before saving and sending.

You can use RGB mode to pick every color you like for you creation and than change it back to an indexed bmp file to continu with your max 16 color block.

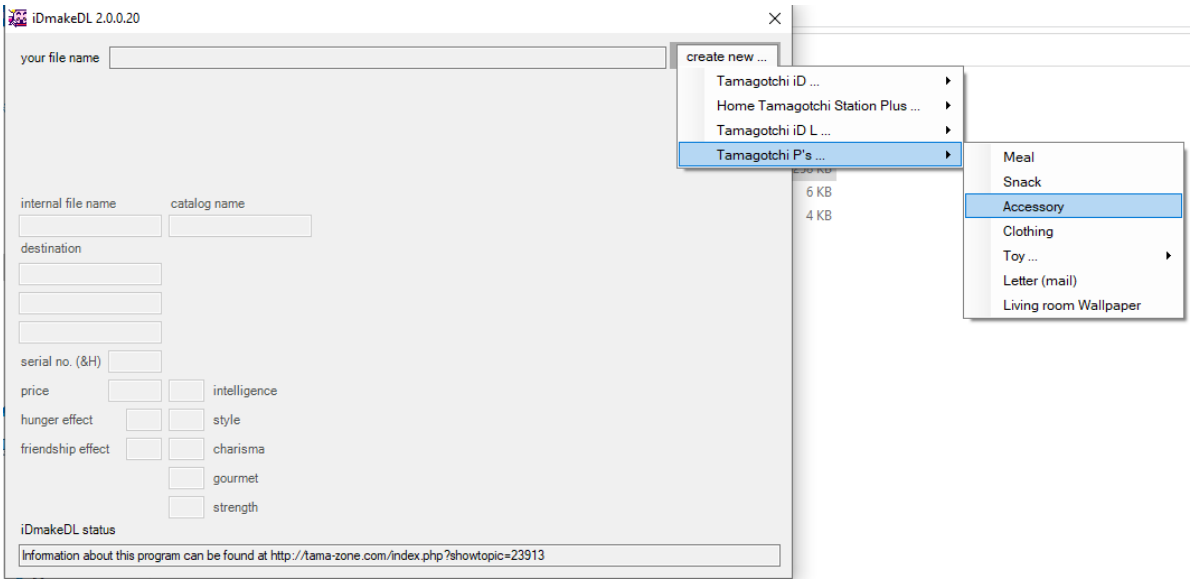


REARRANGE COLORMAP

Go to COLOR > MAP > REARRANGE COLORMAP to put your one, not used, color for the background that is going to be transparent. Drag that color to 0.

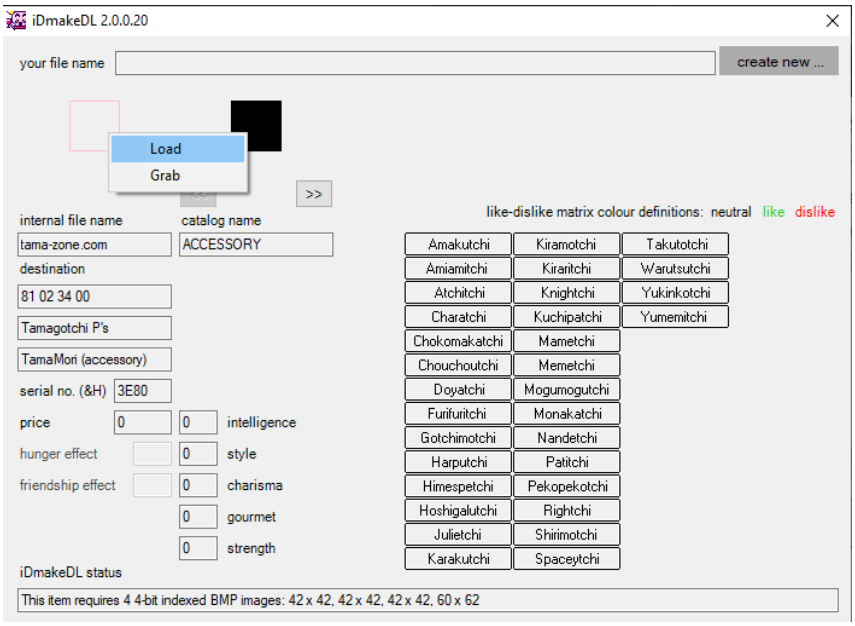


Compiling image files with iDmakeDL v2



A window will open, prompting you to upload the apd file [*this is very important*, otherwise the default setting will NOT allow you to create oversized accessories].

Upload all the images into the iDmakeDL slots by clicking on them and loading.



PREVIEW SHOT goes on the leftmost slot, the **three 42x42** files are added to the first three frames on the rightmost slot [click the arrows underneath to navigate the different frames], and finally the biggest 60x62 file goes on the last frame, the big 60x62px frame!

Extra info: combining clothing and accessory items

while clothing items cannot be given an oversized .APD file through iDmakeDL, it is still possible to use the given canvas to cover the lower portion of the tamagotchi character completely. clothing also has plenty more frames available, which can help your custom character feel more dynamic!

Use the size of the clothing canvas as a reference of where you should draw your accessory on your canvas.

This is an enlarged version of a 42x42px canvas with mametchi's in game sprite added! you can find the original size image here to use as reference in your art software. the dark blue/purple area is what is covered by clothing items, and the orange is what is covered by our oversized accessories.

I've not tested them together, but I am assuming the accessories would overlap, and thus go on top of the clothing.