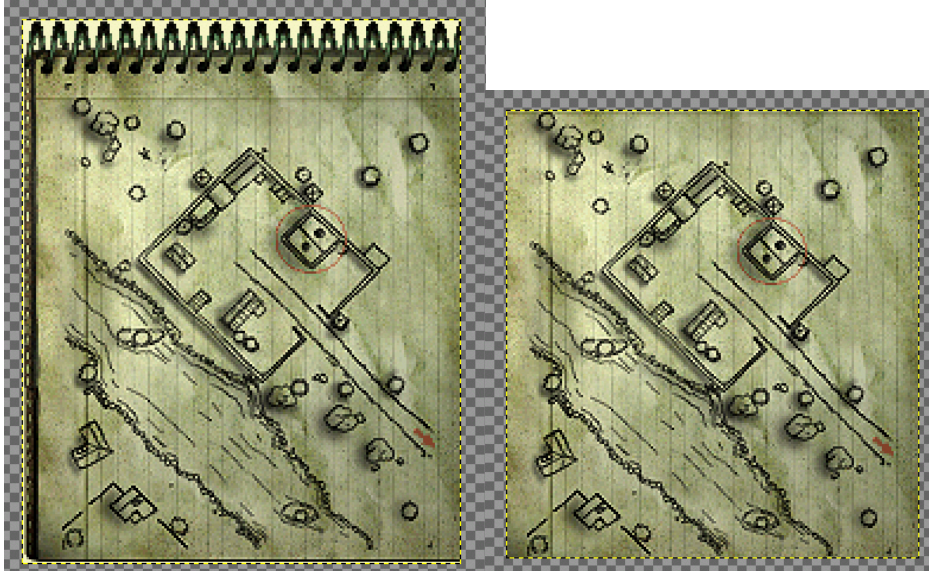


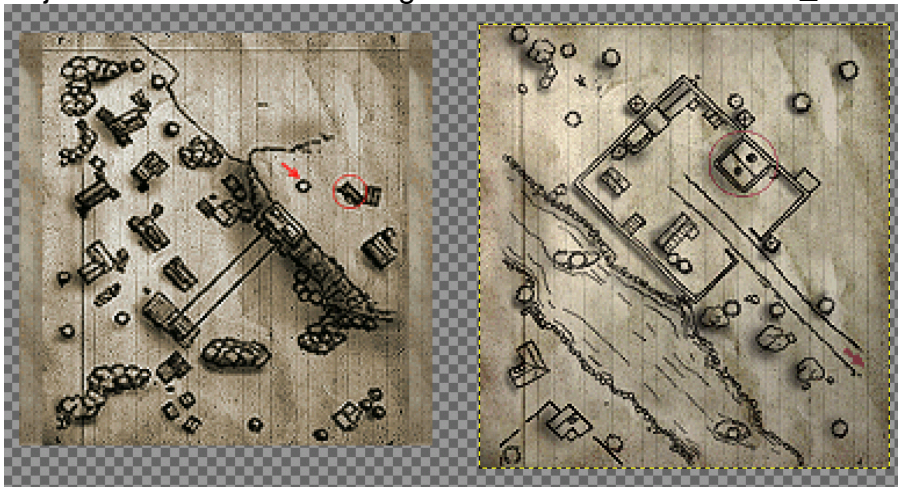
Extract BEL\_06LIB.GRL and open the extracted BEL\_06LibMapa.gif with Photoshop (or a similar program, I use GIMP). Convert the image from indexed colors to full RGB.

Extract LIBR0001.RLE with the MultiExtractor.exe and insert LIBR0001.BMP into the workspace of BEL\_06LibMapa.gif.

Cut LIBR0001.BMP like this (the resulting image should be almost square, so width and height should be nearly the same):



Adjust the colors so the image matches the color of BEL\_06LibMapa.gif.



Scale the image so it's 178 pixels high (keep the aspect ratio!). Merge it with the other image, now the image should be 178x178 pixels.

Convert it to 256 colors and save it as BEL\_02LibMapa.gif.



Important: The ImageConverter.exe can't convert gif files that were created by GIMP. I use Paint.NET and simply open and save the gif again so it has the correct file format.

Adjust the names in Description.ini and create the GRL.

```
.OFFSETXMAPA 51
```

```
.OFFSETYMAPA 13
```

= offset of the map image on the notebook image

```
.P0
```

```
[
```

```
  .LIBRETA ( 18 3 )
```

```
]
```

= the origin (0,0) of the actual map on the map image



```
.P1
```

```
[
```

```
  .LIBRETA ( 120 3 )
```

```
  .MUNDO_X 2230
```

```
]
```

MUNDO\_X is the real distance (usually the width in pixels of the actual map, which is 2230 px in this example) between the two LIBRETA points (P0 and P1).

In most cases the LIBRETA coordinates of P1 represent the top right border of the map. The second value of .LIBRETA in .P1 should be the same as in .P0.