

Subject: : Amiga Classic

Topic: : Program (paint) that can save DPaint compatible .iff?

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Hey there,

i'm trying to resurrect a game where i need to update some .iff's.

Unfortunately, so far i have only found DSPaint to correctly output the iff i need for the program to work (320x256x8).

256 color aga would that be.

The trouble now is that DPaint can't understand .png (the format the updated images are in and neither Multiviewer nor grafx2 can save the correct format for DPaint to read (I/O error).

Is there a (paint) program (or other) that can convert .png images to 256 color .iffs?

Thanks in advance