

How to use the colorset editor

By Koneko#5769 of Neko mods and Resources.

Ever had some mod, vanilla item, you wanted a different color? The colorset editor can quickly change how textures, colors, even how something dyes. Today, I'll go quickly over how to find it, and some of the basics of it.

Textures

Before you can start even editing your colorset you need to check to see what type of texture your item is using. This will come into play depending on how it was made; some can not be colored with the color set, without editing their textures first.

Look up the item you're wanting to edit, go over to the texture tab and click on the texture map.

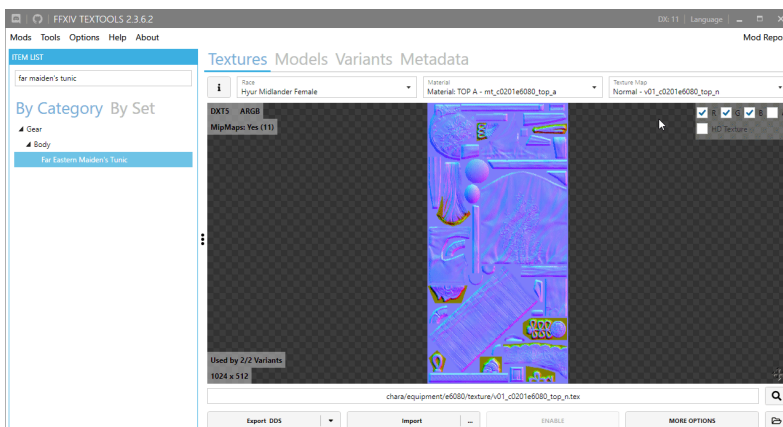
If this does not have a diffuse the only part you will need to worry about is your multi. If the multi is darker, these will make your items all duller. Keep in mind colors, like pinks, green, blues etc. are normal to see these are your ambient occlusion, specular intensity, and gloss showing.

If your texture does have a diffuse, these will affect how the colorset behaves. Think of it as this is a flatten photo of the object, if the diffuse has color to it, the colorset has either work with this color you will find this is very hard to get color set work. Any white tones on a

color set can easily be used still with a colorset. Diffuses are good for highly detailed items, or when you want to put words/photos on objects.

***Note the color set only has 16 rows, we can get around some with masks, or by the specular, you can also add new materials, please plan out your textures.**

Finding the colorset editor

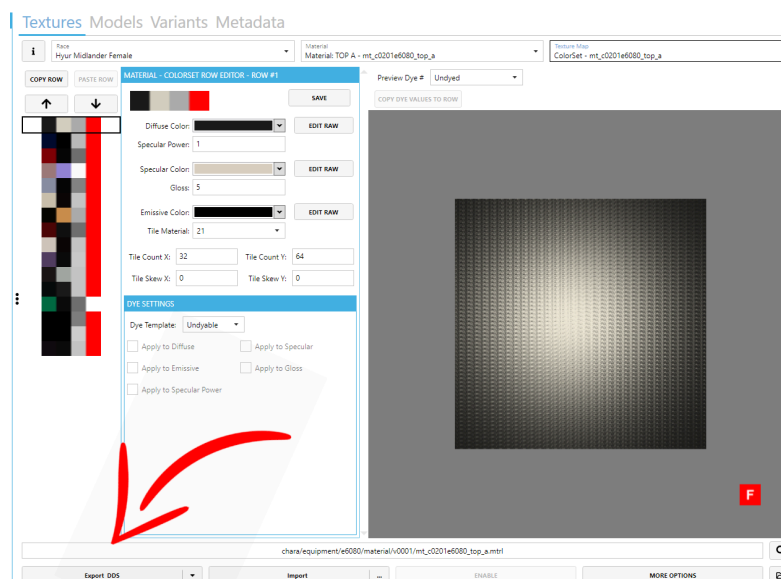


Unlike back in the day, the colorset editor is now built into texttools, making it much simpler to use and find. To quickly find it, look up the item you are wanting to edit, for this example I will be using the Far Eastern Maiden's Tunic (if your working on a modded item or some vanilla items make sure your item is not on the mat B, C, D, etc.). After you have looked up your item, make sure you're on the right material and go to the texture map tab at the top right and click on it and go over to colorset.

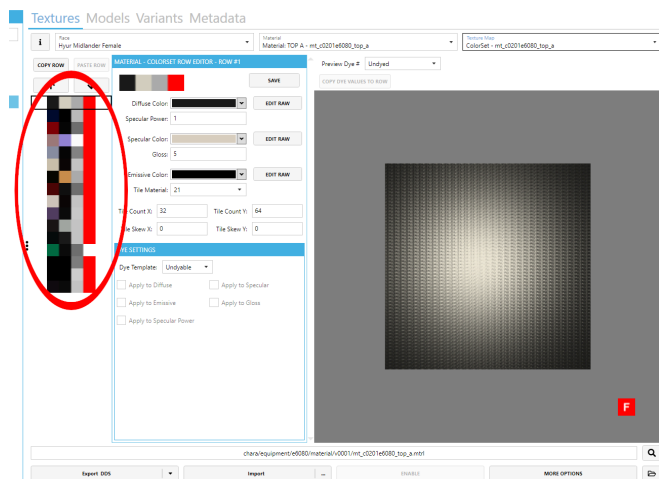
Overview of the colorset

Exporting/Importing

At the bottom of the page you will find buttons for exporting out the colorset, to import in a new colorset, along with enabling/disabling your colorset. These can be useful when you're moving around colorsets or passing the colorset to someone else to look at, or you simply want your color set to be vanilla again.



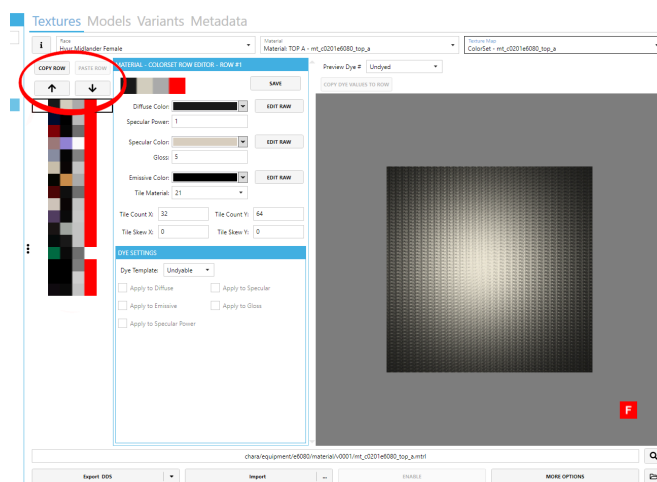
Colorset rows



These are the color set rows, they are linked to normal's alpha. The alpha works of different shades of gray, with row 1 being pure black, and row 16 being pure white. Please note some rows can blend with each other, such as row 1&2, will rows 2&3 can't snap the closest rows.

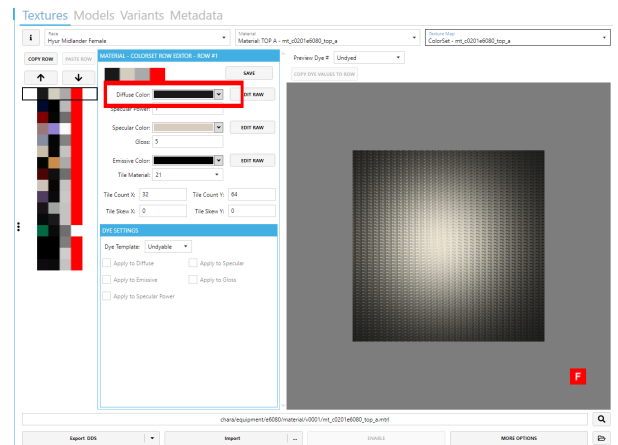
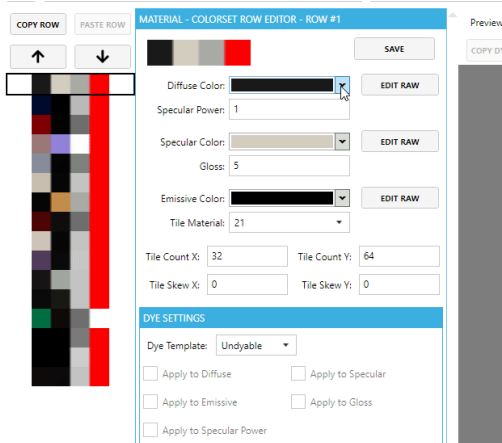
*If you do not know which row you're needing you can now go to model and high light color set rows.

Found right above the colorset rows, are 4 sets of buttons, to quickly move round rows, or copy rows from colorsets (the same one or different item).



Diffuse Color

This is where most things will be their color from. This will relate to how your color looks when completely matte.



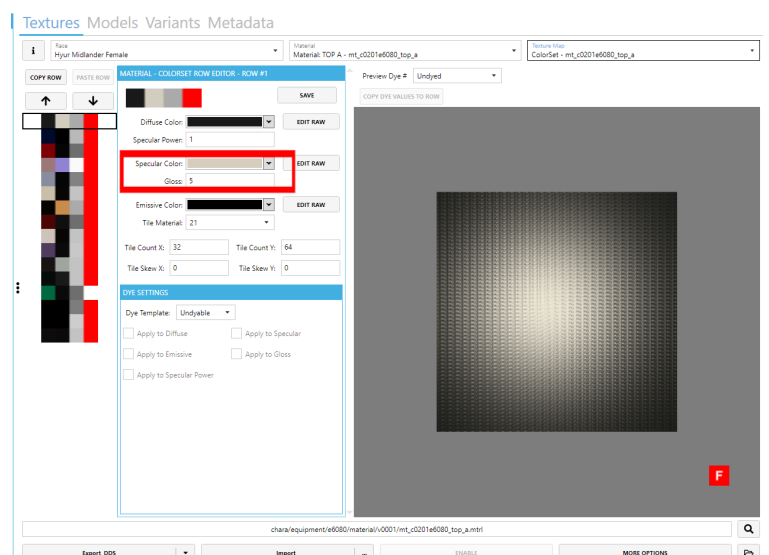
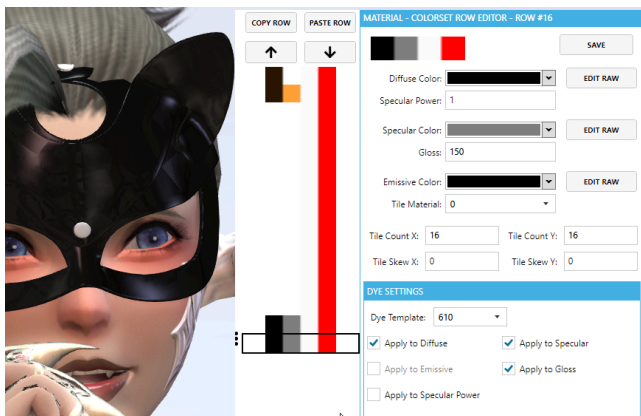
All of the color set works off RGB scale, which can be found by clicking through the drop down. In here you can edit any color, by editing the scales, or by using color map, or if you have the Hex code you can enter that instead.

Specular Power

Please do not touch this, we use specular color/gloss to handle the same thing, and can render it correctly in textools.

Specular Color/Gloss

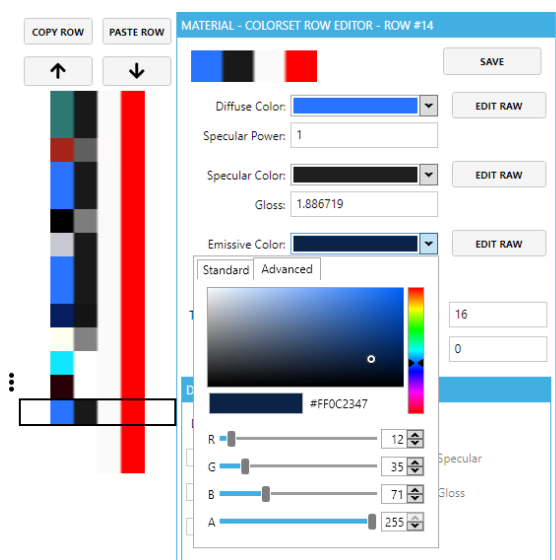
Specular color and gloss, control the shine and coloring of it. This can be used to take your dull matte color and spice it up a little. The specular color controls the color that will shine from an object, and the gloss controls how much it will shine. The closer the gloss number is to zero, the shinier it will, with the farther away being duller.



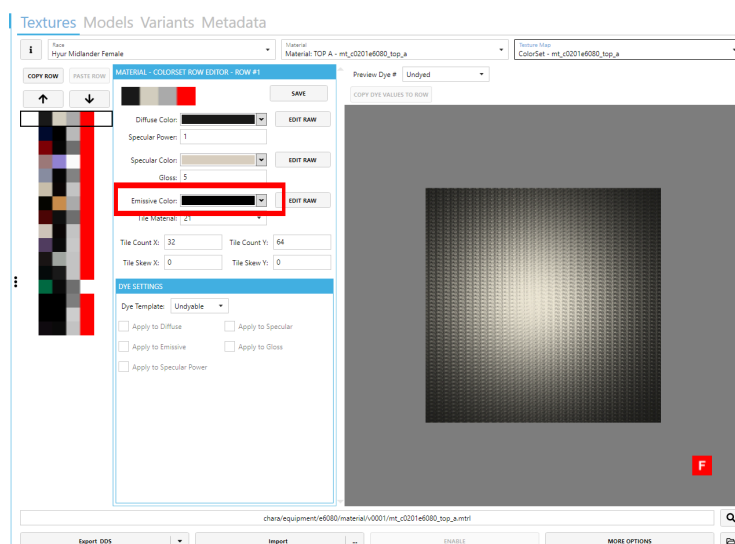
*Please note some will take glosses as high as 150 or 250 to give a fake latex effect. (Example my mod Alex, which uses 150 gloss)

Emissive Color

Ever notice that some items have a very slight glow, that isn't quite a metal look? This will be due the emissive color. With emissive color you can add a slight glow to blinding light to something. Black being no light, closer something is white being bright. You can also tint it to be a shade by coloring it when picking the shade.



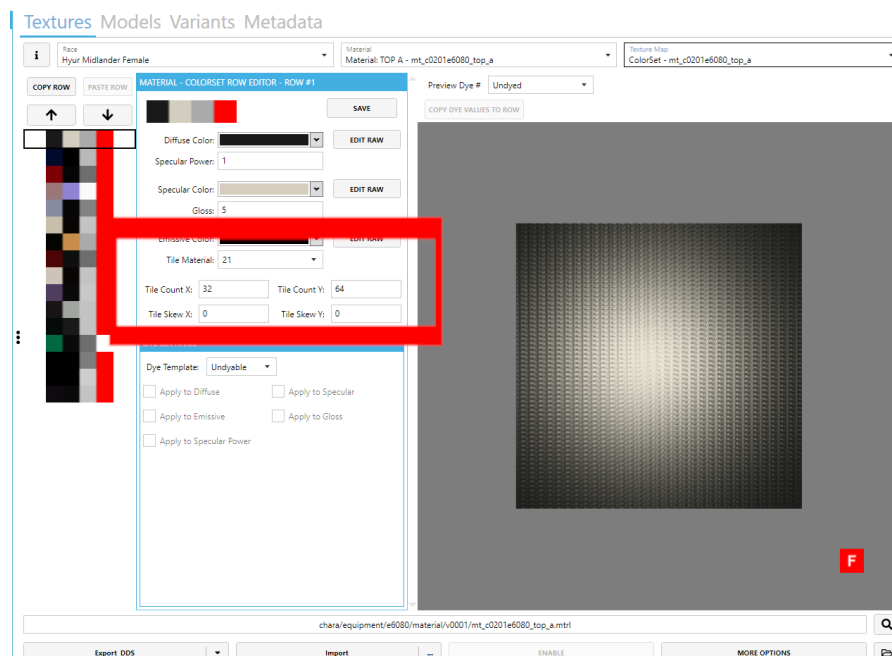
*This sample shows one of the glows you see on the summoner's carbuncle.



Tile

Tile material refers to which material will be used, we right now have 64 possible tile materials, however over half of them are unused or untextured. The tile material is a 32x32 normal and diffuse which is mapped to the UV1 layer of the material/model. It can be "tiled" a specified amount of times along each axis, along with skewd, if desired.

Please refer to the material type list or the image for more information on what each tile looks like.



[Image of Material Tiles](#)

Material Types

These are based on a old list/what I have come to judge

0-9: Untextured default material. Higher number = Less reflective

10: Dotted material

11: Crinkle metal

12: Wavy/Crinkled Metal

13: Scale Mail

14: Mesh

15: Crumpled aluminum

16: Chain link

17: Crumpled/Wrinkled fabric

18/19: Not used

20: Dented metal

21: Finely crinkled texture

22: Woven cloth

23: Scales

24-29: Unused

30: Horizontally crumpled material

31: Spatted paint look

32: Blurred #30

33: Modified version of #13

34: Scratched Metal

35: Rippled texture

36-39: Unused

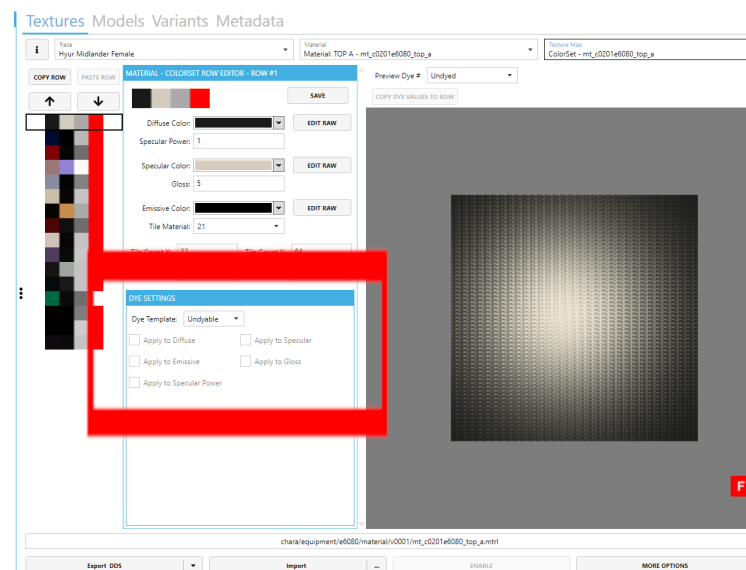
40: Checkered

41-63: Unused

Dye Settings

***Note this can not make something dye that can't already**

The dye settings lets us change if that color set row will dye or not and how it will dye. Right now, we have 41 different dye templates to pick from, along with different fields for these to effects; diffuse color, specular color, emissive color, gloss, and specular power. Not all dye templates contain data for all fields, for example, emissive color can only be dyed by 510-522. The lower the Dye number say 200 the more of a matte finish it will have when dyeing. Numbers closer and 400 are used more for silks.



General Rules of Dyes

Dye templates ending in 00 will dye default colors

Dye templates ending in 01 will dye darker than default colors

Dye templates ending in 02 will dye lighter than default colors

Dyed gloss value increases as you go up in the 100's bracket from 1 to 24

Special Dye Templates

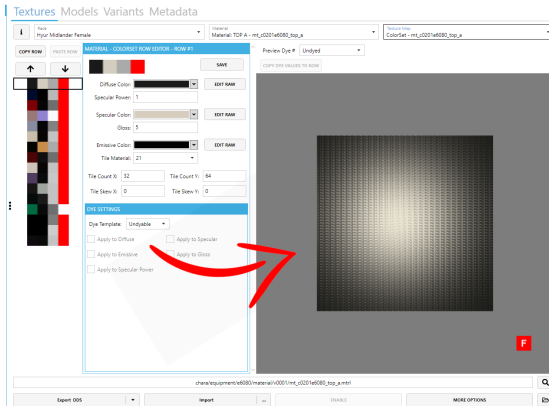
The following templates are accent-color templates - meaning when dyed, they always go the same color no matter the dye

Black(lowest to highest gloss) 220, 420, 221, 421

Silver 540

Gold 550

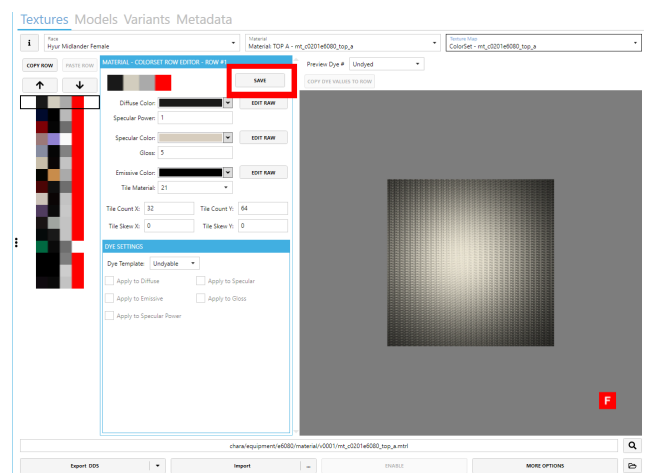
Previewing



To the very right of the screen you will see a box, here you can see a preview of all the work you are doing. Here you can see how something looks dyed when dyed using different dyes using the top drop down. This is just a rough idea, also remember to check your work in game to get the best idea of what something looks like.

Saving

After you're done editing, remember to hit save at the top, otherwise all your work will be lost.



Tips

- Still not sure where to start, grab from one of the many done colorset from SE. You can look up any item already in game and hit copy copy and bring it back to your project and edit to your needs.
- Found your row from the highlight color set but not sure which row that is at the top in the blue border texttools states which row you are.
- Afraid you're going to break something? Export your color set before you start, that way if you hate what you did import the old one, or if was vanilla just delete out what you just did by hitting disable or going into your mod list.

Credits

Thank you to Arty and Sel for their past work.

Want more guides, resources? Check out [Neko mods and Resources](#).