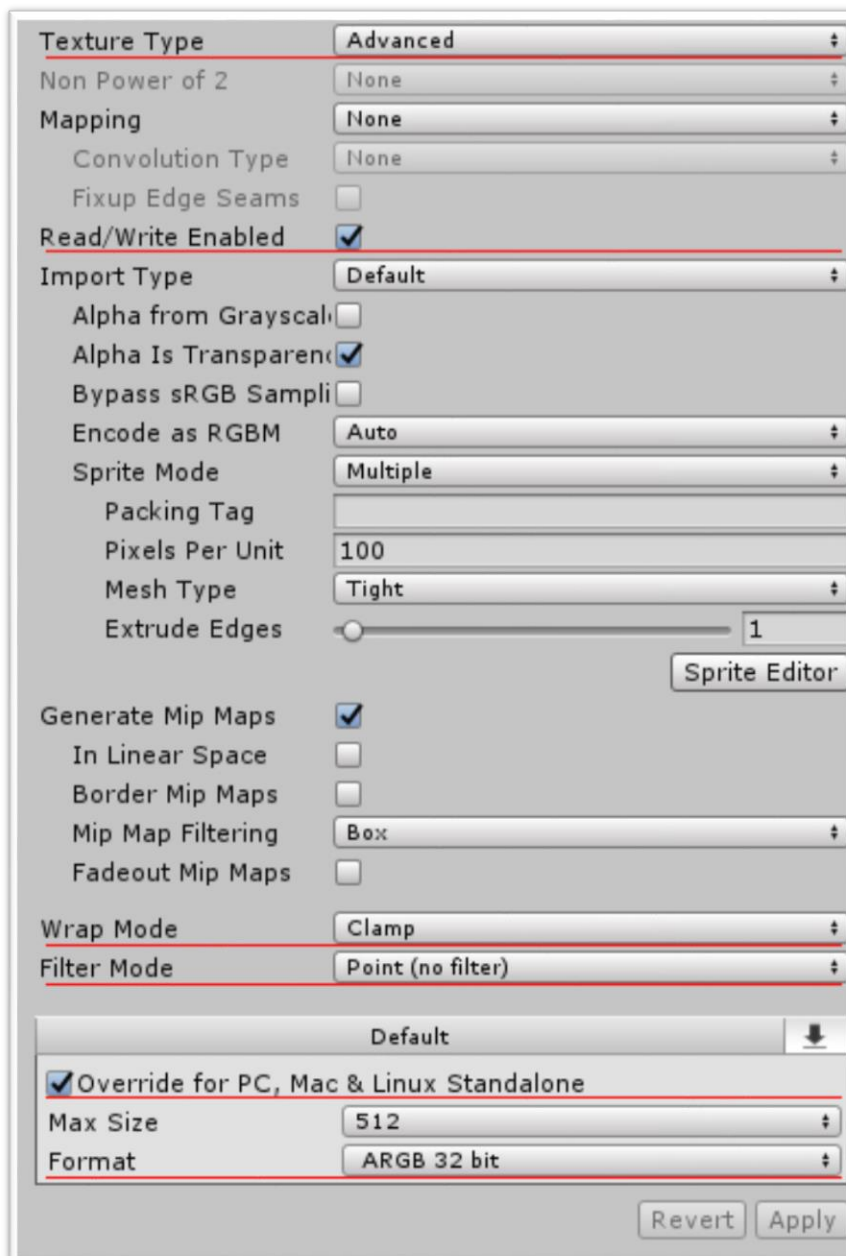


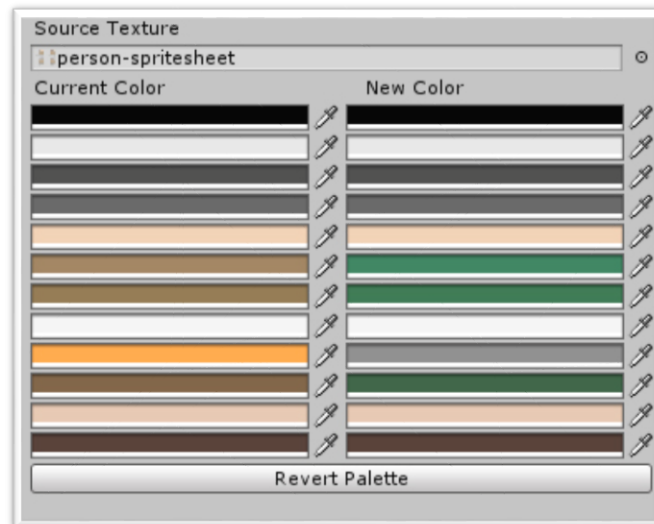
Palette Swapping

1. Import your sprite with following settings:

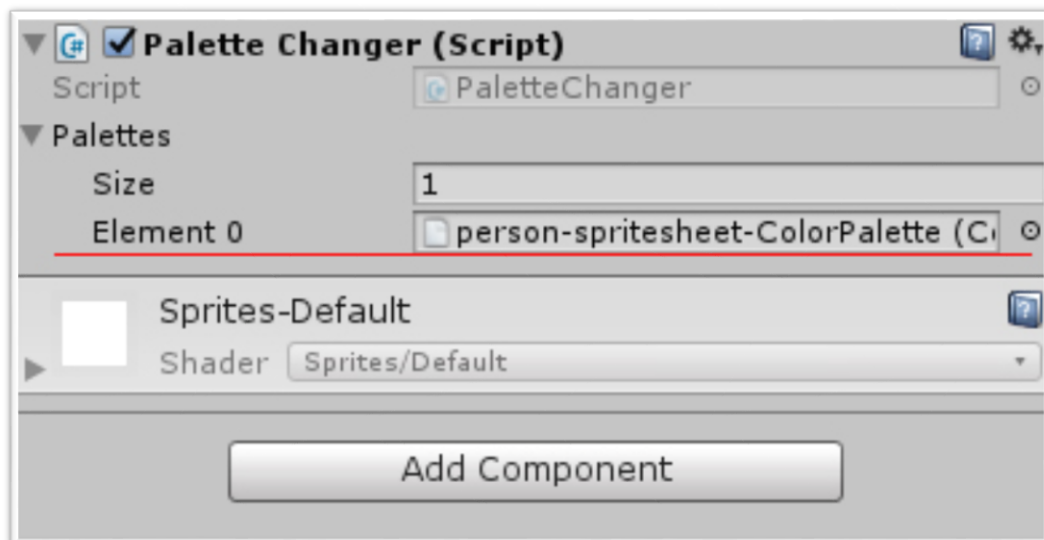
- **Texture Type:** Advanced
- **Read/Write Enabled:** Yes
- **Wrap Mode:** Clamp
- **Filter Mode:** Point
- **Override for PC, Mac / Linux Standalone:** Yes
- **Format:** ARGB 32bit (To enforce truetype)



2. Rightclick on your imported sprite → Create → Color Palette
3. Edit the **Color Palette**



4. Create your gameobject out of your sprite
5. Add the **Palette Changer Script**
(*PaletteSwapping/Scripts/PaletteChager.cs*) to your gameobject
6. Add your **Color Palette Asset** as an Element of the **Palettes** array



7. Have fun !