

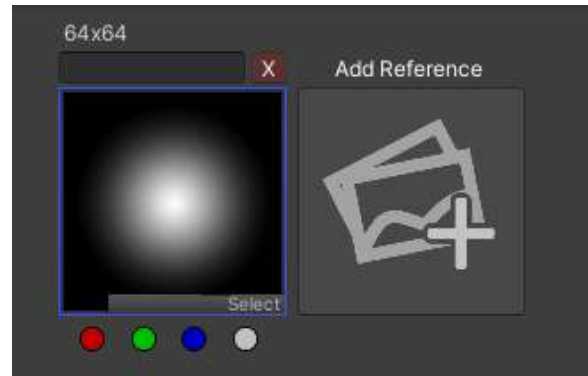
# Texture Channel Mixer Documentation

To open this tool navigate to **Window>Texture Channel Mixer**.

## Reference images

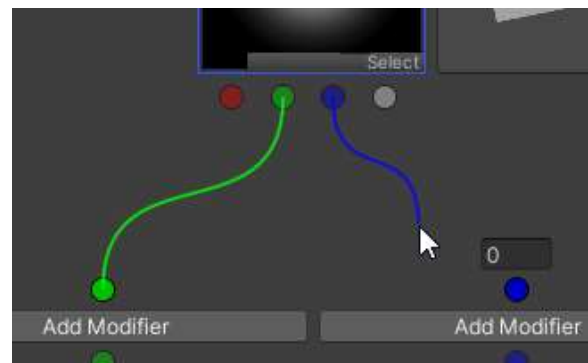
To remove or add reference images, use the red “X” and “Add Reference” buttons respectively.

You can set the texture by either drag and dropping them from your project folder or by clicking the “Select” button. You can give the reference textures names using the text field above them



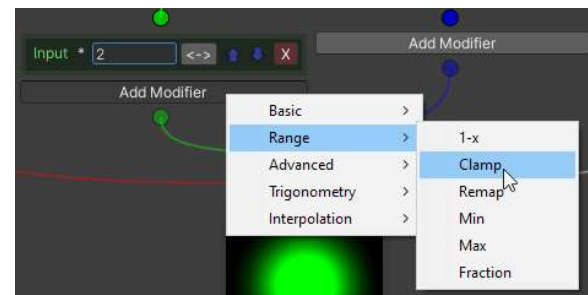
## Nodes

The four circles below each reference image represent the RGBA channels of that texture. To connect a channel to the output texture, you simply click and drag from one of the channel nodes and release the mouse button on the desired target node. To remove a connection, right click on a node to clear all of it's connections.



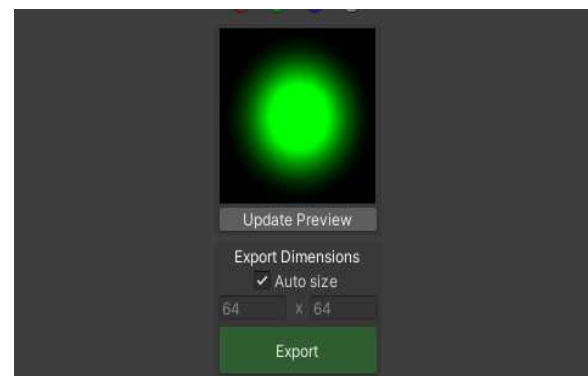
## Modifiers

You can use modifiers to adjust the channel value before it gets written to the output texture. To add a modifier, Click on the “Add Modifier” button of the channel you want to modify and select the option in the context menu. A description for each modifier can be found below. To remove a modifier, press the red “X” button. Use the blue arrows to reorder the modifiers as desired



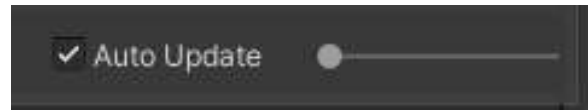
## Export

To export the output texture simply press the green “Export” button. By default, the size of the output texture is set automatic, which means it will take the dimensions of the largest used reference texture. If you want to set the output dimensions manually, uncheck the “Auto Size” checkbox.



## **Footer Options**

The “Auto Update” toggle changes whether the output texture preview should update every time a change is detected. Disable this if the tool seems to slow down and use the “Update Preview” instead.



## **Presets**

To save the current configuration (Reference texture count/names, connections, modifiers, auto size), use the “Save as Preset” button.

All presets are saved in the “Presets” folder.

Loading a preset using the “Load external Preset” button will simply copy that file into the “Presets” folder. To apply a preset click on the desired button following the “Presets” label. To delete a preset, press the red “X” button next to the preset.

The “Clear” button removes all reference textures, connections and modifiers to give you a clean slate.



## **Modifier Documentation**

- Basic
  - Add Value Adds a value to the channel value (the “<->” button swaps the operation)
  - Subtract Value Subtracts a value from the channel value
  - Multiply Value Multiplies a value with the channel value
  - Divide Value Divides a value with the channel value
  - Power Raises the channel value to the desired power
  - Square root Returns the square root of the input
- Range
  - 1-x Returns 1-Input – useful for inverting colors
  - Clamp Clamps the value between the entered values
  - Remap Remaps the value to a new range
  - Min Selects the smaller of the two values
  - Max Selects the larger of the two values
  - Fraction Returns the fraction of the value
- Advanced
  - Negate Returns Input \* -1
  - Absolute When the input is negative, it will be negated
  - Modulo Returns the modulo of the input and the entered value
  - Gamma to Linear Will convert the input from gamma to linear
  - Linear to Gamma Will convert the input from linear to gamma
- Trigonometry
  - Sin Returns the sine of the input
  - Cos Returns the cosine of the input
  - Tan Returns the tangent of the input
- Interpolation
  - Lerp Interpolates between the input and the entered value by the alpha value