local image = 'image link' -- image you want to import

local resolutionX = 32 -- usually it's 32 but it might change depending on the frame?

local resolutionY = 32 -- usually it's 32 but it might change depending on the frame?

-- epic coding stuf --

local grid = nil

local s, e = pcall(function()

if game.Players.LocalPlayer.PlayerGui:FindFirstChild'MainGui':FindFirstChild'PaintFrame':FindFirstChild'Grid' then

grid = game.Players.LocalPlayer.PlayerGui.MainGui.PaintFrame.Grid

elseif game.Players.LocalPlayer.PlayerGui:FindFirstChild'PaintFrame':FindFirstChild'GridHolder':FindFirstChild'Grid' then

grid = game.Players.LocalPlayer.PlayerGui.MainGui.PaintFrame.GridHolder.Grid

else

warn('cannot execute script')

return

end

end)

if e then

local s1, e1 = pcall(function()

grid = game.Players.LocalPlayer.PlayerGui.MainGui.PaintFrame.GridHolder.Grid

end)

if e1 then

warn('cannot execute script')

return

end

end

local h = game:GetService("HttpService")

function getjson(url)

local begin = game:HttpGet("https://f818fcf9-3b10-4c92-8176-0bef47a8421d.id.repl.co/get?url="..url)

if (begin == 'the file size is too big!') then

return 'fstb'

else

local json = h:JSONDecode(begin)

return json

end

end

function import(url)

local pixels = getjson(url)

local cells = {}

local index = 1

if (pixels == 'fstb') then

game.StarterGui:SetCore(

"SendNotification",

{

Title = "error",

Text = "the file size exceeds three megabytes, "

.."to prevent people from crashing my vps i have set"

.." the cap to amount. sorry for the inconvenience"

}

)

else

grid['1'].BackgroundColor3 = Color3.fromRGB(

pixels[1][1],

pixels[1][2],

pixels[1][3]

)

for y = 1, resolutionX, 1 do

for x = 1, resolutionY, 1 do

pcall(function()

local pixel = pixels[index]

index = index + 1 -- index += 1 doesn't work wtf

local r = pixels[index][1]

local g = pixels[index][2]

local b = pixels[index][3]

grid[tostring(index)].BackgroundColor3 = Color3.fromRGB(r, g, b)

table.insert(cells, pixel)

end)

end

end

pcall(function()

local pixel = pixels[index]

index = index + 1 -- index += 1 doesn't work wtf

local r = pixels[index][1]

local g = pixels[index][2]

local b = pixels[index][3]

grid[tostring(index)].BackgroundColor3 = Color3.fromRGB(r, g, b)

table.insert(cells, pixel)

end)

game.StarterGui:SetCore(

"SendNotification",

{

Title = "done",

Text = "finished importing, check the drawing grid"

}

)

end

end

import(image)