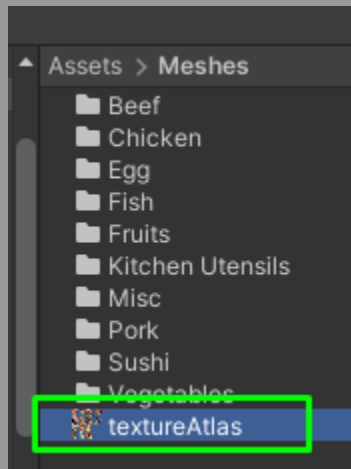
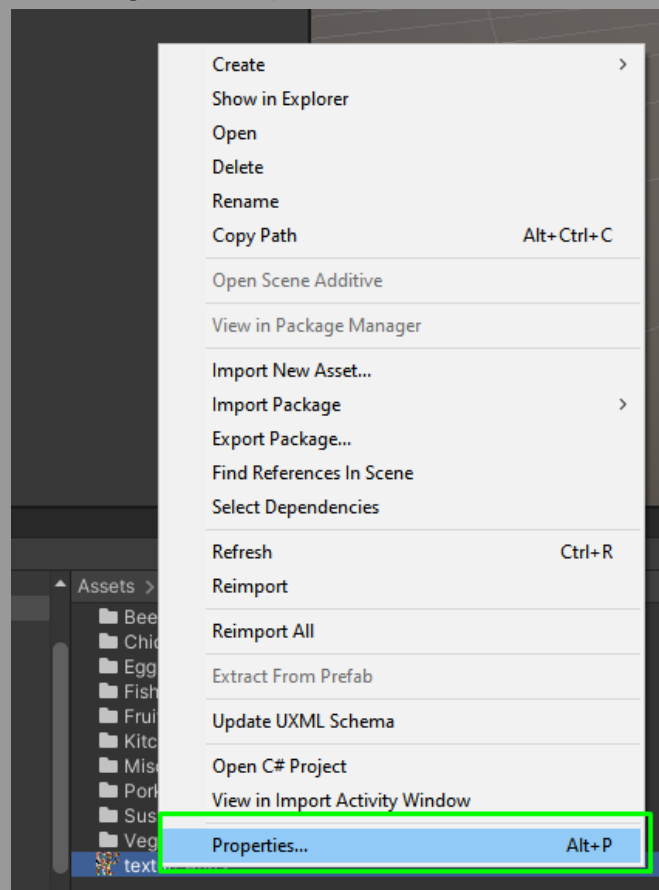


To get the correct colors, do the following steps:

**Step 01:** Select the **textureAtlas.png** under the **Meshes** folder.



**Step 02:** Right-click it and go to **Properties**:



**Step 03:** Change the following configurations:

- ENABLE** Alpha Is Transparency.
- Set Filter Mode to **Point(no filter)**.
- In the Default tab, set the Compression to **None**.
- Hit **Apply**.

It should look like the following:

