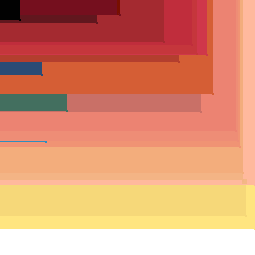
HOW TO USE THE SHADER

1. Apply the shader
2. Create a palette for your current image:

this shader requires the use of 255x255 px images too use as a palette 

← This is an example. Don't stress they’re easier to make than they look.

To make one you sample the colors that make up your image, then using the “red” and “green” values of the colors you fill in the “palette” “red” being width(left-right) “green” being hight (up-down) distances being from the top right (where the black square is) Eg. 86 r, 152 g, 99 b, would be “86px to the right” and “152px down”

The only thing that matters when making a palette is that the pixel at the “r-g” coordinate is the color that you want.

you DON'T need neat rectangles just the lower-right corner!

1. Now time to change the palette’s colors:

Now that you have the “original palette” it's time to make a new one. create a copy of the palette that you won't mind changing then replace any of the colors with new one's

1. Add the new palette:

Now take the NEW palette you just made and put it in the SHADER PARAMETER “pal” under MATERIAL / material / shader / shader param / “pal” (the material and the shader are both called “meep” by the by... )

1. Relax and enjoy!

If you're having issues with colors mixing up try increasing the area that the missing color has on the palette some times it reads a colors RGB values with a +- 1-2 range depending on the imaging software you use or your image has slight color variants in it.

THIS SHADER DOES NOT WORK ON GRADIENTS UNLESS YOU PUT WORK INTO THE PALETTE!