

## How to palette asset

1. Download image
2. Open up image in GIMP
3. Go to Image > Mode (look at what's chosen)

If RGB is chosen:

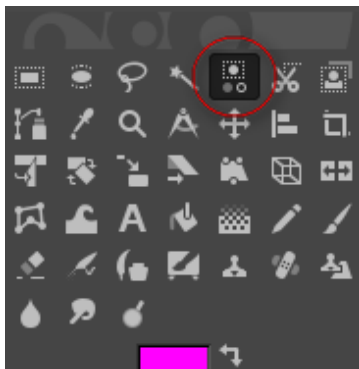
Continue to step 4.

If Indexed is chosen:

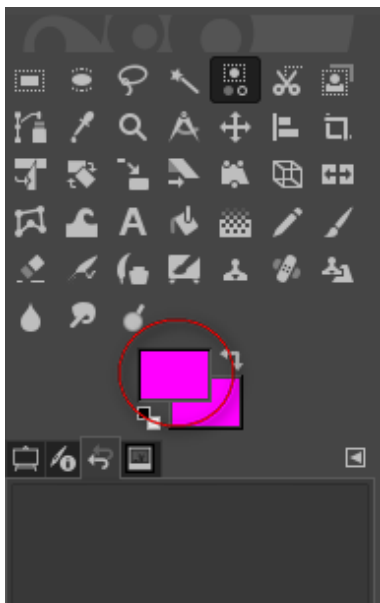
Choose RGB

Continue to step 4.

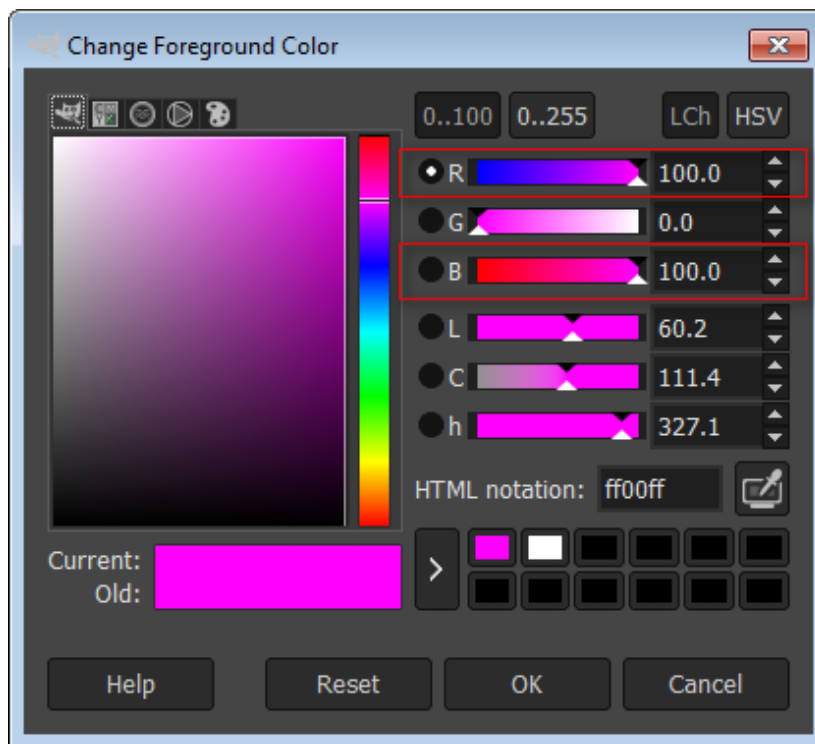
4. Use the "Select By Color" tool to select the background color(the color that surrounds all the sprites)



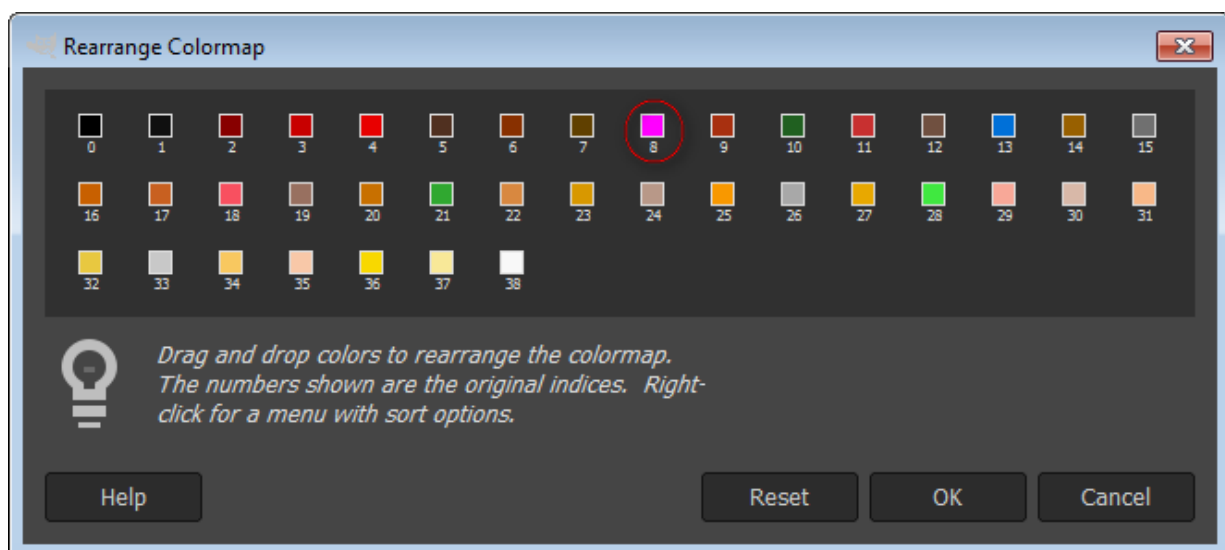
5. Click on foreground color on left side of screen.



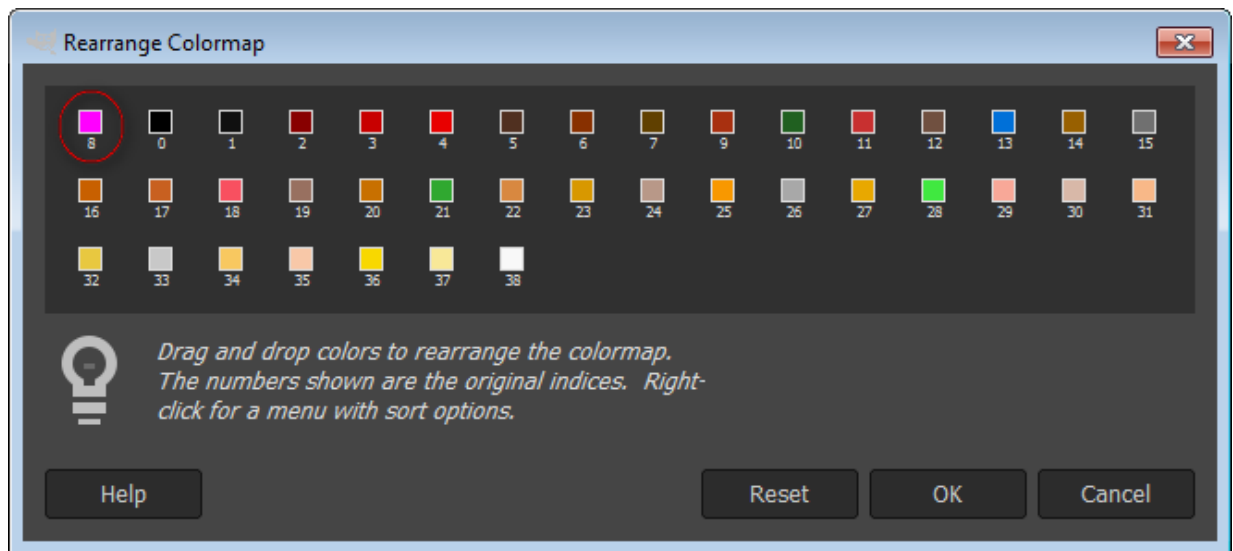
6. Choose the pink color (R: 100%, G: 0%, B: 100%), if it's already pink, go to step 7.



7. Go to Edit > Fill with FG Color  
8. Go to Image > Mode > Choose Indexed  
9. Go to Select > None  
10. Go to Colors > Map > Rearrange Colormap

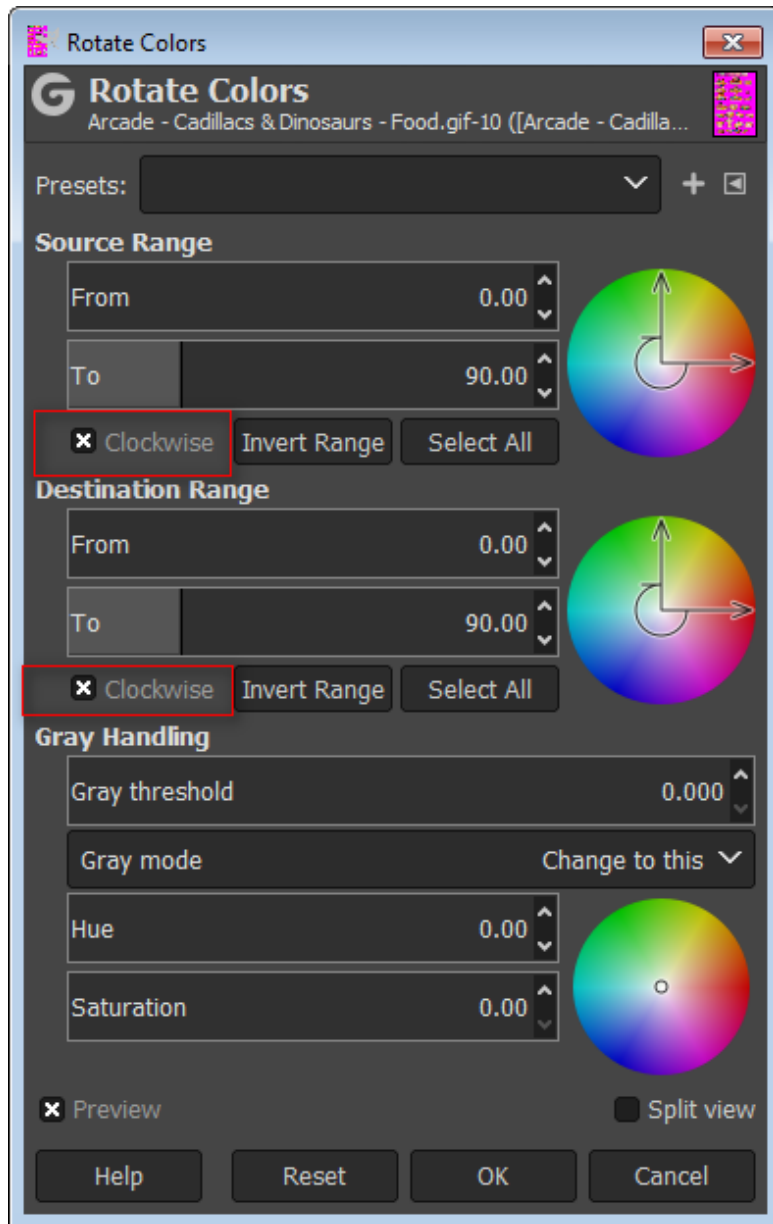


11. Take Pink color and drag it to be the first on the top let. Click "Ok".

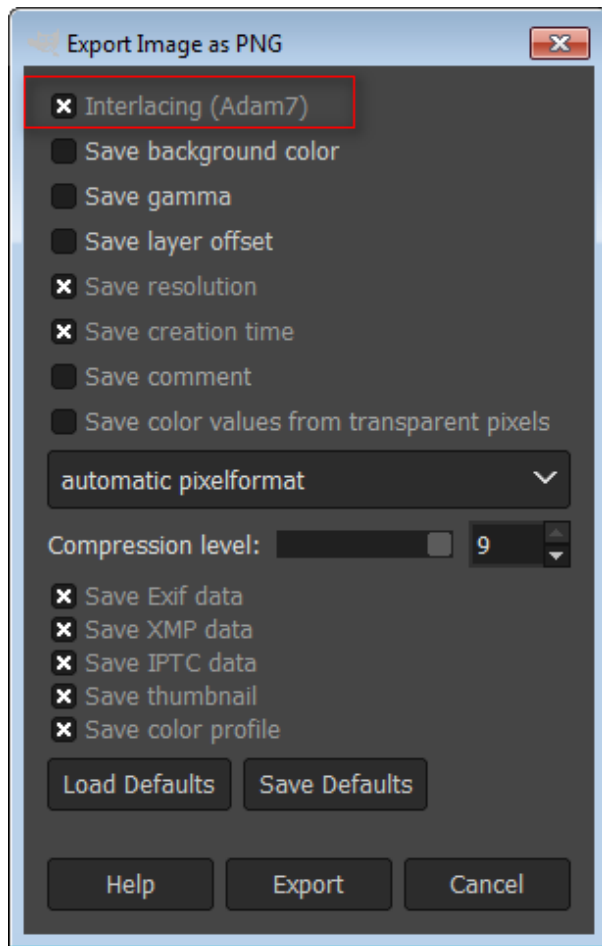


12. Go to Colors > Map > Rotate Colors

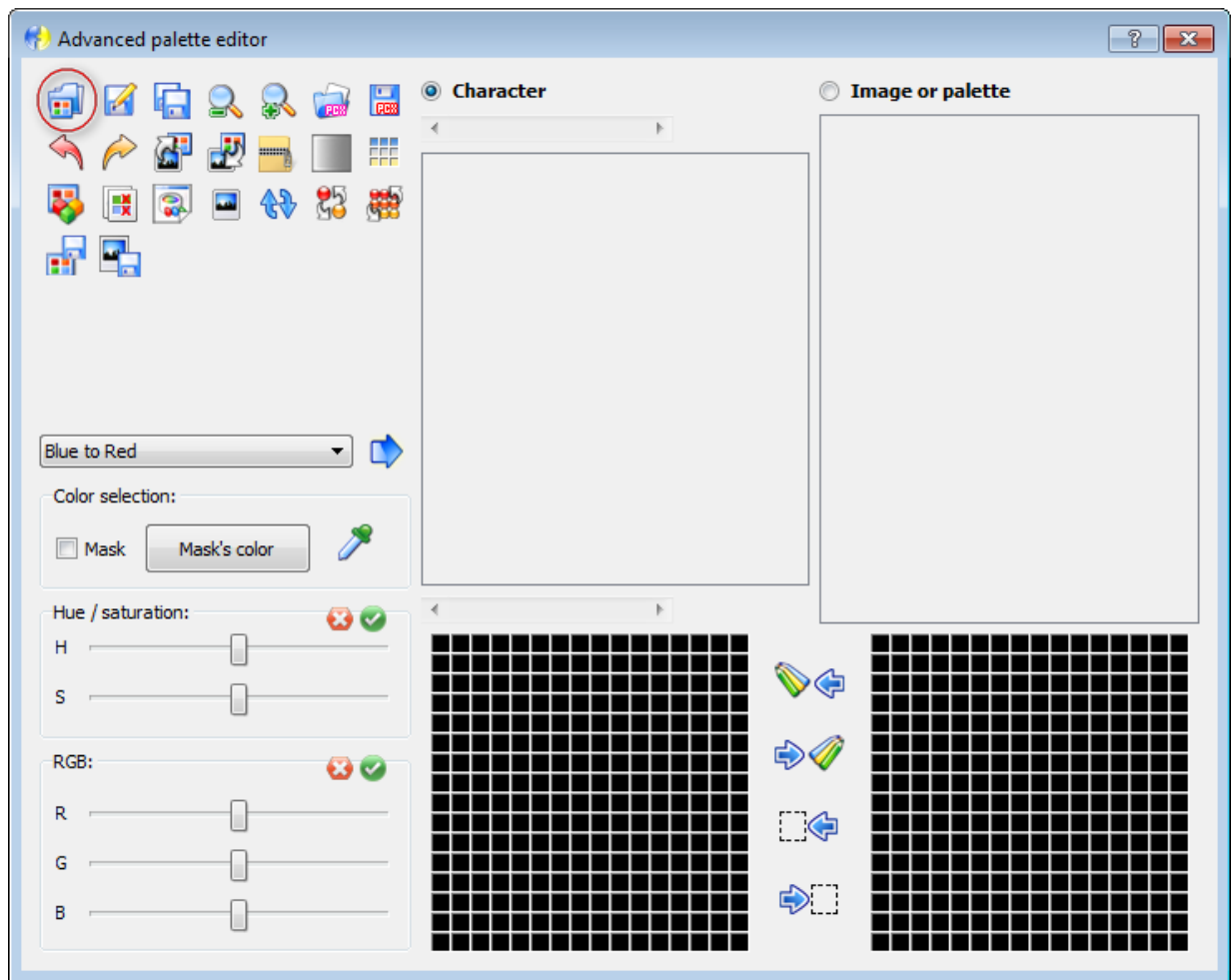
13. Make sure "Clockwise" is checked for both Source Range and Destination Range



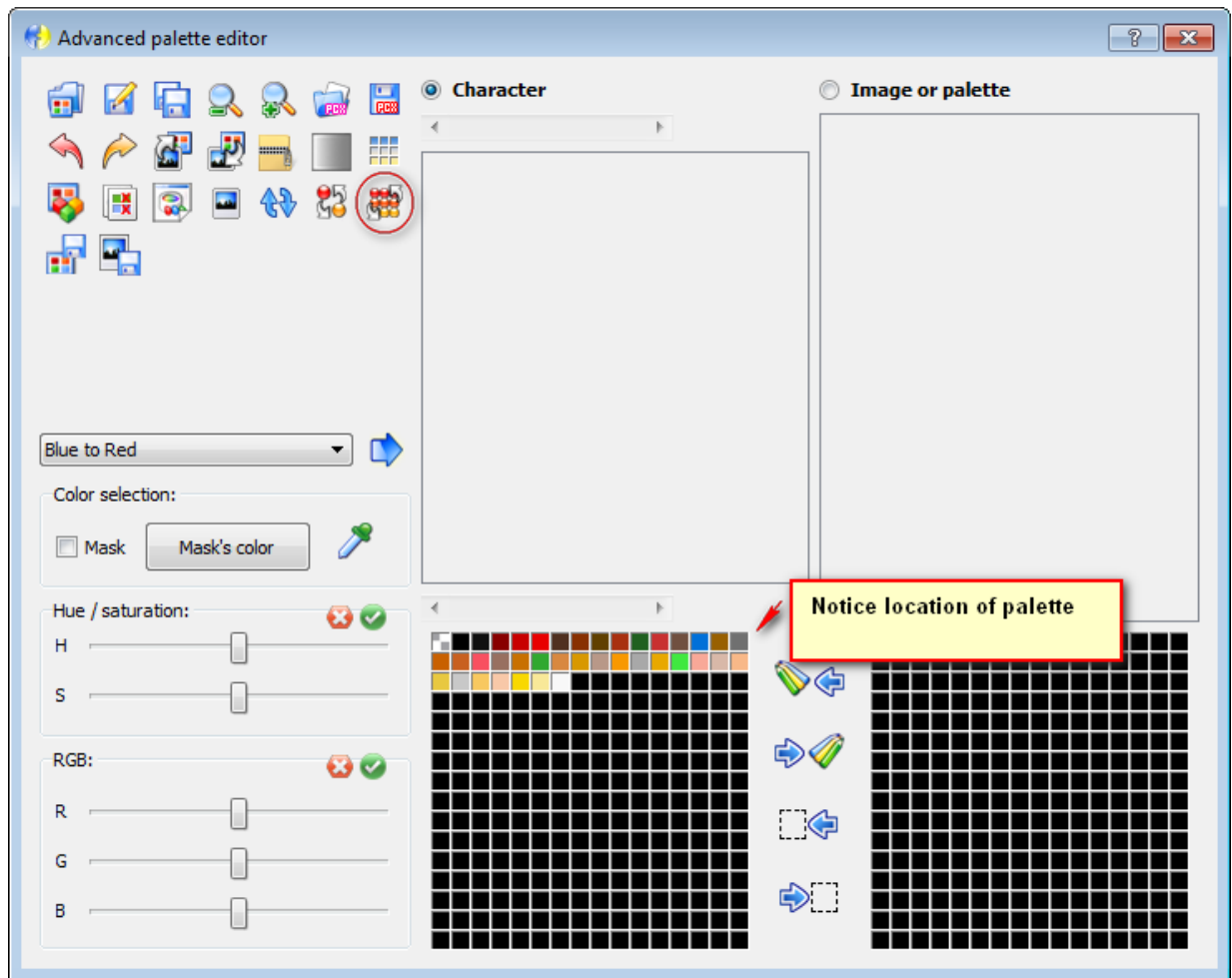
14. Click Ok
15. Go to File > Export As
16. Make sure the name of the file has .png on the end
17. Click Export
18. In 'Export Image as PNG' window, make sure "Interlacing (Adam7)" is checked.



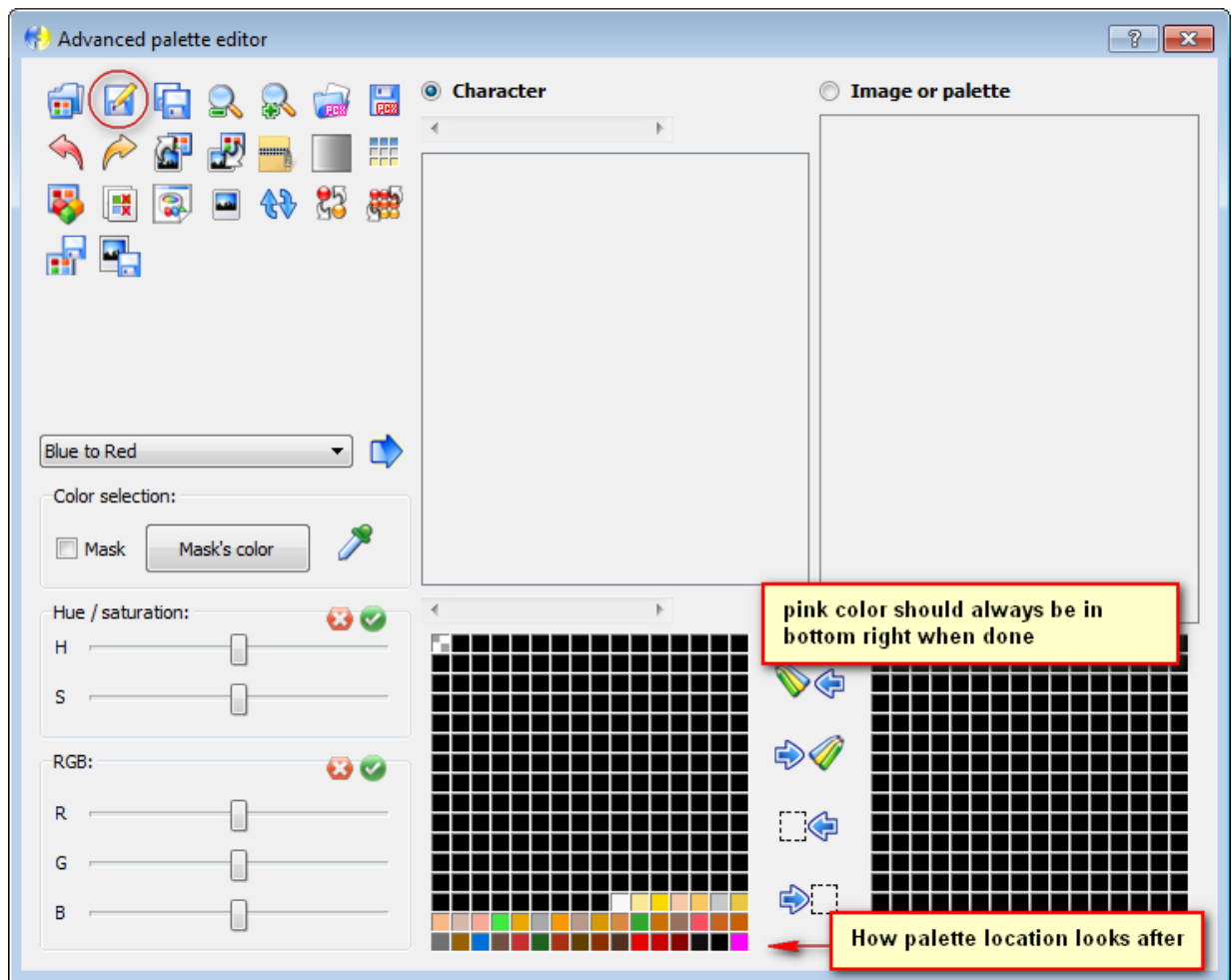
19. Click Export
20. Open Fighter Factory
21. Go to Palettes > Advanced palette editor
22. Click on "Open palette from a file" tool



23. Select the PNG you created
24. You should now see the palette load up
25. Click on "Invert all colors of the palette (keep first and last Alphas)"



26. Click on "Save current palette a new file"



27. Save the file.
28. Take PNG file and use ASU to export all sprite frames
29. Create character with animations(moving all sprite frames over, and also copying over the palette file)
30. Use PalApply to apply palette to all sprite frames.
31. In character file add the following line "palette data/chars/characterfolder/palette file"
32. Should show up just fine now