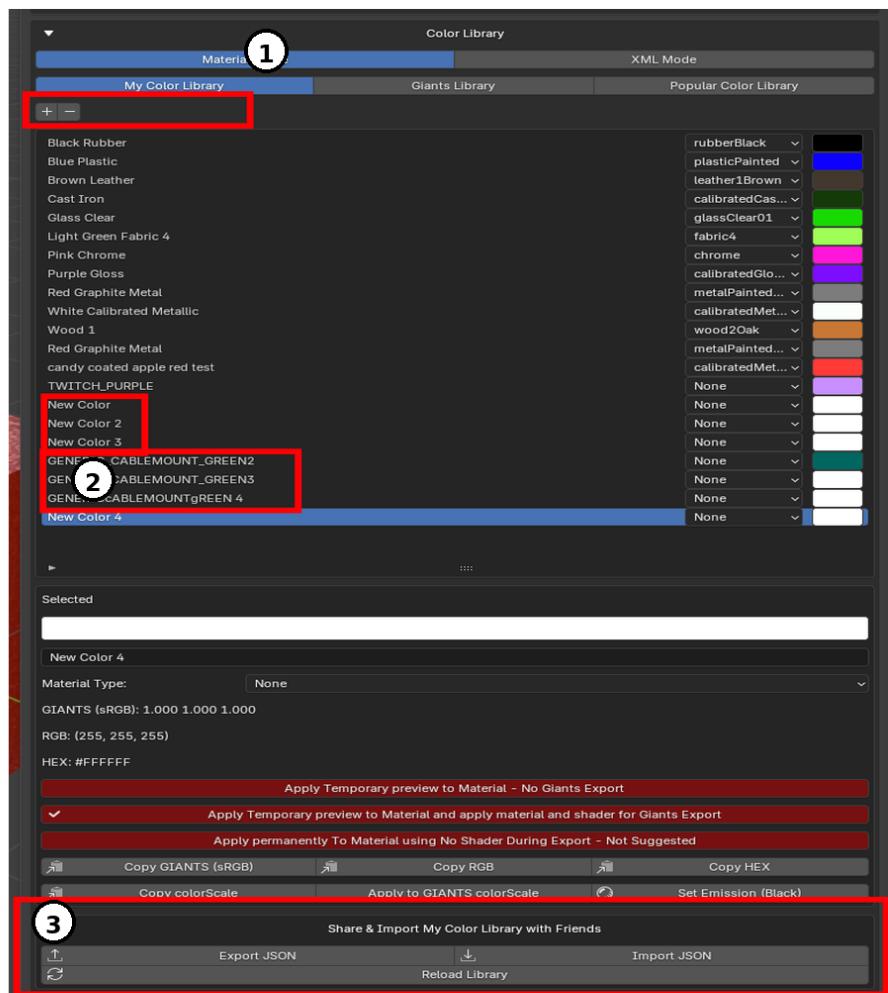


Color Library - Material Mode (Updated UI Tour)

My Color Library - overview + JSON sharing

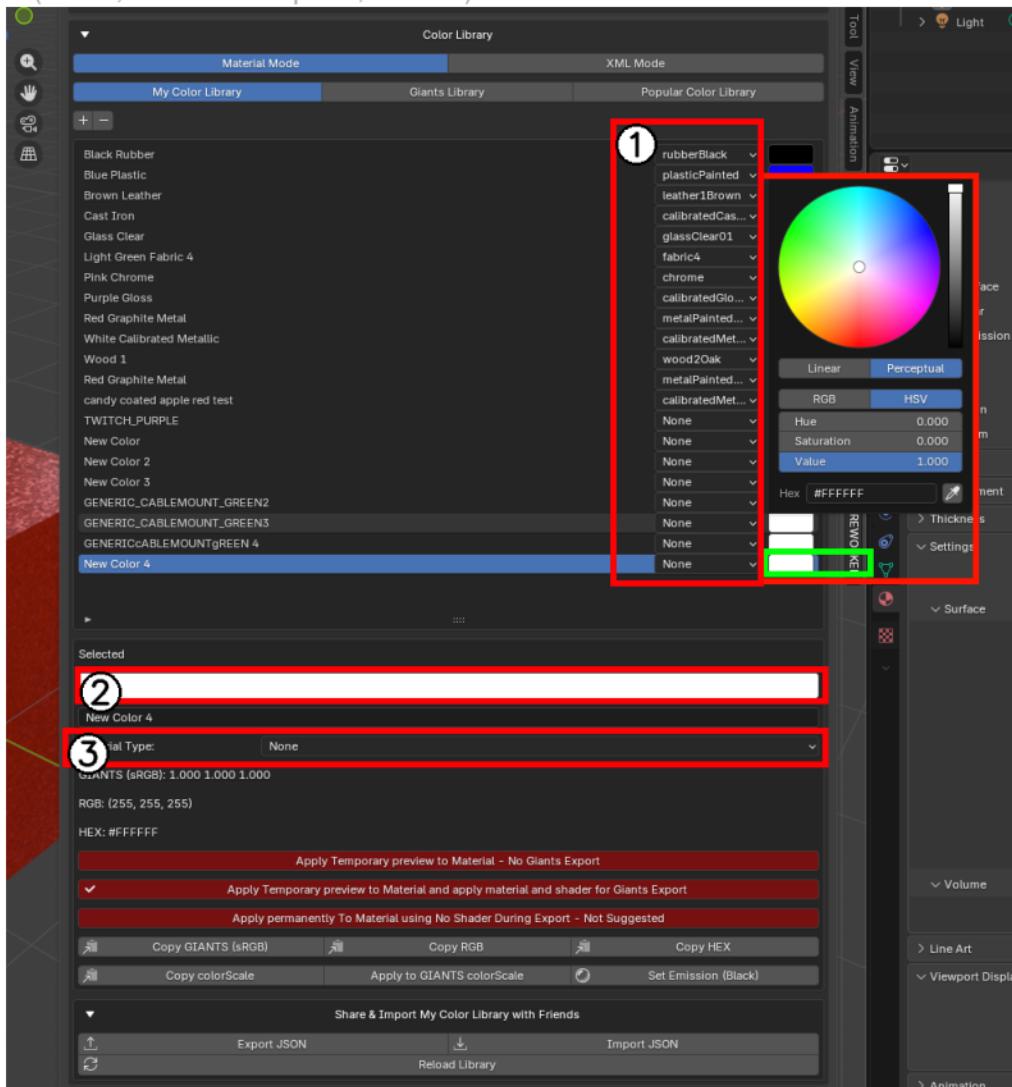


What the numbered boxes mean

1. Add / remove saved colors (+ / -).
2. Saved color list (click a row to edit). Duplicate name + material combos are blocked to keep L10N generation safe. You can type names with spaces, CamelHump, or underscores — but when re-importing from XML/JSON the tool normalizes spacing, so it may detect a duplicate and auto-iterate the name (... 2, ... 3, etc.).
3. Export JSON / Import JSON (share or back up), plus Reload Library.

Color Library - Material Mode (Updated UI Tour)

Edit a saved color (name, material template, swatch)

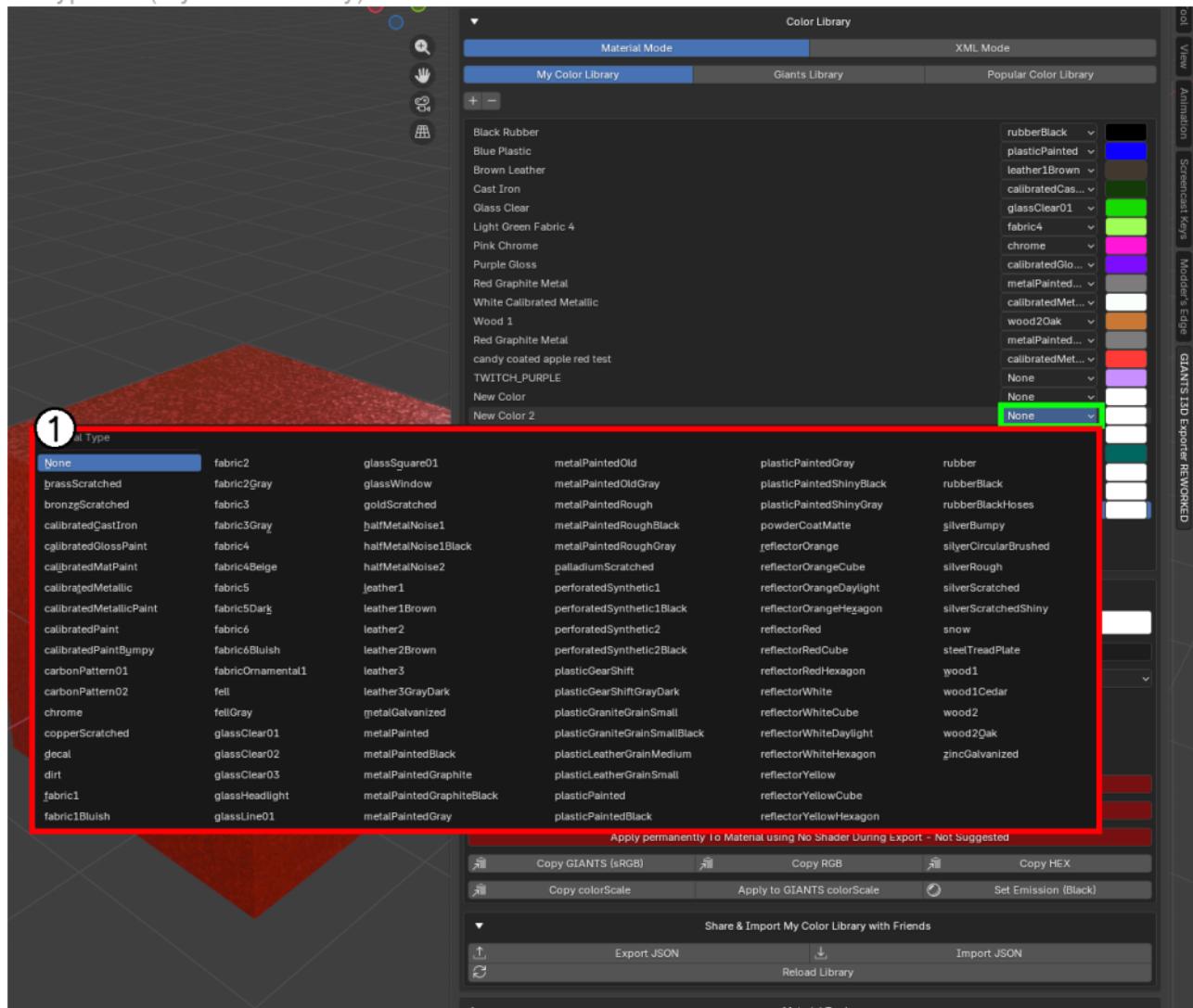


What the numbered boxes mean

1. Material Template + swatch: pick the GIANTS template and color (swatch opens the color picker).
2. Selected name field: rename the color (this is what you see in the list and in exports).
3. Selected Material Type: choose the template that controls how the material behaves in game.

Color Library - Material Mode (Updated UI Tour)

Material Type list (My Color Library)

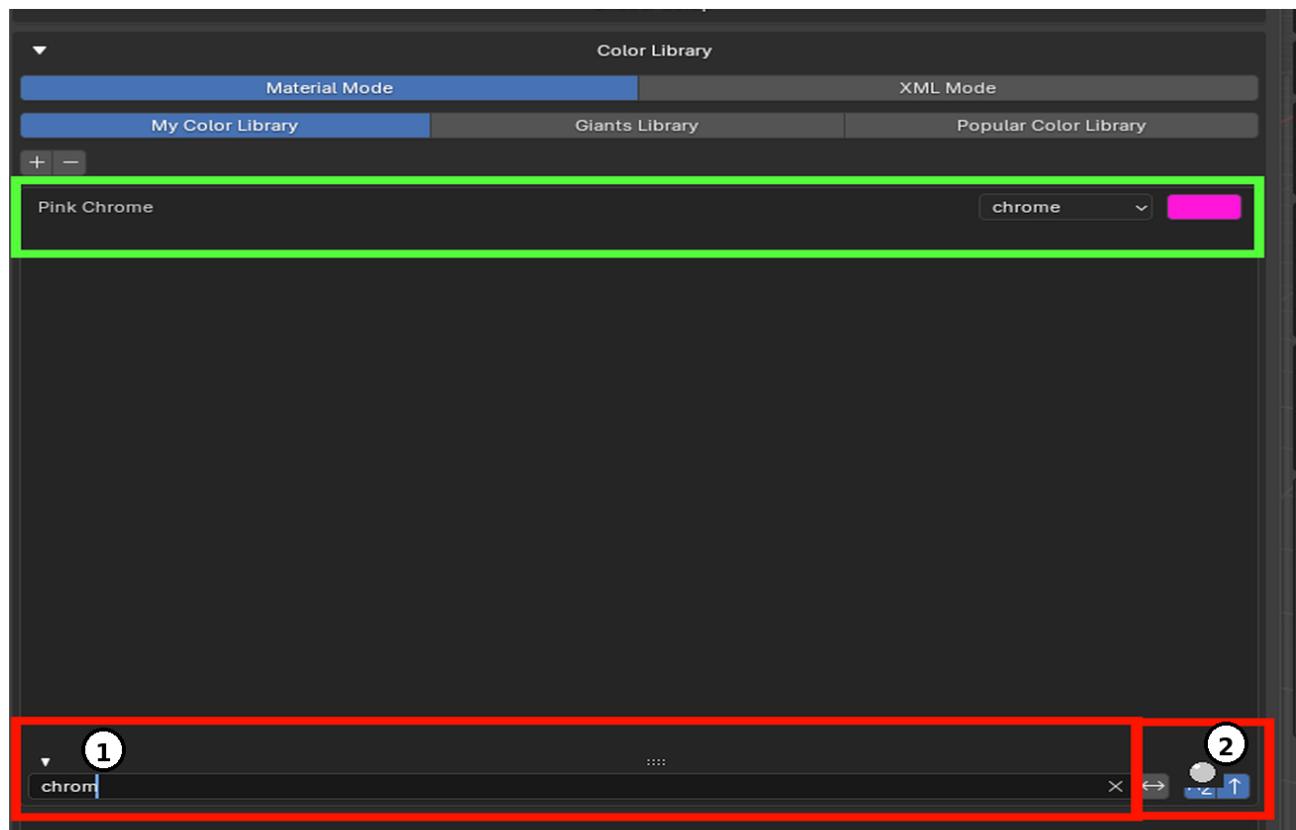


What the numbered boxes mean

1. Full Material Type list available for My Color Library entries (metals, plastics, rubberBlack, decals, etc.).

Color Library - Material Mode (Updated UI Tour)

Search + sorting controls

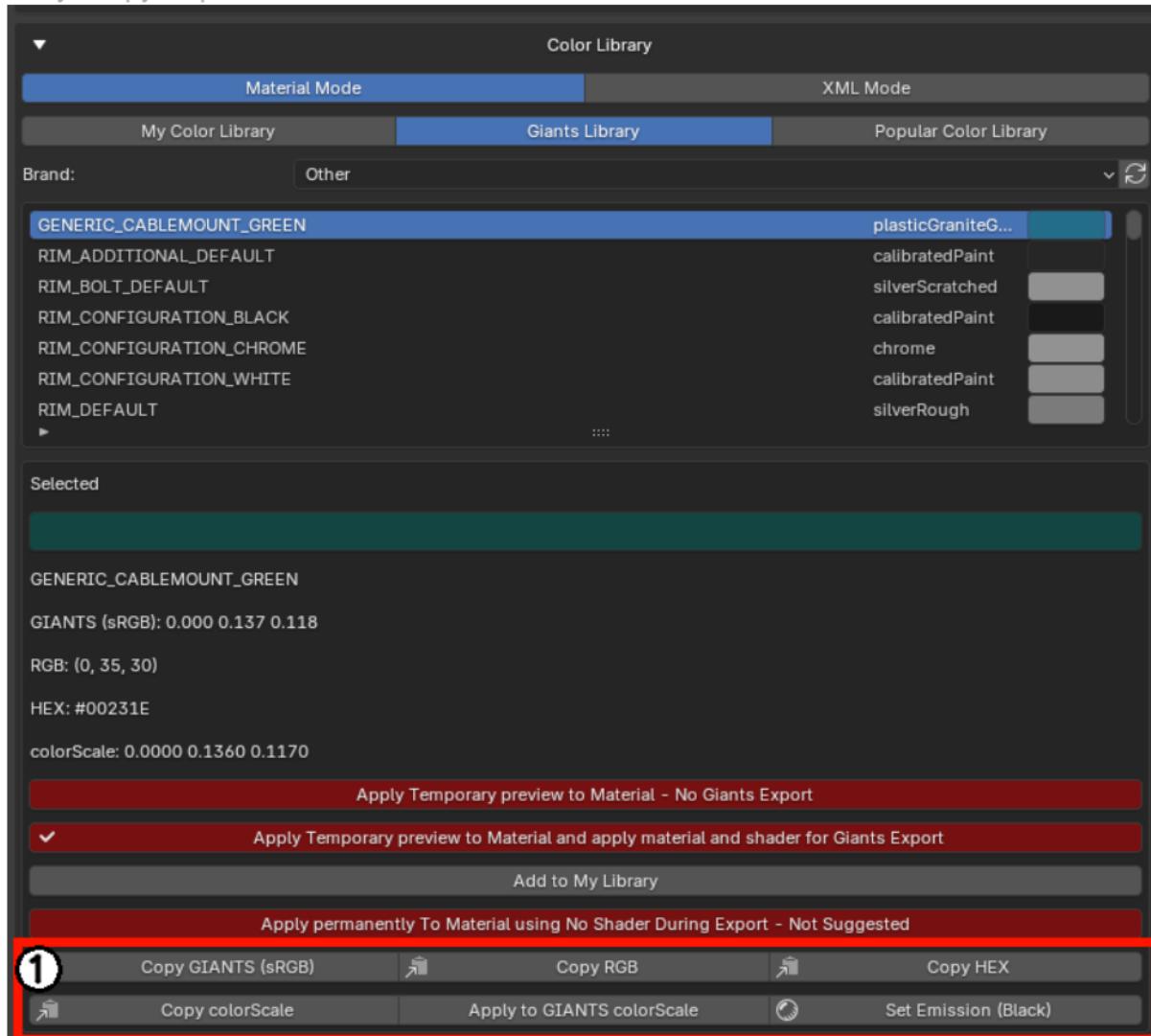


What the numbered boxes mean

1. Search/filter: type to narrow the visible list (fast way to find a color).
2. Sort buttons: Sort by Selected Material (material icon), Sort A-Z, and Reverse.

Color Library - Material Mode (Updated UI Tour)

Giants Library - copy helpers



What the numbered boxes mean

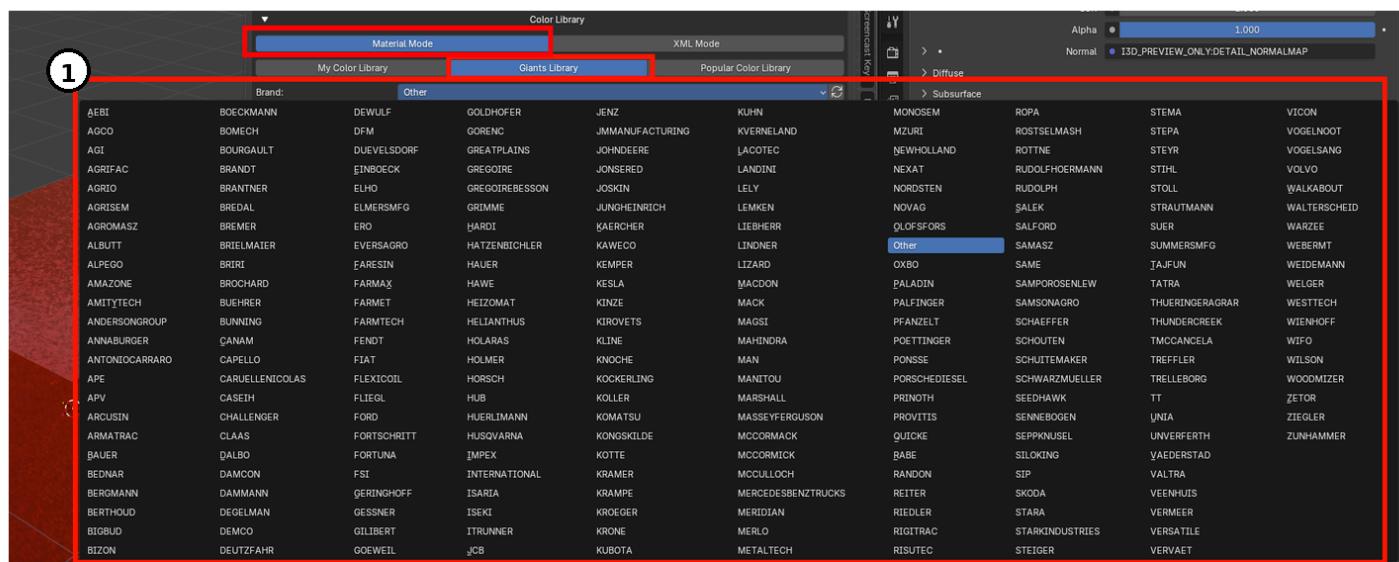
1. Copy/utility buttons: Copy GIANTS (sRGB), Copy RGB, Copy HEX, Copy colorScale, Apply to GIANTS colorScale, Set Emission (Black).

Color Library - Material Mode (Updated UI Tour)

Giants Library - brand list (from your game files)

What the numbered boxes mean

1. This is the full in-game Giants color library pulled from your configured FS25 game path (brand template XML). It will automatically update if GIANTS adds/edits brands/colors for new DLC — as long as they update the XML in the game files.



Color Library - Material Mode (Updated UI Tour)

Popular Color Library - brand list (online hex references)

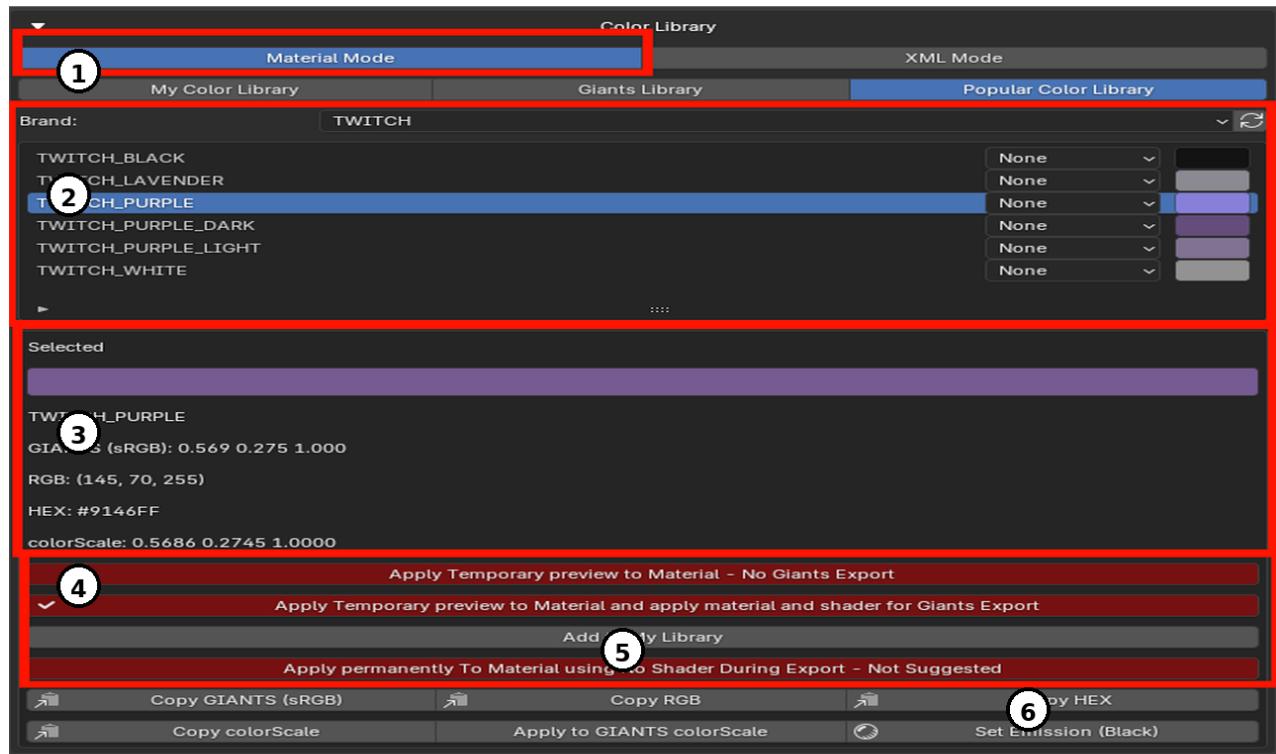


What the numbered boxes mean

1. Popular brands are pulled from an online library that stores each brand's HEX color representation. Keep in mind: real paint can vary from a HEX constant depending on finish, lighting, and pigment variation.

Color Library - Material Mode (Updated UI Tour)

Popular Color Library - select + apply previews

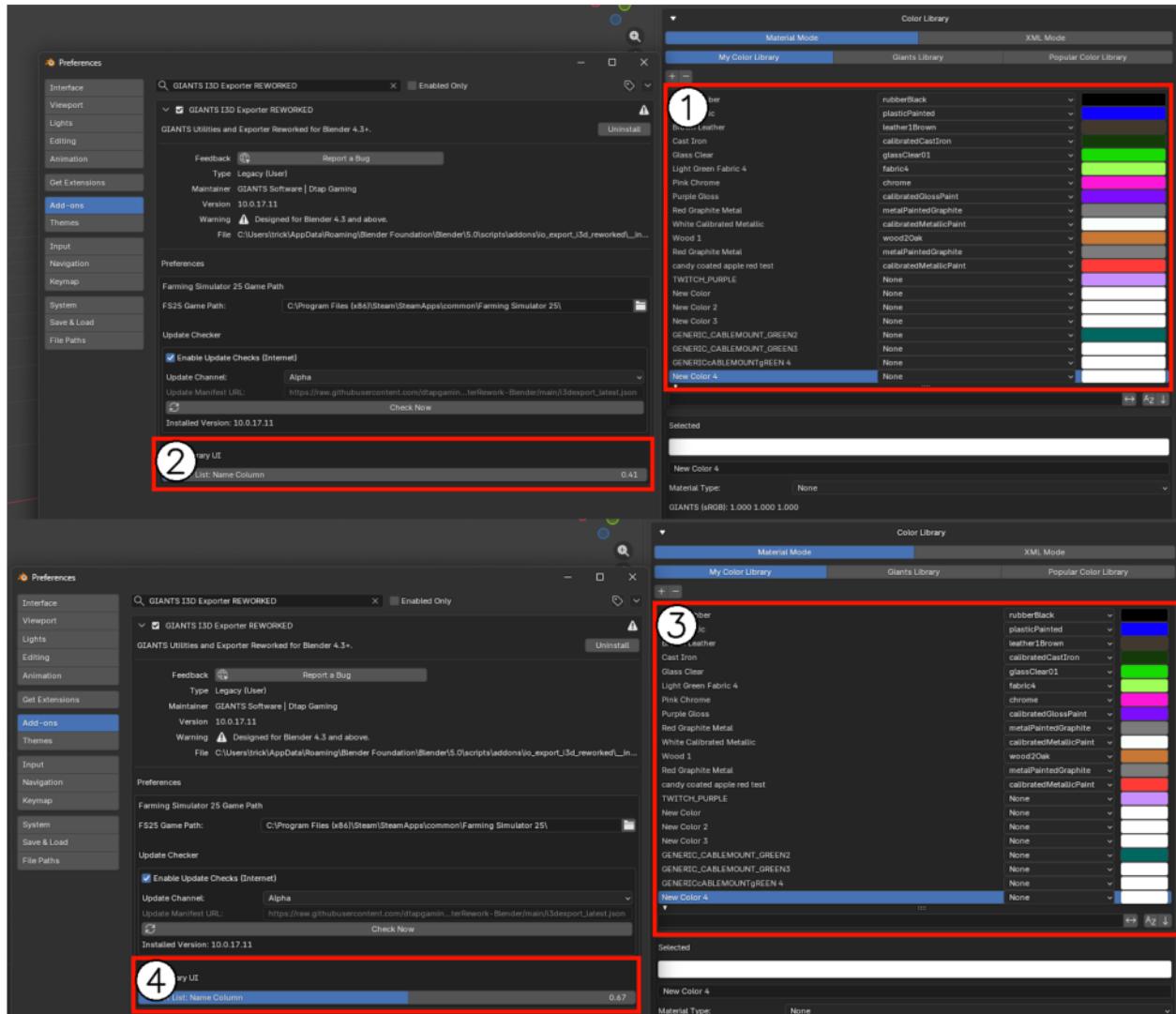


What the numbered boxes mean

1. Material Mode: use this mode when you want to preview/apply colors onto Blender materials.
2. Popular Color list: preset brand colors (to preserve brand-true values).
3. Selected preview: shows the chosen color as GIANTS sRGB, RGB, HEX, and colorScale.
4. Apply Temporary Preview buttons: preview the look on the selected Blender material (safe). The “apply shader for export” option prepares the material for GIANTS export when possible.
5. Add to My Library: copies the selected preset into your saved list so you can edit it later.
6. Apply Permanently (special cases): use only when you cannot set a vehicle shader. Some material types disable it, and some workflows may prompt to preserve Color vs preserve Detail.

Color Library - Material Mode (Updated UI Tour)

Preferences - Name column width slider

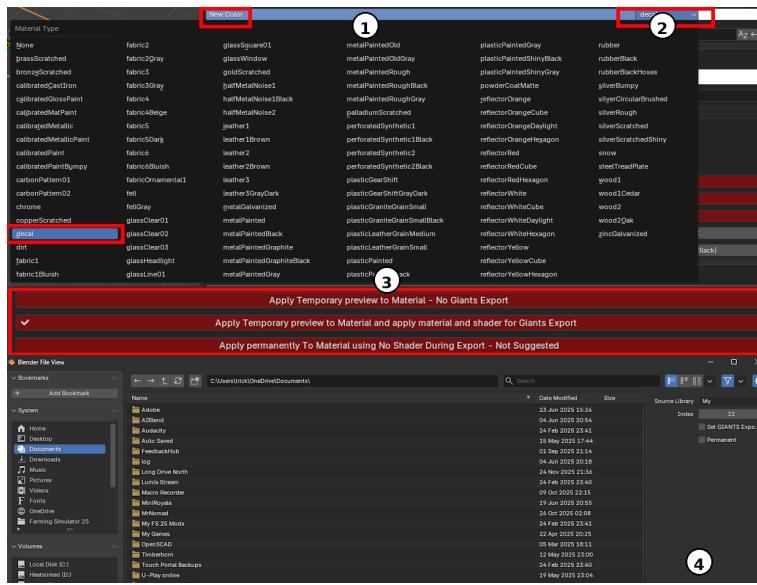


What the numbered boxes mean

1. Color list in the UI (the Name column width changes).
2. Preferences slider location: Color Library UI > Color List: Name Column.
3. Example: wider Name column after increasing the slider.
4. Example: narrower Name column after decreasing the slider.

Decals in My Color Library

Material Mode + XML Mode (saved decals persist across Blender sessions)



1. Create a new entry in My Color Library (click New Color).

2. Set the Material Type to decal in the dropdown.

3. Apply the decal to the selected mesh using ANY of the three Apply buttons (temporary preview, export preview, or permanent).

4. When prompted, choose your decal image in the file browser (this becomes the saved decal image).

TIP / WARNING

For new decals: make sure the ACTIVE Blender material you apply to does NOT already have an image texture plugged into Principled BSDF Base Color. If it does, the system may initially save that existing image as the decal. If that happens, use the Change Image button (next page) to fix it.

Decals after first apply

Thumbnail preview + Change Image (saved inside your My Color Library list)



5. After the first apply, the color swatch is replaced by a tiny thumbnail preview of your decal image.
6. Rename the decal entry (example name shown). The entry and its decal image will persist in new Blender sessions. If you chose the wrong image, use the Change Image button to pick a new one and it will be remembered.