These are the 2 corrections that I made:

* skintone\_v1\_00\_a\_color\_converter.v
  + Line 86
    - From: assign G\_times\_C7 = R\_in \* c7;
    - To: assign G\_times\_C7 = G\_in \* c7;
* environment.sv
  + Line 31
    - From: int Y = cfg.OffsetY + (cfg.C0 \* p.R)/256 + (cfg.C1 \* p.G)/256 + (cfg.C2 \* p.B)/256;
    - To: int Y = cfg.OffsetY + (cfg.C0 \* p.R)/256 + (cfg.C1 \* p.G)/256 - (cfg.C2 \* p.B)/256;