

Let's Edit Some RGBs

You'll need one app.

It's called Gimp. It is a free app for Mac and Windows. Download it by [clicking here](#).



1. Bleaching your textures

White, Gray, & Black.

You'll need to take the texture you have, and turn it into solid, black and white colors. You can see the picture to the right for an example! Precision and accuracy is a ***MUST***.

Black Areas: Invisible

Gray Areas: Transparent

White Areas: Visible

Then export your black and white image as a jpeg.

Texture:



RGB:



2. Import to GIMP

Just open the RGB ready photo in GIMP.

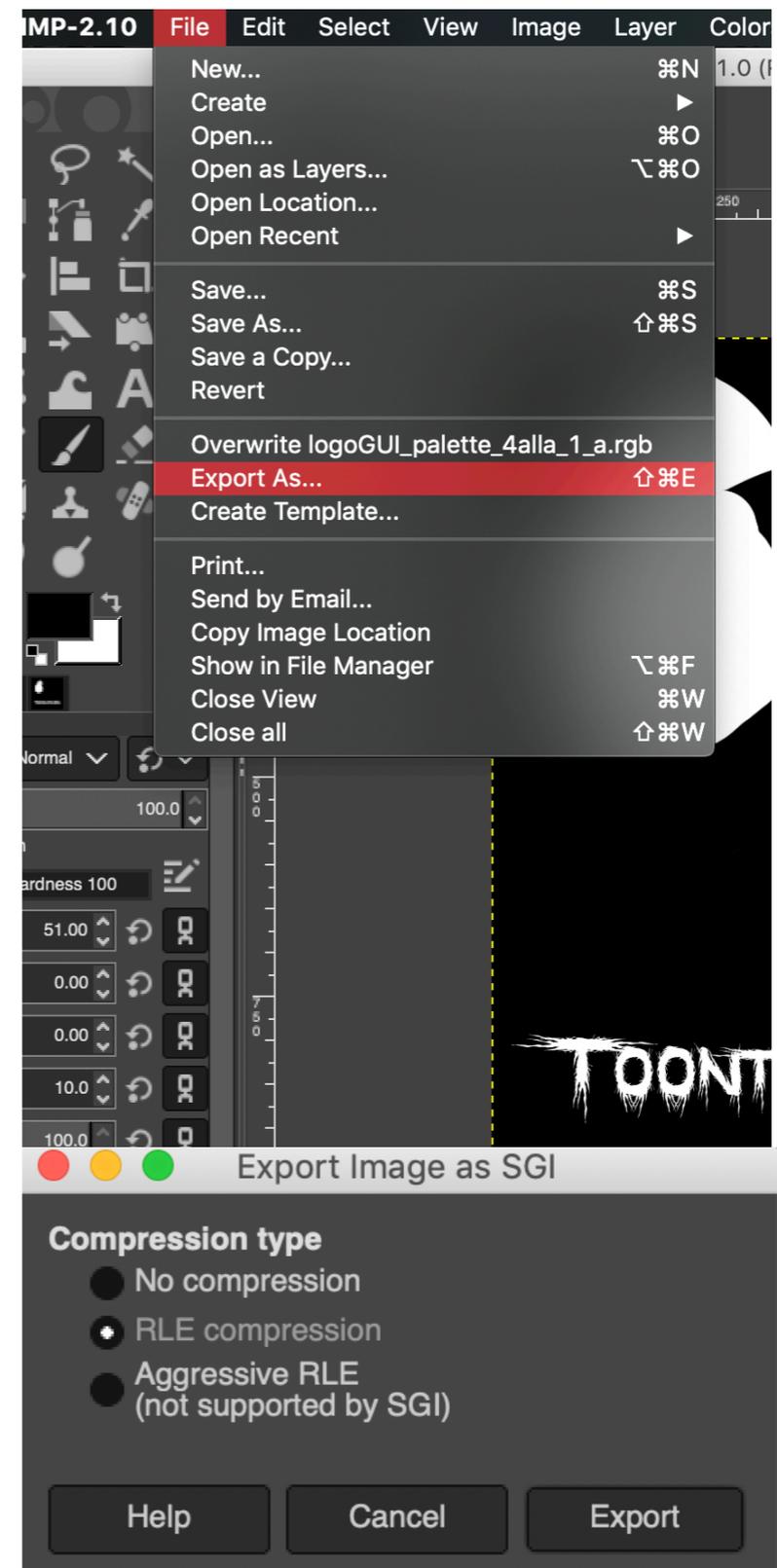
This should be self explanatory. Open the solid black and white texture in GIMP. This works the same way on Mac or Windows.



3. Export

This works the same way on Mac & Windows.
After you open the RGB-ready image in gimp:

1. In the Menu Bar, select File > Export (or Export As)
2. Before exporting the image as a .jpg, switch “.jpg” at the end of the file name to “.rgb”.
3. Select export. If it asks for file compression, select “RLE compression”, then export.



Woah, thats it.

Key things to remember:

1. Accuracy is important and cannot be ignored when making rgb files. If the texture is off by a few pixels, it can look off centered, or bugged in-game.
2. You can open and edit RGB files within gimp. Windows and Mac might not think GIMP can open RGB files, but it can!
3. If you still need help, my friends and I would love to help you on my discord support server. You can find the download link at <http://uglycorny.net/contact.html>

