

# Outdated tables (cross-reference only)

These are a few pages/tables that are included for cross referencing for the sake of older mods and setups, and should not be used when doing things post dawntrail. they are being saved for archival's sake, but I will not be formatting them in a pretty way, sorry. These are taken from the Textools Reference doc made by sel.

## Endwalker shader tables-

Standard Gear Shader						
Normal Map		Multi		Vertex Color/Alpha		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Ambient Occlusion	<b>RED</b>	Ambient Occlusion	Decal Placement, such as Grand Company Logos
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Gloss	<b>GREEN</b>	Gloss	
<b>BLUE</b>	Opacity [0-128, 128+ is full Opacity]	<b>BLUE</b>	Specular Power	<b>BLUE</b>	Specular Power	<b>Specular</b>
<b>ALPHA</b>	Colorset Row	<b>ALPHA</b>	???	<b>ALPHA</b>	Opacity	Standard Full Color Specular Map

Standard Gear Shader - Monster Preset						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	<b>Specular Intensity</b>	<b>RED</b>	???	Decal Placement, such as Grand Company Logos
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	<b>Gloss (?)</b>	<b>GREEN</b>	???	
<b>BLUE</b>	Opacity [0-128, 128+ is full Opacity]	<b>BLUE</b>	???	<b>BLUE</b>	???	<b>Specular</b>
<b>ALPHA</b>	Colorset Row	<b>ALPHA</b>	???	<b>ALPHA</b>	???	<b>Used as a Multi map (See Multi column)</b>

Glass Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Ambient Occlusion	<b>RED</b>	???	???
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Gloss	<b>GREEN</b>	???	
<b>BLUE</b>	Opacity	<b>BLUE</b>	Specular Power	<b>BLUE</b>	Z Depth?	N/A
<b>ALPHA</b>	Colorset Row	<b>ALPHA</b>	???	<b>ALPHA</b>	???	

Skin Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Player Skin Color Selection Influence	<b>RED</b>	Player Muscle Slider Influence	Decal Placement, such as Legacy Mark or Face Paint.
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Specular Intensity	<b>GREEN</b>	???	
<b>BLUE</b>	???	<b>BLUE</b>	Unused	<b>BLUE</b>	Angle of Refraction Intensity	N/A
<b>ALPHA</b>	???	<b>ALPHA</b>	???	<b>ALPHA</b>	Player Skin Color Selection Influence	

Skin Shader - Face Presets						
Normal Map		Multi		Vertex Color/Alpha		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Player Skin Color Selection Influence	<b>RED</b>	Player Muscle Slider Influence	Decal Placement, such as Legacy Mark or Face Paint.
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Specular Intensity	<b>GREEN</b>	???	
<b>BLUE</b>	Opacity	<b>BLUE</b>	Player Lip Color Selection Influence	<b>BLUE</b>	Angle of Refraction Intensity	N/A
<b>ALPHA</b>	???	<b>ALPHA</b>	???	<b>ALPHA</b>	Player Skin Color Selection Influence	

Skin Shader - Skin with Hair Preset			
Normal Map	Multi	Vertex Color/Alpha(UV3)	UV2

<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Player Skin Color Selection Influence	<b>RED</b>	???	Decal Placement, such as Legacy Mark or Face Paint.
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Player Hair Color Selection Influence	<b>GREEN</b>	???	
<b>BLUE</b>	???	<b>BLUE</b>	Hair Highlight Color Selection Influence	<b>BLUE</b>	???	N/A
<b>ALPHA</b>	???	<b>ALPHA</b>	???	<b>ALPHA</b>	???	

Hair Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Diffuse Mask	<b>RED</b>	Red Color Influence	Opacity Mapping
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Specular Mask	<b>GREEN</b>	Green Color Influence	
<b>BLUE</b>	???	<b>BLUE</b>	Unused	<b>BLUE</b>	Blue Color Influence	N/A
<b>ALPHA</b>	Opacity (see UV2)	<b>ALPHA</b>	Highlight Color Influence	<b>ALPHA</b>	Opacity	

Hair Shader - Face Presets						
Normal Map		Multi		Vertex Color/Alpha		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Brightness	<b>RED</b>	Red Color Influence	Opacity Map
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Specular Intensity	<b>GREEN</b>	Green Color Influence	
<b>BLUE</b>	???	<b>BLUE</b>	Unused	<b>BLUE</b>	Blue Color Influence	N/A
<b>ALPHA</b>	Opacity	<b>ALPHA</b>	Player Tattoo/Etc* Color Influence	<b>ALPHA</b>	Opacity	

Tattoo Color	
Limbal Color	
Ear Clasp Color	

Iris Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Diffuse Mask	<b>RED</b>	Left Eye Color Influence	???

<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Specular Mask	<b>GREEN</b>	Right Eye Color Influence	
<b>BLUE</b>	???	<b>BLUE</b>	Gloss(?)	<b>BLUE</b>	???	<b>Reflection</b>
<b>ALPHA</b>	???	<b>ALPHA</b>	???	<b>ALPHA</b>	???	Reflection Map ("Catchlight")

Furniture Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Diffuse Mask	<b>RED</b>	???	Emissive Color Mapping (?)
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Specular Mask	<b>GREEN</b>	???	
<b>BLUE</b>	Unused	<b>BLUE</b>	Gloss	<b>BLUE</b>	???	<b>Diffuse Note</b>
<b>ALPHA</b>	Opacity	<b>ALPHA</b>	Emissive Mask	<b>ALPHA</b>	???	Diffuse Alpha is also used for Opacity

Dyeable Furniture Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
<b>RED</b>	Standard Tangent Space Normal Map	<b>RED</b>	Specular Mask	<b>RED</b>	???	Emissive Color Mapping (?)
<b>GREEN</b>	Standard Tangent Space Normal Map	<b>GREEN</b>	Roughness	<b>GREEN</b>	???	
<b>BLUE</b>	Unused	<b>BLUE</b>	Also Specular Mask...?	<b>BLUE</b>	???	<b>Diffuse Note</b>
<b>ALPHA</b>	Opacity	<b>ALPHA</b>	Emissive Mask	<b>ALPHA</b>	???	Diffuse Alpha is used for Dyeability

Further Notes							
SE's Gloss implementation is very unique, and doesn't adhere particularly well to most modern PBR system's assumption of Gloss. (Closer to non-PBR Spec-Gloss)							
In particular, their Gloss layers in the textures are really more like [Specular + Gloss]. To get a true Gloss-Only variance, your best bet is to blend Colorset Rows.							

## Endwalker colorset row reference table

Colorset Reference Table					
When working with normal map Alpha channels, your Greyscale Color space should be set to sGrey. (Ctrl-Shift-K in Photoshop for color space settings)					

Row #	Greyscale %	Photoshop Greyscale %	sGrey Value	Hex Value	Color
Row 1	0.00	100.00	0	#000000	
Row 2	6.67	93.33	17	#111111	
Row 3	13.33	86.67	34	#222222	
Row 4	20.00	80.00	51	#333333	
Row 5	26.67	73.33	68	#444444	
Row 6	33.33	66.67	85	#555555	
Row 7	40.00	60.00	102	#666666	
Row 8	46.67	53.33	119	#777777	
Row 9	53.33	46.67	136	#888888	
Row 10	60.00	40.00	153	#999999	
Row 11	66.67	33.33	170	#AAAAAA	
Row 12	73.33	26.67	187	#BBBBBB	
Row 13	80.00	20.00	204	#CCCCCC	
Row 14	86.67	13.33	221	#DDDDDD	
Row 15	93.33	6.67	238	#EEEEEE	
Row 16	100.00	0.00	255	#FFFFFF	