Outdated tables (cross-reference only)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**
RED	Standard Tangent Space Normal Map	**RED**	Ambient Occlusion	**RED**	Ambient Occlusion	Decal Placement, such as Grand Company Logos
GREEN	Standard Tangent Space Normal Map	**GREEN**	Gloss	**GREEN**	Gloss	
BLUE	Opacity [0-128, 128+ is full Opacity]	**BLUE**	Specular Power	**BLUE**	Specular Power	**Specular**
ALPHA	Colorset Row	**ALPHA**	???	**ALPHA**	Opacity	Standard Full Color Specular Map

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

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

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

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

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

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

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

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

Tattoo Color	
Limbal Color	
Ear Clasp Color	

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

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

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

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

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