Material Colorsets (Pre-Dawntrail)

Note: Materials are getting changed a bit with the release of Dawntrail, so the following information may not be accurate once that expansion comes out.

A general understanding of UV Maps and Exporting/Importing with Penumbra is assumed for this page.

The Basics

Colorset information is stored on the alpha channel of the normal map for a given gear item. By default if no colorset information is defined (the alpha channel is all white), all parts of the mesh will change color with colorset row #16.

To assign different parts of the UV map to different colorset rows, those areas should be colored with different shades of gray. The following table described what shades corrospond to which rows.

Row	Hex Color
1	#000000
2	#111111
3	#222222
4	#333333
5	#444444
6	#555555
7	#666666
8	#777777
9	#888888
10	#999999
11	#aaaaaa
12	#bbbbbb

Row	Hex Color
13	#cccccc
14	#dddddd
15	#eeeeee
16	#ffffff

Adding Colorset Information

Lets say you want to add more colorset options to a gear item that only uses one row.



You will first need to export your normal map. If using Photoshop, it is best to use the DDS files as the alpha channel could get lost otherwise.