

# FATE MODDING

## Newbie's guide to Recoloring textures

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### USING GIMP (GNU IMAGE MANIPULATION)

[www.gimp.org](http://www.gimp.org)

Version used 2.4.2

This tutorial is a simple guide for newbies which covers the process for recoloring textures for items and monsters in Fate.



You can find texture files as **.PNG** files in the **ITEMS** and **MONSTERS** folders in your Fate directory. To access the directory simply right click the Fate icon and select **Properties**. In the **Shortcut** tab click **Find Target...**

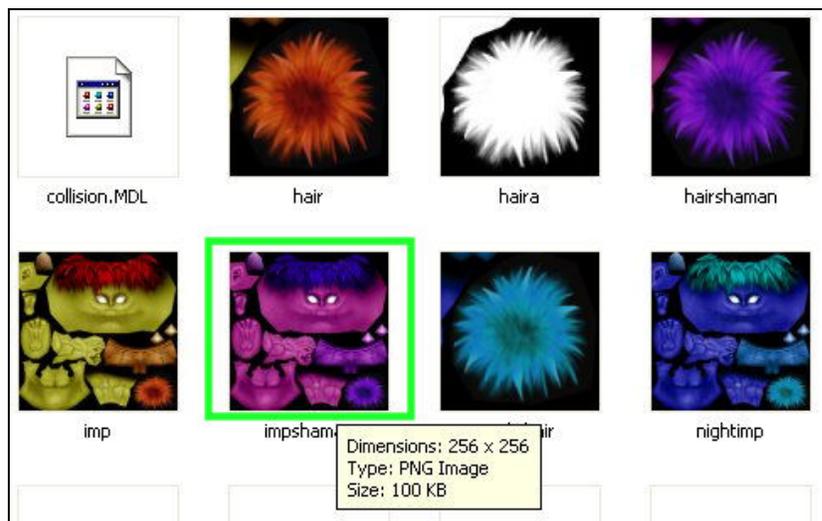


the

the

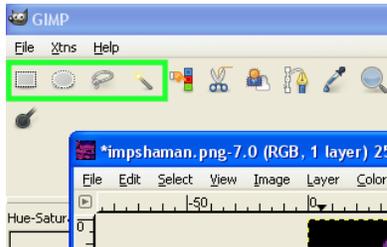
click

For a demonstration I will use the texture for the IMP SHAMAN.



Drag and drop the **impshaman.png** file to the GIMP toolbox interface to open it or access to it through **File > Open**.

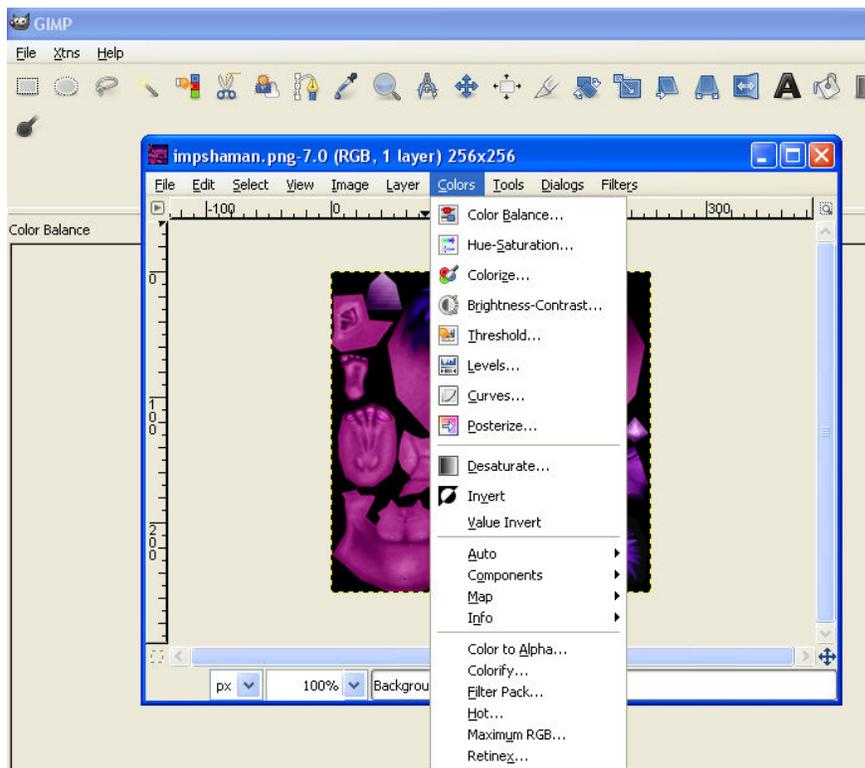
You can either choose to change the colours to the entire image or change small selections of it. In this tutorial I have selected only the face part of the texture. To select parts of your image, go to the main GIMP interface:

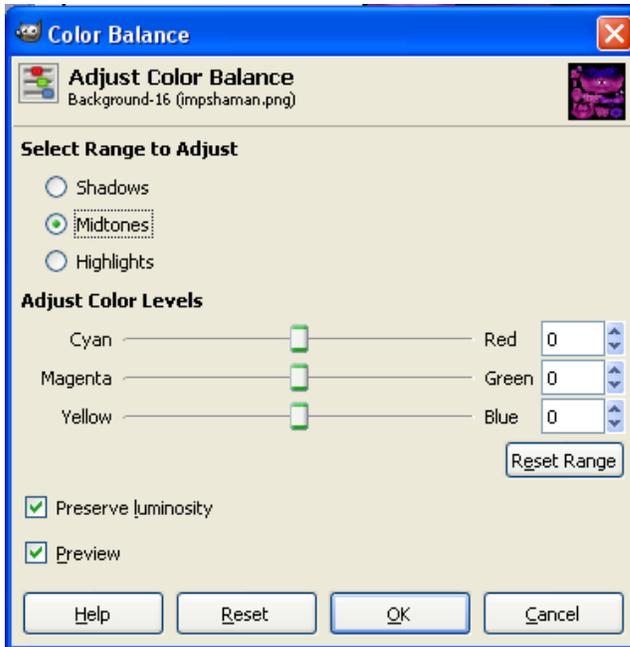


Choose between:

-  Rectangular selection tool
-  Circular selection tool
-  Freehand selection tool
-  Colour selection tool

Once your texture image is open and your area to recolor is selected go to the **Colors** menu.



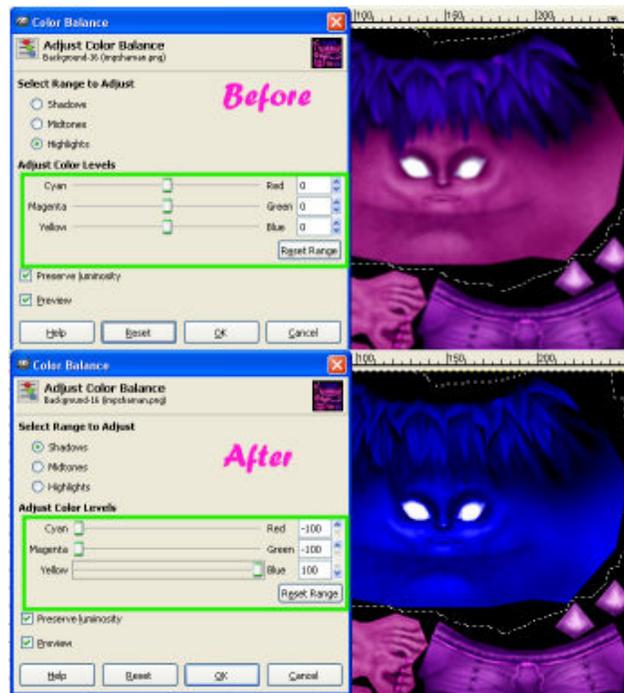


### Color Balance:

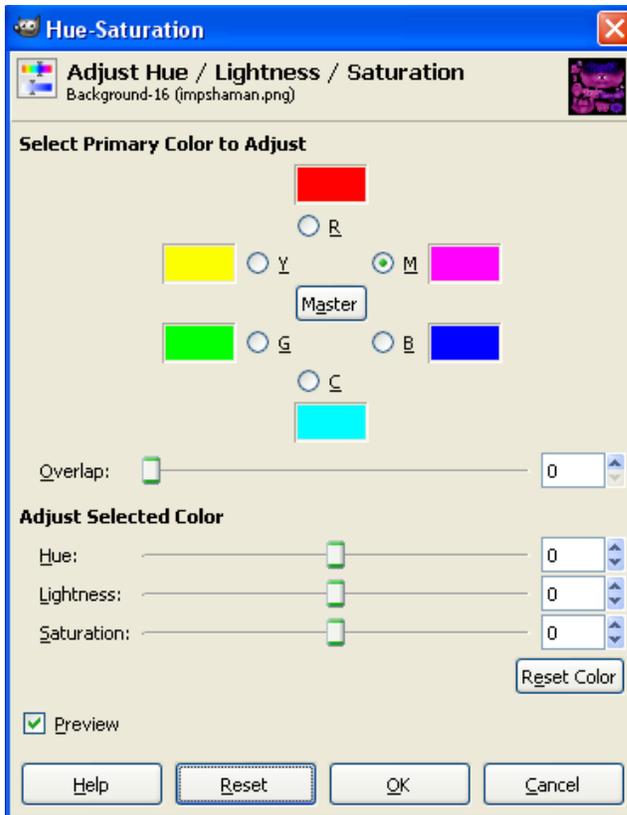
As you can see this menu lets you change the colour assigned to the dark (shadows), medium (midtones) and light (highlights) parts of your image. If you uncheck the preserve luminosity checkbox, your changes will also be reflected on the black regions of your image.

To change the colour scheme just scroll the levers. To make your texture of the colour indicated on the levers you need to scroll the lever all the way towards that particular colour and the other two all the way in the opposite direction. Remember you have three layers of colour (shadows, midtones and highlights) so you will have to change

those too if you want the colour to be uniform. There are more simple ways however to change the colour so evenly which are described in the Hue-Saturation section which follows and in the Colorify section.



If you're unhappy about the result click Reset Range or Reset to bring the settings to what they were once you opened the menu. You can always revert your last operations at any time through the Edit > Undo option. Otherwise click OK.



### Hue-Saturation:

This lets you change specific colour into other colours.

You can either choose the single colours or the Master colour, which lets you change the properties of all colours at once.

- Hue determines the actual colour.
- Lightness determines just that, how clear or dark your colour will look.
- Saturation determines how strong your colour will be. The lower the saturation, the less colour your image will have. A value of zero turns the image black and white in the Master layer.

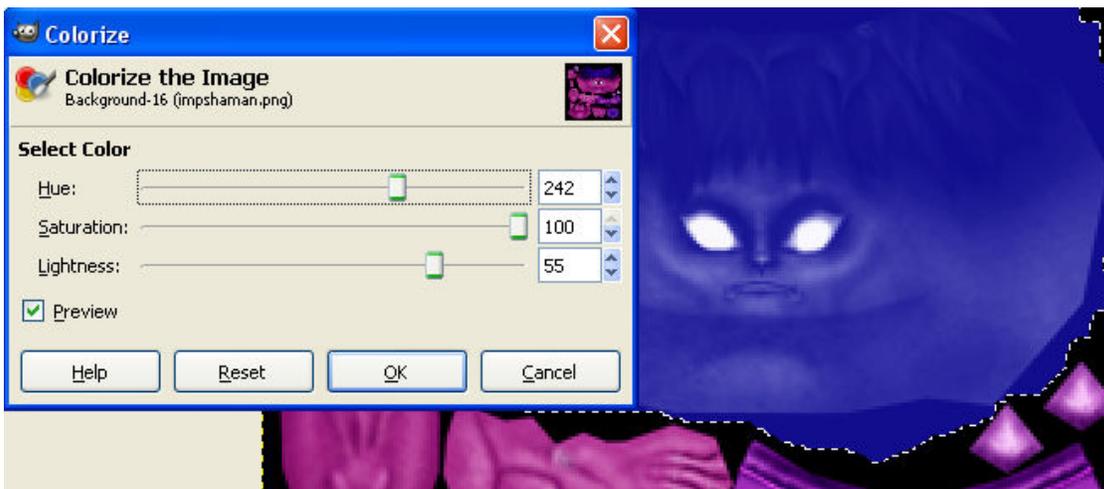
You can set the Master saturation to zero but turn any colour's saturation to 100 to highlight only that colour.

The Hue-Saturation only lets you change

the colours already present. Of course you can't change greens if there aren't any.

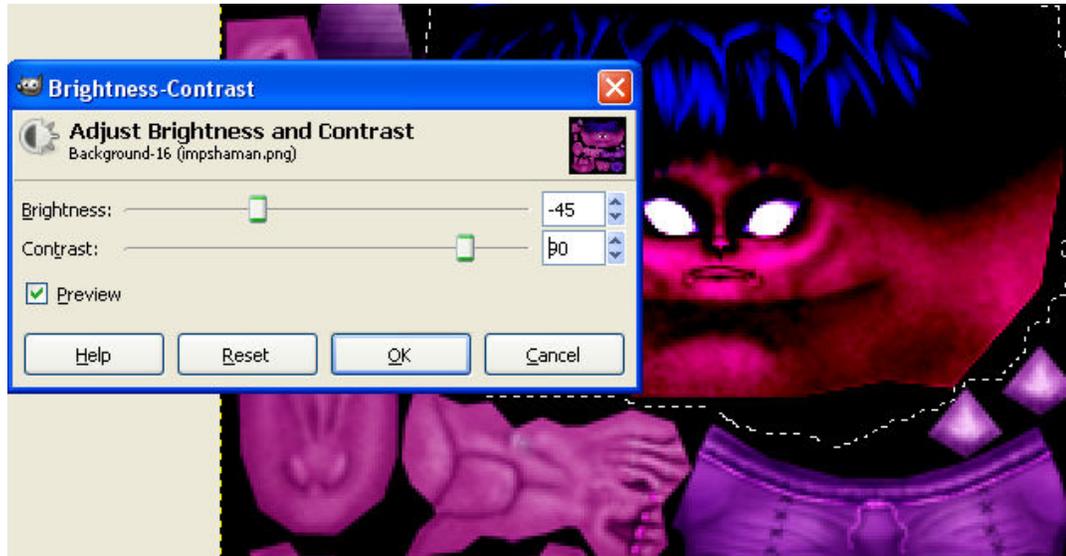
### Colorize:

This is a slightly less interesting feature. It lets you change the entire image to an image tone of your choice to end up with an image of a single colour (monochromatic). Again you have the same options as before, that is Hue, Lightness and Saturation. In this case the black areas also get changed.



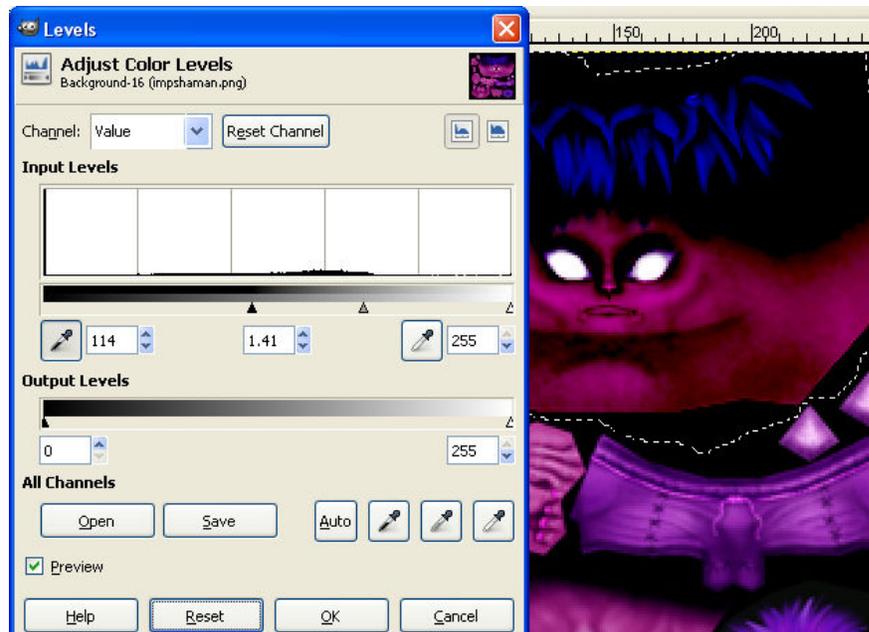
### Brightness-Contrast:

Self-explanatory, brightness changes how bright your image will look, while contrast will determine how strong will be the difference between your light hues and dark hues. Low contrast gives you a grayed out dull colour, while high contrast will make your hues strong and bright.



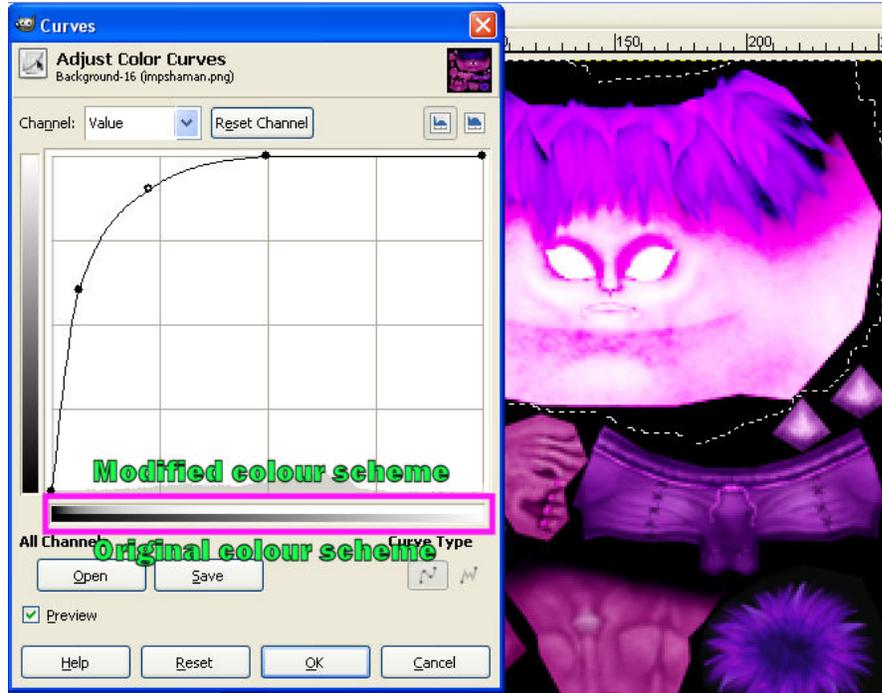
### Levels:

This is slightly similar to the Brightness-Contrast option, but offers more control. You can again change the contrast and lightness by increasing or decreasing the distance between the black and white pointers representing black, white and gray points in your image; you can change the contrast and balance between the Reds, Greens and Blue channels.

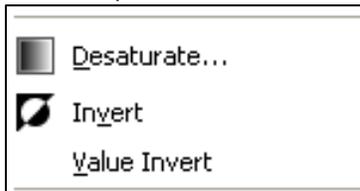


### Curves:

This is a useful tool if you want to change single tones of colour other than an entire set of similar hues. In the example below I have modified the colour curve to display the dark areas as light areas instead, most of the gray regions are now white.



### Other options:



**Desaturate:** this lets you convert your image to a gray version. Combined with the Colour Curves option this is useful for making alpha channels for icons.

**Invert:** creates a negative of your image

**Value invert:** inverts the bright hues with the dark ones and the other way round.



### Colorify:

This is a simple way to change your image to have a single colour. Simply select the colour of your choice.

*Once you're happy with your recoloring save your image through File > Save As and give it a new name.*

*You can then place your new texture in that given monster's folder and make a new monster use your texture through the <MATERIAL\_OVERRIDE> tag in the monsters.dat file. Before you attempt modifying the monsters.dat file it is best to read through a good tutorial which explains you how to code.*

## CODING WEAPONS / ARMOR GEAR

The procedure I generally use when using the available items is this:

1/ I create a copy of the PLAYER folder in the mymodname folder, then, this is important, copy the SMS model (in this case guardian\_plate.sms), the animation.dat file (double click on the animation.dat file) and from the original player folder copy all the sma files indicated in the animation.dat file, all to my own player folder.

2/ I rename the SMS file to some name which is never used by the game (and probably will never be used by other modders) so that my sms file will not overwrite the original one

3/ open the sms file with a hex editor (which you can find in the mod archive) and find the line where it says (in this case) guardian\_plate.png

4/ I change one or two characters in the guardian\_plate.png entry to something like okardian\_plate.png (notice that the number of letters used is always the same! this is crucial)

5/ retexture my texture and rename it okardian\_plate.png

6/ In the mymodname folder I also create an ITEM folder and in it create an items.dat file (you can simply copy the items.dat file from the original ITEMS folder then just cut the snippet which talks about the piece of armor you want to modify; in this case it is the guardian plate and the snippet is found between the (ITEM) and (/ITEM) tags. The final result should be something as follows:

```
(ITEM)
<TYPE>:SHIRT
<NAME>:My Own Guardian Plate
<RARITY>:900
<MINIMUM_DEPTH>:56
<MODEL>:ITEMS/bandedmail.mdl
<ANIMATED_MODEL>:\MODS\mymodname\player\guardian_plate.sms
<COLLIDEABLE>:0
<ICON>:ICONS/guardian_plate.png;ICONS/guardian_plate_a.png:96:96
<VALUE>:29265
<TAKEABLE>:1
<ARMOR>:122:135
<DROP_SOUND>:SOUNDS/ITEMS/fall.wav
<TAKE_SOUND>:SOUNDS/ITEMS/plateget.wav
<LAND_SOUND>:SOUNDS/ITEMS/platedrop.wav
<REQUIRES>:STRENGTH:102
<MERCHANT_MINIMUM>:17
<EXPANSION>:1
(/ITEM)
```

## CODING MONSTERS

The coding of new textures for monsters is a lot simpler.

Your mymodname folder needs to only contain a MONSTER folder, the folder name of the monster you want to add a texture map to, a monster.dat file and of course your texture .png.

Your folder configuration, for a goblin, will finally be like this

- MODS
  - mymodname
    - MONSTERS
      - Monsters.dat
      - GOBLIN
        - Mygoblintexture.png

The snippet in your monsters.dat file can be identical to the one for the original version of the goblin, the only difference is the <MATERIAL\_OVERRIDE>: tag, as follows:

```
(MONSTER)
<FAMILY>:Goblin
<NAME>:My Goblin Name
<RARITY>:4
<BRAVERY>:.5
<ALIGNMENT>:EVIL
<BASE_LEVEL>:2
<MINIMUM_DEPTH>:2
<MAXIMUM_DEPTH>:8
<MODEL>:MONSTERS/GOBLIN/goblin.sms
<COLLISION_MODEL>:MONSTERS/GOBLIN/collision.mdl
<MATERIAL_OVERRIDE>:MODS/mymodname/MONSTERS/GOBLIN/mygoblintexture.png:NONE:
NONE:NONE:NONE
<SCALE>:.9:1.25
<WALKING_SPEED>:6
<RUNNING_SPEED>:15
<TURN_RATE>:10
<VIEW_RADIUS>:30
<MOTION_RADIUS>:20
<ATTENTION_RADIUS>:30
<FOLLOW_RADIUS>:60
<HP>:15:25
<NATURAL_ARMOR>:14
<TOHIT>:12
<STRENGTH>:35
<DEXTERITY>:35
<VITALITY>:40
<MAGIC>:0
```

<EXPERIENCE>:40  
 <DEATH\_SOUND>:SOUNDS/MONSTERS/GOBLIN/die1.wav  
 <DEATH\_SOUND>:SOUNDS/MONSTERS/GOBLIN/die2.wav  
 <DEATH\_SOUND>:SOUNDS/MONSTERS/GOBLIN/die3.wav  
 <IDLE\_SOUND>:SOUNDS/MONSTERS/GOBLIN/idle1.wav  
 <IDLE\_SOUND>:SOUNDS/MONSTERS/GOBLIN/idle2.wav  
 <ROAR\_SOUND>:SOUNDS/MONSTERS/GOBLIN/growl1.wav  
 <ROAR\_SOUND>:SOUNDS/MONSTERS/GOBLIN/growl2.wav  
 <ROAR\_SOUND>:SOUNDS/MONSTERS/GOBLIN/growl3.wav  
 <STEP\_SOUND>:SOUNDS/step1.wav  
 <STEP\_SOUND>:SOUNDS/step2.wav  
 <STEP\_SOUND>:SOUNDS/step3.wav  
 <STRIKE\_SOUND>:RIGHTSLASH:SOUNDS/BATTLE/woodflesh1.wav  
 <STRIKE\_SOUND>:RIGHTSLASH:SOUNDS/BATTLE/woodflesh2.wav  
 <STRIKE\_SOUND>:RIGHTSLASH:SOUNDS/BATTLE/woodflesh3.wav  
 <ATTACK\_SOUND>:RIGHTSLASH:SOUNDS/MONSTERS/GOBLIN/attack1.wav  
 <ATTACK\_SOUND>:RIGHTSLASH:SOUNDS/MONSTERS/GOBLIN/attack2.wav  
 <ATTACK\_SOUND>:RIGHTSLASH:SOUNDS/MONSTERS/GOBLIN/attack3.wav  
 <ARMED\_ATTACK\_SOUND>:SOUNDS/MONSTERS/GOBLIN/attack1.wav  
 <ARMED\_ATTACK\_SOUND>:SOUNDS/MONSTERS/GOBLIN/attack2.wav  
 <ARMED\_ATTACK\_SOUND>:SOUNDS/MONSTERS/GOBLIN/attack3.wav  
 <BLOOD\_PARTICLE>:GREENBLOOD  
 <SOUND\_RADIUS>:42  
 <CAN\_EQUIP>:CLUB  
 <CAN\_EQUIP>:SHIELD  
 <CAN\_EQUIP>:SPEAR  
 <CAN\_EQUIP>:SWORD  
 <CAN\_EQUIP>:NECKLACE  
 <CAN\_EQUIP>:AXE  
 <CAN\_EQUIP>:RING  
 <CAN\_EQUIP>:HAMMER  
 <CAN\_EQUIP>:BOW  
 <CAN\_EQUIP>:CROSSBOW  
 <CAN\_EQUIP>:POLEARM  
 <CAN\_EQUIP>:STAFF  
 <PREFERRED\_WEAPON>:Shortsword  
 <PREFERRED\_WEAPON>:Sabre  
 <PREFERRED\_WEAPON>:Crude Morningstar  
 <PREFERRED\_WEAPON>:Goblin Scimitar  
 <PREFERRED\_WEAPON>:Short Bow  
 <PREFERRED\_WEAPON>:Pitchfork  
 <DUAL\_WIELDING>:1  
  
 (UNARMED\_ATTACK)  
 <ANIMATION>:RIGHTSLASH  
 <RANGE>:8:10  
 <DAMAGE>:3:7  
 <DAMAGE\_TYPE>:CRUSHING  
 (/UNARMED\_ATTACK)  
 (/MONSTER)