3.3.4 Pallet

Images used in the CyberCommunity software must be in accordance with the 256 color palette as follows.

3.3.4.1 Fixed palette

Of the 256 colors, 229 colors are available as fixed color images.

Also,

The white (color) of #0 is transparent.

The black (color) of #255 is not allowed.

#1 through #9 are not used because the display color is unstable depending on the environment.

When painting with full color in pintsoft, use pre-prepared pallet data replaceable mask pink, or re-placeable mask cyan when coloring in 256 colors. A palette file (CLUT) for Adobe Photoshop and Studio/32 is available. If you need a CLUT for other paintsoft, please fill them out on your own.

3.3.4.2 Replaceable Color

Replaceable Color is a similar method of assigning different palettes with sprites within the limit of the 256 color palette. Of 256 colors, #239 to #254 are defined as Replaceable Colors.

(a) To be conceived

Usually, the seedling route displays the value set in the bit map in the display, but if there is a Replaceable Color in the bit map, refer to the 16 bit color table that the object has for each object. This means that (replaceable color value)-238, which color will be used on the color table. The color table lists the number of any of the 10-238s, and the description route displays the corresponding value of the table as a display instead of the Replaceable Color value.

[Yes]

Image bitmap value

-----------------------------------------------Pictures

Meaning (which color of the colorMap value will the object have?)

-----------------------------------------------Pictures

ColorMap value of object

-----------------------------------------------Pictures

an actual representation

-----------------------------------------------Pictures

If the bitmap value is 251, the actual display will be the 13th (251-238=13) value of the colorMap array. The 13th part of the colorMap array contains 52 and is actually the color of 52.

The 16 color table colors of an object are actually infinite for each object because it is possible to choose a free combination of the above values

(b) Criteria for the use of Replaceable Colors

The Replaceable Color is designed to allow a single bitmap image to be used in multiple shades of color. Therefore, it is ideal to draw all bitmap images as Replaceable Colors, but the Replaceable Color is only 16 colors attached to one instance, so the range is limited. By default, use Replaceable Color in the following cases:

▶ pan-soluble images, such as covering a wide area with a specific pattern (do lo, floor, wall, grass, etc.)

▶ To change the color of whole or part of an object in the same form (a tree, a flower, a stuffed doll, an avatar-a head, etc.

(c) Replaceable Color Ramps

When drawing a real picture using Replaceable Color, it is common to assume that the Replaceable Color is a gradient of the same color. At this point, how many kinds of gradations should be included among the 16 colors?

There are three palettes.

▶Replaceable A (5.5.5.1)

16 colors are divided into groups (ramps) for every 5 colors, including three gradations. Use this pattern when you want to increase the variation of the color combination.

------------------------------------------------------------------Figures.

← 1 ramp→ 2 ramp→ 3 ramp→ solid color

▶Replaceable B (10.5.1)

Divide the 16 colors into groups of 10 and 5 colors, and include 2 gradations.

The ten-color part can be expanded with the fineness of gradient, so it is applied when you want to use a subtle color. When using a placeable color for head, use this pattern, and the first lamp is skin,

The color of the second lamp is hair and the last color is

--------------------------------------------------------------------------Figures.

←--The first ramp--→The second ramp→Solid

▶Replaceable C (16)

A pattern that fills up 16 colors with one gradient. This is especially used when one subtle gradient and a wide area gradient are used.

--------------------------------------------------------------------------Figures.

←---------------gradient-----------------------→