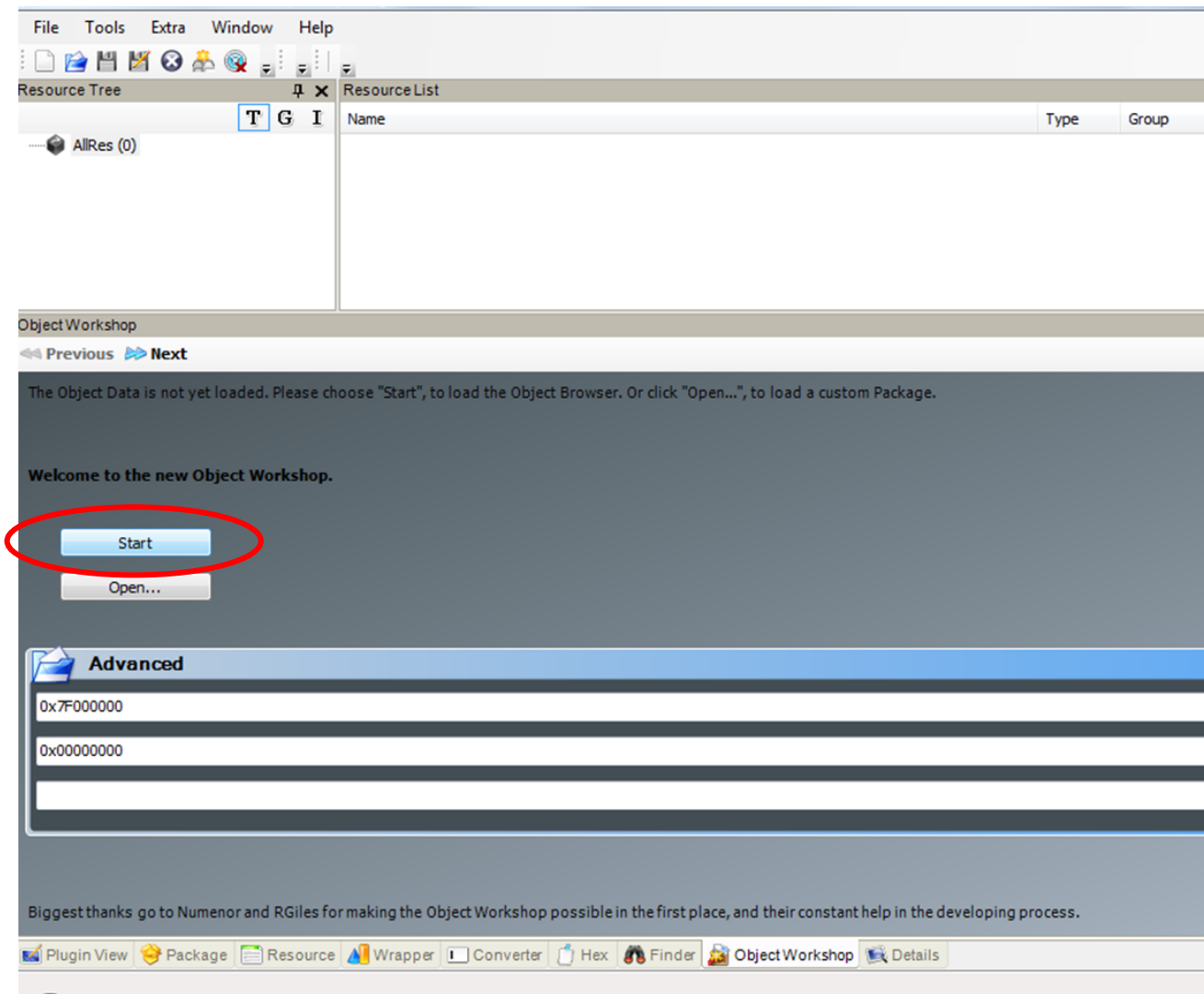
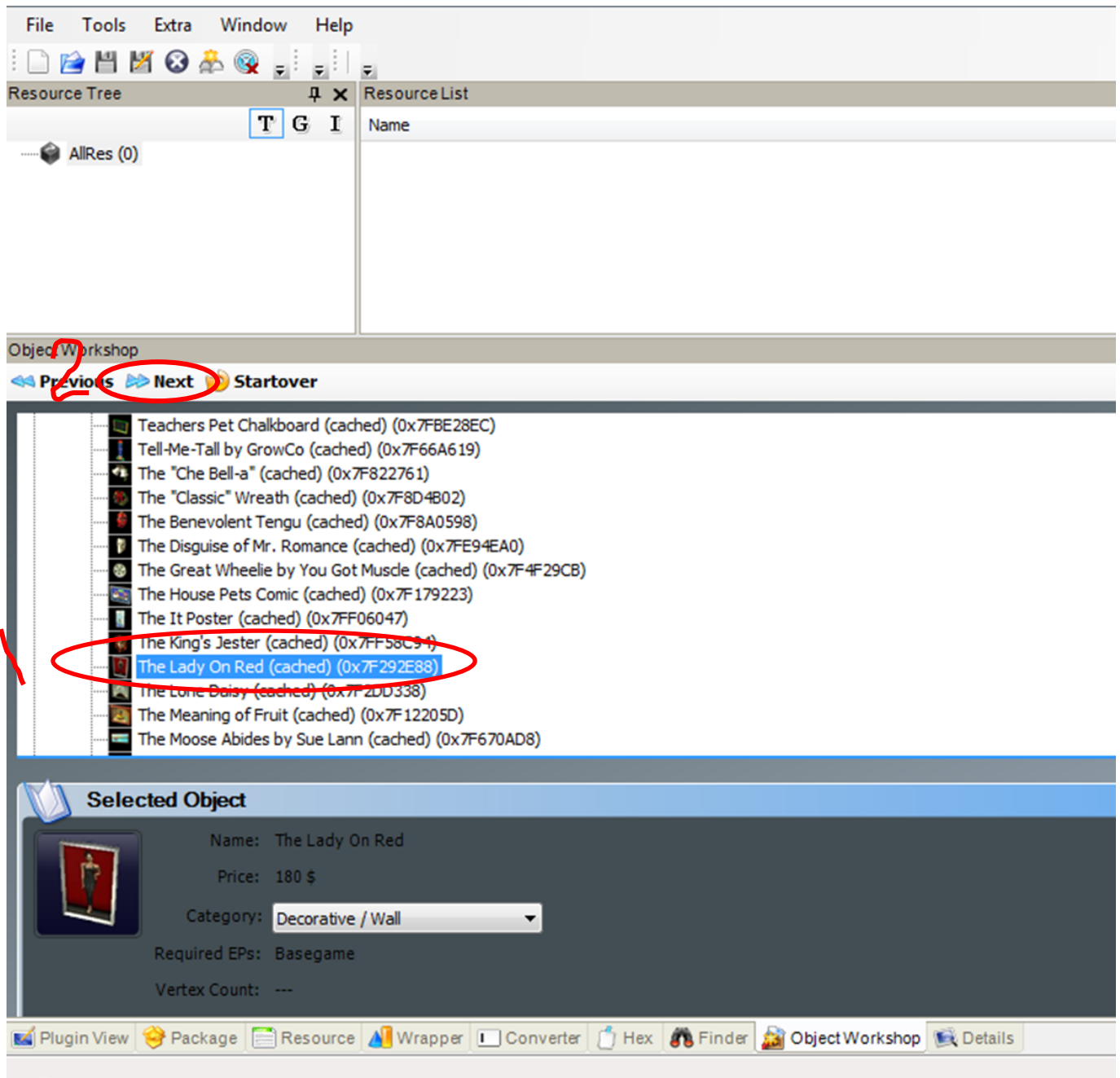


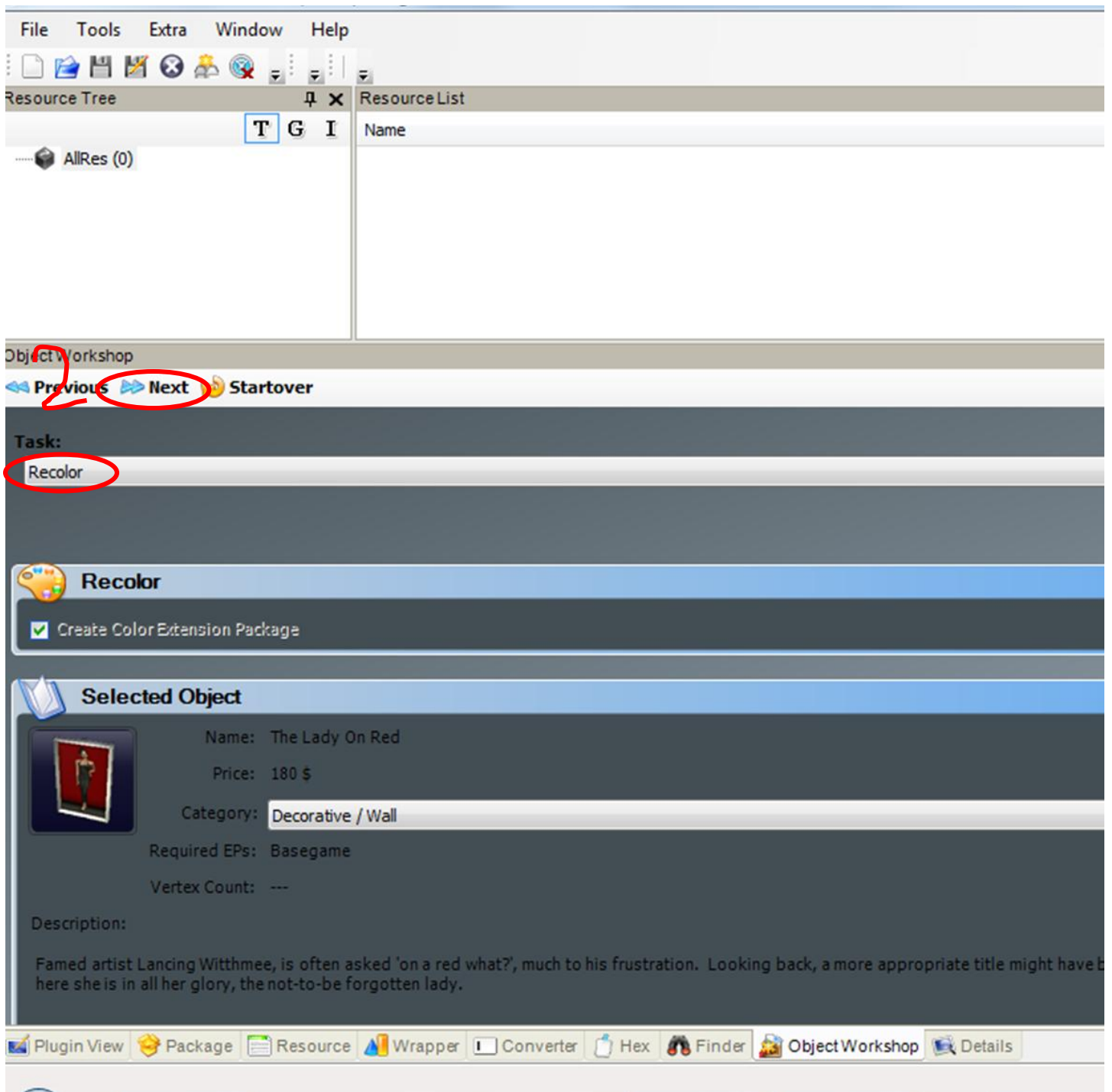
Start Workshop.



Select image to be recoloured, and click Next.



Select the Recolour option and click Next.



Save the new package in your TS2 downloads folder.

ist

Type	Group	Instance (high)	Instance
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Loading Slave Subsets

simPE

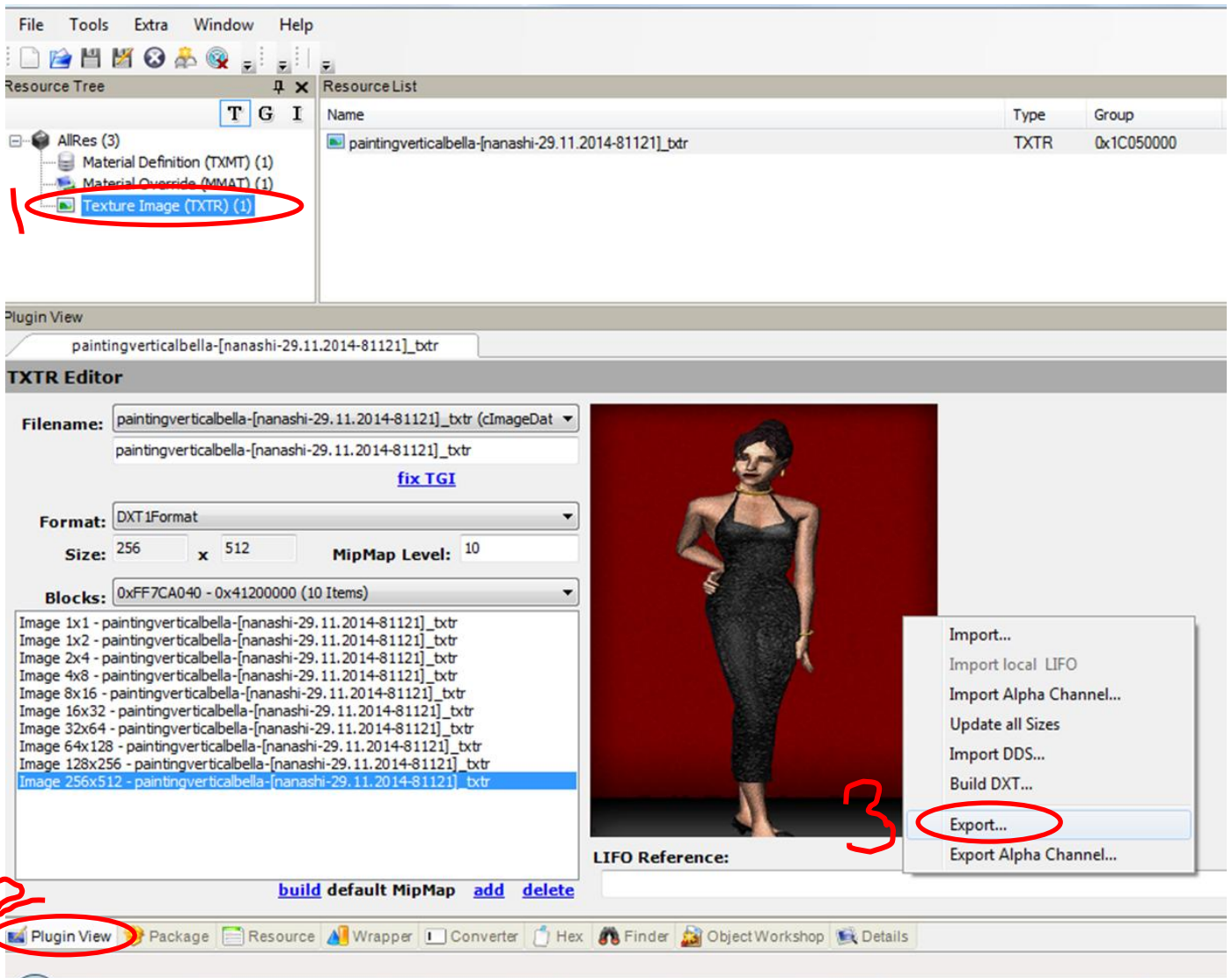
Please wait...

I guess this is where you are stuck, yes? Unfortunately in the latest version of SimPE I tested this in, it automatically went away without clicking anything.

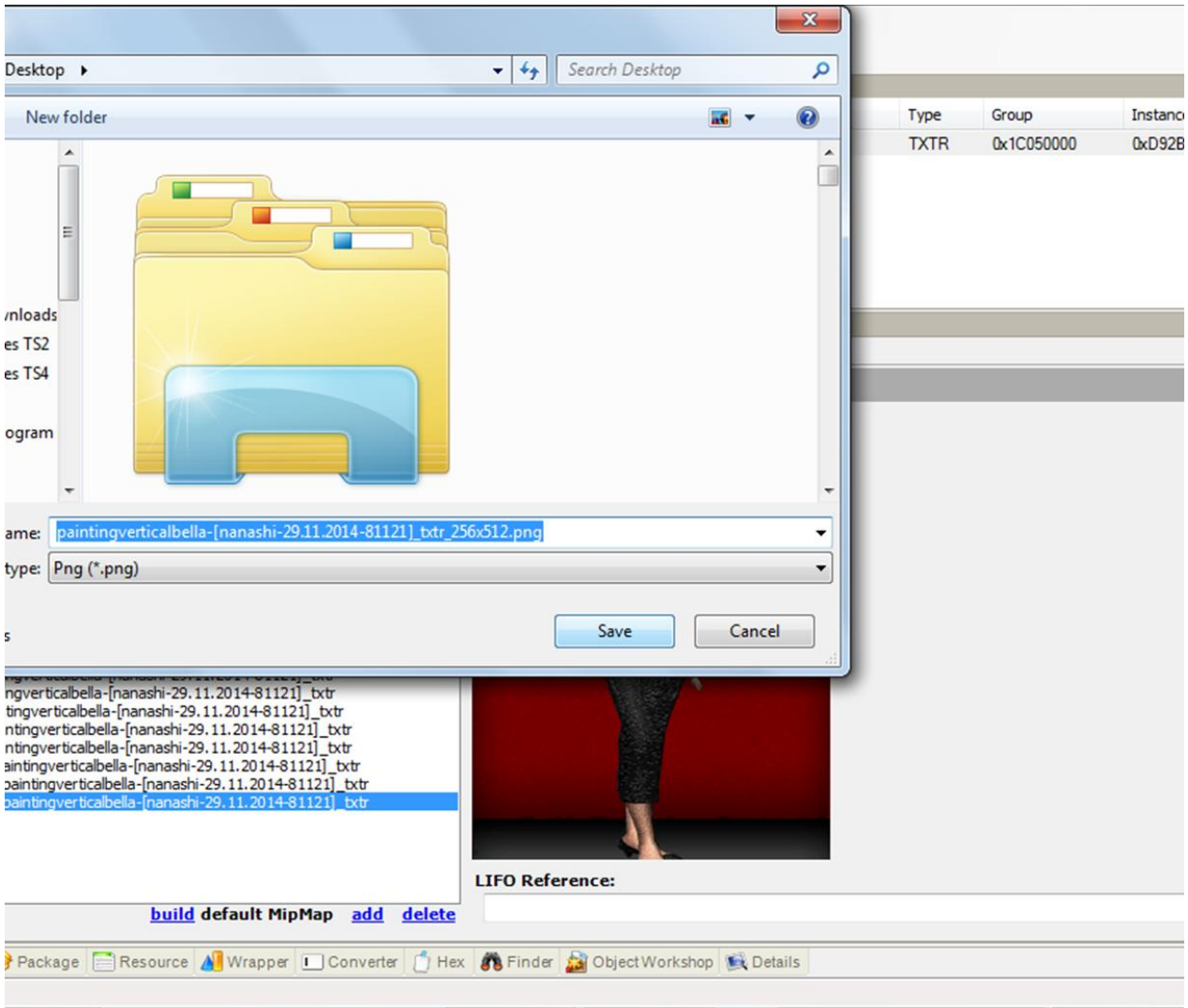
- How many applications do you have open?
- What is your OS, system specs?

er Converter Hex Finder ObjectWorkshop Details

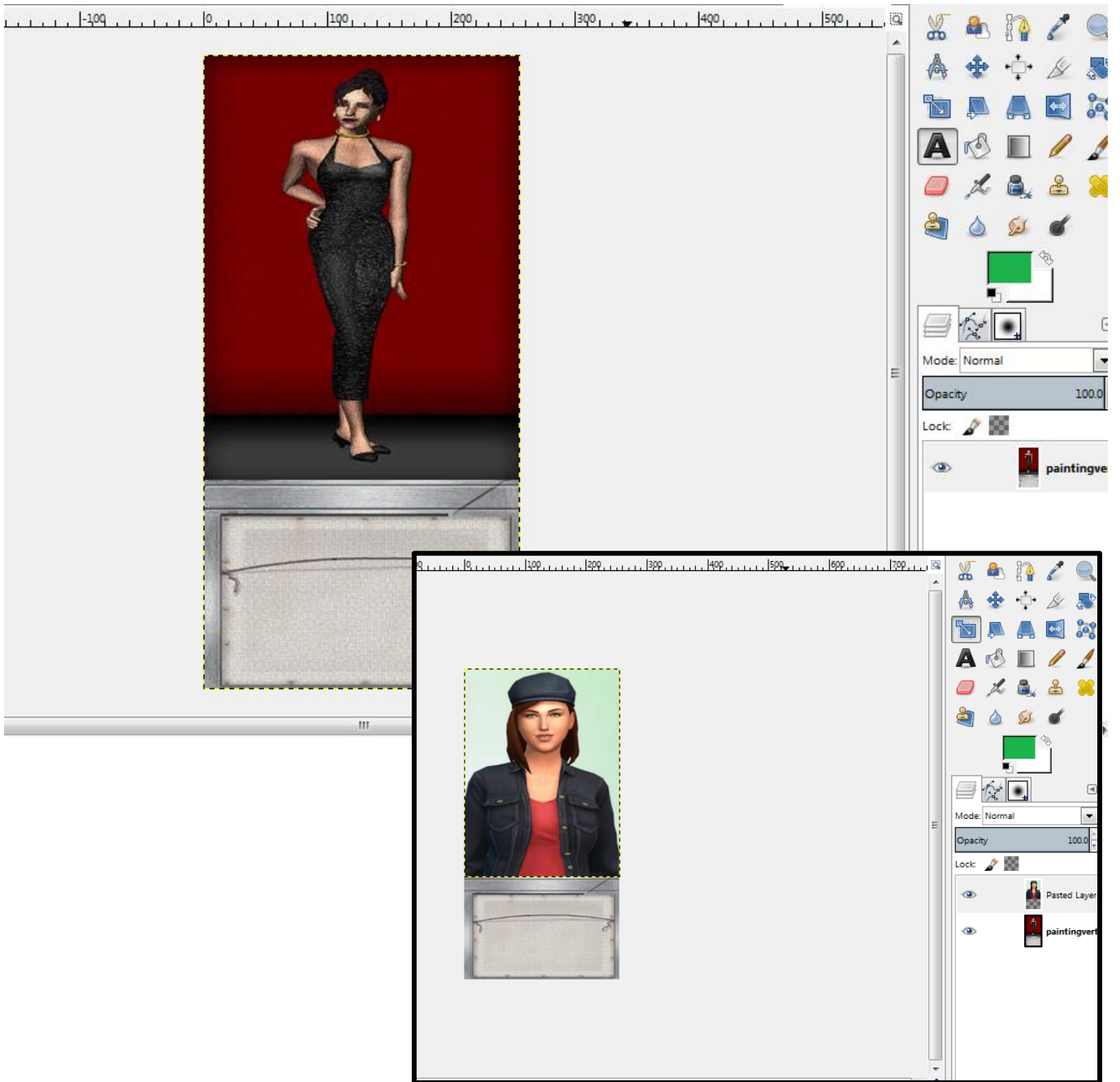
Select the TXTR view and the Plugin view. Export Image.



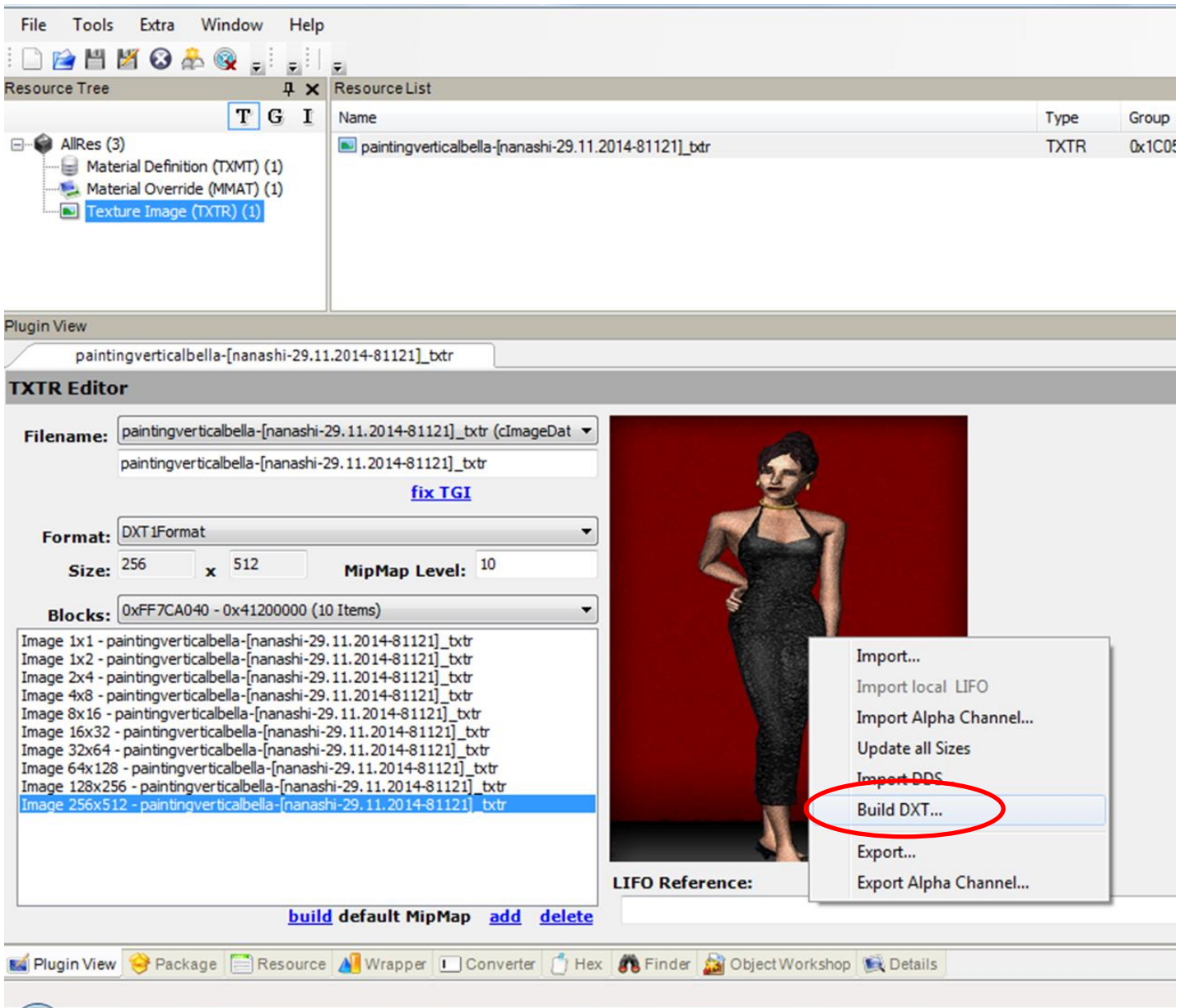
Save exported texture.



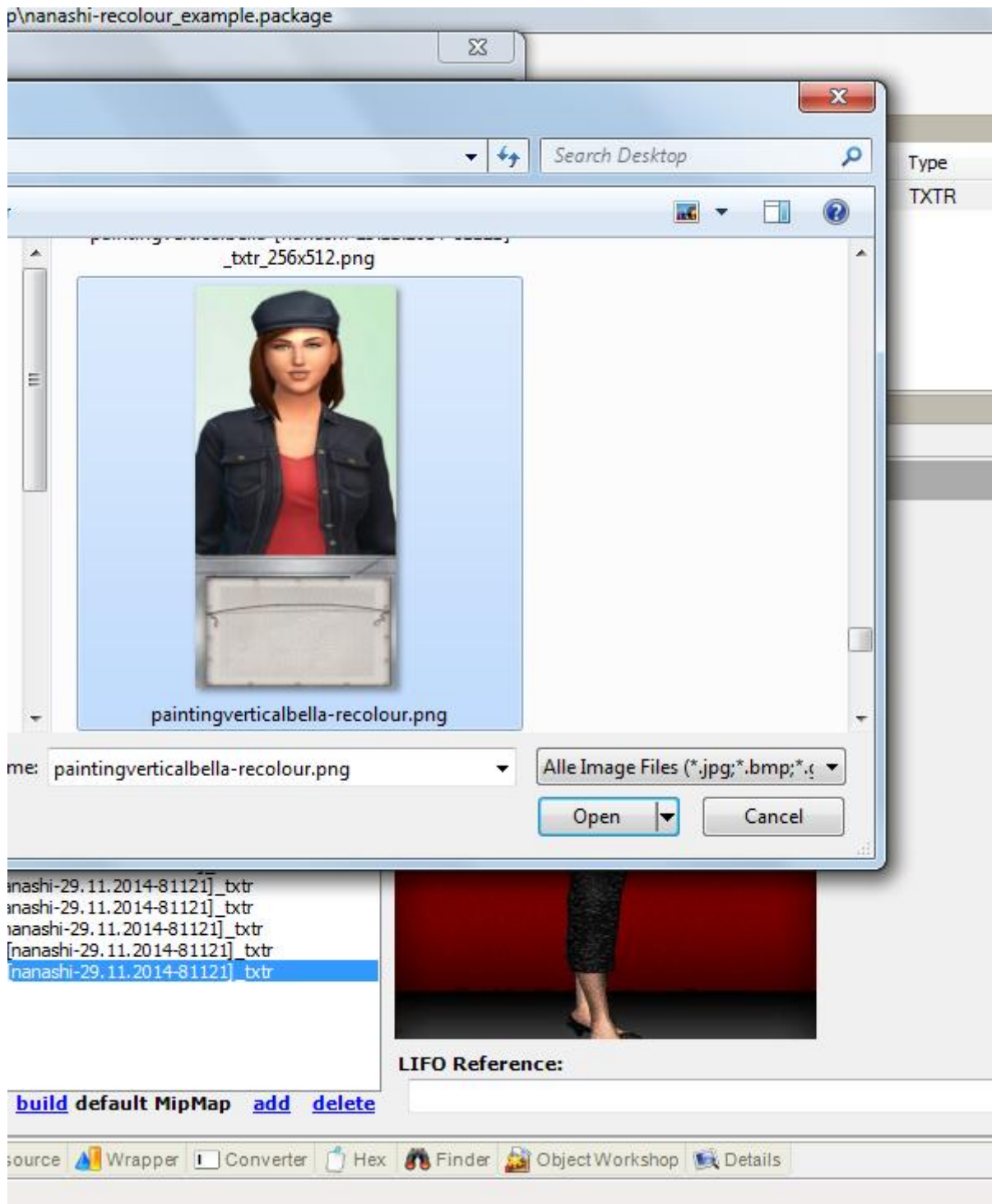
Edit and save new image in preferred image editor application (I use GIMP).



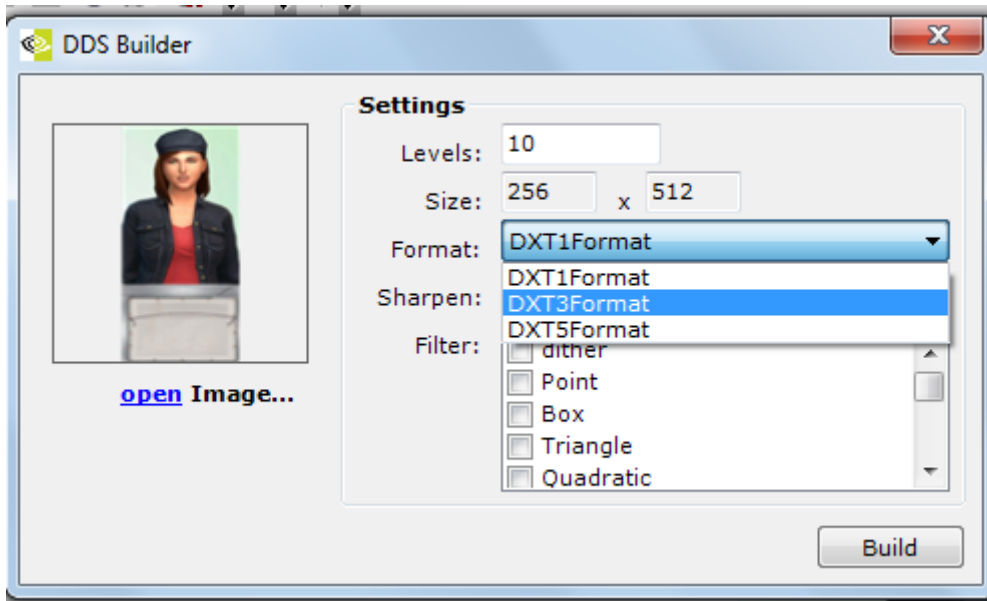
Select Build DXT.



Import edited image.



Choose image settings.



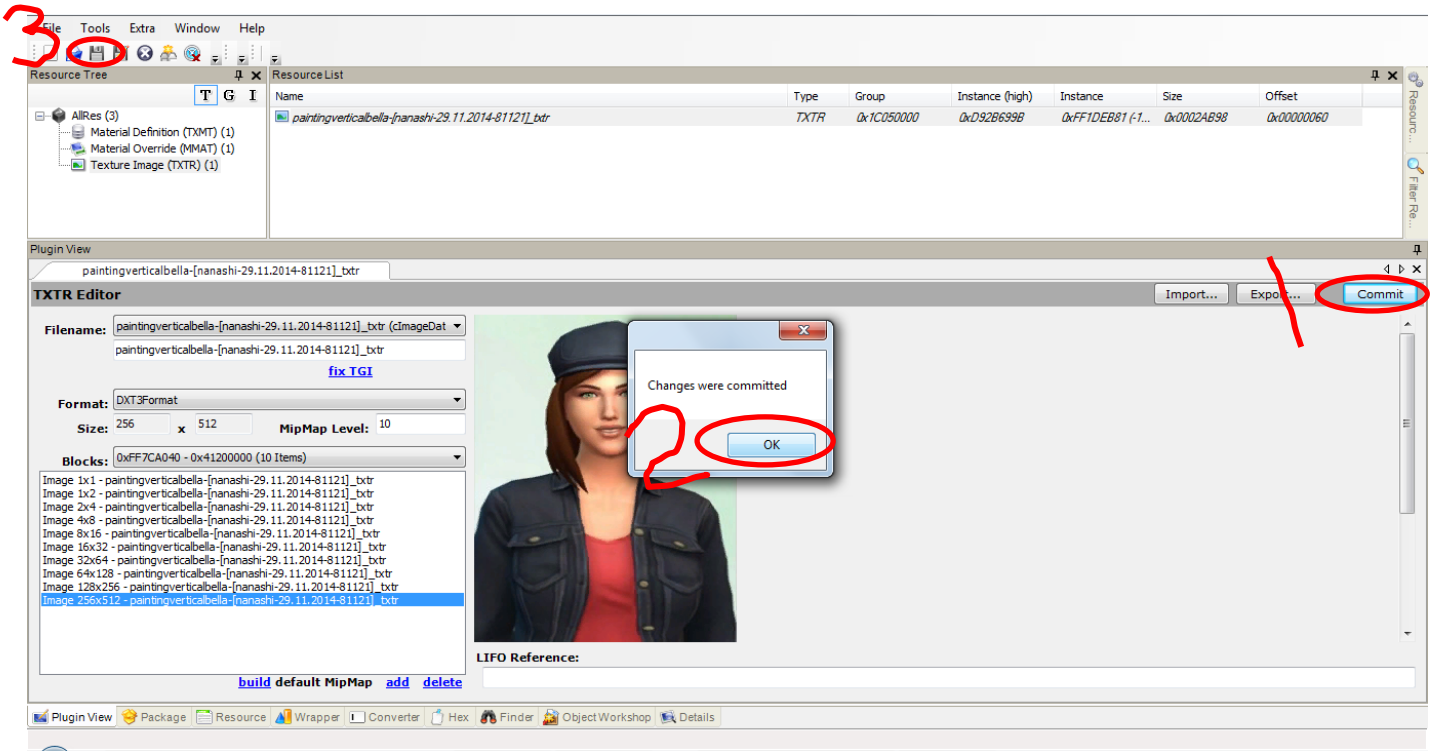
DXT1 - no transparency

DXT3 - transparency and cleaner image

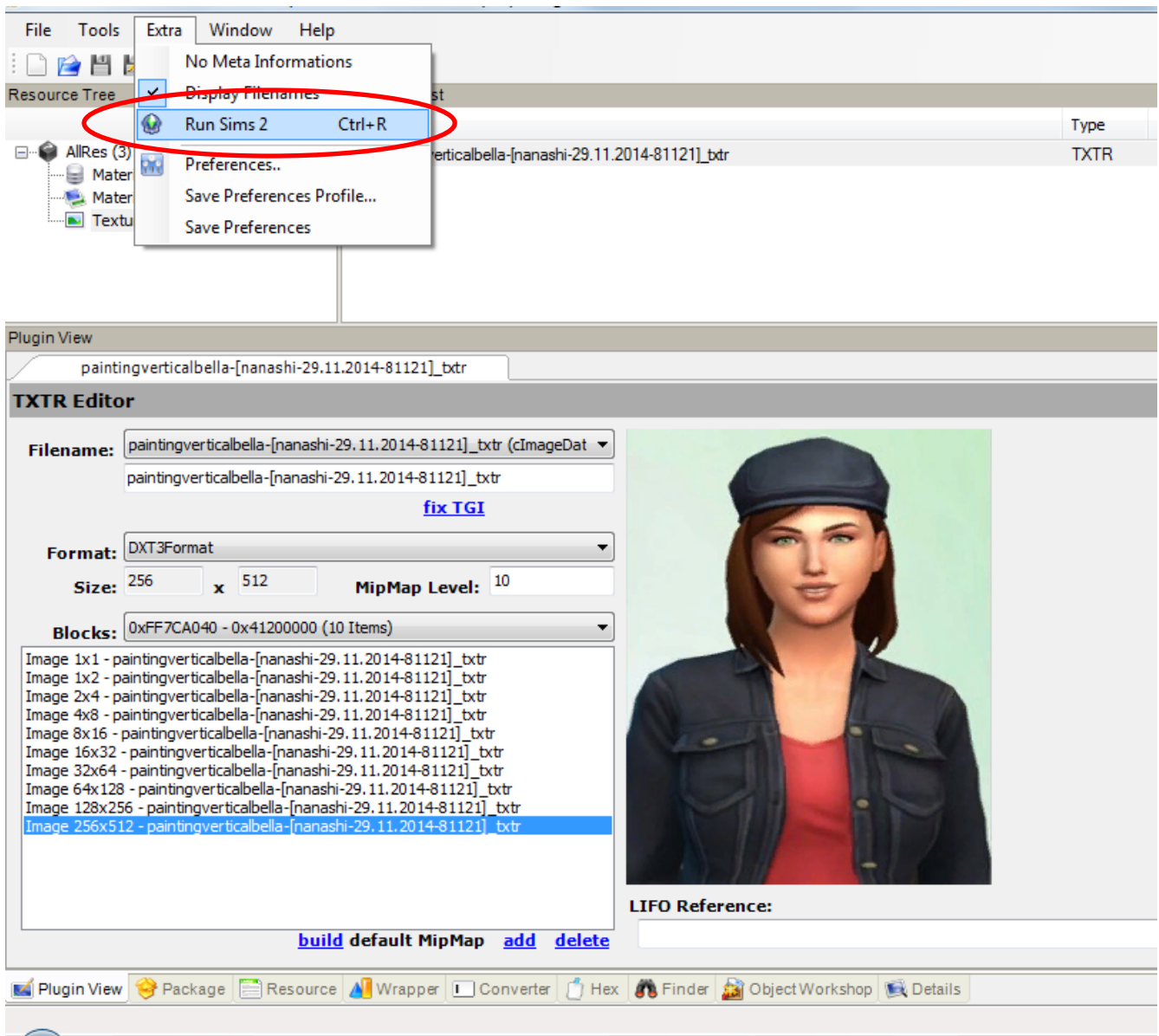
DXT5 ← I use this with Raw8Bit images

Modthesims has more information.

Commit changes and save.



Fire up TS2.



Test the image in-game.

