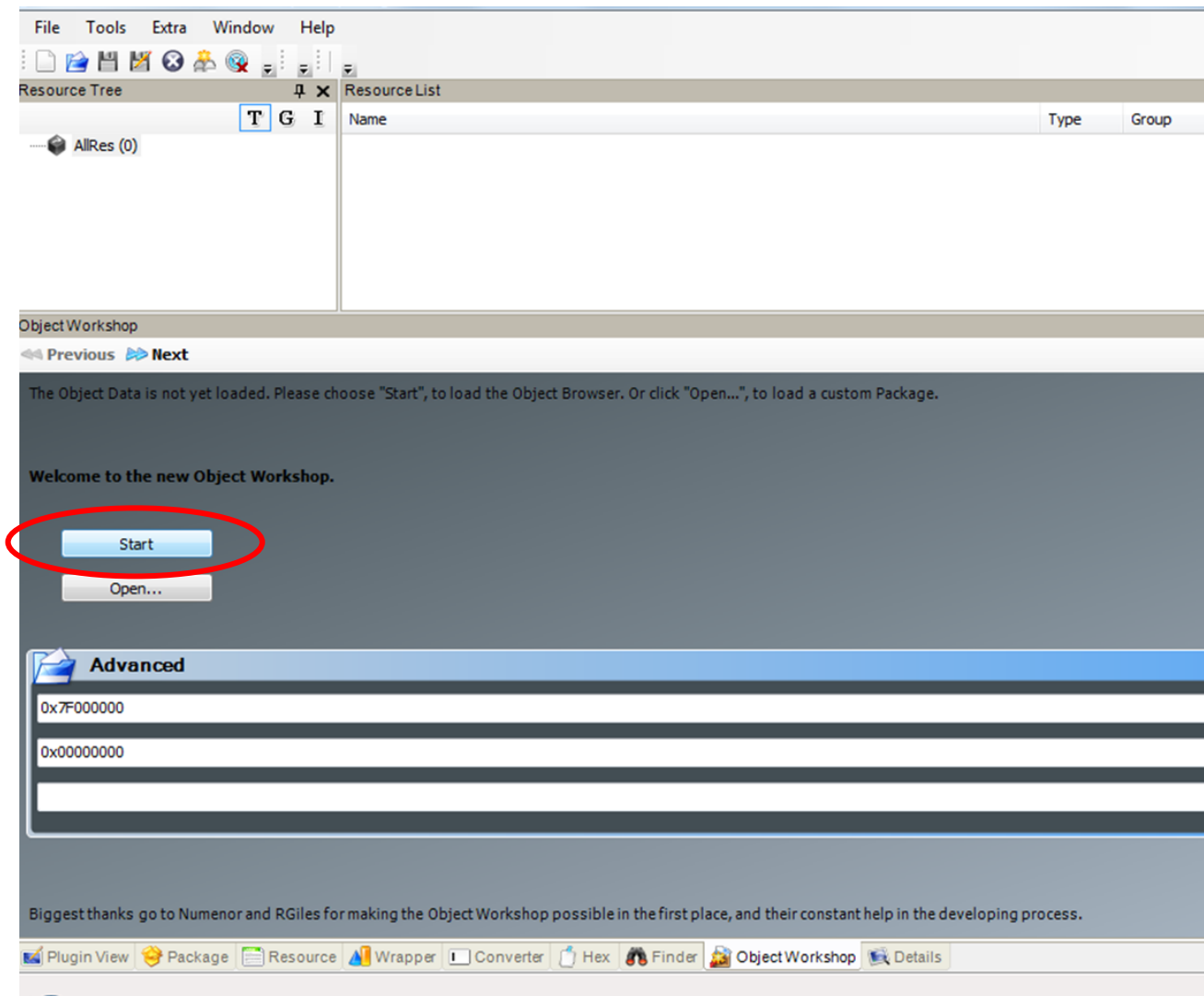
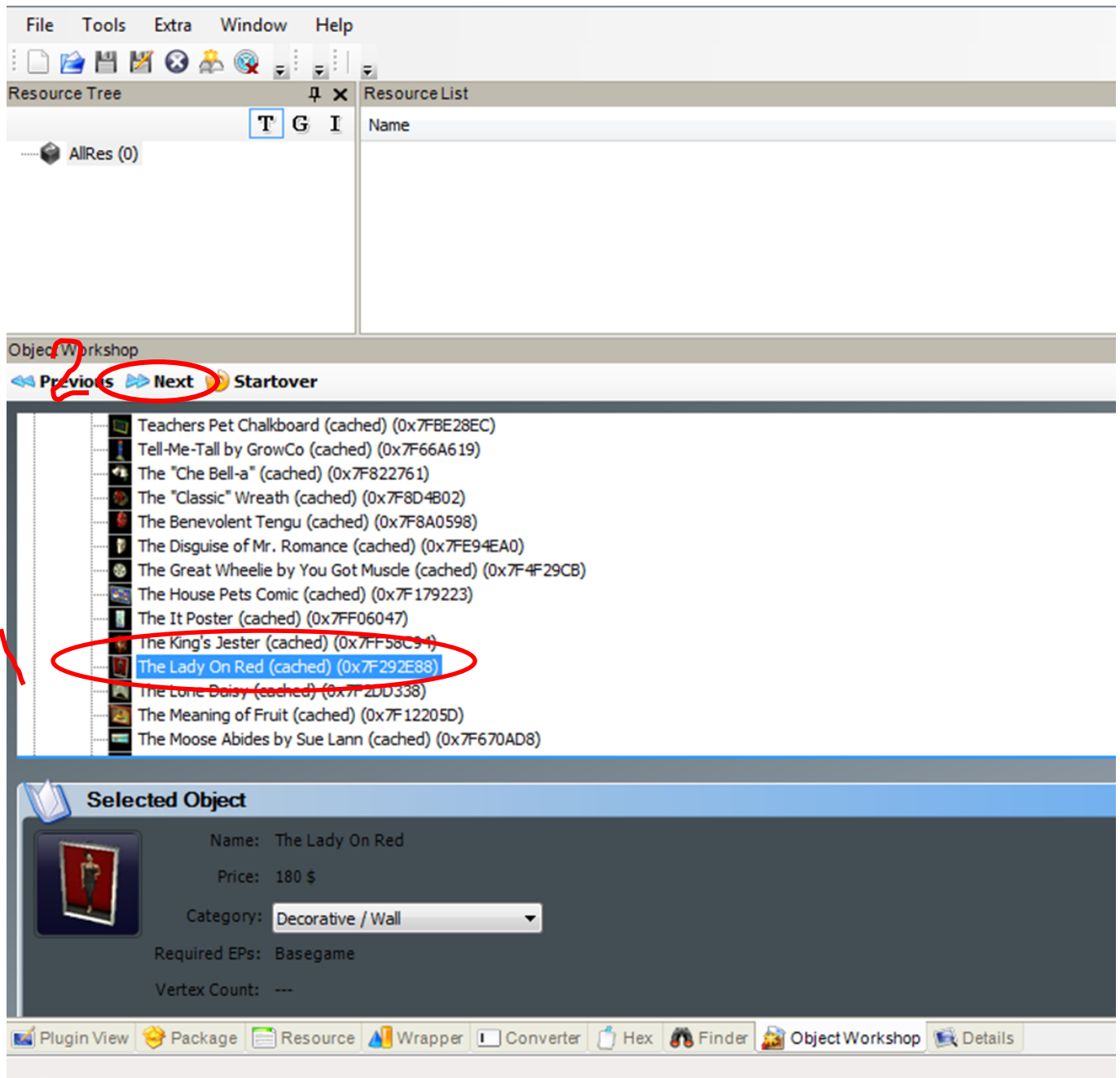


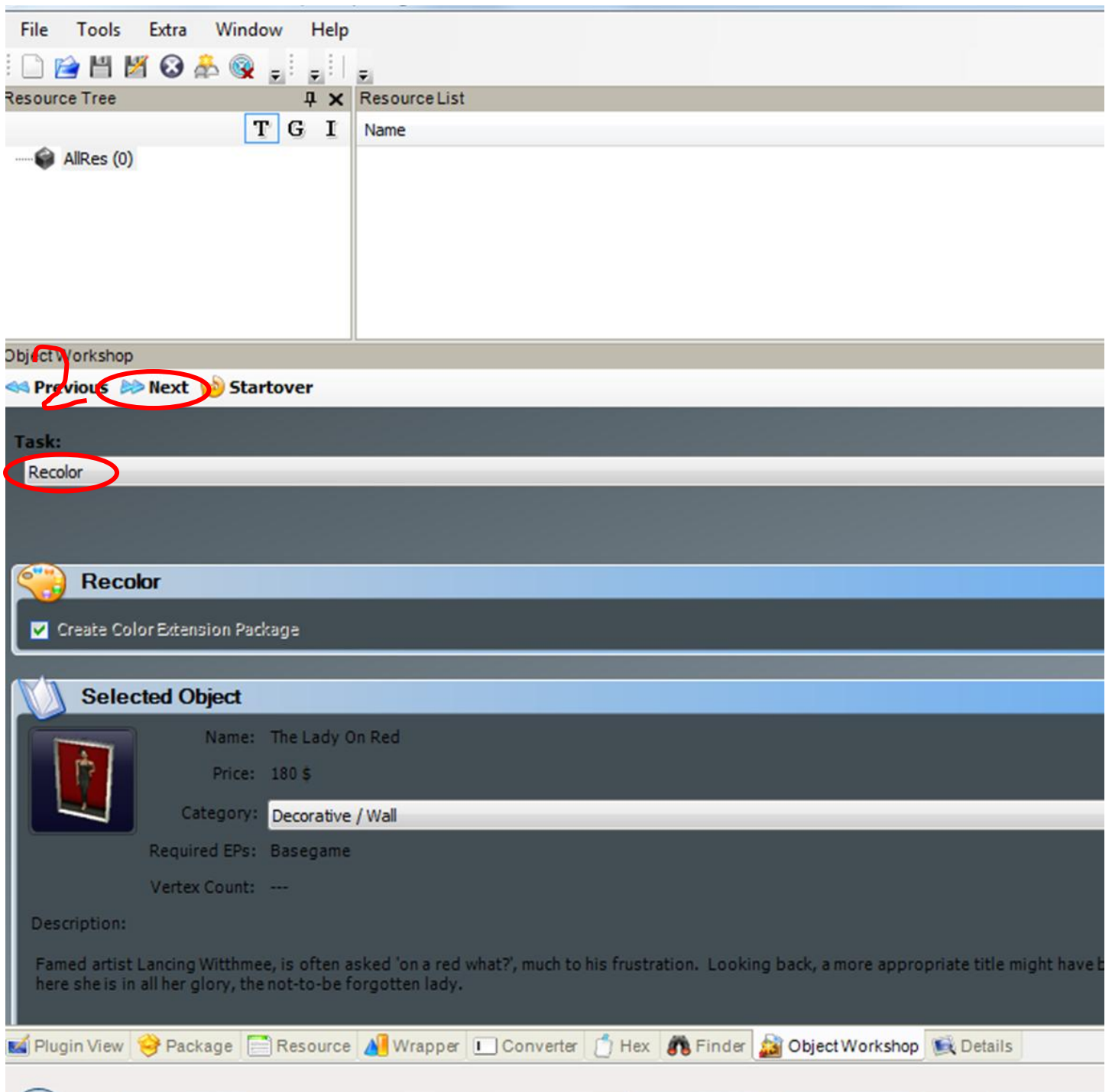
Start Workshop.



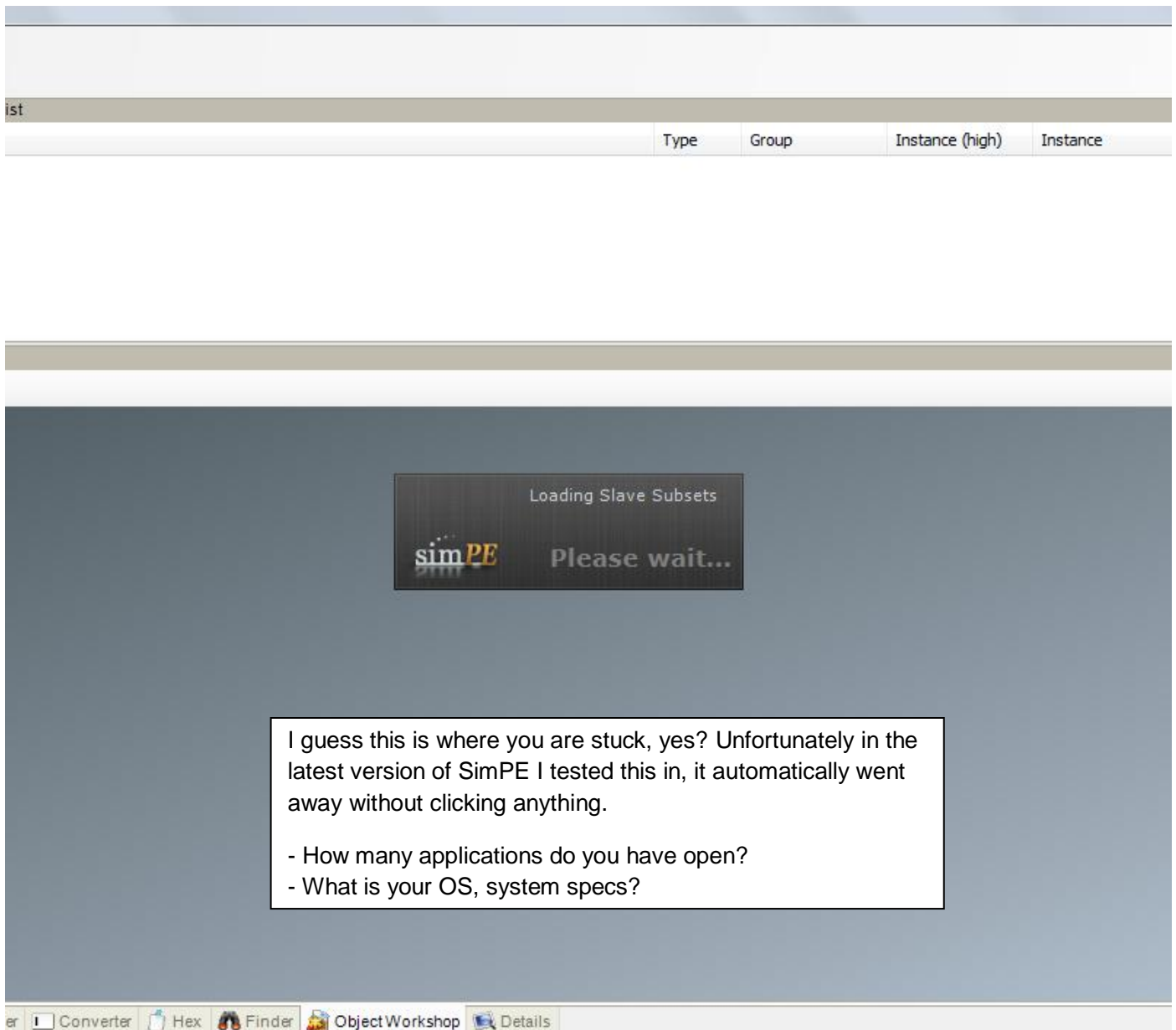
Select image to be recoloured, and click Next.



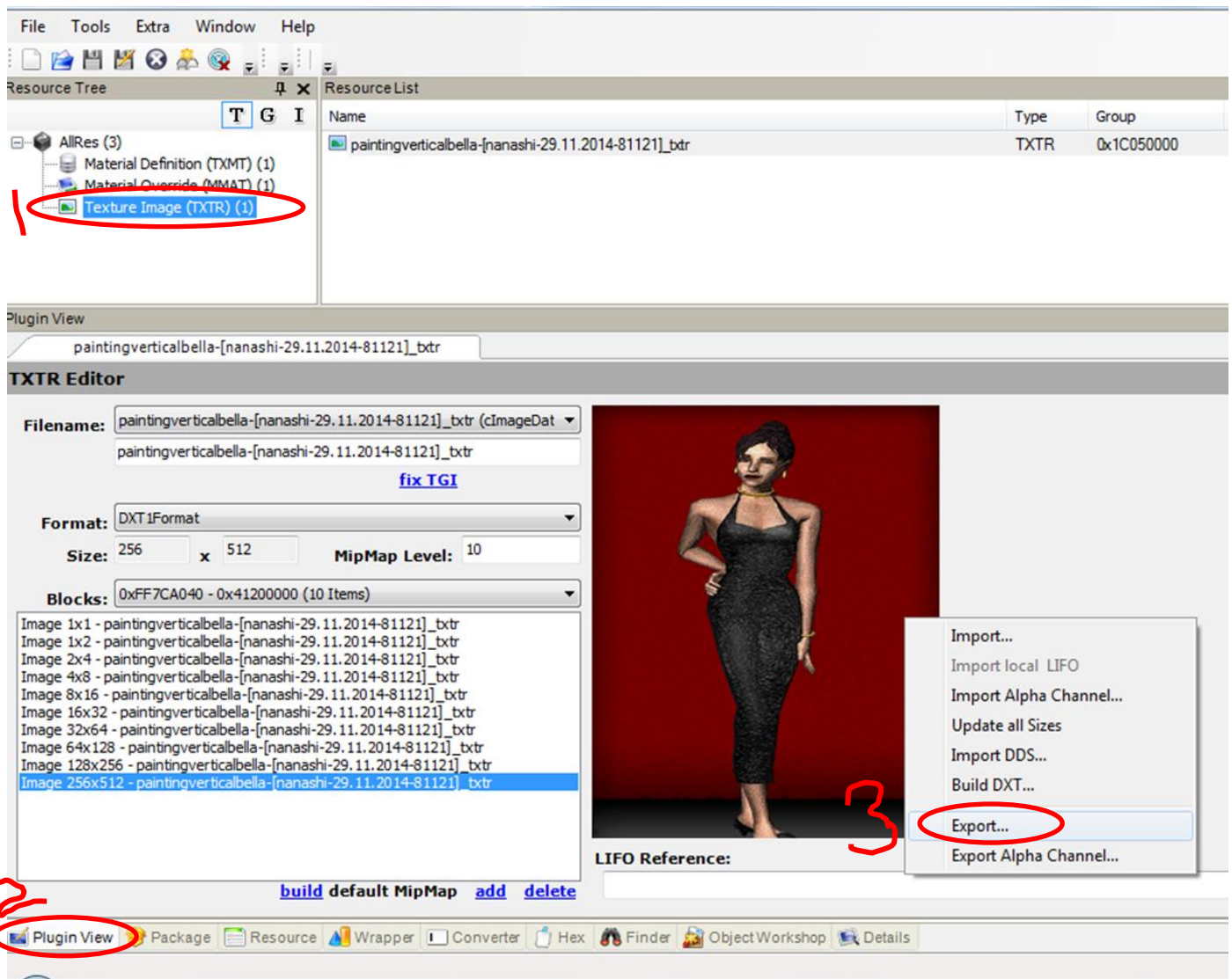
Select the Recolour option and click Next.



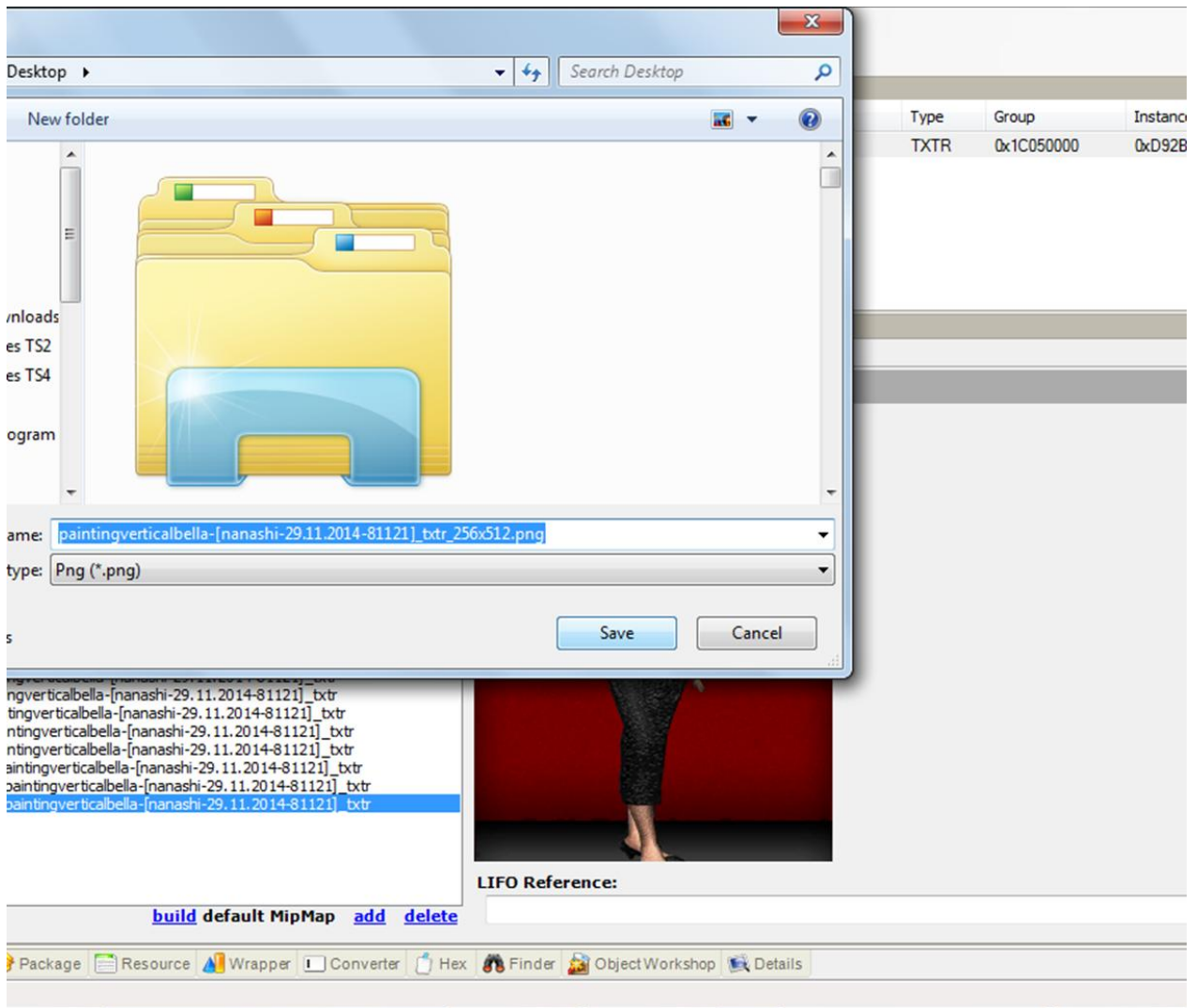
Save the new package in your TS2 downloads folder.



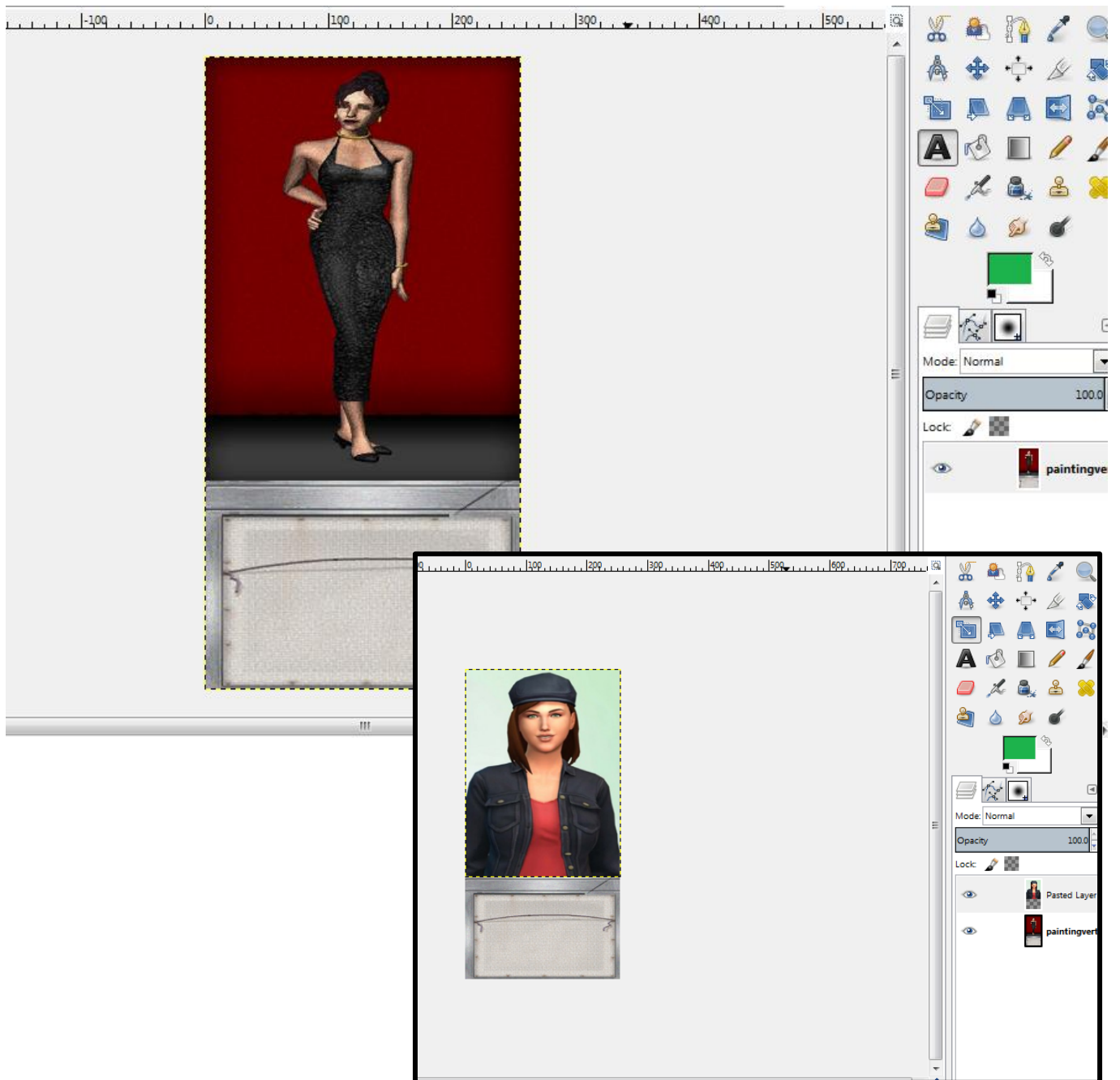
Select the TXTR view and the Plugin view. Export Image.



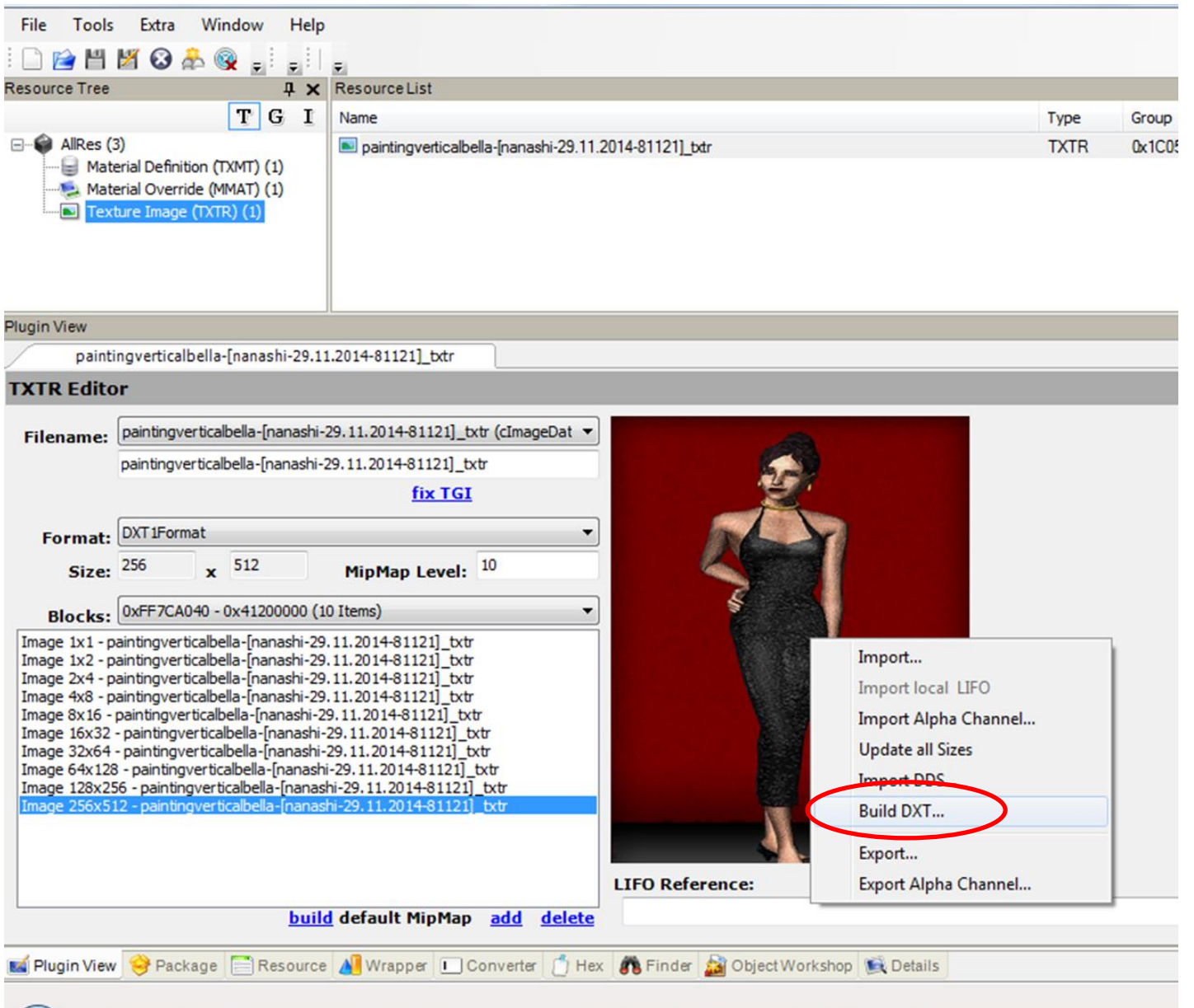
Save exported texture.



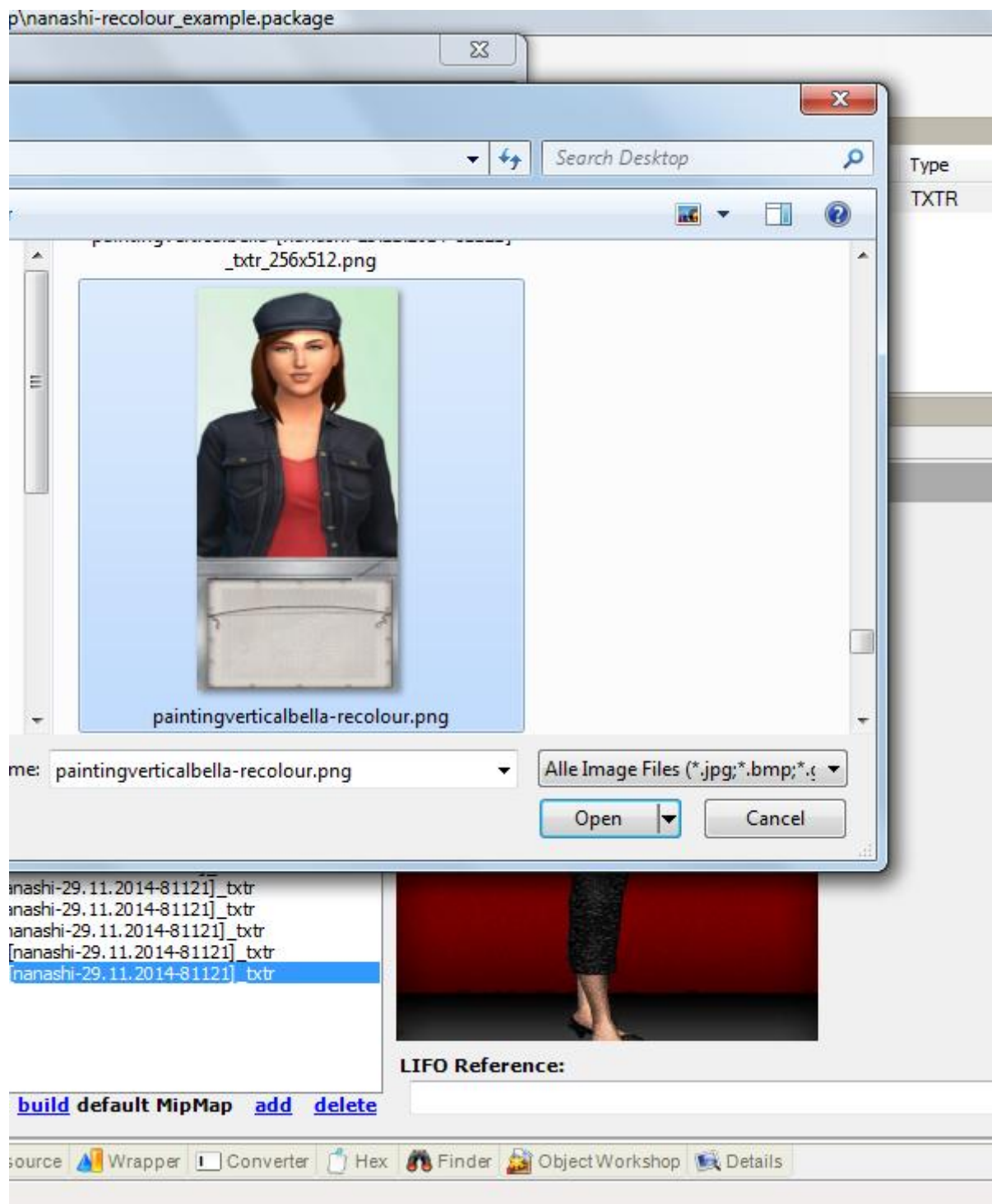
Edit and save new image in preferred image editor application (I use GIMP).



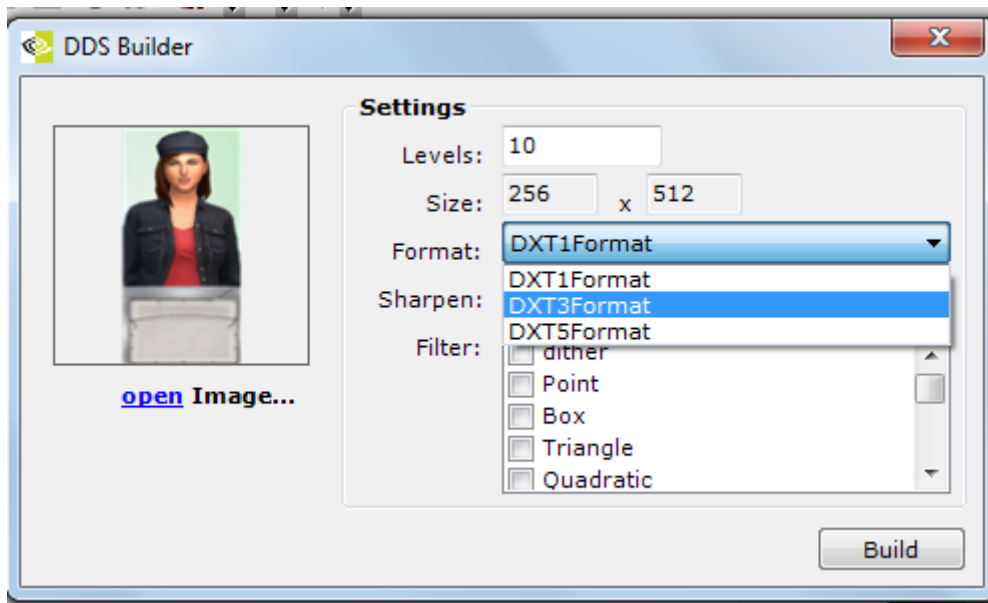
Select Build DXT.



Import edited image.



Choose image settings.



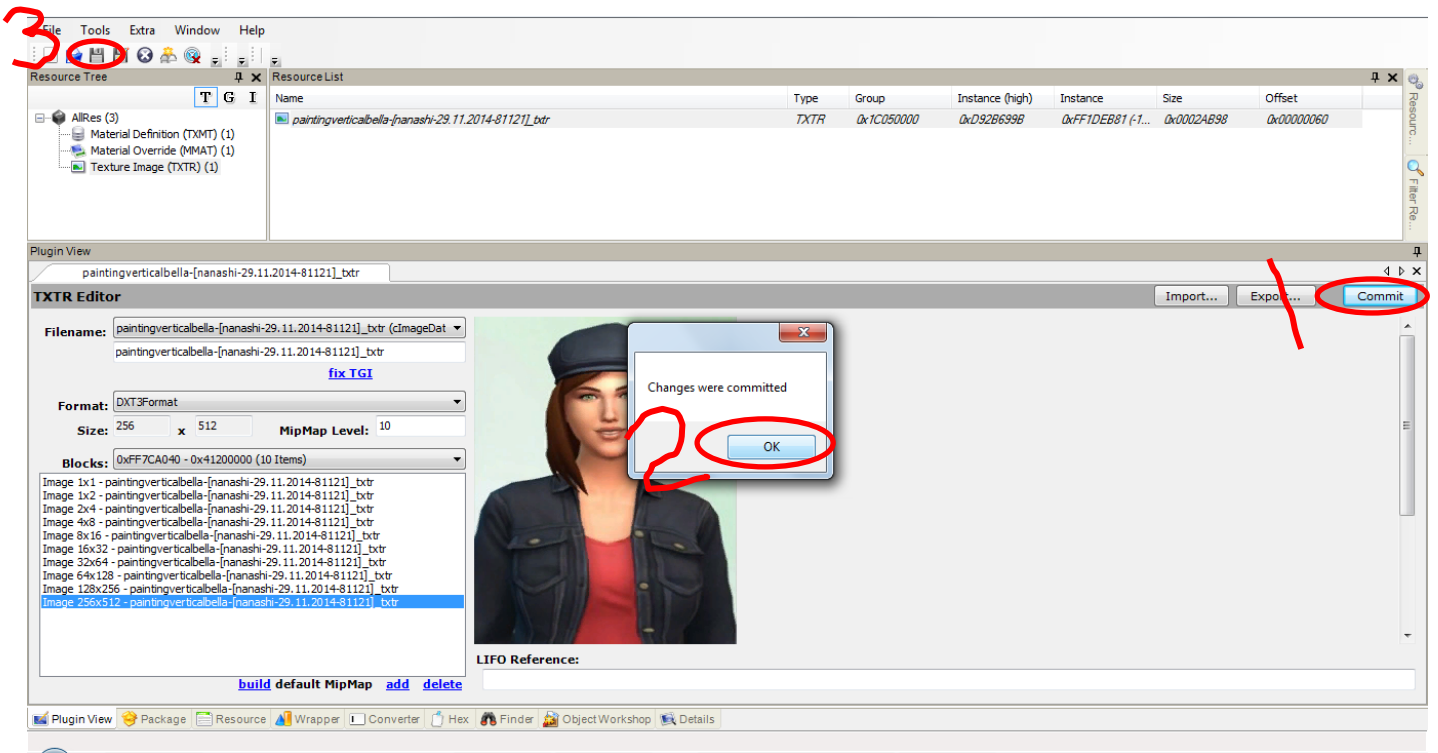
DXT1 - no transparency

DXT3 - transparency and cleaner image

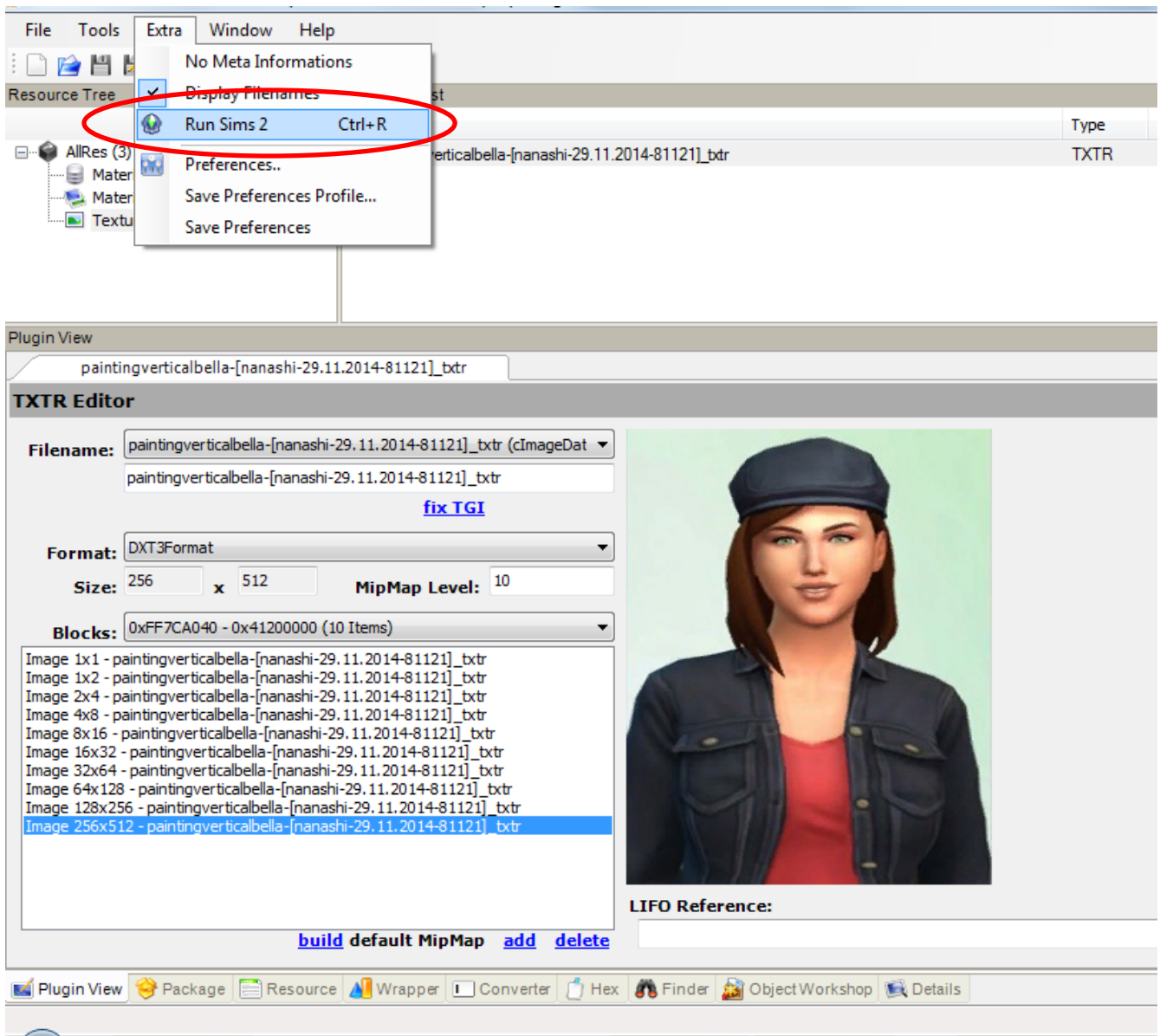
DXT5 ← I use this with Raw8Bit images

Modthesims has more information.

Commit changes and save.



Fire up TS2.



Test the image in-game.

