



When talking about ‘re-colourable’ objects, we’re not really talking about one single colour. Sometimes it may be that simple, but often an object has a set of shades of a given colour. For example, on the Western wall set, the texture has some lighter and darker shades to give the illusion of wooden siding. Whatever colour selected by the player for the wall is applied in several shades to maintain that pattern. Think of the texture as a gray-scale image, and the player is applying a coloured tint over top. So below I’m going to be mentioning adjusting ‘colour sets’ a lot.

To create re-colourable objects in RCT3 you need to do two things: specify how many colour sets can be adjusted when building an OVL file, and convert the object’s texture bitmap into a specific format.

## 1. Specify Recolouring Option in OVL File

Make sure you are using Version 6 or later of JonWil’s Importer program, earlier ones did not support recolourable objects. When creating an OVL file, there’s a new box at the bottom to control recolouring. Type in one of these four numeric options:

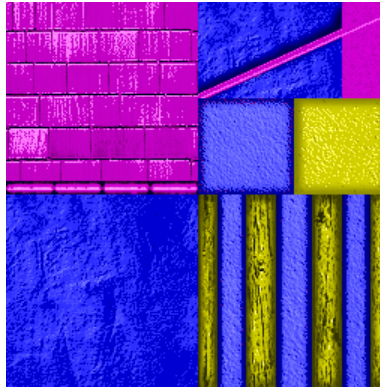
- 0 = object cannot be recoloured by the player.
- 1 = player will be able to adjust one set of colour shades.
- 3 = player will be able to adjust two sets of colours.
- 7 = player will be able to adjust three sets of colours.

## 2. Create a Suitable Object Texture

This part is a little harder. The final texture bitmap applied to the object when creating an OVL file must have its colour table arranged in a specific pattern. To make it easier to do this, I’ve created two custom colour table files, one for Adobe Photoshop and one for Corel Photo-Paint. These are included in the zip file with the latest version of the Importer. Assuming you are starting with a true-colour (24-bit or 32-bit) RGB image, here are the steps to create a suitable recolourable texture bitmap:

- Draw everything that should be changed as part of the first colour group in shades of blue. Try to use ‘pure’ blue colours, i.e. blue shades lighter than 0,0,255 have an equal amount of red and green added to them, and shades darker than that have no red or green at all, just a diminishing amount of blue. Avoid ‘blue-grey’ type shades.
- Draw everything to be changed as part of the second colour group in shades of magenta, following the same recommendation about using ‘pure’ shades of the colour.

- Draw everything to be changed as part of the third colour group in shades of yellow, following the same recommendation about using ‘pure’ shades of the colour.
- An example from the game’s generic ‘slate’ wall set:



- When converting the RGB image to a 256-colour indexed one within Adobe Photoshop, you MUST use the supplied custom color table ‘RCT3-RecolorableOVLColorTable.act’. If you’re using Corel Photo-Paint, use the ‘RCT3-RecolorableOVLColorTable.cpl’ custom palette. If you’re using another paint app, hopefully it supports one of those two standards.
- I strongly recommend that you do not allow any dithering of shades, since the program is likely to use inappropriate colours for some of the dithering. If you stuck with ‘pure’ colours when creating the texture bitmap, no dithering should be needed anyway.
- Save the converted 256-colour bitmap as the texture to be applied when creating the object’s OVL file in JonWil’s Importer.

Instead of initially working with a true-colour RGB image, you can also draw the texture on a 256-colour bitmap right from the beginning. Just be sure to use the custom color table supplied, and then you’re guaranteed to be painting with colours mapped to the proper index.

Of course, all this talk of colour sets can be ignored if you just want an object with a single colour the player can modify. That is, an object with no texture per se, just a solid colour. Simply pick a shade of blue depending on how light or dark you want the object to appear on average and fill the entire texture bitmap with that colour.

### Some Extra Nitty-Gritty Details For The Curious

In the image’s colour table the colours are mapped this way:

1 - 85 = colours that will be remapped as part of colour set one, in shades from light to dark.

86 - 170 = colours that will be remapped as part colour set two, in shades from light to dark.

171 - 255 = colours that will be remapped to colour set three, in shades from light to dark.

0 = use of colour zero is uncertain, recommend leaving as pure white.