
Lamby's Warcraft II Palette Editor V1.0.2

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```
MENUS -->  Palette -->  Open      Load a palette from a .ppl file, a WC2 Screen-Shot or 8 bit .bmp
              -->  Save      Save the current palette to a .ppl file.
              -->  Default   Load the default palette.
              -->  Exit      Exit the application.

-->  Oops      -->  Undo      Undo last palette modification.
              -->  Redo      Revert last undo.
              -->  Clear     Clear the undo/redo lists.

-->  View      -->  Peons      -->  (cute peon stuff lol)

              -->  Background -->  Default view - grass, trees, water, peons etc.
              -->              -->  Human Sample - A static image with some human units.
              -->              -->  Load Sample - Load a static image from an 8 bit .bmp
              -->              -->  Save View    - Save the current view to a .bmp file.

-->  Help      -->  Help      Show the Help page.
              -->  About     Blah blah blah.

PALETTE GRID -->  Left Click - Select/Edit Color

              -->  Right Click - Popup Menu -->  Edit          -->  In case you meant to left click.
              -->              -->  Copy Color    -->  Copies the color for that entry.
              -->              -->  Paste Color   -->  Applies the last copied color.
              -->              -->  Spread Start/ -->  Define color gradient start entry.
              -->              -->  Spread to here -->  Define limit and apply gradient.

VIEW WINDOW      -->  Mouse Wheel - Zoom In/Out.
              -->  Left Click  - Select (show) entry.
              -->  Left Click and Drag - Scroll View when Zoomed.
              -->  Right Click  - Edit Color.

HOTKEYS: Ctrl-S      Save Palette      Ctrl-O      Orc View
          Ctrl-Z      Undo              Ctrl-H      Human View
          Ctrl-Y      Redo              Ctrl-L      Last Loaded View

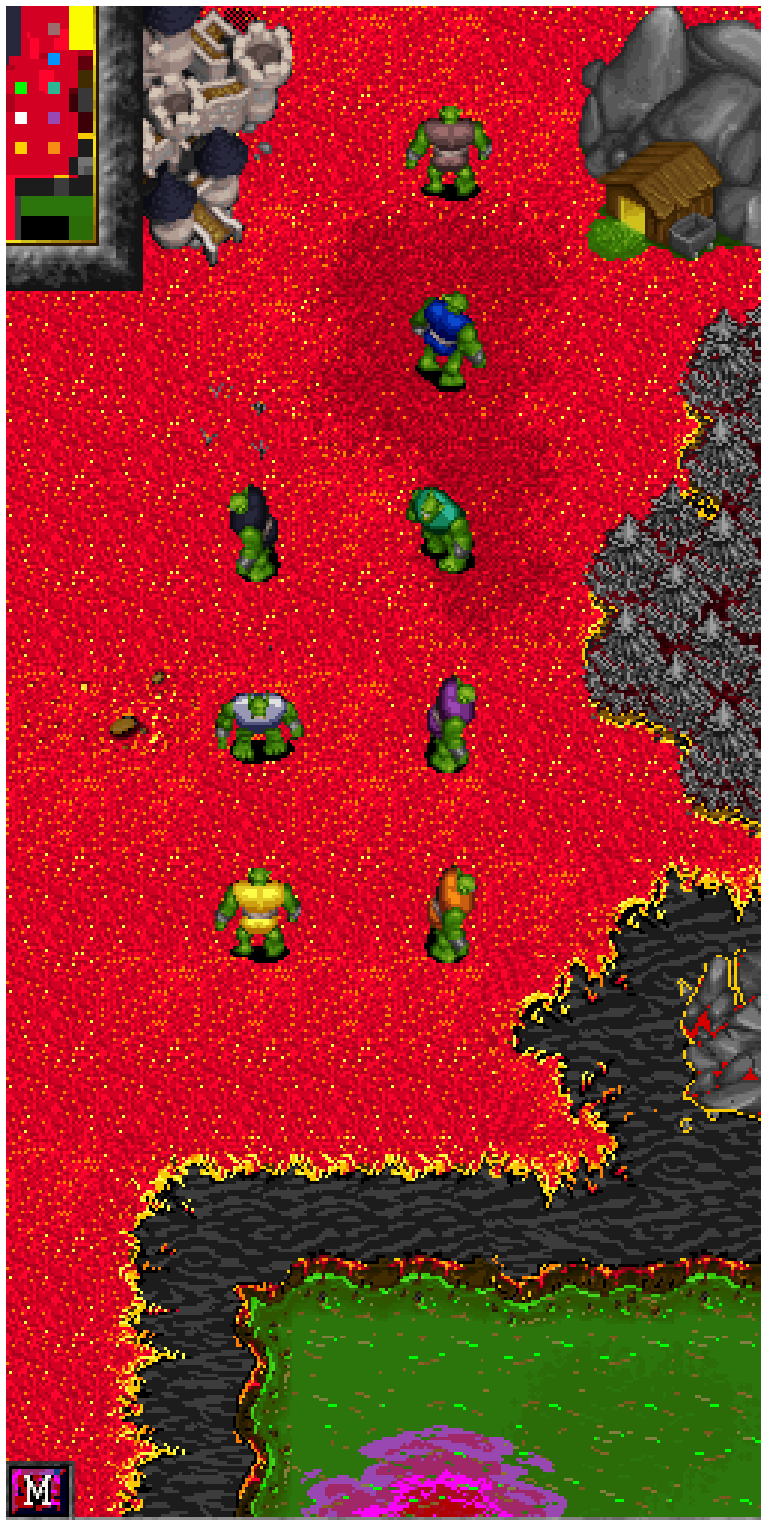
          Ctrl-C      Copy Selected Color  Ctrl-P      Freeze/Unfreeze Peons
          Ctrl-V      Paste to Selected Color

          Ctrl-F1     Show Help            Escape     Dismiss Help
```

What's new?

> It's **Command Line** aware so you can just drop a file on it to open the palette, and you can associate it with .ppl files in windows so when you double click on them they will automatically open in the palette editor.

I included a test palette “**hell.ppl**” for laughs. If you drop it on **ppl_edit.exe** the peons start sweating ;)



> **Save Prompt**

Will check for a modified palette and prompt to save on exit.

> **UNDO / REDO**

It now has an unlimited depth **UNDO** feature, so you can change something then put it back, if you don't like the look of it. Will also UNDO back past full palette loads so I didn't bother putting a “do you wan to save?” check when you load a palette.

> **Hotkeys**

There's a selection of handy hotkeys to make things easier.

> **Color Spread**

The ***Color Spread*** feature allows you to select 2 palette entries and it will automatically fill in the entries in between those two with appropriate increments of color values to make a smooth colors gradient.

> **Views / backgrounds.**

I didn't mess around with any more cute animations, but there's a human image with some units so you can see what colors they are using while you edit them. You can also construct your own image with anything you want on it and load it.

The “view” window is 256 x 512, but you don't have to make something exactly that size, it will crop anything bigger or paste anything smaller.

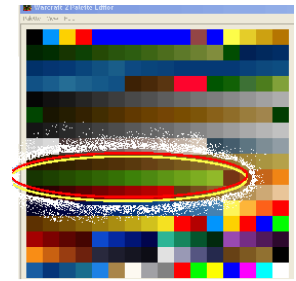
But you can't directly load a SS (.pcx file), you will have to convert them to 8 bit (256 color) .bmp files. I'd write a ,pcx parser but it's a dead format. AFAIK WC2 was one of the last commercial products to use it.

You can save a snap of the “view” window with your adjusted palette to a bitmap. This is also another way of saving your work because the palette is saved along with the bitmap. If you want to reload it that way you will have to load it twice once from the view menu for the image, and once from the palette menu for the palette. Loading a background image doesn't automatically load it's palette (of course that would defeat the purpose ;)

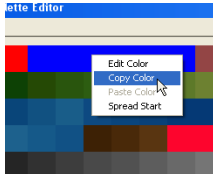
TRY THIS:

* 30 Second Smurfs *

- 1) Identify the row of green shades just below the middle of the palette grid (see it?) These are the orc skin tones. We will change these.

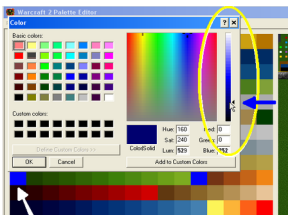
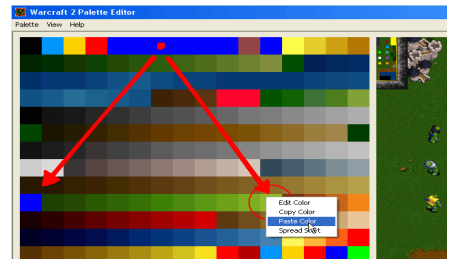
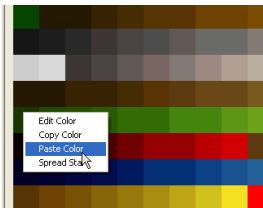


--> **Zoom in on the images if you need to** <--



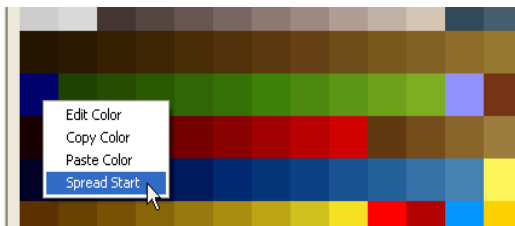
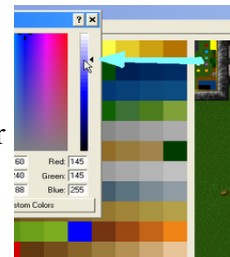
- 2) RIGHT click on one of the bright blue colors at the top and select **Copy Color**.

- 3) Right click on the darkest green at the left end of the line and **Paste Color**, then **Paste** the same color again on the lightest green at the right end of the greens.

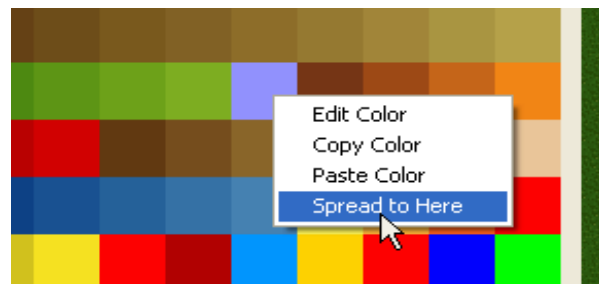


- 4) LEFT click on the darkest green (now blue) which will open the Color dialog. The **vertical slider** on the right side is luminosity (brightness). Slide it about 75% of the way **DOWN** for a dark blue.

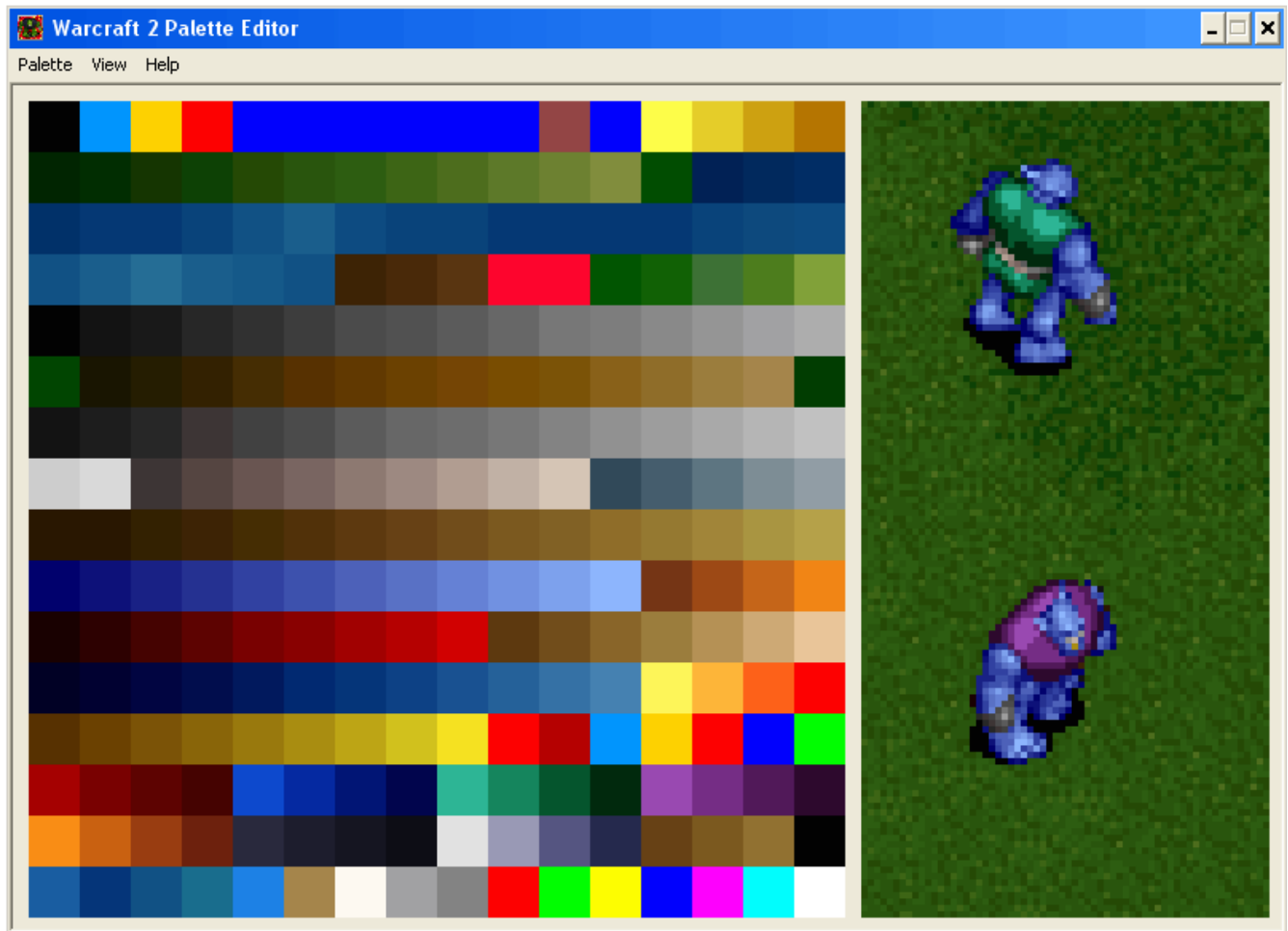
- 5) Left click on the lightest green (now also blue) and slide the slider 75% of the way **UP** for pale blue.



- 6) Right click on the new dark blue (nee green) and select **Start Spread**. Then the light blue and select **Spread to Here** and.....



Ta-Dah! Instant Smurfs ;D



IDK If the colors are exactly right though – *do they look a bit too purple against the green?* - maybe someone else could tweak the colors a bit.....

... or just use the bright pink to do the same thing to the blues 2 rows down and see the oil patch go radioactive. xD

If you need to convert .PCX screen-shots to bitmaps, [Irfanview](#) totally kicks ass for that stuff – its free, lightweight and portable.

Its not a drawing/paint app, but it's great for converting, processing, filters etc.

Actually. It's about time I plugged it a bit... here:

Not exactly new news, probably most people will be familiar with it, but I'm a fan because I like simple, well written software. *If this was an Adobe product it would be about 600MB, cost \$1200 and crash every hour on the hour.*

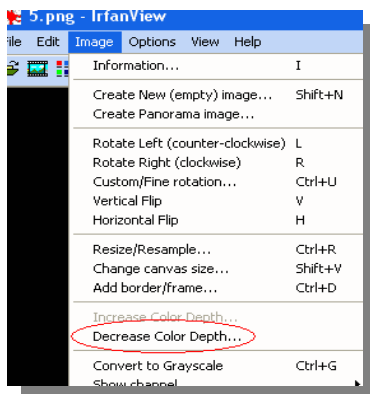
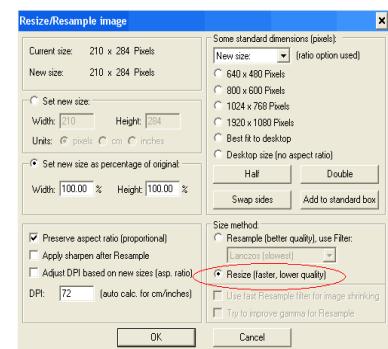
DOWNLOAD

[\(English\)](#)

[\(Deutsch\)](#) (2 MB zip file)

[\(all plugins\)](#) (15 MB)

For 8 bit images, if you are resizing, just use the “re-size” not the “re-sample” or it will convert your image to 24-bit. You can always just select “Decrease Color Depth” if this happens, but it's usually best not to mess with them.

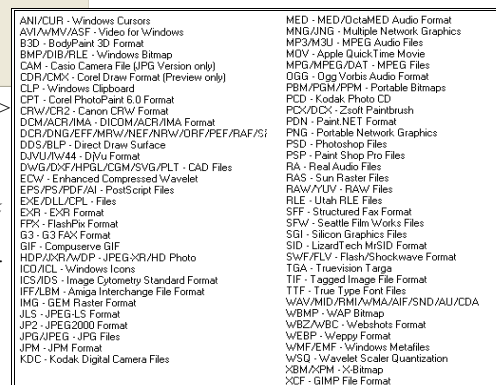


My 3 year old version supports these formats -->

Why do I have a 3 year old version? Because it just keeps working, and I if I re-install my computer I just copy it on to an external drive then copy it back again, and it just works, so I never think of downloading it... gonna update it right now though.

**and it's the reason this PDF is under half a MB :)*

So what else?



Oh, and while I'm plugging awesome, free, lightweight, portable software.... [Sumatrra PDF](#) is a really good PDF (et.al.) viewer.

Runs as a totally stand-alone single .exe file with perfect visual quality. (3.4MB zip download). *Suck it Adobe. xD*

What Needs Doing?

One thing I haven't done that would be really nice would be a an option to re-map the GRPs. Shouldn't really be too hard either.

i.e. Say we change the palette so the orcs are smurfs ... Ok well that's just freakin awesome xD but it also makes a few other random green bits of stuff go blue.... but there's still a whole stack of green colors left in the palette for the trees and grass and what-not... why not use them?

So we can just make a list of the GRPs we want to exclude from the palette changes, then just parse them and compare them against a copy of both palettes (before and after changes) then for any colors that have been altered from the old palette we just search the new palette then cross match the closest alternative palette index from the new one and swap all those referencesand Bob's your auntie's live-in-lover. Should be able to fix them all up in a second or two. That would be a good thing :D



=D HF