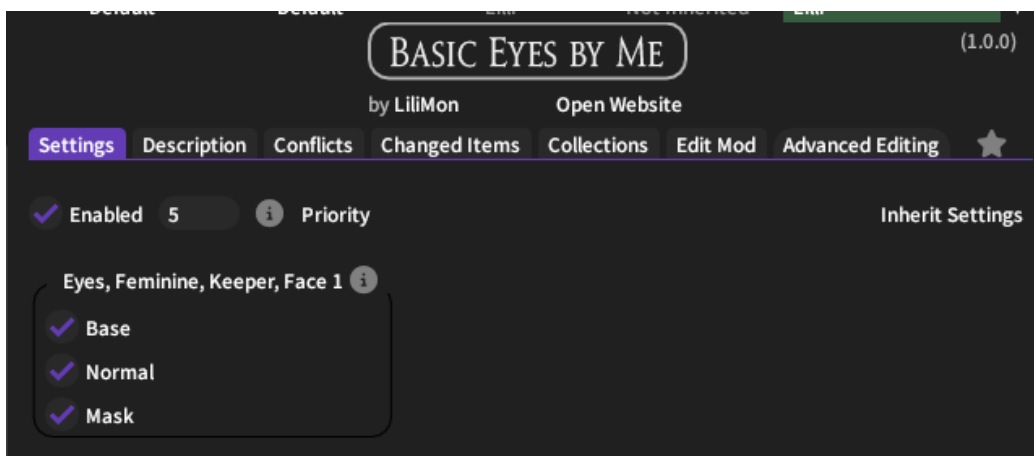


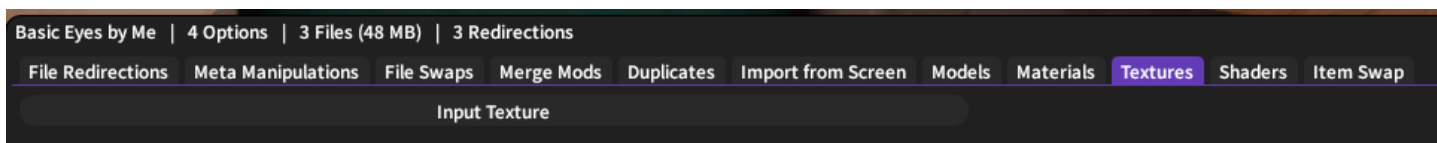
****This is for AFTER you've made a Mod in Penumbra. If you're not sure how to do that, Look at the Making Eyes with the LooseTextureCompiler file first. I also recommend that you look at the WHAT DO ALL THESE OPTIONS DO ANYWAY?!? File as well, to look at what changing all the different files can do. This is the guide on how to easily change the options in Penumbra.****

So, I made a Mod for Basic Eyes using base 1-2, and now I want to change the file because these eyes are just not doing it for me. Do I need to keep using LooseTextureCompiler to make new mods? Gosh no, lets just swap the textures out easily in Penumbra!

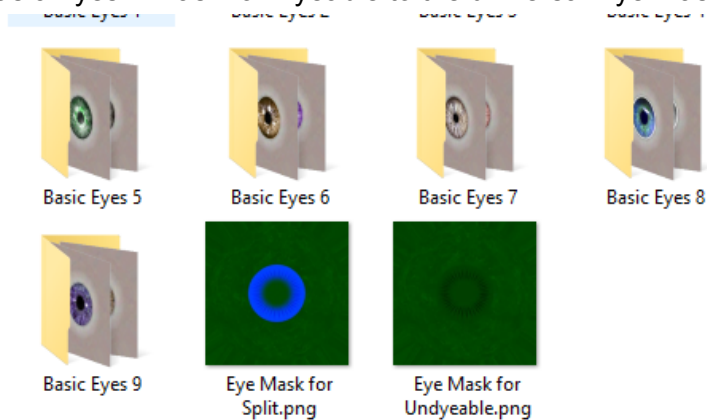
1. Find your eye mod in Penumbra and select it. Make sure all the options are on and it's enabled at a higher priority than any sculpt you might have.

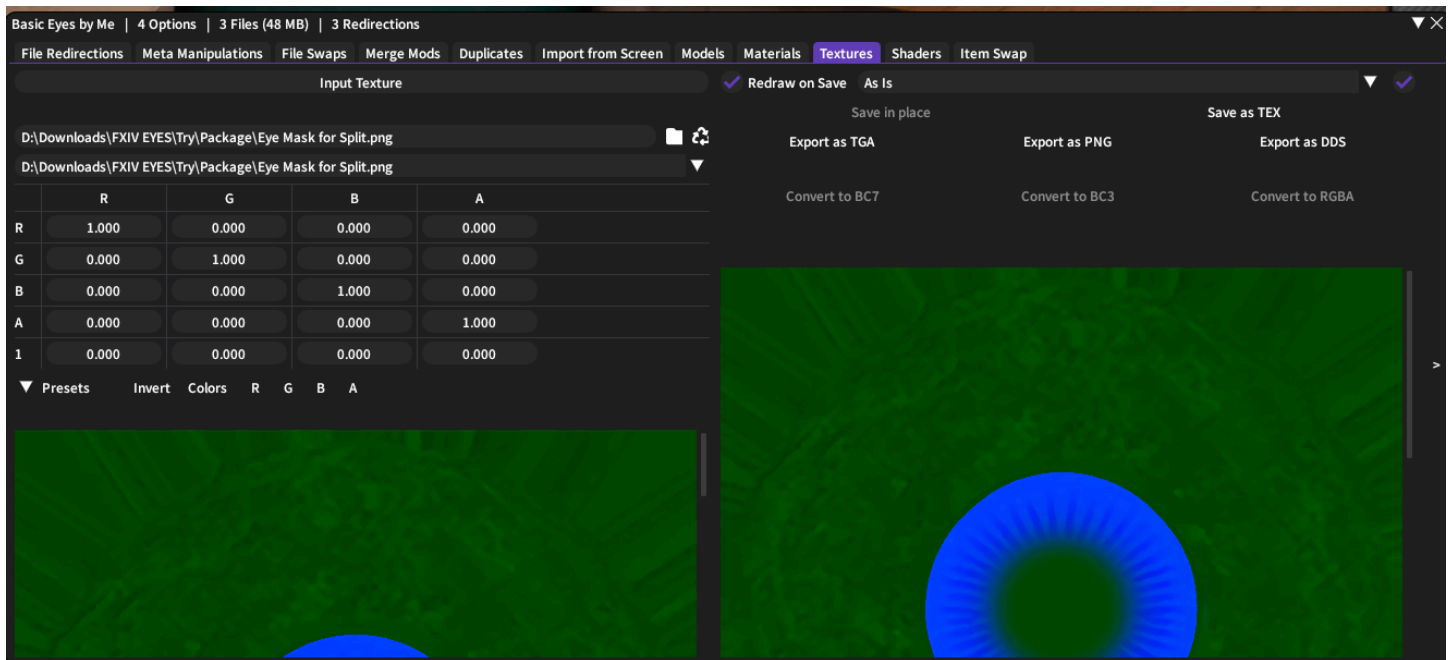


2. Move to the Advanced Editing tab and select the Textures tab in the second window that opens.

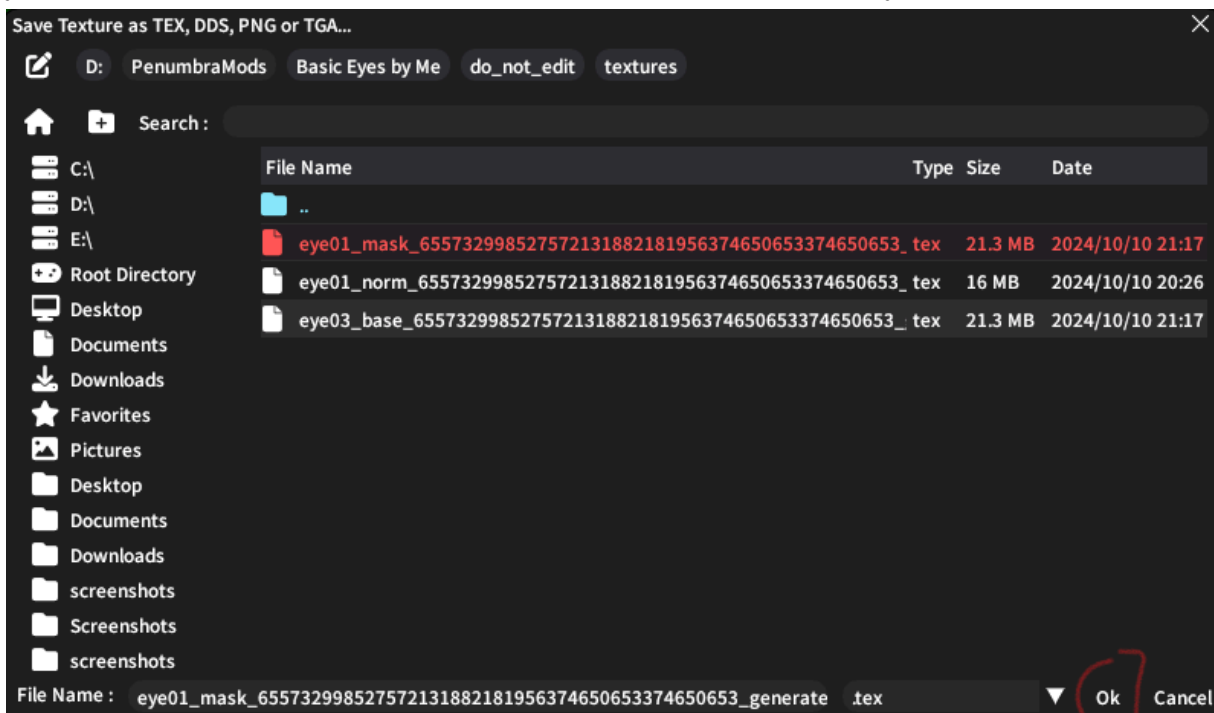


3. Select whatever new file you want to swap into the mod in your windows folder and drag it over to the Textures window. Drop it on the left side, under all the RGBA boxes. In this example, I'm swapping from the included Basic Eyes 1 Mask for Dyeable to the universal Eye Mask for Split.





- Hit the Save as Tex button in the upper right of that tab and select the file that you're saving over. In this case, I'm swapping out the Mask, so I select the eye01_mask)50millionnumbersaaaaaaaaaaaaaaaaaaaaa file and hit okay down in the bottom corner.



If I was saving over the base, I would select the eye03_base one. Same for the normal. You just don't want to save over the wrong one of your eyes will go really funky really quick. Don't worry if your eye numbers are different from mine, as long as it works, the Texture Compiler worked its magic.

When you hit okay, Penumbra will automatically refresh your character with the changes so you can see the results right away. Don't like what it looks like now? Try a different mask! Or a different base! Or a normal from another eye set! The world is your oyster!