Flybert's Chateau

Red Baron Palettes

FlysRBac.pal Baron.pal

FlysRBac.pal was created by Flybert , 6-98

All colors work fine in DirectDraw, however the *pink* RGB

255.0.255 does not turn black with this palette, Turn these areas

(such as cockpits on stock bitmaps) to a low RGB value black.
There are several problems with colors switching in Glide mode

The palettes' pic above , is keyed to show the problem colors

with a red tag in the upper left corner of those particular colors ..
the tag in the lower right of those boxes represents the color that

actually displays when using the color in 3Dfx (Glide)

You will find that the 3rd row (sky/cloud) colors do not display correctly in the RB2 paint shop ,but don't worry , they display fine in the game .

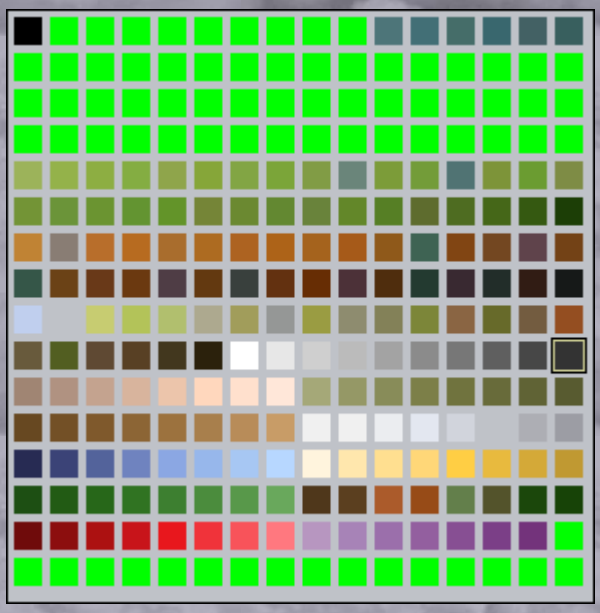
You can avoid using palmap.exe to convert aircraft and object

textures by loading the proper 8-bit .pal file onto the bitmaps. A

good .pal file for converting true color bitmaps to RB aircraft ,

object and even '2d' terrain textures is .....

RBobjCnvrt.pal



Baron.pal , FlysRBac.pal , and RBObjCnvrt.pal with

pictures and the above explainations are available in in

RBObjectPals.zip

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For problems or questions contact Flybert.
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