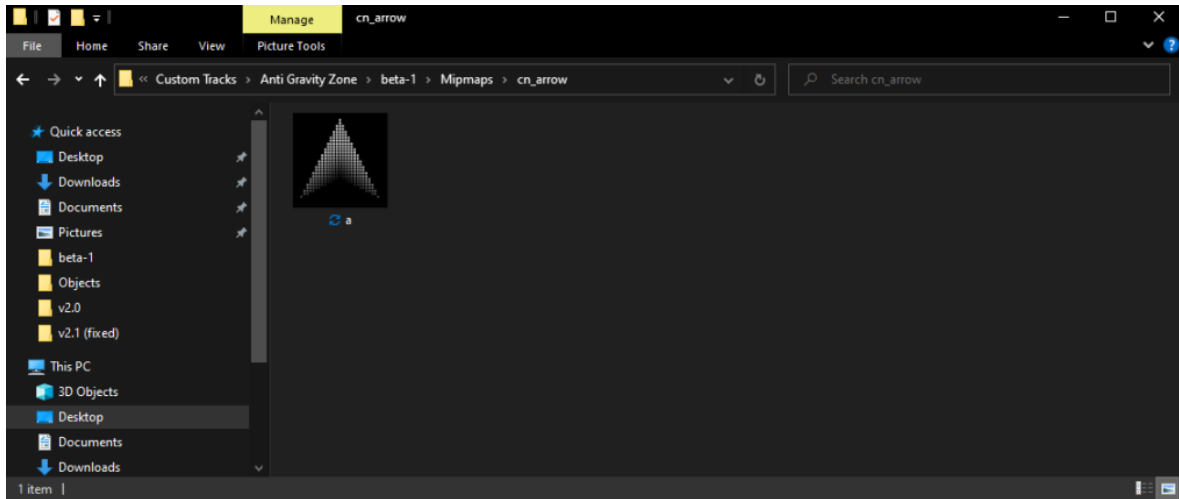# Custom Mipmaps:

Create a new folder called "Mipmaps" to easily locate these files. Inside the folder, create another one and name it what your texture is called.
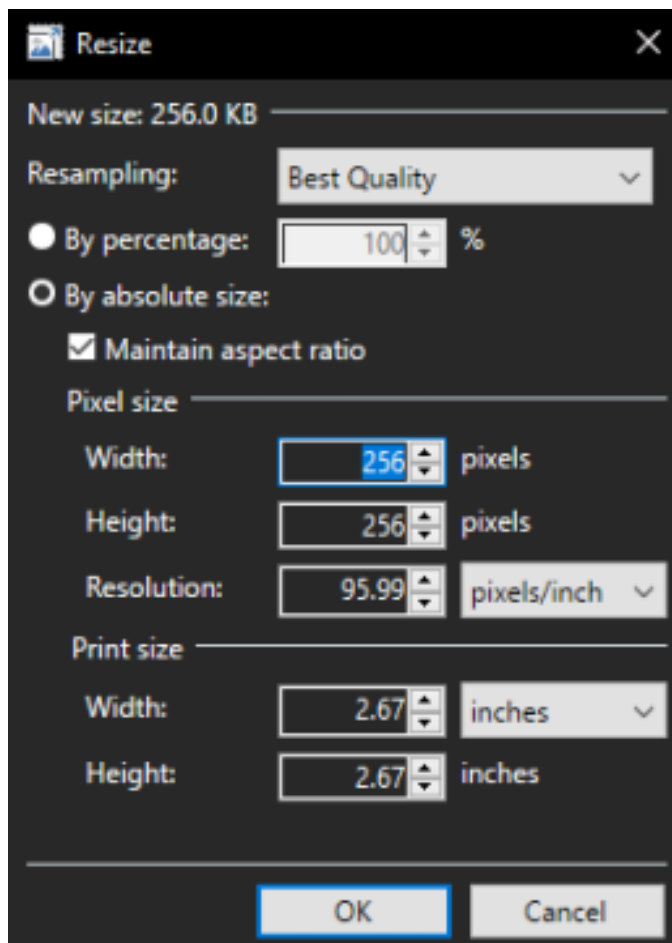Find said texture in your course_model.brres and then save it inside that folder.

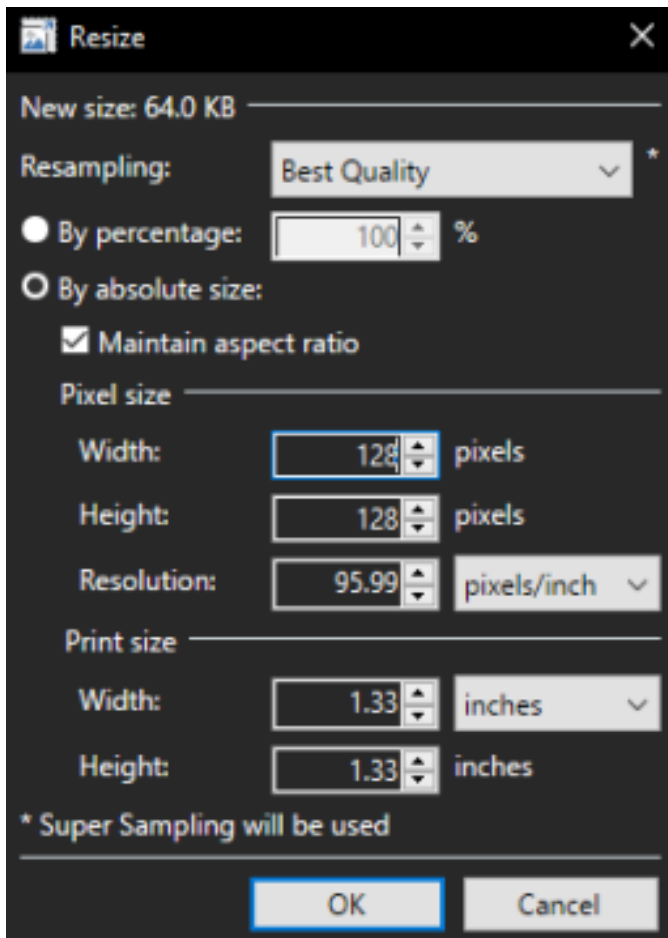When saving the texture, name it something simple like "a"

Open the texture in Paint.net / Photoshop or any other photo editing software.

Resize the texture down accordingly to how your texture was originally sized.
    - If your texture is 512 x 512, you'd downscale to 256 x 256.
    - If your texture is 128 x 64, you'd downscale to 64 x 32.

Resize

New size: 256.0 KB

Resampling: Best Quality

○ By percentage: 100 %

● By absolute size:

☑ Maintain aspect ratio

Pixel size

Width: 256 pixels

Height: 256 pixels

Resolution: 95.99 pixels/inch

Print size

Width: 2.67 inches
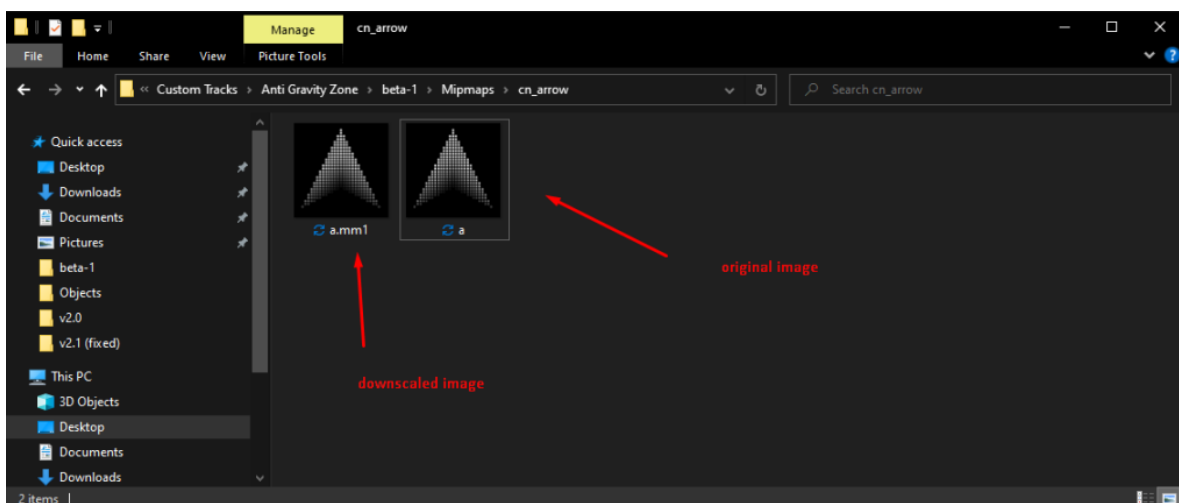
Height: 2.67 inches

OK   Cancel

Once you've downscaled it accordingly, you're can edit the image how you like but keep the resolution the same.

After you've edited it, export the image into the same folder as the original texture and name it "a.mm1", and that it is saved as a .png file.
   - If your original texture is named grass, the name would be "grass.mm1"

Go back into your image editing software, and then revert any changes if you'd like

to, but make sure to keep it downscaled from the original texture. Then, edit the texture again if you want to.

Once done, downscale the texture again accordingly to what the size was. Export and save the texture as "a.mm2"

Do this as many times as you'd like, but I recommend you stop once you texture reaches 8px in height or width.

Once you have all the images in the same folder, check to make sure the names and image formats are correct.
   - You should now have something similar to the following: a, a.mm1, a.mm2, a.mm3 & a.mm4
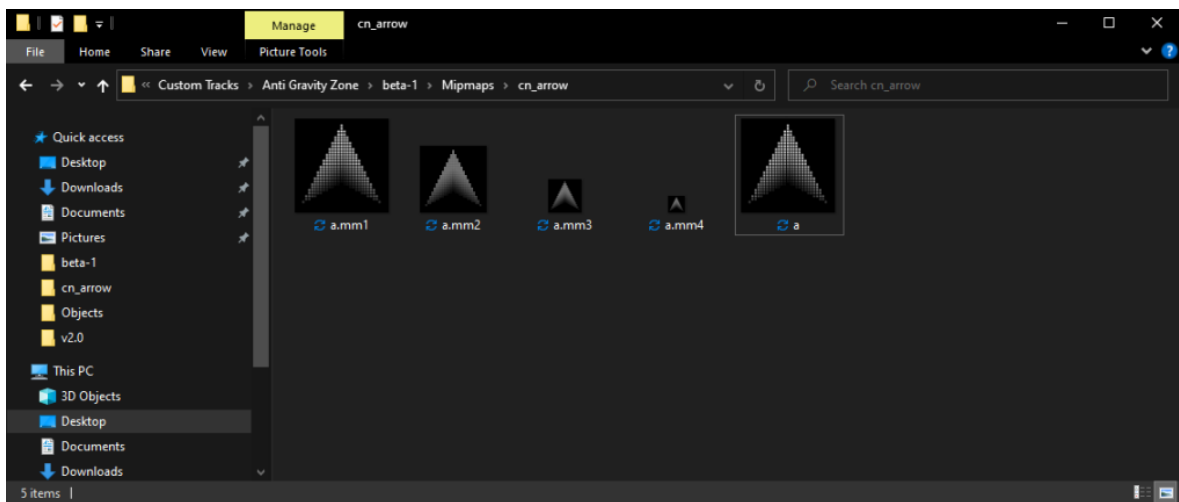

Now open CMD in the folder you're in and type the following command:
   - wimgt encode a.png --transform=cmpr
   - cmpr can be changed to i8, rgb5a3, rbg565 etc. depending on if you want you texture to have higher quality downscaling, multiple alpha bits, or use black and white.
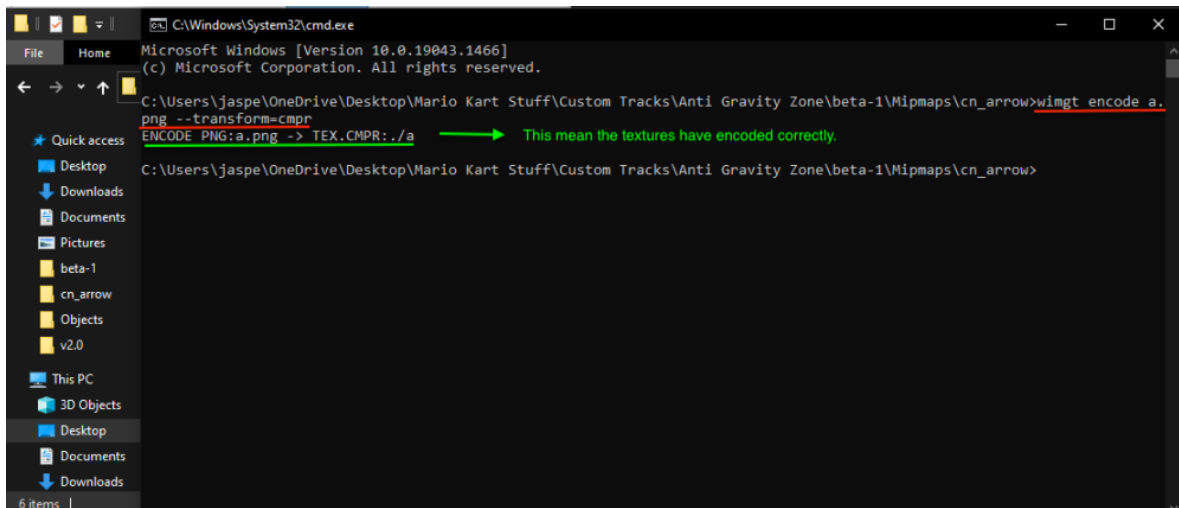
After running this, it should generate a new file in the folder with the textures.

Rename this file to whatever, but you MUST include ".tex0" at the end.
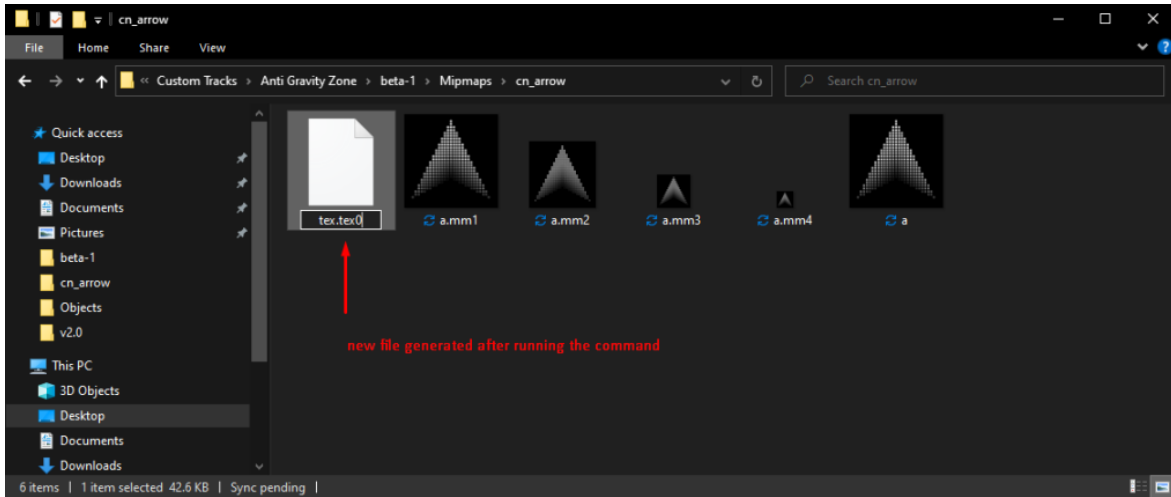
Now go into BrawlBox / BrawlCrate and replace the texture you want with the .tex0 you just created.