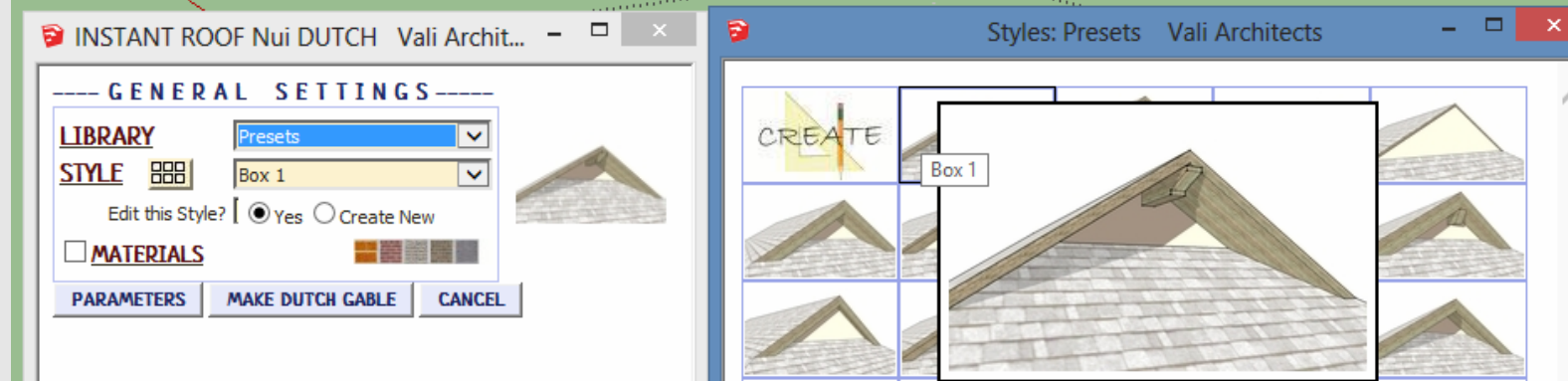# Instant Roof Nui Dutch Gable *General Settings*

## Style Libraries *(See InstantRoofNuiDutch-Styles.pdf for more information on styles.)*

Modify Style *Either modify the Style or create a new one using it as a template. Style changes update the model file only and do not revise model definitions for other models. See InstantRoofNuiDutch-Styles.pdf for more information.*
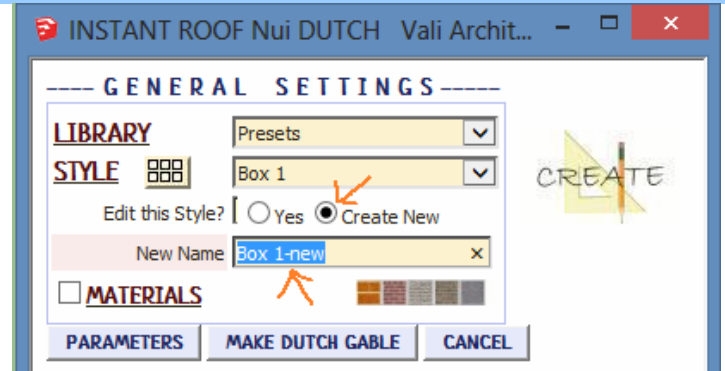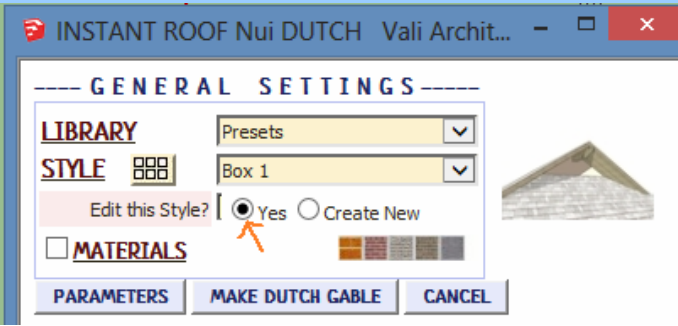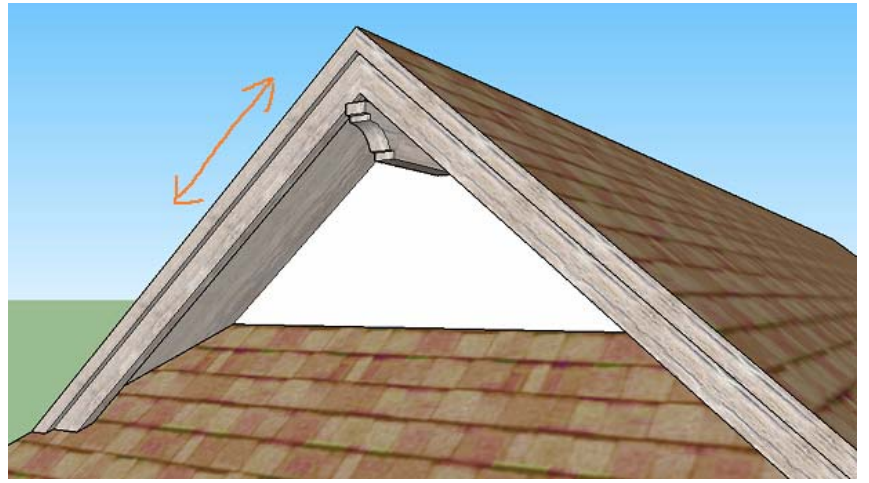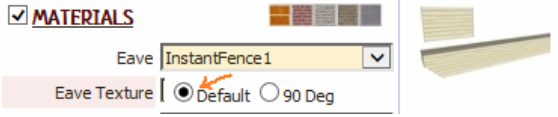

Materials *Before running the Instant Road Nui, paint the materials that you wish to use on something in the model.*
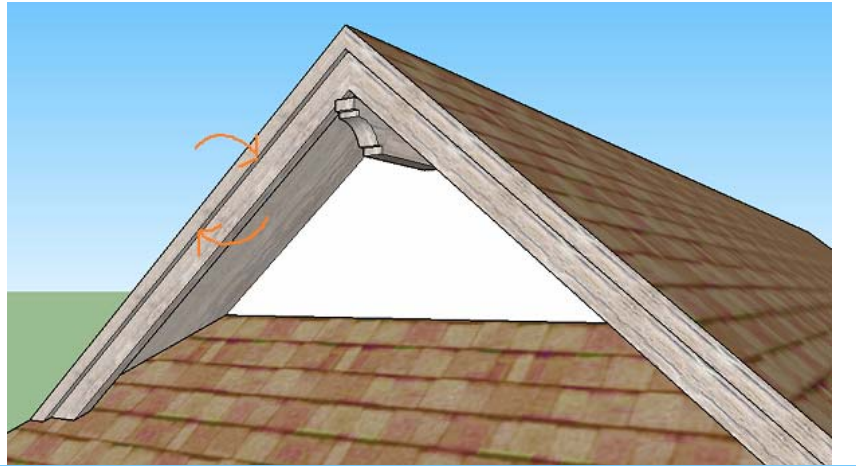
Eave and Fascia
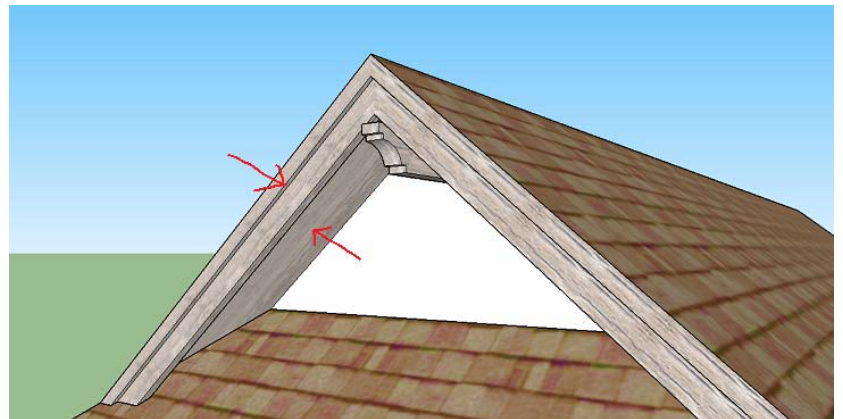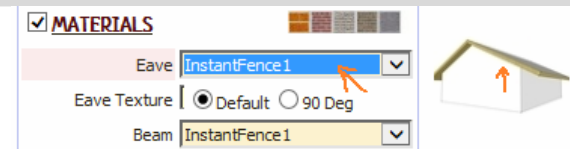
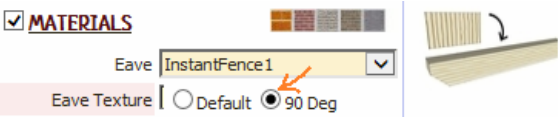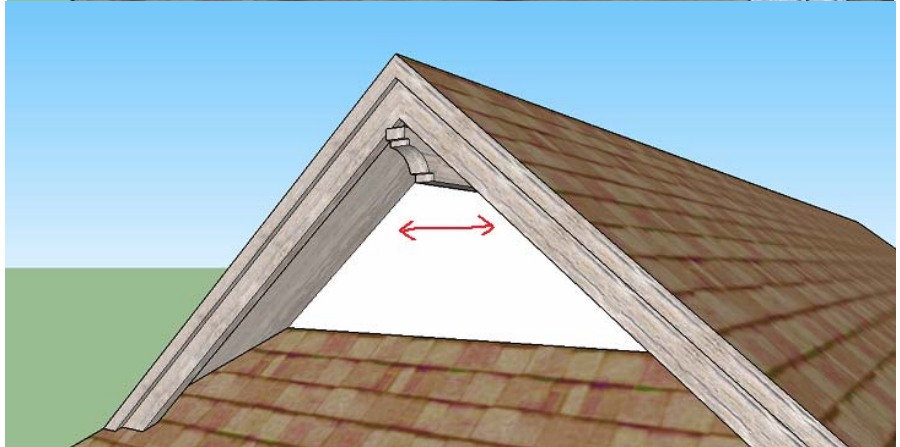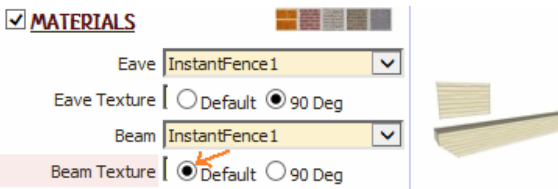## Default texture alignment

Rotate Texture 90 degrees

Orient texture with curb or sidewalk
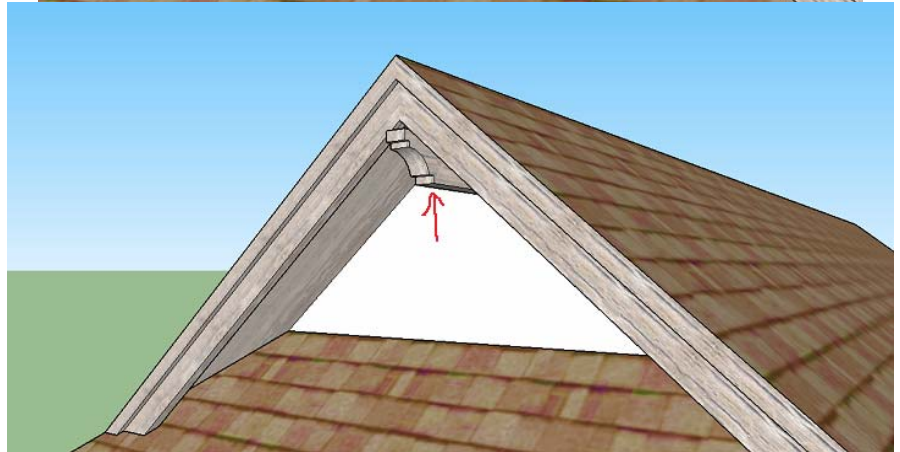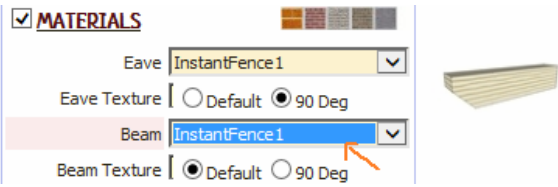
MATERIALS

Eave	InstantFence1
Eave Texture	○ Default ● 90 Deg
Beam	InstantFence1
Beam Texture	○ Default ● 90 Deg