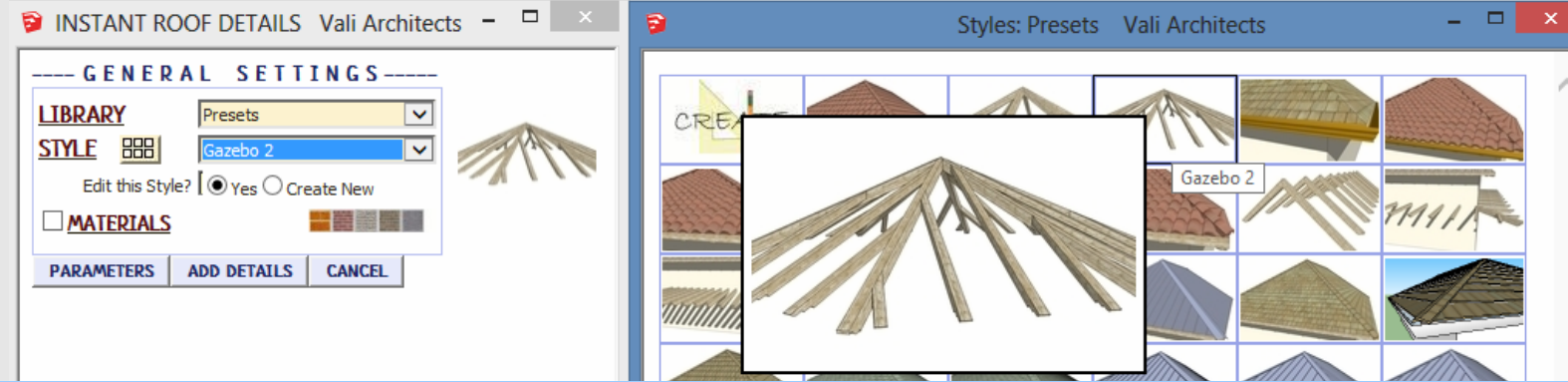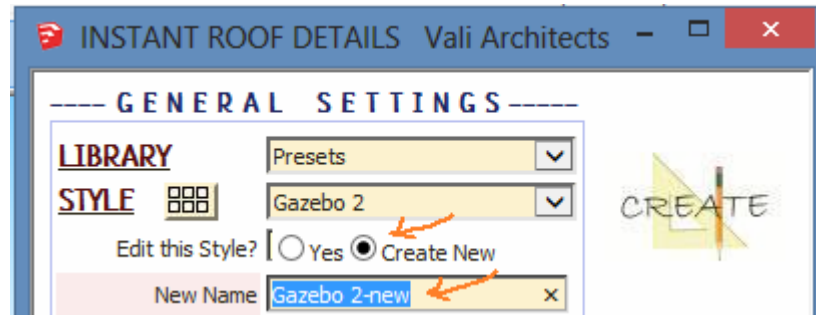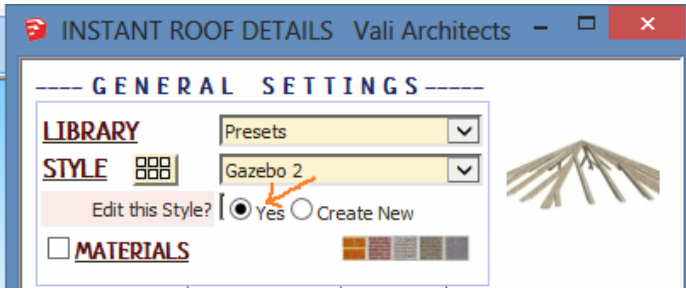# Instant Roof Nui Details *General Settings*

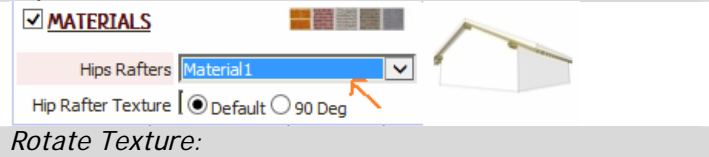## Style Libraries *(See InstantRoofNuiDetail-Styles.pdf for more information on styles.)*



## 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 InstantRoofNuiDetail-Styles.pdf for more information.*
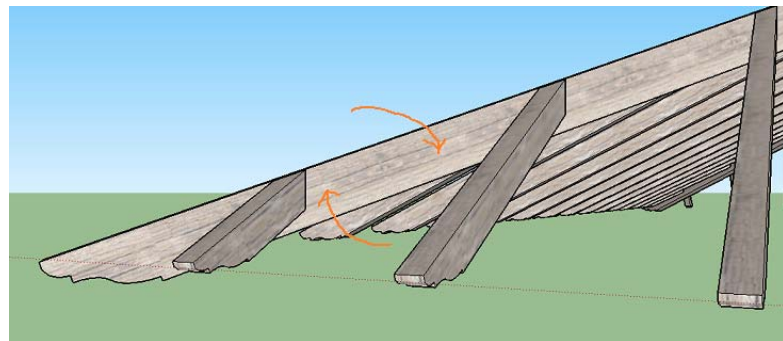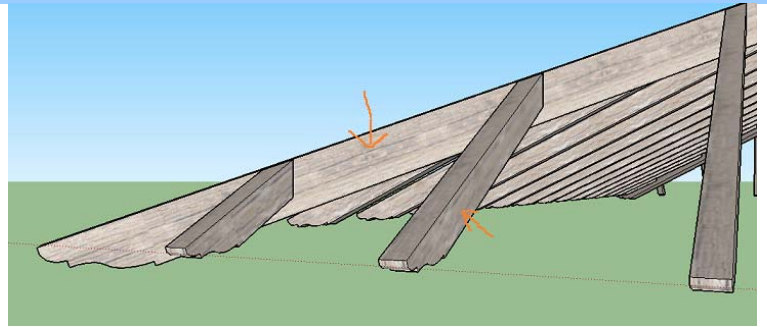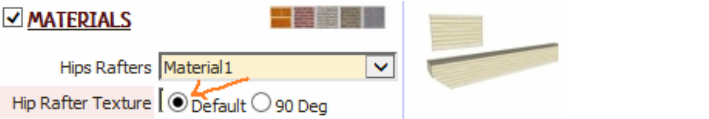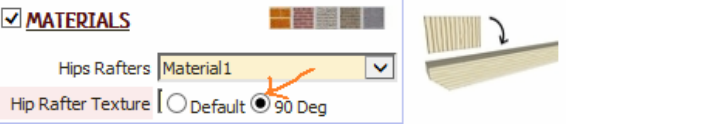


## Materials *Before running the script, paint the materials that you wish to use on something in the model.*

### Hips, Beams and Rafters



### Rotate Texture:

## Ridge, Hip Roofing Material

☑ **MATERIALS**

Material 1 | Material1
Material 2 | Material1

## Field Roofing Material

☑ **MATERIALS**

Material 1 | Material1
Material 2 | Material1

## Texture pattern orientation: Default

Material 2 | Material1
Texture | ⦿ Default ○ 90 Deg
Number of Lines | 12

## Rotate 90 degrees

Material 2 | Material1
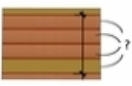Texture | ○ Default ⦿ 90 Deg
Number of Lines | 12

## For shingle roofs and for variegated mission tile, count number of texture lines in pattern

Material 2 | Material1
Texture | ○ Default ⦿ 90 Deg
Number of Lines | 12 ✕

## Select Random texture for variegated tile roofs

Material 1 | Material1
Texture | ○ Default ⦿ 90 Deg
Random Texture | ⦿ Yes ○ No
Number of Lines | 12

## Or no random texture for solid color tile patterns

Material 1 | Material1
Texture | ○ Default ⦿ 90 Deg
Random Texture | ○ Yes ⦿ No