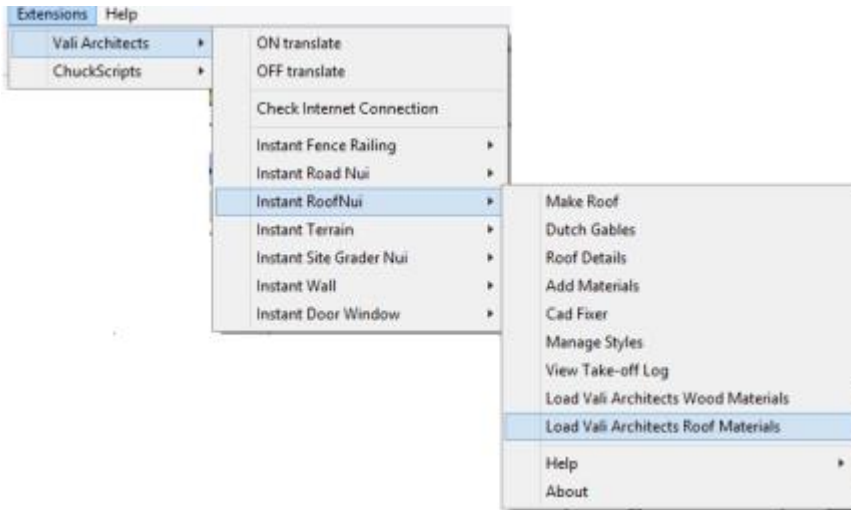


Instant Roof

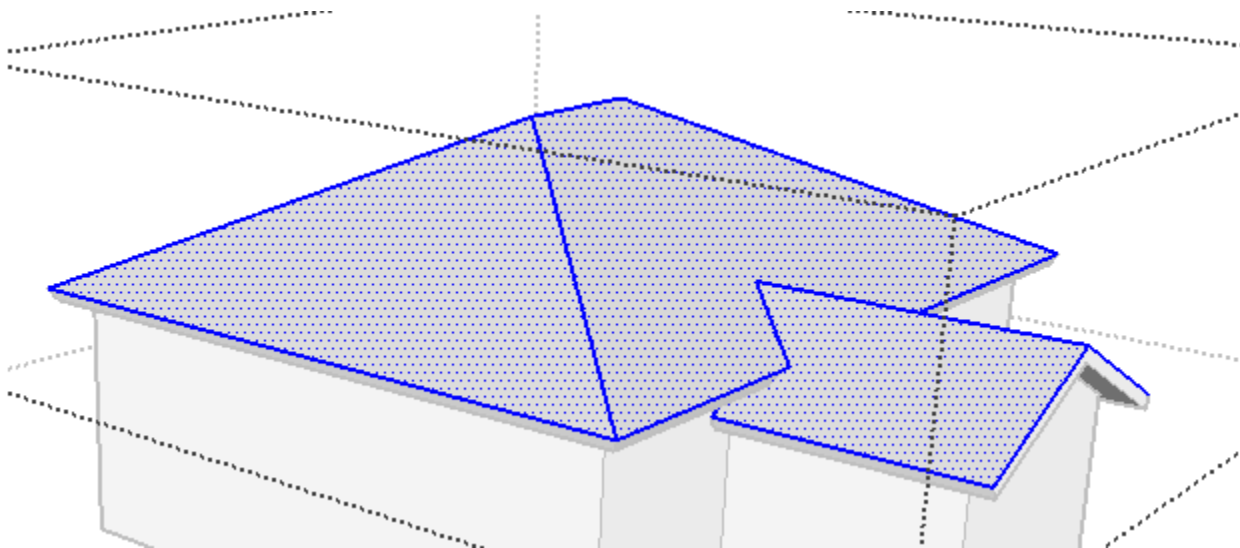
Add Roof Details

First load my roof material textures:

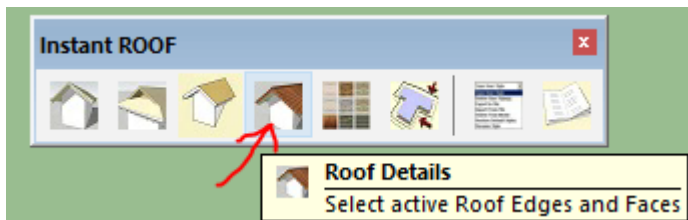


Example: Mission Tile Details

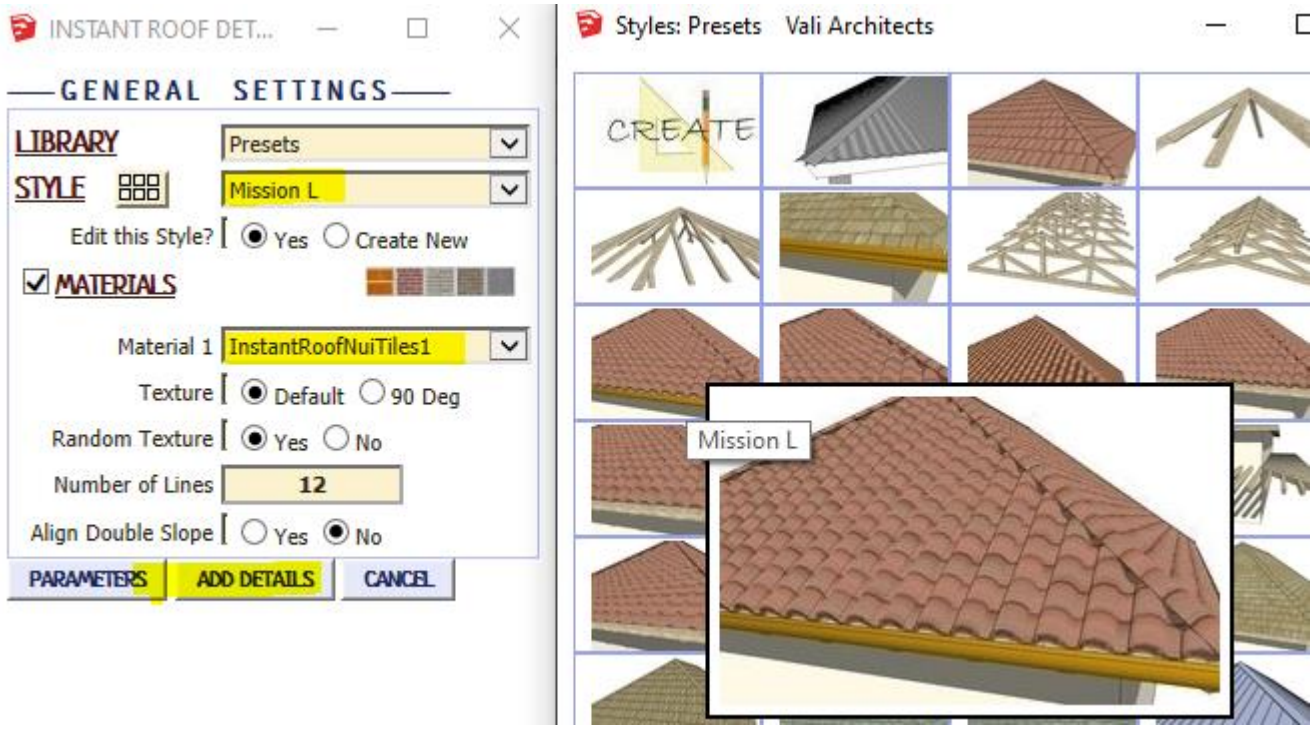
Create a roof using **Instant Roof**. Double click a roof top face to open the group for editing. Select the roof faces, ridges, hips and rake edges where tile is to be applied. Click bottom eave edges for gutters. (An alternative is to window-select everything in the group. The script will sort out which edges and faces to place tiles)



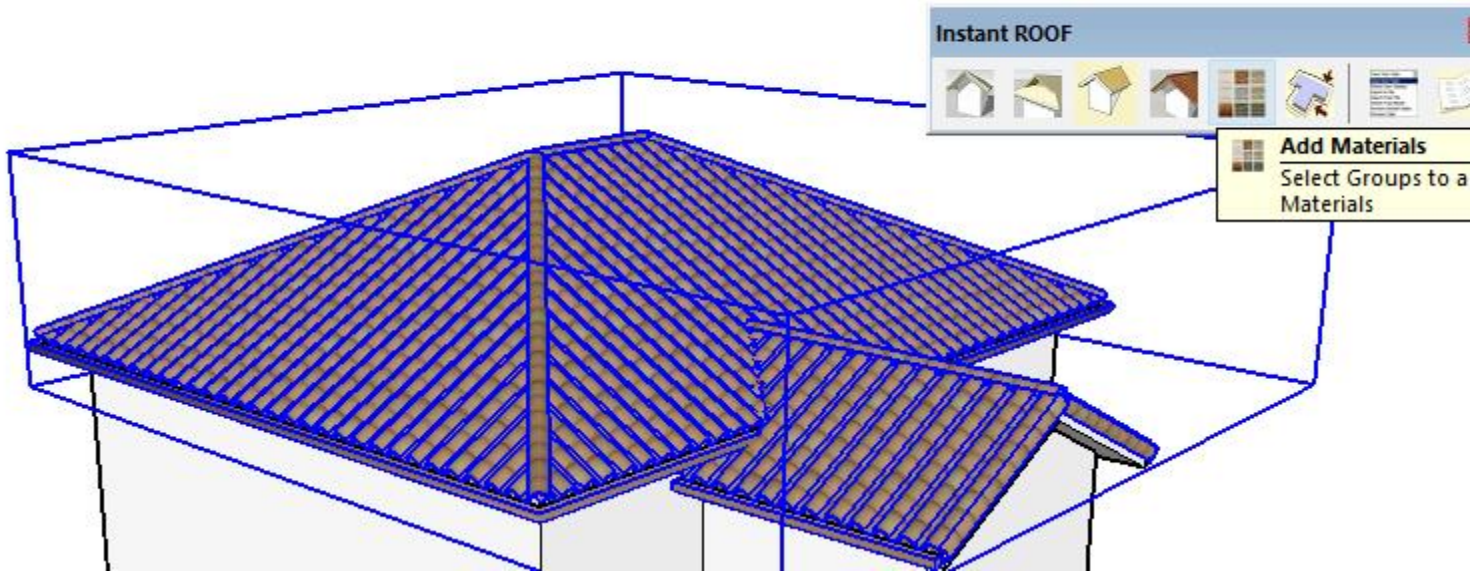
Choose "**Roof Details**".



Choose preset style Mission L and InstantRoofNuiTiles1 in the menu and click Add Details:



To add or change the material texture, select the group that the roof details are enclosed in and click “add materials”



Choose the type of selection (Mission tile), choose a different roof texture material and click 'Add materials'.

