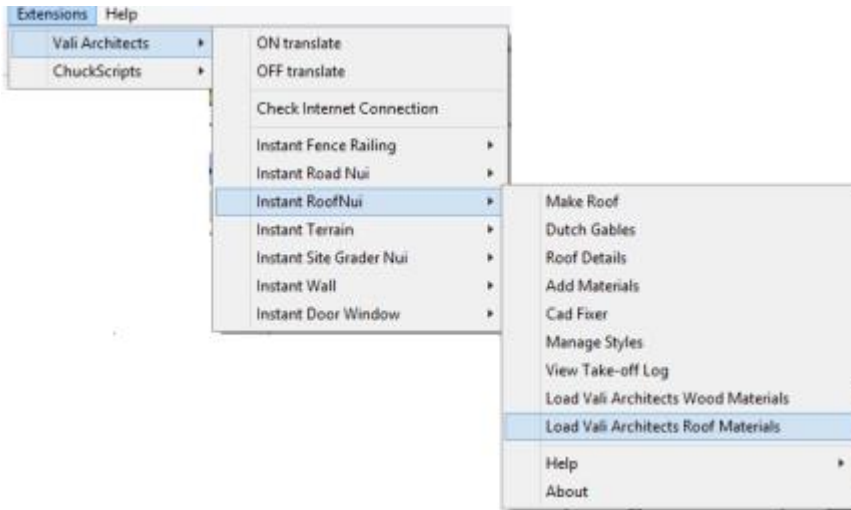


# Instant Roof

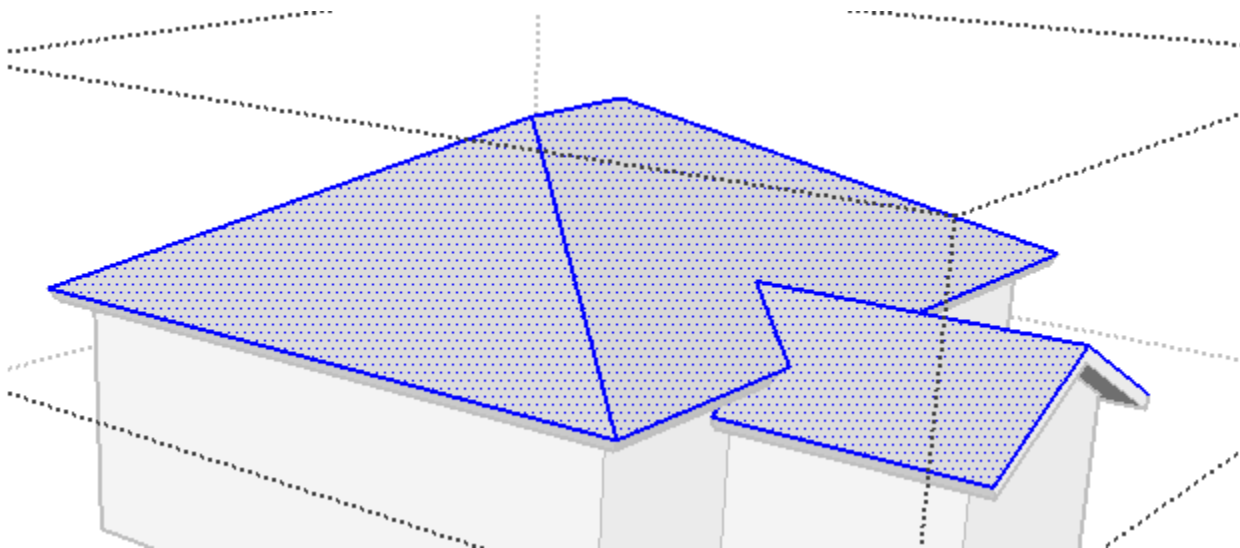
## Add Roof Details

First load my roof material textures:

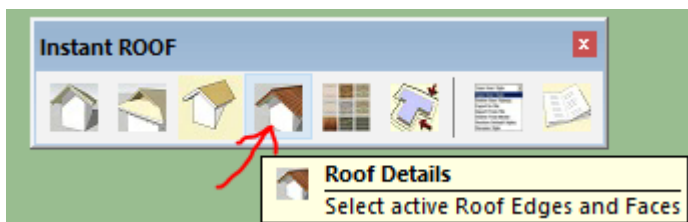


### Example 1: Mission Tile Details

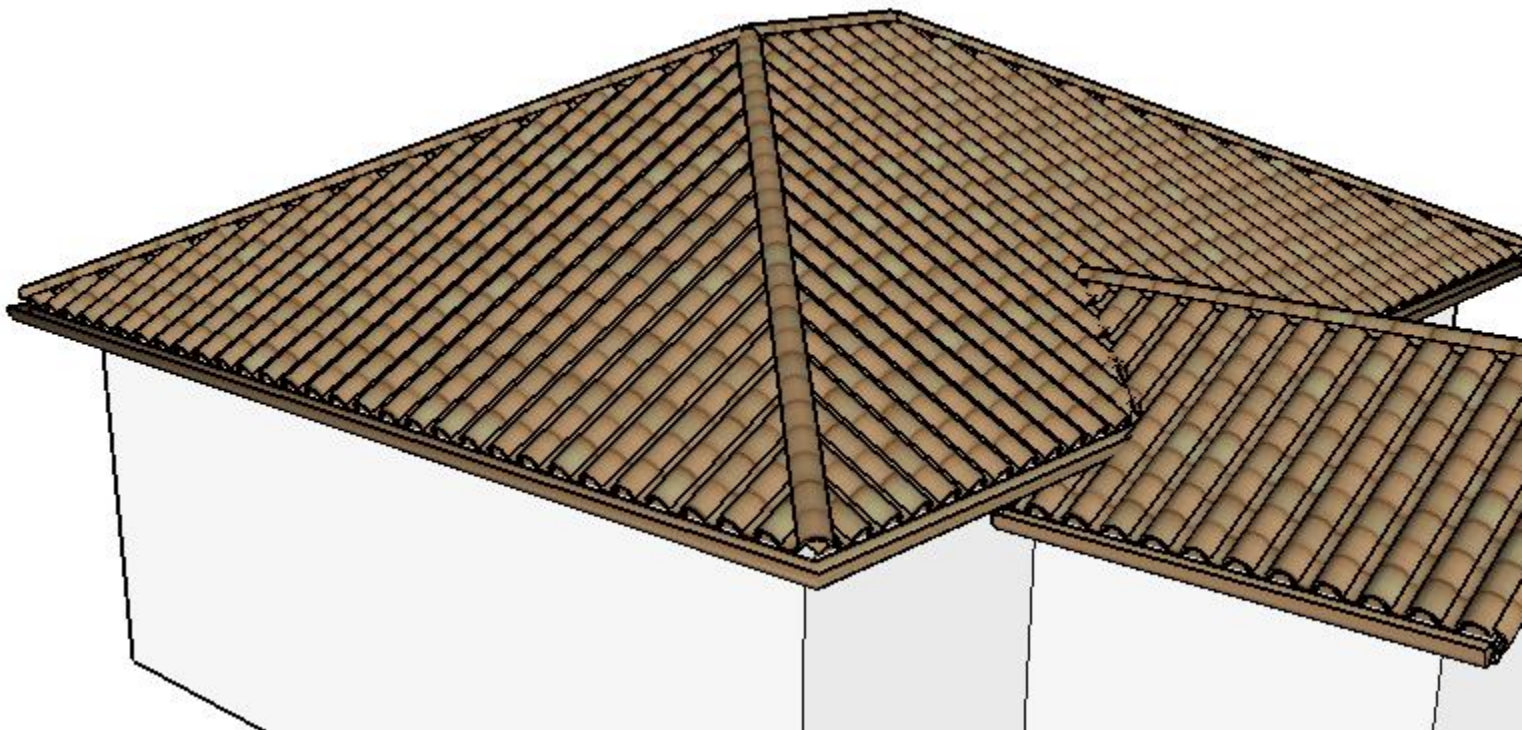
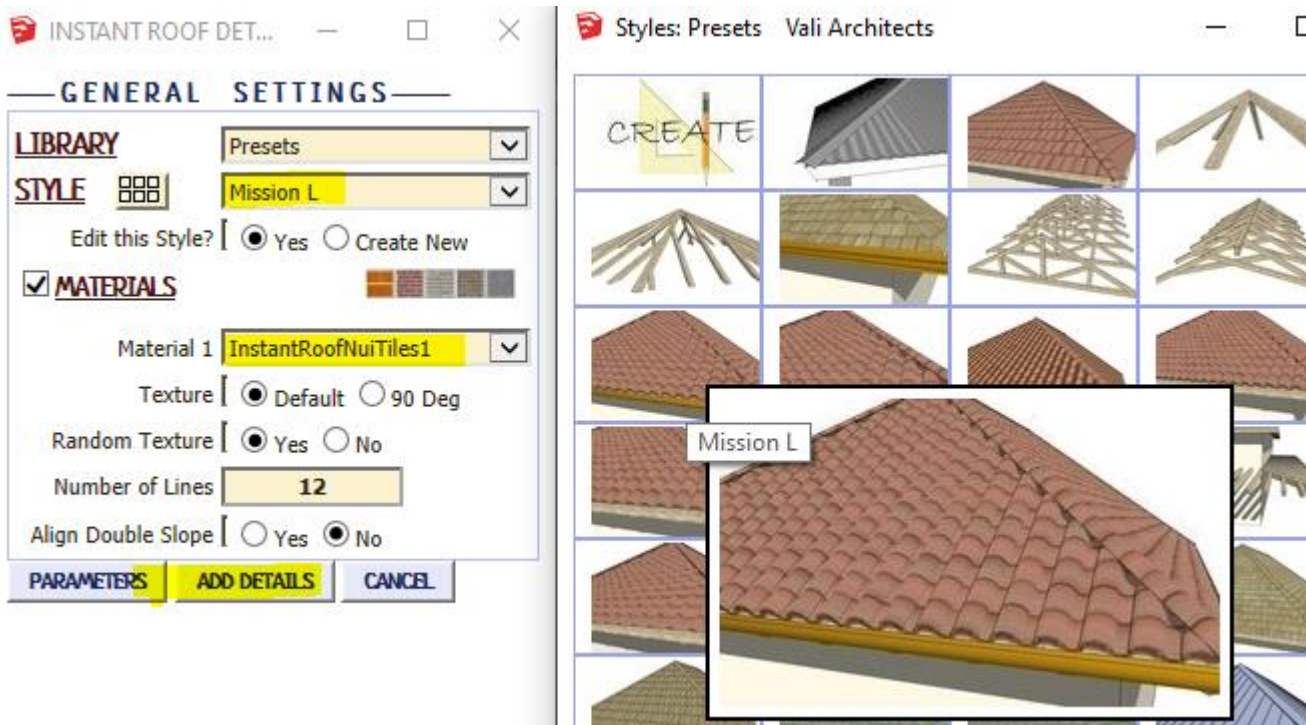
Create a roof using **Instant Roof**. Double click a roof top face to open the group for editing. Select the roof faces, ridges, hips and rake edges where tile is to be applied. Click bottom eave edges for gutters. (An alternative is to window-select everything in the group. The script will sort out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



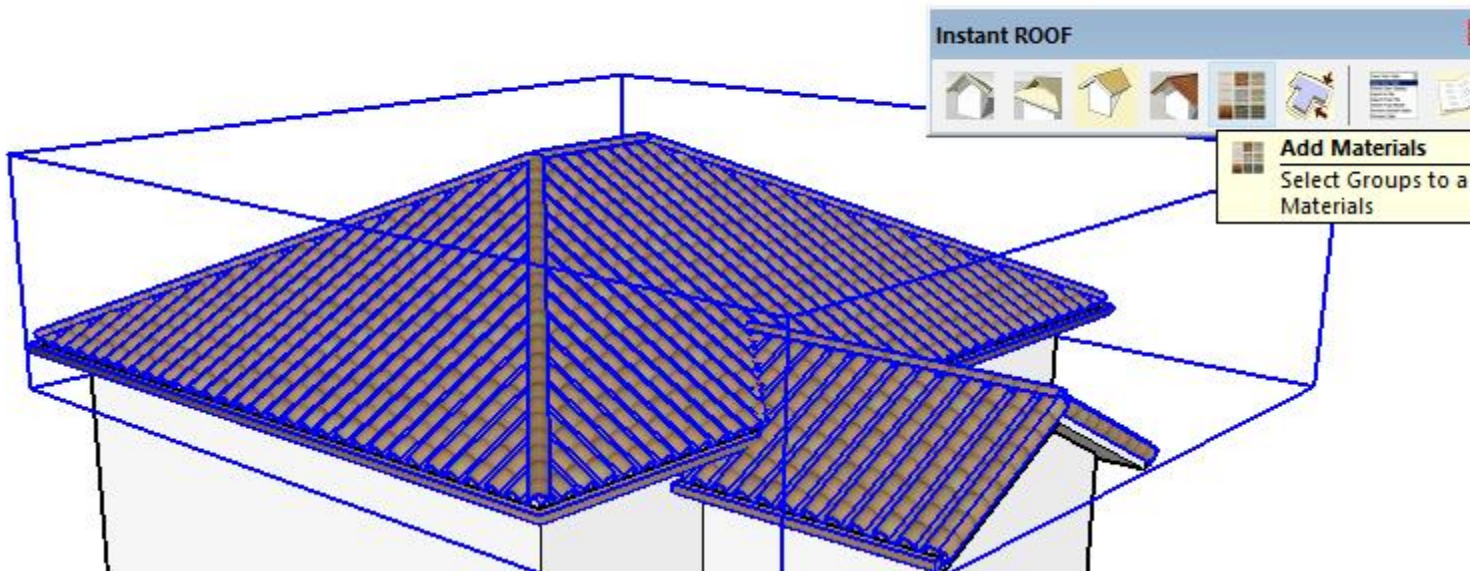
Choose "**Roof Details**".



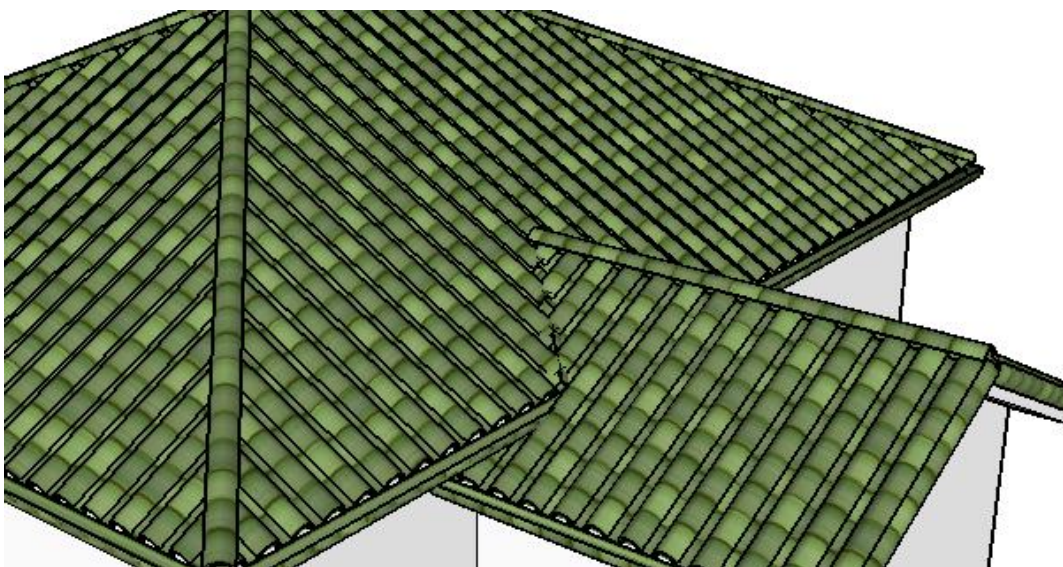
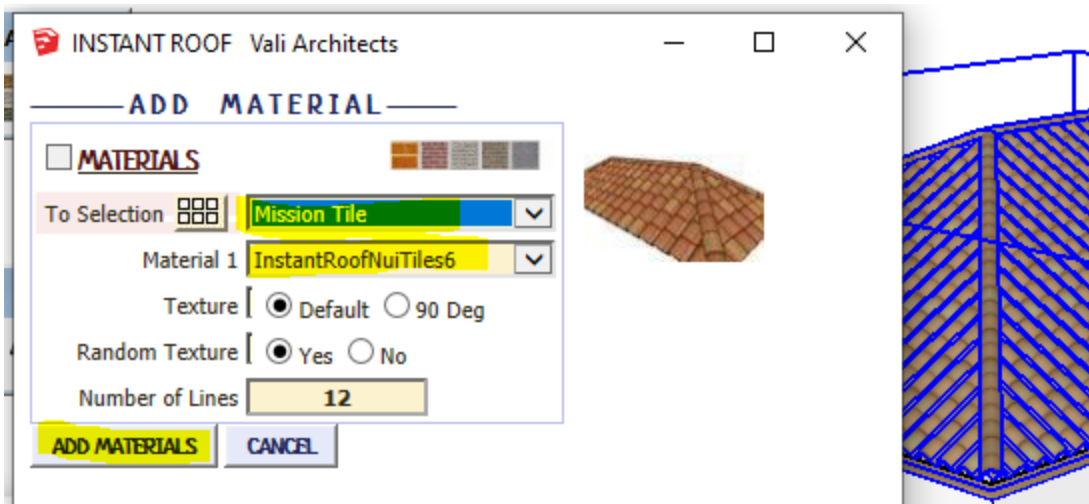
Choose preset style Mission L and InstantRoofNuiTiles1 in the menu and click Add Details:



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

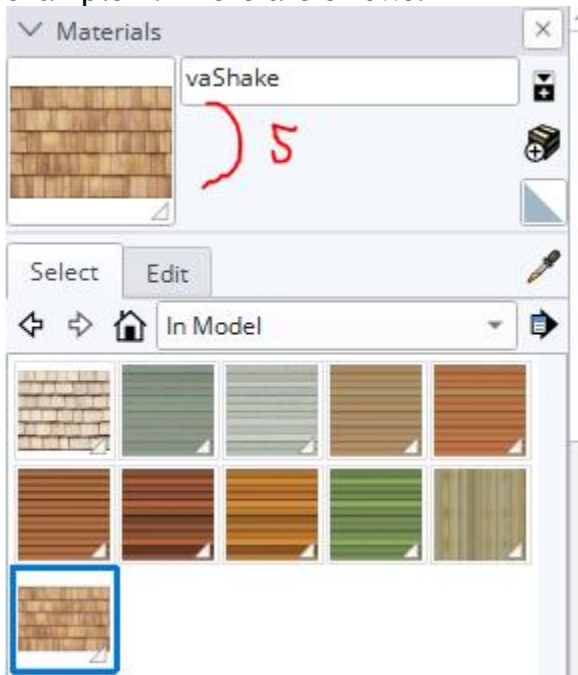


Choose the type of selection (Mission tile), choose a different roof texture material and click 'Add materials'.

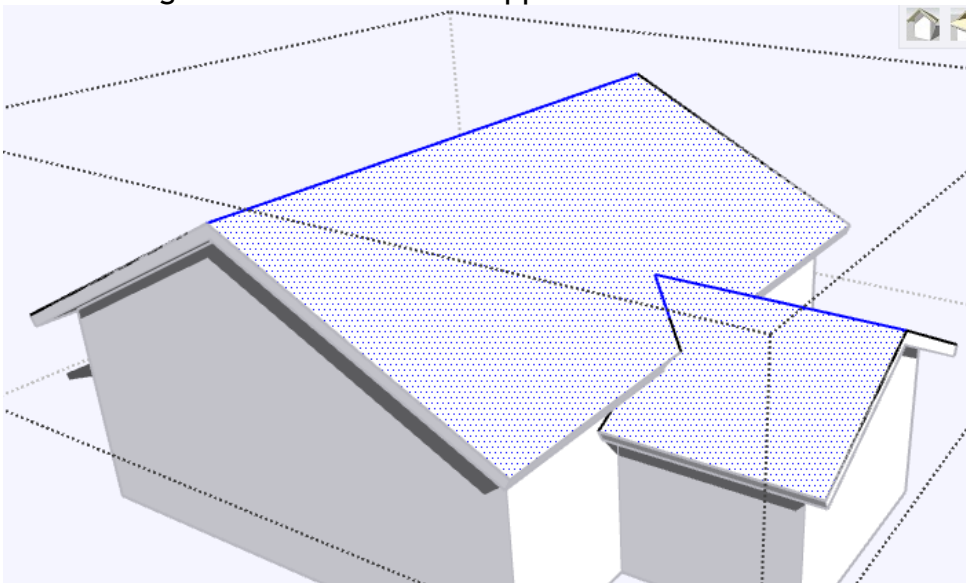


## Example 2: Shingles using texture map (added version 3.71)

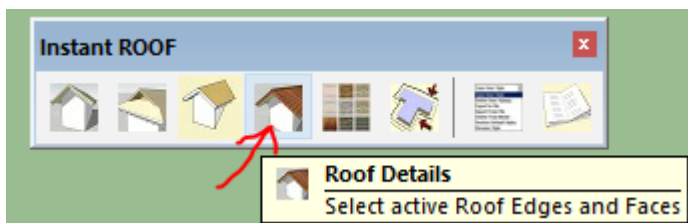
Create a roof using **Instant Roof**. Look at the VaShake texture in the “in Model” library loaded in example 1. There are 5 rows.



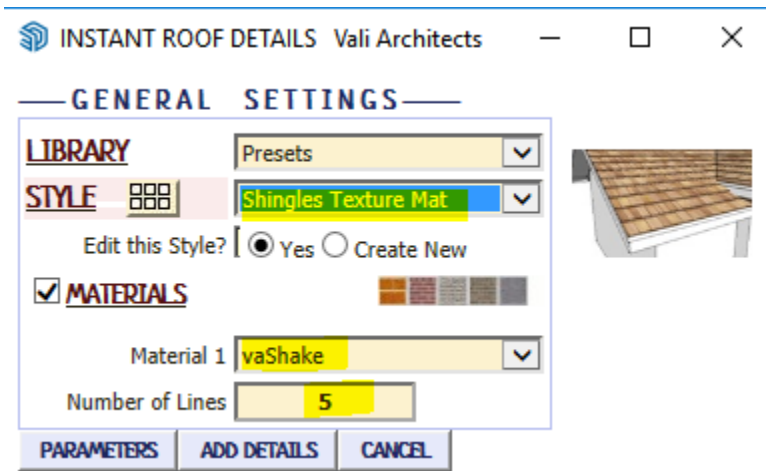
Double click a roof top face to open the group for editing. Select the roof faces, ridges, hips and rake edges where tile is to be applied



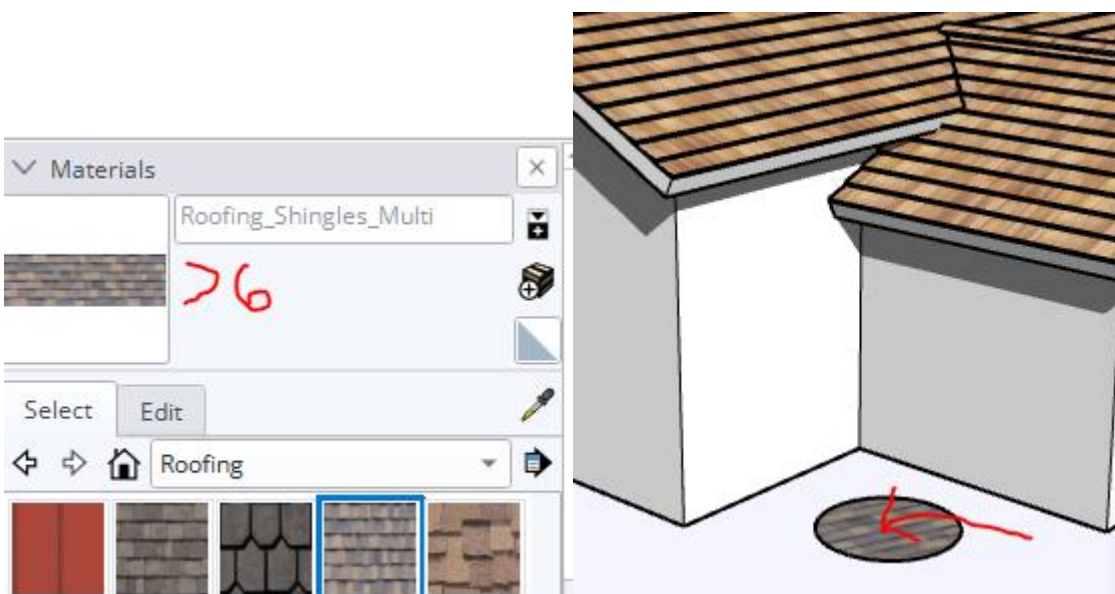
Choose “**Roof Details**”.



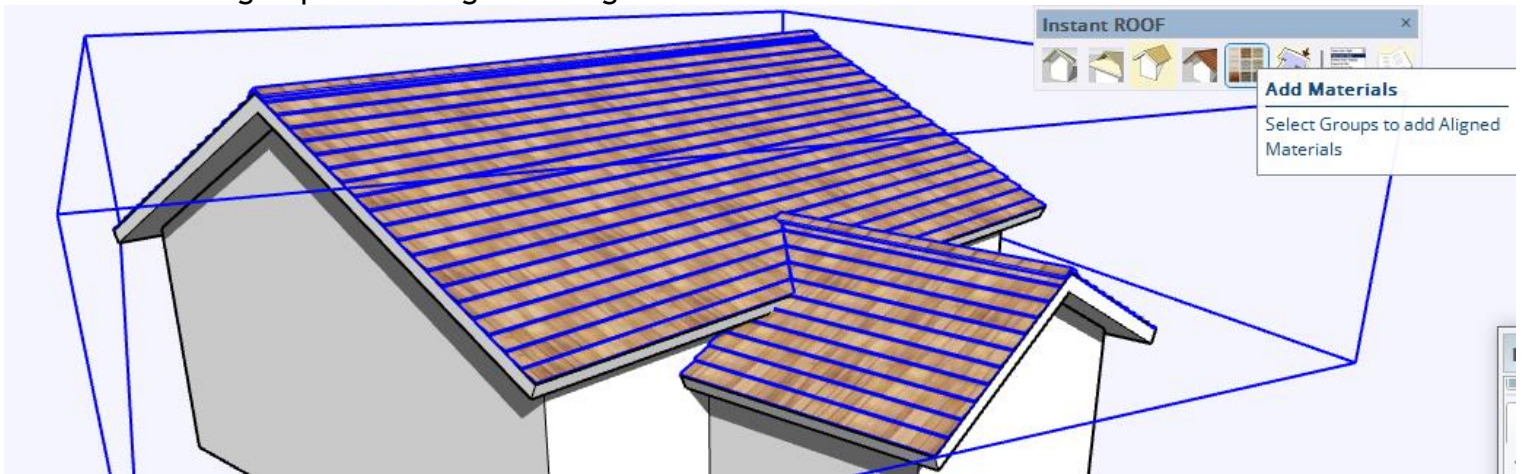
Choose preset style 'Shingles Texture Mat', VaShake, and enter 5 from above and click 'add details'.



Next we will change the texture on the shingles to a generic shingle texture, in this case 'Roofing\_shingles\_multi'. Note that there are 6 rows in the texture. First paint it somewhere in the model to load it.



Then select the group containing the shingles and click “add materials”



Click ‘Shingle Tex Mat Roof’, choose ‘Roofing\_shingles\_multi’, enter 6 from above and click “add materials”

