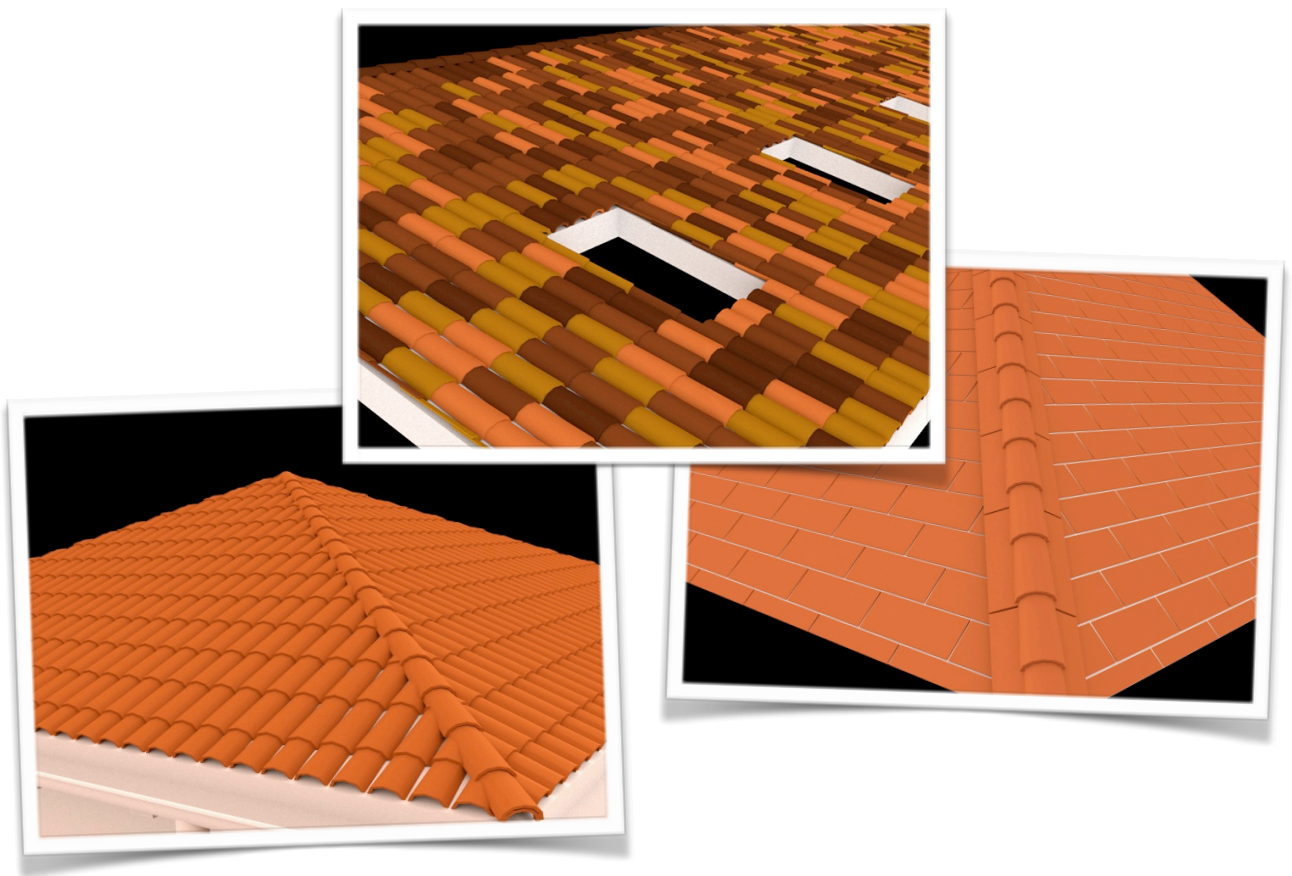


TUILEGENERATOR 2.0

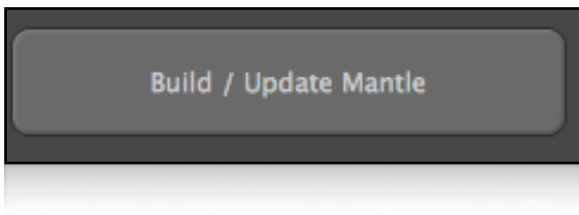
User's manual



Developed by Matteo Porchedda
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Fast Settings

ROOFS



Build / Update Mantle

Use this button for the generation of the mantle after the polygonal faces of the object have been selected. The same button is also used to update already created mantle.



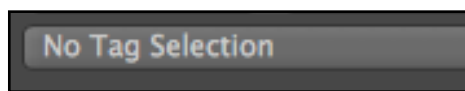
Dropdown choice of roof tiles

In this menu you can choose the tile to be used, we always suggest that you use the TEST.c4d for the first generation of each roof in order to speed up the process. The tiles are located in the **Tiles** folder of the plugin. Saving them here your tiles will appear in the dropdown menu.



0, 90 , 180, 270

These buttons are used to decide the direction of the tile, when you use the vector TEST, remember that the proper direction should be the top of the roof.

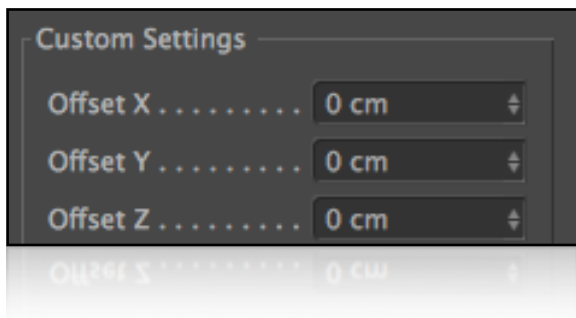


No Tag Selection

To create pattern of tiles with staggered or randomized colours, choosing the type, TAG Selection numbered on the mantle will be generated. Use them to randomize your materials.

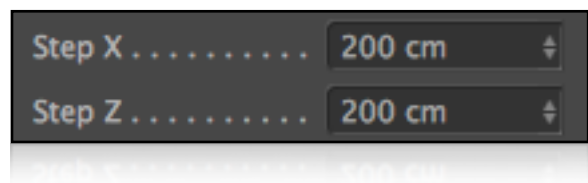
Custom Settings

ROOFS



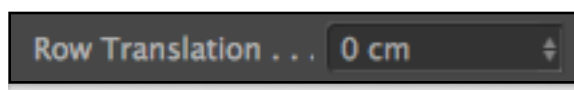
Offset X,Y,Z

These parameters allow you to move all the tiles in 3 directions, to bring down in a proper way the end of a tile or not to cut one in half.



Step X,Z

If you want to widen or tighten all the tiles, acting on these parameters, the mantle will be created with more or less density. These parameters are not necessary if the tile that you use has already got the information of StepX and StepZ in file of Cinema4D. See also how to make your tile through the videos on www.tuilegenerator.com



Row Translation

It allows you to stagger the rows of tiles to create patterns. On the basis of the type of tile, it is also necessary to activate the parameter **Invert fill vector** that we will mention later on.



Rotation X,Y,Z

Use these parameters if you want to turn the tiles in one of 3 directions.

Custom Settings

ROOFS



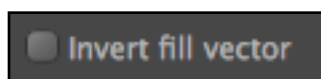
Scale X,Y,Z

The scale is a parameter which is taken from the scale of the original tile. If you want to enlarge or deform the tiles use this parameter.



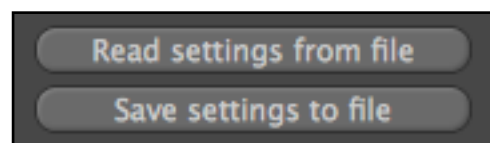
Boolean Height

Generated tiles are cut by Boolean operation, so cutting at the edge of the roof or in eventual Velux. If you use your personal tile which is very high, this parameter by default may be not enough to be able to cut them.



Invert fill vector

It inverts the direction of the tiles filling. First the rows then the columns, or the opposite. This parameter has no effect if you don't increase the **Row Translation** and allows for example to make tiles staggered by 50%.

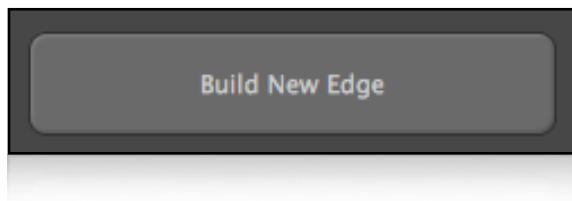


Read or Save settings

If you work with custom or more complex parameters such as staggered tiles, you can save the settings for the future recall at the appropriate time.

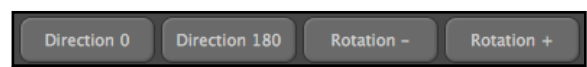
Fast Settings

EDGES



Build New Edge

This button is used only when the edge is generated for the first time. Do not use it to update already existing edge otherwise a new one will be created. Use only if you want to generate more edges of various kinds on the same side.



Direction and Rotation

The direction 0 and 180 is used to invert the order of the tiles, in case they are topped on the contrary, use two buttons. If instead they are created with wrong rotation with the **Rotation +** and **-** you can spin the row of tiles around.

Custom Settings

EDGES



Edge Id

In this field you have to paste the full name of the edge created earlier copying it from the Object Manager. TuileGenerator will understand which edge you are going to update and modify.



Step

This value is used to change the distance of tiles that are normally topped. These parameters are not necessary if the tile that you use has already got the information of StepX and StepZ in file of Cinema4D. See also how to make your tile through the videos www.tuilegenerator.com

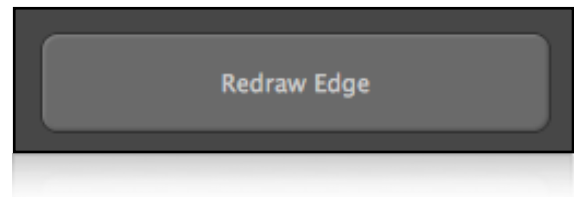
Custom Settings

EDGES



Filler

By changing the percentage we can decide not to complete the entire row of the tiles on the side.



Redraw Edge

This button is used only when you want to edit a previously created edge. It is important to copy the edge id in the appropriate field in order to make TuileGenerator understand which edge you want to change.