Punk Ankle Boots

(0)	Reset the HUD parameters • color and texture => blank • scale => 2.5 • glossiness and environment =>0 To reset your boot, first reset the HUD, then selecte a boot component (1) and send the preview (5) for each part you want to reset.
(1)	Select a boot component
(2)	Select a color
(3)	Change de luminosity of the color if you wish to
(4)	Start from a swatch color / texture
(5)	Selection preview square. Glossiness and environment are not visible on an object attached to HUD. However the value of those parameters is shown in the text above the preview square.
(6)	Alter the scale of the texture uniformly by clicking the [+] or [-] with 0.5 per click. • Range between 0.5 and 25.0. • 2.5 is the default value Apply [Reset HUD] (0) to get the default settings quickly
(7)	Glossiness controls the roughness, of the reflected light on a surface. The lower this value is, the "rougher" the light reflectance is, while the higher the value the "sharper" the light reflectance is. Environment modulates the intensity on the surface as a whole. High value gives a metalic like shine.
(8)	Eight slots to save your own textures to the hud.
(9)	Instructions for using your own textures or colors.

by BOOTLAG