

# Western Ankle Boots

- (0) Reset the HUD parameters
- color and texture => blank
  - scale => 1.0
  - glossiness and environment => 0
- To reset your boot, first reset the HUD, then select 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.
  - 1.0 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 metallic like shine.

**Heel (1)**

**Metal (1)** 255

**Zipper**

**Stitches** 255

**Sole**

**Upper**

**Patches** 255

**Straps**

(2)

(3)

Manual input of RGB.  
Say in local chat  
/255 r\*g\*b  
r\*g\*b are your values  
divided by an asterix.

**Colors**

Select a boot part from the list above and a color from the right

P  
r  
e  
v  
i  
e  
w

(5)

(4)

Scale ? 1.0 + - (6)

Upper Patches Straps

ostrich python belly python back lizard

(4)

Select a boot part from the list above and a texture from the right

P  
r  
e  
v  
i  
e  
w

(5)

crocodile alligator elephant chameleon

Glossiness ? 0

5 50 100 150 200 250

Environment ? 0

5 50 100 150 200 250

To add Glossiness and Environment to a boot part, select the value on the gauges and resend the color or texture with the new setting

(0)

**Reset HUD**

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