Properties:

_Fade1 : "Fade 1" (float)
  The strength of Texture 1.

_Fade2 : "Fade 2" (float)
  The strength of Texture 2.

_Metallic : "Metallic"
  Added for the new surf Standard. Not used with Specular.

_Glossiness : "Smoothness"
  Added for the new surf Standard.

_Stencil : "Stencil (A)"
  The Texture used to divide Texture 1&2 with its alpha value.

_Lightup1 : "Lightup 1" (float)
  The emission value of Texture 1.

_SpecularColor1 : "Specular Color 1"
  The Specular color off of Texture 1.

_Color1 : "Color 1"
  This color is applied to Texture 1.

_Tex1 : "Texture 1 (RGB)"
  The first Texture to be applied to the mesh.

_Lightup2 : "Lightup 2" (float)
  The emission value of Texture 2.

_SpecularColor2 : "Specular Color 2"
  The Specular color off of Texture 2.

_Color2 : "Color 2"
  This color is applied to Texture 2.

_Tex2 : "Texture 2 (RGB)"
  The second Texture to be applied to the mesh.

_BumpMap : "Bump Map"
  The Normal map.