



## AJL HUD INFO - OPEN FRONT SHIRT (Z)

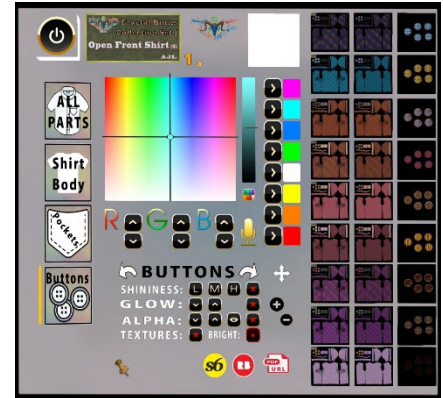
### NOTE:

The Men's Open Front Shirt is made by Meli Imako. Models include Adin Bento, Fitmesh Classic, MI MADO, Belleza Jack, Slink Male, TMP Male and Onupup.

There is one textures that cover the shirt body, pockets, and button area. They can be applied altogether or separately. This has allowed an additional column of button or pocket selections.

### FEATURES

- HUD with textures for shirt body, pockets, and buttons.
- Shirt body, pockets or buttons can be selected separately.
- Designs textures come from in-house collections and masks sets.
- Paired textures with no shading (Raw) and shading.
- Works with the Open Front Shirt (Z) sold by TCGWS.



### Clothing Model & Textures Displays

There are Demo Clothing and Demos HUDs that are free items. There are Demo sets have all the models and ones with individual models to try before buying. Demo models and their HUDs will have a 10-minute life span. Demo HUDs for texture expansions or accessories like buttons and pockets will work with the clothing from this or other purchases. Demo HUDs have a 10-minute life span.

Demos for clothing can be viewed at the Milda location.

<http://maps.secondlife.com/secondlife/Milda/129/156/51>. Textures used for clothing can be purchased as full perm textures at AJ's Texture Gallery in Akhsharumova,

<http://maps.secondlife.com/secondlife/Akhsharumova/160/144/77>.

### HUD & USE

The HUD system I use is by Creative Designs. The HUD and clothing work on a channel number. Similar clothing lines will have the same channel number. All Women's Polo shirts of same make/model are on the same channel and can be used with all the sets of HUDs for the same Polo shirts. The HUD provides control for color tinting, shininess, glow, alpha, texture and bright for the clothing.

The Reduced Sized HUDs are used with accessory items like buttons, trim and "bling" items. They have fewer and smaller controls for color, tint and other effects.

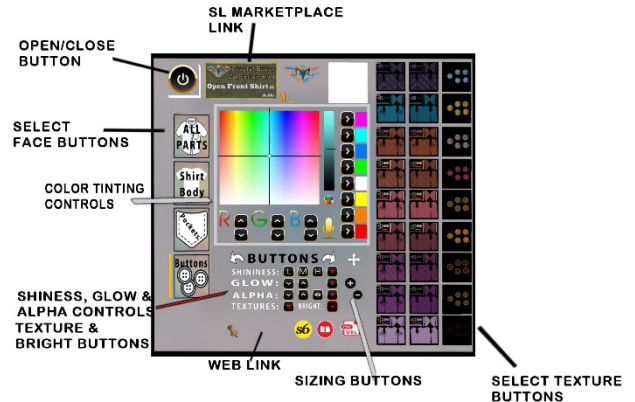
Once you have added the clothing to what you are wearing, double click on the HUD to attach it to the screen. You can move it around using the editing tools. Hit the open/close button to close and reopen it so the scripts have all reset.

You will need to touch the select the shirt button and then touch the select texture button. This ensures the clothing is selected.

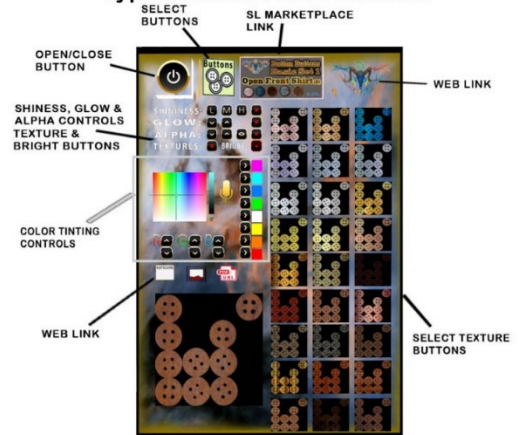
You can now play with the other sections. The Color tinting will apply a color to the clothing. The sizing buttons will change the overall size of the clothing. The eye on the Alpha row, will make the clothing transparent. The Red Xs will cancel any one of the alterations.

The Info & RL Links provide information and landmarks for inworld sites. The HUD label will open the SL Marketplace page and the

### Typical HUD, Open Front Shirt (z)



### Typical Button HUD Callouts



URL PDF will open the current PDF file from SL.Thunderchild.net.

## TOS

My general TOS comes with this product. A complete listing of my TOS in PDF can be found at <http://sl.thunderchild.net/doc/TCGWS-TOS.pdf>.

## AVAILABILITY & ADDITIONAL INFORMATION

The TCGWS project homepage is <http://sl.thunderchild.net> and the Artist's homepage is <http://thunderchild.net>. Special arrangements and designs are available by contacting the artist in-World (Thunderchild Allen aka AJ Leibengeist).

Much of the artwork and textures that are available in Second Life are also available or similar products and textiles in Real Life. Grab the product "business & Artist Information" from the SL MP or CasperVend in-World for more information.

