



AJTG HUDS for WALL TEXTURE DEMOS

NOTE:

These are temporary HUDs with a 3-hour life span. They work with the Interiors and exterior demo walls. These demo walls can be purchased separately on the SL Marketplace or inworld at AJ's Texture Gallery or the Thunderchild Gallery Workshop.

The setup with the walls and HUDs are on display for use at AJTG.

When you arrive at the landing spot at AJTG or park off street in the public rez zone, you can use the blue teleport pads to go to the WALLS area.

One there you can rez either of the walls demo and get HUDs from the Casper Vendor nearby. You can then view textures on the walls.

The HUD is large, if you have trouble with it on the screen, you can rez it on the ground or pedestal with the local group tag on (Thunderchild Gallery Workshop).

FEATURES

- HUD for use with Demo walls to sample textures.
- Preview textures before purchase.
- Requires Target Wall TrgtWll1-int1112.
- Easy to use.

UNPACKING

These HUDs come unpacked and ready to wear from the vendor. You can adjust the size and location of the HUD once you've attached it. The receiver for the HUDs is on the wall as a black tag with the shop logo.

CasperVend items will probably show up in your Objects Folder and SL Marketplace items will go to your Received Items Folder in your Inventory.

You'll need to wear or add the HUD to your avatar to use it.

AVAILABILITY & ADDITIONAL INFORMATION

The homepage is <https://thunderchild.net>. Special arrangements and designs are available by contacting me, the artist in-World (Thunderchild Allen aka AJ Leibengeist).

Some of the wall textures are also available as wall papers and fabrics in real-life. Check out the web browsers in the landing area or around the site for more information.

