

Box,RudeBiker,sex MACE

## Rude Biker Patch

This is a texture. Copy contents to inventory. Then either drag and drop it onto the face of the object you want to apply it too, or use the editing tools to apply it to the object face you want it on.

For patches on clothing that are not even in the sides or skewed, I will make an adjusted texture for you to use. If you need an adjusted texture after purchase, come see me and well make time to customize it for you.



### FEATURES

- One (1LI) prims with texture applied and inside.
- Modify and Copy textures

Copyable products can be redelivered. If you lose your items, both the SL Marketplace and CasperVend systems can redeliver your purchase.

Please do not resale these textures and patterns by themselves in Second Life. Do not sell them on other Vrs without permission. Do not use them in RL products. Contact me in SL for any other SL or RL use. In SL, they must be part of a build and not as Full Permissions. (Full Perm). Refer to the Second Life Terms of Service <https://www.lindenlab.com/legal/second-life-terms-and-conditions>

### UNPACKING CASPERVEND

CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez the box and open it to copy to your inventory.

### UNPACKING SL MARKETPLACE

Markerplace purchases most likely will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory. Items with no copy permissions, will move in and out of inventory as you rez them and take them back.

### INFORMATION

There are lots of slogan around. Here are some of the ones I've collected. I made them for biker vests and jackets. Some may have angled images to be on patches above the breast pockets.

### AVAILABILITY

This products are available in Second Life (SL) and in Real Life (RL) at RedBubble.com, Society6.com on various products.

Contact me if you have a phrase that you'd like on a patch.

## Rude Biker Patch Textue for Patches



## Includes copy of Texture Images