



Beverage cans from the vending machine are transfer-only and delivered unpackaged and ready to use. Transfer-only items can be obtained by anyone, passed around, swapped, and traded.

Single label beverage cans have an applied texture for the label and contain the script and animation for drinking.

Multi-label beverage cans contain the script and animation for drinking plus the label textures with a texture menu.

The default rotations for the can are (x:358.85001, y:73.95001, z:190.09999). You probably will want to adjust the rotations for your desires. The can is a Mesh creation with its top images (open and closed) by Jenny Collazo. The script is by Blu Heron and provided by Jenny.



FEATURES

- Single cans come ready to use.
- Cans are labeled and contain the script and animation inside.
- The animation script swaps the top texture out for open when being worn.
- Transfer only items.

HOLOVEND VIEW & DEMOS

You can see these items inworld at the Beverages Area on the HoloVendors in Milda.

TOS

TCGWS TOS: <https://thunderchild.net/SL/doc/TCGWS-TOS.pdf>.

Second Life Terms of Service <https://www.lindenlab.com/legal/second-life-terms-and-conditions>

ADDITIONAL INFORMATION

The TCGWS project homepage is <https://thunderchild.net>. Grab the free product "Business & Artist Information" from the SL MP or CasperVend in-World. Contact AJ Leibengeist aka Thunderchild Allen inworld for questions or issues.

AVAILABILITY

These products are available in Second Life. Some of the product textures are available in real-life at online storefronts. For links, visit my homepage or snag the Business Information HUD from SL MP.