AJL ~ BUTTONS, BASIC SET 1
OPEN FRONT SHIRT (D)

DEMO

NOTE:

The HUD for the Demo has a few textures to try one. The Demo is meant to test for fit and size, not fashion. The demo clothing has a life span of 10 minutes.

The Men's Open Front Shirt is made by ThelmaDickenson. Models include Aesthetic, Belleza Jake, Signature Gianni and Slink. There are two textures, one for the shirt and one for the buttons. **These HUDs have textures for the buttons only.** The button textures have five fronts and five back areas.

You will need to have purchased the shirt previously in order to use this HUD.

I provide several textures selections for the buttons in groups of designs. The number of buttons in a design set vary from 8 to 24 textures. Additional HUDs are added now and then, and a full collection of full permission button designs are available at AJ's Texture Gallery. Custom set can be ordered.

The maker of the mesh is TealswanMesh and the Textures are by AJ Leibengeist.

FEATURES

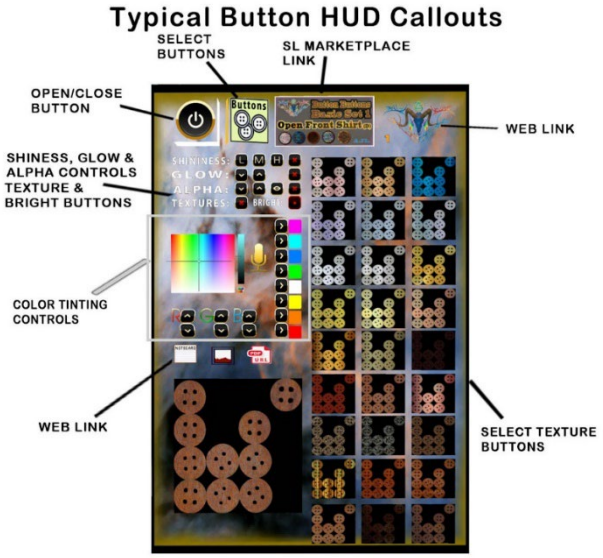
- DEMO HUDs, 10 Minute Life each.
- 2 Reduced Sized HUD with button textures.
- Designs textures come from in house collection sets.
- Textures have basic shading.
- Works with the Open Front Shirt (D) sold at TCGWS

Clothing Model & Textures Displays

Most clothing items have demos, and they 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 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 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 eye on the Alpha row, will make the clothing transparent. The Red Xs will cancel any one of the alterations.

The Info Links provide information and a landmark to Mild's Mall. The HUD label will open the SL Marketplace page and the URL PDF will open the current PDF file from SL.Thunderchild.net.

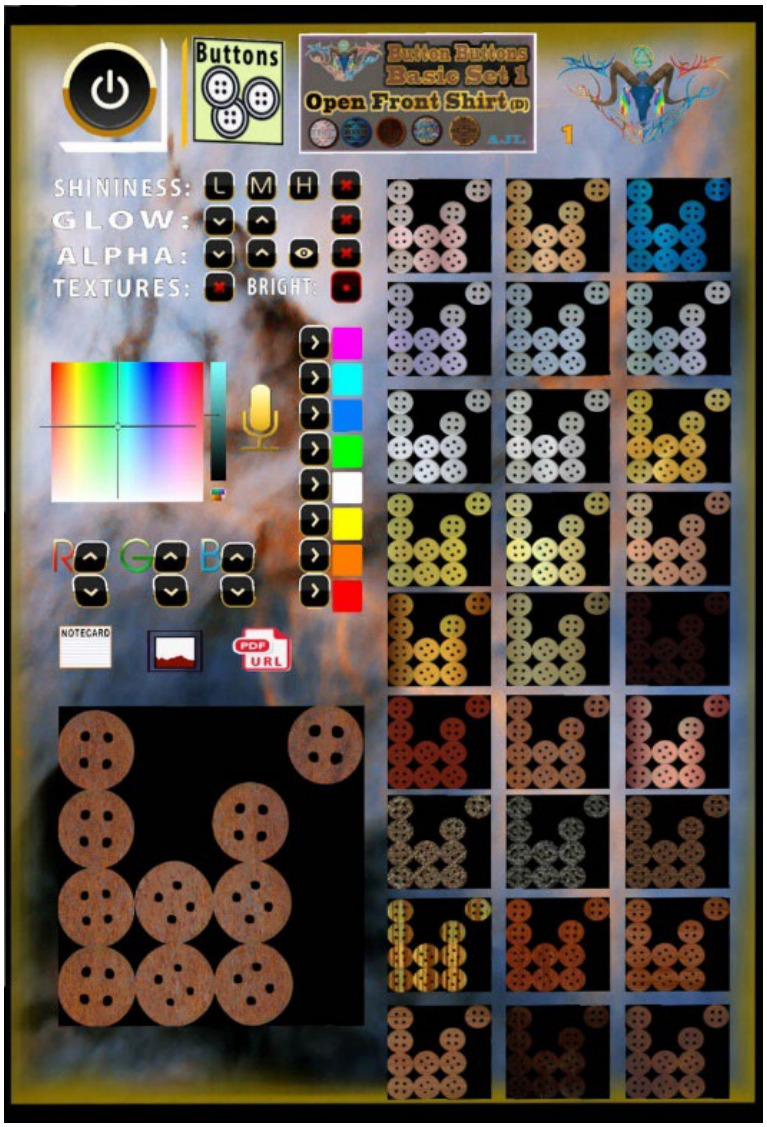
The diagram points out the areas on the HUD.

TOS

Demos are free items, and you can get more if needed.

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.

Please do not resale these textures and patterns by themselves in Second Life. Do not sell them on other Virtual Worlds 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. Since there are no copy permissions, you'll get a message that they have to move to inventory. There is a Sandbox on the Milda shops.

UNPACKING SL MARKETPLACE

Marketplace purchases 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.

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).

AVAILABILITY

Much of the artwork and textures that are available in Second Life are also available or similar products and textiles in Real Life. Find more information at http://thunderchild.net or grab the product "business & Artist Information" from the SL MP or CasperVend in-World.

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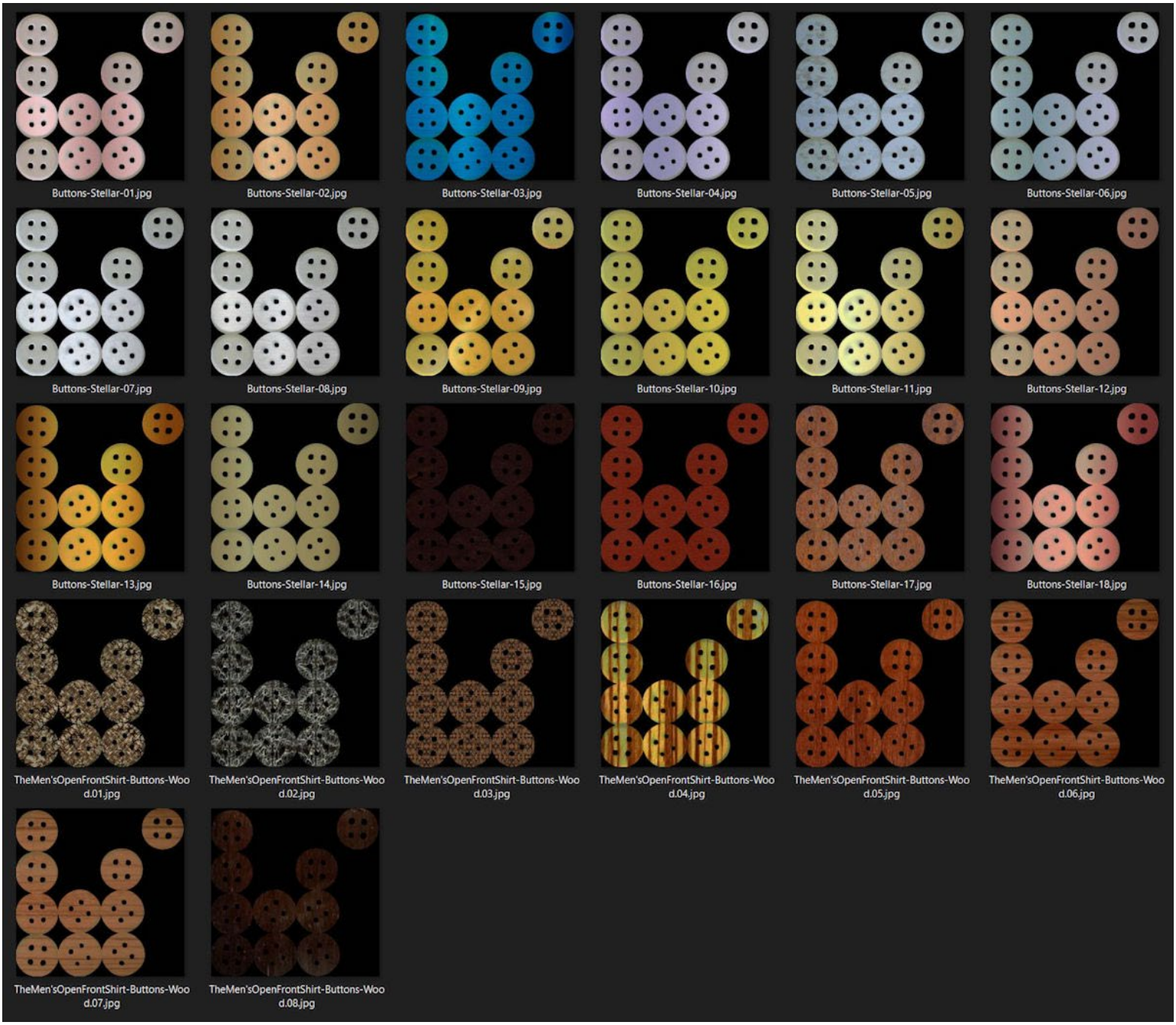
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TheMen'sOpenFrontShirt-Buttons-Wood.02.jpg
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