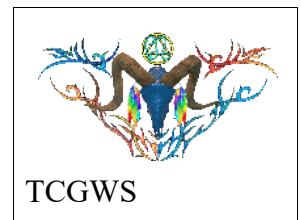


## Bricks & Walls HUD Operations Information

The HUDs, Display Sets and Lighting for the “Bricks & Walls” Display are chosen from the Kool Rezzer Panel on the pedestal. Once a Display and HUD are rezzed, you can then play with the textures on Display.



### Texture Vendors @ Gallery

All the Texture Vendors at Aj's Texture Gallery are Full Permissions. You can purchase one from any vendor or that vendor's content as a whole at a discount. If you want a set of certain images at the same or larger discount. Drop me a note in the Dropbox at the front entrance of the gallery or any of the other locations.

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>



The SL Marketplace and CasperVend Product vendors will have End User boxes available (Copy & Modify NO Transfer).

### Display Wall

The Bricks & Walls Display is a corner display with a floor. The HUD has textures for Bricks and Tiles. The Bricks have small and large patters and the Tiles have single and pattern tiles. There are four wall that make the corner display, a back left and right wall and two short walls for End caps. The floor displays textures too. The walls display a with and height as follows.

Inside Large walls are 11x7 on the exposed face.

End caps are 1x7 on all sides except the right end cap which is 0.5x7 with no H or V offset.

The ends of the large wall faces are 0.25x7 with a H offset of 0.35 (left + / right -)

The floor is 11x11 on top and the sides are 0.5x11, Left side is 90 rotation, H Offset 0.75 and Right side is 270 rotation, H Offset -0.25.

There is a 1 meter by 1 meter cube in the corner that will display a 1x1 image of the selected texture on all sides.

The Brick sitting on the corner of the Control stand with the HUD will display the Single Brick Textures on all sides.

### Display HUD

The following items are on the HUD, reference image.

A. The HUD will have an On/Off button at the top left. Use this to open or close the HUD, thus resetting it if needed.

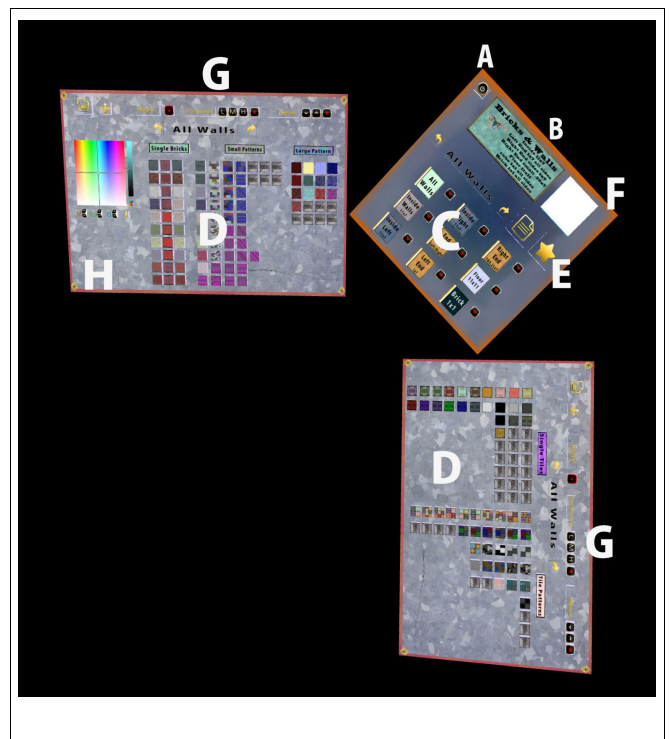
B. A logo for the HUD with a link to the SL Marketplace.

C. Options to select target patches on the display, including an all option.

D. All the available textures in the set.

E. Selections for Landmarks, Notecards, PDFs of Manual and other information.

F. A small square display for the selected textures.



G. Options for Blanking the texture, changing the Full Bright, adjusting the shine, glow or alpha of the selected patch and applied texture.

H. Internet links to the Artists Homepage and RL stores for additional products.

The HUD on the L-shape pedestal controls all the textures for the walls and floor. The Wall face selection buttons are on the middle Panel. Each selection has a clear button that appears to the left of it when selected.

This panel also has the close and open button at the top Left, HUD label, preview tile, landmark button and this notecard button. A table with back and forward arrows shows what face is selected. This set of buttons are on the two side panels too.

#### SIDE PANELS

Both side panels have tiled buttons for texture selection. Both have the same function buttons across the top. There is an adjustment arrow, label and button for Bright selection, label and button set for shininess and a label and button set for Glow.

#### LEFT PANEL

The left panel left side has a color selection grid. The remaining part of the panel provides Brick textures. There is a section for Single Bricks textures, Small Patterns (generally more square and the newest designs) and Large Patterns.

#### RIGHT PANEL

The right panel has the Single Tiles and Tile Patterns textures, each with it's own section, Single Tile textures on the left side and Patterns on the right.

### ***The LIGHT SWITCH***

The light switch controls the Five lights in front of the Display. Click and Hold for 3 seconds and you'll get the menu for lighting options.