# Clothing Texture Display HUD Operations

The HUDs, Displays and lighting for the Clothing Texture Display are chosen from the Kool Rezzer Panel located on the Pedestal. Once the Display and HUD are rezzed, you can then play with the textures on the various clothes for looks.

NOTE: These textures are applied raw to the clothing with a repeating pattern of 9 per meter.   Clothing generally has a texture made just for that item with textures edited to fit the clothing template for seams, buttons and other stuff.

Actual clothing articles with their HUDs with prepared textures for them can be viewed at the Milda location, Thunderchild Gallery Workshop. Visit Milda Mall to start shopping.
http://maps.secondlife.com/secondlife/Milda/193/103/47
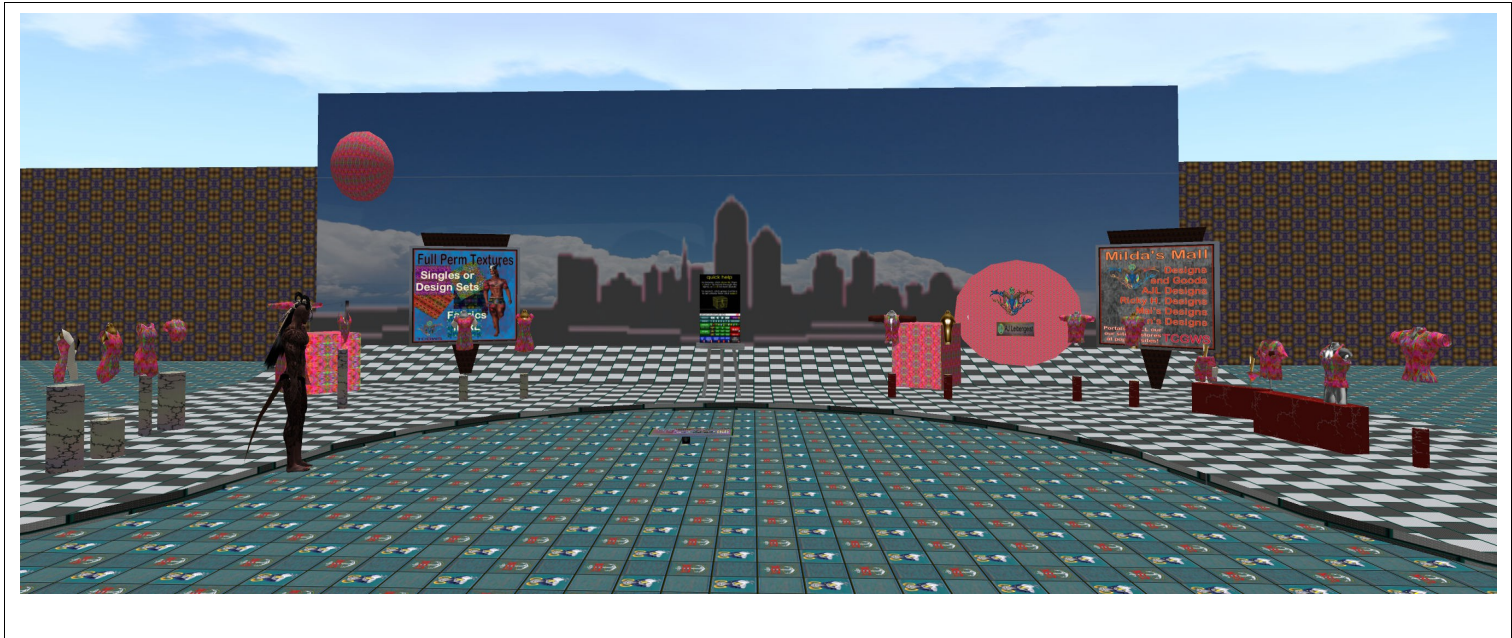
Texture Vendors @ Gallery

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 Clothing

There are eight (8) women's and nine (9) men's clothing objects for texture displays.   Some of the clothing just have one face for textures, others have multiple faces and others have faces that cover multiple items and work best with textures made with the templates for that item. The clothing display is just for example texture displays on sample clothing items. There are two racks of women's clothing that show images of clothing front and back. There are four geometric objects that will show the selected texture in various repeating patterns.

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 patches in the set up to 130 images.

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.
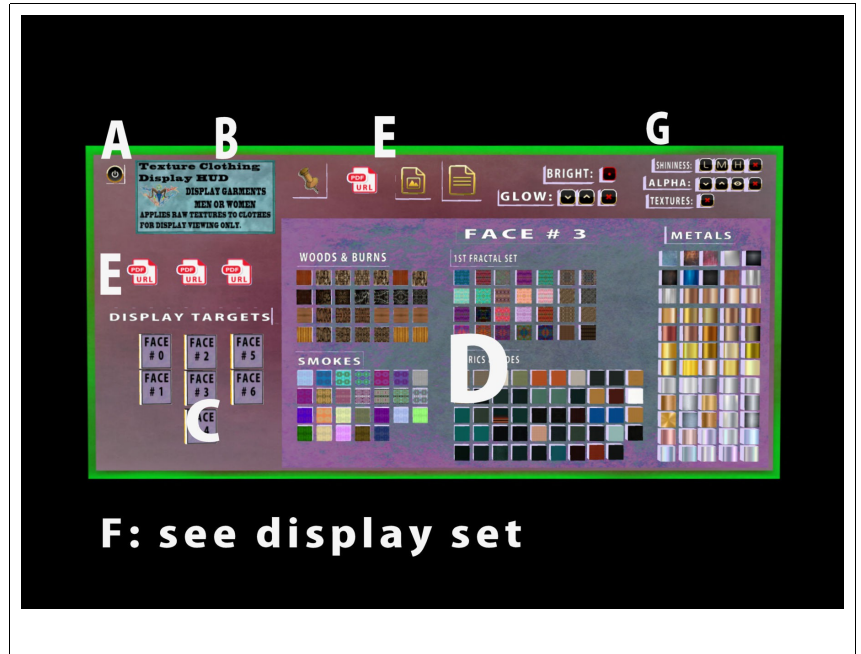
Clothing Availability

Second Life Clothing with fitted patterns made from these textures are sold at Mild's Mall, the Thunderchild Gallery Workshop, remote stores in-world and on the SL Marketplace. There will be Kool Rezzers for seeing clothing articles in-world at the Thunderchild Gallery Workshop in Milda and KOCK.rocks in Triasm. Demo clothing have HUDs with two textures. These are for texting fit only.   Each Demo will have the associated clothing item for the various mesh body models available.

Real Life clothing, textiles and products with these same textures can be purchased from on-line vendors including RedBubble.com, Society6.com, TeePublic.com, and Spoonflower.com.

Custom HUDs with clothing are available. If you have a special request for a custom HUD with certain clothing, let me know. Similar requests can be made for RL products.