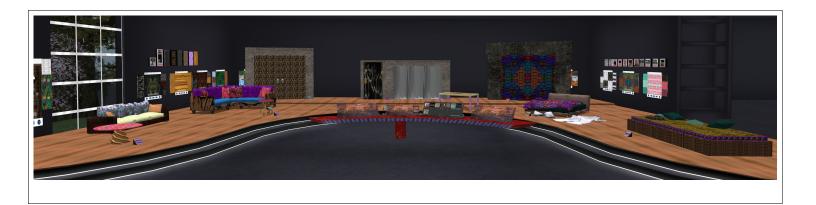TCGWS

Decor Furnishing Display HUD Operations

The HUDs, Displays and lighting for the "Decor Furnishings 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 décor items.

NOTE: These textures are applied raw to the objects with a repeating pattern of 1w x 1h or 6 to 9 per meter. Decor objects generally have one to multiple textures made just for that item with textures edited to fit the individual objects that comprise the item. Actual objects with their HUDs and prepared textures for 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 Layout

There are eleven object groups that are in the Decor Furnishings Display. There are two small tables, a sofa, a sectional corner sofa, set of French Doors, a Door and Curtain unit, a set of heavy doors, a table, a bed with pillows and sheets, and a mat with pillows on a box. Each item has a selection button for it and faces of objects in that set.

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.

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

F: See display