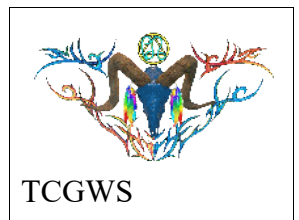


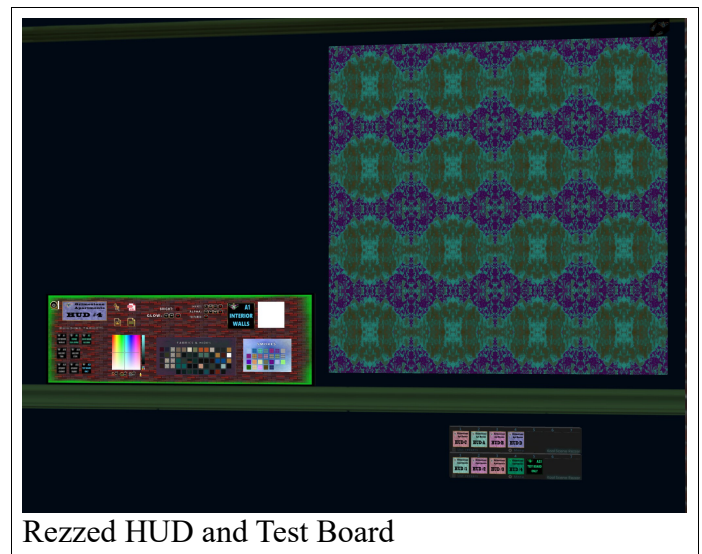
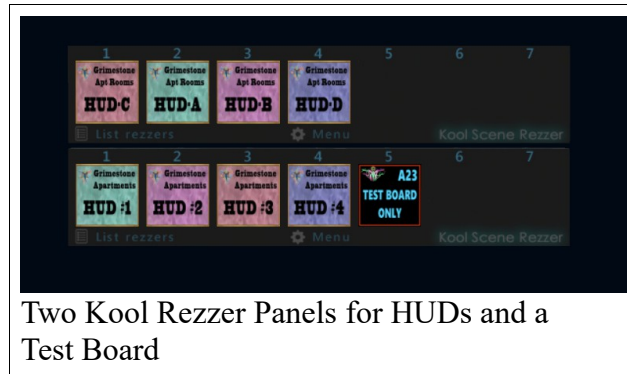
Grimestone Apartments & Building HUD Operations

The Grimestone Apartments is a third party mesh and prim building with a land impact of 42 out of the box. The doors open and close and share an access list in the root prim, the square foundation block. The windos have a tinting script for changing the transparency.



TCGWS has modified the building to use HUDs to change the textures on a number of faces of the internal components. Also opened up some hidden spaces under the stair for 1st and 2nd floor. The outside brick and mortar are not changed. The faces that are operated via a HUD are as follows.

1. Interior Walls.
2. Ceiling Floor 1
3. Ceiling Floor 2
4. Ceiling Floor 3
5. Floors and Steps Floor 1
6. Floors and Steps Floor 2
7. Floors and Steps Floor 3
8. Door Building
9. Door Frame Building
10. Door Apartment 1 Hall Side
11. Door Apartment 1 Room Side
12. Door Frame Apartment 1
13. Door Apartment 2 Hall Side
14. Door Apartment 2 Room Side
15. Door Frame Apartment 2
16. Door Apartment 3 Hall Side
17. Door Apartment 3 Room Side
18. Door Frame Apartment 3
19. Hallway Trim
20. Hallway Steps
21. Window Casings
22. Window Frames
23. Test Board



The HUDs and a Test Board are chosen from the Kool Scene Rezzers Panels located on the wall to the right as you enter the building. You can rez the Test Board and a HUD at the same time. Then use the board to surf the textures. The board displays images 2 wide by two high. The mini-view on the HUD shows a 1x1 image. The HUDs are set to remain rezzed for 5 minutes and the Board for 15. They can be adjusted on request.

The lower panel has HUDs for the general building textures. The upper panel has HUDs for the individual rooms. Textures on the floors and ceilings can be done individually. These faces and the stairs have been set to repeat every 1 meter.

There are currently four HUDs per Panel. HUDs 1 and A provide the same textures but 1 is for the Building Common areas and A is for the first Floor Room. The other HUDs are paired with 2 and B, 3 and C, and 4 and D. The textures are as follows.

HUDs 1 & A:
includes Woods, fractal burns, First Fractal Set and decking



Building HUDs have a red background

HUDs 2 & B:
Includes Door Textures and Interior Walls with various molding configurations.

Walls textures have been adjusted 0.015m to align the baseboard with the wall textures to the floor.

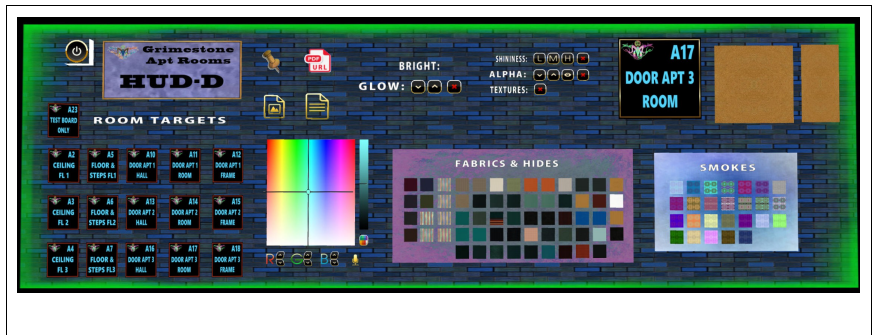


Room HUDs have a blue background.

HUDs 3 & C:
Includes Metals, Brick Walls, Tiles and Squares.



HUDs 4 & D:
Includes Fabrics, Hides and Smokes Textures.



Additional HUDS

All the Texture Vendors at Aj's Texture Gallery are available to add to the current HUDs or as additional HUDs. A very few of the tile and fabric textures are 3rd party. A separate HUD will be used for sets of 3rd party textures later on.

If you want a set of certain textures added or on a separate HUD, drop me a note in the Dropbox at the front entrance of the gallery or any of the other locations. Hit me up when I'm on line and awake.