



## Interior Wall Textures Display HUD Operations

The HUDs, Displays and lighting for the “Interior Wall Textures 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 objects and faces.

### ***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***

The wall is composed of nine (9) objects with textures applied to the front facing. The objects are layers as follows.

Back layer had the three walls Left, Center and Right side by side. The textures has different WxH layouts for each wall to show the texture in three ratios.

The Front Wall Overlay is the next layer forward. To view the back walls, the alpha for the Overlay needs to be on. Be sure to turn it off if you are using it for textures. This layer has two buttons for it, “Front Wall Overlay” and “Wall Overlay 3x1”. One is used with the solid textures and the other is used with the moldings.

The Moldings Options will use the “Wall Overlay 3x1” for paired rails and the Wainscot. Individual moldings are the Crown, Picture, Chair and Base.

Other displays in this category will have similar layouts.

## 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.

