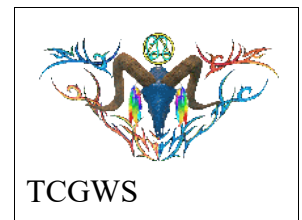


Rude Biker Vest Patches Display HUD Operations

The HUDs for the various patch lines are chosen from the Kool Rezzzer Panel. A Display of vests or other patched clothing may be available from the same Rez Panel. Once a Display and HUD are rezzed, you can then play with the patches on various spots for looks.



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>

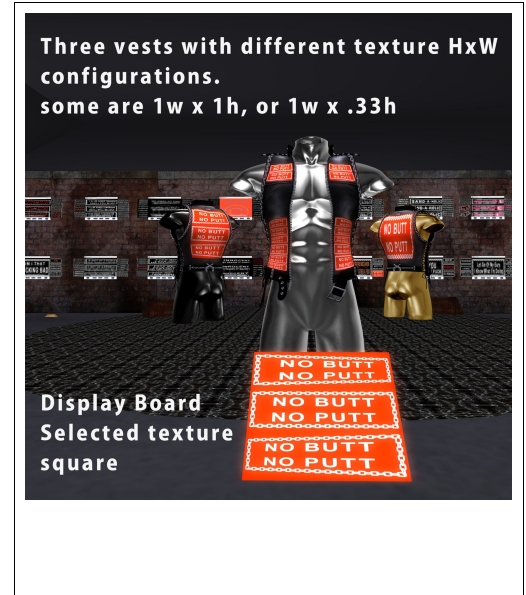
The SL Marketplace and CasperVend Product vendors will have End User boxes available (Copy & Modify NO Transfer).

Display Vests

There are three vests spaced around the display table. Each vest has a Display Board in front of it to show the selected texture square. If it is a slogan textures with three images (top, middle & bottom) you will see the entire square as is on the board.

I don't have a HUD function to adjust the image up and down when it's at .33% height, so there are some of the same patch on each vest that are at 1x1 and others at 1x.33 or so. You'll see this when you start playing with the patches. This is so you can use the different HUDs to mix the Image patches with the slogan patches.

Other displays will have a similar layout, Two or more display clothing with target patches, some at one wxh and other at a different setting.



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.

