



Wood Fractals Display HUD Operations

The HUDs, Displays and lighting for the “Wood Fractals Display” are chosen from the Kool Rezzor 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 Woods & Fractals Display Set #1 consists of Three Display sets operated from three different HUDs. Only one of the three HUDs will rez at a time.

- HUD #1: Back Wall Panels. Works on the Geo Objects on the back wall.
- HUD #2: Fractal Decking. Works on the floor decking.
- HUD #3: Wood & Fractals. Works on the Center Display for Woods & Fractals.

Other displays will use one or more of these HUDs. The display image on the panel rezzer will indicate what HUD(s) work with that display.

Each display will show the selected texture on the targets. Some objects show the texture at 1w x 1h and others are at multiple textures per square meter. There is a box on the deck that displays the selected texture at various (w x h). There are two planks or boards on top of this box. They display single plank images of 1x1 for the selected texture.



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.

