TCGWS

TCGWS Teleport HUD

This HUD is provided easy access to landing points. Add the HUD to your attire. You can move it around by editing it and moving it's location on the screen. This provides a jump to all our locations, a few clubs, Mesh body stores and in-World resources. There are three version included. In Version a, The thumbnails are 150x150 pixels. Version b, has 256x256 pixels thumbnails and version c, has 350x350 pixel thumbnails.

If you have questions about these locations or would like a custom HUD, IM me.
The HUD will support up to 32 locations.

at locations for TCGWS sites. Landmarks include the following.

- • All six parcels landing points
- • five Sandbox locations
- • Mall Outlets at three clubs
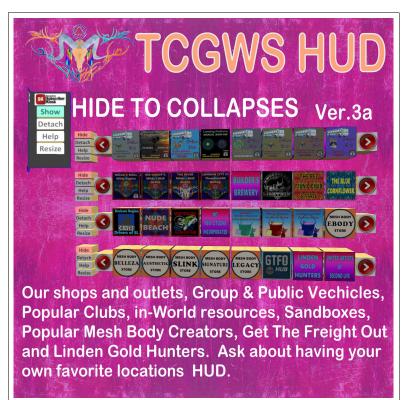- • New Citizen Inc location

INFORMATION

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Teleporting HUD User Help
Version 0.7
c2019 Fred Allandale
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Teleport HUD
Add the HUD to your inventory and then Double Click it. It will attach to Bottom Left of your screen and display itself at the upper left corner.   You can move it around by selecting it in your inventory while it is being worn.

Right click on it and Select edit, The edit tools will appear and the vertical and horizontal lines should be in the upper left corner of the viewer. Depress the Ctrl Key and use the center wheel on your mouse, the one between the left and right click buttons. Roll the wheel back some the the white outline that represents the edge of the view window will be moved inward and you can see with this HUD is at that point, especially if it attaches outside the view window and you have to relocate it.

The tools panel will show the relative location from that corner in the Positions values. When you are done moving it, you can close the editing tools and everything will snap back in place. Should you change the location that the HUD attaches to, you will need to edit for the new position.

OTHER CUSTOM HUDS
The HUD will do up to 32 locations. There are two levels of participation as a customer to get your own HUD.

OPTION 1
Provide for each of your locations a LandMark (LM). Each LM will be named starting with "LOC01-LM" and up to "LOC32-LM".
ALSO provide an image for each LM. It will need to be Full Permissions when received. This image and it's resolution are up to you with your own paint brush or photo shop product(s) Image are to be named from "LOC01"

and up to "LOC32".

You can provide a single notecard labeled "Added Help" to be added to the Help Notecard.

Put all these items in a Prim box and send with

I'll set the HUD up with the supplied LM and Image files. The HUD(s) will come with one of the following permissions.

- Transfer only (x number of HUDs to give out as desired).
  Quantity of up to two L$100.
  Qty 3 to 12 L$150.
  More? Ask.
  HUDs come in a box to MOVE content to inventory. Give them away from inventory or move to a vending machine that works with limited edition items.
- Copy & Transfer (two master HUDs that can be copied and given away or sold.
  Share, Give or sell the HUDs as desired.
  L$100.

OPTION 2

Provide for each of your locations a LandMark (LM) and a desired order in a notecard along with any questions.

I will visit each site (assuming I can) to snage an image from the location or their profile page. I'll make the button textures and name e veryting to work in the HUD(s). The HUD(s) will come with one of the the following permissions.

- Transfer only (x number of HUDs to give out as desired).
  Quantity of up to two L$100.
  Additional Quantities are L$10 per dozen and L$5 each after a Gross (144).
  HUDs come in a box to MOVE content to inventory. Give them away from inventory or move to a vending machine that works with limited edition items.
- Copy & Transfer (two master HUDs that can be copied and given away or sold.
  L$250 for 8 locations.
  L$500 for 16 locations.
  L$750 for 24 locations.
  L$1000 for 32 locations

UNPACKING CASPERVEND

CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez the box and open it to copy to your inventory. If there are no copy permissions, you'll get a message that they have to move to inventory.

UNPACKING SL MARKETPLACE

Markerplace purchases most likely will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory. Items with no copy permissions, will move in and out of inventory as you rez them and take them back.

Other Exchange & Delivery

We will need to meet and discuss your project to be sure I understand what you want and you agree. Half payment is due before starting. You'll get a single prototype to inspect for looks and use. With approval, I'll product the product and will make it available in one of the following options.

- I will make it available on a vendor just for your item. It will be a limited edition of 1. Your purchase of the product for the remaining balance will complete the project.
- Meeting in world I can rez a box with the contents for sale at remaining balance. It will copy or move all items to your inventory.

If you have questions, IM me.
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DISCLAIMER
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AVAILABILITY

This HUD product is only available in Second Life (SL).