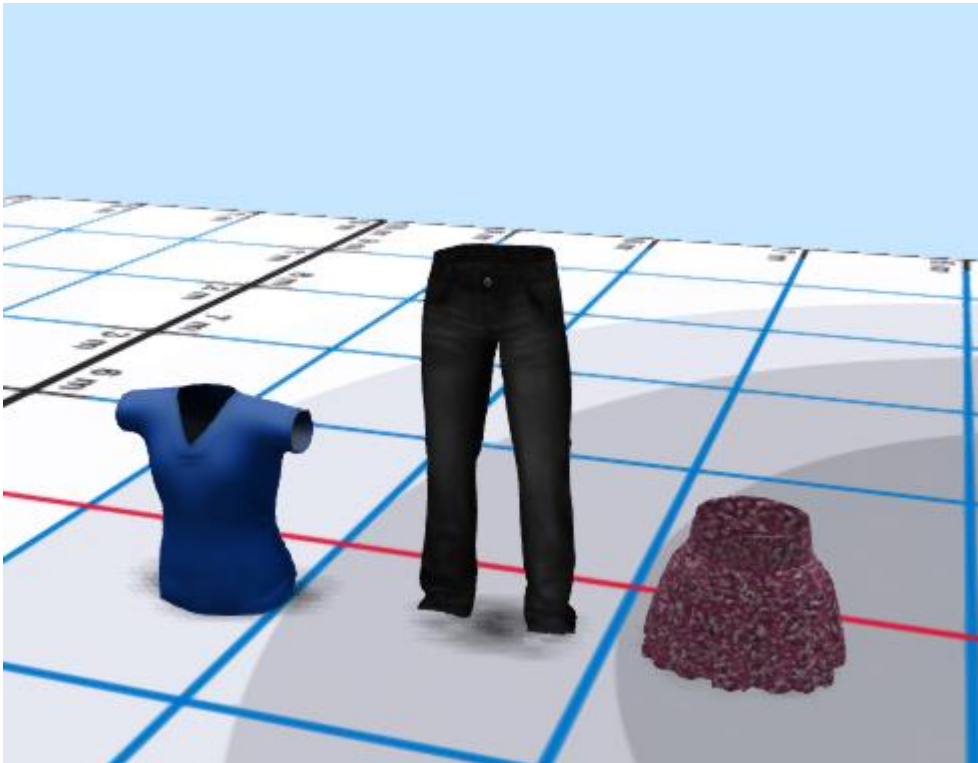# Dark Omega Texture & Material Mesh HUD

Thank you for purchasing the Dark Omega Texture & Material Mesh HUD.

With this HUD you will be able to provide your customers with an easy way to customize with the different colors/materials you provide with your clothes easily!
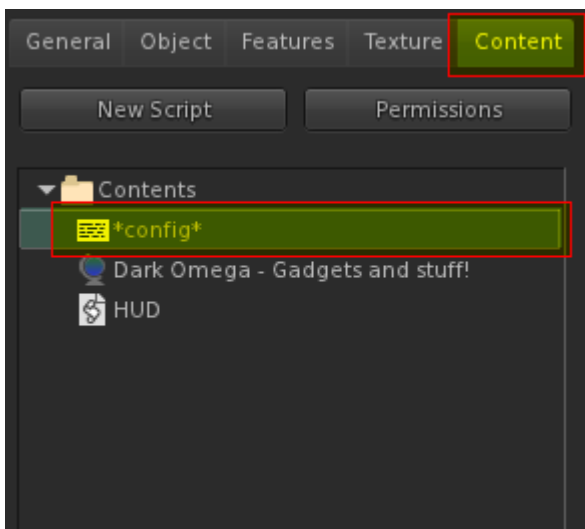
How to set it up

Let's say you just finished 3 clothes:

So, the next step is to unpack and rez the HUD.

After you rez it, right click and choose edit from the menu, then go to the content tab, in it, you will find, a configuration notecard, a landmark (you can delete it and replace it with your own), and the HUD script (DON'T delete that).

Next you will double click to open and edit the notecard (you can also drag it to your inventory and edit it there, but then you need to delete the one the HUD has and add the new one).

When you open the notecard you will see something like this:

SLOT1:Texture:Mesh_Mens Jeans V.2 M navy:-1=5e35bc77-3b05-c109-ef7e-58c5d382b51d
SLOT1:Normal:Mesh_Mens Jeans V.2 M navy:-1=2bab17c3-f20b-5ba5-8b71-124cb7a83b25
SLOT1:Specular:Mesh_Mens Jeans V.2 M navy:-1=e21d0edf-0900-9d3d-e42c-e45c7cd8c3b4
SLOT1:Specular_Color:Mesh_Mens Jeans V.2 M navy:-1=<1.0,0,0>
SLOT1:Specular_Gloss:Mesh_Mens Jeans V.2 M navy:-1=25
SLOT1:Specular_Envi:Mesh_Mens Jeans V.2 M navy:-1=2

This can be a bit confusing the first time you see it, but after you play with it for a while you will get used to it.

Each line has different "words" separated by the character ":"

Let's see each one:

SLOT1, this one indicates the button, you don't need to modify this.

Texture, this field indicates the type of texture you are setting up, a "standard" texture, a "Normal" texture, "Specular" texture, you will also find a "Specular_Color" where you can set a color, a "Specular_Gloss" where you can set the material glossiness, and "Specular_Envi" where you can set the material environment.

Texture:Mesh_Mens Jeans V.2 M navy, this is the name of mesh object, you need to rename it with whatever you mesh object is named.

-1, this number (negative) indicates the face of object where the texture will be applied (-1 means all faces)

After the face number you will see an equal (=) and a texture UUID, this is the texture UUID that corresponds to either the "standard", "normal", "specular" texture, and you will also find the values of specular color, glossiness and environment.

NOTE: Please note that you should not use spaces except for the object name.

When you finish setting the notecard you will need to save it and wait for the HUD to finish reading it.
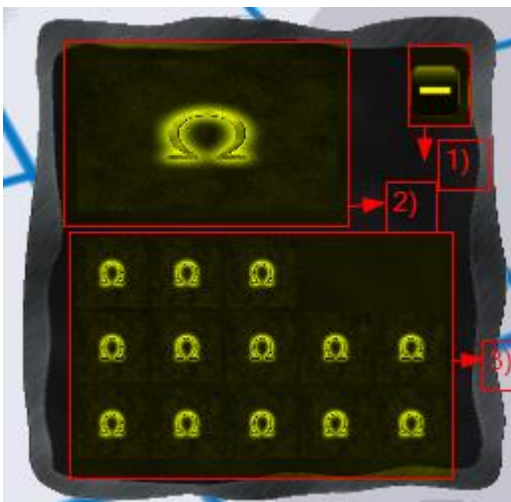
The next step is to put the receiver script in your mesh.

To do this rez your mesh and right click it and choose edit from the popup menu, then go to the content tab and drag and drop the "Receiver" script from your inventory to the mesh. (as shown below)
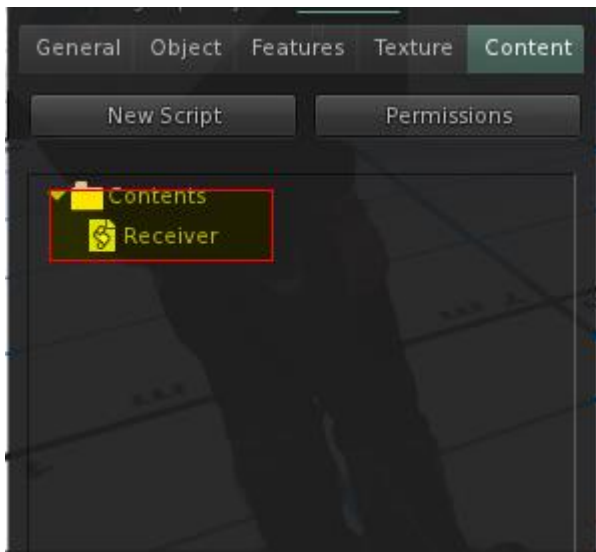
Now you can take the HUD back to your inventory and wear it.

When worn you will see it at the bottom of the screen:

1) This is the minimize/maximize button for the HUD.
2) This is were you can customize your HUD logo (With the one of your store)
3) This are the buttons for the different textures, if there are buttons you don't use you can use the default transparent texture to hide them.

And you are ready to use it!