

AJL~Suit&Robe-FlameNebula2-Legacy

PDF:<http://sl.thunderchild.net/doc/AJL~Suit&Robe-FlameNebula2-Legacy.pdf>

Rev. 02/27/22



TCGWS

Note

The stellar images are from the NASA library and are used under their Public Use License.

FEATURES

- Mesh Clothing for Legacy Model Only
- Two HUDs, one standard and one with an extended set of images
- Additional HUDs with more textures are available.

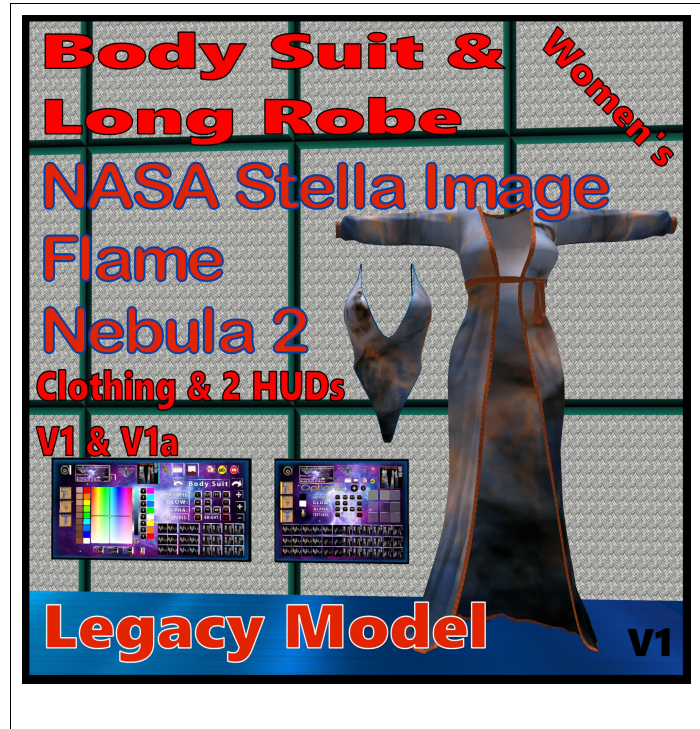
Shirt Model Displays

Most clothing items have demos and they can be viewed at the Milda locations. <http://maps.secondlife.com/secondlife/Milda/129/156/51>.

HUD & USE

The HUD system I use is by Creative Designs. The HUD and clothing work on a channel number. Similar clothing lines will have the same channel number. All Women's Polo shirts are on the same channel and can be used with all the sets of HUDs for the same Polo shirts. The HUD provides control for color tinting, shininess, glow, alpha, texture and bright for thW clothing.

Once you've added the clothing to what you are wearing, double click on the HUD to attach it to the screen. You can move it around using the editing tools. Hit the open/close button to close and reopen it so the scripts have all reset.



HUDs V1 & V1a INFO Legacy Body Suit & Long Robe



HUDs and call-outs.

You will need to touch the select the shirt button and then touch the select texture button. This ensures the clothing is selected.

You can now play with the other sections. The Color tinting will apply a color to the clothing. The sizing buttons will change the overall size of the clothing to a certain degree. The eye on the Alpha row, will make the clothing transparent. The Red Xs will cancel any one of the alterations.

The Info & RL Links provide information and landmarks for inworld sites. The HUD label will open the SL Marketplace page and the URL PDF will open the current PDF file from SL.Thunderchild.net.

The diagram points out the areas on the HUD.

TOS

Demos are free items and you can get more if needed.

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>

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. Since there are no copy permissions, you'll get a message that they have to move to inventory. There is a Sandbox on the Milda shops.

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.

ADDITIONAL INFORMATION

The TCGWS project homepage is <http://sl.thunderchild.net> and the Artist's homepage is <http://thunderchild.net>. Special arrangements and designs are available by contacting the artist in-World (Thunderchild Allen aka AJ Leibengeist).

AVAILABILITY

Much of the artwork and textures that are available in Second Life are also available on similar products and textures in Real Life. Find more information at <http://thunderchild.net> or grab the product "business & Artist Information" from the SL MP or CasperVend in-World.

thumbnails on last page

