

Welcome to the - Evolution - family and thank you for your purchase. Each element in this house is modifiable to make it your own.

How to modify:

- 1) Rightclick the house and select edit
- 2) Under the general tab, click on Edit linked
- 3) Click on the piece you would like to edit (eg a wall or a window)
- 4) You are now able to edit only that piece. You can stretch it or move it
- 5) Once done, just close the edit box

To correct or change textures after modification:

- 1) Rightclick the house and select edit
- 2) Click on Select Face
- 3) Click on the surface you would like to change the textures of
- 4) Click on the Texture tab
- 5) Use Horizontal and Vertical scale to adjust the texture to your liking
- 6) If you want the texture to change from horizontal to vertical or vice versa, enter 90 under Rotation degrees in the Texture tab

Changing a texture completely:

- 1) Drag the texture you like onto the surface you would like to retexture

Doors:

It is advised to NOT unlink any doors, but if you do, please follow the steps below and ensure you link the door back to its original root prim (the item highlighted in yellow when you select the house in edit mode). You can edit a door in the same way as explained above. Please note: If you unlink a door from its prim to copy it, make sure you select the door first, THEN the prim it was linked to originally and then relink.

Please do not hesitate to contact me if you have any questions or problems. Join our discord channel: <https://discord.gg/ytKgEXrFD> Lots of Love Bella x