

■ Croc Technologies Texture Changer System

User Manual (Includes Standard & Notecard Versions)

Welcome to the Croc Technologies Texture Changer System – a flexible and efficient solution for creators in Second Life and OpenSimulator. Easily apply textures using HUD buttons or in-world objects. Two systems included: one script-based and one notecard-powered.

■ What It Does

This system allows you to apply different textures to products using buttons or HUDs. It supports specific prims (links) and faces, or can apply textures across the entire object.

■ Perfect For:

- Clothing HUDs
- Furniture & decor
- Modular buildings
- Fatpack customization
- Linked object texture changes

■ What's Included

- CrocTech_Receiver.lsl (Standard)
- CrocTech_Button.lsl (Standard)
- CrocTech_Receiver_Notecard.lsl
- CrocTech_Button_Notecard.lsl
- .config notecard samples
- Full PDF + Notecard Instructions

■ Version Comparison

Version	Setup	Configuration	Best For
Standard	Edit inside script	Script variables	Quick setups
Notecard	Drop .config notecard	Read from notecard	Advanced users, easier editing

■ Setup Instructions

■ Standard Version

1. Drop CrocTech_Receiver.IsI into your product. 2. Drop CrocTech_Button.IsI into each button. 3. Edit the following lines in the button script:

```
integer channel = -1000001; string texture = "UUID-HERE"; integer link = LINK_SET; integer face = ALL_SIDES;
```

■ Notecard Version

1. Drop CrocTech_Receiver_Notecard.IsI into your product and add a .config notecard with only the CHANNEL: CHANNEL = -1000001

2. Drop CrocTech_Button_Notecard.IsI into the button and add a .config notecard like this:

```
CHANNEL = -1000001 TEXTURE = your-texture-uuid-here LINK = 2 FACE = 1
```

■ Useful Values

- LINK_SET – Apply to all links (entire object)
- ALL_SIDES – Apply to all faces of a prim
- Specific link – Use number like 2, 3, etc.
- Specific face – Use face number from 0–5

■ Troubleshooting

- Nothing happens: Make sure CHANNEL values match in both scripts.
- Texture doesn't apply: Check if the texture UUID is correct and if link/face are accurate.
- Scripts fail to load: Ensure .config notecard is named correctly and formatted.
- Affects all prims: You may have used LINK_SET or ALL_SIDES by mistake.

■ Need Help?

Contact Croc Technologies in-world or visit our vendor support terminal for assistance.