

Congratulations for looking this avatar.

Skeleton AV

The skeleton is composed of several parts.

Bones of the human body

Helmet, shield and sword.

Alpha Layer, Skin, pants and shirt.

Shape (optional) Best hit positions of bones in the body.

Wear all bones including the skull as he usually does. Clicking on the piece in your inventory and choosing "wear"

Except for the helmet, shield and sword, they instead of "wear", choose the "Add" (or bones that occupy these places will be replaced).

Wear the Alpha layer. Within seconds his body will disappear. (if using 2.0 view, Phoenix updated or equivalent.)

Now you can adjust all the bones and equipment. (adjust the position correctly)

Helmet, sword, skull, chest and pelvis, just click and resize the size through the menu buttons on your screen. That done, the same menu, we recommend choosing after adjustment, and accept the delete button. This is necessary to prevent lag scripts not necessary resizing. (keep a backup copy of the inventory).

Skin, pants and shirt is optional due to certain bugs in the SL. Some olderviewers or by reason of any delay, perhaps the alpha layer not working properly. And it would be embarrassing to be naked with you a few bones over the body lol

Weapons. The sword and shield are not functional. They are merely decorative. But in their place you can use your DCS and other weapons of your choice.

Have fun with your new avatar Skeleton.