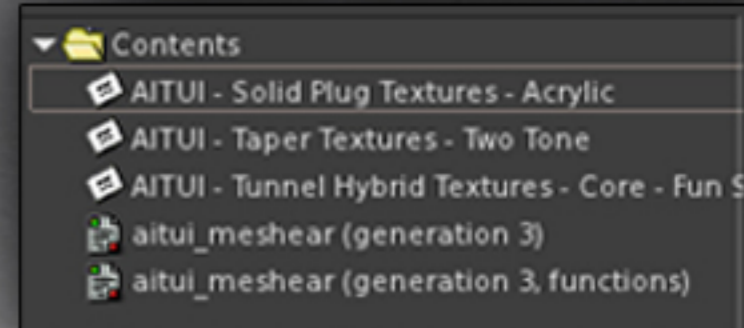


LET'S START BY LOADING UP ALL OF YOUR PURCHASED TEXTURE PACKS:

- (1) REZ YOUR HUD ON THE GROUND, DO NOT ROTATE IT.
- (2) RIGHT-CLICK HUD AND SELECT "EDIT" FROM THE PIE MENU.
- (3) NEXT, DRAG & DROP YOUR TEXTURE NOTECARDS INTO THE "CONTENTS" TAB OF THE EDIT DIALOG. TAKE HUD INTO INVENTORY.



ONLY 1 HUD NEEDED TO MANAGE ALL OF YOUR TEXTURE PACKS!

STRETCHED EAR INSTRUCTION MANUAL

H,S,L CAPABILITY ALLOWS YOU TO TINT EARS TO YOUR EXACT SKIN TONE

INSTRUCTION MANUAL IN VARIOUS LANGUAGES

TURN PIERCINGS ON AND OFF HERE

CHOOSE WHICH EAR TO EDIT BY CLICKING "R" FOR "RIGHT" & "L" FOR "LEFT." SELECT BOTH TO EDIT BOTH

LIVE TINT PREVIEW

MANIPULATION TABS TO CHANGE SKIN TONE, PLUG, TUNNEL, & TAPER TEXTURES. **LOADED TEXTURE PACKS ARE STORED HERE** IN SETS ACCORDING TO TEXTURE TYPE: PLUG, HYBRID, OR TAPER

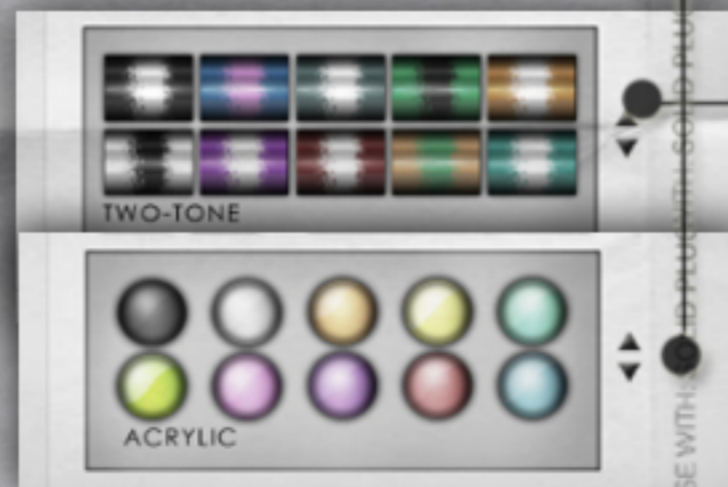
RESIZE YOUR EARS

COLOUR TINTER FOR EAR SKIN TONE

PRE-LOADED SKIN TONES

CLICK DISC TO LOG AND SAVE

TINT COLOUR CURRENTLY DISPLAYED IN THE LIVE TINT PREVIEW BOX



ALL 3 MANIPULATION TABS CAN TEXTURE ONLY THEIR CORRESPONDING EAR TYPE. THIS MEANS:

"TUNNEL HYBRID" EARS CAN ONLY BE TEXTURED WITH "TUNNEL HYBRID" TEXTURES WHICH WILL BE STORED UNDER THE "TUNNEL HYBRID" TAB. THE SAME GOES FOR THE REMAINING EAR TYPES.

A CHANGE BRIGHT & SHINE OF GAUGES

B USE ARROWS TO SCROLL THROUGH TEXTURES

C NUMBER OF LOADED TEXTURE PACKS

D CURRENTLY VIEWED TEXTURE PACK

TUNNEL HYBRID TEXTURES

SOLID & TAPER PLUGS