

◀◀◀◀◀◀◀ INSTRUCTIONS AND LICENSE ▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶

► BUILD

Rezz a box and go to Object Tab. Set as sculpted and drop the sculpt map from inventory. Go to the Texture Tab, and drop the shadow map or the texture.

You can use the Example to see the size, repeats per face, stitching type....

To see better your sculpts without increasing the lag, follow this steps:

- [Ctrl] + [Alt] + [D] to show the Advanced Menu on top bar.
- Select "Debug Settings..."
- Write the word in the space "RenderVolumeLODFactor" and rise it till 5.

► BUILD WITH REZZER OPTION

Rezz a prim and call it "Hydra". Take it to your inventory.

Rezz the rezzer and drop the prim Hydra you created, into contents tab.

Click "Yes" when requested permissions. Now it is ready to build. Click the rezzer to start.

► MAKE THE TELEPORT

Open "[HYDRA] Sign Post Locations" Notecard.

Copy and paste to your inventory to make a security copy. Don't rename the notecard.

Overwrite "TP A", "TP B".... with the name of the locations you want to appear at menu.

Overwrite "0, 0, 0"... with the the locations you want to teleport. You'll find the coordenates at the secondlife Map.

Rezz the sign post, and open content tab. Drop there the "[HYDRA] Sign Post Teleport" Script and the "[HYDRA] Sign Post Locations" Notecard.

► REFUNDS

There are no refunds or exchanges, these are full perm items.

► REDELIVERY

For a redelivery, please send me a notecard with your avatar complete name and transaction history. Instant messages sometimes are capped.

► PERMISSIONS.

You have not purchased ownership of the Sculpt Texture Maps,Scripts & Textures themselves; you have purchased ownership of a license to use them under the terms specified. In purchasing them, you enter into a licensing agreement that the full-permission state is for your hands only, and that you will actively assist in protecting this license.

You are not allowed to transfer, give away or resell the Sculpt Maps & Textures & Scripts to anyone else.

You cannot modify these Sculptures & Textures & Scripts in any way for resale or transferring.

These Sculptures & Textures & Scripts are only to be used in your creations for resale or personal

use.

Purchasing these full-permission Sculpt Maps, Scripts & Textures means that you agree to abide by the terms of this agreement. If you do not agree or feel that you cannot comply, you must delete them and retain no copies of them. Violations of the license will be reported to Linden Labs under the American DCMA Copyright Act:

<http://secondlife.com/corporate/dmca.php>

© Hydra Yven