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

▶ BUILD

Copy and paste the script before modify to avoid fakes

Drag the script into prim's contents tab

Particles are created from the center of a prim and each prim can only have one particle effect.

Reduce lag: Delete the script after you set the effect. Particles keep emitting and don't create sim lag. Check it at the example: there is no script inside the prim

► 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 Sculpts & Textures & Scripts in any way for resale or transferring.

These Sculpts & 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