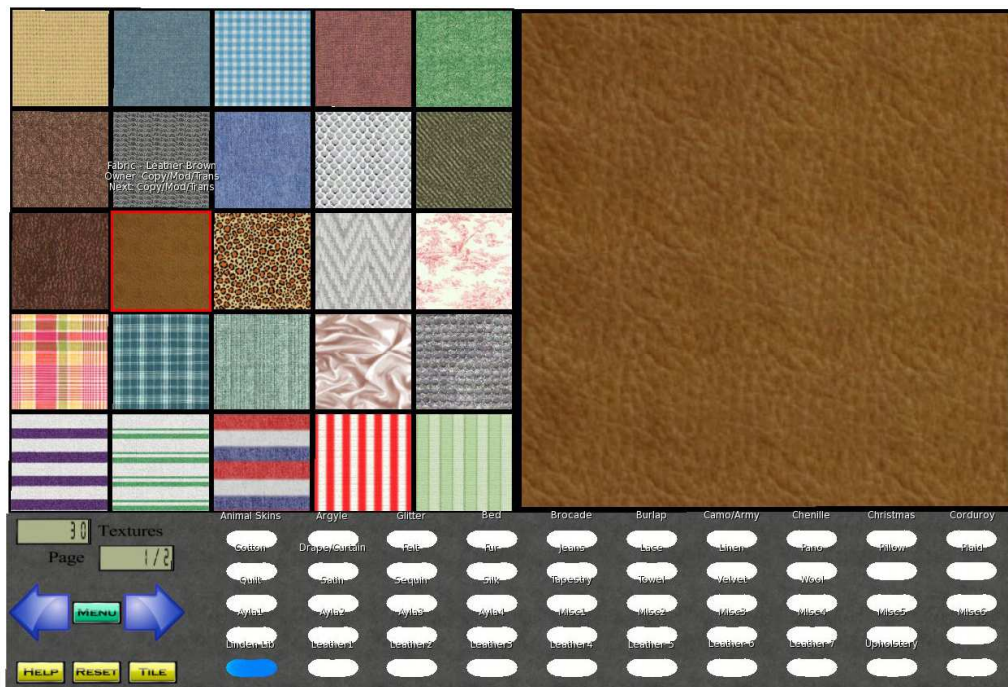# [LD] Texture Organizer Manual

Greetings and thank you for your interest in this product!

Use the TEXTURE ORGANIZER to... organize textures! The idea is to have all those thousands of textures scattered in your inventory organized into categories so that you can easily choose and use the right one for your build.

Prims: 78 (Land Impact 54)

Summary

FEATURES

- 25 Texture Thumbnails in a 5x5 grid
- 50 Texture Categories
- Fast page loading
- Texture Count Display (displays number of textures in a category and total number of textures in the Organizer)
- Page Number Display
- Operation by Menu & Buttons
- Access control
- Rename category button via menu
- Transfer textures from your old organizer (or any object) to your new organizer (button by button)
- Copy all textures in all categories from one organizer to another
- Copy all textures in a single category from one organizer to another
- Copy/Move textures from one category to another, button to button (in the same organizer)
- Copy/Move a single texture from one category to another (in the same organizer)
- Delete duplicate textures in a category (textures with same UUID) or all duplicates in all categories
- Apply selected texture in the organizer directly to any prim in your build (no need to take the texture to inventory)
- Mesh
- Free updates.

EXTRAS

• script: !Transfer nn.nn

Used to transfer textures from a prim (typically this would be your old texture organizer) into your new Texture Organizer.
See topic "TRANSFERING TEXTURES FROM YOUR OLD ORGANIZER" below.

• script: !Apply Texture nn.nn

Used to apply selected texture to any side of a prim (no need to take the texture to inventory).
See topic "APPLYING TEXTURES TO OTHER PRIMS" below.

LAYOUT
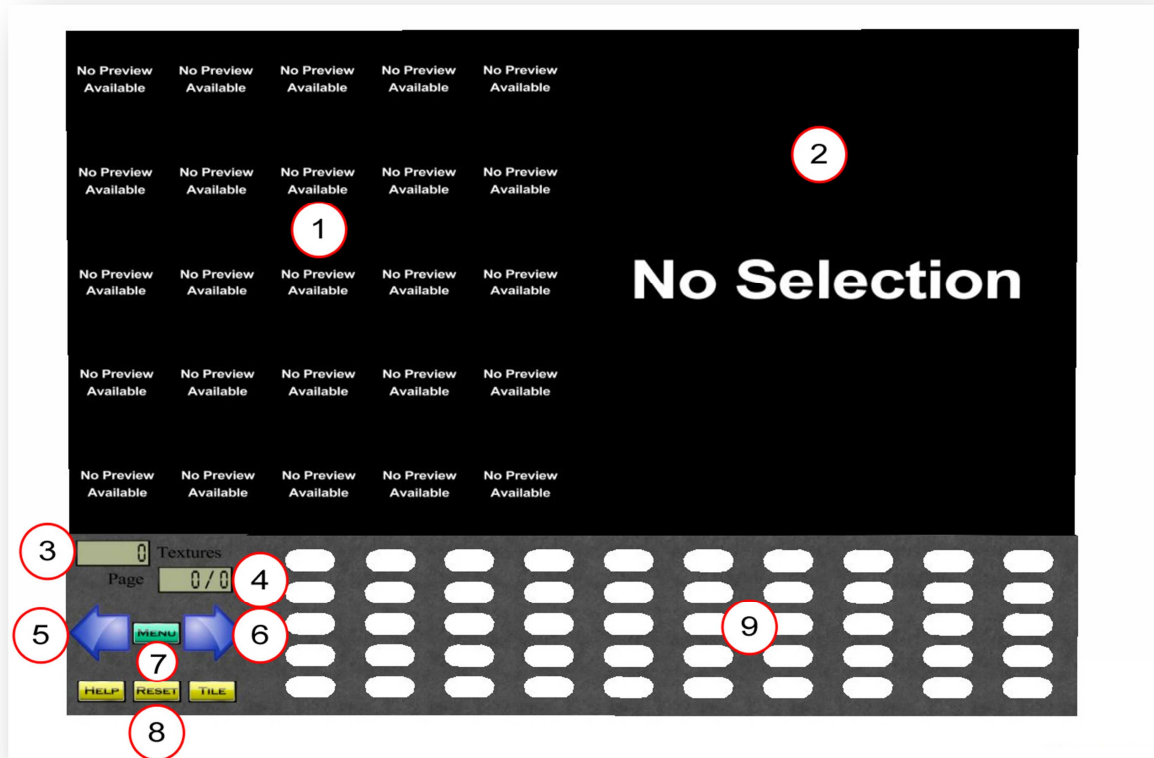
1. 25 Thumbnails
2. Main Board (displays selected texture)
3. Texture Count Display (per category / total)
4. Page Number / Page Total Display
5. Previous Page Button
6. Next Page Button
7. Menu Button
8. Help / Reset / Tile Buttons
9. 50 Category Buttons

NOTE

Category capacity is limited only by the size of Page Counter Display which can display up to 999 pages with 25 textures each thus allowing for a total of 24975 textures per category.

ADDING YOUR TEXTURES TO THE ORGANIZER

★ **MAKE A BACKUP COPY OF THE DEVICE BEFORE MODIFYING IT !**
★ **KEEP A BACKUP OF YOUR TEXTURES !**

There are two ways to add your textures to the Organizer:

a)

1) Right-click the TEXTURE ORGANIZER and select Edit.
2) Check the option "Edit linked parts".
3) Click on one of the category buttons.
4) Select the General Tab and write the name of the new category into the DESCRIPTION. (Do not change the name of the button!)
5) Select the Content Tab and drag your textures into the content tab (prim's inventory).
6) Close the Edit Window.
7) Click the Reset Button.

b)

1) Select the textures in your inventory.
2) Hold down the control key and drag the textures over to the desired category button.
3) Let go your mouse button, then the control button.
4) Click the Menu button.
5) Select option [Rename Cat].
6) Click the category button you want to rename.
7) Type in the new name and press Send.

Repeat the procedure for all categories you wish to use.

★ **PLEASE NOTE:**

- The Organizer is provided as MOD so that you can edit it and load it with your textures however you are strongly advised not to rename any prim lest the device will stop functioning.

- NoCopy / NoTransfer textures cannot be displayed.

- You can also copy textures from a box or from your old organizer into a category button (See "TRANSFERING TEXTURES FROM YOUR OLD ORGANIZER" below).

USING THE ORGANIZER

1) Click the desired category button.
2) Browse through the thumbnails using the Page Control Buttons (blue arrows).
3) Click any thumbnail to display the texture in the Main Board.
4) Click the Main Board to get a copy of the texture. (see "Access Rights" below)

UPDATING YOUR PRODUCT

In order to update your product rez the "[LD] Updater nn.nn", click it and select Update. You will receive your update in a few seconds, if available.

Once you get the new version of the Texture Organizer you will probably want to transfer textures from your old Organizer to the new one. In order to do so please refer to the "COPYING ALL TEXTURES IN ALL CATEGORIES TO ANOTHER ORGANIZER" section below.

THE TEXTURE COUNT DISPLAY

The Texture Count Display (that's an LCD display above the Menu button) displays the number of textures in the selected category. If no categories are selected then it will display the total number of textures in the Organizer. Clicking Reset will force an update which may take one or two seconds.

MENU

[Tile]

Toggle Tile (same as button tile)

[Rename Cat]

Rename Category.

[Info]

Display information about selecd texture: name, UUID, owner permissions, next owner permissions.

[Transfer…]

  [Copy…]
    [All → Org] : Send all textures in all categories (to another similar organizer)
        see "COPYING ALL TEXTURES IN ALL CATEGORIES TO ANOTHER ORGANIZER".
    [Cat → Org] : Send textures from active category (to another similar organizer)
        see "COPYING TEXTURES IN ACTIVE CATEGORY TO ANOTHER ORGANIZER".
    [Cat → Btn] : Copy all textures from one category button to another (in the same organizer)
        see "COPYING ALL TEXTURES FROM ONE CATEGORY TO ANOTHER" (button to button in the same Organizer).
    [Cat → Obj] : Send textures from active category (to another object)
        see "COPYING TEXTURES IN ACTIVE CATEGORY TO ANOTHER OBJECT".
    [One → Btn] : Copy one texture from one category button to another (in the same organizer)
        see "COPYING ONE TEXTURE FROM ONE CATEGORY TO ANOTHER" (button to button in the same Organizer).

  [Move…]
    [Cat → Btn] : Move all textures from one category button to another (in the same organizer)
        see "MOVING ALL TEXTURES FROM ONE CATEGORY TO ANOTHER" (button to button in the same Organizer).
    [One → Btn] : Move one texture from one category button to another (in the same organizer)
        see "MOVING ONE TEXTURE FROM ONE CATEGORY TO ANOTHER" (button to button in the same Organizer).

[Receive…]

   [Organizer] : Receive textures (from another similar organizer)
                 see "COPYING ALL TEXTURES IN ALL CATEGORIES TO ANOTHER ORGANIZER" and "COPYING TEXTURES IN ACTIVE CATEGORY TO ANOTHER ORGANIZER".
   [Ext. Script] : Receive textures from external source into active category
                 see "TRANSFERING TEXTURES FROM YOUR OLD ORGANIZER".

[Delete...]

   [Texture] :   Delete selected texture.
   [Category] :   Delete all textures in the SELECTED category.
   [Duplicates] : Delete all duplicate textures, i.e., textures with identical UUID.
   [All Duplicates] : Delete all duplicate textures in all categories, i.e., textures with identical UUID.
   [ALL] :   Delete ALL textures in ALL categories.

[Reset]

   Reset does the following:
      - Resets all scripts.
      - Clears all thumbnails.
      - Clears Main Board.
      - Clears texture & page counters.

[Options…]

   [Access…] :   Access to: Owner Only / Group / Friends / Group & Friends / All

[Help]

   Help (this notecard)

[About]

   Info about product.

[Done]

   Close Menu

NOTE: In order to minimize lag the menu has a timeout of 60 seconds.

RENAMING A CATEGORY BUTTON

There two ways to rename a category button:

a) Power User's Way:

1) Right-click the TEXTURE ORGANIZER and select Edit.
2) Check the option "Edit linked parts".
3) Click on one of the category buttons.
4) Select the General Tab and write the name of the new category into the DESCRIPTION. (Do not change the name of the button!)
5) Close the Edit Window.
6) Click the Reset Button.

b) Lazy Man's Way:

1) Click the Menu button.
2) Select option [Rename Cat].
3) Click the category button you want to rename.
4) Type in the new name and press Send.

NOTES:
- Category names cannot contain the characters pipe "|" and circumflex "^".
- If you are using an old viewer you'll be prompted to type into a chat channel rather than a text box.

Side Note:
It would be nice to be able to change a texture's name in the same way however this cannot be done programmatically to this date (Linden Scripting Language limitation).

COPYING ONE TEXTURE FROM ONE CATEGORY TO ANOTHER (BUTTON TO BUTTON IN THE SAME ORGANIZER)

You can copy one texture from one category to another (in the same organizer) using just the menu:

1) Click the Menu button and Select option "[Transfer…]", then select option "[Copy…]", and finally "[ONE → Btn]".
2) Click the category button that contains the textures to be transferred from (source). (timeout: 30s)
3) Select the texture to be copied by clicking the thumbnail with the texture you want to copy.
4) Click the category button where the textures will be transferred to (target). (timeout: 30s)

NOTES

- If the target category has no name it will be named after the source category and an asterisk "*" will be appended to it.
- e.g.: If source category is "Wood" then target category will be "Wood*".

- NoCopy textures will be moved!

- You can press Reset at any time to cancel the operation.

COPYING ALL TEXTURES FROM ONE CATEGORY TO ANOTHER (BUTTON TO BUTTON IN THE SAME ORGANIZER)

You can copy all textures from one category to another (in the same organizer) using just the menu:

1) Click the Menu button and Select option "[Transfer…]", then select option "[Copy…]", and finally "[Cat → Btn]". (timeout: 60s)
2) Click the category button that contains the textures to be transferred from (source). (timeout: 30s)
3) Click the category button where the textures will be transferred to (target). (timeout: 30s)

That's it! Now you have two categories (buttons) with the same contents.

NOTES

- Target category will be named after the source category and an asterisk "*" will be appended to it.
- e.g.: If source category is "Wood" then target category will be "Wood*".

- NoCopy textures will be moved!

- You can press Reset at any time to cancel the operation.

COPYING TEXTURES IN ACTIVE CATEGORY TO ANOTHER OBJECT

You can copy all textures from one category to another object using just the menu:

1. Click the Menu button and Select option "[Transfer…]", then select option "[Copy…]", and finally "[Cat → Obj]". (timeout: 60s)
2. Type in the target object's UUID.
3. Click the category button that contains the textures to be transferred from (source). (timeout: 30s)

That's it! All textures in the selected category will be copied to the object's inventory.

NOTES

- NoCopy textures will be moved!
- You can press Reset at any time to cancel the operation.

MOVING ONE TEXTURE FROM ONE CATEGORY TO ANOTHER (BUTTON TO BUTTON IN THE SAME ORGANIZER)

You can copy one texture from one category to another (in the same organizer) using just the menu:

1) Click the Menu button and Select option "[Transfer…]", then select option "[Move…]", and finally "[ONE → Btn]". (timeout: 60s)
2) Click the category button that contains the textures to be transferred from (source). (timeout: 30s)
3) Select the texture to be copied by clicking the thumbnail with the texture you want to copy.
4) Click the category button where the textures will be transferred to (target). (timeout: 30s)

NOTES

- The selected texture will be MOVED to the target category, that is, it will be copied to the target and then deleted from the source category.
- If the target category has no name it will be named after the source category and an asterisk "*" will be appended to it.
- e.g.: If source category is "Wood" then target category will be "Wood*".

- NoCopy textures will be moved!

- You can press Reset at any time to cancel the operation.

MOVING ALL TEXTURES FROM ONE CATEGORY TO ANOTHER (BUTTON TO BUTTON IN THE SAME ORGANIZER)

You can copy all textures from one category to another (in the same organizer) using just the menu:

1) Click the Menu button and Select option "[Transfer…]", then select option "[Move…]", and finally "[Cat → Btn]". (timeout: 60s)
2) Click the category button that contains the textures to be transferred from (source). (timeout: 30s)
3) Click the category button where the textures will be transferred to (target). (timeout: 30s)

That's it! Now you have two categories (buttons) with the same contents.

NOTES

- The textures in the selected category will be MOVED to the target category, that is, they will be copied to the target and then deleted from the source category.
- Target category will be named after the source category and an asterisk "*" will be appended to it.
- e.g.: If source category is "Wood" then target category will be "Wood*".

- NoCopy textures will be moved!

- You can press Reset at any time to cancel the operation.

TRANSFERING TEXTURES FROM YOUR OLD ORGANIZER

You can transfer textures from other (modifiable) devices or storages by means of an extra script:

1) Place the script "!Transfer nn.nn" inside the object that contains the textures to be transferred from (source) - typically this will be a category button in your old organizer.
2) Click the Menu and select option "[Transfer…]", then select option "[Receive…]", and finally "[Ext. Script]". (timeout: 60s)
3) Click the Menu button of the organizer that will receive the textures (target). (timeout: 30s)

That's it! Once the textures have been transferred the script "!Transfer nn.nn" will delete itself.

NOTES

- The object/device that contains your textures must be modifiable in order for you to be able to place a script inside it.
- The objects must be within 20 m range.
- NoCopy textures will be moved!
- Transfer operation has a 60-second timeout.
- You can press Reset at any time to cancel the operation.

COPYING TEXTURES IN ACTIVE CATEGORY TO ANOTHER ORGANIZER

You can copy textures in active category from one organizer to another:

1) Click the Menu button of the source organizer, select option "[Transfer…]", then select option "[Copy…]", and finally "[Cat → Org]". (timeout: 60s)
2) Click the category button that contains the textures to be transferred from (source).
3) Click the Menu button of the organizer that will receive the textures (target), select option "[Transfer…]", then select option "[Receive]". (timeout: 60s)
4) Wait for the process to finish then press the Reset button of the target organizer. Do not press Reset before the process is completed or else bad things might happen.

NOTES

- Obviously this only works if both Organizers are the same model and belong to the same person.
- The objects must be within 20 m range.
- NoCopy textures will be moved!
- You can press Reset at any time to cancel the operation.

COPYING ALL TEXTURES IN ALL CATEGORIES TO ANOTHER ORGANIZER

You can copy all textures in all categories from one organizer to another:

1) Click the Menu button of the organizer that contains the textures to be transferred from (source)
2) Select option "[Transfer…]", then select option "[Copy…]" and finally "[All → Org]".
3) Click the Menu button of the organizer that will receive the textures (target), select option "[Transfer…]", then select option "[Receive]". (timeout: 60s)
4) Wait for the process to finish then press the Reset button of the target organizer. Do not press Reset before the process is completed or else bad things might happen.

NOTES

- Obviously this only works if both Organizers are the same model and belong to the same person.
- NoCopy textures will be moved!
- You can press Reset at any time to cancel the operation.

DELETING ONE TEXTURE

To delete one texture:

1) Click the category button that contains the texture to be deleted.
2) Select the texture to be deleted by clicking the thumbnail with the texture you want to delete.
3) Click Menu button.
4) Select [Delete…]
5) Select [Texture]
6) Click [Yes] to confirm.

★ Warning: Textures deleted from the Organizer can NOT be recovered! Please make sure you really want to delete them.

DELETING ALL TEXTURES IN ONE CATEGORY

To delete ALL textures in one category:

1) Click the category button that contains the textures to be deleted.
2) Click Menu button.
3) Select [Delete…]
4) Select [Category]
5) Click [Yes] to confirm.

★ Warning: Textures deleted from the Organizer can NOT be recovered! Please make sure you really want to delete them.

DELETING ALL TEXTURES IN ALL CATEGORIES

To delete ALL textures in ALL categories:
Repeat: To delete ALL textures inside the Organizer:

1) Click Menu button.
2) Select [Delete…]
3) Select [ALL]
4) Click [Yes] to confirm.

★ Warning: Textures deleted from the Organizer can NOT be recovered! Please make sure you really want to delete them.

DELETING DUPLICATE TEXTURES IN A CATEGORY

To delete all duplicate textures (with identical UUID) in a category:

1) Click Menu button.
2) Select [Delete…]
3) Select [Duplicates]
4) Click [Yes] to confirm.
5) Click the category button to be scanned for duplicates.

★ Warning: Textures deleted from the Organizer can NOT be recovered! Please make sure you really want to delete them.

DELETING DUPLICATE TEXTURES IN ALL CATEGORIES

To delete all duplicate textures (with identical UUID) in all categories:

1) Click Menu button.
2) Select [Delete…]
3) Select [All Duplicates]
4) Click [Yes] to confirm.
5) Click the category button to be scanned for duplicates.

★ **Warning: Textures deleted from the Organizer can NOT be recovered! Please make sure you really want to delete them.**

APPLYING TEXTURES TO OTHER PRIMS

You can apply the selected texture in the organizer directly to another prim in your build (no need to take the texture to inventory):

1) Place the script "!Apply Texture nn.nn" inside the root prim of a modifiable object.
2) Click a category button.
3) Click a texture thumbnail to select it.
4) Click the face(s) of the prim where you want the texture to be applied. Or... click and hold for two seconds to apply the texture to all sides.

That's it! All you have to do is select a texture and click the object.

NOTES

- Don't forget to remove the script from your build when you're done.
- The objects must be within 20 m range.

ACCESS RIGHTS

You can define access rights to the organizer menu and textures. To do so click the Menu button, select [Options...] , then [Access…] then choose one of the options:

- Owner
- Group
- Friends
- Group & Friends
- All

This option defines:
- who can operate the organizer menu.
- who can get a copy of a texture when they click on the main board.
- who can transfer textures from one organizer to another.

NOTES

- Only owner can change options.
- Everyone can use arrow buttons, switch categories, click Help, Reset and Tile buttons.
- Menu button and getting a copy of selected texture depend on access setting.

★ **Warning: Be very careful when defining access rights. Any authorized person will be able to delete textures, transfer textures to their own organizer, get copies of textures, etc.**

Regarding Mesh & Land Impact

Mesh objects tend to look wonky when viewed from a long distance. How long is that? Well, that depends on many factors and cannot be easily predicted. The higher the Level of Detail (LoD) of the mesh object, the longer the distance it will begin to look deformed.

Please notice also that land impact may vary as you resize the mesh object.

LOD Settings

Our mesh builds are designed to display at the lowest possible LOD. If you have trouble viewing them you may need to increase your LOD settings.

In order to change the LOD settings, please proceed as follows:

1) Press cltr-alt-D (opt-ctrl-D on a Mac) to display Advanced Menu.

2) Select "Show Debug Settings" near the bottom (ctrl-alt-shift-S if you're on Firestorm).

3) In the blank pull-down menu, type (or copy and paste)

   RenderVolumeLODFactor

4) Change the value – type in the new number or use the arrows (mine is set to 2.0).

NOTE: Unlike increasing your draw distance, this will not increase the lag significantly for yourself or those around you. And it will improve the look of all sculpted and mesh objects not only these products.

About Land Impact

"Land impact is Second Life's mechanism for calculating the computational weight of an object against land usage limits. All mesh objects, all objects that contain mesh content, and all objects with a physics shape type other than Prim use an algorithm for determining land impact that is not dependent upon the number of prims in the object."

More Info:

http://community.secondlife.com/t5/English-Knowledge-Base/Calculating-land-impact/ta-p/974163

PERMISSIONS

Prims		Scripts	
☑	Modify		No Modify
☑	Copy	☑	Copy
	No Transfer		No Transfer

Sold as is and without refund.
Because no-transfer items cannot be returned, we cannot offer refunds, however if this product does not fit your needs, please contact us and let us know why so that we can improve our products.

WARNINGS

★ **MAKE A BACKUP COPY OF THE DEVICE BEFORE MODIFYING IT !**

★ **KEEP A BACKUP OF YOUR TEXTURES !**

★ **TEXTURES DELETED FROM THE ORGANIZER CAN NOT BE RECOVERED! PLEASE MAKE SURE YOU REALLY WAT TO DELETE THEM.**

★ **DO NOT REMOVE THE SCRIPTS FROM THEIR ORIGINAL CONTAINER !**

★ **DO NOT UNLINK THE DEVICE !**

★ **DO NOT RENAME ANY PRIM OF THE DEVICE !**

... or else it will stop functioning! Or worse, the universe may implode into a stinking blob! You have been warned!

Troubleshooting

• Failed Delivery
  - Please DO NOT re-purchase an item if your transaction fails or something goes wrong without contacting us first. WE CAN RE-SEND ITEMS.
  - You may need to re-log if you don't see your purchase in your inventory. If it's not there, send me a notecard with the date, time, location of your purchase and a copy of transaction history.
  - Because no-transfer items cannot be returned, we cannot offer refunds except on double purchases. Please drop a notecard with the transaction history of the double purchase.

• Inventory Loss
  Please take a look here:
  http://wiki.secondlife.com/wiki/Inventory_loss

Contact

Questions? comments? suggestions? bug reports? Contact us inworld:

If you have any questions or comments on this product please feel free to contact me any time.
I am online everyday and will respond as soon as possible.

I can be reached through IM or notecards but notecards are preferred because IM's often get capped.

Feedback is always appreciated, good or bad.
Your input is important and can help in the improvement of this product and the development of future products.

If you think you have found a bug then please fill up a bug report providing as much information as possible about the error and how to reproduce it and send it to me.

LILIANA DARWINIAN

secondlife:///app/agent/37d0c09d-f157-4e7e-92f9-88092d2cf469/about
https://my.secondlife.com/liliana.darwinian
http://world.secondlife.com/resident/37d0c09d-f157-4e7e-92f9-88092d2cf469

★ **PLEASE NOTE:**
   IMs usually get capped so please send a notecard and include a copy of transaction history if necessary.

• **Email**
Liliana.Darwinian@gmail.com

• **Blog**
http://syntheticlifecorporation.wordpress.com/

• **Marketplace Store**
https://marketplace.secondlife.com/stores/114579

Legal Blabla

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