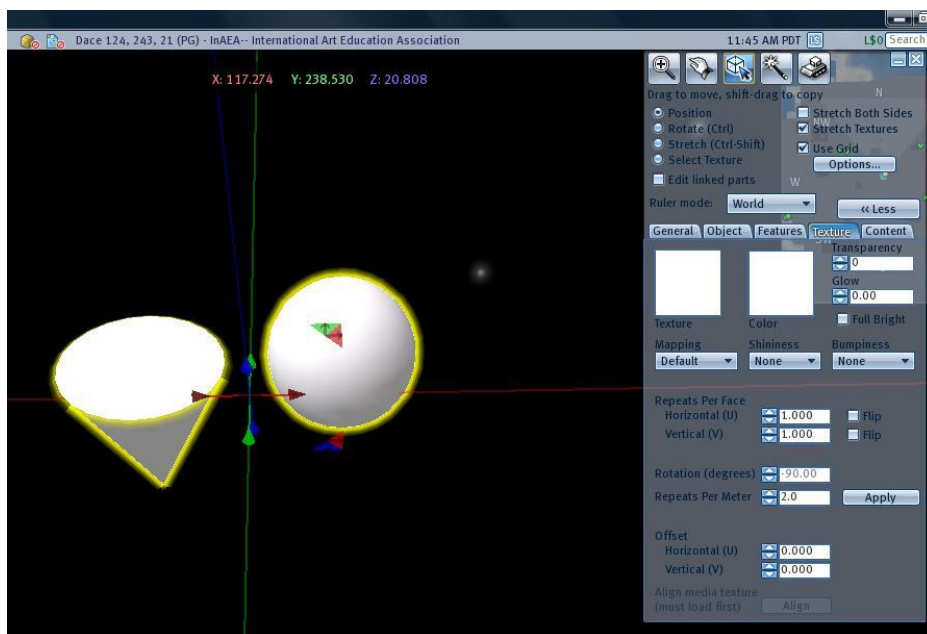




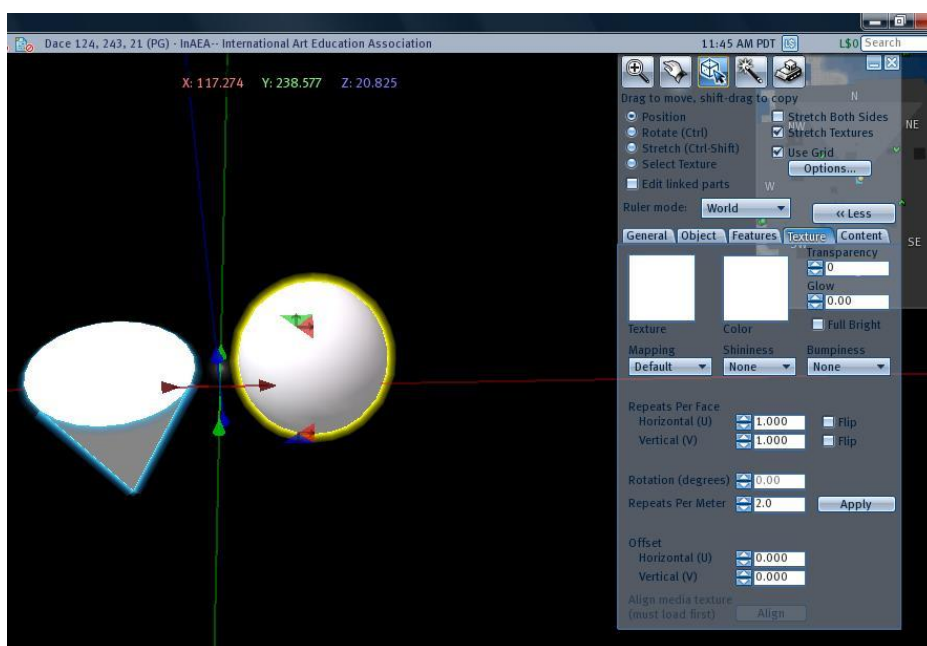
SECOND LIFE BUILDING TIPS - EDIT LINKED PARTS

1. Click on shift and mouse left click on all prims you want in order to select all your prims.



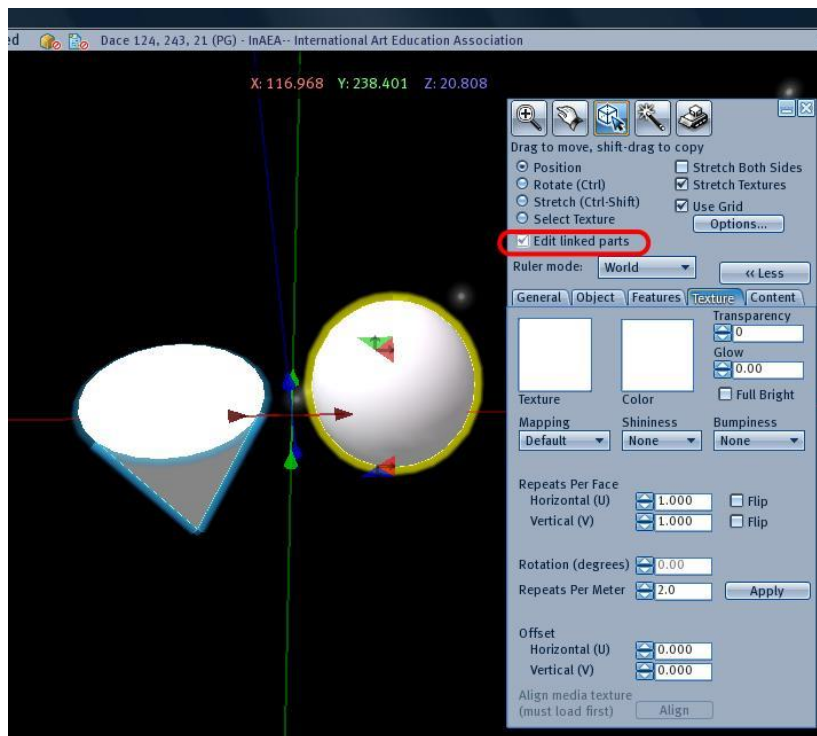
http://farm4.static.flickr.com/3312/3573346691_2fc8076081_o.jpg

2. Link (Ctrl+L) prims together.



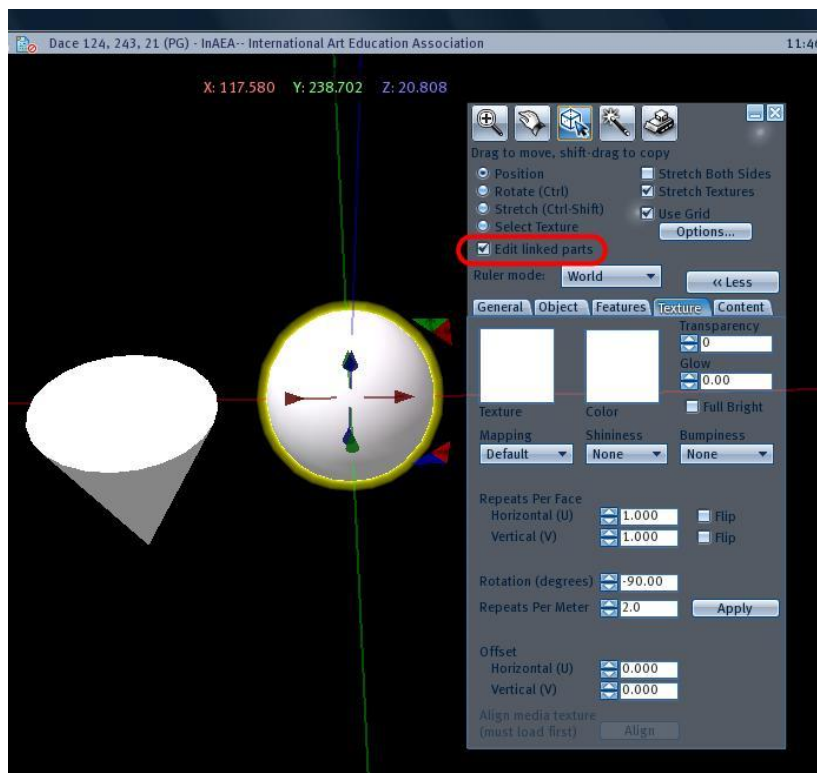
http://farm4.static.flickr.com/3640/3574152724_09a7d0ac30_o.jpg

3. When you want to edit one of the object, check the “Edit linked parts”

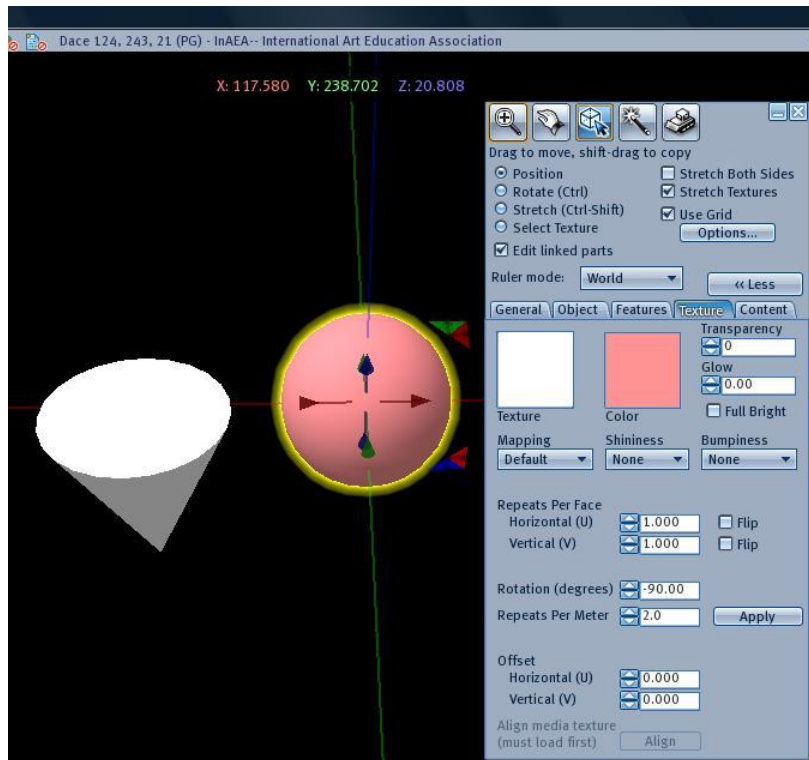


http://farm4.static.flickr.com/3566/3574152966_bf210c9f35_o.jpg

4. Click on somewhere else, and click on the part you want to edit. Now you can see you can only edit one of the prims! You can edit the texture, size, and all other things you want, just like you are editing a normal prim.

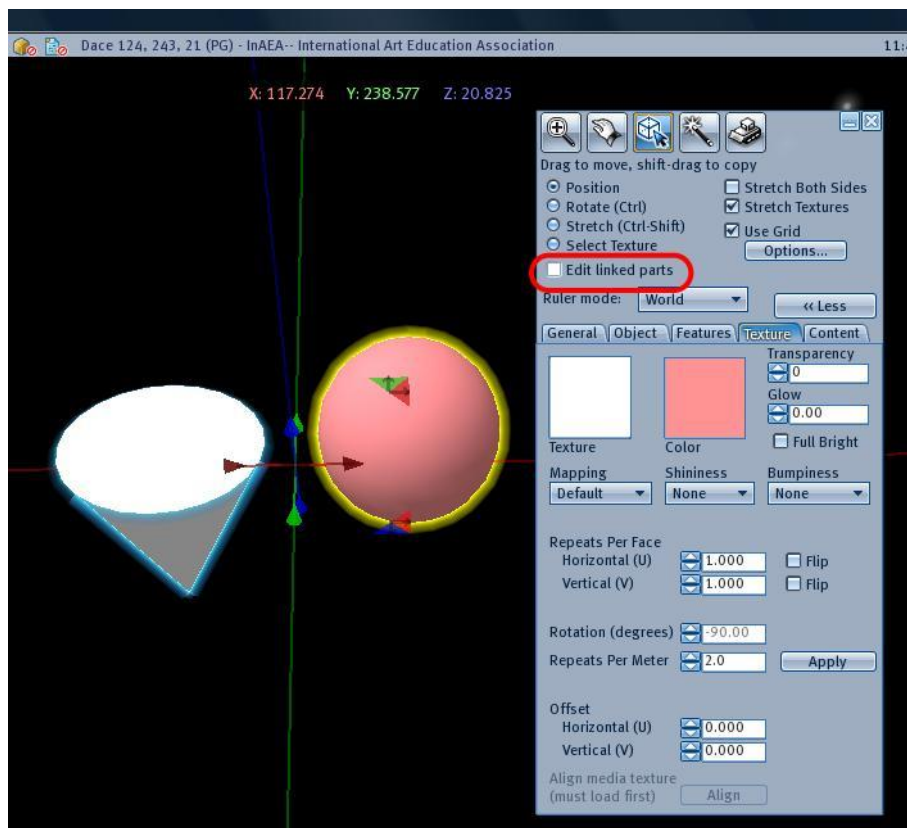


http://farm4.static.flickr.com/3387/3573347421_4e7ce1a8ec_o.jpg



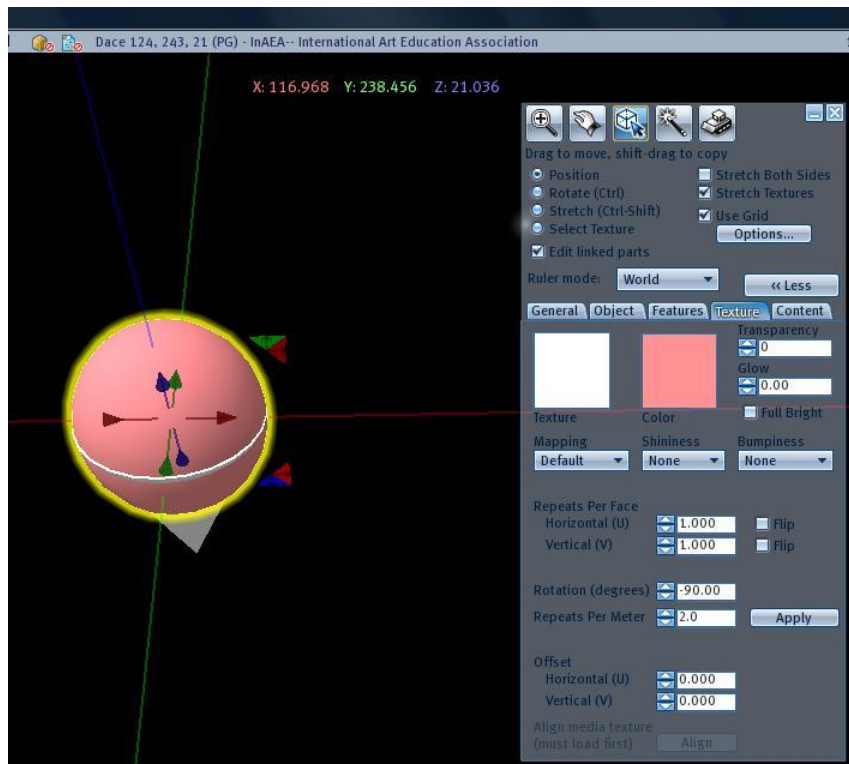
http://farm3.static.flickr.com/2447/3574152534_da2dfb298d_o.jpg

5. When you uncheck the "Edit linked parts," you can see that this object is still linked!!

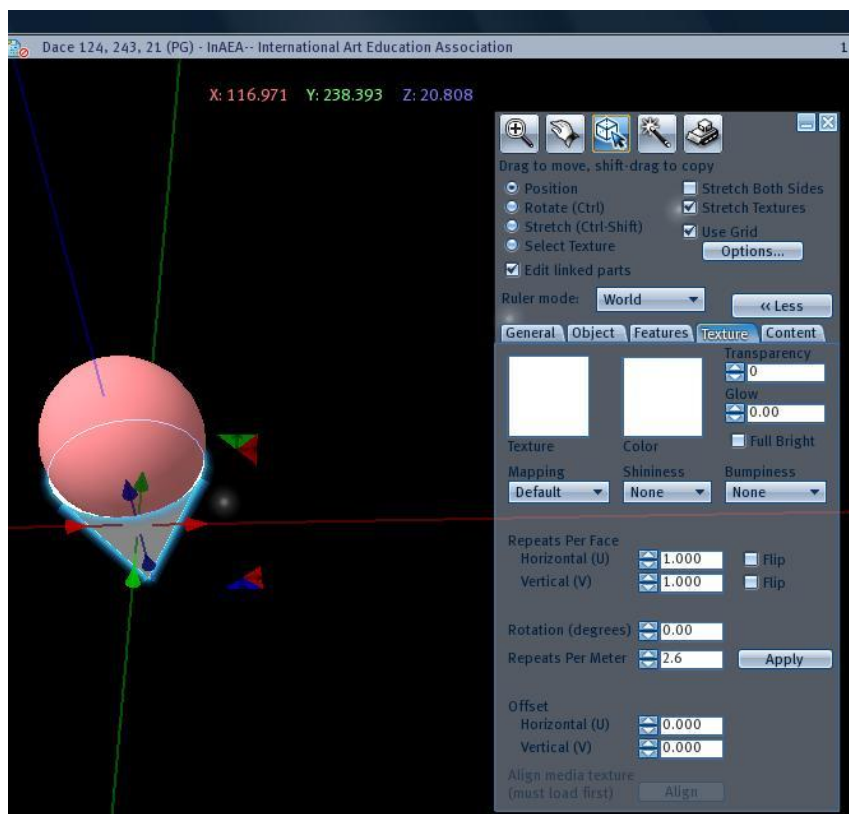


http://farm4.static.flickr.com/3311/3574153408_53e8eeb2a3_o.jpg

6. You can also move the prim for the object. Now you can easier to build in SL with the “Edit linked parts” checked! :)



http://farm4.static.flickr.com/3313/3574152596_de0cc19dc3_o.jpg



http://farm4.static.flickr.com/3570/3573346875_a94a227fb1_o.jpg