

**NOTE:**

The maker of the mesh is TealswanMesh and the Textures are by AJ Leibengeist.

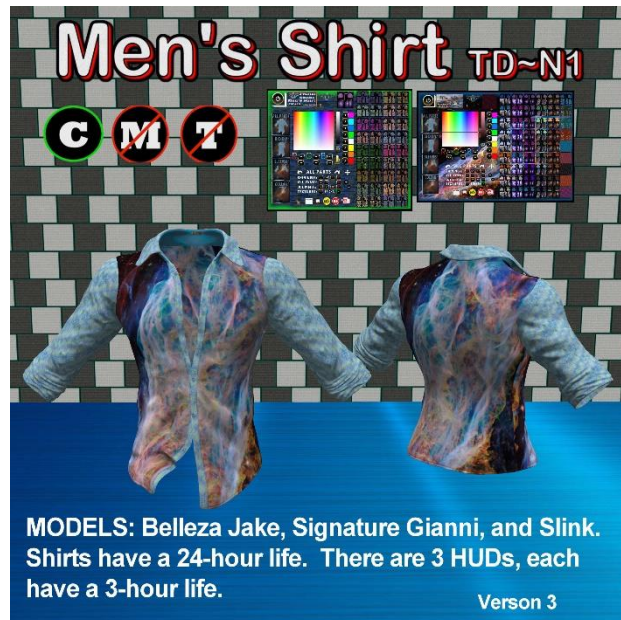
The Mesh models are Belleza Jake, Signature Gianni and Slink Male. The Demo set has all the models to try before buying. The shirts will work with the demo or purchased HUDs.

**FEATURES**

- Mesh shirt models for Belleza Jake, Signature Gianni and Slink Male.
- 3 Full Standard HUDs with multiple Paired textures.
- Images used come from public libraries and in-house textures.
- Mated textures have one image with no shading, and its mate with shading.
- The shirt has 3 faces with one texture coverage (body, sleeves & collar).

***Clothing Model & Textures Displays***

Clothing items have demos, and they can be viewed at the Milda location. <http://maps.secondlife.com/secondlife/Milda/129/156/51>. Demo HUDs for texture are available and work with demo or purchased shirts. Textures used for clothing can be purchased as full perm textures at AJ's Texture Gallery.

**HUD & USE**

The HUD system I use is by Creative Designs. The HUD and clothing work on a channel number. Similar clothing lines will have the same channel number. All Women's Polo shirts are on the same channel and can be used with all the sets of HUDs for the same Polo shirts. The HUD provides control for color tinting, shininess, glow, alpha, texture and bright for the clothing.

Once you have added the clothing to what you are wearing, double click on the HUD to attach it to the screen. You can move it around using the editing tools. Hit the open/close button to close and reopen it so the scripts have all reset.

**TYPICAL MEN'S SHIRT (TSD48-N1) HUD**

You will need to touch the select the shirt button and then touch the select texture button. This ensures the clothing is selected.

You can now play with the other sections. The Color tinting will apply a color to the clothing. The sizing buttons will change the overall size of the clothing. The eye on the Alpha row, will make the clothing transparent. The Red Xs will cancel any one of the alterations.

The Info & RL Links provide information and landmarks for inworld sites. The HUD label will open the SL Marketplace page and the URL PDF will open the current PDF file from SL.Thunderchild.net.

The diagram points out the areas on the HUD.

## TOS

Demos are free items, but may be limited on the number of times you can get them.

My general TOS is available separately. A complete listing of my TOS in PDF can be found at <https://thunderchild.net/SL/doc/TCGWS-TOS.pdf>.

Please do not resale these textures and patterns by themselves in Second Life. Do not sell them on other Virtual Worlds without permission. Do not use them in RL products. Contact me in SL for any other SL or RL use. In SL, they must be part of a build and not as Full Permissions. (Full Perm). Refer to the Second Life Terms of Service <https://www.lindenlab.com/legal/second-life-terms-and-conditions>.

## UNPACKING

Single items come unpackaged and ready to use. Some items will have a second info HUD delivered when purchased inworld on Casper Venders. Multi-items purchases come in a decorative crate. The crate has a label on one side. The label changes on touch and has the product label, a blank, info, and other images. The crate is Copy Only, even with FP textures.

CasperVend items will show up in your Objects Folder. SL Marketplace will go to your Received Items Folder.

## ADDITIONAL INFORMATION

The TCGWS project homepage is <https://thunderchild.net>. Special arrangements and designs are available by contacting the artist in-World (Thunderchild Allen aka AJ Leibengeist).

## AVAILABILITY

Much of the artwork and textures that are available in Second Life are also available or similar products and textiles in Real Life. Find more information at <http://thunderchild.net> or grab the product "business & Artist Information" from the SL MP or CasperVend in-World.

