

## Current Prim Order of Parts for Ruth RC3

Alpha HUD:		Body (if feet & hands are part of the body)		Body (if feet & hands are attachments)	
Prim #	Object	Prim #	Object	Prim #	Object
1	base	1	cube	1	cube
2	backboard	2	pelvisback	2	pelvisback
3	Buttons Left Front Top	3	pelvisfront	3	pelvisfront
4	Buttons Left Front Bottom	4	legright1	4	legright1
5	Buttons Right Front Top	5	legright2	5	legright2
6	Buttons Right Front Bottom	6	legright3	6	legright3
7	Buttons Left Back Top	7	legright4	7	legright4
8	Buttons Left Back Bottom	8	legright5	8	legright5
9	Buttons Right Back Top	9	legright6	9	legright6
10	Buttons Right Back Bottom	10	legright7	10	legright7
11	pelvisback	11	legright8	11	legright8
12	pelvisfront	12	leftleft1	12	leftleft1
13	legright1	13	leftleft2	13	leftleft2
14	legright2	14	leftleft3	14	leftleft3
15	legright3	15	leftleft4	15	leftleft4
16	legright4	16	leftleft5	16	leftleft5
17	legright5	17	leftleft6	17	leftleft6
18	legright6	18	leftleft7	18	leftleft7
19	legright7	19	leftleft8	19	leftleft8
20	legright8	20	feet	20	backupper
21	leftleft1	21	backupper	21	backlower
22	leftleft2	22	backlower	22	chest
23	leftleft3	23	chest	23	breastright
24	leftleft4	24	breastright	24	breastleft
25	leftleft5	25	breastleft	25	belly
26	leftleft6	26	belly	26	armright
27	leftleft7	27	armright	27	armleft
28	leftleft8	28	armleft	28	extra
29	feet	29	hands		
30	backupper				
31	backlower				
32	chest				
33	breastright				
34	breastleft				
35	belly				
36	armright				
37	armleft				
38	hands				

Note that order of prims for RC3 is different than for RC1 and RC2. I'd like to propose that for RC3 we keep the same body part order of body part as RC1 & RC2 (adding feet and hands to the end of the list). That way we maintain compatibility. Moreover, when changes are necessary, it makes it far easier to make those changes. (Sundance)

## Proposed Prim Order for RC#3

### Alpha HUD:

Prim # Object

1	base
2	backboard
3	Buttons Left Front Top
4	Buttons Left Front Bottom
5	Buttons Right Front Top
6	Buttons Right Front Bottom
7	Buttons Left Back Top
8	Buttons Left Back Bottom
9	Buttons Right Back Top
10	Buttons Right Back Bottom
11	pelvisback
12	pelvisfront
13	legright1
14	legright2
15	legright3
16	legright4
17	legright5
18	legright6
19	legright7
20	legright8
21	leftleft1
22	leftleft2
23	leftleft3
24	leftleft4
25	leftleft5
26	leftleft6
27	leftleft7
28	leftleft8
29	backlower
30	backupper
31	belly
32	chest
33	breastleft
34	breastright
35	armleft
36	armright
38	hands
39	feet

### Body (if feet & hands are part of the body)

Prim # Object

1	cube
2	pelvisback
3	pelvisfront
4	legright1
5	legright2
6	legright3
7	legright4
8	legright5
9	legright6
10	legright7
11	legright8
12	leftleft1
13	leftleft2
14	leftleft3
15	leftleft4
16	leftleft5
17	leftleft6
18	leftleft7
19	leftleft8
20	backlower
21	backupper
22	belly
23	chest
24	breastleft
25	breastright
26	armleft
27	armright
29	hands
30	feet

### Body (if feet & hands are attachments)

Prim # Object

1	cube
2	pelvisback
3	pelvisfront
4	legright1
5	legright2
6	legright3
7	legright4
8	legright5
9	legright6
10	legright7
11	legright8
12	leftleft1
13	leftleft2
14	leftleft3
15	leftleft4
16	leftleft5
17	leftleft6
18	leftleft7
19	leftleft8
20	backlower
21	backupper
22	belly
23	chest
24	breastleft
25	breastright
26	armleft
27	armright

## Prim Order of Parts for Ruth RC1 & RC2

### Alpha HUD:

Prim #	Object
1	base
2	backboard
3	buttonbar3
4	buttonbar4
5	buttonbar5
6	buttonbar6
7	buttonbar7
8	buttonbar8
9	pelvisback
10	pelvisfront
11	legright1
12	legright2
13	legright3
14	legright4
15	legright5
16	legright6
17	legright7
18	legright8
19	leftleft1
20	leftleft2
21	leftleft3
22	leftleft4
23	leftleft5
24	leftleft6
25	leftleft7
26	leftleft8
27	backlower
28	backupper
29	belly
30	chest
31	breastleft
32	breastright
33	armleft
34	armright

### Body (if feet & hands are part of the body)

Prim #	Object
1	cube
2	pelvisback
3	pelvisfront
4	legright1
5	legright2
6	legright3
7	legright4
8	legright5
9	legright6
10	legright7
11	legright8
12	leftleft1
13	leftleft2
14	leftleft3
15	leftleft4
16	leftleft5
17	leftleft6
18	leftleft7
19	leftleft8
20	backlower
21	backupper
22	belly
23	chest
24	breastleft
25	breastright
26	armleft
27	armright
28	armleft
29	hands
30	feet

### Body (if feet & hands are attachments)

Prim #	Object
1	cube
2	pelvisback
3	pelvisfront
4	legright1
5	legright2
6	legright3
7	legright4
8	legright5
9	legright6
10	legright7
11	legright8
12	leftleft1
13	leftleft2
14	leftleft3
15	leftleft4
16	leftleft5
17	leftleft6
18	leftleft7
19	leftleft8
20	backlower
21	backupper
22	belly
23	chest
24	breastleft
25	breastright
26	armleft
27	armright