Ruth & Roth 2.0

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https://github.com/Outworldz/Ruth
https://plus.google.com/u/0/communities/103360253120662433219

Skin Injector

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OVERVIEW

A simple HUD that doubles as a single set OpenSim/Second Life compatible skin package distribution system that implements the [standard permission system](#). The end user simply wear and click to apply the skin on their Ruth2.0 mesh body.

DISTRIBUTOR ASSEMBLY INSTRUCTIONS

1. Rez a new cube and pick it up. It is probably named **object** in your inventory. Wear it as a HUD (select your desired HUD attachment location). Right click to edit then select the **General tab**. Rename the object as desired and then at the bottom *uncheck* **Modify**, *check* **Copy** and *uncheck* **Transfer**.
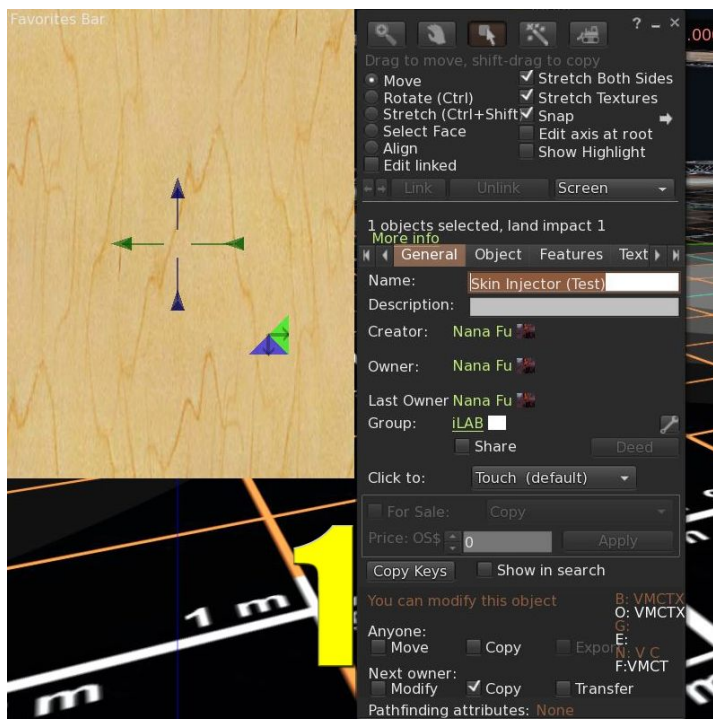
2. Select the **Object tab** and enter the following size for X 0.40, Y 0.30 and Z 0.40   this gives it a 4:3 ratio, good for 800x600 images.
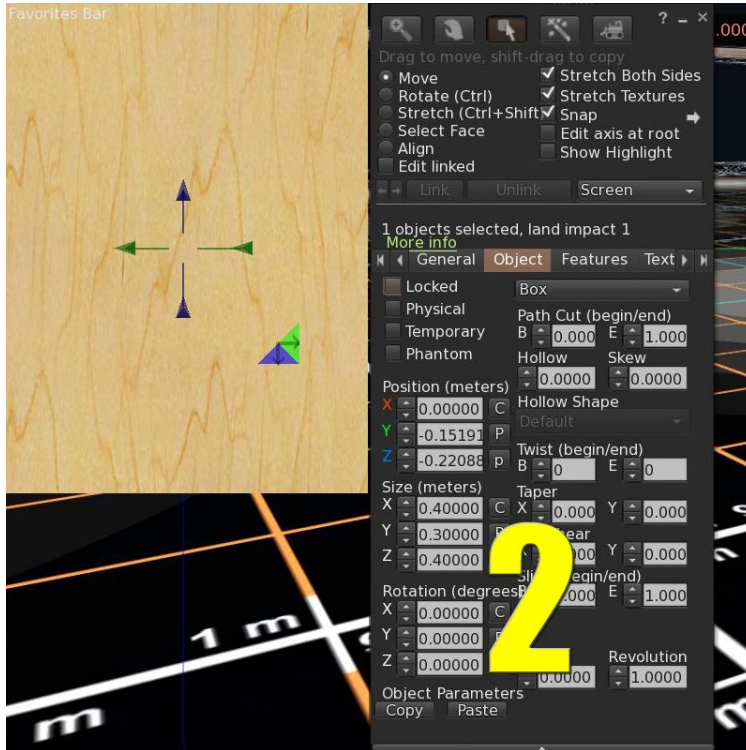
3. Select the **Texture tab** and apply your Product Image. H:800xW600 is a good size.

4. Select the **Content tab** and then from your inventory, drag the 3 skin textures to the content tab. I suggest you develop your own naming convention. You will need to input their names on the script(step 6).
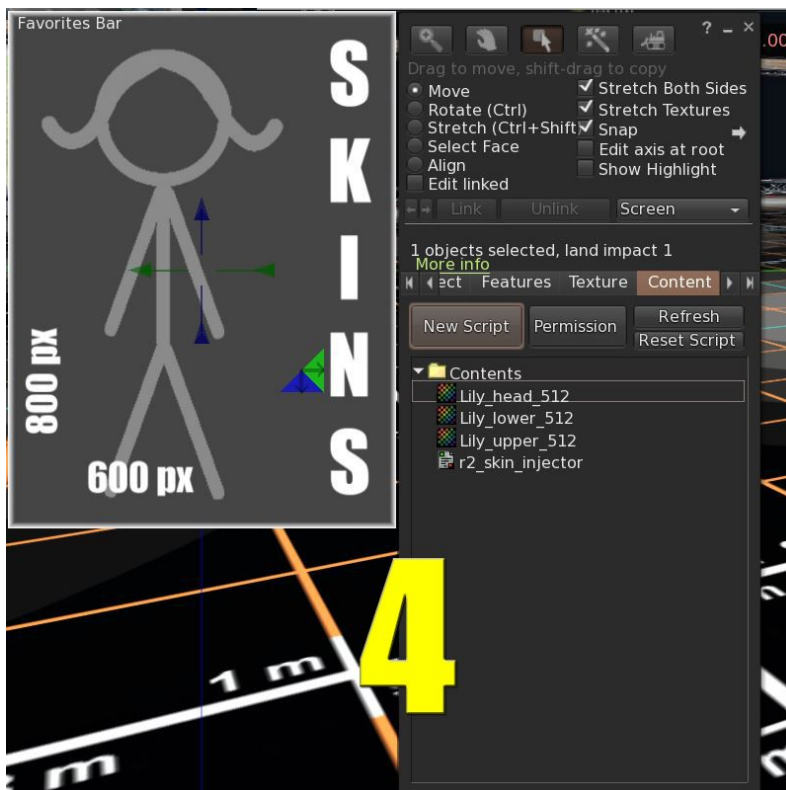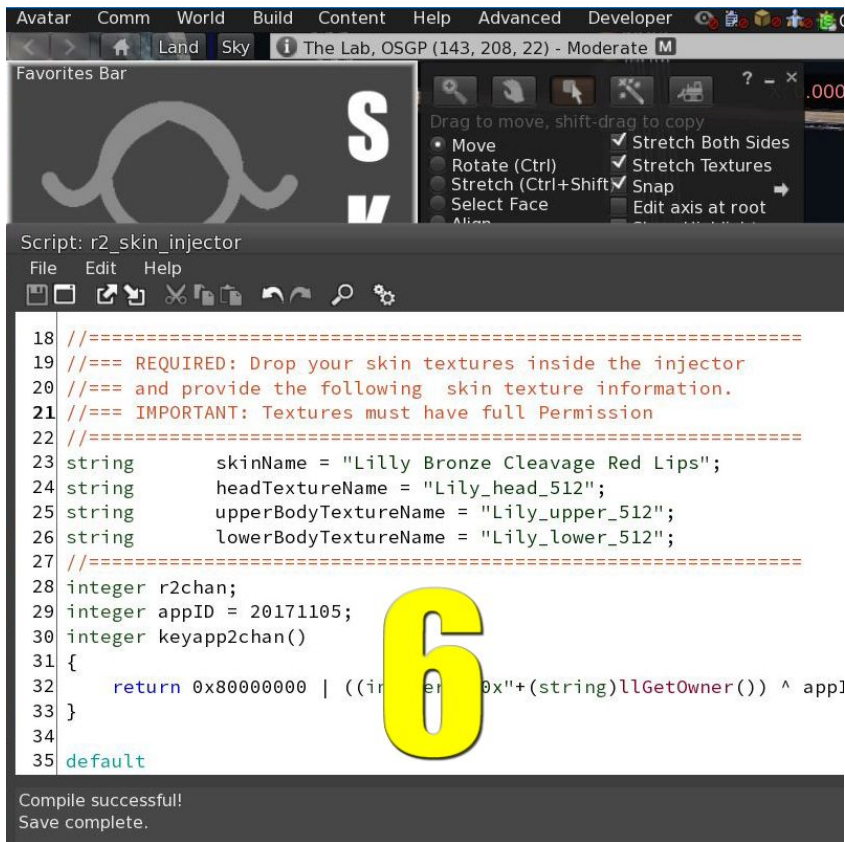
5. Right click on each of the textures and open their properties. The textures needs FULL PERM. *Check* **Modify**, *check* **Copy** and then *check* **Transfer**.

6. In the Content tab, drag the r2_skin_injector LSL script or if you don't have it in your inventory, click New Script, double click to open then replace the default script with the

r2_skin_injector. Edit and provide the information needed by the script.


```
18  //===========================================================
19  //=== REQUIRED: Drop your skin textures inside the injector
20  //=== and provide the following  skin texture information.
21  //=== IMPORTANT: Textures must have full Permission
22  //===========================================================
23  string       skinName = "Lilly Bronze Cleavage Red Lips";
24  string       headTextureName = "Lily_head_512";
25  string       upperBodyTextureName = "Lily_upper_512";
26  string       lowerBodyTextureName = "Lily_lower_512";
27  //===========================================================
28  integer r2chan;
29  integer appID = 20171105;
30  integer keyapp2chan()
31  {
32      return 0x80000000 | ((in  er  0x"+(string)llGetOwner()) ^ appI
33  }
34
35  default
```

Compile successful!
Save complete.

7. Give a copy to a friend and test the permission.

Unable to open script in object without modify permissions.

Close