

Ruth 2: Finger/Toenail HUD - Page 1

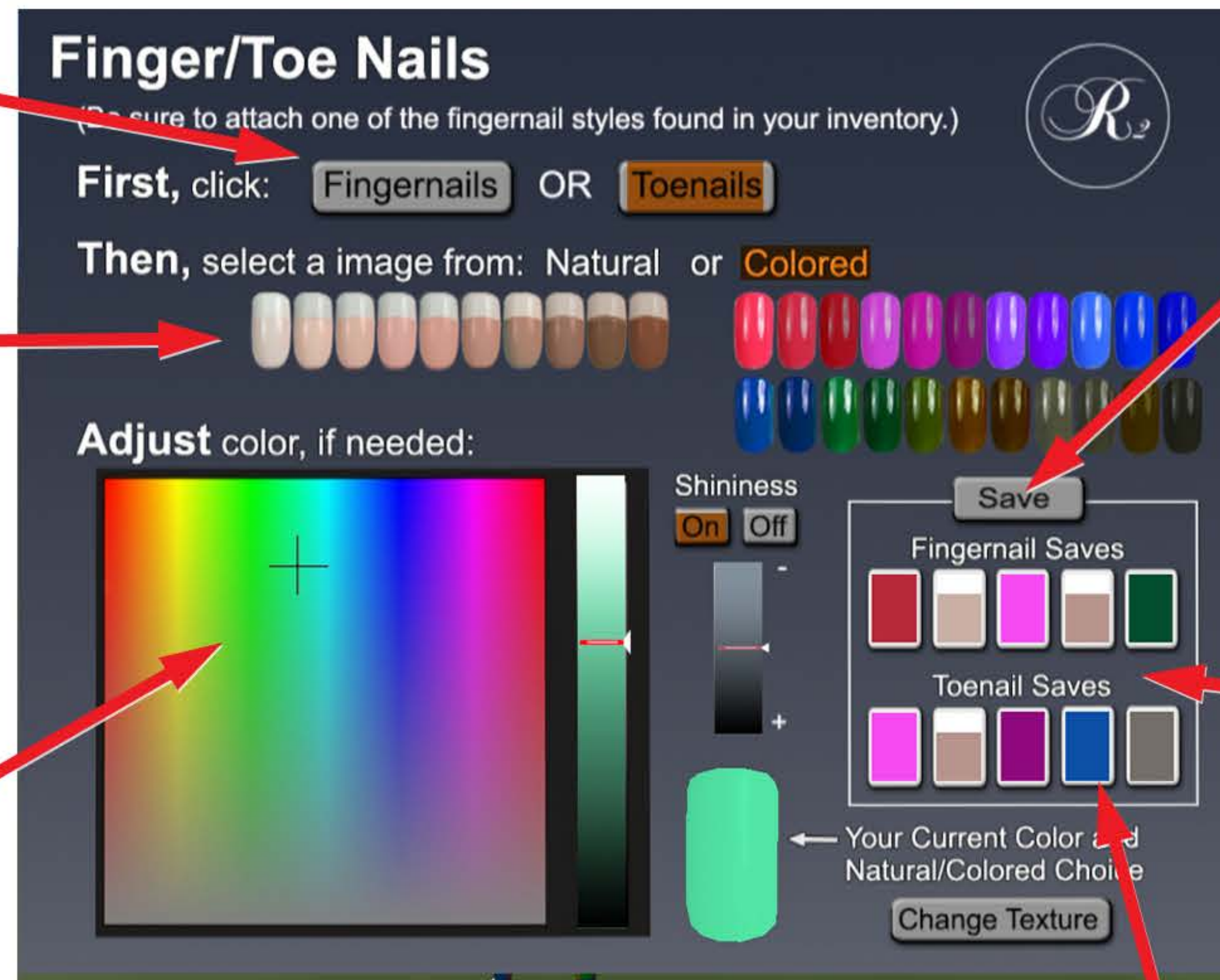
Start by clicking either the Fingernails or Toenails button.

Select one of the image icons with pre-loaded colors.

As soon as you select an icon, you'll see the color appear on your fingernails (or toenails)

Make any color adjustments by clicking on the Color Palette. (If you've selected one of the "Natural" icons, you'll be adjusting the primary color of the nail. The lighter "free edge" of the nail will be automatically calculated based on your color selection.)

The Color Palette works just the same as the Color Picker in the normal Edit window. Click on a color and the "plus pointer" will move to that location. The brightness of the selected color can be adjusted on the luminosity scale to the right of the palette. The chosen color will appear on the preview swatch ("Your Current Color") AND on your nails.



After getting just the right color, you can save it by clicking the "Save" button. You can save up to 5 fingernail colors and 5 toenail colors.

You can tell the difference between "Natural" & "Colored" nails. The natural saves will appear as two colors and the "Colored" saves as one solid color

By clicking one of the "Save" boxes, the color will appear on your finger or toenails. At the same time, your settings will be automatically re-set so they are the same as the "Save" box which was clicked. For example, if you clicked on a Fingernail "Save" box and it consisted of two colors, then the "Fingernail" button and the word "Natural" will be highlighted.

More Information on the Next Page

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Add Nail Polish! You can add nail polish to your finger & toenails by turning on shininess. You can also adjust the amount of shininess. Note that this feature works in Second Life but is currently not available in OpenSim. This is due to a bug in OpenSim's underlying source code. (See discussion in GitHub for details.) Once this is fixed, however, OpenSim users will have full access to the shininess features. In the meantime, for OpenSim users, I have built-in shininess which can be manually adjusted or turned off in the Edit Window.

In both OpenSim and Second Life, in order to see the shininess, you must have "Advanced Lighting" turned on in Avatar >> Preferences.



Coming Attractions! The "Change Texture" button is the **pièce de résistance**! It's currently not available, but will be implemented once testing has been completed on this first phase. When you click this button, another dialog box will appear. You'll be able to drag and drop textures into it. It's based on Shin's innovative idea of dragging and dropping skin textures.

Why is this so special? It will allow you to **add designs to your nails**. You can use your own designs or those of others. For example, you can have a zebra design on your nails or an image of heart or a butterfly, etc. Pretty cool? Oh yes!