Ruth & Roth 2.0

login.digiworldz.com:8002:ingen lab
https://github.com/Outworldz/Ruth
https://plus.google.com/u/0/communities/103360253120662433219
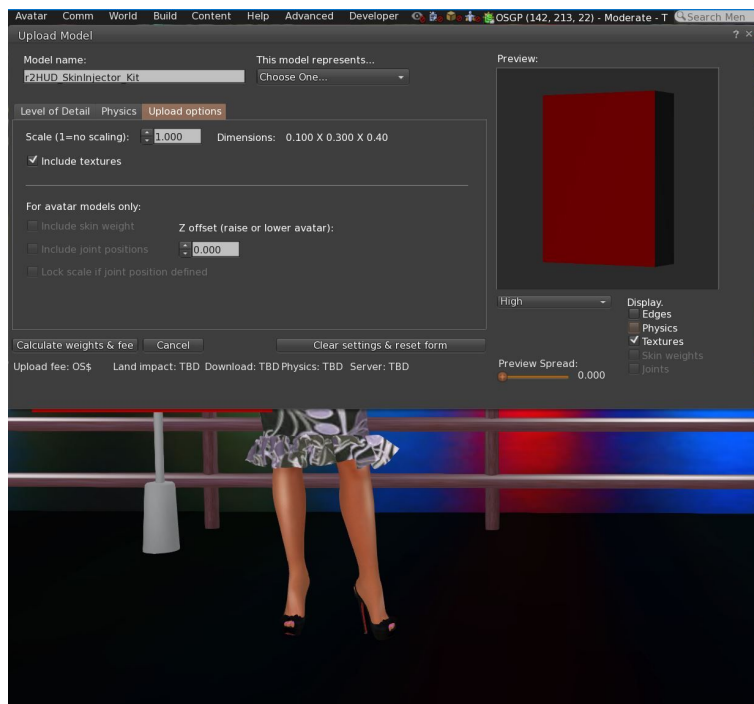
Skin Injector

27th February 2018

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.
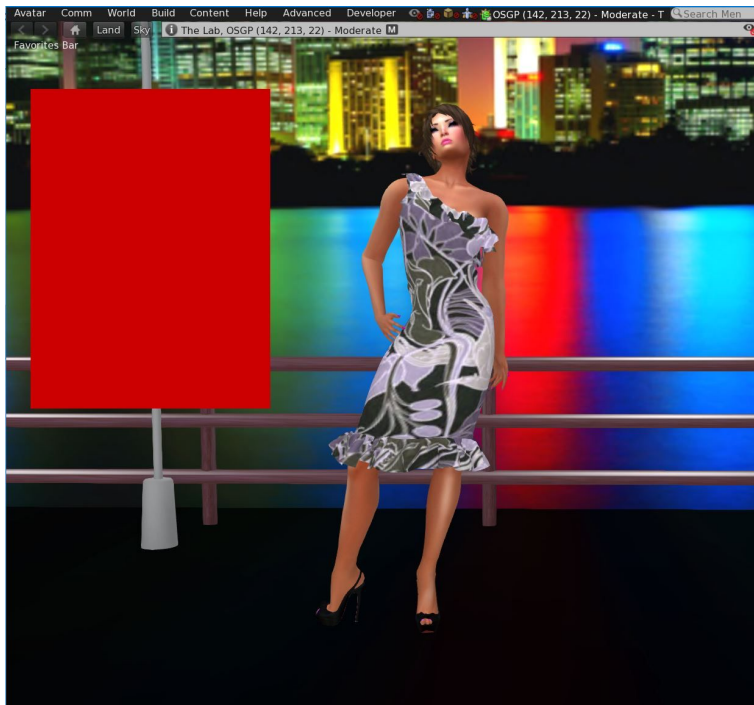
DISTRIBUTOR ASSEMBLY INSTRUCTIONS

Download the Collada file [r2HUD_SkinInjector_Kit.dae](#)

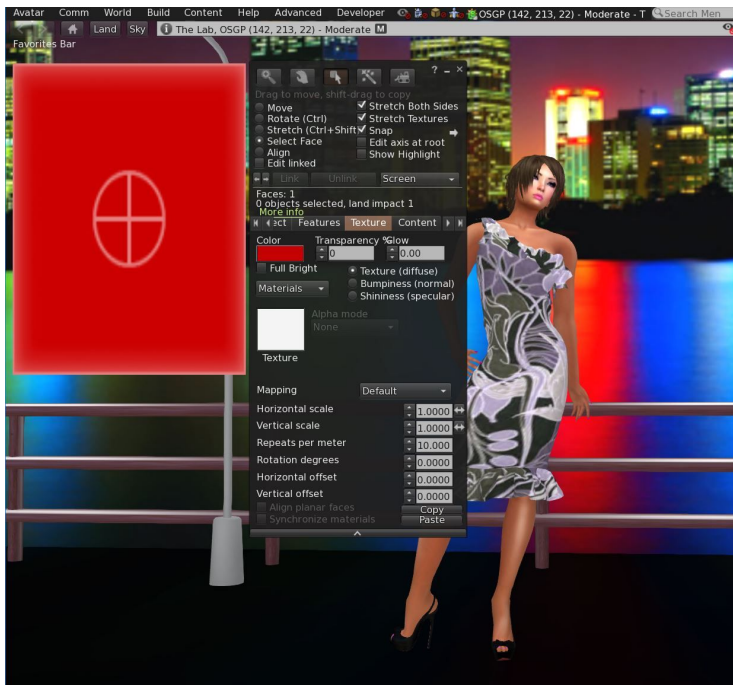Download the LSL script [r2HUD_SkinInjector_trigger.lsl](#)

Upload the collada file. You must upload with the option **Include textures** checked.
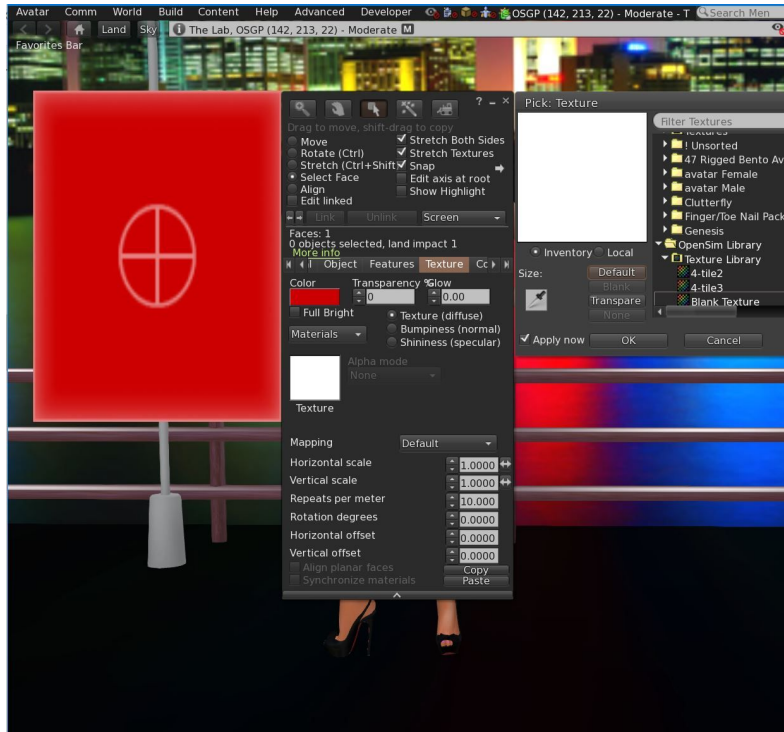
Wear the HUD and select a desired location. You should be looking at a RED rectangle.

Right-click and put the HUD on edit mode.

Click the Select Face option then click on the RED rectangle putting the HUD on face mode. Now select the Texture tab then click on the texture slot to bring up the pick texture window.
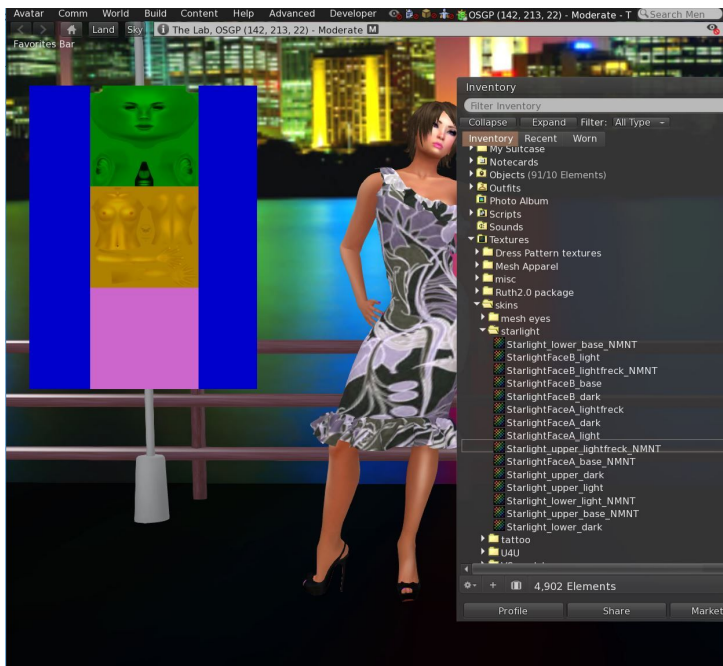

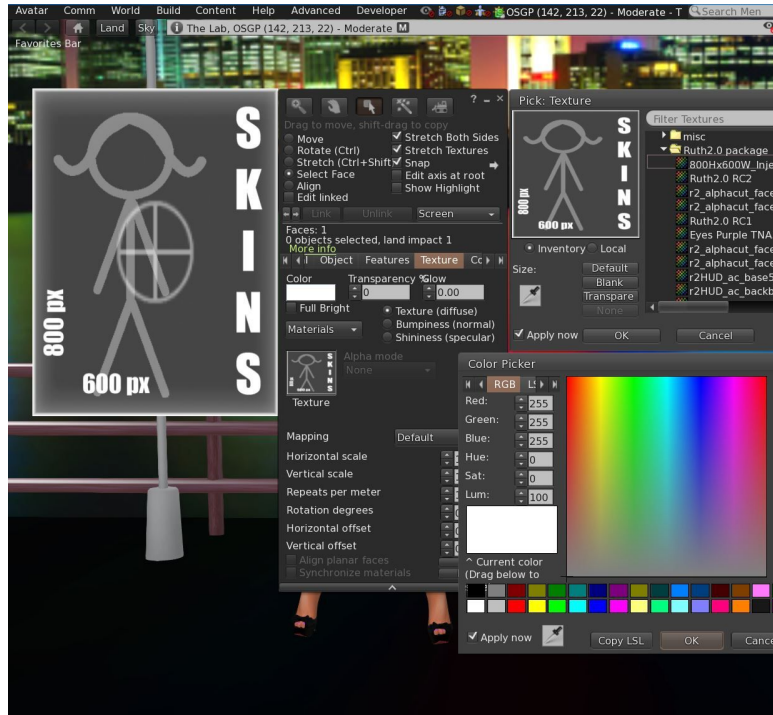Then on the pick texture window click transparent.

You should now be looking at the inner side of the HUD. The super secret compartment. Click OK to close the pick Texture window and then close the edit window. IMPORTANT: you must close the edit window for the next step.
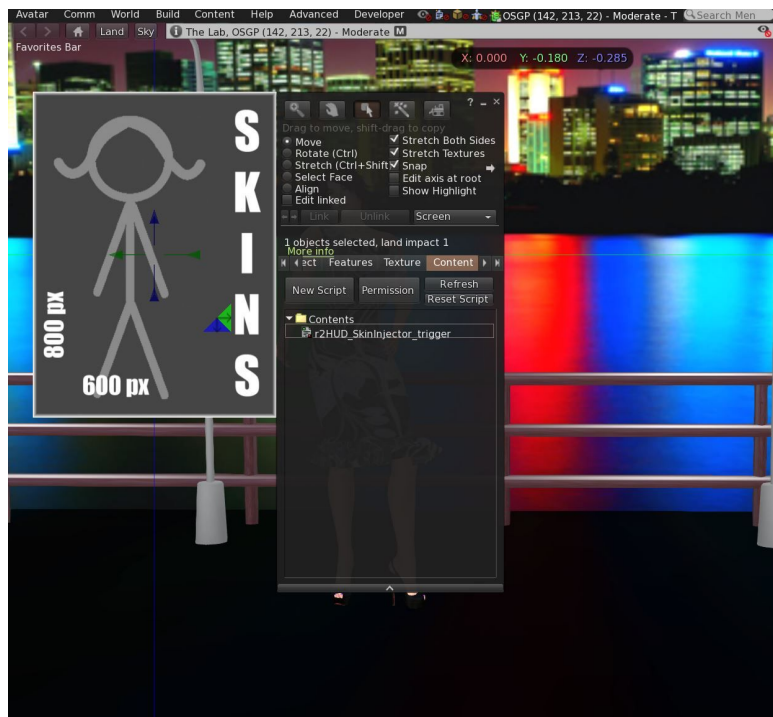

Now open your inventory where all your skins are and drag and drop the head(green), upper-body(yellow), and lower-body(pink) textures.
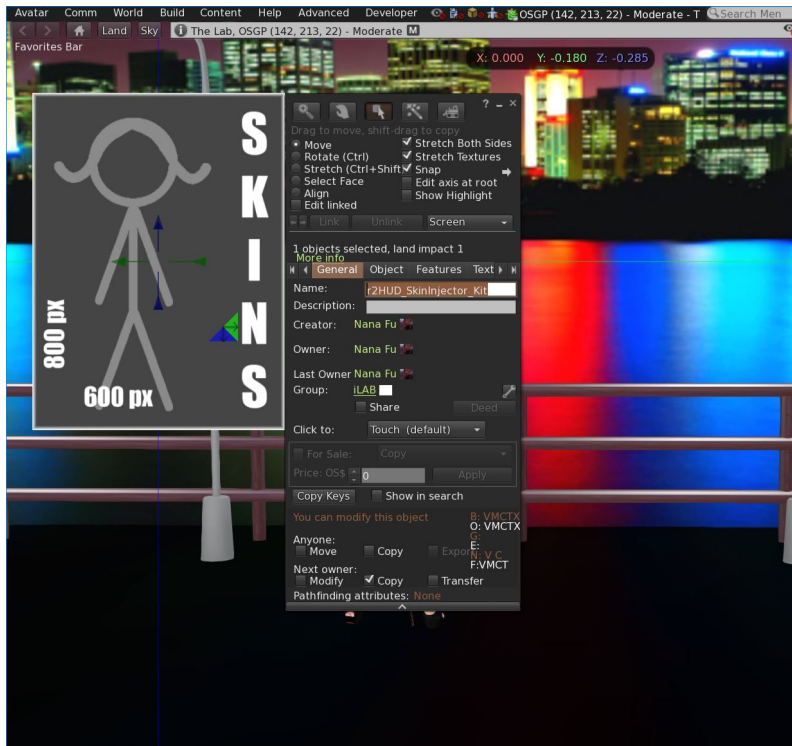
We are almost there. Right click on the HUD to put it back in edit mode. Put it back on Select Face mode. Click on the HUD again to select the transparent face then select the Texture tab and in the texture slot drop your 800H x 600W image.

Click the Content tab then drop the r2HUD_SkinInjector_trigger script.

Now select the General tab. Uncheck the Modify and Transfer.

Now close the edit window. You are now ready to test the HUD. Give a test copy to a friend and check the permission settings.

Good Luck!