



The Viva Mesh System

Master HUD: Alpha Selections Component Detailed Information Level 2 (Lite) and Level 3 (Full Featured)

Reminder: The *Viva System* sends most of its help and informational messages to the Second Life chat window. In most cases, the messages are accompanied by an audible sound to alert you to their presence. The messages are very helpful and you'll want to keep your chat window open as you use *Viva's* Master HUD.

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The Alpha Selection component allows you to remove parts of your body that poke through mesh clothing. To do this, a script within the Master HUD makes a change to portions of underlying texture making those parts of the mesh body invisible. In essence, it trims bits and pieces of your body so it can fit into clothing that might not otherwise be possible. (That’s a bit difficult in real life, though sometimes going on a diet can help!)

This virtual weight loss and body trimming feature makes the clothing possibilities nearly endless. For example clothing made for Maitreya, Belleza, Slink and others all can worn by Viva. Of course, you should try the demos first, but you will be surprised how much clothing is available for Viva.

When it comes to masking out part of the body, there are two types of alphas. (There’s actually all sorts of meanings for word “alpha” in the 3D world which can get confusing, but here I’m confining ourselves to the kind of alpha that makes those errant parts invisible.) Here are the two types:

- **Scripted Alphas.** Yep. You guessed it. These alphas are turned on and off by a script. That’s how the Alpha component in the Master HUD works. It uses a script to tell the body to turn parts off or on.
- **Wearable Alphas.** The other way to mask out parts of the body is to use a wearable alpha. A wearable alpha is used with the [Bakes on Mesh](#) system. You *wear* alpha, just like you would wear skins, underwear or socks or other wearables that you find in your inventory.

Since this chapter is about the Master HUD’s Alpha component, we’ll be concerning ourselves with the **scripted kind of alphas**. Wearable alphas don’t need any fancy scripting. You just find them in your inventory, and, well, “wear” them. If creator has provided a wearable alpha along with her mesh clothing and you use Bakes on Mesh - which I hope you do - you’re in luck.* On the other hand, if an alpha wearable is *not* available - or you’re *not* using Bakes on Mesh - then that’s when you’ll need to use Alpha component.

** One caution: wearable alphas work fine for the BoM base layer, but not for a second BoM layer. We all wait, with hopeful hearts, that Second Life software engineers will upgrade the BoM system to enable this. See [BoM help](#) for details.)*

Making Alpha Selections

The Alpha component is reached by clicking “Alpha Selections” tab on the Master HUD.

When you **click on the colored areas of the mannequin**, you’ll see them turn **black**. At the same time, you’ll see that part of your mesh body **disappear**. If you want the body part to reappear, turn it back on by **clicking the same area again**. The **black is removed** and the body part becomes **visible** again.

As you can see, the invisible parts on your body also cut through the layers. If it didn’t, then parts of your underwear would stick through and that wouldn’t be too cool. (It does make for lots of headaches if you are programming this sort of thing, but what can you say . . . *c’est la vie*.)



Buttons on the Alpha Screen

You can **rotate** the mannequin to side or back by clicking the rotate buttons. The **view indicator** on the bottom, middle of the component indicates whether you are on the right or left sides of the body or the back. To access the main menu of the Master HUD, you need to rotate the mannequin to the front side.



The “**Reset**” button removes all of the invisible areas from your body and resets the mannequin by removing all the black parts.

You can select a group of alpha areas all at one time by clicking the **buttons: chest, belly, back, etc.** Click them once, to make the area invisible. Click them again brings back the visibility.

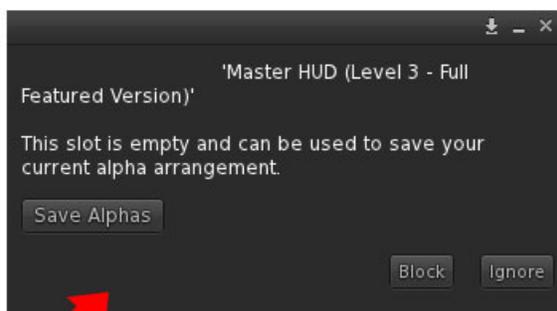
The one area of the mannequin that a bit difficult to reach is the underarms, and there is button to help in that regard. You can use the “**Underarm**” button to turn off or on that area of alphas.

Hands for Glove Use. Click this button when you are wearing the elegant gloves. (The elegant gloves are found in the “Modular System” subfolder.) Normally, the alpha buttons make body and layers invisible. This special button makes the hands invisible but not the glove layer, enabling you to wear the elegant gloves which have a thinner and more refined shape.



Saving Alpha Arrangements

When you have a group of alpha areas that have been set to your liking, you can **save the arrangement** by clicking one of the slot buttons. If the slot is empty, a dialog box will appear which allows you to save the alphas. If the slot already has a saved set of alphas, a different dialog box will appear, giving you a choice of applying, overwriting or clearing (illustrated below):



When you click on an empty slot, this dialog screen appears. By clicking the “Save Alphas” button, the current selection of alphas on the screen will be saved to the slot.

When a slot already has a set of saved alphas, this dialog box appears. You have your choice to apply the alphas to the body, overwrite the existing alphas or clear the slot.

Export - General Information

The Alpha Selections component provides two options to help make the task of setting alphas easier. One is the use of “Save Slots” which has been covered on the previous page. The other is “Export.” This option really makes things easy since it automates the process.



Export works with the “AutoLoad HUD” which is found in your package. The procedure that you follow differs depending two possibilities:

- You plan to save the item as part of an **outfit**. (An outfit consists of everything that you are wearing and outfits are saved by right clicking on your avatar and selecting either “Appearance” or “Edit Outfit.”)
- Or you **don’t intend** to save it as parts of an outfit, at least not initially. (The item will be in your inventory and you plan to wear it from time to time, but for the time being you won’t be saving it as part of an outfit.)

Getting Started for Export

1. In either case, you start by **making a copy of Auto HUD in your inventory**. **Change the name** to something similar to the item, like “Autoload Green Summer Dress” or “Autoload Leather Pants,” etc.
2. Then **attach the Auto HUD**.
3. You should have **both** the Master HUD on your screen and the Auto HUD. Have the Master HUD open to the Alpha Selections component.
4. When the Auto HUD appears. You will be able to **indicate whether the item is to be saved as an outfit or not** (shown on right).

The following instructions help you create an autoload **for an outfit**. If, however, you need instructions for **non-outfit purposes**, click:

Auto Load for Saved Outfits

See next page for an image of the complete set-up

1. Start by **copying body parts from the Modular System folder** (or the Fully Assembled Avatar, depending on what you are using) to either a folder holding the mesh item - or to a shared folder. (You’ll find complete information on how to do this: [here](#).)

Why make a copy of your mesh avatar? This link gives you the [details](#), but here’s a quick rundown: in this first procedure we will be saving an outfit. The items which make up a saved outfit in Second Life are not actual copies, but rather are links to the items scattered about in your inventory. Included in those links is a link to the Viva mesh body. The body in Viva’s Main Folder is always changing. You may use a light skin one day and a darker one the next day. Or you may use Bakes on Mesh (BoM) for one outfit and Non-BoM for another. By making a copy of the body and wearing the copy, the link goes to the body that’s been one prepared especially for that outfit.

2. Once the copy is made, **wear the copied body parts**. Using the Master HUD, **make any adjustments to the body’s configuration**: what skin you want, whether you are using layers and the content of layers - or whether you are using Bakes on Mesh (BoM) and what wearables you will be using with BoM, etc.
3. In the Master HUD, go the Alpha component and select the alphas you need. When alphas are ready, click the “**Export**” **button**. Alpha information will be sent to this HUD. Watch chat for confirmation.
4. **Detach the Master HUD, but keep the Auto Load HUD attached**.

The reason for detaching the Master HUD is that when you save an outfit, it will save the Master HUD along with it. That means when it comes time to wear an outfit (either by using Appearance or selecting an outfit from the “My Outfits” folder in your inventory), the Master HUD will be displayed. At that point, you have probably already your outfit ready to go and really don’t need any further interaction with the Master HUD. Not displaying the Master HUD simplifies things. You can always attach the Master HUD if need be, but it gets to be hassle if you have to keep closing it down each time you wear an outfit.

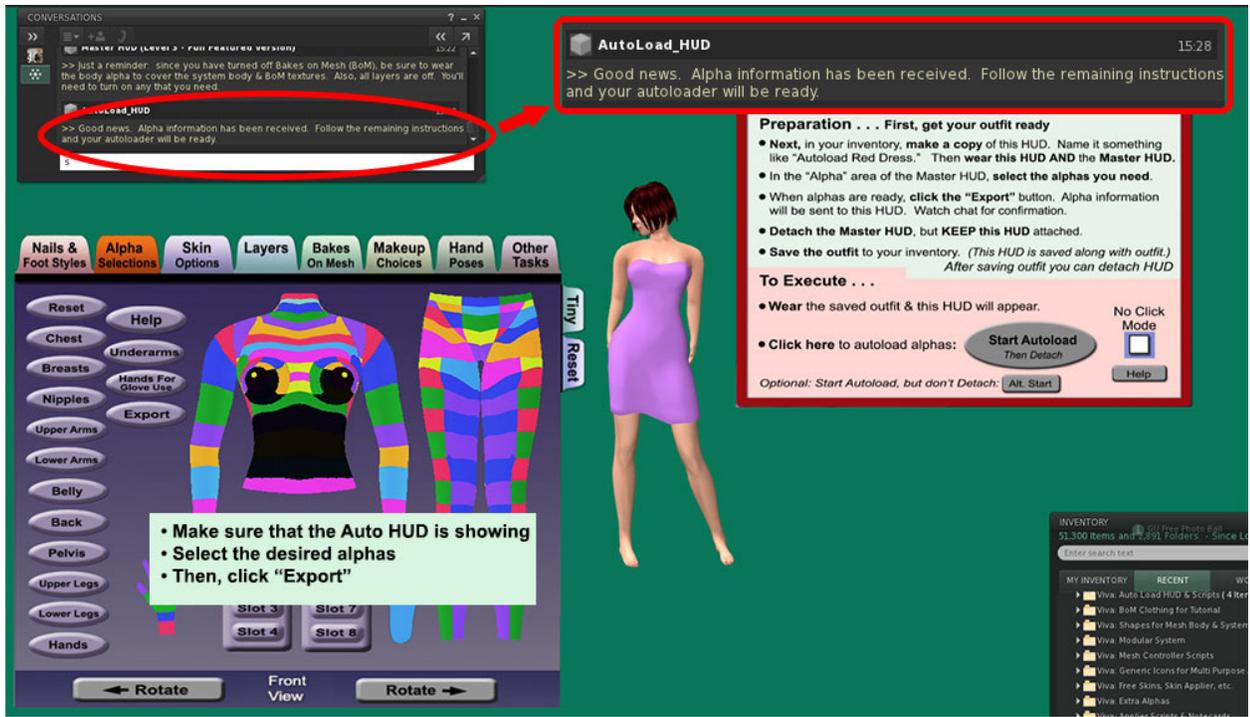
5. **Save the outfit to your inventory.** You can do that right clicking on your avatar and selecting either “Appearance or “Edit Outfit.” When you save the outfit, the Auto Load HUD is saved right along with outfit.

6. **Detach the Auto Load HUD.**

The screen display, to the right, shows that both the Master HUD and the Auto Load HUD have been attached.

Alphas have been selected and the dress looks as it should.

“Export” has been clicked and the Auto Load HUD has saved the alpha arrangement. A message confirming that appears in chat.

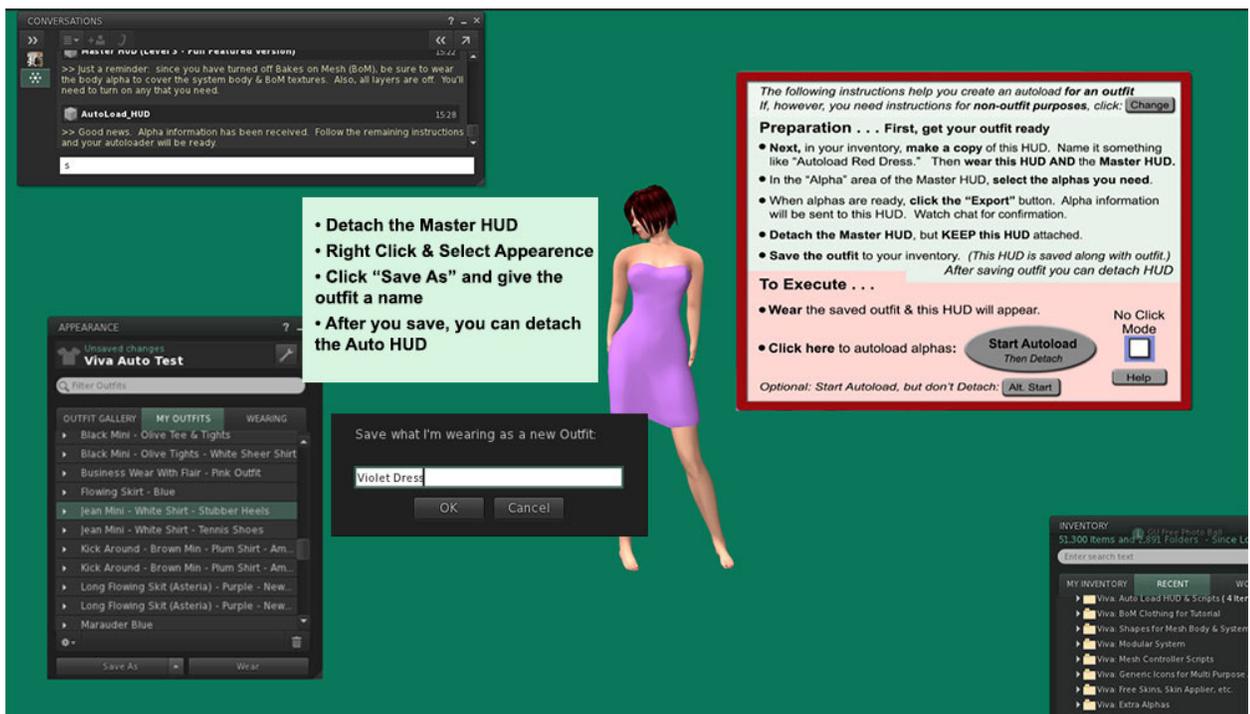


This next screen display follows the one above.

The Master HUD has been removed.

“Appearance” has appeared after right clicking on the avatar.

The “Save As” button has been clicked and the outfit is in the process of being saved.



Executing Auto HUD for a Saved Outfit

Now that you have the Auto HUD saved with your outfit, you can try it out.

1. First **re-attach the Master HUD**. (You won't normally re-attach the Master HUD, but we'll do it in this exercise so you reset the alphas and see how things work.) Do that now: **click "reset" to remove the alphas**.
2. **Wear a different outfit**. (We'll switch back the newly created outfit in the next step.)
3. **Now wear the saved outfit**.
4. Upon wearing the outfit, the Auto HUD will appear.
5. **Click on the "Start Auto Load" button** to send the alphas to the body and remove the parts poking through.

You can automate the process by clicking on the "No Click" mode (explained below). Next time you wear the outfit, you don't need to click the "Start Auto Load" button. It is done automatically.

Auto Load With a Saved Outfit

Wear the outfit, and the Auto Load HUD appears along with the outfit.

Note that at this point, parts of the skin are showing through the dress.

Click the big oval button: "Start Autoload"

The alphas will load to the body and remove the parts sticking through.

If you click on "No Click Mode, the next you wear the outfit, Auto Load will appear for 4 seconds, and will automatically send the alphas to the body. You do not need to click "Start Autoload"

If you ever need to stop the "No Click" mode from running, click anywhere on the HUD within the 4 seconds that Auto Load HUD appears.

The following instructions help you create an autoload for an outfit. If, however, you need instructions for non-outfit purposes, click: [Change](#)

Preparation . . . First, get your outfit ready

- Next, in your inventory, make a copy of this HUD. Name it something like "Autoload Red Dress." Then wear this HUD AND the Master HUD.
- In the "Alpha" area of the Master HUD, select the alphas you need.
- When alphas are ready, click the "Export" button. Alpha information will be sent to this HUD. Watch chat for confirmation.
- Detach the Master HUD, but KEEP this HUD attached.
- Save the outfit to your inventory. (This HUD is saved along with outfit.) After saving outfit you can detach HUD

To Execute . . .

- Wear the saved outfit & this HUD will appear.
- Click here to autoload alphas: **Start Autoload Then Detach**

Optional: Start Autoload, but don't Detach: **Alt Start**

No Click Mode

Help

You have your choice whether to manually activate the process by clicking the "Start" button or using the "No Click" mode. "No Click" fully automates the process. When you wear the outfit, the Auto HUD appears for **four seconds**. At the end of four seconds, it loads the alphas and then closes. **When the "No Click" mode is on, you don't need to click the "Start" button.**

If you need to **stop the "No Click" process**, click **anywhere on the Auto Load HUD within four seconds**. If you miss clicking during four seconds, just re-wear the outfit and try clicking again.

Use the "Alt Start" button for testing purposes. Click it and you can watch the alphas taking effect. **The Auto Load HUD will stay on the screen**. At that point, if needed, you can make adjustments in the alphas from the Master HUD. Once you've done that, send the new alpha arrangement to the Auto Load HUD and click "Alt Start" again to see if it has the desired effect. You can continue doing this until you have the result you are looking for. When finished, close out the Auto Load HUD by right clicking and selecting "Detach."



Auto Load for Items NOT Saved to an Outfit

In the previous procedure, the Auto Load HUD was used with an item that was saved as part of an outfit. In this procedure, we will use Auto Load with an item that, at least for the time being, you don't plan to use it in an outfit.

The first part of the process is exactly the same the previous procedure - except, **since an outfit isn't involved, you don't have to make a copy of the body.**

1. Start by **copying the Auto HUD** from the "Auto Load HUD & Scripts" subfolder, and **paste it in the Item's folder**. **Rename it** to something like: "AutoLoad for Black Party Dress."

3 When Alphas are received by the Auto HUD, a confirming message appears in chat.

2 Select the Alphas and Click "Export"

The following instructions are for creating a non-outfit autoload. If, however, you want to create an autoload for an outfit, click: [Change](#)

The following creates autoload for an item that, at least for the time being, you don't intend to include in a saved outfit, but it allows you to call up the item's alphas with just a click and without even opening the Master HUD.

- In your inventory, make a **copy** of this HUD and place it in the same folder as the item. Name it something like "Autoload for Summer Gown." Then wear this HUD AND the Master HUD.
- In the "Alpha" area of the Master HUD, select the alphas you need.
- When alphas are ready, click the "Export" button. Alphas will be sent to this HUD. After alphas have been sent, detach this HUD.

To Execute . . .

- Wear the item AND wear this HUD
- Click here to autoload alphas: [Start Autoload Then Detach](#) No Click Mode [Help](#)

Optional: Start Autoload, but don't Detach: [\[Alt Start\]](#)

1 Auto Load has been copied to the Item's Folder

2. Wear both the Master HUD and the Auto Load HUD.
3. Select the needed alphas and click "Export."
4. When the alphas are received by the Auto Load HUD, a confirming message will appear.
5. At this point, if desired you can **test the Auto Load HUD**. To do so, click the "Reset" button. The alphas are removed and you'll see parts of the body. Now **click "Alt Start"** on the Auto Load HUD. The alphas will be re-loaded and the dress looks as it should.
6. Detach the Auto Load HUD.

Executing Auto HUD for an Item (Not in an Outfit)

When you are ready to wear the item, find the item's folder in your inventory, and do the following:

1. Wear the item
2. Wear the Auto HUD
3. When the Auto HUD appears, click on the "Start AutoLoad" button.

All the features that were described previously can be used here as well. You can completely automate things by clicking the "No Click" box. If you need to stop a "No Click" process, you can do that by clicking on the HUD during the first four seconds. Details on these features on found on the previous page.