



The Viva Mesh System

Multi Purpose (MP) Applier Detailed Information (All Levels)

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 the MP Applier.

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Introduction

I think you'll find that the Multi Purpose Applier ("MP Applier" for short) adds a little fun to the whole applier situation. Instead of dealing with an UUID, you deal with the texture itself. You just drag the texture into the applier. If you have normal or specular maps, you drag those in as well. You include anywhere between one and six products in the MP Applier, making it versatile for many different applications. And you can finish it all up with attractive product icons to give the whole package a tidy and professional look.

The Viva system also includes [notecard appliers](#), and if you're happy with that method, then everything you need is found in the package, but I encourage you to give the MP Applier a try. It might bring a smile to your face.

The MP Applier is necessary if you want to have the ability to save textures to the Master HUD. The [Skin](#), [Layers](#) and Nail Design components of the Master HUD can receive textures, but they must come from the MP Applier. I did this on purpose because I felt that it was important for creators to make a conscious decision whether they want to make their textures available to the Master HUD.

And while on the topic, I can reassure creators that the Viva system is exceedingly safe. I use hidden communication channels which are generated from a highly confidential key. Communications are restricted, and listening objects must be avatar owned. In other words, another avatar could not set up a nearby listening device. These, of course, are normal industry standards to protect creator's work, but I've gone one step further when it comes to the MP Applier. All communications between the MP Applier and the Master HUD and the body are encrypted.

Why use the word "Multi Purpose"? That's because the MP Applier can be used for just about every type of texture that a mesh body needs. You can use for layer textures, skin textures and fingernail/toenails textures.

Let's take a look . . .

What is Needed?

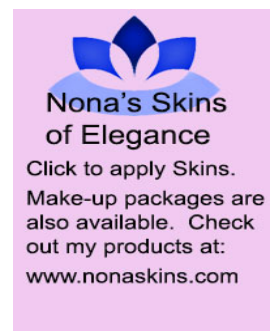
You'll need your main diffused textures, of course, but there are two optional textures that you might want to consider:

- Logo. First, it's nice to have a logo of your business which, in addition, you can use to provide some limited information to the user. If you'd like to see an example, try attaching one of the HUDs in Viva's main folder containing samples that can be used with one of the on-line tutorials. Having a logo isn't mandatory but it does give the applier a polished look.

Here are the specs for the business logo (and/or product info): Images should be 192 x 256 px with a resolution of 72.

- The other piece that you might like to have are icons of your products. These are either small photos of the item or artistic representations. If you haven't got time, don't worry, I have included a bundle of generic icons that you can use.

Here are the specs for product icons: Images are square, either 128 x 128 px or 256 x 256 px (size should be no larger than 256 x 256). Resolution 72.



The Two Basic Screens

When you first open the MP Applier, the **Creator's Screen** appears. Follow the steps (1,2,3) and drag in textures when prompted. (More details follow)

Texture Applier **1** First, keep clicking here until you see the type of texture to be applied → **Skins**

2 Select one or both if also adding these textures: **Normal Map** **Specular Map**

3 Follow the directions below:

Drag the **MAIN** diffused textures to be applied to one or more boxes below. Click "Extract & Encrypt." The textures will be encrypted and stored

For more details, click "Help." Also, watch keep an eye on "chat" for helpful reminders.

Help

Extract & Encrypt UUID's

Optional: Drag your logo and/or instructions to customer here

These buttons remove images

If placing "Skins," use this order: Head (left), Upper (middle), Lower (right)
If placing "Layers" click on "U" (Upper Body), "L" (Lower Body), "G" (Gloves), or "S" (Socks)

The interface features a 2x3 grid of empty boxes for texture application. Each box has a label 'U L G S' and a close button 'X' below it. A 'Skins' button is at the top right, and 'Normal Map' and 'Specular Map' buttons are below it. A 'Help' button and 'Extract & Encrypt UUID's' button are also present. An optional area for a logo or instructions is on the right.

After dragging in textures and clicking a "Finish" button, the **Customer's Screen** appears. This is how the applier appears to the customer. To send textures to the body (and to the Master HUD), the customer clicks on the images.

Texture Applier Type of Texture: **Layers** Tattoos Underwear Clothing Gloves Socks

To apply the textures, click on the images, below. (If you are wearing your Master HUD, you can save textures there as well. To do so, click the image and watch "chat" for a message from the Master HUD asking where you'd like to save it.)

Viva Preloaded Clothing Set for Layers

This applier contains 6 of the preloaded clothing items that come with the Master HUD. Use this if you have made changes & would like to restore the original set.

Back Tattoo

Hip & Thigh Tattoos

Panties Cheeky Style

Panties (Floral Design & Oh yeah, they are skimpy!)

Bra (Lace Top)

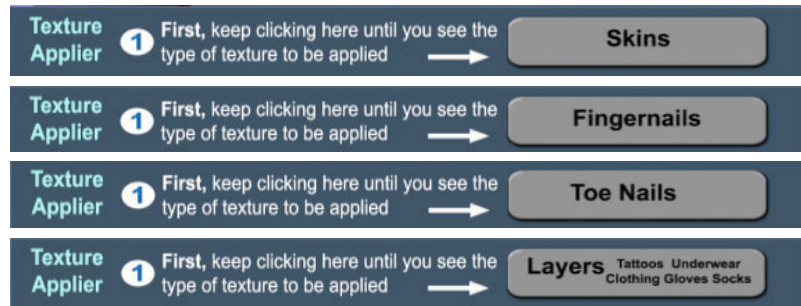
Panty Hose

The interface shows a grid of six clothing and tattoo options. Each option has a preview image and a title. A 'Viva Preloaded Clothing Set for Layers' banner is on the right, with a logo at the bottom. A close button 'X' is visible under the 'Back Tattoo' option.

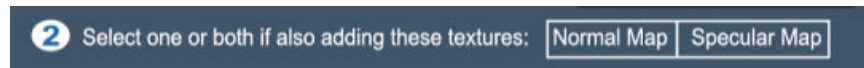
How to Load Textures into the MP Applier

1. First **MAKE A COPY (or two) of the MP Applier**. Then **attach the copy as a HUD**. The “Creator’s Screen” will be showing. Click the large button (top, right) until the **type of texture you are applying appears**. Your choices are shown below:

If you accidentally use all blank copies of the Applier, you'll find extras in the folders: “Generic Icons for MP Applier” and “Applier Scripts & Notecards.” It is a good idea to make several extra copies to have on hand.



2. If you will be including a **normal or specular map**, click and highlight one or both boxes:



3. **Drag the MAIN diffused textures** to be applied to one or more boxes. When you have completed dragging in the textures, click “Extract & Encrypt.” The textures will be encrypted and stored. Additional information on dragging textures is found below:

▶ When you drag in the textures, they may look a little funny. That’s because the Alpha mode is set at “None.” Once in loaded into the body, however, they will look as they should.

▶ If you accidentally drag in the wrong texture, you can **replace it with a different texture**. Just drag the new texture over the top of the existing texture. If you ever have trouble getting the second texture to stick, delete the first one by clicking the “x” button. Then drag in the new texture.

You can drag a new texture over the old one. If you find it difficult to drag in the new one, delete the old one by clicking the “X” and then drag in the new one.



▶ If the texture type is **Skins**, drag the **head to the first texture box** on the left. **Upper goes to the middle and Lower to the right**. There are six texture boxes, three on top and three on the bottom. That means you can include two skins in the MP Applier.



▶ If the texture type is **Layers**, there is no particular order, but you must click one of the ULGS buttons. U-Upper, L-Lower, G-Gloves, and S-Socks. For example, if you drag in a texture for a t-shirt, click U for Upper Layer. If you drag in underwear pants, click “L” for Lower Layer.

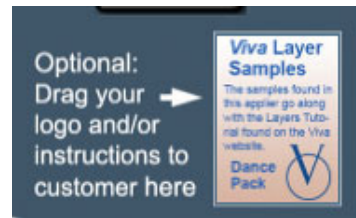


▶ If you have a **texture which occupies 2 layers on the same UV map**, you can select two letters from U, L, G, S. For example, the texture box on the right is the texture for pantyhose which covers the legs and feet. The texture includes the lower layer and the sock layer (both layers are on the same UV map). In that case, you would select “L” AND “S.” When the customer clicks on the texture, it will be sent to the lower layer AND the sock layer.

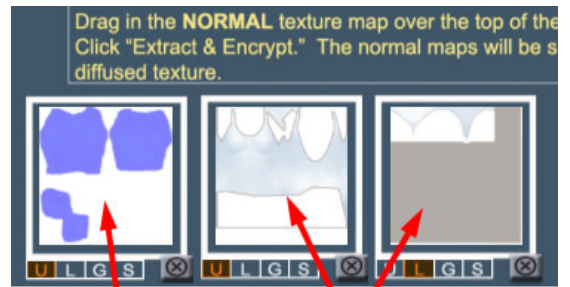


▶ One last note: socks & gloves have only one layer, the tattoo layer. Typically when the customer uses the applier, a dialog box is triggered asking where the customer would like to send the texture. The customer can click on either the Tattoo, Underwear or Clothing Layer. However, if it is a sock or glove texture, no layer choice is provided. The applier always sends these textures to tattoo layer.

- Optional. After the main diffused textures are in place, drag your **business logo** into the lower, right box. The logo will expand in size when the HUD is readied for the customer.

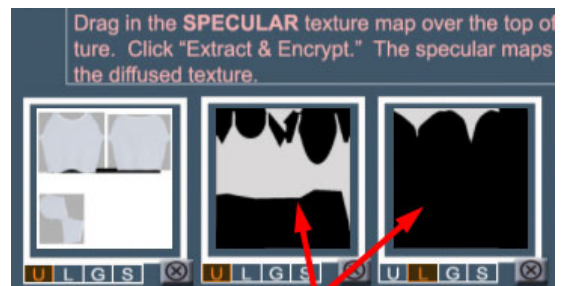


- If you have highlighted the “**Normal**” box in Step 2 on the previous page, the MP Applier will direct you to drag normal maps into the texture slots. *(If you don't have normal maps, this step is skipped.)* It is not necessary to include normal maps with every diffused texture (or even include them at all). Just include them with those textures which require them. After dragging them, click “Extract & Encrypt.” The normal textures will be encrypted & stored. The diffused textures will temporarily re-appear as a reference for subsequent steps.



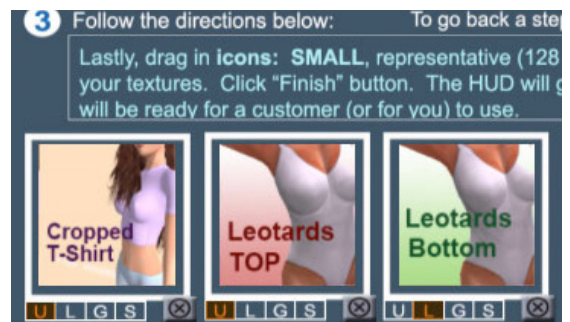
A normal map has been dragged in for the cropped t-shirt. The leotard top and bottom, however, do not have a normal map, so they have been left as is.

- If you have highlighted the “**Specular**” box in Step 2, the MP Applier will ask you to drag specular maps into the texture slots. *(If you don't have specular maps, this step is skipped.)* As with normal maps, it is not necessary to include specular maps with every diffused texture. Just include them with those textures which require them. After dragging them, click “Extract & Encrypt.” The normal textures will be encrypted & stored. The diffused textures will temporarily re-appear for reference.



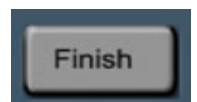
If you have them, drag in the specular maps. In this case, there are specular maps for the leotard top and bottom, but none for the cropped T-shirt.

- For the last step, **drag in icons**: small, low resolution images. Their purpose is to give the customer a visual snapshot of the product. You can include three or four words on the images if it would be helpful to the customer. If you don't have time to create these, you can use the generic images found in the following subfolder: “Generic Icons for Multi Purpose Applier.”



In the last step, drag in icons with images representing your product. If you don't have these available, you'll find lots of generic icons that you can use in the Viva package.

- A “**Finish**” button appears at the last step. Before clicking it, **make sure everything looks good**. Once you click it, you can't go back. When clicked, the HUD will change to the Customer mode.



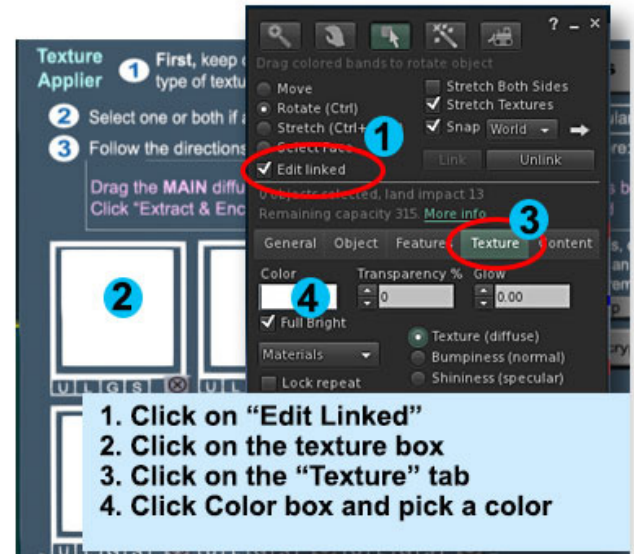
- Test it.** Upon clicking “Finish,” the Customer screen appears. Click on each of the icons to make sure textures load and appear properly on the body. As you are doing that, watch the Chat window. Following the prompts that appear in Chat, save each texture to Master HUD, making sure the icons look good. If something doesn't turn out correctly, you'll need to attach a blank MP Applier and re-do it. Once you get the hang of it, the process goes quickly, but with a future update, I'll have a testing mode to make corrections easier.

- Detach the MP Applier.** Then rez it. While it is rezzed, change the permissions to **copy only**. Don't try to change the permissions while the MP Applier is in the inventory. That is unreliable. It must be rezzed to change permissions. **It's very important to do this to protect your creations.**
- Right click and "Take" the MP Applier to your inventory. In your inventory, **rename it** to a name appropriate for the product it contains. **Delete the previous one** in the inventory which has the old (full) permissions.

If You Need to Add a Color

In addition to the texture being sent to the body (and Master HUD), you can send a color as well. Here's how:

- You should have the MP Applier attached as a HUD. You can either do this just before you click the "Finish" button (Step 7) or after you click the "Finished" button. At either stage (Creator's screen or Customer screen) you will be looking at your product icons. Start by right clicking on the Applier while it is on your screen and select EDIT.
- The EDIT menu will appear. Click on "Edit linked."
- Left click on the desired texture box on the Applier. Make sure that you have click on the texture box and not elsewhere on the HUD. The EDIT menu remains on your screen.
- From the EDIT menu, select the "Texture" tab. Once in the Texture area, click on the white "Color" box and select the desired color. This will color the icon. That's fine. The script is designed to pick up the color from the icon in the box and send it to the avatar along with your diffused texture.



If You Need to Add Specular Settings

Like color, you can also send a specular value (glossiness) and a reflective tint (specular color) to the body and Master HUD. Follow the steps below. (Steps 1-3, below, are the same as "Add a Color" above.)

- You should have the MP Applier attached as a HUD. You can either do this just before you click the "Finish" button (Step 7) or after you click the "Finished" button. You'll either be looking at the Creator's screen or the Customer screen) and you will be looking at your product icons. Start by right clicking on the MP Applier while it is on your screen and select EDIT.
- The EDIT menu will appear. Click on "Edit linked."
- Left click on the desired texture box on the Applier. Make sure that you have click on the texture box and not elsewhere on the HUD. The EDIT menu remains on your screen.
- From the EDIT menu, select the "Texture" tab. Click on the "Shininess (specular)" radio button. Now you can adjust the amount of "Glossiness." Specular tint (if needed) is added clicking the lower "Color" box. Like "Add a Color" above, these setting are actually added to the icon texture. You will notice them, but they will be sent to the body along with the diffused texture.



Don't Forget . . .

Remember to **detach and REZ the MP Applier**. Change the permissions to **COPY ONLY** while it is **REZZED**. Changing the permissions while the MP Applier is in the inventory will not work. (This is the same for similar objects in Second Life.) Permissions must be set while rezzed.

Also, remember to make a copy (or two) of the MP Applier before loading it with textures. That way you always have a fresh, blank copy to start with. If you run out of blank copies, you'll find extras in the following subfolders: "Generic Icons for MP Applier" and "Applier Scripts & Notecards"

