

# Editing your Second Life Client UI

**\*\*Make sure you make backups of all originals that you want before doing this.** You hereby agree to hold GarHunt Productions LLC, it's affiliates , and any third parties harmless in the event your client should crash,not load, etc. GarHunt Productions LLC and Hunter188 are in no way related to or derived of Second Life (Linden Lab). No infringement intended.\*\*

## **BASIC FILE STRUCTURE AND PATHS**

Your Second Life files are on two parts of your computer.

1. In Documents and Settings>User>Application Data>Second Life>user\_settings>settings.
2. In Program Files>Second Life>app\_settings> here you will find various configuration files which can be edited. \*note some files such as the colors\_base follow a strict line format so say you are editing:

```
// Colors for property lines and land ownership overlay
PropertyColorAvail      0      0      0      0
PropertyColorGroup     0     184   184   102
PropertyColorOther     255   0      0     102
PropertyColorSelf      0     255   0     102
PropertyColorForSale   255   128   0     102
// match the color on the world map
PropertyColorAuction   128   0     255   102
```

Each Value line (or space between numbers MUST be the same as they were before!!) Examp. PropertyColorAuction!!!!!!!!!!!!128!!!!0!!!!255!!!!102 (! being the space between)

## **EDITING YOUR UI COLORS AND ALPHAS**

Open your **colors\_base** file and look over the various sections. Each section has a //comment and self explanation as to its value(s) the first three digits on your sections is your RGB values **0 0 0** *Alpha value so 0, 0, 0 = BLACK* and 255, 255, 255 = WHITE and so on or 1, 0, 0 for **RED** Etc...

For the Alpha values you can enter a value of 0 - 255 or 0.0 for full transparency .5 ( 50%) 1 Full Opacity your alpha values are always the fourth group and last in the line.

## **EDITING YOUR UI TEXTURES**

Open the **viewerart** file and here you will find a list of the textures as presented to you inworld in many forms such as the sky, the trees, water, you name it it's all there in .tga format WITH the key to the right of it.

So, say you don't like those pesky foot shadows and want to hide them, or better yet you don't care for the impeding No Entry lines you encounter.

1. Log in and find a completely transparent 100% alpha texture in your Inventory>Textures. Right click and select copy UUID Asset and Paste into your notepad or if you already have the viewerart file open find the noentrylines.tga and paste that UUID (key) over the one there and then save.

That's all there is to it!, you can also add your own graphics to interfaces such as folder arrow. in your inventory (It's recommended you use a 64X64 or smaller sample, and that it is a tga. upload to Second Life> then simply get the UUID and paste it into your viewerart where you want the change) you'd look for **folder\_arrow.tga** "key here....."

Save. AGAIN< Make sure you have a back up incase of problems (i.e. crashes, or it just looks plain awful,lol) But don't fret because you can always do a Re-install and this will reset all of your SL client files to default.

On a side note:

goto:  
Documents and Settings>User>Application Data>Second Life>user\_settings>settings

Open **settings** file and add the line: SelectionHighlightThickness .001

