



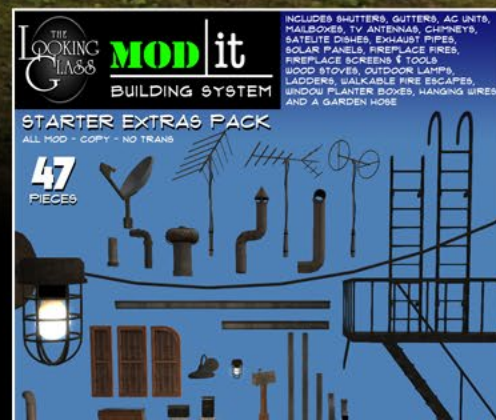
MOD | it

BUILDING SYSTEM

STARTER SETS MANUAL

COVERS
STARTER
SETS 1 & 2,
BOTH DEMO
HOUSES AND
EXTRAS PACK.

PLUS TIPS AND
TRICKS FOR
BUILDING IN
SECOND LIFE.



MODit Building System Starter Sets Manual

Thanks for purchasing a MODit Building System starter set or building. I've tried as hard as I can to design these pieces so they are easy and intuitive to use and also work well with Second Life primitives and any other mesh objects. Although I would say these sets are not really designed for beginners, they should be very easy for most people to use as long as you are familiar with building in Second Life. I've provided in this manual a bunch of tips, tricks and pointers that will help builders of all levels and which these pieces were designed to take advantage of.

The main goal in creating this set is to bring the building experience back into Second Life. Not everyone who wants to build is interested in or has the time to learn Blender or the other programs that allow you to make and import your own mesh. Using these pieces you will be able to achieve the same level of detail as any mesh build but

without ever leaving Second Life.

In all cases I've created the pieces so they will line up easily with each other and so the texturing will not be a nightmare. That doesn't mean you won't have to fine tune things to get the result you want- but should mean that the fine tuning will be predictable and relatively pain free. In order for the pieces to work well in all possible situations there will be times where a little more effort is needed to solve more specific problems. To help with that I've included pieces designed to be combined with Second Life primitives so you can solve anything and still maintain the style you want.

I find building fun and inspiring and I really hope these sets help you enjoy building in Second Life and truly realize your creativity with ease. I want everyone to enjoy building as much as I do!

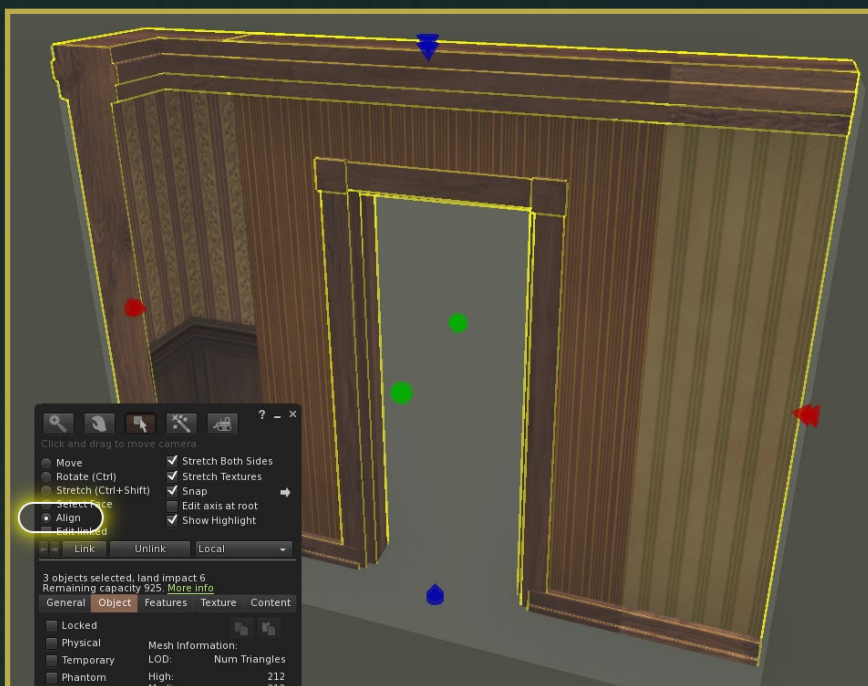
Building Tips -

The Align Tool-

Aligning objects is one of the biggest problems in any form of building and Second Life offers some wonderful tools to help with that. Here are some tips to help you use them and some methods you might not have been aware of that will make things much easier.

Most of the pieces in these sets have been created to a standard sizing that helps the align tool really shine. Arrange your wall pieces as you want them and once you're ready you can easily align them vertically (Z axis) by simply selecting them all and clicking the up or down arrows on the tool display. Aligning them along the length of a wall can be done the same way using either the X or Y axes. These methods can be used for any of the pieces you would use in line together. The align tool doesn't work when pieces are angled so its best to work with everything aligned to world first and angle after you finish.

When it comes to connecting the edges of pieces it gets a bit trickier but there are tools that can help. Once you've got them aligned don't forget to link them or at least remember to select them all together before moving them or you'll need to align them again.



TIP:

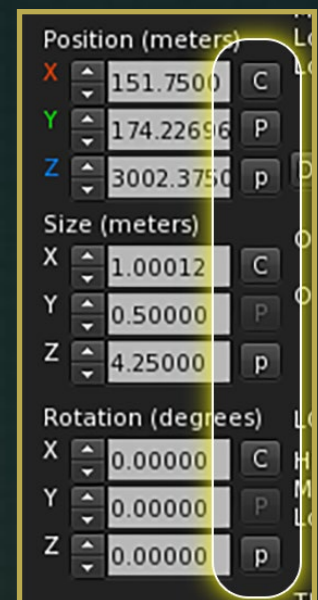
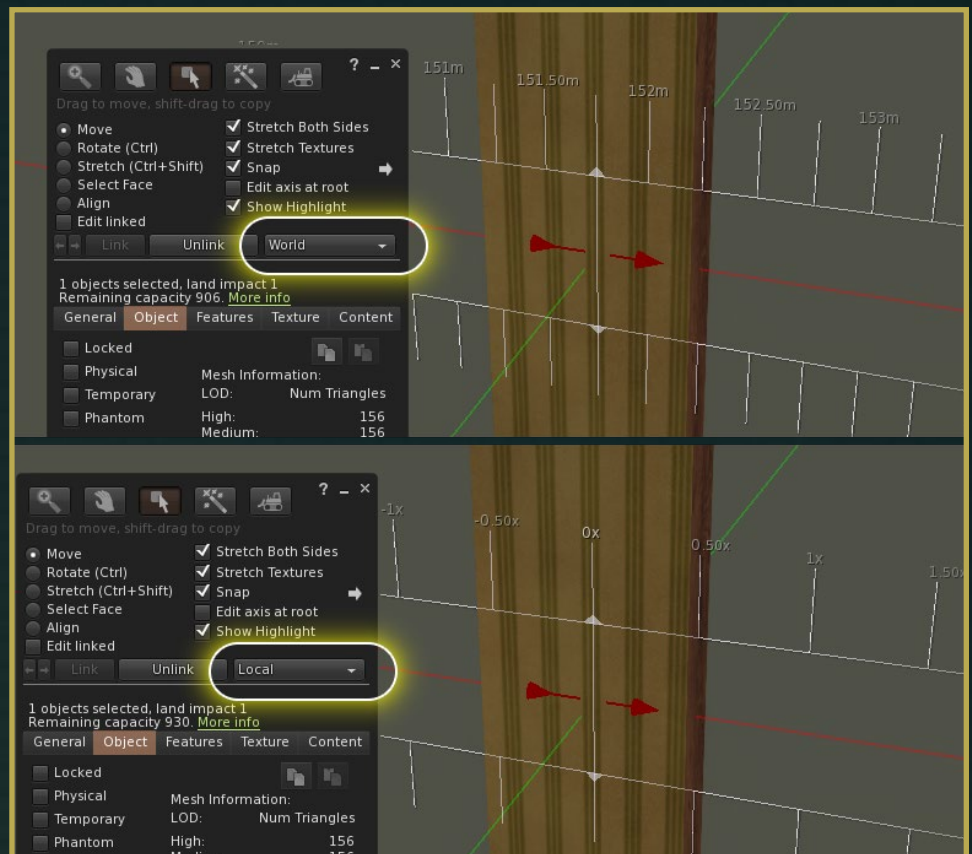
The align tool also contains a secret weapon. If you hold down SHIFT while aligning the tool switches into pack mode. In pack mode instead of aligning the pieces it will remove any gaps or overlaps between the pieces along the selected axis. Perfect for putting all your ducks in a row and avoiding those tiny gaps and flickering textures.

Using the Local grid and copying and pasting parameters-

When using the build dialog in Second Life you have the choice of following one of two coordinate systems. By default it's set to World and when using this setting all movement is measured relative to the sim's root position. (0, 0, 0 or the Southwest corner of the sim usually a few meters under the surface of the water) With this setting on when moving an object the rulers that appear are measuring in meters which can be helpful in some situations but the real magic happens when you switch the coordinate system to Local. Using the Local coordinate system these rulers now measure relative to the size of the object selected. They display 1x, 1.5x, 2x, 2.5x ... and when dragging out a copy of an object and letting it snap to this ruler the result will always be perfectly aligned to the original along that axis. It sounds complex but its actually very easy to visualize and use. This way

you can create a wall just by dragging out copies of a wall piece and you know they will all be perfectly aligned, spaced and touching without leaving a gap or overlapping. Now if you wanted to add windows to this wall just use window pieces with the same dimensions. Copy the position of the wall piece you want to replace by clicking the C button next to the position numbers. Delete that wall piece. Select the window pieces you want to move there and then click the P button next to the position numbers and it will move exactly into that space. (Some window pieces are larger than the wall pieces and this method won't work- but most will.) You can also use this method to copy and paste the size and rotation of any object to another easily. If you only want to copy and paste along a single axis you can do that just by selecting that axis's coordinate (Not all of it displays. Be sure to select it all by dragging to the right.) Click copy on your keyboard (Not the dialog C button) then select the other object and paste that number into the same coordinate display. This trick doesn't solve every problem but it solves a lot of it. Also if you are trying to align objects by their centers you need to do it this way. The Align tool only aligns to one side or the other.

One important thing to note. These pieces are made to be a little oversized compared to most avatars. This is on purpose to accommodate the users' camera but some people might want to adjust the proportions. Wait until you are done building, aligning and linking everything to adjust the overall size. If you adjust as you go new pieces you rez out will not match the adjusted ones. Basically, build the whole structure and then adjust when you won't need any more new pieces. Of course, there are always going to be times you need just one more piece so when that happens just remember to copy the size from an adjusted piece onto the new piece and then they will match.



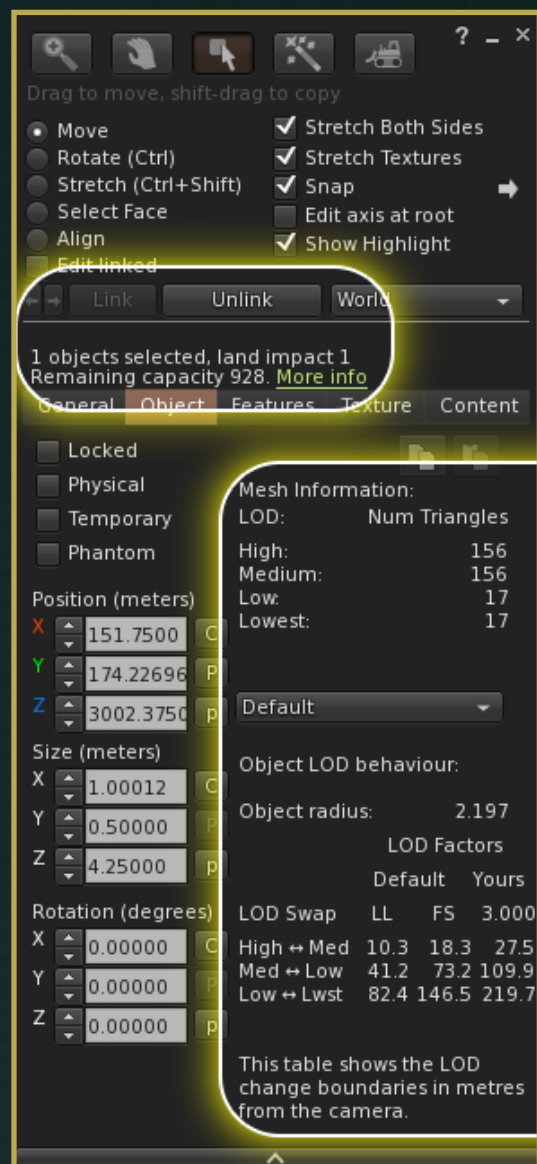
Linking, Unlinking, Land Impact and LOD-

It's best to work with everything unlinked when you can. If you copy dimensions or coordinates from a linkset (a group of linked objects) it will only copy from the root object which might not be the information you need. If everything is separate you avoid that issue. Linking everything together is usually the last step when building but sometimes it can help to link together smaller linksets as you go. Especially if you want to copy out those linksets. However if you later want to copy dimensions or coordinates from one of those linked pieces you will need to unlink that piece in order to do it. Having "Edit linked parts" ticked will allow you to unlink that part but will not allow you to copy information from it. It will still copy the information from the root object until it has been unlinked. Once it's unlinked you can copy what you need and then link it back into the linkset.

Linking can also affect how scripts operate. More on that later.

Land Impact is a way of controlling the resources on your sim or parcel. You only get so much of it. It is displayed for objects and linksets as a rounded integer (e.g., 1) but actually is a floating point number (e.g., 0.79). So most objects actually have slightly less land impact than they display. Normally this doesn't affect anything but when you're linking together large amounts of objects you will notice a saving on land impact. For instance a house with all parts unlinked might show as 350 Land Impact with everything selected but after linking it could drop down to 250 Land Impact. That's a big difference if your parcel only supports 1000 Land Impact. So it's important to remember as you build that the land impact of your creation will likely be lower after you link it all together. Also the size of the objects affects Land Impact as well. Shrinking them lowers it and enlarging them raises it. Sometimes dramatically so be careful. If you exceed your region's allowed Land Impact the item might be automatically returned to your inventory's Lost and Found folder and then you'll have to go somewhere with more available resources to get it out again.

And here's where it makes sense to talk about LOD (Level of Detail). LOD levels allow Second Life to display simpler versions of items in the distance when you don't need to see them clearly and therefore save resources and run better. All the objects in this set have been optimized as much as possible to display correctly under most circumstances. However, if you shrink them, the area in which they will display correctly also shrinks which means they might revert to a lower LOD state closer than they should making them display incorrectly. This is true for everything in Second Life and I'm sure you've noticed it before. The pieces in this set can be safely shrunk down to almost half size without too much problem. I wouldn't make them too much smaller than that but it's easy to test. Just move your camera back away from the object and if it changes too early it's probably too small. If you're wanting to create unusually small buildings this set might not work as well for you but for anything that your average avatar can use these pieces will work just fine.



Scripts-

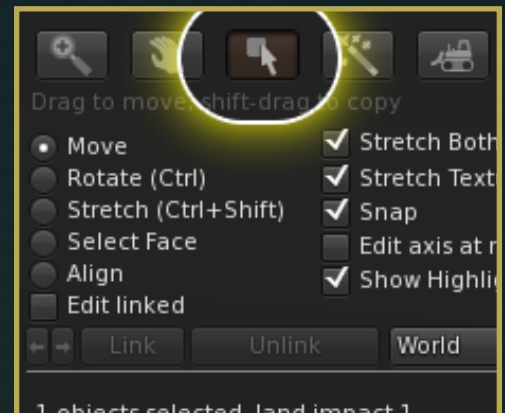
I've included in the set all the scripts you might need for doors or windows. For the windows, I've made the scripts so they won't be affected by linking. They'll work correctly whether linked or not. However for the doors it's a bit trickier. Each door has an invisible piece acting as the hinge which the door piece is linked to. If you unlink these the door will no longer open or close and if you link them into a larger linkset the whole linkset will behave as the door. Which is not what you want. So it's best to keep the doors as their own separate linksets. For storage in your inventory, you can take them up as a bundle (a group of unlinked objects) or use a rezbox system. It's a little inconvenient but the alternatives were either invisible parts of doors making them hard to place and clunky to use or slow overly complex scripts prone to failure. I use rezboxes myself. Once you get used to setting them up they're quite easy.

Of course, these are all moddable so if you want to use your own scripts feel free! Also, you can mod the scripts so if you want to tweak the way they work and know how to do it also- feel free!

For the door scripts I've included ones with various settings all set up for you. For each setting, there is a right and left version depending on which way you want the door to open. The settings are the normal doors which open on collision, play the door opening and closing sounds and close after a few seconds on their own. The other versions include ones without collision detection (click to open), one's without sounds and one's without a timer so the door will stay open until you click again to close it.

Mixing in Second Life primitives-

There are always going to be situations in which you might need to use Second Life's normal primitive objects to solve something the pieces in this set can help with. I've tried to cover all the bases but there's always a little bit that doesn't want to work and using a normal cube can solve the problem. Included with the starter sets are all the textures you'll need so you can easily match them and there shouldn't be any problem using normal prims along with the rest. They do have an advantage over mesh in that they can be cut, sliced, twisted and skewed in ways mesh can not and they have perfectly optimized LOD. Plus they usually have more options for using different textures on different sides than mesh. I've included pieces like the baseboards for the walls separately so you can use them to match primitive built walls to the rest and no one will ever know!



TIP:

When rezzing out a bundle be sure to have your Build dialog box open with Edit selected.

This way the bundle will be rezzed with all objects already selected and you can move them without fear of losing pieces.

If you rez a bundle without the build dialog open it will rez without being selected and any objects that rez somewhere out of sight might be hard to find and/or easy to miss.

Using the pieces -

Foundations, floors and ceilings-

These are some of the simplest pieces and to be honest, unless you want to use the foundation pieces with the basement windows built in I would suggest starting with a primitive cube as the foundation. That way you get more options for texturing and you can cut and slice the cube in ways you can't with mesh. The building method is simple. Place wall pieces on top of the foundation so that they extend over the side a bit and hide the edge where the outside wall touches the inside floor surface.

The ceiling/floor pieces are designed to have their floor surface (top) be level with the tops of the wall pieces. More walls or roof pieces on top of that will hide those joints.

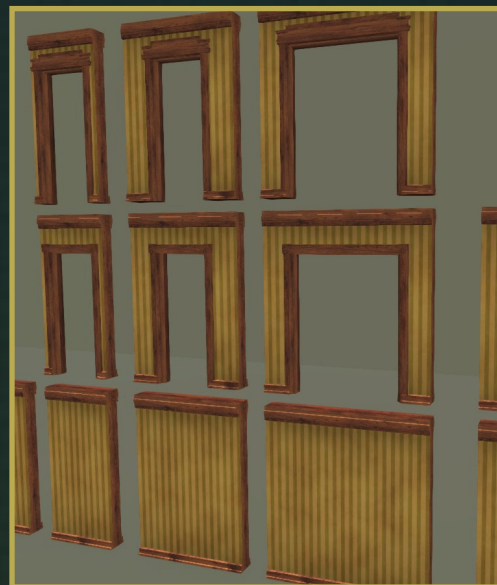
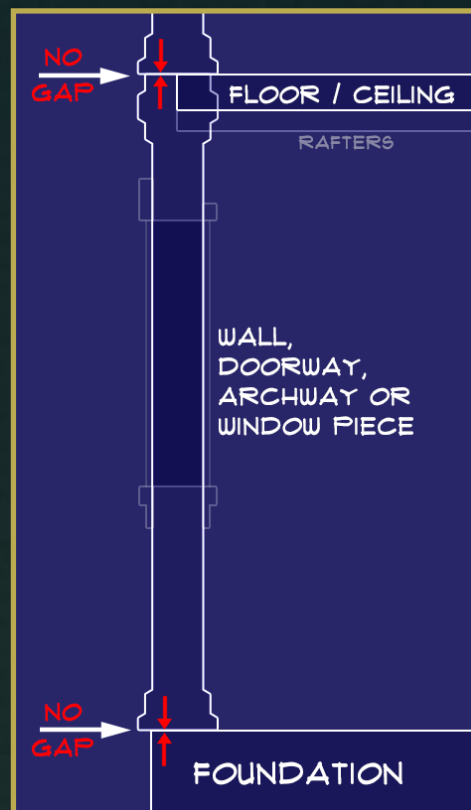
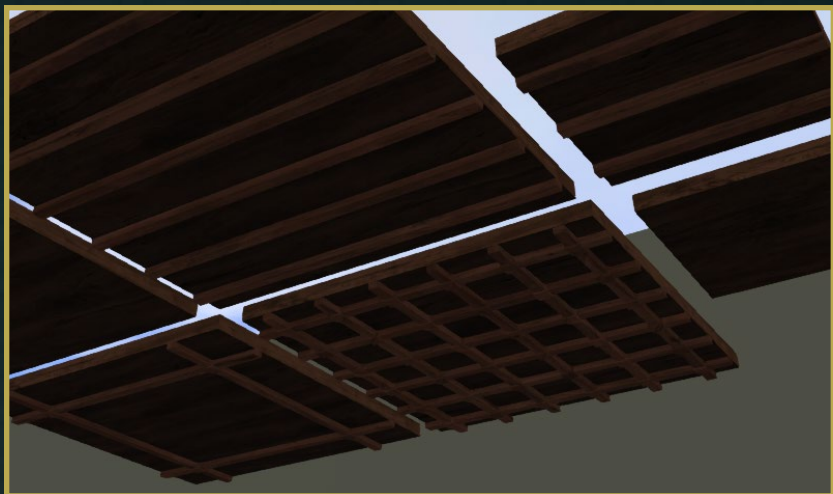
Be careful resizing the ceiling/floor pieces because the ones with rafters are thicker and so will only align on the top side. If you resize them be sure to not distort the rafters when you do. The pieces with rafters going only in one direction can be stretched in that direction but the pieces with rafters going in both directions can only be stretched a bit. It's better to drag out a copy to extend them if you can.

As for texturing, I need to tell you about Planar texturing. This is the easiest way to align textures on multiple objects but it's a bit tricky. First off, it only works if all the surfaces selected are flat and parallel but for floors and ceilings that is usually the case. So with all the floor textures selected set your texture and then switch from Default to Planar. Once you do that it will change the sizes of your textures. Usually from 1 to 0.2 for some odd reason. 0.2 will also most likely seem like way too many repeats so lower that to whatever works for you. Usually around 0.1 for me. Also, click on the Align Textures box and now you'll see all those textures acting as one. This method works great for floors and ceilings but isn't recommended for walls because you still end up having to align by hand between walls at different angles which is much harder on the Planar setting.

Walls-

The walls in both starter sets are meant to be interchangeable. Meaning that they all have the same base board and crown molding. The wall and trim textures can be different on each side. The wall textures actually extend above and below the trim. This is to guarantee that no matter what texture your using 1 to 1 repeats will always be consistent and cover the whole wall.

And now a note on texture alignment. This is the part that is always going to require a bit of fine tuning at the end. I've lined up the initial textures in a way that should make it as easy as possible to seamlessly align the wall and trim textures. But depending on how the repeats work on the texture you're using you might need to adjust to get them to match correctly. Luckily you only need to worry about this horizontally. The vertical repeats should always be set to 1 and the vertical offsets to 0. Set your horizontal repeats first trying to be sure the textures are not too stretched or squished compared to the one next to them and then adjust the offsets to match it. Often with the offsets, you will need to just enter numbers by hand. The up and down buttons are too rough for fine tuning. I usually start by adjusting the hundredths until I see it move past where it needs to be. Back up one step. Then switch to thousandths and do the same, and so on until it matches to the other texture. Always start on one end of the wall and work your way around the room in order until you get back where you started. Some textures are more forgiving than others depending on the patterns



involved but you'll quickly get the hang of how it works and know how to adjust it.

Doorways, archways and windows are all matched up the same way. I've also included walls with finished ends in case you want a wall that ends without a terminus or bend. There are corner and column pieces that can be used to cover gaps and/or help break up long walls and add some character and special wall pieces for connecting with or going under the roof pieces.

Windows-

The window pieces are all wall pieces just with the windows built into them. With only a couple of exceptions they are the same dimensions as the corresponding wall pieces without windows, so you can use the same methods for building with them. The only actual difference you need to know is that they also have window panes, some of which are scripted to open and close, already linked to them. This is to help make them easy to build with so you don't have to realign the window panes every time you move them. But it also means you need to be conscious of this once you start linking pieces together. The scripts in the windows will not be messed up by linking or unlinking at all but you do need to remember that once they're linked in with a larger link-set if you want to move them you need to be sure to select both the window piece and the window panes for it so you can move them together. If you forget it's not the end of the world. You can always just rez out a fresh window piece and use that.

The arched window pieces for Set 2 open outward instead of sliding up. They don't open all the way because they would push into the arch if they did and that looks horrible. However if for some reason you want to change this you can adjust the script easily to whatever angle you prefer.

All the sliding windows raise in increments a little bit up for each click until they're at the top and then they come back down to closed.

Doors-

The doors are all two pieces linked together and can't be linked into anything else or the script will not behave as it should. Placing them is just as you would think. Just fit them in the doorway. Try not to stretch them too much in any direction as it will distort the handles and locks but you shouldn't need to unless you're using an oddly sized doorway. The doorways that come with the sets are already matched to the door size. The doors with a window in them can use the included stained glass textures or the etched glass designs. For the etched glass designs you can add color to them without changing the transparent areas which means you can make them even dark colors or black and they will still be clear where the design is and can be quite a cool look.



Set 1 Window Styles



Set 2 Window Styles



Set 1 Door Styles



Set 2 Door Styles

Roofs-

These are the trickiest part of the whole kit. I tried to provide as many different options as I could imagine you might need. For Set 1 they are steeply angled roofs and because of the sizes of the pieces, might be hard to get exactly to the size you want. You can solve this by planning ahead. When you're first laying out your building design lay in the roof pieces over everything and be sure you can get what you want first. I can help to do this for each room separately at first and then combine them as you figure out what you want. Always keep in mind that you can scale the pieces to meet your needs but you should complete building the entire roof or section of roof before you scale them because otherwise the roof angles would no longer match. But if you like that look- go for it! The roofs for Set 2 are more Second Empire style and not intended to cover the entire building as much as accent the top floor. In between those pieces, you would use a ceiling piece with the flat tar roof texture, or whichever you choose, on it.

Both sets contain wall pieces so you can build walls under the roofs and wall connector pieces so you can have them connect to the wall directly without having half an inside wall showing on the outside or vice versa.

Set 1 contains a variety of end walls with or without windows as well as open rafter sections in case you want to create a vaulted ceiling or a creepy attic space. There is also a group of Set 1 roof pieces with INT in the name which stands for interior. These are made with interior walls so they can be used as finished rooms. All of the Set 2 roof pieces are set up this way.

Fireplaces-

Both sets include the large and small fireplaces as well as the pieces you'll need for the chimney up to the top chimney piece which is unique to each set. Most of the setup is straight forward. The only tricky part is aligning the wall with the fireplace in it. The fireplaces are a linkset and can be unlinked. Unlinking it will allow you to use the align tool to move the wall piece into position and then adjust the fireplace itself and link it back in when you want to. You can of course move them together but the align tool will not work that way because the fireplace sticks out on both sides.

The actual fires and other connected bits for the fireplaces are sold separately as part of the Extras Pack but you can of course use any fire pieces you like.

Set 1 Roof Style



Set 2 Roof Style



Large and Small Fireplaces

Porches and Balconies-

These are all fairly unique pieces that will align to themselves but not with the wall pieces. In most cases you wouldn't need to align them to the walls anyway. Their use should be very obvious and in the case of Set 1 there are roof pieces designed to go with them but you can always mix and match however you choose to get the look you desire.

Steps, stairs, staircases and railings-

Probably the trickiest part of buildings any structure is the staircases. I've tried here to provide you with stairs that will match the height of the walls so you don't have to worry about that part of it. The half and short versions are also made to work with these dimensions. Two halves are the same height as a wall and four shorts are as well. Each of these versions also include railings which are styled uniquely for each set. I've also included horizontal railings in three sizes and posts and connectors to complete the set and allow you to create any mix of staircases and landings that will suit your needs. They also work as railings for balconies or platforms.

You can use the smaller floor pieces as landings but a basic Second Life primitive cube will work just as well. Short stoops are also included for steps entering a building.

The horizontal railings will work with the align tool but the staircase railings require more attention to set up correctly. For this reason, I've also included six preassembled staircase templates that you can use as a starter for your building. That way you can skip the tricky bits and dive right into designing your structure.



Textures-

As well as the pieces, each set also contains a large collection of textures. Some are unique to each set but most are basic textures designed to work in as many ways as possible. They include a selection of metals, woods, stone, concrete, brick, walls and all the baked textures you'll need for the few items that need them such as the fireplaces and stairs. These give you a nice collection of basic high quality tiling textures you can use on anything you want to.

There is a selection of floor textures many of which include a matching shine texture so that tile floors will glow the way they should. Just be sure when adjusting them that you have "Synchronize Materials" checked so they work correctly.

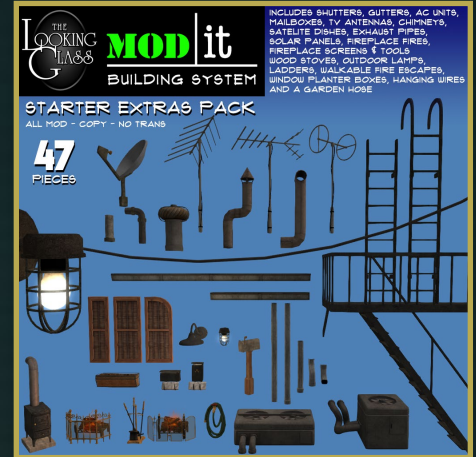
There are shingles materials for the roof pieces. A basic wood shingle in both sets and unique shingle materials for each of the two starter sets. These materials include the color texture as well as textures for the shine and bump (normal map) slots which will give you a wonderfully realistic shingle look. And again be sure when adjusting them that you have "Synchronize Materials" checked so the shine and bump work correctly.

Also, I've included a selection of good general purpose shine textures to be used with metals but you can use them on anything you like.



Finished Starter Houses -

Each set has a finished starter house that you can purchase separately or get as part of the Complete Set. Set 1 has the Victorian Estate and Set 2 has the Parisian Row Home. These are finished buildings I created using only the pieces and textures from those sets. They are both large, six room houses with numerous fireplaces and were created to demonstrate all aspects of what these sets have to offer. You can use them as they are, use them as a starting point for your own structure or just as reference to see how I've put together the parts.



Extras Pack -

Sold separately and included in the Complete Set. This is a collection of detail items you might wish to add to your structure. It includes gutters, shutters, fireplace setups, fire escapes, air conditioning units, TV antennas, mailboxes, planter boxes, wood stoves, solar panels and more! The fire escapes are walkable without the need for any scripting and the fires are animated with particle sparks and sounds included.

Full Permissions Versions -

These are sold for professional builders that would like to use these pieces to create items for sale. They do not include any textures or materials. Only the mesh pieces and shadow maps for the pieces that use baked textures- all with full permissions. The items in the Extras Pack are not included.

They can not be resold as is. They allow you to create what you want using your own textures and you will be able to sell those creations and advertise that they work with the MODit Building System so people know they can use them for modding if they wish.

Inventory -

Each set contains basic textures and pieces that are in both sets as well as textures and pieces that are unique to that set alone. Both sets come with the same scripts.

The Complete Set contains all textures and pieces from both sets as well as the pieces in the Extras Pack.

'Tintable' means the texture will work well with added color.
'Shine' indicates a texture meant for use as a shine map.

Included Scripts in both sets: 13

Set 1 Total Textures: 219

Set 2 Total Textures: 225

Complete Set Total Textures: 267

Set 1 Total Pieces and Templates: 149

Set 2 Total Pieces and Templates: 112

Complete Set Total Pieces: 245

Textures -

Woods- 512x512

TLG MODit - Wood Faded
TLG MODit - Wood Faded Darker
TLG MODit - Wood Oak
TLG MODit - Wood Oak Darker
TLG MODit - Wood Burl
TLG MODit - Wood Burl Darker
TLG MODit - Wood Walnut
TLG MODit - Wood Walnut Darker
TLG MODit - Wood Mahogany
TLG MODit - Wood Mahogany Darker
TLG MODit - Wood Painted Light - Tintable
TLG MODit - Wood Painted Dark - Tintable
TLG MODit - Wood Black Lacquer
TLG MODit - Wood Pine Rough
TLG MODit - Wood Plywood Rough

Floors- 1024x1024

TLG MODit - Floor Hardwood Oak
TLG MODit - Floor Hardwood Walnut
TLG MODit - Floor Hardwood Mahogany
TLG MODit - Floor Hardwood Rough
TLG MODit - Floor Parquet Herringbone
TLG MODit - Floor Parquet Squares
TLG MODit - Floor Parquet Basket Weave
TLG MODit - Floor Marble Tiles Light
TLG MODit - Floor Marble Tiles Light Shine
TLG MODit - Floor Marble Tiles Dark
TLG MODit - Floor Marble Tiles Dark Shine
TLG MODit - Floor Tiles Terra Cotta
TLG MODit - Floor Tiles Terra Cotta Shine
TLG MODit - Floor Tiles Green
TLG MODit - Floor Tiles Green Shine
TLG MODit - Floor Tiles White – Tintable
TLG MODit - Floor Tiles White Shine
TLG MODit - Floor Checker Tiles – Tintable
TLG MODit - Floor Checker Tiles Shine
TLG MODit - Floor Hex Tiles Terra Cotta
TLG MODit - Floor Hex Tiles Terra Cotta Shine
TLG MODit - Floor Diamond Tiles – Tintable
TLG MODit - Floor Diamond Tiles Shine

Baked Textures- Various Dimensions

TLG MODit - Baked Stairs Oak
TLG MODit - Baked Stairs Walnut
TLG MODit - Baked Stairs Mahogany
TLG MODit - Baked Stairs Painted Light – Tintable
TLG MODit - Baked Stairs Painted Dark – Tintable
TLG MODit - Baked Stairs Concrete Gray
TLG MODit - Baked Stairs Concrete Tan

TLG MODit - Baked Stairs Concrete Painted – Tintable
TLG MODit - Baked Fireplace Small Base Gray
TLG MODit - Baked Fireplace Small Base Tan
TLG MODit - Baked Fireplace Small Base Dark
TLG MODit - Baked Fireplace Small Trim Gray
TLG MODit - Baked Fireplace Small Trim Tan
TLG MODit - Baked Fireplace Small Trim Dark
TLG MODit - Baked Fireplace Large Base Gray
TLG MODit - Baked Fireplace Large Base Tan
TLG MODit - Baked Fireplace Large Base Dark
TLG MODit - Baked Fireplace Large Trim Gray
TLG MODit - Baked Fireplace Large Trim Tan
TLG MODit - Baked Fireplace Large Trim Dark
TLG MODit - Baked Door Metal Gold
TLG MODit - Baked Door Metal Silver
TLG MODit - Baked Door Metal Steel
TLG MODit - Baked Door Metal Brass
TLG MODit - Baked Door Metal Dark
TLG MODit - Baked Door Metal Shine

TLG MODit - Baked Door Knocker 1 Gold – Set 1 Only
TLG MODit - Baked Door Knocker 1 Silver – Set 1 Only
TLG MODit - Baked Door Knocker 1 Steel – Set 1 Only
TLG MODit - Baked Door Knocker 1 Brass – Set 1 Only
TLG MODit - Baked Door Knocker 1 Dark – Set 1 Only
TLG MODit - Baked Door Knocker 1 Shine – Set 1 Only
TLG MODit - Baked Porch Wall Top Stones Dark – Set 1 Only
TLG MODit - Baked Porch Wall Top Stones Light – Set 1 Only
TLG MODit - Baked Entrance Sconce Dark – Set 1 Only
TLG MODit - Baked Entrance Sconce Light – Set 1 Only
TLG MODit - Baked Roof Spire Dark – Set 1 Only
TLG MODit - Baked Roof Spire Light – Set 1 Only
TLG MODit - Baked Chimney 1 Flu – Set 1 Only

TLG MODit - Baked Door Knocker 2 Gold – Set 2 Only
TLG MODit - Baked Door Knocker 2 Silver – Set 2 Only
TLG MODit - Baked Door Knocker 2 Steel – Set 2 Only
TLG MODit - Baked Door Knocker 2 Brass – Set 2 Only
TLG MODit - Baked Door Knocker 2 Dark – Set 2 Only
TLG MODit - Baked Door Knocker 2 Shine – Set 2 Only
TLG MODit - Baked French Door Handle Gold – Set 2 Only
TLG MODit - Baked French Door Handle Silver – Set 2 Only
TLG MODit - Baked French Door Handle Steel – Set 2 Only
TLG MODit - Baked French Door Handle Brass – Set 2 Only
TLG MODit - Baked French Door Handle Dark – Set 2 Only
TLG MODit - Baked French Door Handle Shine – Set 2 Only
TLG MODit - Baked Entrance Lantern Dark – Set 2 Only
TLG MODit - Baked Entrance Lantern Light – Set 2 Only
TLG MODit - Baked Roof Fence Dark – Set 2 Only
TLG MODit - Baked Roof Fence Light – Set 2 Only
TLG MODit - Baked Roof Fence Post Dark – Set 2 Only
TLG MODit - Baked Roof Fence Post Light – Set 2 Only

Metals- 512x512

TLG MODit - Metal Gold Leaf
TLG MODit - Metal Gold Antique
TLG MODit - Metal Brass Scratched
TLG MODit - Metal Brass Antique
TLG MODit - Metal Bronze Scratched
TLG MODit - Metal Bronze Patina
TLG MODit - Metal Copper Hammered
TLG MODit - Metal Copper Patina
TLG MODit - Metal Silver
TLG MODit - Metal Steel
TLG MODit - Metal Steel Old
TLG MODit - Metal Steel Rusty
TLG MODit - Metal Rust
TLG MODit - Metal Wrought Iron
TLG MODit - Metal Aluminum
TLG MODit - Metal Shine Antique
TLG MODit - Metal Shine High
TLG MODit - Metal Shine Medium
TLG MODit - Metal Shine Old
TLG MODit - Metal Shine Rough

Bricks- 512x512

TLG MODit - Red Brick
TLG MODit - Red Brick Worn
TLG MODit - Red Brick Old
TLG MODit - Field Stone Light
TLG MODit - Field Stone Dark
TLG MODit - Cinder Block Light
TLG MODit - Cinder Block Dark
TLG MODit - Tan Brick Light
TLG MODit - Tan Brick Dark
TLG MODit - Stone Block Light
TLG MODit - Stone Block Dark
TLG MODit - Painted Brick – Tintable
TLG MODit - Painted Tan Brick – Tintable
TLG MODit - Painted Cinder Block – Tintable
TLG MODit - Painted Stone Block – Tintable

Concrete and Stucco- 512x512

TLG MODit - Concrete Gray
TLG MODit - Concrete Gray Old
TLG MODit - Concrete Gray Cracked
TLG MODit - Concrete Tan
TLG MODit - Concrete Tan Old
TLG MODit - Concrete Tan Cracked
TLG MODit - Concrete Sandy
TLG MODit - Concrete Sandy Old
TLG MODit - Concrete Sandy Cracked
TLG MODit - Stucco
TLG MODit - Stucco Old
TLG MODit - Stucco Cracked

TLG MODit - Concrete Painted – Tintable
TLG MODit - Concrete Sandy Painted – Tintable
TLG MODit - Stucco Painted – Tintable

Shingles- Various Dimensions

TLG MODit - Shingles Wood
TLG MODit - Shingles Wood Darker
TLG MODit - Shingles Wood Lighter
TLG MODit - Shingles Wood Shine
TLG MODit - Shingles Wood Normal
TLG MODit - Shingles Wood Roof Trim White
TLG MODit - Shingles Wood Roof Trim Ligh
TLG MODit - Shingles Wood Roof Trim Dark
TLG MODit - Flat Tar Roof

TLG MODit - Shingles Slate – Set 1 Only
TLG MODit - Shingles Slate Darker – Set 1 Only
TLG MODit - Shingles Slate Lighter – Set 1 Only
TLG MODit - Shingles Slate Shine – Set 1 Only
TLG MODit - Shingles Slate Normal – Set 1 Only
TLG MODit - Shingles Slate Roof Trim White – Set 1 Only
TLG MODit - Shingles Slate Roof Trim Light – Set 1 Only
TLG MODit - Shingles Slate Roof Trim Dark – Set 1 Only

TLG MODit - Shingles Scales – Set 2 Only
TLG MODit - Shingles Scales Darker – Set 2 Only
TLG MODit - Shingles Scales Lighter – Set 2 Only
TLG MODit - Shingles Scales Shine – Set 2 Only
TLG MODit - Shingles Scales Normal – Set 2 Only
TLG MODit - Shingles Scales Roof Trim White – Set 2 Only
TLG MODit - Shingles Scales Roof Trim Light – Set 2 Only
TLG MODit - Shingles Scales Roof Trim Dark – Set 2 Only

Windows- All tintable except Stained Glass 512x1024

TLG MODit - Glass Clear Trans
TLG MODit - Glass Clear Worn Trans
TLG MODit - Glass Clear Dirty Trans
TLG MODit - Glass Textured Noise Trans
TLG MODit - Glass Textured Noise Opaque
TLG MODit - Glass Textured Squares Trans
TLG MODit - Glass Textured Squares Opaque

TLG MODit - Glass Etched 1-1 – Set 1 Only
TLG MODit - Glass Etched 1-2 – Set 1 Only
TLG MODit - Stained Glass Panel 1-1 Not tintable – Set 1 Only
TLG MODit - Stained Glass Panel 1-2 Not tintable – Set 1 Only

TLG MODit - Balcony Door Glass – Set 2 Only
TLG MODit - Glass Etched 2-1 – Set 2 Only
TLG MODit - Glass Etched 2-2 – Set 2 Only
TLG MODit - Stained Glass Panel 2-1 Not tintable – Set 2 Only
TLG MODit - Stained Glass Panel 2-2 Not tintable – Set 2 Only

Interior Walls- 1024x1024 *WP means with Wood Paneling.

TLG MODit - Wall 2 White Stripes Mauve
TLG MODit - Wall 2 White Stripes Teal
TLG MODit - Wall 3 Burgundy Stripes Gold
TLG MODit - Wall 3 Olive Stripes Gold
TLG MODit - Wall 3 White Stripes Gray WP
TLG MODit - Wall 3 White Stripes Gray
TLG MODit - Wall 3 White Stripes Taupe
TLG MODit - Wall 5 Gold Stripes Red WP
TLG MODit - Wall 5 Gold Stripes Red
TLG MODit - Wall Diamonds and Stripes Blue Gold WP
TLG MODit - Wall Diamonds and Stripes Blue Gold
TLG MODit - Wall Diamonds and Stripes Mauve
TLG MODit - Wall Gold Diamonds Blue
TLG MODit - Wall Gold Diamonds Green WP
TLG MODit - Wall Gold Diamonds Green
TLG MODit - Wall Gold Diamonds Red WP
TLG MODit - Wall Gold Diamonds Red
TLG MODit - Wall Painted Wall Dark
TLG MODit - Wall Painted Wall Light
TLG MODit - Wall Plaster Lath Inside
TLG MODit - Wall Red Vines on Gold
TLG MODit - Wall Unfinished Inside
TLG MODit - Wall Vines and Stripes Dark Gray
TLG MODit - Wall Vines and Stripes Green Gold
TLG MODit - Wall Vines and Stripes Light Gray
TLG MODit - Wall Vines and Stripes Red Gold WP
TLG MODit - Wall Vines and Stripes Red Gold
TLG MODit - Wall White Vines on Blue
TLG MODit - Wall Wood Panels Dark
TLG MODit - Wall Wood Panels Light

TLG MODit - Vintage Wall Bohemian – Set 1 Only
TLG MODit - Vintage Wall Classic Burgundy – Set 1 Only
TLG MODit - Vintage Wall Classic BW – Set 1 Only
TLG MODit - Vintage Wall Classic Gold – Set 1 Only
TLG MODit - Vintage Wall Classic Gray – Set 1 Only
TLG MODit - Vintage Wall Floral Gray – Set 1 Only
TLG MODit - Vintage Wall Floral Purple WP – Set 1 Only
TLG MODit - Vintage Wall Floral Purple – Set 1 Only
TLG MODit - Vintage Wall Knots Gold WP – Set 1 Only
TLG MODit - Vintage Wall Knots Gold – Set 1 Only
TLG MODit - Vintage Wall Nature Green WP – Set 1 Only
TLG MODit - Vintage Wall Nature Red WP – Set 1 Only
TLG MODit - Vintage Wall Nature Tan WP – Set 1 Only
TLG MODit - Vintage Wall Waves Green WP – Set 1 Only
TLG MODit - Vintage Wall Waves Green – Set 1 Only

TLG MODit - Fancy Wall Damask Blue – Set 2 Only
TLG MODit - Fancy Wall Damask Gold WP – Set 2 Only
TLG MODit - Fancy Wall Damask Gold – Set 2 Only
TLG MODit - Fancy Wall Flowers Green Red – Set 2 Only
TLG MODit - Fancy Wall Flowers Purple Gold – Set 2 Only
TLG MODit - Fancy Wall Flowers Tan WP – Set 2 Only
TLG MODit - Fancy Wall Leaves Black Gold – Set 2 Only
TLG MODit - Fancy Wall Leaves Red Gold WP – Set 2 Only
TLG MODit - Fancy Wall Leaves Red Gold – Set 2 Only
TLG MODit - Fancy Wall Leaves Teal – Set 2 Only
TLG MODit - Fancy Wall Medallions Burgundy – Set 2 Only
TLG MODit - Fancy Wall Medallions Olive – Set 2 Only
TLG MODit - Fancy Wall Striped Floral WP – Set 2 Only
TLG MODit - Fancy Wall Teal Stripes WP – Set 2 Only
TLG MODit - Fancy Wall White Arabesque WP – Set 2 Only

Exterior Walls- 512x512

TLG MODit - Wood Siding Faded
TLG MODit - Wood Siding Oak
TLG MODit - Wood Siding Walnut
TLG MODit - Wood Siding Dark
TLG MODit - Wood Siding Painted Tan
TLG MODit - Wood Siding Painted Forest Green
TLG MODit - Wood Siding Painted Burgundy
TLG MODit - Wood Siding Painted Blue
TLG MODit - Wood Siding Painted Light – Tintable
TLG MODit - Wood Siding Painted Dark – Tintable

Detail Items-

TLG MODit - Deadbolt Keyhole
TLG MODit - Lantern Glass Amber
TLG MODit - Lantern Glass Green
TLG MODit - Lantern Glass White – Tintable
TLG MODit - Chimney Vent Grate Brass
TLG MODit - Chimney Vent Grate Steel
TLG MODit - Chimney Vent Grate Shine

TLG MODit - Roof Fence Dark – Set 1 Only
TLG MODit - Roof Fence Light – Tintable – Set 1 Only

TLG MODit - Balcony Guard Dark – Set 2 Only
TLG MODit - Balcony Guard Light – Tintable – Set 2 Only

Pieces -

Number on right indicates Land Impact

Starter Sets Basic Pieces (included with both sets) - (51)

TLG MODit - Baseboard 3m	1
TLG MODit - Chimney Extension	1
TLG MODit - Chimney In Wall	1
TLG MODit - Floor Ceiling 3x3	1
TLG MODit - Floor Ceiling 3x3 Rafters	1
TLG MODit - Floor Ceiling 6x6	1
TLG MODit - Floor Ceiling 6x6 Rafters	1
TLG MODit - Floor Ceiling 6x6 Rafter Frame	1
TLG MODit - Floor Ceiling 6x6 Rafter Grid	2
TLG MODit - Foundation 6x6x2m Base	1
TLG MODit - Foundation 6x6x2m Corner Windows	2
TLG MODit - Foundation 6x6x2m Side Window	1
TLG MODit - Large Fireplace Back Cover	1
TLG MODit - Small Fireplace Back Cover	1
TLG MODit - Staircase Full	2
TLG MODit - Staircase Full Open Back	2
TLG MODit - Staircase Half	1
TLG MODit - Staircase Half Open Back	1
TLG MODit - Staircase Short	1
TLG MODit - Staircase Short Open Back	1
TLG MODit - Stoop Short	1
TLG MODit - Under Stairs Block Full	1
TLG MODit - Under Stairs Block Half	1
TLG MODit - Under Stairs Block Short	1
TLG MODit - Under Stairs Wall	1
TLG MODit - Wall1 1m	1
TLG MODit - Wall1 1m Corner	1
TLG MODit - Wall1 1m End	1
TLG MODit - Wall1 2m	1
TLG MODit - Wall1 2m Doorway	2
TLG MODit - Wall1 2m Doorway EXT	4
TLG MODit - Wall1 2m End	1
TLG MODit - Wall1 3m	1
TLG MODit - Wall1 3m Doorway	4
TLG MODit - Wall1 3m Doorway EXT	4
TLG MODit - Wall1 3m Doorway End	2
TLG MODit - Wall1 3m End	1
TLG MODit - Wall1 3m Small Fireplace	2
TLG MODit - Wall1 4m	1
TLG MODit - Wall1 4m Double Doorway	4
TLG MODit - Wall1 4m Double Doorway EXT	2
TLG MODit - Wall1 4m Double Doorway End	2
TLG MODit - Wall1 4m End	1
TLG MODit - Wall1 4m Large Fireplace	3
TLG MODit - Wall1 Column	1
TLG MODit - Wall1 Column Half	1
TLG MODit - Wall1 Column Thicker	1
TLG MODit - Wall1 Column Thicker Half	1
TLG-MODit - Wall1 Chimney Wall with Vent	1

TLG-MODit - Wall1 Single Door Threshold	1
TLG-MODit - Wall1 Double Door Threshold	1

Starter Set 1 Unique Pieces - (92)

TLG MODit - Balcony Support 1	1
TLG MODit - Chimney1 Top	1
TLG MODit - Door 1 EXT	1
TLG MODit - Door 1 EXT Knocker L	1
TLG MODit - Door 1 EXT Knocker R	1
TLG MODit - Door 1 INT	1
TLG MODit - Door 1 Window EXT	1
TLG MODit - Door 1 Window INT	1
TLG MODit - Entrance Sconce 1	1
TLG MODit - Porch Roof 2m Corner	1
TLG MODit - Porch Roof 4m Corner	1
TLG MODit - Porch Roof 4m Entrance	1
TLG MODit - Porch Roof 4x2m	1
TLG MODit - Porch Roof 6x4m	1
TLG MODit - Porch Wall 2m	1
TLG MODit - Porch Wall 3m	1
TLG MODit - Porch Wall Post	1
TLG MODit - Porch Wall Post with Wood Corner	2
TLG MODit - Porch Wall Post with Wood No Sides	1
TLG MODit - Porch Wall Post with Wood Straight	1
TLG MODit - Porch Wood Post Corner	1
TLG MODit - Porch Wood Post No Sides	1
TLG MODit - Porch Wood Post Straight	1
TLG MODit - Railing 1 Full	2
TLG MODit - Railing 1 Half	1
TLG MODit - Railing 1 Post	1
TLG MODit - Railing 1 Post Connector	1
TLG MODit - Railing 1 Short	1
TLG MODit - Roof1 Attic Vent	1
TLG MODit - Roof1 Eave 1m	1
TLG MODit - Roof1 Eave 3m	1
TLG MODit - Roof1 Eave 6m	1
TLG MODit - Roof1 Eave Corner	1
TLG MODit - Roof1 Eave Edge	1
TLG MODit - Roof1 Eave Inside Corner	1
TLG MODit - Roof1 Full 1m	1
TLG MODit - Roof1 Full 3m	1
TLG MODit - Roof1 Full 6m	1
TLG MODit - Roof1 Full ATop 3m	1
TLG MODit - Roof1 Full ATop 6m	1
TLG MODit - Roof1 Full ATop Edge	1
TLG MODit - Roof1 Full ATop End Wall	1
TLG MODit - Roof1 Full ATop End Window	3
TLG MODit - Roof1 Full ATop Fancy Edge	1
TLG MODit - Roof1 Full ATop Rafters	1
TLG MODit - Roof1 Full Corner	3

TLG MODit - Roof1 Full ICorner Angle L	1	TLG MODit - Door 2 INT	1
TLG MODit - Roof1 Full ICorner Angle R	1	TLG MODit - Door 2 Window EXT	1
TLG MODit - Roof1 Full Inside Corner	1	TLG MODit - Door 2 Window INT	1
TLG MODit - Roof1 Full INT 1m	1	TLG MODit - Entrance Porch	1
TLG MODit - Roof1 Full INT 3m	1	TLG MODit - Entrance Porch Railing L	3
TLG MODit - Roof1 Full INT 3m Window	3	TLG MODit - Entrance Porch Railing R	3
TLG MODit - Roof1 Full INT 6m	1	TLG MODit - Entrance Stoop	4
TLG MODit - Roof1 Full INT Corner	2	TLG MODit - Porch Standing Lantern	1
TLG MODit - Roof1 Full INT Inside Corner	1	TLG MODit - Railing 2 Full	4
TLG MODit - Roof1 Full Under Roof Rafters	1	TLG MODit - Railing 2 Half	2
TLG MODit - Roof1 Full Under Roof Wall	1	TLG MODit - Railing 2 Post	1
TLG MODit - Roof1 Full Under Roof Window	1	TLG MODit - Railing 2 Post Connector	1
TLG MODit - Roof1 Half 1m	1	TLG MODit - Railing 2 Short	2
TLG MODit - Roof1 Half 3m	1	TLG MODit - Roof2 1m	4
TLG MODit - Roof1 Half 6m	1	TLG MODit - Roof2 3m	2
TLG MODit - Roof1 Half ATop 3m	1	TLG MODit - Roof2 3m Doorway (including Doors)	19
TLG MODit - Roof1 Half ATop 6m	1	TLG MODit - Roof2 3m Orn Vent	4
TLG MODit - Roof1 Half ATop Edge	1	TLG MODit - Roof2 3m Window	6
TLG MODit - Roof1 Half ATop End Wall	1	TLG MODit - Roof2 6m	2
TLG MODit - Roof1 Half ATop End Window	1	TLG MODit - Roof2 Corner	3
TLG MODit - Roof1 Half ATop Fancy Edge	1	TLG MODit - Roof2 Edge	1
TLG MODit - Roof1 Half ATop Rafters	1	TLG MODit - Roof2 Entrance Roof	5
TLG MODit - Roof1 Half Corner	1	TLG MODit - Roof2 Inside Corner	6
TLG MODit - Roof1 Half ICorner Angle L	1	TLG MODit - Roof2 Roof Fence Corner	7
TLG MODit - Roof1 Half ICorner Angle R	1	TLG MODit - Roof2 Roof Fence Straight	2
TLG MODit - Roof1 Half Inside Corner	1	TLG MODit - Roof2 Roof Top Edge 3m	1
TLG MODit - Roof1 Half Under Roof Rafters	1	TLG MODit - Roof2 Roof Top Edge 6m	1
TLG MODit - Roof1 Half Under Roof Wall	1	TLG MODit - Roof2 Roof Top Edge Corner	1
TLG MODit - Roof1 Roof Fence 3m	1	TLG MODit - Stairs Railing 2 Full	9
TLG MODit - Roof1 Roof Fence 6m	1	TLG MODit - Stairs Railing 2 Half	2
TLG MODit - Roof1 Spire	1	TLG MODit - Stairs Railing 2 Short	1
TLG MODit - Stairs Railing 1 Full	3	TLG MODit - Wall1 1m Corner Brackets	1
TLG MODit - Stairs Railing 1 Half	1	TLG MODit - Wall1 2m Brackets	1
TLG MODit - Stairs Railing 1 Short	1	TLG MODit - Wall1 2m Single Arch Window	2
TLG MODit - Wall1 2m Single Window	3	TLG MODit - Wall1 2m Single Arch Window Brackets	3
TLG MODit - Wall1 2m Small Window	1	TLG MODit - Wall1 2m Tall Window	2
TLG MODit - Wall1 3m Archway	3	TLG MODit - Wall1 3m Archway High	5
TLG MODit - Wall1 3m Single Window	3	TLG MODit - Wall1 3m Brackets	1
TLG MODit - Wall1 3m Small Window	1	TLG MODit - Wall1 3m Single Arch Window	3
TLG MODit - Wall1 3m Wide Window	6	TLG MODit - Wall1 3m Single Arch Window Brackets	4
TLG MODit - Wall1 4m Archway	3	TLG MODit - Wall1 3m Tall Window	2
TLG MODit - Wall1 4m Bay Window	4	TLG MODit - Wall1 3m Wide Arched Window	3
TLG MODit - Wall1 4m Double Window	6	TLG MODit - Wall1 4m Arched French Doorway	4
TLG MODit - Wall1 4m French Doorway	4	TLG MODit - Wall1 4m Archway High	5
TLG MODit - Wall1 Roof1 Connector L	1	TLG MODit - Wall1 4m Brackets	1
TLG MODit - Wall1 Roof1 Connector R	1	TLG MODit - Wall1 4m Double Arch Window	5
		TLG MODit - Wall1 4m Double Arch Window Brackets	7
		TLG MODit - Wall1 4m Double Tall Window	3
		TLG MODit - Wall1 Roof2 Connector L	1
		TLG MODit - Wall1 Roof2 Connector R	1
		TLG MODit - Wall1 Roof2 Under Roof Wall	1
Starter Set 2 Unique Pieces - (55)			
TLG MODit - Chimney2 Top	1		
TLG MODit - Door 2 EXT	1		
TLG MODit - Door 2 EXT Knocker L	1		
TLG MODit - Door 2 EXT Knocker R	1		

Extras Pack - (47)

TLG MODit - AC Roof Vent	1	TLG MODit - Roof Gutter 3m	1
TLG MODit - AC Unit Roof	1	TLG MODit - Roof Gutter 6m	1
TLG MODit - AC Unit Wall	1	TLG MODit - Satellite Dish Large	2
TLG MODit - Building Ladder	1	TLG MODit - Satellite Dish Small	2
TLG MODit - Building Ladder w Curl Over	2	TLG MODit - Shutter	1
TLG MODit - Entrance Wall Lamp	2	TLG MODit - Shutter Arched	1
TLG MODit - Exhaust Pipe	1	TLG MODit - Shutter Thin	1
TLG MODit - Fire Escape Platform (Walkable)	6	TLG MODit - Solar Panel Large	1
TLG MODit - Fireplace Fire 1-1	3	TLG MODit - Solar Panel Large Angled	1
TLG MODit - Fireplace Fire 1-2	3	TLG MODit - Solar Panel Single	1
TLG MODit - Fireplace Screen 1	1	TLG MODit - Solar Panel Single Angled	1
TLG MODit - Fireplace Screen 2	1	TLG MODit - Stove Chimney Cap	4
TLG MODit - Fireplace Tool Set	1	TLG MODit - Stove Chimney T	1
TLG MODit - Garden Hose Wall	1	TLG MODit - TV Antenna 1	2
TLG MODit - Gutter Pipe	1	TLG MODit - TV Antenna 2	2
TLG MODit - Gutter Pipe Drain	1	TLG MODit - TV Antenna 3	2
TLG MODit - Gutter Pipe Half w joiner	1	TLG MODit - Utility Lamp Ceiling	1
TLG MODit - Gutter Pipe S Bend	1	TLG MODit - Utility Lamp Wall	1
TLG MODit - Gutter Pipe w joiner	1	TLG MODit - Window Planter Box 1	1
TLG MODit - House Mail Box Tall	1	TLG MODit - Window Planter Box 2	1
TLG MODit - House Mail Box Wide	1	TLG MODit - Window Planter Box 3	3
TLG MODit - Pipe Bend	1	TLG MODit - Wire Hanging 15m	3
TLG MODit - Roadside Mailbox	1	TLG MODit - Wood Stove with Chimney Wall	5
		TLG MODit - Wood Stove with Chimney Pipe	3



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