

# HUD LYCAN



1	This button is the root prim of the HUD. When minimized, the other buttons are hidden behind it to avoid cluttering the screen. It allows you to reduce or restore the full size of the HUD.
2	This button allows you to scratch a victim by scanning nearby avatars. It allows the HUD wearer to scratch a selected target.
3	This button makes the avatar invisible to other avatars. It activates an animation to hide the avatar.
4	This button allows you to choose whether the avatar teleports with a fire effect. It adds a flame visual effect during teleportation.
5	This button allows you to show or hide the werewolf claws (claws) worn by the avatar. It dynamically toggles the claws.
6	This button increases the avatar's movement speed when activated.
7	This button is under development. When functional, it will display a message indicating the start of a battle.
8	This button hides the spike tip worn by the avatar. It allows you to show or hide the 'spike' element on the avatar.
9	This button allows you to use the Spike to drain vital liquid from a victim. It lets you select the amount to drain (10, 25, or 40).
10	This button hides the Soul-Reaper spikes worn by the avatar. It allows you to show or hide the 'Soul-Reaper' element.
11	This button allows you to use the Soul-Reaper to select and harvest souls. A dialog box opens to choose the target and the soul to collect.
12	This button scans avatars around the HUD wearer. It displays the status of detected avatars, such as 'fresh victim' if the avatar is not yet registered.
13	This button opens a menu with several options, such as viewing the guide, accessing the player page on the website, managing allegiance, and creating a clan.

