

HUD VAMPIRE



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 reducing or restoring the full size of the HUD.
2	This button allows biting a victim by scanning nearby avatars. It allows the avatar wearing the HUD to bite a selected target.
3	This button allows making the avatar invisible to the view of other avatars. It activates an animation to hide the avatar.
4	This button allows choosing whether the avatar should teleport with a fog effect. It adds a visual fog effect during teleportation.
5	This button allows making the vampire teeth worn by the avatar visible or invisible. It allows dynamically hiding or displaying the teeth.
6	This button allows increasing the movement speed of the avatar. It speeds up the avatar's movements when activated.
7	Under development. When functional, it will allow displaying a message indicating the start of a battle..
8	This button is used to hide the spike tip worn by the avatar. It allows hiding or displaying the "spike" element on the avatar.
9	This button allows using the Spike to drain vital liquid from a victim. It allows selecting the amount of vital liquid to drain (10, 25, or 40).
10	This button allows hiding the tips of the Soul-Reaper worn by the avatar. It allows hiding or displaying the "Soul-Reaper" element on the avatar.
11	This button allows using the Soul-Reaper to select and harvest souls. A dialog box opens to choose the target and the soul to harvest.
12	This button allows scanning the avatars around the avatar wearing the HUD. It displays the status of detected avatars, like "fresh victim" if the avatar is not yet registered.
13	This button opens a menu with several options, such as consulting the guide, accessing the player's page on the website, managing allegiance, and creating a clan.

