

This is a completely new and improved product and is a major improvement from my older sculpt version.

There are now 2 different sizes, the package gives you the option to rezz the original larger sized seagulls, or smaller, more realistic sized seagulls.

Over the past few years I have been creating artificial intelligence in second life. These seagulls have been a work in progress for over 3 years.

These gulls will choose to Fly, Walk, Peck, Swim, Stand, Float and even eat food all on there own. This works by reading your land environment they will live freely within it flying around Swimming or walking or doing what ever they want. rezz 4 or 5 of them in your land or as many as you feel comfortable with and they will always be doing different things. The birds can also blink and open there beak.

Setup is simple you only need to drag and drop them from your inventory onto your land. These birds are purely designed for ground level they will not function in skybox situations high above the ground as they need to read the land, water and buildings to make there navigation decisions.

Prim counts

The seagulls are 7 prims each or 7 LI.

The Seagull Feeding Vendor is 1 prim or 1 LI.

Options

The options have been made to allow you the best setup control with easy usability.

These can be set by clicking single clicks or holding your mouse button down for faster increments.

(Note you do not always need to have the HUD attached this HUD is only for general monitoring and setting options) You may only ever have to wear it once or twice.

Sound Effects On and Off (Allows you to turn the sound effects on and off).

Stay in parcel yes or no (This allows to keep the bird in your parcel or not).

The below options do not really need to be configured as the defaults are perfectly fine but feel free to adjust them if you want.

Max Distance 005 to 256

This is not meters it is more of a time factor control rather than an unnatural forced distance restriction it control's the maximum possible bird direction change time so giving it a higher number means it will naturally travel a lot further.

Default Home Height 001 to 100 meters

This is in meters and allows you to set the default home height (Remember the position that you rezz the birds automatically becomes there hard coded home position) so this option allows you to adjust the birds default home height.

Max Fly Height 005 to 256 meters

This is in meters and allows you to set the maximum height that the birds can fly.

Min Fly Height 001 to 050 meters

This is in meters and allows you to set the minimum height that the birds can fly.

M2 Radius 005 to 070 meters

This is in meters and allows you to set the radius from the center out of a circular path that the bird's create randomly centered from there home position. These seagulls will fly around this path in there M2 fly mode. (This is a special fly mode that makes the seagulls fly around in circles as they do in real life. For example you might want to rezz your birds on or near a flag post or light house and the birds will actually choose to come and fly around them at random moments).

Default (Sets the defaults for all settings).

The Tracking Radar:

This is a small on screen radar that allows you to visually see and track the seagull's rezzed on your land in real time each seagull is represented by a small white cube. The radar supports tracking of up to 8 seagulls in total but setting the options using the HUD will still work for more than 8 seagulls even though you can not see them on the tracking radar.

Clicking the white box's on the radar will give you basic options to control that individual seagull.

These options are:

Call Home: Allows you to force call that individual seagull home.

Goto: Allows you to teleport to that seagull.

Delete: Allows you to remotely delete that seagull.

Clicking the radar face "radar field area" will give you even more options.

These are:

Update: Request and update of this product.

Rescan: Rescans to find all the seagulls on your land.

Call All: Will call all the seagulls back to there home position.

Delete All: will remotely delete all seagulls on your land

Rezzing tips

1. Make sure you rezz the seagulls away from sim and parcel edges they need to be rezzed more than 15 meters away from them in order for the seagulls to make good natural looking decisions.
2. The first location the seagulls are rezzed automatically becomes there home location this location is very import as it becomes hard coded into the seagulls object description to ensure this position is never forgotten. This is also where the seagulls will come to fly around in circles together at random times. This is also where the M2 Radius and Default Home Height option comes into effect.

Seagull Feeding Vendor:

This is a very user friendly food system that people can use to feed the seagulls. One of the very ingenious things about this is you do not need to have build enabled to allow people to feed the seagulls as the food is rezzed from the vendor giving the illusion that it is being rezzed from the users perspective.

I wanted this to be a very interesting enjoyable interactive experience watching how the seagulls eat and interact with the food and each other seems very realistic. Definitely worth a few lindens in exchange for the experience.

The seagulls do not need food to stay alive the feeding is purely for entertainment only.

Using the hand held feeder.

You can set a pay price on the vendor at any cost you like by setting a price in the Food vendors objects description or make it free by setting it to 0. (When the vendor is set to 0 users only need to click the vender to obtain the feeder for free. Or setting it to 1 would be \$1L)

Next you need to click the food vendor and select Activate you can deactivate it here also and you can request an owner's feeder by selecting Give Owner. (Remember every time you want to change the price you must click Activate again to have it update the new price information.) If you decide to set a pay price on the food vendor you keep %100 of the profit.

After clicking or paying the vendor the feeder will be rezzed on top where the user can click it and accept the attachment permissions for it to be temporally attached to there Right Hand this temporally attachment system means it is easy to use and leaves no mess or dead items in the user's inventory.

The food giver has 5 slices of bread that can be given to the birds to eat once the bread slices run out the food giver will simply disappear.

There is a 10 slice per minute rezz limitation this is to prevent people from abusing it and rezzing to many this also ensures no more than 10 prims will be used while feeding. Bread slices are counted as 1 prim each for 60 seconds then become temporary for another 60 seconds then disappear if not eaten.

The Food Vendor is modify however you cannot change its size, editing color, shine, glow on the different faces is possible.

Food Vendor Floating text: It is possible to turn this floating text on or off by clicking the food vendor and selecting the options TEXT On or TEXT Off.

Other features and things to know.

They have an automatic repositioning system so if they by chance become stuck in buildings or make a wrong decision at the parcel or sim corner they will automatically reposition them self's back to the default rezzed location but this should be a rear occurrence.

There are only 2 scripts totaling 110kb per bird one for the main brain and decision maker and one for the prim animating. This makes for highly robust efficiently scripted resource friendly artificially intelligent birds.

As far as script time goes each bird will use between 0.005ms Min to 0.013ms Max witch is low considering what they do. Remember before checking script times make sure you give the seagulls about 2 minutes to settle down. Script times are always higher when first rezzed.

Physics time with 4 to 8 seagulls will use around 0.140ms witch is basically unnoticeable and will not have any impact on sim performance at all. So you will be able to have 8 rezzed with out causing any sim performance decrease at all. Don't forget to come and pick up the seagull demo pack in my main store to test them out for a day before making the decision to buy you get 4 No copy birds and the HUD and the feeder to test for a day. See how they interact with your land and see how little resources they really use and most of all make sure you are happy with there performance and functionally.

Physics: The birds use physics this is perfectly fine when you keep the bird numbers to around 5 to 8 this will only use about %0.2 of the sims physics resources. There is talk that using physics is a bad thing this is a misconception in most cases using physics is perfectly fine when used correctly. Since the implementation of mesh creators have the ability to set most of the objects that make up physical creatures to use no physics calculations at all resulting in a lot more efficient use of physics resources.

FAQ's

Q: When looking at the birds some times they appear to dash off really fast

A: Unfortunately this is a bug that was introduced not to long ago and affects all physical pets. The good news is Linden Labs have acknowledged it and are currently working on a fix.

Remember if you notice a problem or believe you have found a bug contact me inworld to have it resolved.