

Boat Rocking Rolling -Standard

Guide by Dora Gustafson 2014

<http://goo.gl/m00Zui>

Description

This script makes an object move like it is floating on water waves

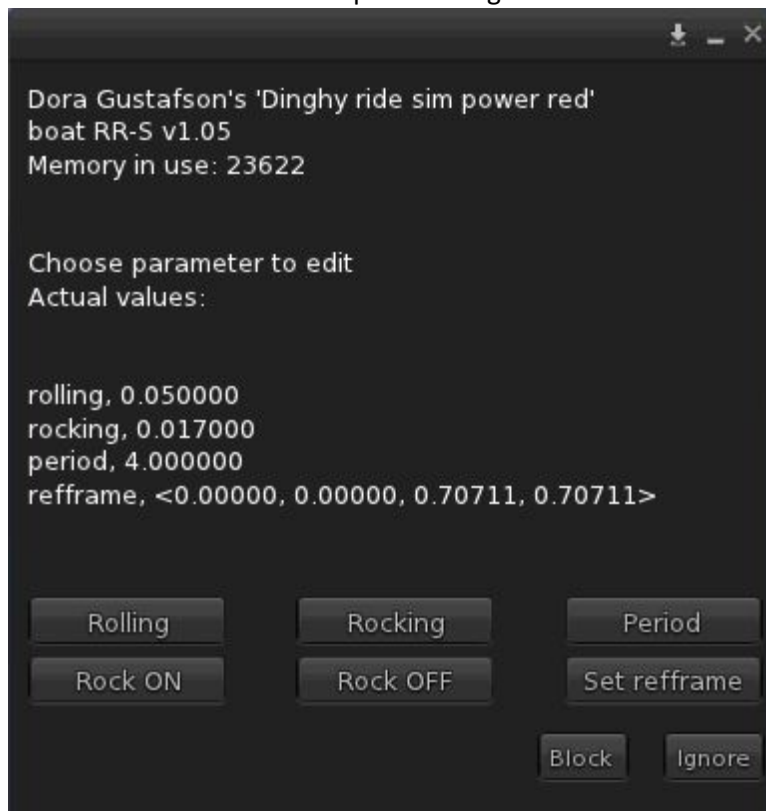
It is meant for boats controlled as SL-vehicles but is not restricted to that

Rocking and rolling is turned on and off manually in the dialog menu

When turned on the boat will stop rocking and rolling when physical, and start when not physical

The “rockedit” command

The chat command: “rockedit” will open a dialog menu for the owner:



Parameter editing

The parameters Rolling, Rocking and Period can be selected and edited

rolling, is the radius in meters for rolling

rocking, is a number between 0 and 1 where 0 is least and 1 is most rocking

period, is the wave period time in seconds

Rock ON and Rock OFF

Rock ON and Rock OFF in the dialog menu will start and stop rocking and rolling

Note card

A note card called: "rock and roll data", can be used to save parameter values

Note card values are used to restore data after script reset

Example:

```
rolling, 0.05
rocking, 0.017
period, 4.0
refframe, < 0.0, 0.0, 0.0, 1.0 >
```

rolling, is the radius in meters

rocking, is a number between 0 and 1 where 0 is least and 1 is most rocking

period, is the wave time period in seconds

refframe should have same value as assigned by the vehicle constant: [VEHICLE_REFERENCE_FRAME](#)

If the vehicle has Forward, Left and Up same as the prim, then refframe can be omitted

Rezzing

bit0 in start parameter: "param", is significant when rezzed by another object

- When bit0 = 0 will not be rocking at rez. Rocking will start when object has been physical
- When bit0 = 1 the rocking will start at rez

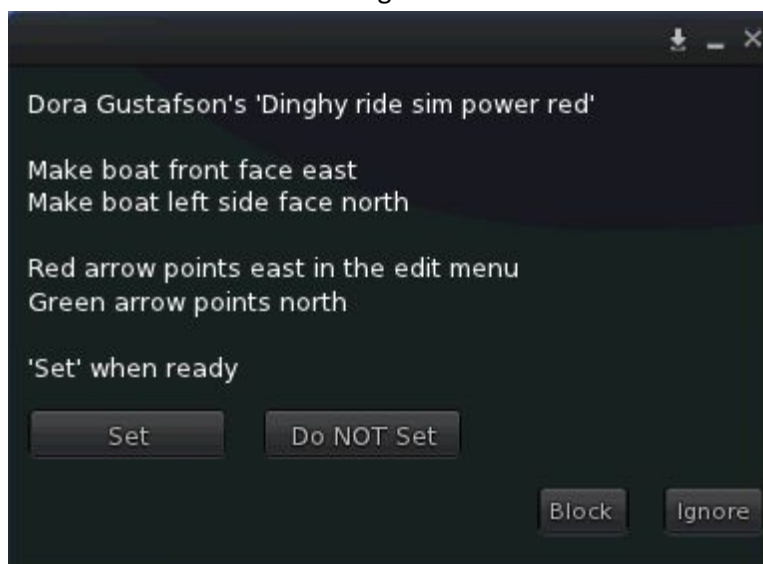
Reference frame

If the boat coordinates matches the vehicle coordinates the default setting will do and there is no reason to read further

If the rocking and rolling behave in a peculiar way it may be because the reference frame is different from the one used in the vehicle script

To obtain a proper reference frame do one of two:

1. copy it from the vehicle script
Look for rotation in: `lSetVehicleRotationParam(VEHICLE_REFERENCE_FRAME, rotation);`
2. Click 'Set refframe' in the dialog menu and follow the instructions in this menu:



Place the boat with front facing east(red arrow) and with left side facing north(green arrow)

Click 'Set' when the boat is placed as described

Obviously

The boat must have the modify permission to accept a script.

Some boats like the 'Loonetta', can not be modified, so they can not use this script.