Dark Omega HUD

Thanks for your interest in the Dark Omega HUD.

This multitool HUD is designed to make your SL easier and more enjoyable.

The Dark Omega HUD is basically an advanced radar, low lag, low script memory and script count. It can track up to 30 avatar at the same time. As usual updates are free and for lifetime.

To start using your HUD simply unbox it and attach it, i suggest right clicking it and choosing "Add" from the menu. If you attach it but dont see it onscreen, make sure it didnt go offscreen.

Once you wear it, it will start showing the avatars in the current simulator, you will also see yourself, this is usefull if you want to test something on yourself or see your own avatar info, at the left of the avatar name you will see a small white square looking thingy, if you click it, you will get a lot of info for the selected avatar, like:

*Days old

*Sim position

*Payment info information

*Display name

*Username

*Avatar UUID

*Amount of running scripts

*Amount of total scripts

*Script memory used

*Script time used

* Agent Language (if detected)

*Profile link

You can also see at the HUD a button with the text MENU and a number next to it, this number is the amount of avatars currently in the sim (counting you). To the sides of the button "Menu" you

will see the borders are green (or should be green), this is the lag indicator, a bright green means a healthy sim, a dark green means a laggy sim.

If you click the Menu button a popup menu will appear with the following options:

*MODULES

*END ALL

*RESET

*UPDATE

Now we will see what each of these buttons does:

Modules: This are general use modules to make things easier for you in SL, this includes:

*Platform, will create a platform below your avatar, usefull in sandboxes!

*Nonphys, will create a nonphys vehicle that will allow you to walk trough objects and avoid simple followers or traps.

*TpToCam, to use this module first position your camera where you want to go, once its in place, click the button and a teleport beam will appear around your avatar, sit on it to go to your destination.

*AvToCam, similar to TpToCam, but you dont need to rez an object (usefull in no build land), however this is a short-range teleporter.

*Clear, will rez a prim, that will make (or try to) nearby avatars to reload your avatar, usefull if other people see you blurry.

*Av Inter, Avatar interceptors, will prevent other avatars from bumping you.

*Obj Inter, Object interceptors, will prevent objects from bumping you, like bullets or moving physical prims.

*Movelock, will lock your avatar where is standing to avoid being pushed.

*Lock, a more strong version of the movelock.

*TP Log, will show a log of your lastest teleport locations, usefull if you forget to landmark an interesting place!

*Clear Log, will erase the teleport log history.

*Parcels, will list all parcel in the region you are currently in.

***Box**, will rez a box, you can see from inside but not from the outside.

***Stand**, will rez a pose stand.

***Phantom**, will allow you to walk trough object.

End All: Will end any module launched to another avatar (attacks).

Reset: Will reset the HUD scripts.

Update: Will check for new versions of the Dark Omega HUD.

If you click on any avatar name in your HUD another menu will popup with attacks you can use on them. These include:

InviTrap: An invisible trap, you cant escape by sitting on it, and if you dare to sit on it, it will have a surprise waiting.

Elevate: Will start pushing you avatar up (work in no push zones).

PT: Will do a more strong push to the avatar (work in no push zones).

Fire Attack: A bunch of fire cubes will sorround the avatar and push it.

Barrel: A barrel will place over the avatar telling it to get dressed!

Mirror: For this to work you need to be sitting on the Nonphys, it will make most follower follow its owner.

Bug: A standard chat relay.

Wave: A strong push (works only in push zones).

Kill: Kill an avatar (only in damage enabled lands).

Vanish: A passive attack that will make any avatar that sits on it vanish.

TPToMe: Will rez a teleport beam on the selected target to teleport them to your location.

ColorBall: Will rez a follower (colourful one) that will follow your selected target.

Spinner: Will set a follower on your select target that will spin on its head.

MLBlock: This module is used to prevent people from using weapon that requires mouselook mode.

Ban: Will ban the selected avatar from your land (assuming you have the rights to do so).

Eject: Will eject the selected avatar from your land (assuming you have the rights to do so).

TPHome: Will teleport home the selected avatar from your land (assuming you have the rights to do so).

Unsit: Will unsit the selected avatar (assuming you have the rights to do so).

InVoid: An experimental attack, will, try to send the avatar to the void and brake its camera.

Drag: After launching the attack, click and hold left mouse button to move the targetted avatar.

There are also several chat commands you can use in channel 333, for example "/333 profile matu resident" (without quotes)

TPTO <position> = Will rez a teleport beam around your avatar to teleport it to the desired location, for example "/333 tpto <128,128,20>"

NAME2KEY Matu Resident = Will display in the chat window the UUID of the selected avatar.

KEY2NAME ff5e623f-5876-4a60-ad12-fad2103cabc8 = Will display the name from the avatar UUID selected.

PROFILE Matu Resident = Will display a link in the window chat to the selected avatar profile.

COLOR <1,0,0> = Will change the text color of the HUD to the one specified, this will reset upon relog or detaching the HUD.

TB = Will change the HUD background color to transparent.

BB = Will change the HUD background color to black for easier reading.

This HUD is still in development and more modules and stuff will be added in time :)

If you have any questions or doubts feel free to IM me in world.

Matu, Dark Omega Team.