

LEBENS ECHTE PFLANZEN !!!

Marketplace shop: <https://marketplace.secondlife.com/stores/85195?>

Inworld shop: <http://maps.secondlife.com/secondlife/Schweet/13/74/1500>

=====

KEY FACTS

- * interaktive wachsende Pflanze
- * wächst wie eine echte Pflanze
- * gibt übertragbar Samen PlantPet jeweils 52 Tage
- * Vintage Plantpets geben keinen Samen
- * Keine zusätzlichen Kosten!

Deshalb ein großes Geschenk für Ihre Familie und Freunde.

PlantPets sind interaktiv Pflanzen, die wachsen und zum Glück bringen. Jedes Exemplar hat sein eigenes Verhalten, je nachdem wie viel Aufmerksamkeit sie von ihrem Besitzer bekommt. der Blumentopf ist veränderbar und jeder Blume hat einen Feuchtmesser um zu sehen ob die Blume gegossen werden muß. Die Blume selbst sind temp prims die jede Minute neu gerezzt und aktualisiert wird. Sie gießen die PlantPet durch eine Bewässerung-Menü und es wächst nach dem Feuchtigkeitsgehalt

1. WICHTIG!

Wenn Sie zum ersten rezz PlantPet SEED

berühren und klicken Sie auf "Grow". Danach erhalten Sie Beschaffenheit mit Lizenzvereinbarung und blauen Menü, das Sie mit den Bedingungen einverstanden, werden Sie gefragt. Klicken Sie auf "Ich stimme zu" und danach, werden Sie tatsächlich PlantPet erhalten.

2. ERSTE SCHRITTE

- a.) Rez Sie Ihre PlantPet immer auf einem Land, wo Sie Skripts ausführen dürfen.
- b.) Berühren Sie das PlantPet den Topf, um das Systemmenü mit 12 Tasten zu erhalten. Die drei wichtigsten Tasten sind:

[Bewässerung ...] - öffnet ein Untermenü für die Bewässerung.

[Wahl ...] - öffnet ein Untermenü zum ändern der Geschwindigkeit des Wachstums (Anmerkung: mehr Geschwindigkeit müssen Sie mehr gießen!).

[Pause] / [Weiter] - Pausen / für Ihre PlantPet.

Wenn Sie den Samen früher haben wollen, dann können Sie den Booster kaufen. Es gibt Spawn Booster unterschiedlicher Kapazität. Eine Einheit der Spawn-Booster wird Ihr plantpet einen Tag weniger brauchen für den Samen (normal 52). Allerdings kann nur ein Verstärker (beliebiger Kapazität) pro Tag angewendet werden um die Tage zu verkürzen!

3.) BREEDER CORNER

Ein kleiner Tipp für Züchter:

Welche Farbe Variante einer Blume, die Sie besitzen, ist für die Zucht relativ unwichtig.

Jede Sorte können jede Variante als Samen zu produzieren. Dies wird zu gleichen Teilen erfolgt. Es ist also nicht so, dass ein Vampir stieg vor allem die Produktion von Samen Vampir roses - leider. In diesem Punkt sind SL-Blumen verschieden von echten Pflanzen.

Nur kann beobachtet werden, dass die Grundfarbe der Blüte erfährt eine kleine Ansammlung in Fortpflanzungs Statistiken. Dies bedeutet, (zum Beispiel); gelbliche Blütenpflanzen produzieren geringfügig weniger wahrscheinlich bläulich, weißlichen oder rötlichen Blütenpflanzen, und umgekehrt, in beliebiger Kombination.

In der Regel, und im Gegensatz zu der ersten Annahme, sind "Saison" Pflanzen die seltensten. Beachten Sie, dass der Status eines plantpet können von gemeinsamen entweder saisonal oder selten und aus saisonalen seltene aufgerüstet werden, aber es wird nie herabgestuft werden. Elite plantpets bleiben immer Elite aber das Volumen der Booster von Elite plantpets können sie ändern. Begrenzte plantpets werden immer begrenzt bleiben.

Sehr geschätzter Kunde,

ich bedanke mich für Ihr Interesse!

Anja Horten

english

KEY FACTS

-
- * interactive growing plant
 - * grows like a real plant
 - * gives transferable baby PlantPet each 52 days
 - *Vintage plantpets give no sseds
 - * No additional keeping costs!

Therefore a great gift for your family and friends.

PlantPets are interactive plants which can grow and express happiness if you take care for them. Each copy has its own behaviour depending on how much attention it gets from its owner. It consists of a changeable pot, an optional moisture meter and the actual plant which is temporary rezzed

above the pot and gets refreshed once in a minute. You water the PlantPet by a watering menu, and it grows according to the moisture level

1. IMPORTANT!

When you first rezz PlantPet SEED

touch it and click 'GROW'. After that you will receive texture with License agreement and blue menu which asks you to Agree to the Terms. Click "I AGREE" and after that you will receive actual PlantPet.

2. GETTING STARTED

a.) Rez your PlantPet needs on a land where you are allowed to run scripts.

b.) Touch the PlantPet's pot to get the control menu with 12 buttons. The three most important buttons are:

[Watering...] - opens a submenu for watering.

[Speed...] - opens a submenu for changing the speed of growth (note: more speed needs more watering!).

[Pause]/[Resume] - pauses/resumes your PlantPet.

If you want it to spawn sooner then you can purchase spawn boosters. There are spawn boosters of different capacity. One unit of spawn booster will make your plantpet spawn one day earlier. However, only one spawn booster (of any capacity) can be applied per day!

3.) BREEDER CORNER

A small tip for breeder:

Which color variant of a flower you own, is relatively unimportant for breeding purposes.

Each variety can produce each variant as seeds. This is done in equal proportions. So it is NOT so, that a vampire rose mainly produces seeds of vampire roses - unfortunately. In this point, SL-flowers are different from real plants.

Only can be observed that the base color of the flower undergoes a small accumulation in reproductive statistics. This means (for example); yellowish flowering plants produce marginally less likely bluish, whitish or reddish flowering plants, and vice versa in any combination.

Usually, and contrary to the first assumption are 'seasonal' plants the rarest specimens in the breed and not 'rare' plants, even if the name suggests this could be. Note that the status of a plantpet may be upgraded from common to either seasonal or rare and from seasonal to rare but it will NEVER be downgraded. Elite plantpets will always remain elite but the volume of the boosters given by elite plantpets may change. Limited plantpets will always remain limited.

Highly esteemed buyer,

thank you very much for your interest!

Anja horten

Plantpets: Intelligent - Growing - Breedable Flowers and Plants

PlantPet 2.0s User Guide

Table of Contents

1. Introduction
2. Getting Started
3. Menu Buttons
4. Boosters
5. Breeding
6. Re-potting
7. Moisture Meter
8. Customer Support

1. Introduction

PlantPets is a team project for creating intelligent growing flowers and plants in SL. We offer more than 250 plantpets including roses, orchids, hibisci, and many others. All plants are low-prim as the prim-flowers are temporary rezzed above their pots. Plantpets are breedable and breeding them can be free of charge. Each plantpet can give one baby seeds every 52 days if kept at least 50% happy and 50% healthy. However, if either their happiness or their health is below 50% then they stop counting down the days to baby until both their happiness and their health become again at least 50%.

Taking care for plantpets is also free. They need only water to be happy and healthy and they are watered simply by pressing a menu button. If left dry for long period of time they can die but then they can be reset free of charge and grow again. When taken to inventory a plantpet gets paused, i.e. its parameters do not change.

Plantpets grow according to the specified in the menu speed of growth. In any case, the growth of a plant is slow and normally you should allow at least a couple of minutes before you see visible change. The speed of growth does not affect the time a plantpet needs to produce a baby seed.

All plantpet seeds are transferable and we encourage breeders to sell plantpet seeds at any price they desire. When an avatar plants a seed they receive the actual plantpet which is not transferable.

2. Getting Started

So, you have a plantpet seed and you want to plant it and start taking care for your plantpet. Here is what you need to do.

Step 1. Rez the plantpet seed. Then touch it to get its menu and press the menu button "Grow". Then you will receive the PlantPets Terms and you will be presented with a second menu that lets you

agree with the terms. After you press the menu button "I Agree" you will receive the actual potted plantpet.

Step 2. Rez the potted plantpet and touch it to start it.

Step 3. Touch the pot (some plantpets may come in a vase, bowl, stand, etc. instead) get the control menu with 12 buttons. The three most important buttons are:

[Watering...] - opens a submenu for watering.

[Speed...] - opens a submenu for changing the speed of growth.

[Pause]/[Resume] - pauses/resumes your PlantPet.

(Read next section for full details about all menu buttons.)

3. Menu Buttons

[Full Stats]

Prints the full state of the plantpet in the chat. The state of you plantpet is described by six parameters: age, growth, happiness, health, speed of growth and moisture level. To keep your plantpet happy and healthy you need to water it regularly. If left dry your plantpet will gradually become unhappy, then its health will start dropping. If its health becomes 0% then the growth of your plantpet will be reversed and it may die. If your plantpet dies it will give you an option to reset it.

[Watering...]

Opens the watering submenu with a few options for increasing the moisture level. You can water as much as you want your plantpet. High moisture levels will not damage it. But if your plantpet is unhealthy then moisture level above 90% will not allow it to recover fast.

Important Note: Even if it is fully grown your plantpet keeps consuming water and it needs to be watered.

[Speed...]

Opens the speed submenu. Note that whatever speed of growth you choose the growth of a plant is slow and normally you should allow at least a couple of minutes before you see any visible change.

With

the XXtra Fast speed you should allow at least 1 min before you notice any changes. With the RL Speed your PlantPet will grow with approximately 1% in 24h. That is, it may take 3 months or longer before it is fully grown depending on the care it receives.

Experiment with different speeds and see which one suits you best.

Important Note: When your PlantPet is growing fast it is also consuming water fast and it needs to be watered more often.

[Friends...]

Opens a submenu for viewing and modifying the list of friends. The friends of your plantpet are able always to water and pause it. Friends need to be added with their legacy names. Learn more about legacy names in the SL Wiki.

[Unlock]/[Lock] – If unlocked the [Watering...] and [Pause]/[Resume] buttons will be available to every AV. If locked, only the friends of your plantpet will be able to water and pause it. All other AVs will only get the [About] button in the menu.

[IM On]/[IM Off]

Switches on/off the IM reports your plantpet would send you every 12 hours if it is left dry and its health is below 40%.

[Pause]/[Resume]

Pauses/resumes your plantpet. If paused your plantpet does not grow, does not count days to baby seed, does not consume any water, and its happiness and health parameters do not change. Use this option if you are leaving your plantpet rezzed for long periods without care.

[Particles...]

Opens a particles submenu for selecting a particle effect as an indication of happiness. The included particle effect(s) turns on if the happiness of your plantpet is above 70%. You can get more particle effects for plantpets in the PlantPets Main Store.

[Get Update]

Checks for available updates for your plantpet.

[Plant Name]

You will be prompted in the chat to type in a new name of your plantpet. Type * if you have pressed this button by mistake.

[RESET]

Resets your plantpet, i.e. all parameters will be initialised to their starting values and the list of friends will be emptied. Starting from build 6 of version 2.0s the rest of a plantpet does not reset the days to

baby seed.

[About]

Gives information about the PlantPets project.

4. Boosters

Plantpets are breedable and breeding them can be free of charge. Each plantpet can give one baby seeds every 52 days if kept at least 50% happy and 50% healthy. However, if either their happiness or their health is below 50% then they stop counting down the days to baby until both their happiness and their health become again at least 50%.

Whatever the happiness or the health of a plantpet is, the days it needs to produce the next baby seed can be reduced by applying a booster. Boosters are available in the PlantPets Main Store and also on SL Marketplace. We also offer an affiliate vendor for reselling PlantPets boosters.

One unit of booster is equal to one day reduction. A booster may have capacity one or more units. When applied to a plantpet all units of a booster are applied together and the days to the next baby

seed get reduced by the number of applied units. However, only one booster (regardless from its capacity) can be applied within 24th.

To apply a booster, simply rez it near your plantpets, touch the pot of the plantpet you want it applied to and then also touch the spawn booster to activate it. The booster will be applied automatically and your plantpet will report this in the chat. If you have touched a few of your plantpets please wait at least 30 seconds and then touch the one that you want the booster applied to before touching the booster.

5. Breeding

Generally, each plantpet will produce baby seeds from their or related species with some small exceptions. More precisely, the baby seed depends on the genes of the parent (see the genes in the catalog). The strength of each gene of the parent shows how likely is that gene to be definitely passed to a baby. When a baby is delivered the AI behind the breeding scheme looks at the genes of the parent and decides which genes will be definitely passed. Then it considers the pool of all plantpets which do have those genes (no matter the strength) and randomly picks one of them to be delivered as a baby seed.

In order to receive the baby seed produced by a plantpet, the owner of the plantpet needs to touch it and then type give baby in the main chat within 30 seconds.

Plantpets can be:

common - available for purchase at the PlantPets Main Store.

seasonal - available for purchase at the PlantPets Main Store in particular time of the year; may come as baby of another plantpet.

rare - not available for purchase at the PlantPets Main Store; may come as a baby of another plantpet.

limited - sold at the PlantPets Main Store either for limited time or in limited numbers; does not come as a baby of another plantpet. A limited editions plantpet can come as a baby plantpet of the same limited edition plantpet with 5% chance.

elite - gives a random-volume booster after it gives a baby seed; the booster may come one or two minutes after the baby (only about 10% of all plantpets are elite).

vintage - vintage plantpets are typically very old plantpets which are no longer breedable. Any already planted vintage plantpets which are breedable remain breedable, however any seeds (old or new) of vintage plantpets deliver plantpets which are not breedable.

Note that the status of a plantpet may be upgraded from common to either seasonal or rare and from seasonal to rare but it will NEVER be downgraded. Elite plantpets will always remain elite but the volume of the boosters given by elite plantpets may change. Limited plantpets will always remain limited.

6. Re-potting

If the pot of your plantpet is not its root prim then you can always unlink it and either replace it by another pot or delete it.

If the pot of your plantpet is its root prim then in order to re-pot that plantpet you can edit its original pot in order to make it a transparent prim and resize it, for example.

In any case, if you link a new pot to a plantpet, make sure the original root prim remains the root after linking a new pot to it!

7. Moisture Meter

Each plantpet includes either a moisture meter stuck into the soil or some other means of visualising the moisture level. In most cases a moisture meter shows the level of moisture by changing its color with blue color indicating high level of moisture, green - medium, and yellow - low.

The functioning of your plantpet does not depend on the moisture meter and if it a separate prim then you can unlink and delete it if you need to save prims on your land.

8. Customer Support

The PlantPets team will be happy to answer any questions and help you with any problems you may experience with you plantpets. Please IM Bruce Liebkecht with your question and you will get a reply ASAP.

dejaPi Script Lab (c) 2007 - 2012

PlantPet 2.0s FAQs

<http://www.plantpets.info>

=====

Q. My plantpet tells me that it has a baby ready to be delivered. I typed the chat command it told me to type and nothing happens. What to do?

A. You need to copy & paste the chat command within 30s after touching the pot of your plantpet. Please copy & paste the command without the double quotes. Your plantpet will listen to your command only for 30s and then it will go idle. We recommend that you don't manually type the chat command but copy it from the chat instead. The format of the command is:

give baby

for the up to date plantpets or

plantpet_name give baby

for plantpets which haven't been updated to version 2.0s build 6.

If you need to use the second command (for plantpets which are not updated) please be aware that some plantpets may have double (or more) spaces between the words forming their names. Your SL viewer may collapse any double spaces in a chat message to a single space. In those cases please first change the name of your plantpet to a simpler one-word name (either manually or with the menu) and then retrieve your baby plantpet.

=====

Q. Why the health of my plantpet stays at 0%?

A. If the moisture of a plantpet is below 10% or above 90% and the happiness is below 40% at the same time then the health of the plantpet will decrease or stay at 0% if it has reached 0%. Each plantpet can recover its health if its happiness is above 80% and its moisture is between 10% and 90%.

=====

Q. My plantpet is unhealthy/unhappy. What to do?

A. To make your plant healthy you need to make sure it stays happy for a long period of time. If it has been unhealthy for a long period of time it will need to stay happy even longer to recover its health. So, how to keep it happy... you can do the following:

1. while you are around the plant set it at very fast speed and make sure it is always watered above 10% and below 90%.

2. before u go away or offline water the plant to 100% and leave it at RL speed.

The happiness of a plantpet can be seen by pressing the Full Stats menu button.

=====

Q. How much does it cost to take care for a plantpet?

Taking care for plantpets is free. They need only water to be happy and healthy and they are watered simply by pressing a menu button. If left dry for long period of time they can die but then they can be reset free of charge and grow again. When taken to inventory a plantpet gets paused, i.e. its parameters do not change.

Plantpets are breedable and breeding them can be free of charge. Each plantpet can give one baby seeds every 52 days if kept at least 50% happy and 50% healthy. However, if either their happiness or their health is below 50% then they stop counting down the days to baby until both their happiness and their health become again at least 50%.

=====

Q. How many prims is a plantpet?

A. All plantpets have a pot which consists of 2-5 permanent prims. All plant parts are actually temp rezzed by the pot. Temp rezzed prims will appear as prims owned by you on your land but they do not get subtracted from prims allowed on your land. However, not every landlord understands this. Please check with your landlord if they are happy with you having plantpets before you make a purchase.

There is also a limit on the number of temporary prims you can have on your land. This limit is determined by the formula found in the SL wiki at http://wiki.secondlife.com/wiki/PRIM_TEMP_ON_REZ.

=====

Q. I get a message that my plantpet cannot rez because my sim is full. There are plenty of prims available in my sim. What's wrong?

A. All plantpets have a pot which consists of 2-5 permanent prims. All plant parts are actually temporary prims rezzed by the pot. Temporary prims are counted separately from permanent prims. It is possible to have plenty of (permanent) prims available in your sim/land and at the same time to reach the limit of temporary prims. A sim can hold more temporary prims than permanent prims but the limit can be

reached. If that happens then you have two options.

The easier solution is to reset some of your plantpets which are high in temporary prims. If your plantpets are up to date the reset won't affect the number of days left to producing the next baby seed. Most plantpets are much lower in temporary prims at their first phases of growth and by resetting them you can greatly reduce the total number of temporary prims on your land.

The more difficult solution would be to look into the content of the pot of your plantpet and write down the names of all objects inside. Then delete those objects and replace them with simple temporary boxes with the same names. You can also make those boxes transparent. After this procedure your plantpet won't rez any plant parts but it will function as usual and it will be giving you normal baby seeds. Its impact will be only one temporary prim.

=====

Q. Can I take my plantpet to inventory? Can it die while in my inventory?

A. Yes, you can take your plantpet to inventory. Please take only the pot. You can simply delete the rezzed plant parts or let them disappear automatically within 1 min. Next time you rez the pot it will rez all plant parts automatically within 1 min.

While in inventory your plantpet cannot die. It will be paused. Next time you rez the pot the plantpet will resume its functions.

=====

Q. How do I move my plantpet?

A. Please move only the pot. The plant will automatically follow within 1 min.

=====

Q. What do boosters do?

A. Plantpets are breedable and breeding them can be free of charge. Each plantpet can give one baby seeds every 52 days if kept at least 50% happy and 50% healthy. However, if either their happiness or their health is below 50% then they stop counting down the days to baby until both their happiness and their health become again at least 50%.

Whatever the happiness or the health of a plantpet is, the days it needs to produce the next baby seed can be reduced by applying a booster. Boosters are available in the PlantPets Main Store and also on SL Marketplace. We also offer an affiliate vendor for reselling PlantPets boosters.

One unit of booster is equal to one day reduction. A booster may have capacity one or more units. When applied to a plantpet all units of a booster are applied together and the days to the next baby seed get reduced by the number of applied units. However, only one booster (regardless from its capacity) can be applied within 24th.

To apply a booster, simply rez it near your plantpets, touch the pot of the plantpet you want it applied to and then also touch the spawn booster to activate it. The booster will be applied

automatically and your plantpet will report this in the chat. If you have touched a few of your plantpets please wait at least 30 seconds and then touch the one that you want the booster applied to before touching the booster.

=====

Q. Do I have to buy boosters for my plantpet?

A. No, you only need to keep your plantpet at least 50% happy and at least 50% healthy and it will count down 52 days to having a baby plantpet. The happiness of a plantpet can be seen by pressing the Full Stats menu button.

=====

Q. My plantpet is stuck and does not count down the days to having a baby plantpet. What's wrong with it?

A. Your plantpet must be at least 50% happy and at least 50% healthy to count down the days to having a baby plantpet. The happiness of a plantpet can be seen by pressing the Full Stats menu button.

=====

Q. Can I sell my baby plantpets?

A. Yes.

dejaPi Script Lab (c) 2007-2012