



# i,Vision

HDP001/HDP001+  
Studio-Wireless DJ Headphones

## User Guide/Introduction

Second Life®

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## i,Vision Studio-Wireless DJ Headphone at a glance

[\[HDP001\]/\[HDP001\]+ overview](#)

This guide describes for:

- i,Vision [HDP001] Studio-Wireless DJ Headphone (snow)
- i,Vision [HDP001] Studio-Wireless DJ Headphone (titanium)
- i,Vision [HDP001] Studio-Wireless DJ Headphone (granite)
- i,Vision [HDP001]+ Studio-Wireless DJ Headphone (spectrum)



"Feel the Rhythm with the Beats"

New release "objective/i,Vision HDP" series Studio-Wireless DJ Headphones are designed for maximum reality and looks almost natural. You will look the best while spinning during the set.

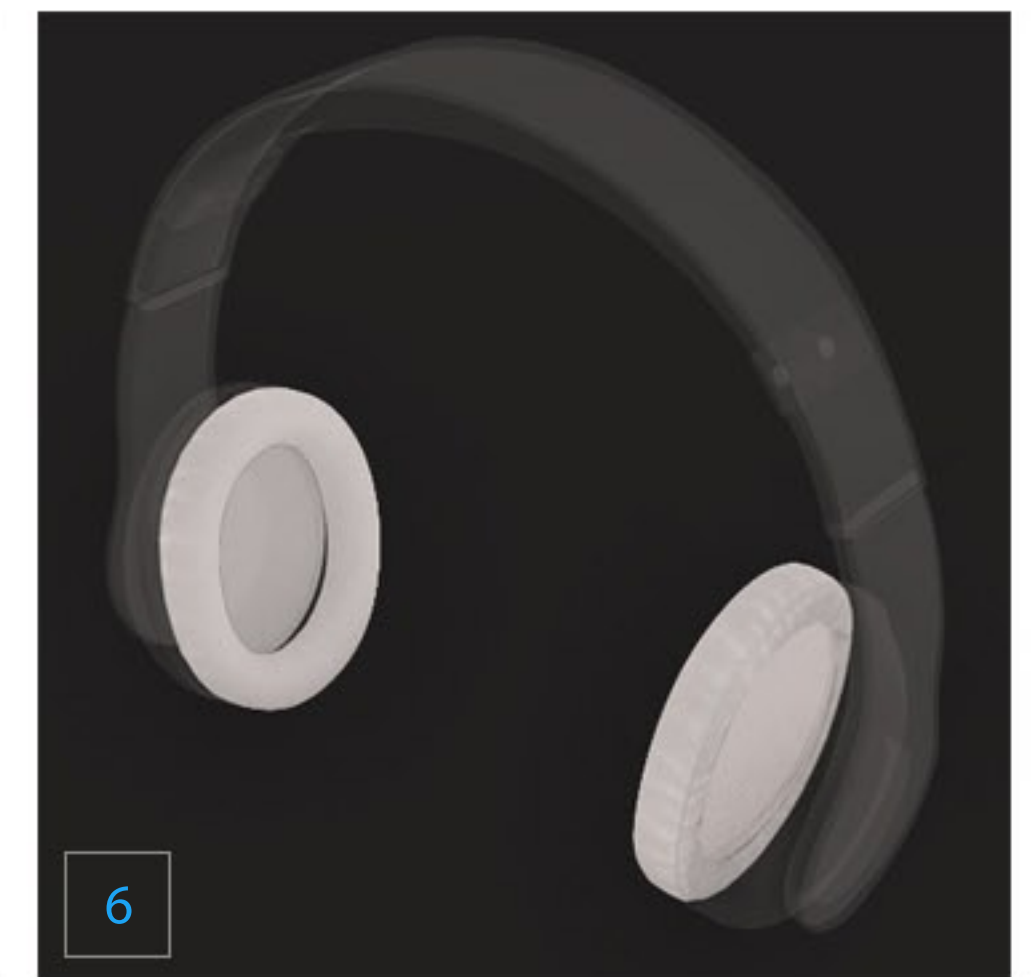
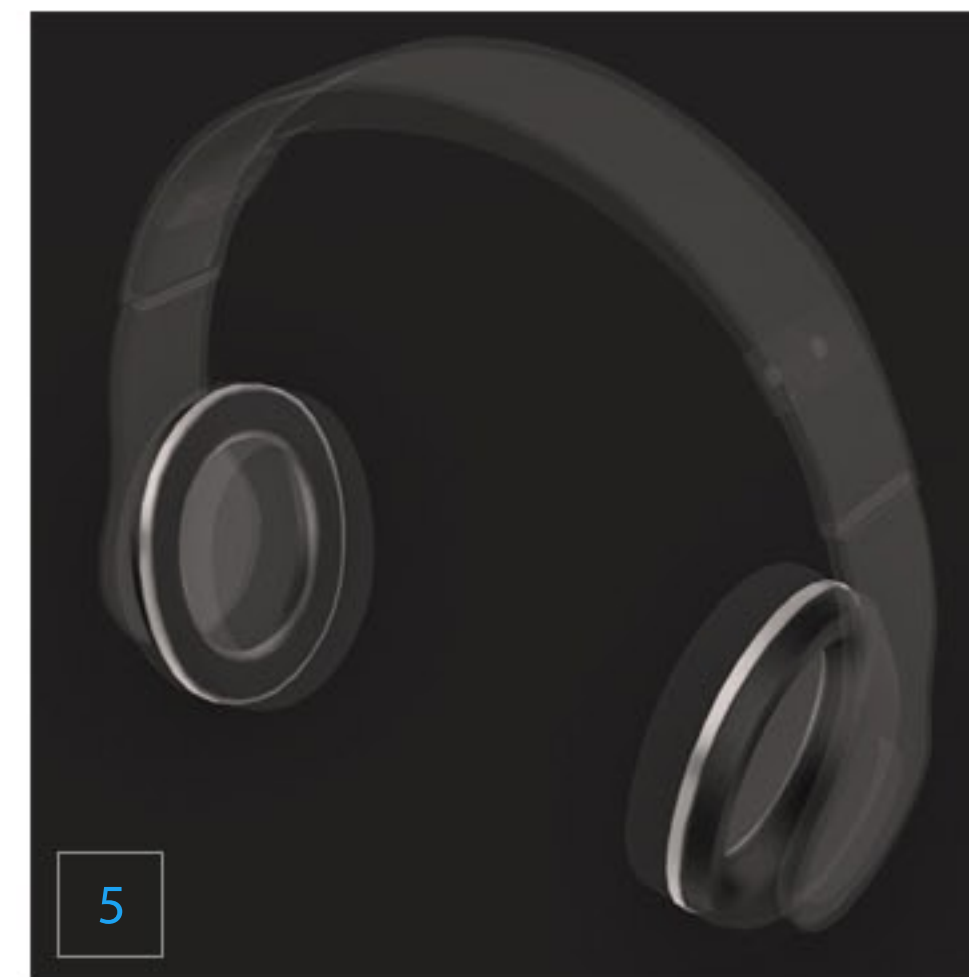
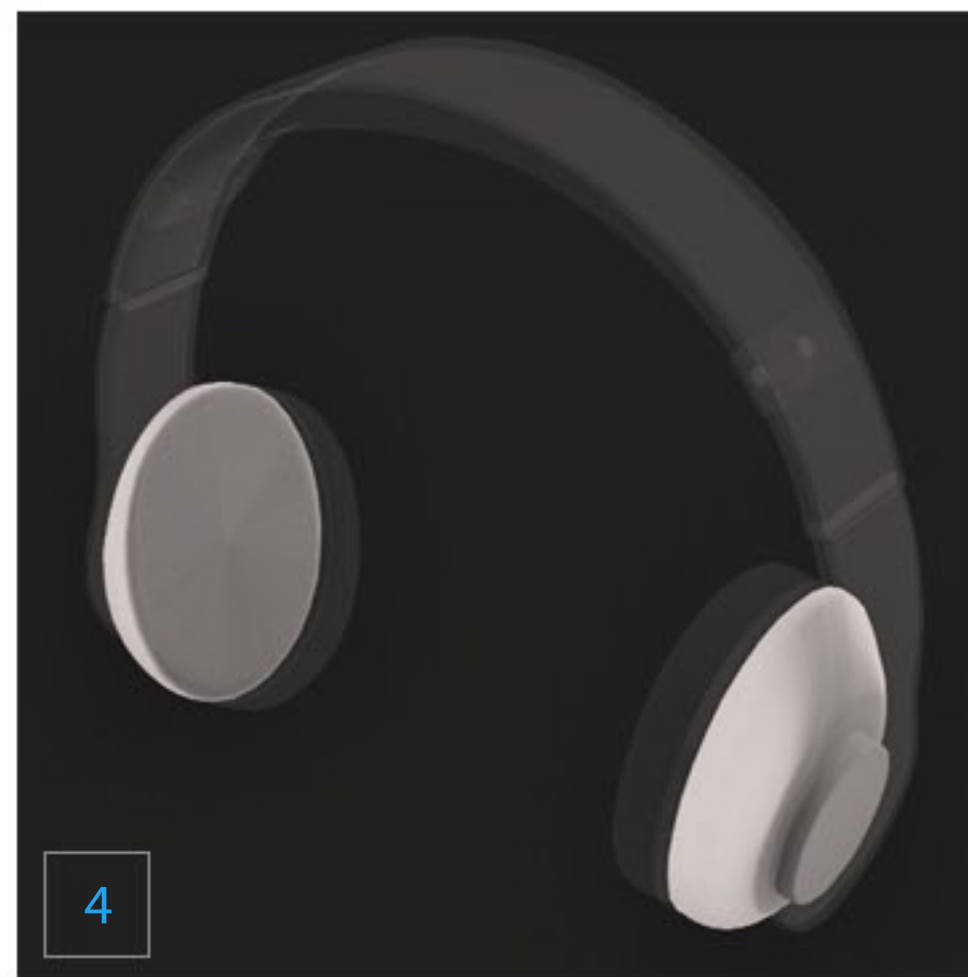
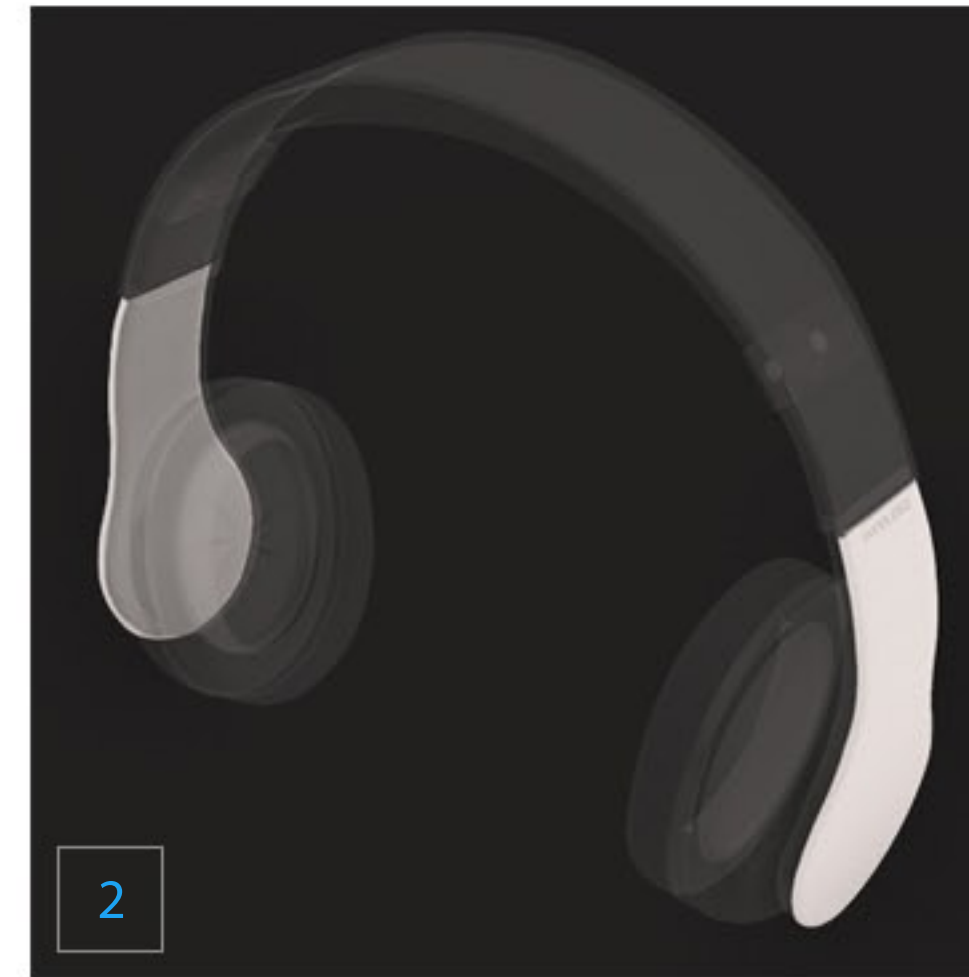
# Feel the Rhythm with the Beats





## Tabs

- 1 Headband Top
- 2 Sides
- 3 Sliders & Leather Headband
- 4 Housing
- 5 Aluminium Rings
- 6 Earpads Cushion



## Features

- Partial MESH, detailed sculpted prims
- Wearable and/or Decorative use
- NEW feature Fold-able (L and/or R separately) smooth animated
- Wireless (no needs cable connect)
- Flashy logo
- Unisex (available for mesh and classic avatars)
- Resize-able on touch (deletable) for solid color models [HDP001]
- Advanced color picker HUD driven for spectrum model [HDP001]+

# Unisex



# Basics

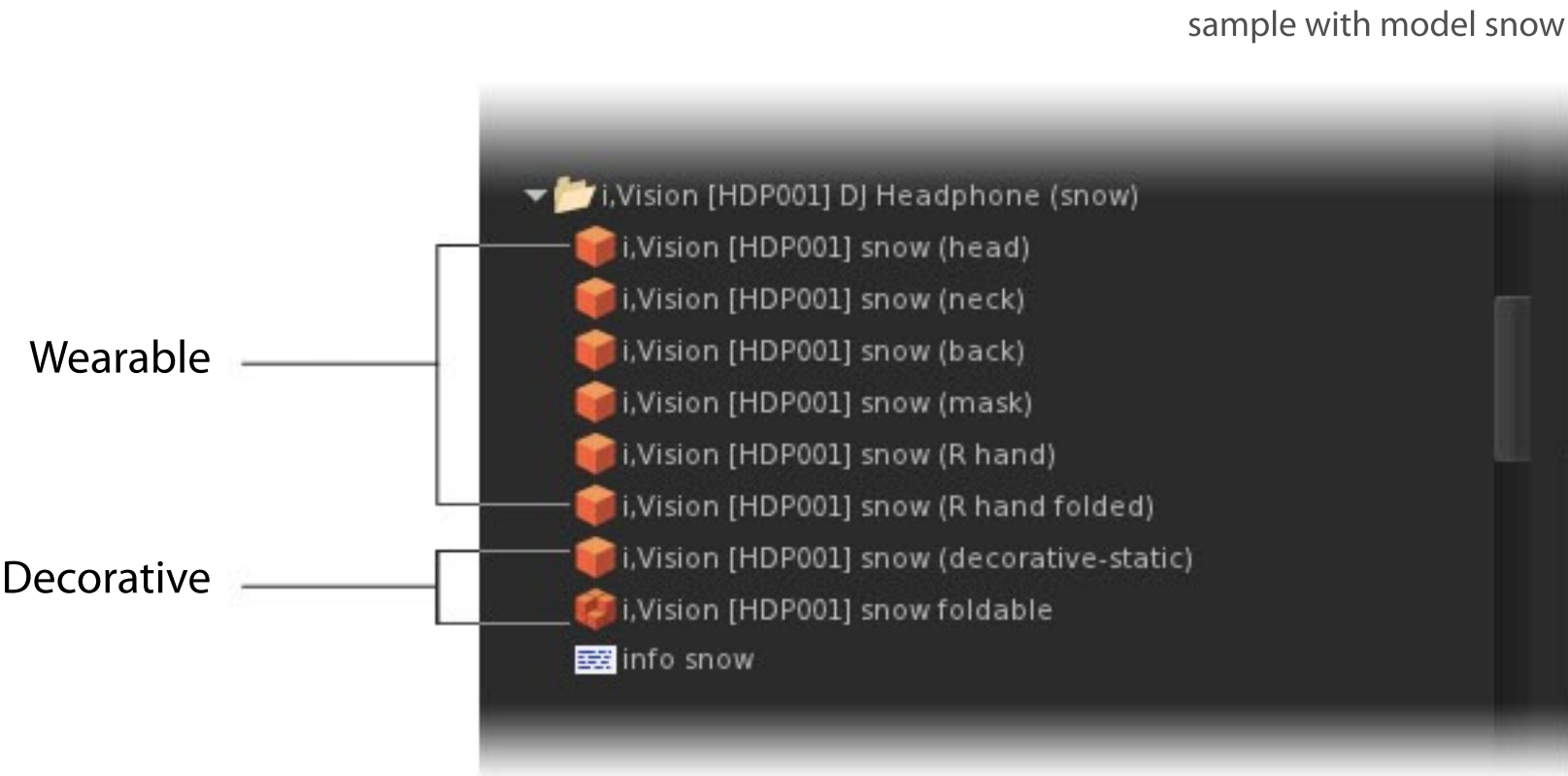
Product Content [HDP001] snow | titanium | granite

## Wearable models:

- [HDP001] snow / titanium / granite (head)
- [HDP001] snow / titanium / granite (neck)
- [HDP001] snow / titanium / granite (back)
- [HDP001] snow / titanium / granite (mask)
- [HDP001] snow / titanium / granite (R hand)
- [HDP001] snow / titanium / granite (R hand folded)

## Decorative models:

- [HDP001] snow / titanium / granite (decorative-static)
- [HDP001] snow / titanium / granite foldable ..... multi objects



Inside the box; besides the ones which might be worn on the body, you will find static (odd object) and foldable (multi objects) with the purpose of use as a decorative item.



Product Content [HDP001]+ spectrum

Wearable models:

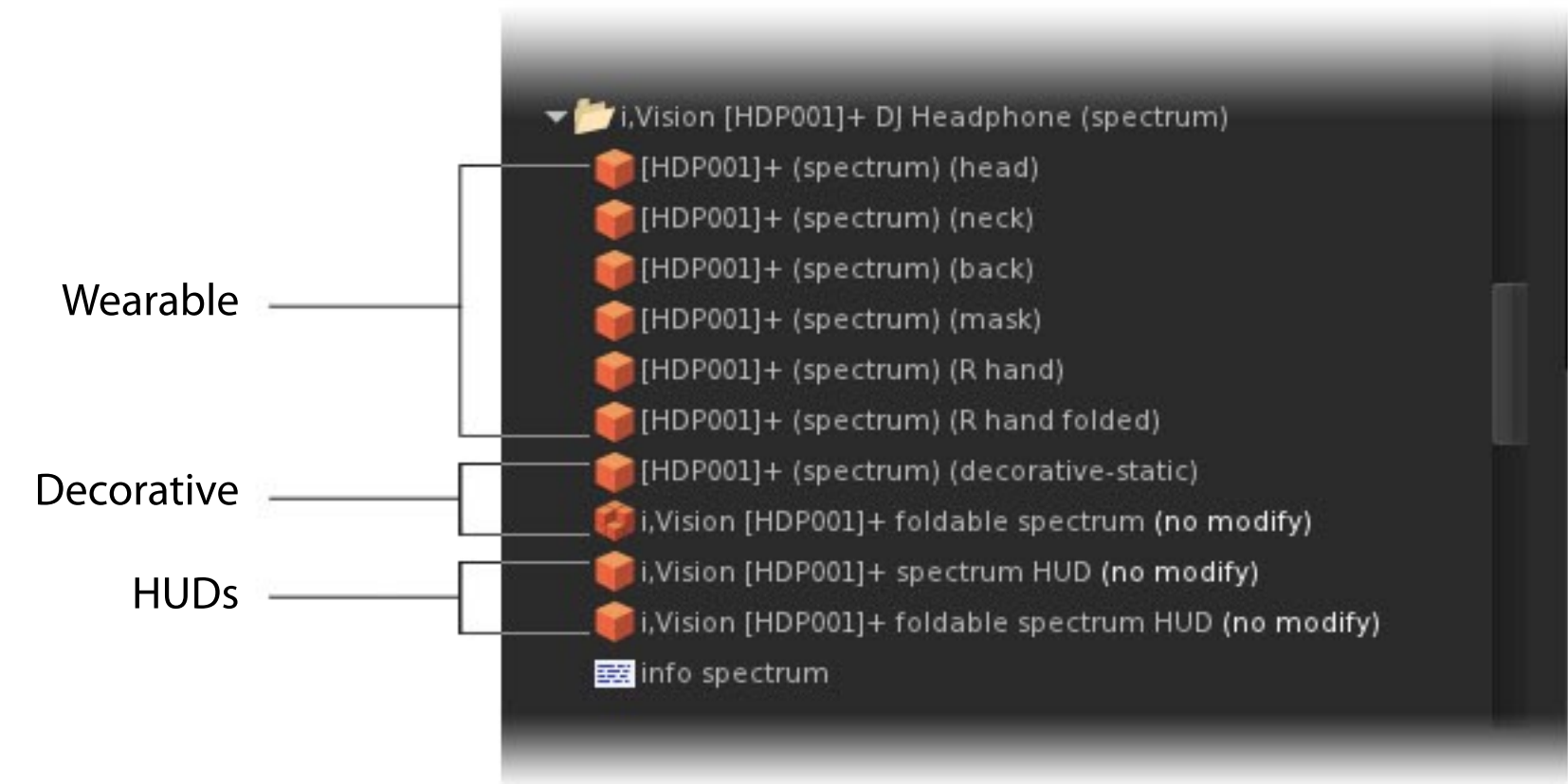
- [HDP001]+ spectrum (head) .....need unboxing
- [HDP001]+ spectrum (neck) .....need unboxing
- [HDP001]+ spectrum (back) .....need unboxing
- [HDP001]+ spectrum (mask) .....need unboxing
- [HDP001]+ spectrum (R hand) .....need unboxing
- [HDP001]+ spectrum (R hand folded) .....need unboxing

Decorative models:

- [HDP001]+ spectrum (decorative-static) ...need unboxing
- [HDP001]+ foldable spectrum ..... multi objects

HUDs:

- i,Vision [HDP001]+ spectrum HUD
- i,Vision [HDP001]+ foldable spectrum HUD



Inside the box; besides the ones which might be worn on the body, you will find static (odd object) and foldable (multi objects) with the purpose of use as a decorative item.

Please Note: You may only make the alterations in the multi objects "i,Vision[HDP001]+ foldable spectrum" such as the colour, brightness and glow via the HUD which is called as "foldable spectrum".

## Unboxing [HDP001]+ spectrum

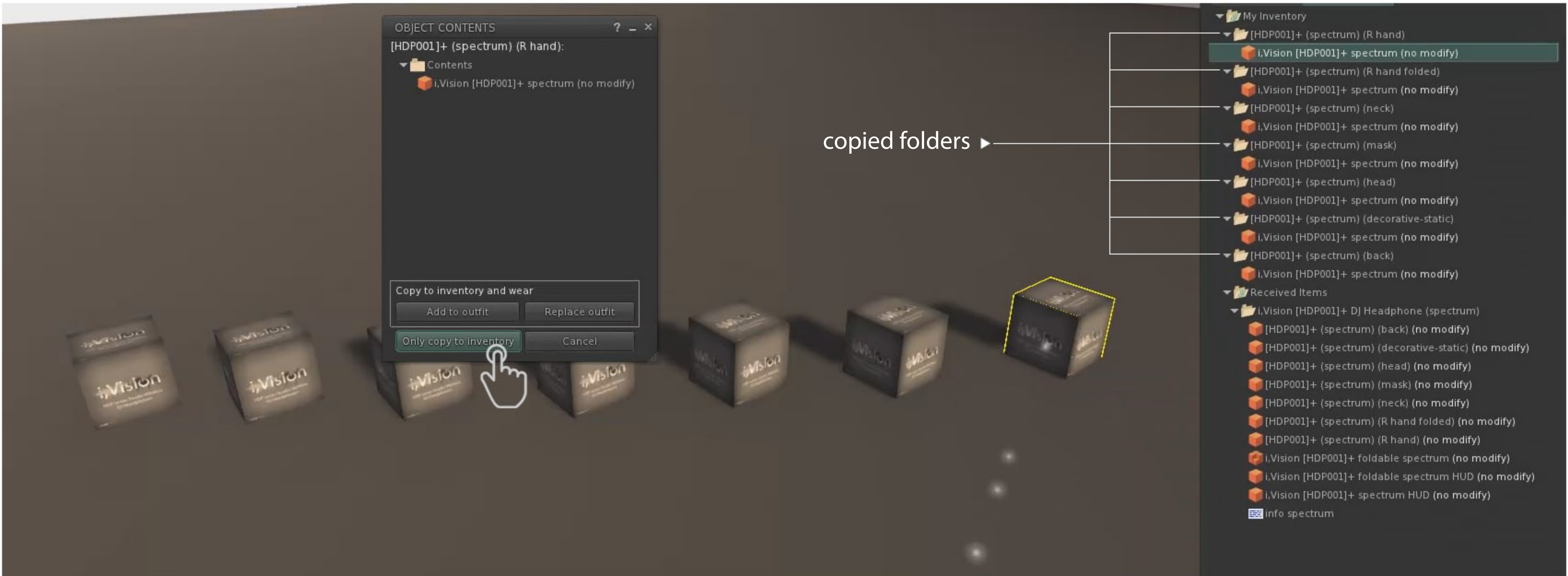
### Extracting

Without solid models(snow/titanium/granite) + spectrum model needs to extract the first seven boxes before use.



Take back to inventory

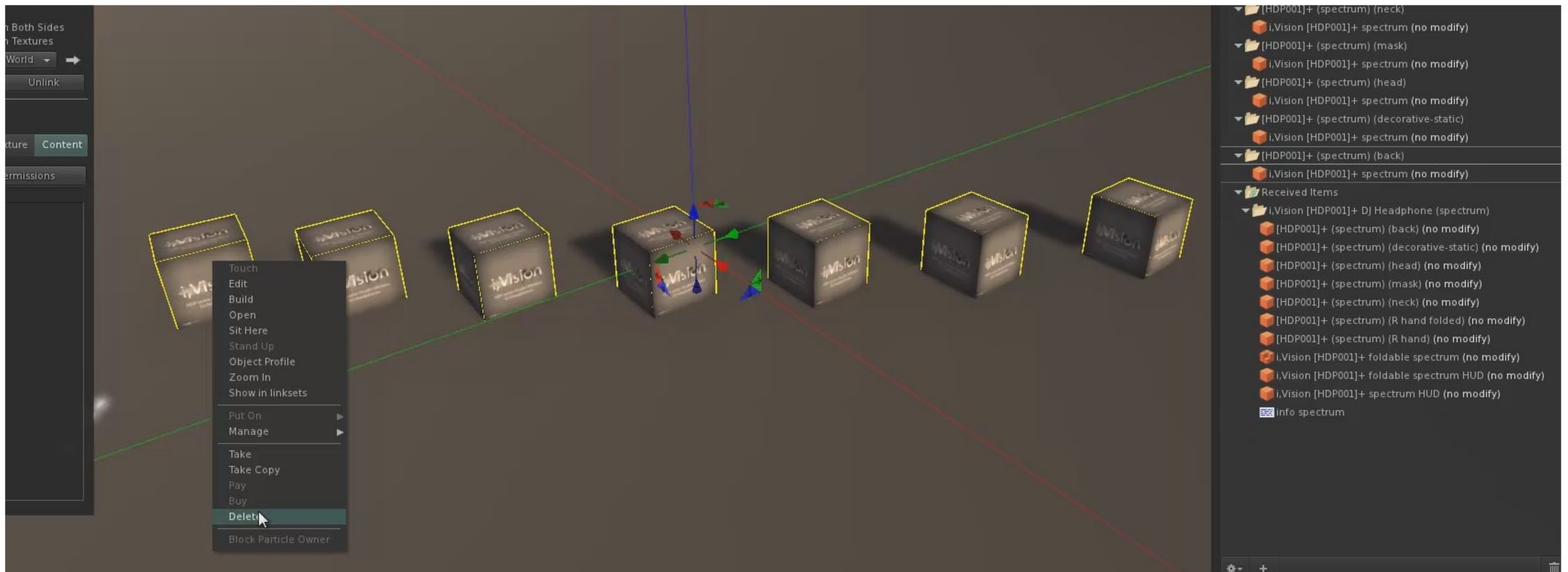
Copied models goes to out of original folder when press to “Only copy to inventory” button.





## Deleting boxes

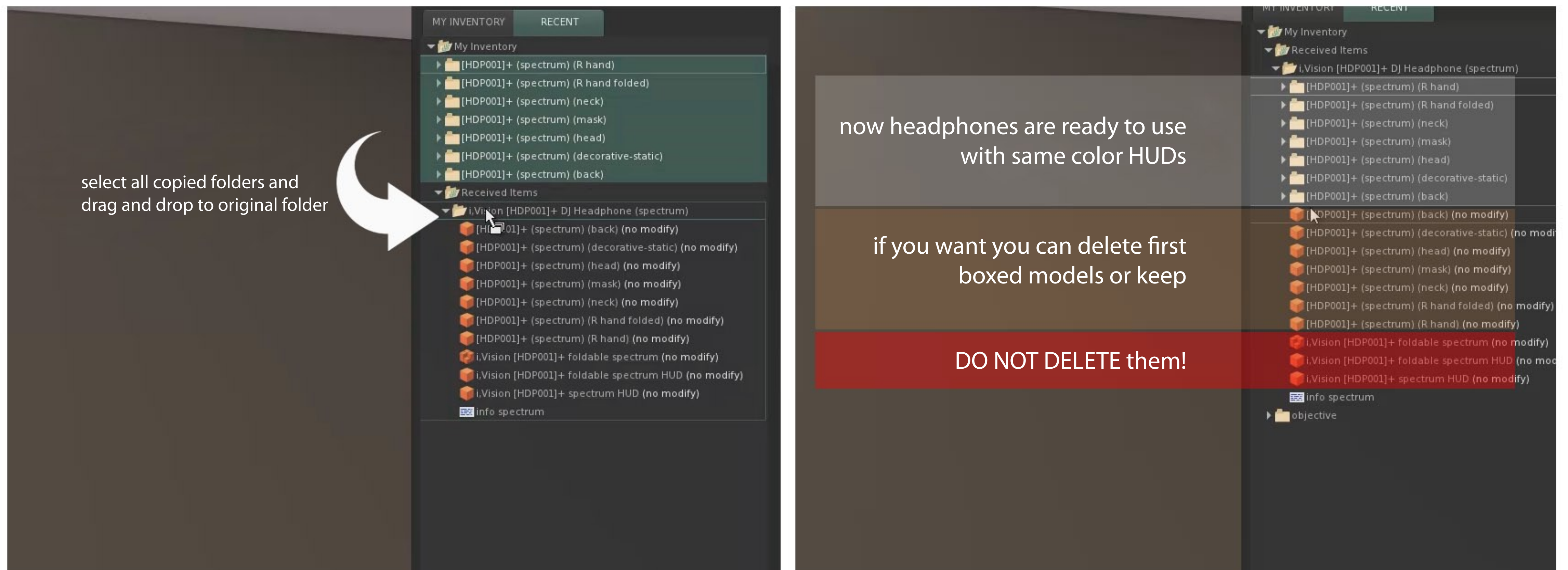
Delete boxes on the ground. You don't need them any more.



## Drag & Drop

You should paste copied folders into original folder. For more information please click the links below to watch tutorial video.

<https://youtu.be/dl5IfAMYivo>





# Application

## Attach/Wear

Just right mouse click and select "add/wear" where you want to wear.

sample with model snow

i.Vision [HDP001] DJ Headphone (snow)

i.Vision [HDP001] snow (head)

i.Vision [HDP001] snow (neck)

i.Vision [HDP001] snow (back)

i.Vision [HDP001] snow (mask)

i.Vision [HDP001] snow (R hand)

i.Vision [HDP001] snow (R hand folded)

i.Vision [HDP001] snow (decorative-static)

i.Vision [HDP001] snow foldable

info snow

model spectrum

[HDP001]+ (spectrum) (head)

i.Vision [HDP001]+ spectrum (no modify)

[HDP001]+ (spectrum) (neck)

[HDP001]+ (spectrum) (back)

[HDP001]+ (spectrum) (mask)

[HDP001]+ (spectrum) (R hand)

[HDP001]+ (spectrum) (R hand folded)

[HDP001]+ (spectrum) (decorative-static)

i.Vision [HDP001]+ foldable spectrum (no modify)

i.Vision [HDP001]+ spectrum HUD (no modify)

i.Vision [HDP001]+ foldable spectrum HUD (no modify)

info spectrum

Share

Properties

Rename

Copy Asset UUID

Cut

Copy

Paste

Delete

Wear

Attach To

Attach To HUD

Add

Copy to Marketplace Listings

Move to Marketplace Listings



Attach/Wear forms

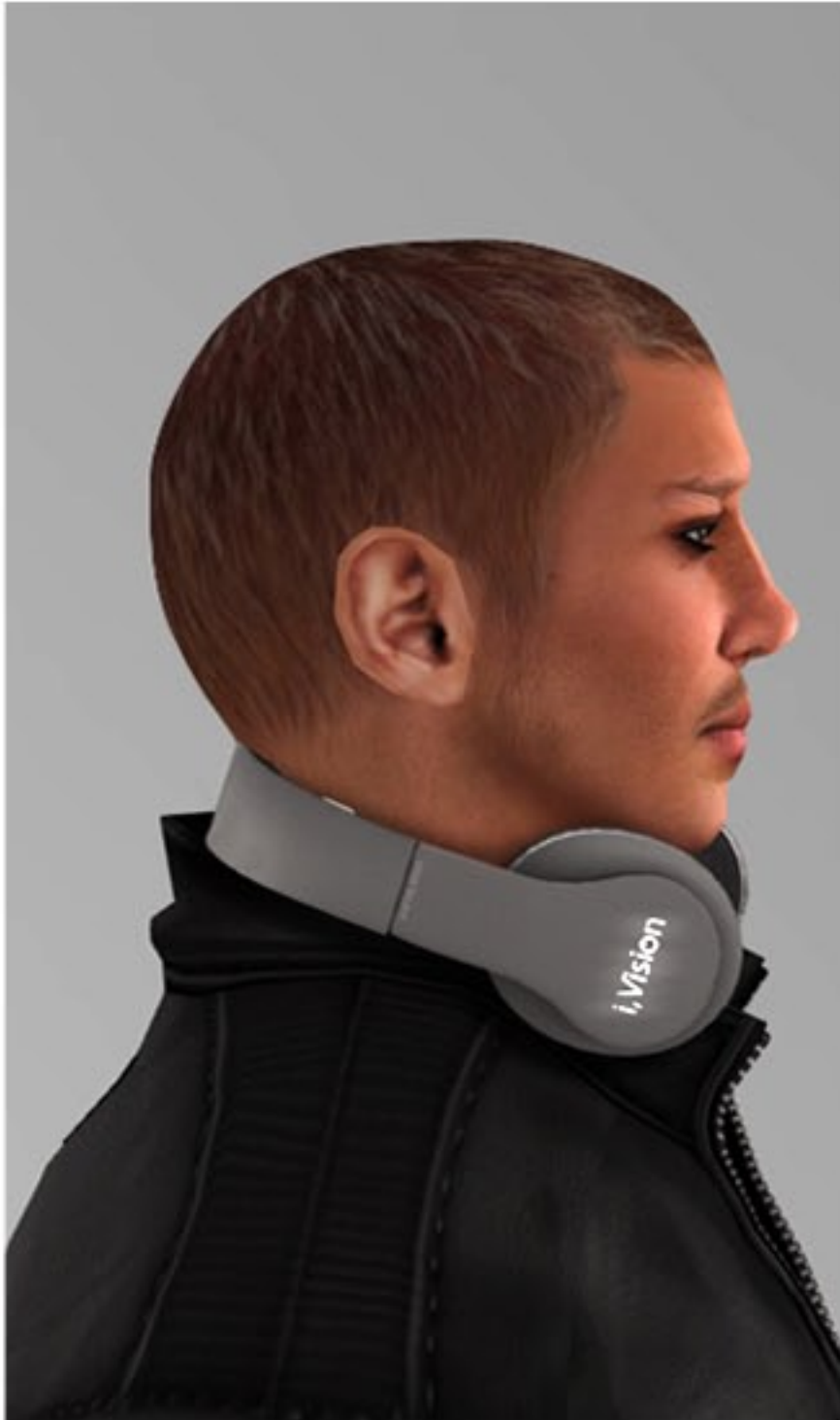
i,Vision HDP series headphones can add/wear to classic and mesh avatars.



head



neck



back



mask



right hand



right hand folded







Rezzing | Positioning with multi objects



Please follow these steps for decorative foldable models;

While editing (moving or rotating) multi objects, make sure you to pick all the pieces at once. In case of mistake, repeat the same process by dragging new item through inventory.

drag and drop to the ground or place

1

- i.Vision [HDP001] show (mask)
- i.Vision [HDP001] snow (R hand)
- i.Vision [HDP001] snow (R hand folded)
- i.Vision [HDP001] snow (decorative-static)
- i.Vision [HDP001] snow foldable
- info snow

right mouse button and click to edit

2

- Touch
- Edit
- Build
- Open
- Sit Here
- Stand Up
- Object Profile
- Zoom In
- Show in linksets
- Put On

3

please select whole objects before changing

move

rotate

move

rotate



## Repositioning

You can change your headphone position while you wearing with edit mode.





## Decorative App forms

You can use your headphone for decoration with keyboard, cellphone, tablet, bookcase, on the table, with DJ console, etc.



# HUD driven overview

i,Vision [HDP001]+ spectrum HUD | tint

You can customize your headphone with advanced color picker HUD driven.



**Resizer**  
There's a "quick resize" button at the top with + and - signs. Pressing + will make the object 5% bigger. Pressing - will make the object 5% smaller.

**Picker**

**Preset Buttons**

**Full Bright**

**Click to type RGB**

**How to choose a color when i know it's RGB (Red, Green, Blue) values?**  
You can type RGB values in local chat. First you have to click the color preview field (that's the field with "Click to type RGB" text inside). The HUD will ask you to type color values in local chat. Color values can be typed in many ways.

**Allowed syntax:**  
R G B  
R, G, B  
<R, G, B>  
R|G|B  
or each value in separate line

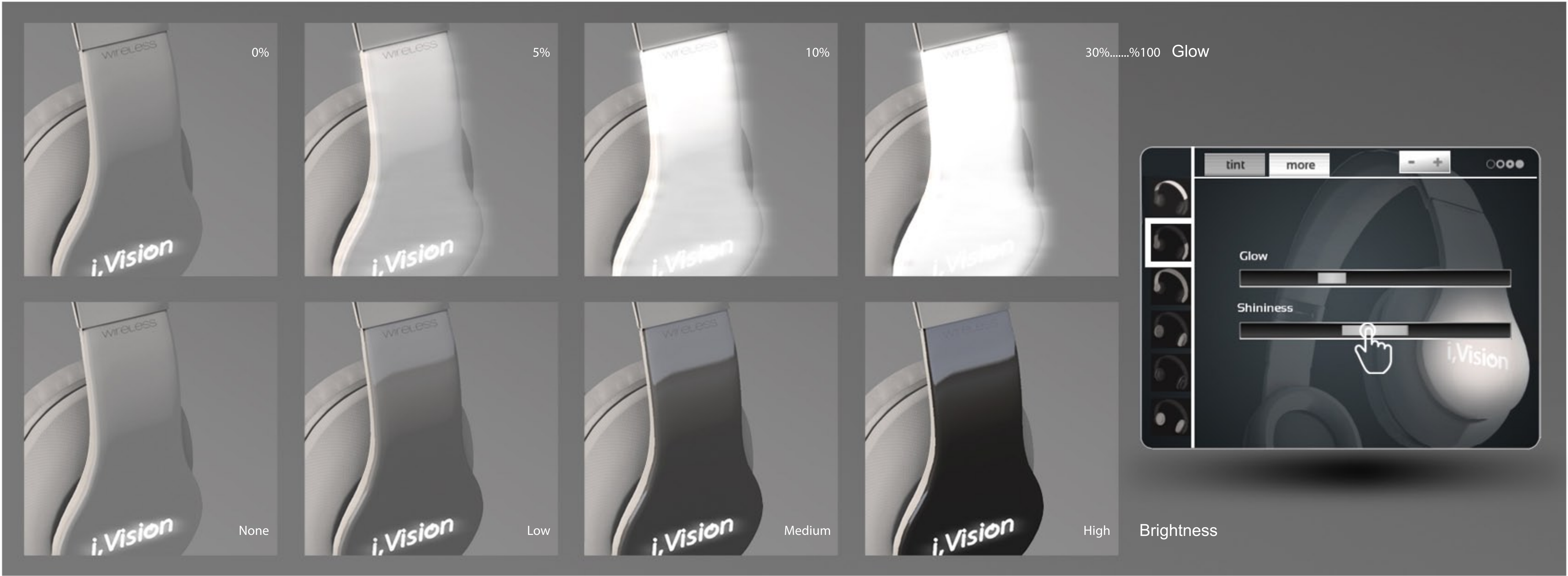
**examples:**  
100 200 250  
<100, 200, 250>  
100 <enter>  
200 <enter>  
250 <enter>

**Saved Preset Colors**  
There's a panel at the bottom of the HUD with 8 color fields and 8 arrows. To save the color click the arrow above the color field. To load the color click the color field.



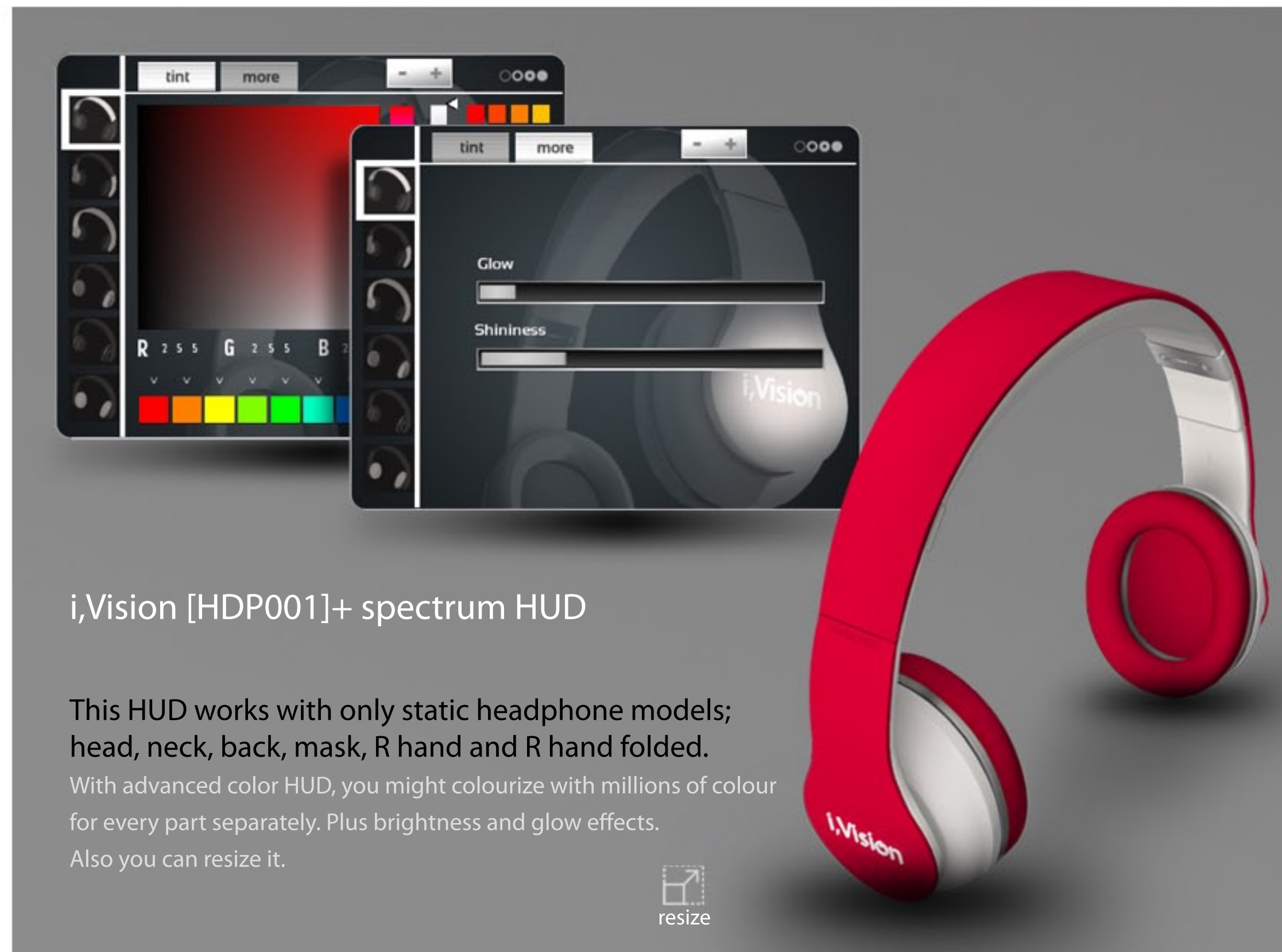
i,Vision [HDP001]+ spectrum HUD | [more](#)

You can set Glow/Brightness values for each tab separately with “more” section.



## Differences between two HUD driven

You must use the correct HUD driven for you chosen model.





# Colorize

## Creating new colour schemes

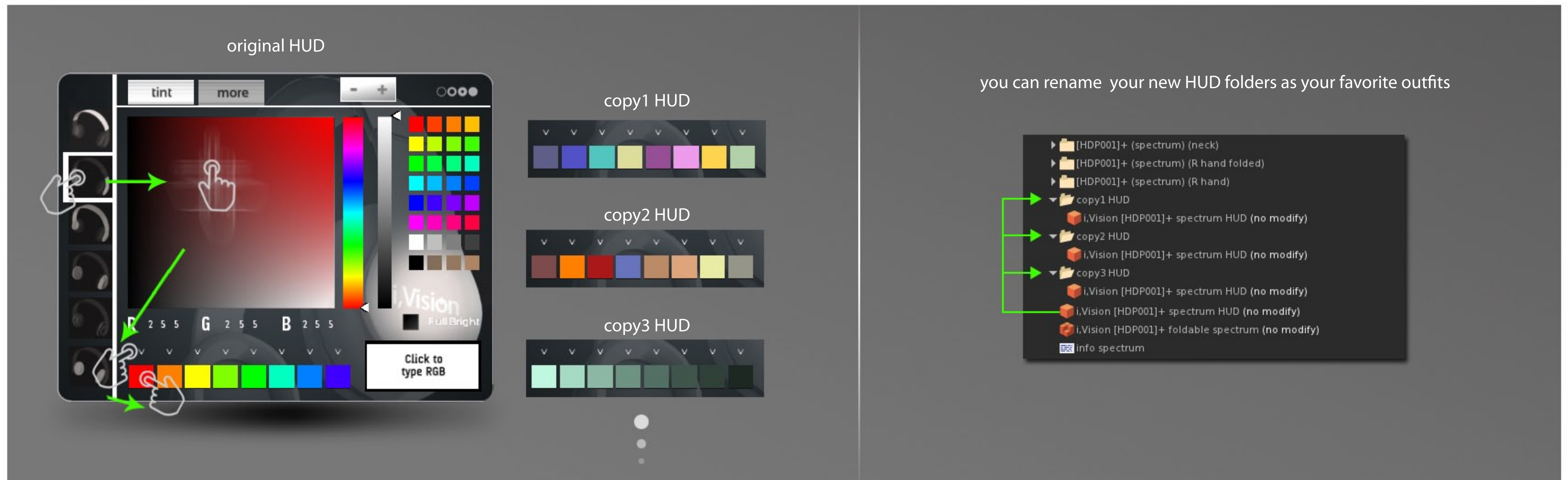


You may apply any colour you scheme you created by yourself manually through the HUD on any part of the item by saving it beforehand. The small arrow symbols that are placed on the HUD are for recording option. With this way you can generate your own pallet in 8 different colours. You may duplicate your HUD as much as you want to save more of those colour combinations.

The link below might give you the idea for colouring process.

<http://www.color-hex.com/>

Note: Same features are valid for foldable spectrum HUD.

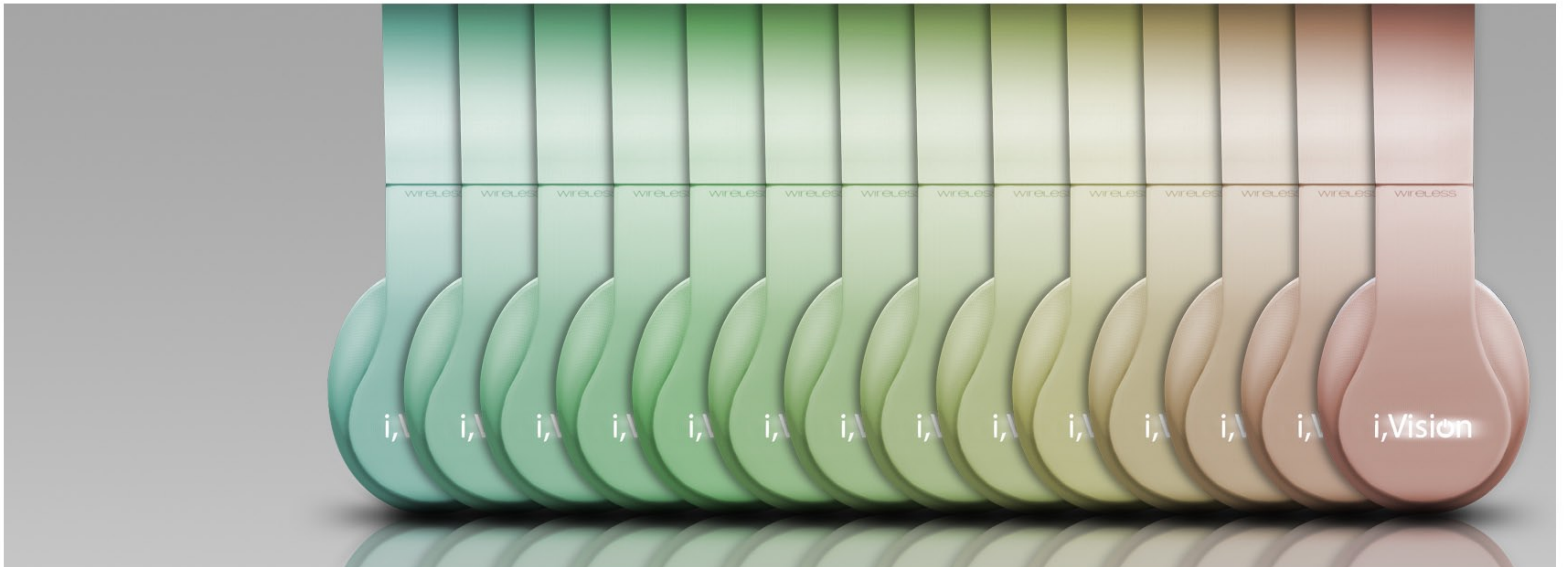




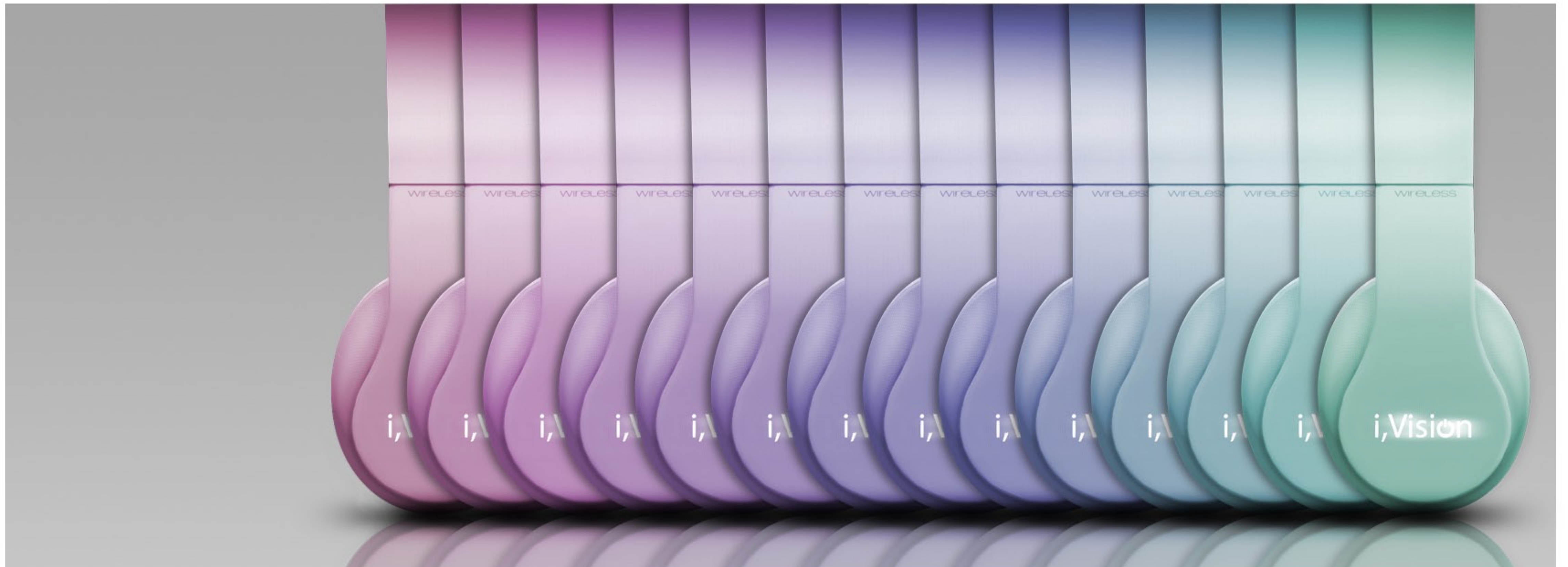
## Color combination samples

Samples 1 

Some generated color combinations with advanced color HUD.



## Samples 2





### Samples 3



## Folding

### The new feature

Compact enough to fit in your place,  
“i,Vision [HDP001]” series headphones carry  
the powerful signature “objective”  
products are famous for.



Feel the Rhythm with the Beats



## How to work?

Complete your set with this decorative foldable models. You can fold your headphone as you wish just click on Left side, Right side or both of.

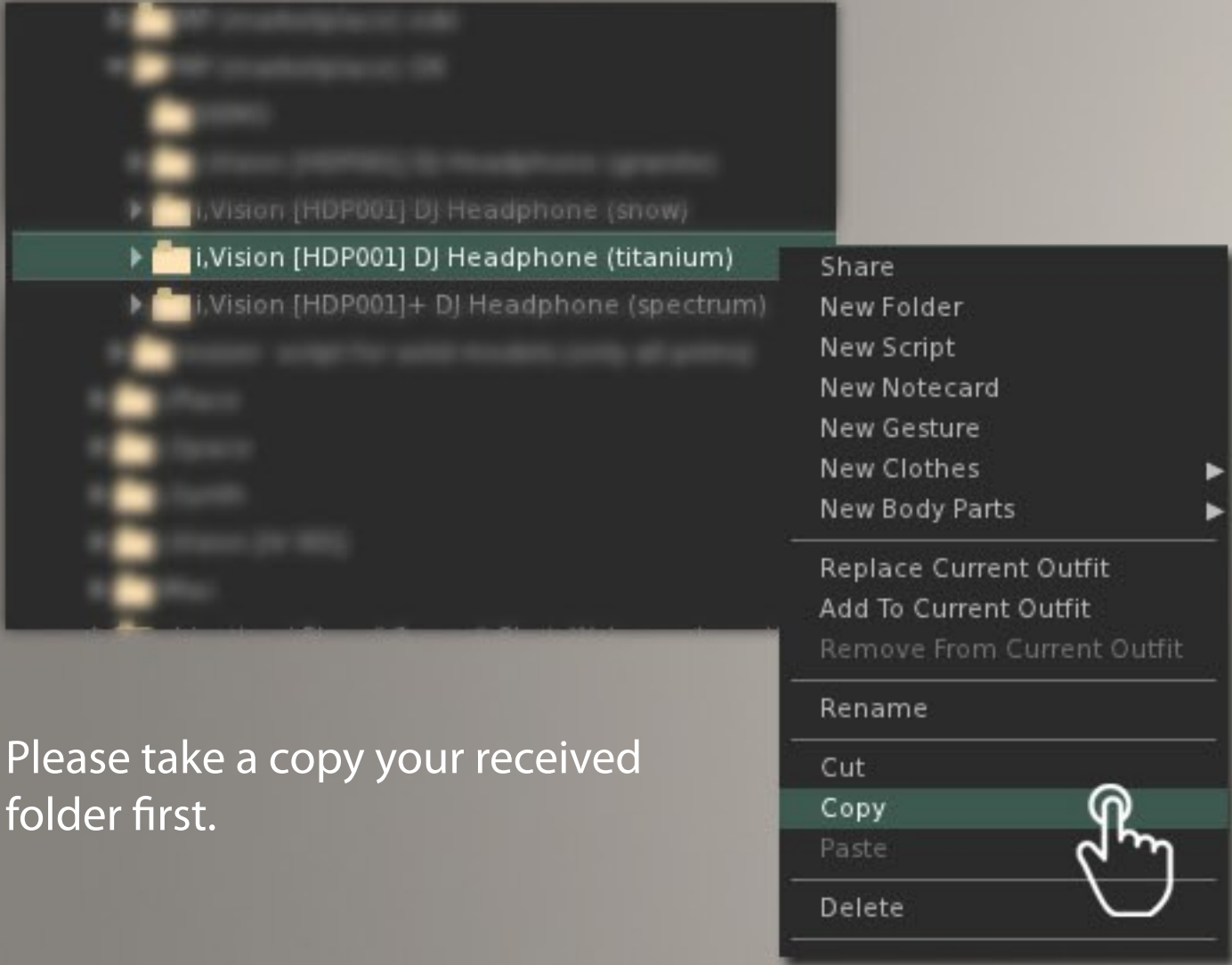


smooth animating by click on sides

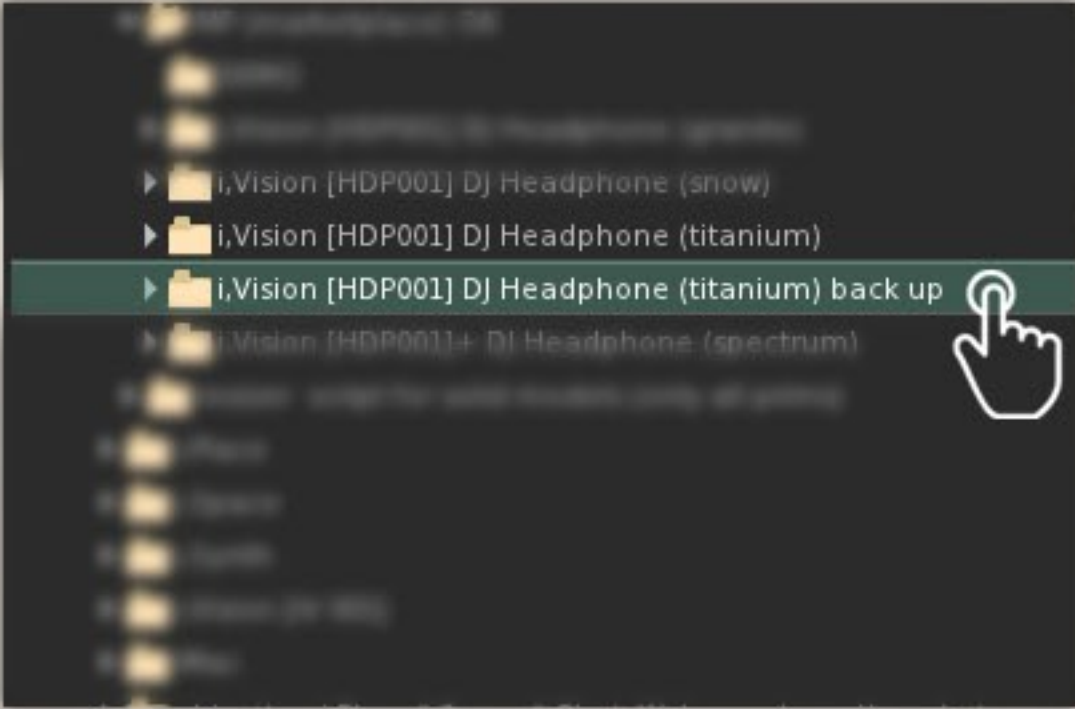
Additional



First of all we suggest this way for recover items if any problem in the future.



Please take a copy your received folder first.



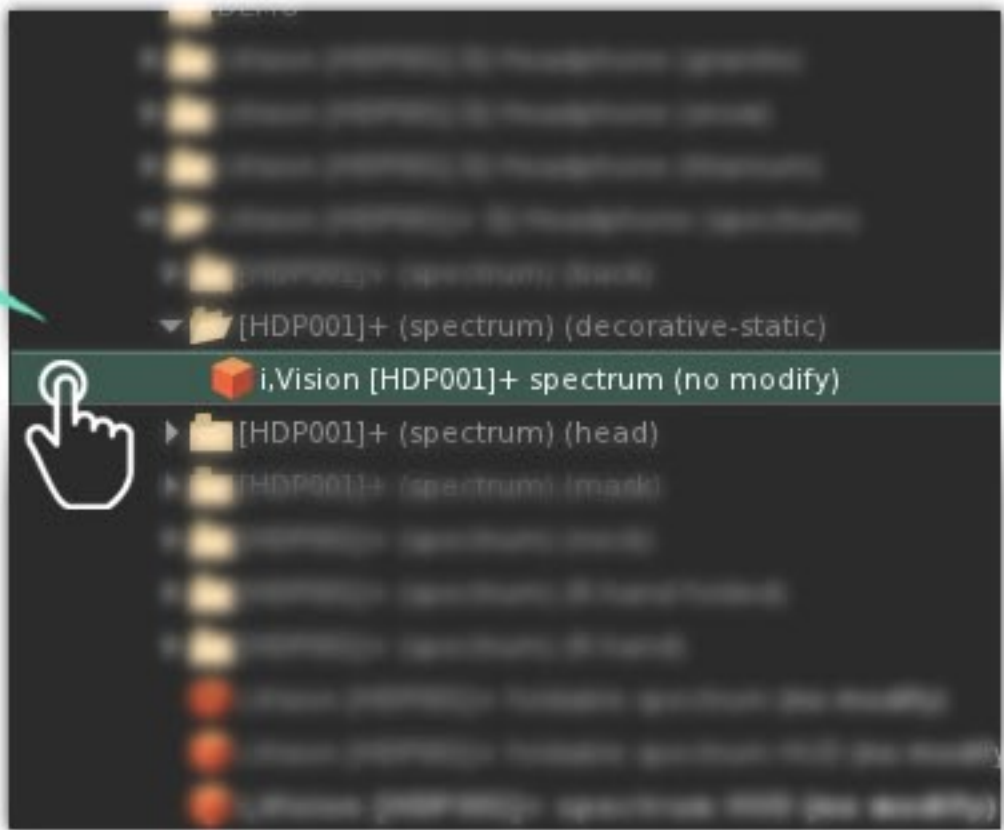
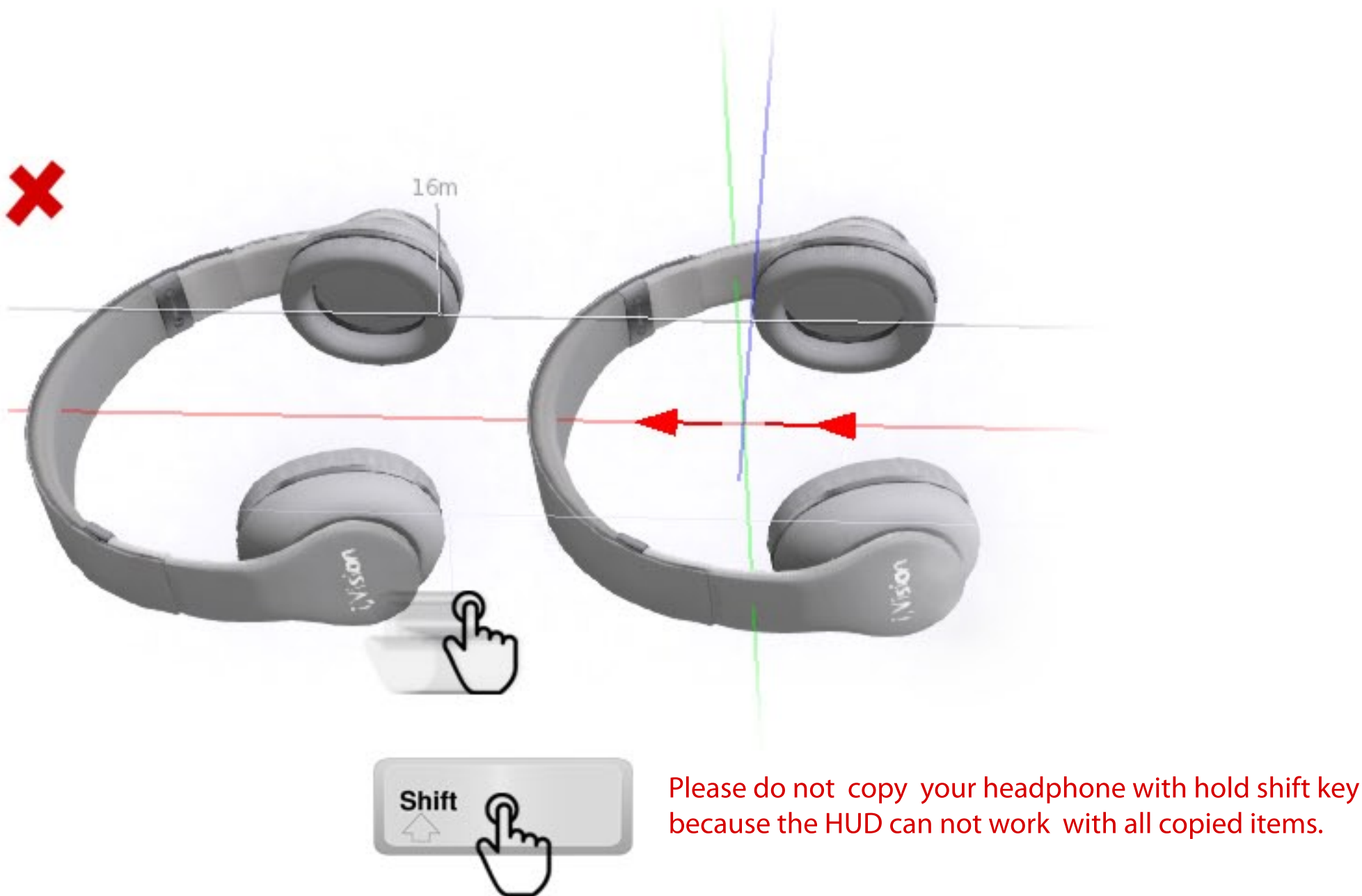
Rename as like "headphone back up" your copied folder.



Duplicate



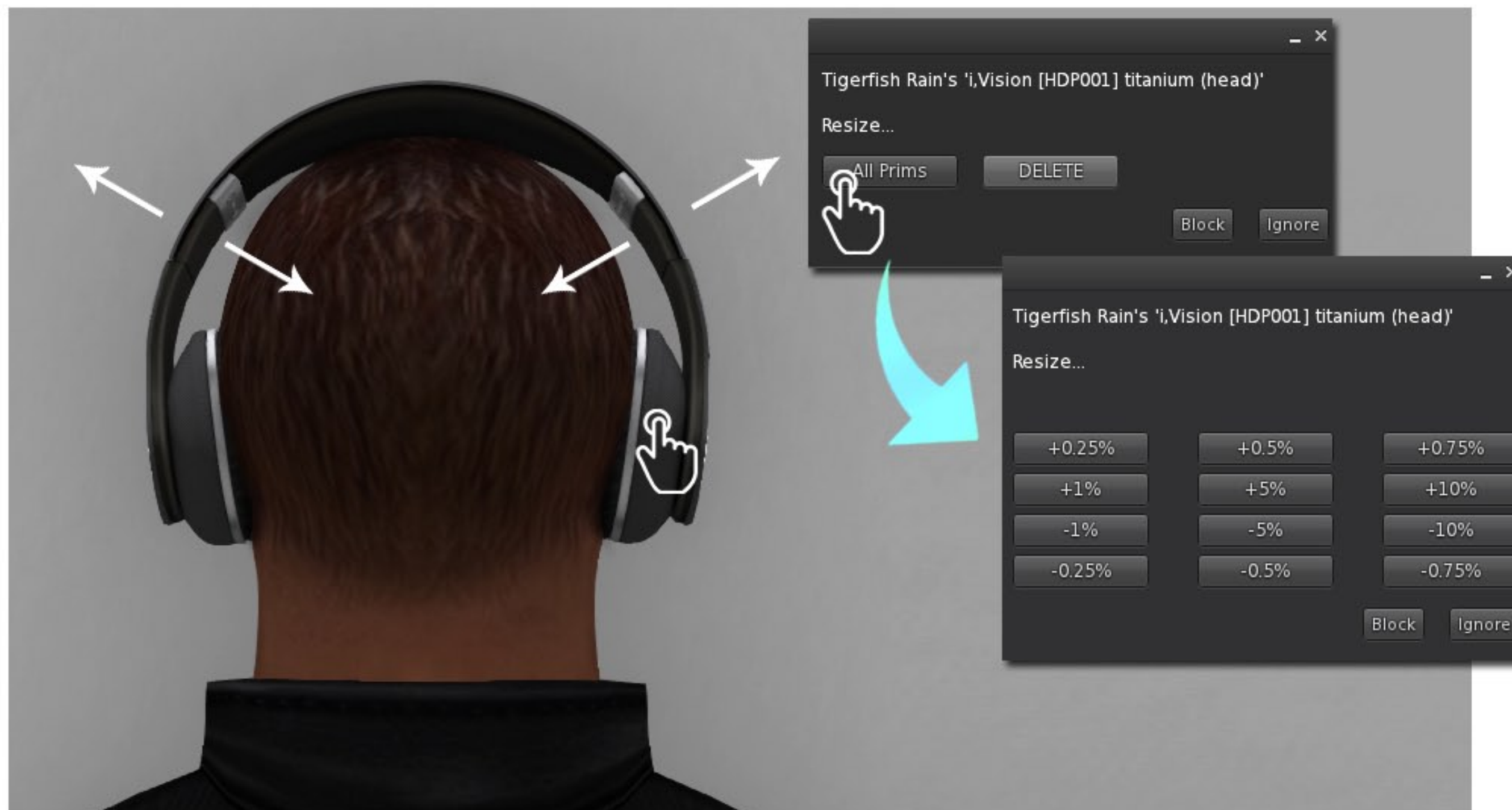
If you want to use multiple headphones and color them using same HUD, you should drag and drop each headphone from your inventory on the ground, instead of copying them on the ground. Else HUD will only work on the headphone you copied. You can drag and drop unlimited number of headphones on the ground.



## Deleting resizer from your headphone



Once you are done with resizing your headphone to your proper size, you may use “deleting script” option not to change its size again by mistake or consciously. If you think you would like to resize your headphone more than once, avoid deleting scripts. (This option is possible for snow/titanium/granite models.)



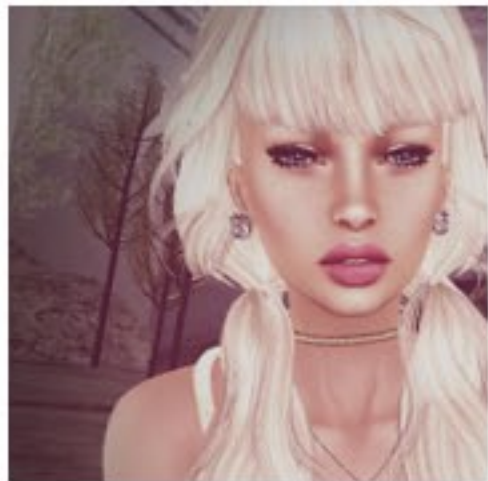
## Support & Networks

### Support

○●●● objective products and items are only used within Second Life®

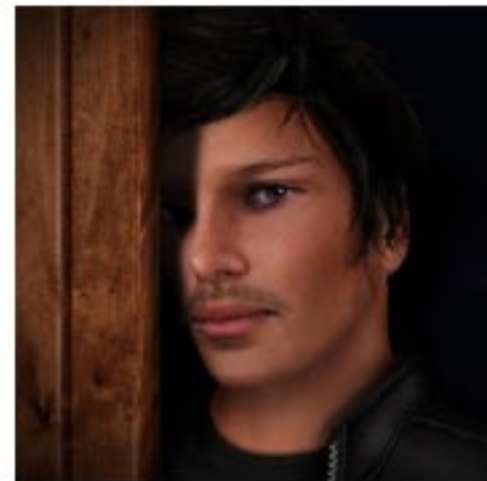
If any question or problem contact with:

Jenna Vedrina  
objective Director



or

Tigerfish Rain  
objective Group Owner



Please use a notecard, don't use IM's, they would be "capped".

### Networks

Join our in-world group “objective” for updated stuvs and new products. <http://world.secondlife.com/group/d527f9e0-2a13-ebf8-2dfa-9e5e39328d80>

Copy and paste the following link in local chat, then click it, Join the group.

secondlife:///app/group/d527f9e0-2a13-ebf8-2dfa-9e5e39328d80/about

