OnP ANIM SOFTWARE SYSTEM

By OnP, Owl and Pussycat, In Second Life Tissela and on SL Marketplace

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PROGRAMMING EXAMPLE

We had actually done a couch product with this system. But in this case, we will start over with a blank notecard and the couch to show you how we would program the first step. The captions will be below the images for what is happening at each stage.

1. We Begin with a couch. We edit the couch and put some of the software contents in this package we will need inside the contents tab of this couch. We need a main script and one ending in "p' for programming during the programming stage. We need memory and add the Data all sub menus version for 50,000 bytes of data storage - likely much more than we need. We add one Ball Control item, and the correct one for each of the 4 pose balls that we might use, 1 through 4. We of course add the starter data notecard, which has no data. We add the

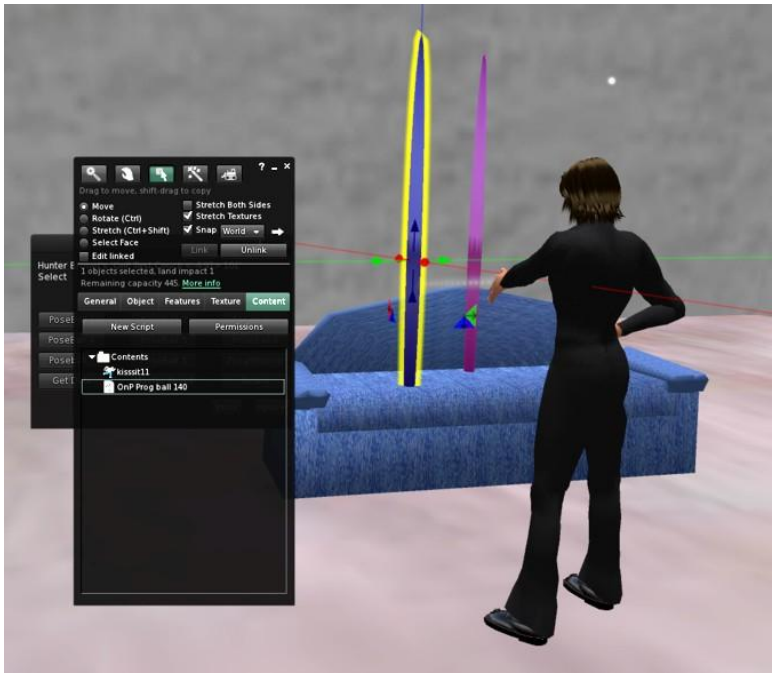
two balls, the user ball and the programmable ball, and we add "standb" - a simple stand pose used for "sync" command and a general stand command that you could use also. Note also as a subtle item that could be too much for now, we use our position direction disk on the ground. Since 180 degrees is nearest the couch front (both items z = 0 degrees), we will use the 180 degrees on the title of the user ball and programmable ball to give it the correct dimension needed for 3D adjustment. Perhaps that was a bit too much information this early. ☺

2. With the software inside, we left click the couch for a menu. We see no submenus yet since we have not made any. But we will go into "modify" for the owner's menu

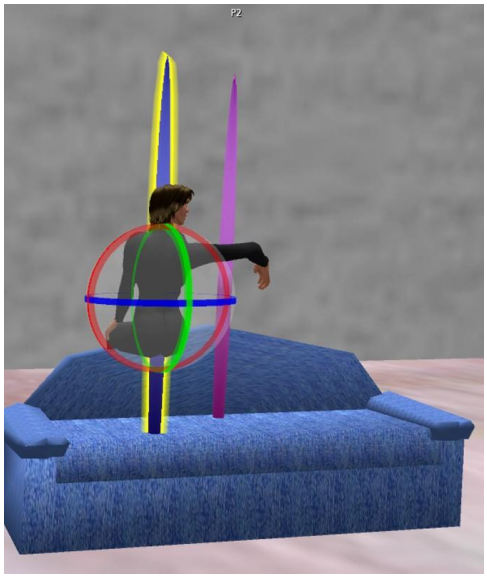
3. We first do a Master Reset from the user menu, lower row, middle column, and we see the chat channel telling us how much free memory for the main script, but more importantly for the Data script. The Data script has 54,996 bytes left. Yahoo. Well, we have not given it any data yet. Note the pose ball choices in the menu above - 1 to 8 programmable balls that can be rezzed and used. Note also the "Prog/Normal" key that can change balls from balls to spears easier to work with, and then back to balls again.

4. We decide for this animation scene, we only need two pose balls, and click poseball 1 and poseball 2 and get spears - since that is most likely what we will need at first. Note the 3 meter tall spears (prog balls) in the couch - one blue, one pink.

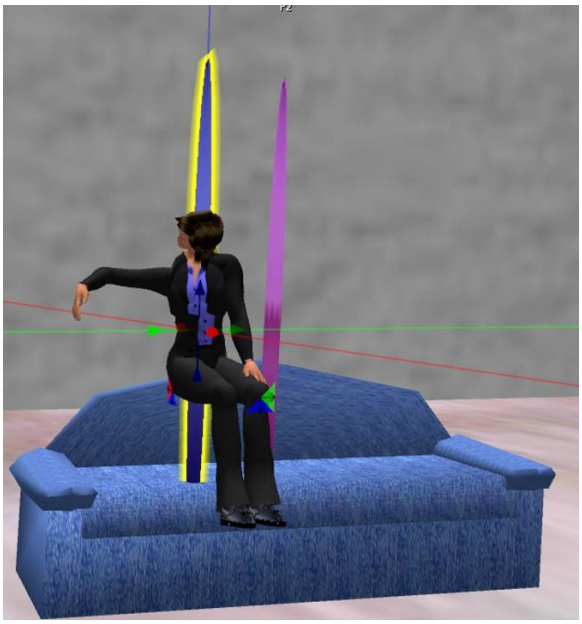
5. We edit the blue pose ball spear and see it has a pose inside - "standb." Now, for prog balls (but not user balls) the poses and animations are inside. We want to delete that pose "standb" and instead put in one for kissing - in this case "kisssit11." User balls do not have animations inside. They get their orders from "Headquarters."



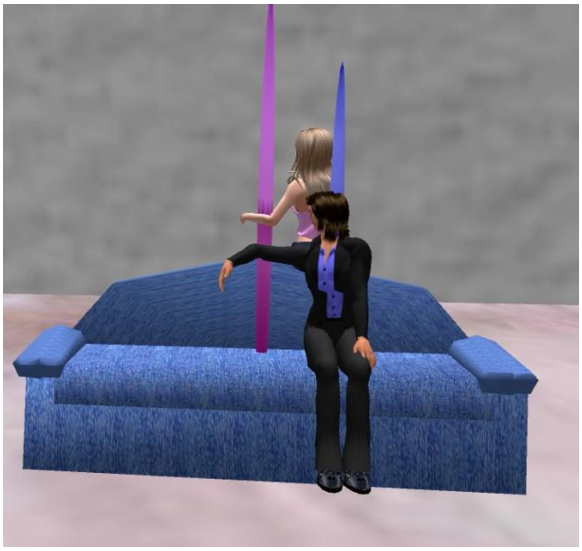
6. And so we do that. We get rid of "standb" (while our chat window says to put something back in) and we put in the kissing one for the blue pose ball. We do similar for the other pose ball as well, but of course a different corresponding animation.



7. And we can now see that we will need to rotate this animation. No problem. We edit the spear and press "ctrl" and grab just the blue circle and rotate it. Yes, we could also edit it and change the z angle but then the avatar might have to get off and on for that to take effect.



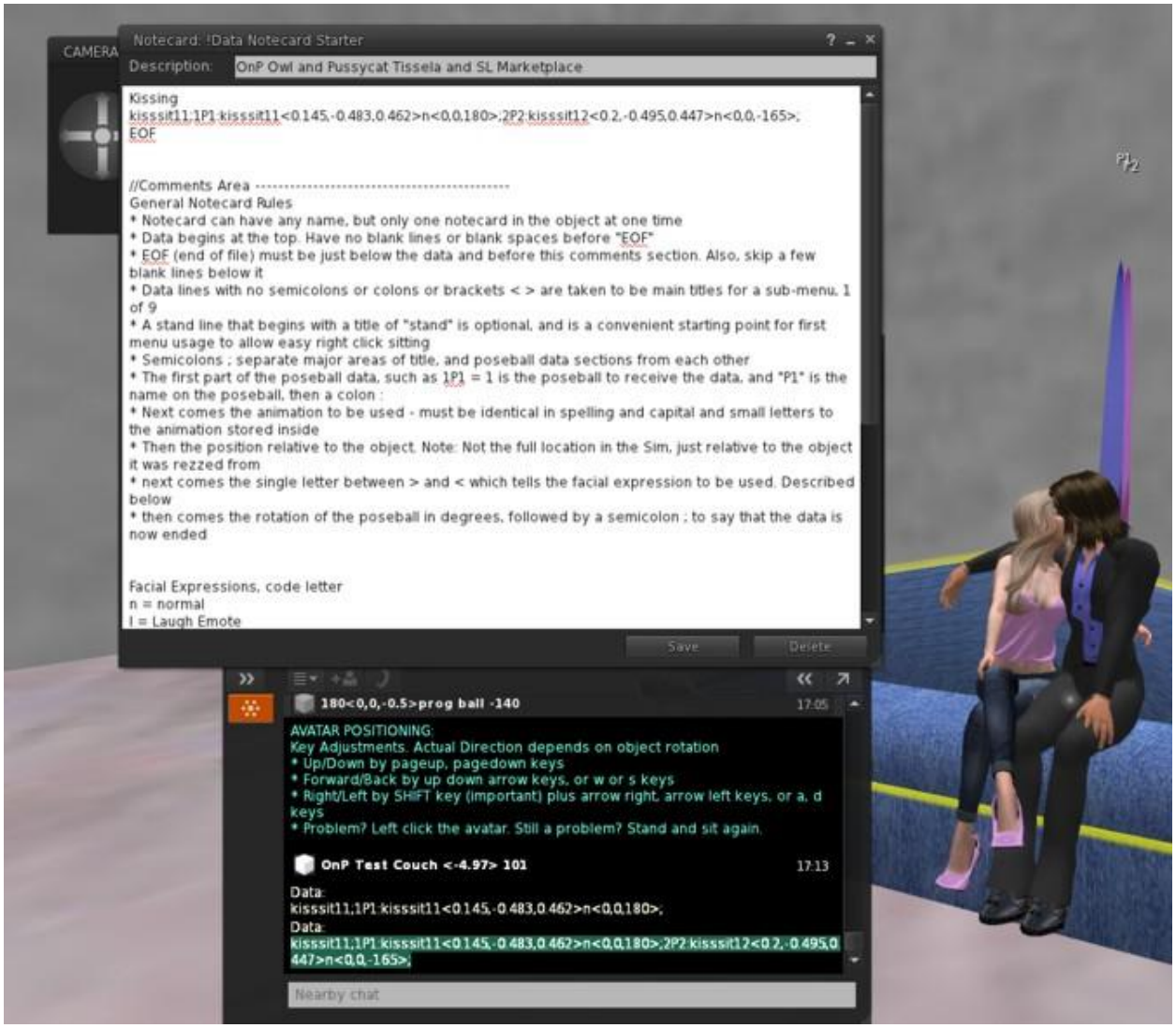
8. And so we rotate it. Yay! Then we notice the right arm out. He will need to go to the right on our screen, and so we grab the blue spear and move it to the right and then down and adjust.



9. We could try with one avatar just to get the other pink pose ball close, but the lady is much nicer looking. So the lady jumps on that pose ball which already has her kissing animation inside its contents. Then like the blue poseball, we rotate it and adjust its location downward and sideways.

10. And here they are kissing! Now we just need to store this moment - and the positions they are in. How do we do that? Of course, we ask the poseballs where they are.

11. Happy with what we have, we click "Get Data" on the menu, and the pose balls report in. Now the software will keep updating us after every time a pose ball reports in, but combines it with the last ones. And so … we only want to look at the last data in, which will have all the pose balls - two in this case - reporting in. We want all of the info after the last "Data:" line. We highlight everything below it and copy it to our computer clipboard (ctrl +c for "windows"). We then can put things together in a favorite offline word processing program, or put it right on the notecard. We decide to put it on the notecard. We decide, at least for the time being, to call this menu of up to 9 items "kissing." And so, we double click the notecard that we have, bring it up, and add a few things. We add a "Kissing" submenu by putting just the word "Kissing" on a line with no control characters, and then we add the data line below it but leave the important "EOF" line - "end of file" - below that and some blank spaces below that.



12. And here is what the notecard looks like, with the above changes. We have a new menu "Kissing" and then a data line below it. Whoops! I did not change the animation title. The program ball does not know what title you will want, of course, for that animation, so it just inserts the name of the first animation it sees. Likewise I did not put facial expressions in. We will get those later as well. At some point, what you do at what time just becomes a matter of style. Sometimes I just want to get the positions done, with the idea that I can always edit the data titles later and also the facial expressions. It does not take long to memorize the single lower case letter used for some of the facial expressions. For example, "n" is normal, "b" is big smile, "t" is tongue out, "o" is open mouth, "k" is kiss, "c" is cry, "l" is laugh. Some of the others are not so obvious since we cannot use the same lower case letter twice of course. But at least the common ones, I have quickly memorized. Oh. You would also use "o" for talk, open mouth, since expressions do not last, the mouth from time to time will try to close before we refresh it.

Oh - after changing the notecard, you should press Master Reset to read it. If you change the name of the data notecard, it should notice it and just do a reset itself.

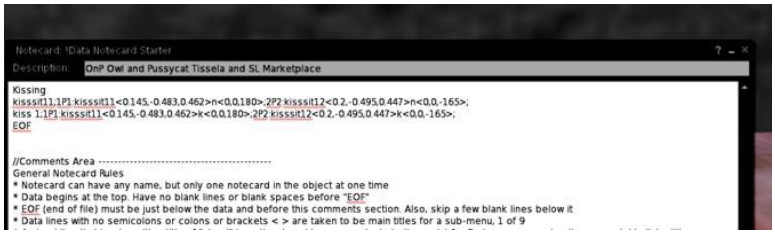
Also - NOTE - the instructions given to the avatars on how 3D adjust works, in green it seems on the chat channel.

13. Time to check our work. In practice, I would generally do 6 or 9 animations for a menu without seeing the final results. But let us now click "Kill Poseballs" for housekeeping. Note that there is a new submenu called "Kissing" that we will select for action.

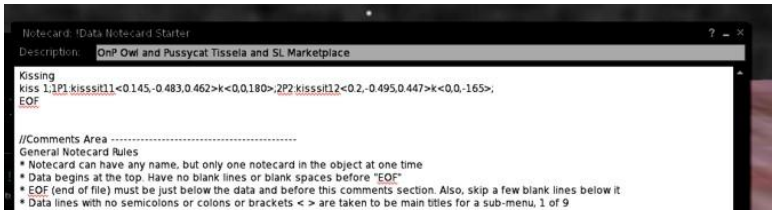
14. Time to try it out. Well, we can already see that we need cleanup in our haste. In the menu "Kissing" we see that a choice is kisssit11, a name that we should simplify. But let us go use it

anyway and we will change that and also add kissing "k" facial expressions soon. Again, the order you do things … is up to you. I often move fast and modify the data notecard later.

15. And here we show the a product close to the final version. They are kissing. They are sitting on normal user pose balls that hide in usage. How cute! Now we need to do some cleanup.



16. Now to correct the names and facial expressions. I will do what I do normally. I copy and work on a new line under the old in case I make errors. In this case I change the animation title in front from "kisssit11" to "kiss 1" which I find better. I then look for the "n" normal facial expressions hiding between the position and the angle degree brackets as ">n<" and I change each of them to "<k>" for kissing facial expressions. When I am done fixing that line with those minor changes, I compare the two lines and delete the top.



17. And so with the top line deleted, no blank lines between the top data line and "EOF" end of file, we have a good data card. We of course save it. We are done somewhat with that animation line, unless of course be get very critical and use 3D adjust in user ball mode to get the avatars just exactly right. Then to record it, we leave that menu with "Return" and then

"modify" to get the owner menu, and use "Get Data" to get the revised line. And of course we copy that line to the notecard. In real practice, yes I have done that at least once - if not twice - making fine adjustments on things I did with the first programmable balls.

18. OPTIONS: As an option instead of writing in the facial expressions later, you can at least set those up if you wish. You would then see the facial expression on the programmable ball users also, unless of course you get off, even though the expression is still memorized. But anyway, how to do that? Left click the programmable balls when not in edit mode. You will get the above menu that lets you choose floating text names for the pose balls if you wish on the left. Note that the default floating text names are: "P1" through "P8" just for pose balls - being very gender neutral. But of course the menu also allows "M1" and "F1" and the like, and "dance" or "join" and a few others. Want even more? Just write them in at the right spot of the data line. The instructions should tell you how. Of course, you can just look for where "P1" sits and replace it for example.

Other options are many. We did say that you can help ensure a more sensible, perhaps, 3D adjust if you use our direction finder and not rotate it, but put it in front of what you consider your object from when it also is at z = 0 degrees angle. That will give you a number. We got 180 here. And so we put 180 on the name titles of the user and programmable balls staring name, such as:

"180<0,0,-0.5> user ball "

That option must begin at the very front of the title and the user balls and programmable balls must be set the same or "what you program is not what you get." The 180 there is information for 3D adjust. The item in the <> is the desired sit position. The default sit position is also:

<0,0,-0.5>

since that seems for our designs to make the pose balls visible. However, if you want to change one of those two items 3D adjust or sit position, you must give both items of data, even if it is just the default data for one of them.

There are more options in the instructions that come with this kit.

FEATURES:

* From 1 to 8 pose balls allowed per "scene"
* Memory expandable from 50,000 bytes to over 150,000 bytes (use one data script or 3 different ones - that each do 3 submenus each)
* Up to 9 menus allowed, with up to 9 Animation "scenes" for each, and each scene can have 1 to 8 pose balls
* Includes 19 facial expressions you can add with a single data character plus "n" = normal (smile, big smile, tongue out, kiss, open mouth, cry, laugh, surprise, and more)
* Select your own menu titles and animation scene names
* Choose pose ball floating text names from 11 choices we give, or just modify the data to a short name you prefer. Changeable.
* Contains two types of programming by moving avatars around. One suggested for new items, and one a fine adjustment on items that already have location data
* Communication channels automatically set by location in the region. Information given on that, but interference is unlikely as long as products using this are at least 1 full meter apart in either the x or the y direction, and x or y direction is not repeated within 10 meters above or below (20 meters if programming by a creator).
* 3D Adjustment provides both for the buyer/creator here and also for the end customer to adjust avatar 3D location of up/down, up/back, and side/side – using computer keyboard keys
* Software for both you and end user allows menu choices of “swap” and “sync.” “Swap” will swap the information for pose ball pairs, such as 1 and 2, 3 and 4, 5 and 6, 7 and 8. “Sync” only occurs when you or the final customer presses the button.
* Software can be "sized" to your application. Use only the software that your application needs to save on extra scripts.
* Optional set of "sit position" for pose balls. Default is <0,0,-0.5.>
* Optional "drag to ground" setting for your object, if it is a custom sculptured prim or mesh item or other odd shape that rezzes above ground
* Optional allowing of your customers to set up to 9 textures for your end product - that only change the texture of the specific prim the software resides in.
* Optional “stand” command at the beginning of your data notecard if you wish user to “get on board” in an easy arrangement, before things get exciting

* Optional adding of your own software to do changes to your object at times. We send link messages for what menu is in usage, and what animation scene is in usage, if you wish. We also give a starter script that can detect the messages we send
* Main script comes in 3 forms. One ending in "p" is programming for yours and my usage. A "u" version only allows customers Master Reset. A "t" version allows for customer texture changes of the single object the software resides in and also a "Get Data" option as well as Master Reset. The Get Data option allows final customers to customize their data note card for their own sized avatars.
* A "Kill Poseballs" menu choice allows you and your customers to save on prims in your region when the object is not in usage. It also does some minor data resets, but does not read the notecard. Only Master Reset does that.
* Animation changes merely stop the old one if different than the new desired animation, and begin the new one – to keep speed faster. However, if a person leaves the pose ball and the animation scene, the software tries to eliminate all past animations it can find, being something of a “stop all animations” script.
* A "Coder" that can do a fine check of your data notecard looking for errors and telling you what line and perhaps where or what also on that line
* The same coder can allow position including height changes for your data and also desired rotation changes in degrees. Answers to the chat channel

LIMITATIONS (perhaps)

* MENU USAGE – can be anyone. We would believe that only the people using the device would likely be the people using or wishing the menu. As for “griefers” interfering with the action, this software does not stop it. However, we hope that is a minor issue and one that can be taken care of by threats of blocking someone from a region who interferes in “play.” We did not restrict users since we allow up to 8 pose balls, and that would additionally slow down the action.
* PERMISSIONS – It does require permissions both based on how the software works, but also somewhat for the protection of the end user. If the end user leaves the pose ball and is still in the region, permissions allow us to try and eliminate any old animations that they have. Of course, if they transport out of the region and leave that way, our software cannot fix them, but can at least ensure no error left behind.

LICENSE:

The license agreement for this product means that the buyer agrees to be careful of any software included here when sold or given to others. What that means is that any software sold or given to others must not have both copy = yes and transfer =yes. Just please change the permissions of the software when you sell, to protect both ours and your investment. You can do this for much of the software by just right clicking your object, going to the contents tab, and setting permissions for software to no modify, and only once choice of copy or transfer. Clicking

apply should do the whole object of the types of items inside contents that you select. Extra work, though is needed for the pose ball(s).

The same thing holds for software inside objects. We only suggest selling with the user ball, but we will say the same license request for both. For the user ball and prog ball (if you decide to include the prog ball) you might need to rez them to the ground in order to go inside and change the permissions to either copy = yes or transfer = yes, but not both. Then take them back into your inventory after the change and use the new safe ones for your customers. If you wish to sell or give away the Coder, the same issue applies. Please modify the internal software to either copy = yes or transfer = yes but not both. And of course software should also be set to non modify – which is I believe the way you received it as well.

MY OPINION

I had for a time, used a software animation system designed by another. But then I realized I could make them myself and have for years. But each time, it was a custom work that could not easily be used for another product. I decided to make a super powerful version that was universal in nature, and had so many options, there would be no need to expand it.

After getting used to the system myself, and I am the creator, I find I can move quickly with it. I tend to do a quick job with the programming balls, and then do fine adjustments with the user balls and 3D adjustment. And then maybe even a third pass of 3D adjustment. I did force myself in our own products to do no customizing of the software. I wanted the buyers to have the same power. And so, the software we use in the four products we made with this software system, is the identical software. Although, ha ha, I think I was on product 3 of the 4 before I stopped improving the basic software.

So Why not Do More Products with this Myself?

At OnP, we have many products. But by and large, I myself am a software writer with over 30 years experience in all software types, and over 10 years I think in Second Life script software. I also have I believe about 14 US Software Copyrights in the US Library of Congress and sold software online of other types for over 10 years. None of this makes me a software genius, but I would hope customers will at least think, "Not Bad." Since software is my main love, yes, I will do some animation products, and I just did 4. That might be it for me. In fact, I am looking forward to my next software product. As for the work I did here, I am hoping someone else likes this software animation engine that I created. I love it and found it easy to work with, after I got used to working with it. I hope others do as well, and make some fine products with it.

Only please, remember to only give away or ship your products either copy =yes or transfer = yes, but not both, to protect both yours and my efforts. Thank you, and I certainly wish you the best. 6 Notecards are included in this. I tried to leave nothing out. I would actually enjoy hearing about what products someone did with this engine. ☺

Hunter Bronet for OnP Owl and Pussycat in SL Tissela and on SL Marketplace