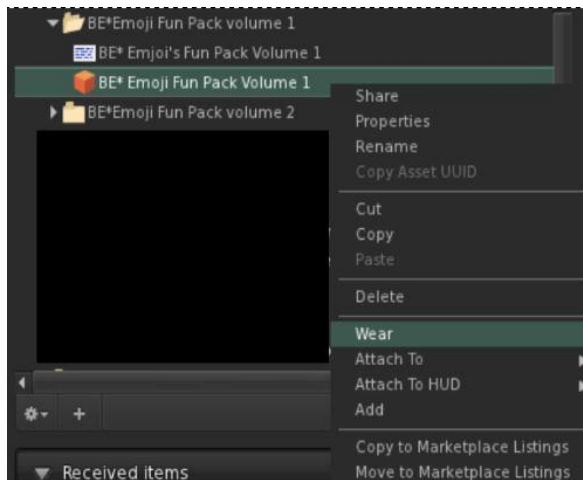


# Binary Evolution

<https://marketplace.secondlife.com/stores/181509>

The Emitter is embedded in a fashionable casual button worn on your clothes and includes a full featured menu.

- 1.) When you receive your object folder, chose a location in your folders and drag into your desired folder tree.
- 2.) Open up "BE\*Emoji Fun Pack" folder and select the object as shown below (right click object):



- 3.) Select “wear” or “Add” to open the object and attach to your clothing as a casual button.
- 4.) Edit the object location for optimal user preference as needed:



- 5.) As shown in picture above, right click the button object and select edit in the list, this should bring up the standard object menu to edit the object properties such as placement and location.
- 6.) Select the “general” tab, to modify the relative location of the button on your dress or shirt.

Select Move or rotate to edit location



Drag the desired slider (blue, green, red) to modify the object location to fit to your attire.

- 7.) Once completed, close the object property box and get ready for using the emoji fun pack.
- 8.) The Emoji object menu: to evoke the user menu of the emoji button, just click the button and a menu will pop up, showing all populated emoji's listed by Name:



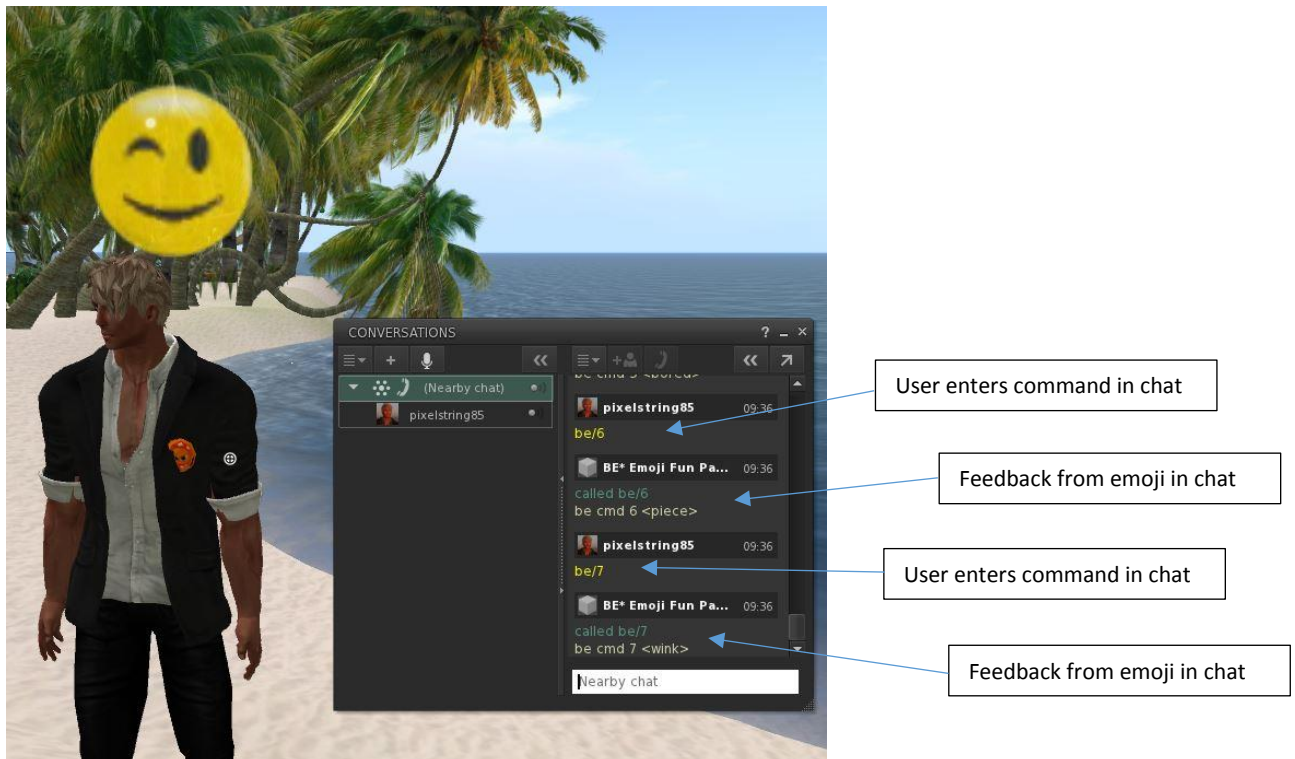
- 9.) The menu displays 9 choices per page, the menu includes a stop button to stop the emitting of the emoji's. The arrows forward backward let you navigate through the next or previous page of listed emoji's.
- 10.) If the menu times out, (60 second user delay) the chat will inform the user and the menu has to be closed out and revoked again. [This is a smart feature and reduces lag for the scripts running to preserve SL simulation resources.]

11.) Once a emoji menu button has been pressed, the new emoji texture will emit



12.) As you get more familiar with the menu and the navigations, you will enjoy the ease of use of the menu and functions.

13.) The private chat will update and list the latest emoji selected.



14.)As shown in the picture above the user can operate all functions of the emoji with just chat commands:

- a. bemenu -evokes the menu system.
- b. /stop -stops emitting emoji's.
- c. be/1....be/27 -commands the individual emoji's selection.

15.)The "be/xx" command invokes the emoji listed as a number in the list of the menu in sequential order.

**For more information about this product, visit our link shown below:**

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