

Emoji Fun Pack's User Manual:

Binary Evolution

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Emoji fun emitter pack:



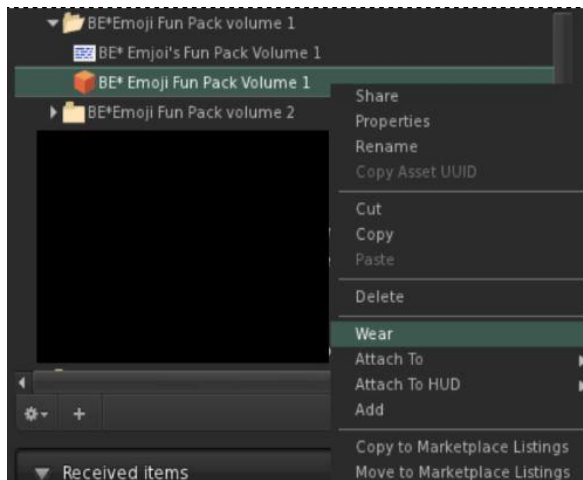
Stand out with this Emoji's button emitter and express your emotions. The fun emitting textures (36 emoji's) allow you to personate your character for any occasion. Everybody has enjoyed the use of emotes and emoji's with their phones and personal computers for years, so why not here in SL.

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

This version allows you to add your own individual textures / emoji's. Impress your friends and become more visible with your own creations of unique expressions.

User Manual and Instructions:

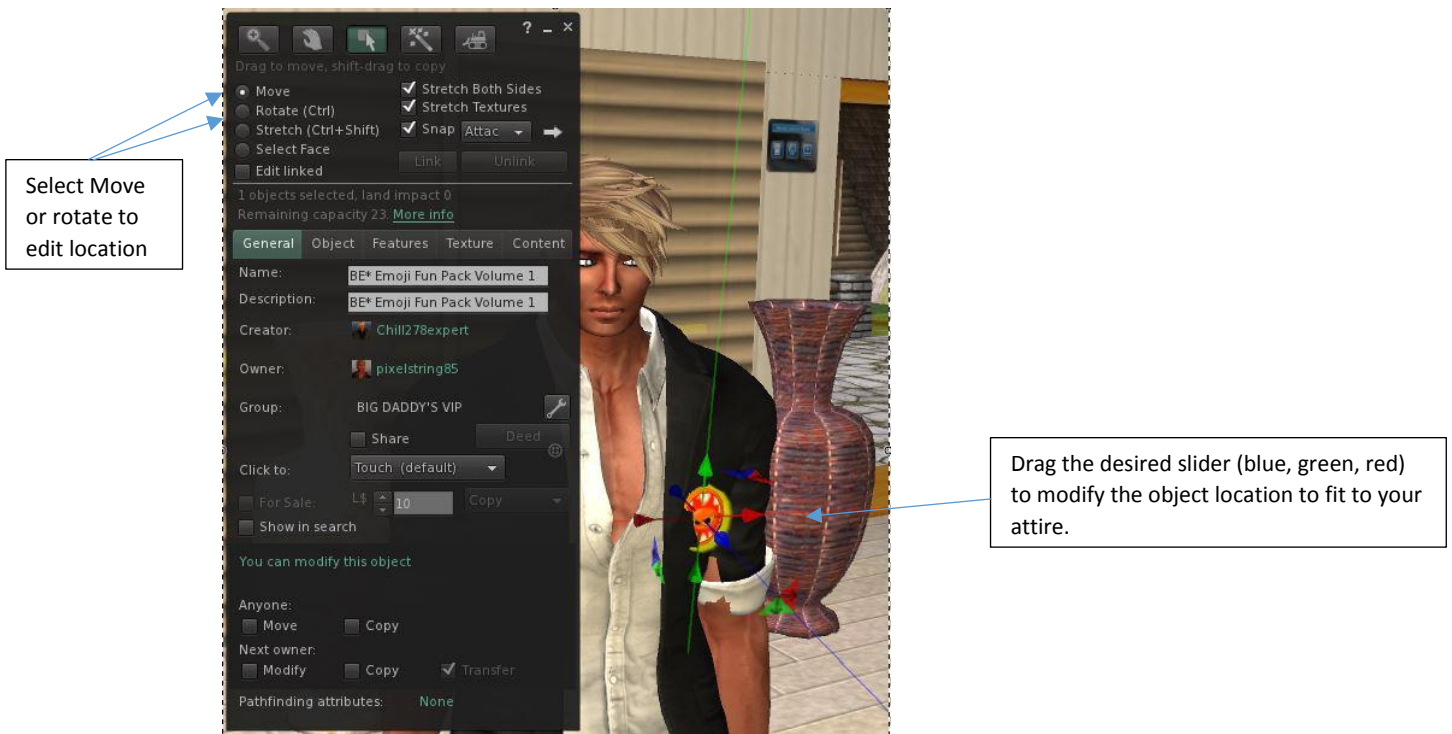
- 1.) When you receive your object folder, chose a location in your folders and drag into your desired folder tree.
- 2.) Open up "BE*Emoji Fun Pack" folder and select the object as shown below (right click object):



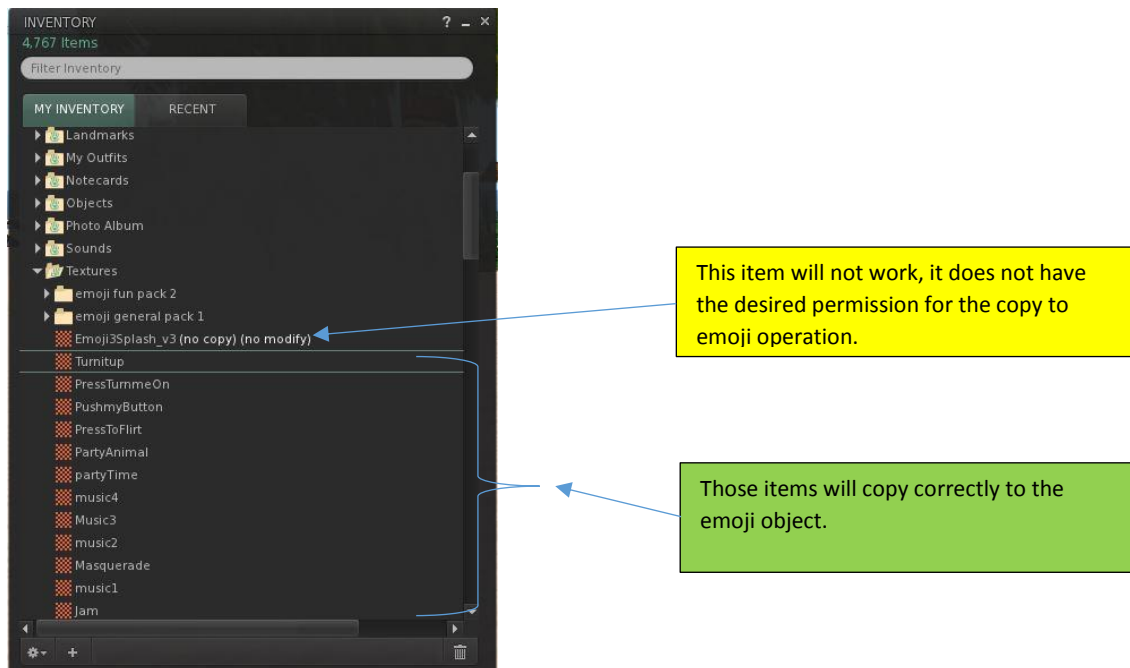
- 3.) Select “wear” or “Add” to open the object and attach to your clothing as a casual button.
- 4.) Edit the object location for optimal user preference as needed:



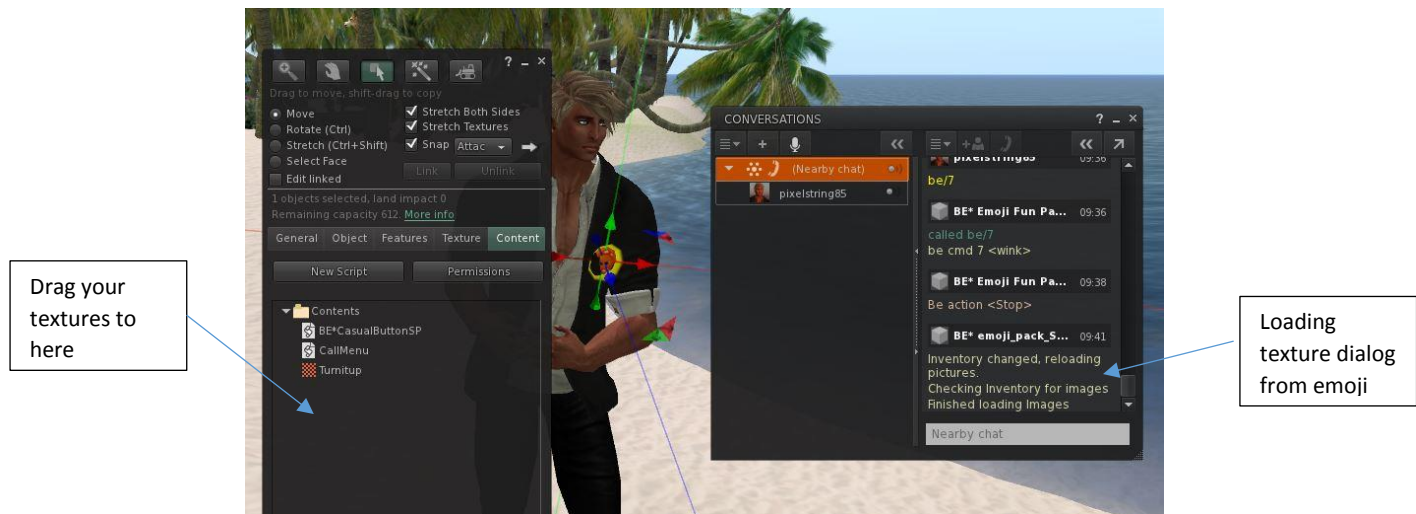
- 5.) As shown in picture above, right click the button object and select edit in the list, this should bring up the standard object menu to edit the object properties such as placement and location.
- 6.) Select the “general” tab, to modify the relative location of the button on your dress or shirt.



- 7.) Once completed, get ready for loading your own textures and pictures in the emoji object.
- 8.) The pictures below explains how to load your textures / pictures:
- 9.) Locate your folder with the textures/pictures you like to load into the emoji object (The textures or pictures should have "copy" permission for this to work properly.)



- 10.) Select the "Content" tab of the Object menu:



- 11.) Drag your textures / pictures into the content area (left box on screen), the nearby chat (right box on screen) will update and inform the user about the progress, it will also display the name of invalid textures with wrong permissions.
- 12.) You can at any time, change your selection and delete or add textures / pictures from the content tab of the emoji object. The textures will be sorted in alphabetical order to the menu system.
- 13.) Texture or picture names > 23 characters will be truncated to 23, that is the limit of the SL standard menu button length allowed.
- 14.) **Get ready to test drive your emoji Object for the first time:**
- 15.) 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:

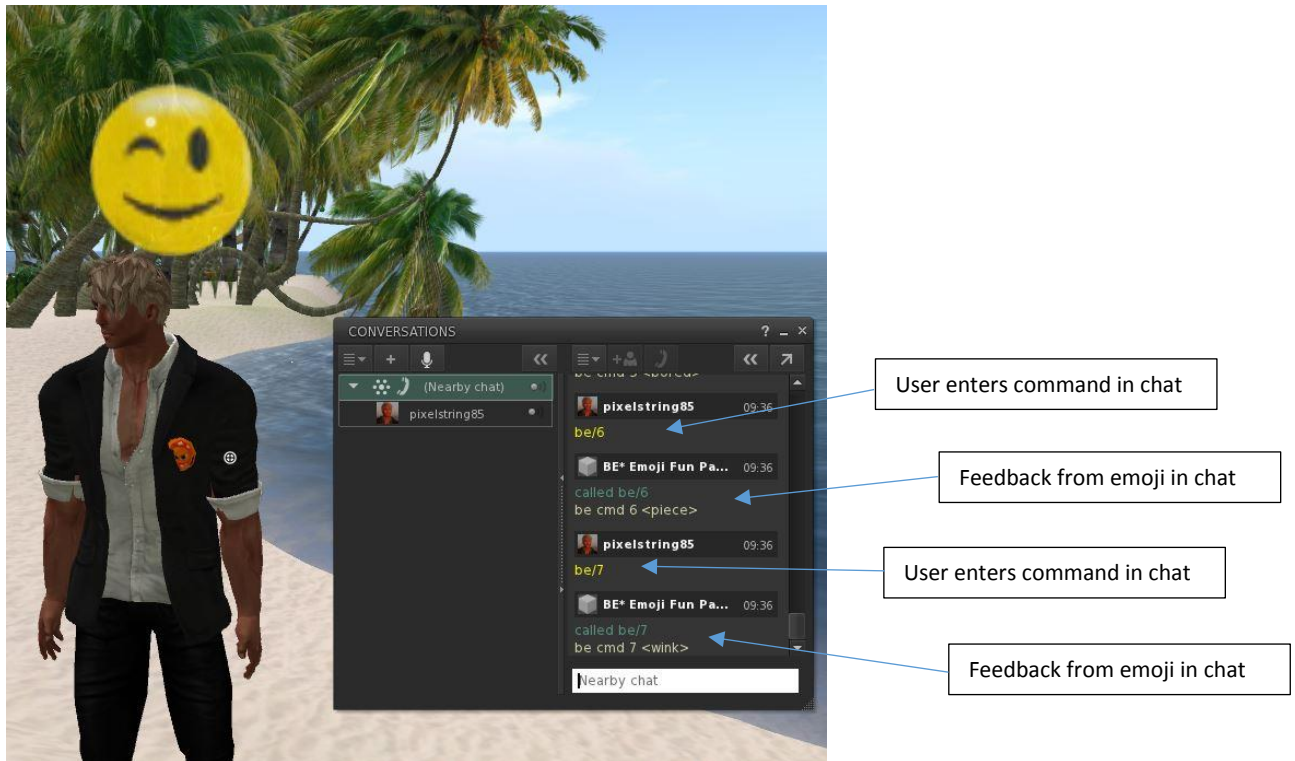


- 16.) The menu displays 9 choices per page, the menu includes a stop button to stop the emitting of the emoji's. The arrows forward backward let you navigate through the next or previous page of listed emoji's.

- 17.) 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.]
- 18.) Once a emoji menu button has been pressed, the new emoji texture will emit



- 19.) As you get more familiar with the menu and the navigations, you will enjoy the ease of use of the menu and functions.
- 20.) The private chat will update and list the latest emoji selected.



21.)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/36 -commands the individual emoji's selection.

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

Disclaimer:

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