Tropical Creations Free Swimming Offsim Dolphin v1.00
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Congratulations on your purchase of Tropical Creations Free swimming OFFSIM dolphin v1.0, the first truly free swimming OFFSIM dolphin in Second Life!

Please look after her, she is NO COPY!

This Offsim dolphin will randomly swim fully offsim, partially offsim or fully within the sim within her settable swim area. It can even be set to swim at altitude above the Linden ocean.

Her random free swimming is complemented with jumps, tailstands, spins and swimming underwater complete with various particle splashes and water effects.
Fascinating to watch!

This Offsim dolphin is highly customisable through her menu of options and settings.

The dolphin is 4 prims, Li = 4.

CAUTION: This offsim dolphin relies on its root prim being able to move freely above your land. If your land is primarily higher than 20m above the water level near your offsim boundary it may not operate. The depth and width of its swim area is dependent on the depth and width of your land parcel and cannot exceed that. If your land depth or width is less than 12m, the dolphin won't operate in that location. Contact us for assistance if this is the case.

Our normal on-sim baby dolphins will NOT recognise this dolphin as a prospective Mom as it cannot follow her offsim but do not despair, our next project is to create an offsim baby dolphin to go with this offsim dolphin. We will notify you when its available.

===== Quick Start =====

Rez the dolphin 5m to 10m INSIDE your parcel boundary adjacent to the water you want it to swim in, near to the water level. Its red sphere root prim MUST stay on your land.

The sim water level will be automatically set.

If the dolphin detects an Off world boundary nearby, the menu given will have one or more Auto (direction) buttons. (ie: Auto north, Auto south, Auto east, Auto west).
  Select the relevant Auto (direction) button from the menu to automatically set her up to swim off that boundary.
  The dolphin will rotate and move to that boundary and set the maximum swim area based on your parcel size.
  Then select START from the menu to start her swimming.

If the dolphin does NOT detect an offsim boundary as indicated by not offering any of the Auto (direction) buttons, cancel the menu and either:
  Move the dolphin closer to the boundary and touch for a new menu or
  Rotate the dolphin to face the relevant boundary and move her near to it, keeping the red root prim on your land parcel.
  Touch for a new menu, then select Set Up and Set Limits, then select START from the menu to start her swimming.

To stop the dolphin or access its menus, touch it and it will contract its root prim to a convenient distance from the dolphin.
This will also make re-rezzing it easier if you take it to inventory.

===== Settable Options from the menus =====

This Offsim dolphin is highly customisable through her menu of options and settings:

Menu access can be set to to Owner only or Group (Owner option only).

Rename your dolphin or show its name in float text above your dolphin (Owner option only).

Select from three trick frequency levels plus tricks off (default mid).

Splashes & ripple effects can be turned on or off (default On).

Select from four sound choices plus random sounds or sound off (default is Random).

The swimming animation can be turned off if you are experiencing sculpty loading problems due to extreme sim lag by selecting Animation. Also see Problem Solving below.

From the HELP menu, receive this notecard or the Owner can also reset all the scripts in the dolphin.

===== Advanced Set Up from the Set Up menu =====

The sim water level is automatically set when the dolphin is rezzed. You can change this by selecting Set Water and following the instructions in subsequent menus to manually set a water level. To return to the optimum sim water level, select Auto Water.

If the dolphin detects an offsim boundary nearby, the Set Up Menu will offer one or two of these buttons: Auto north, Auto south, Auto east, Auto west to enable you to automatically set the maximum possible swim area on one of those sim edges. When one of these is

selected, the dolphin will rotate and move to that boundary whilst keeping its red root prim within your land parcel. It will set the maximum swim area based on your parcel dimensions. Then hit START from the menu to start her swimming.

If the dolphin does NOT detect an Off world boundary or if you wish to set a swim area manually, you can set the maximum swim area based on its current position and rotation by selecting Set Limits. This will allow you to set the dolphin to swim partially or fully on sim as well.

Once the swim area is set, you can change the size and location of it by selecting Rez Limits from the Set Up menu. This will rez two sets of limit balls, each comprising of a red root prim and two blue/white swim area markers. These two limit sets use a total of 6 prims, Li = 6, and won't rez if your land has insufficient prims available. These limit sets will position themselves to indicate the currently set swim area for the dolphin. ie: the dolphin will swim within the area set by the blue/white swim area markers. You will be given the Rez Menu, DO NOT cancel it.

Note that the limit sets will be rezzed 1m from your parcel boundaries to the right and left of the dolphin with the outer blue/white swim area markers up to 48m offsim if the limits haven't previously been adjusted. If they were previously adjusted, the current swim area marker locations will be displayed instead.

The red root prim MUST always stay on your land.

To adjust the whole of the left or right limit set, move it in edit, then TOUCH the RED ROOT PRIM for the limit set to record the new position and automatically move the other limit set to stay in sync.

Note that you can set the limit sets on different parcels with the same owner but ensure that the land permissions on both parcels allow object entry, building and running scripts for the dolphin owner.

The blue/white swim are markers can be moved in or out from the sim by simply touching them on the inside or outside.
You only need to touch one marker as the other limit set will stay in sync automatically.
You can set how much the marker moves on each touch from the Rez Menu provided after touching Rez Limits: ie: 0.1m, 1.0m or 5.0m.

Note that the minimum swim area permitted is 12m x 12m. The maximum is dependent on the size of your land but could be up to 255.9m wide x 48m deep.

When you are happy with the swim area as bordered by the 4 blue/white swim area markers, select DONE from the menu to save the new area and remove the limit sets. You will receive a

message in chat if the new limits are successfully saved... "New limits saved". then select START.

==== Further Information ====

The minimum area is 12m x 12m with a recommended water depth of at least 4.0m

When re-accessing the menus, wait until the dolphin stops and displays an "Awaiting instructions" message in float text before changing the settings. This may take a few seconds if the dolphin is performing a trick.

The Dolphin has a Recovery routine to combat griefers and LL quirks.
  If a problem occurs with her swim location, she will automatically return to her allowable
  swim area within 30 minutes.

We have provided a "Dolphin Finder" object in case you cannot find your dolphin. This can be rezzed or worn and when touched, your dolphins will report their location to you if they are in the same region.   This will only work for the owner!

===== Menus =====

The text in the menus will list the current settings relevant to that menu
Note that some options are only available to the Owner and menu buttons will only be provided if that option is available

MAIN MENU - Set Up - Group Access - Owner Access - Name - Tricks - Splashes - Sounds - Animation - Help - START
SET UP MENU - Set Limits - Auto north - Auto south - Auto east - Auto west - Rez Limits - Sim Water - Set Water - HELP - Main Menu
NAME MENU - Rename - Name Text - Main Menu
TRICKS MENU - Low - Mid - High - Tricks off - Main Menu
SOUNDS MENU - Chirps - Chirps low - Clicks - Clicks low - Random - Sound off - Main Menu
HELP MENU - Notecard - Reset - Main Menu
REZ MENU - move 0.1m - move 1.0m - move 5.0m - DONE