



MACHINE GUN

An original way to control the access to parts of your land and kick out intruders !

- Great & realistic machine gun with rotating cannon pretty cool effects.
- Featuring lots of options such as laser pointer.
- 5 different bullet types (see details), customizable range and fire mode.
- Integrated meter you can choose to activate or not, it can also be used in combat and role-play, making the machine gun destructible using collision based weapons.
- Perfect for your war games !

USE THE SKILL

This item requires rez permissions.

• Rez the Machine Gun •

Simply click its icon on your M3-HUD.

While the machine gun is rezzed, you'll see its menu appear.

• Delete the Machine Gun •

Click the Machine Gun to access its menu, and select "!DELETE!".

Note

Each machine gun is composed of 3 different parts, if you want to move the gun to an other location, or adjust its position, be sure to select those 3 parts in edit mode prior to move them.

MENU

Access the menu anytime by clicking the Machine Gun.

• Machine Gun's Menu •

• *START*

Click it to start the machine gun, by default the machine gun will scan around for any avatar (except you as owner) Once pressed the button *START* will switch to *STOP* button.

• *STOP*

Click it to stop the machine gun.

• WhiteList

Click to access the white list sub-menu.

◇ +ADD+

Click to add someone in the white list, enter the name in the text box.

◇ View

Click to view the white list (displayed in chat)

◇ -DELETE-

Click to remove names from the white list, select the desired name in the next dialog box.

◇ Load

Click to load the white list from an other machine gun in the region.

◇ Group

Click and activate or disable white list by group with ON or OFF.

NOTE By default your name is in the white list (as owner), if you want the machine gun to attack yourself, just remove your name from the list.

- **Laser**

Click to activate or deactivate the laser with ON or OFF buttons in the next dialog box.

- **BulletType**

Click to select the bullet type, any combination is possible.

- ◇ **Push**

Bullets will have a small push effect (only in push enabled areas if you are not the land owner)

- ◇ **Damage**

Bullets does Linden damage

*Following options are effective only if you have the appropriate rights over the land :

- ◇ **Eject**

Bullets eject the target from the land.

- ◇ **Ban**

Bullets banish the target from the land.

- ◇ **TP-Home**

Bullets teleport the target to its home.

- **MenuAccess**

Click to select who can access the menu.

- ◇ **Owner**

Only you can access the menu

- ◇ **Group**

Only the same group can access the menu (by default the group set is the one you had active while you rezzed the machine gun, to change it, edit the machine gun and change the group in general tab)

◇ **WhiteList**

Only the persons present in the white list can access the menu.

◇ **Everybody**

Anyone can access the menu (not recommended)

• **Destructible**

Activate or deactivate it through ON / OFF buttons, while activated the machine gun is destructible using ranged weapons or collisions.

When destructed, the machine gun will re-generate alone after 60 seconds, keeping all your settings in memory.

• **Meter**

A complement to the destructible option. Activated to display the machine gun "life" over it, using life bar and percentage.

• **!DELETE!**

Click it to delete the machine gun.

INSTALLATION

IMPORTANT : Be sure to be in a script allowed area and wear the latest version of the [M3-HUD].

Find the INSTALLER in the package, just wear it with your M3-HUD, and then touch it to start the installation. Wait a few secondsDone !

Once terminated, the installer will automatically detach from your screen.

You will immediately be able to use the newly installed skill in your M3-HUD !

SUPPORT

If you have any questions or need assistance, feel free to [contact Taisha Emerald in Second Life®](#)



ON LINE

Or simply [start a live chat](#) with us on the web.

**Because it's always a pleasure for us to help you,
and take part in your best virtual experiences !**

Second Life® is a trademark of Linden Research, Inc.