

Shoe Flipper

Symmetry Tool by Dora Gustafson, Studio Dora

Make **Reflection symmetry** or **Mirror symmetry** in 3D of any object, linkset or single prim

1. Will flip a left Shoe into a right Shoe and vice versa
2. Will work with all kinds of objects, not just Shoes
3. Will handle prim face attributes: Texture, Textgen, Fulbright, Color, Transparency, Bumps, Shiny and Glow

To Flip an Object:

1. **Equip your Object with the script: "Flipper"!**
2. **Choose "Do" in the menu dialog**

Notes

- Textures are flipped on to proper prim faces, when you have full permissions
The Linden Lab permission system requires all permissions to permit texture key(UUID) reading.
- Sculpted Prims single or in linked sets will be flipped starting with viewer: Release Candidate 1.21 September 2008
This require you have full permissions
- Finally "Slice" is supported on BOX, CYLINDER and PRISM prim types (May 2012)

Cleaning up

After you are done with the Shoe Flipper Tool you don't want the Flipper script in your object anymore!

As long as it is there you cannot transfer the object or give it away.

You can remove the Flipper script manually or you can use the script's Clean function.

The 'Clean' option is presented when the flip operation is completed and when you click the object.

The package

1. The "Flipper" script with Copy permission.
2. A sample Object
3. Some note cards
4. Bonus script: 'set not flexible linkset'

Included

Guide for fixing reflected **Old Prims**

Support on getting started, on tool related problems and by free updates.

Support and Updates are given on request only.

Related product

'Prim Mirror Tool', from Studio Dora

Known issues

1. Textures, in default texture mapping mode on faces that are not rectangular, may need some adjustments. Use Planar mapping mode as an alternative.
2. If you do not have full permissions, textures may not be placed right on the mirrored prims. See note.
3. Sculpted prims will be placed and turned right, but if you do not have full permissions, the sculpt texture(the shape) will not be mirrored. See note.
4. Imported "Meshes" are not supported
5. In general: There is no way the mirror can support prim parameters that are not officially supported. Officially supported prim parameters are listed here: <http://wiki.secondlife.com/wiki/LISetPrimitiveParams>
6. Only modern not tortured prims are supported. Modern prims were introduced September 2004.
7. In very big linked sets some prims may not settle right. It happens if a prim's shifting position in the linkset violates the rules for linking. Change root or divide object.
8. Some combinations of prim parameters: 'Top Shear' and 'Revolutions' will produce inaccurate results(TORUS, TUBE and RING types only)

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Flipper Script version

v2.17 PRIM_SLICE; Tested 2012-04-24

v2.16 lIRotBetween() is taken out, it makes errors in special cases

v2.15 lIGetLinkNumberOfSides() introduced

v2.14 Bad emergency resort removed

v2.13 Warning on missing permissions

v2.12 Creates Less load on the sim, is Easier to use and Faster.

>From now on there will be only **one script per object** and the "Select and set scripts running in selection" days are over.

Is made possible with the new instructions introduced in SL server v1.38