

Push My Wheelchair (PMW)

- The PMW is not a wheelchair push *Companion*

*Fully Adjustable to match different sized avatars
(Free wheelchairs included)*

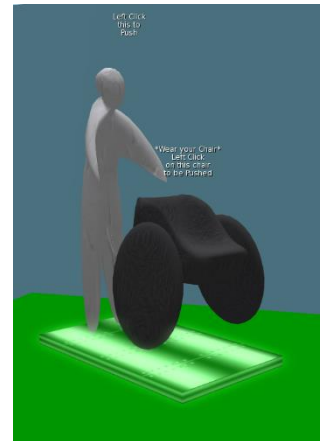
Product Features

- There are two avatars needed to play with the PMW => One of the avatars will be the 'pusher' and the other avatar the 'pushed'
- The Pushed avatar has to wear her/his own wheelchair (The PMW package does include two simple wheelchairs.)
- Fully adjustable to match the size of all avatars.
- Adjustable Camera (LEFT | FRONT | RIGHT) setting for the avatar that is being pushed so that you can watch yourself from different camera angles when being pushed around!
- For the PMW to work the region has to allow Object Rezing and the Running of Scripts. (The PMW is made of 4 prims)
- The PMW is a **COPY/No Transfer** ITEM!



HOW TO USE IT ► SHORT VERSION

1. Rezz an PMW
2. The Pushed avatar has to wear her/his wheelchair and then simply (left) click on the PMW's wheelchair (poseball)
 - The wheelchair poseball becomes invisible when the Pushed avatar is sitting on it.
3. The Pusher avatar has to (left) click the PMW's pushing poseball
 - The pushing poseball will become invisible when the pusher avatar is sitting on it.
 - When the Pusher avatar is on the PMW then the base of the PMW also becomes invisible.



Now the avatar with the wheelchair will be pushed around whenever the Pusher avatar is moving around in SL.

On "Rough terrain" you may end up upside down (Blame the Lindens for that.)

In this case if the pusher avatar stands up then the PMW will return to straight position.

► To make things look REALISTIC - with the pusher avatar's hands on the handle of the pushed avatar's wheelchair, and not floating above the ground - the PMW has to be adjusted for each pusher/pushed avatar combinations you want to use it with.

It is a good idea to:

Make a copy of your PMW - and name it after the avatars you want to use it with so that later you can easily rez again the one which is properly adjusted for your situation

Adjusting the PMW

► Only the Owner of the PMW and avatars sitting on the PMW can access the menu for making adjustments

To access the the PMW menu you have to click on the PMW - this may be tricky if both the Pusher and Pushed avatars are sitting on the PMW because in this case the base of the PMW and the poseballs are all invisible.

To bring up the menu you still can click the invisible base.

► Don't forget that CTRL+Alt+T will make the invisible objects visible (toggle combo)

The owner of the PMW has access to the menu even if she/he is not seated on the PMW, but will have to Right-Click the PMW and choose "Touch" from the Pie menu.

(While accessing the menu the Dynamic camera feature won't work for avatars not seated on the PMW)

WHEN IN THE MENU: Please use the OK button to dismiss the menu dialogs specially if you are using the Dynamic/Auto Camera function.

When clicking the OK button you will have the Camera position reset to the proper non-menu viewpoint.


If you forget to use the OK button and your camera is stuck - you can reset it from the main menu by using the "Reset Cam" option.

► For the case that the Dynamic/Auto Cam is on and your camera view doesn't change: Press the ESC button on your keyboard twice, to reset the camera viewpoint.

Main Menu

- ► Push - adjust the Pusher avatar position
- ► BePushed. - adjust the Pushed avatar position (these buttons may not be visible if there is no avatar on the Pushed or BePushed poseballs)
- SVS ✓ - Turn On the "Side View for Settings" feature that means then the camera will be positioned so that you are looking towards the PMW while adjusting the settings. This helps when adjusting the Pusher/Pushed avatars positions so that they don't look like floating above the ground
- SVS ✗ - Turn Off the SVS feature
- Reset Cam - Reset the camera position if you forgot to use the OK button to dismiss a menu.

Be Pushed (menu)

- UP - Adjust the Pushed avatar position UP
- DOWN - Adjust the Pushed avatar position DOWN
- ~ Reset ~ - Reset the Pushed avatar position to Default position
- Cam Left - Set camera for the PUSHED avatar so that it looks to the avatar from its left side
- Cam Front - Set camera for the PUSHED avatar so that it looks from In Front of the avatar back towards the avie
- Cam Right - Set camera for the PUSHED avatar so that it looks to the avatar from its left right
-  - Go Back to the Main menu
- OK - Dismiss the menu and reset Dynamic/Auto camera

Push.. (menu)

- The Push menu has three ** COLUMNS **: Avatar/Arms/Bend

► Avatar - column

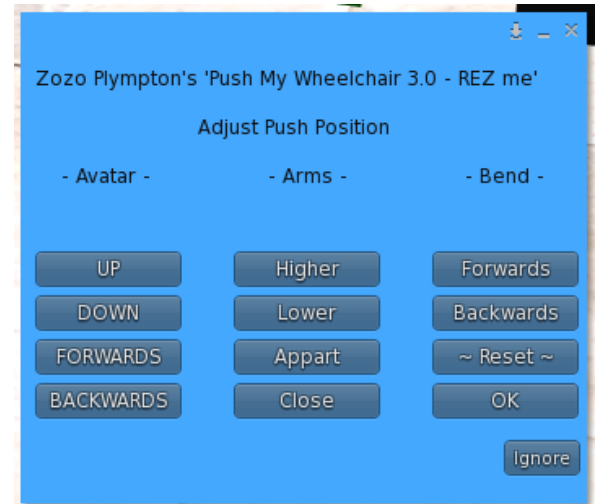
- UP - Adjust the Pushed avatar position UP
- DOWN - Adjust the Pushed avatar position DOWN
- FORWARDS - Adjust the Pusher avatar towards the wheelchair
- BACKWARDS - Adjust the Pusher avatar away from the chair.

► Arms - column

- Higher - Adjust Pusher avatar arms higher
- Lower - Adjust Pusher avatar arms lower
- Apart - Adjust Pusher avatar hands apart
- Close - Adjust Pusher avatar hands closer

► Bend - column

- Forwards - Bend Pusher avatar forwards
- Backwards - Bend Pusher avatar backwards
- ~ Reset ~ - Reset the Pushed avatar position to Default position
- OK - Dismiss the menu and reset Dynamic/Auto camera



Notes

At times SL may play a trick on you and the cart may sink in the ground.

In such cases just Stand Up and delete the old cart - if you can. If not just leave it there. It will be returned some time to your inventory.

You can rez new copies of the Push Platform at any time as this item is copy/no transfer.

FOR HELP CONTACT: Zozo Plympton
