SELO HOME CONTROL SYSTEM v1.0 (SHCS)

*** BUILDER'S EDITION-FULL PERMS ***

Hello and thank you for your interest in my SELO HOME CONTROL SYSTEM v1.0.

SELO HOME CONTROL SYSTEM is good for builders who make houses, apartments, offices, etc. and sell them. It is also good for landlords who have rentals and for the individuals who need the system to use at only one private home they have. This system is full perms (COPY/MODIFY/TRANSFER).

Scripts are no modify. 30 full perms items come with the system for you to use in your creations.!

*You must have at least a controller and one device to set up and use the system.
*Each device has a notecard in it that gives you all the information you need to use that device.
*You can link almost all the devices to the structure except for teleporters, revolving doors, phantom doors, fireplaces and ceiling fans.
*Please do not change the root prim in items made with multiple prims.
*After you add or delete a device or make changes to any device in the system, reset the system by clicking Update the System, click Report System Status on the Controller and check the data in open chat to make sure all the devices are recognized by the Controller.
*You need to click on a window or door and keep clicked for longer than 10 seconds (dependent on SIM lag) to get the menu to change the textures.

A- GENERAL: This is a complete home control system that can be used to control all the functions of a house/apartment/office/store via a central controller. You can also control devices by directly clicking on them. Each device is explained below as a reference for you. The ID_Number is set at 9999 upon purchase but you can change it to any other number you like other than 0. You can choose any ID_Number number between 1 and 2,147,483,646. Please don't use negative numbers as the scripts use negative numbers internally. Make sure you change the ID_Numbers on the configs in the CONTROLLER and in all other devices.

If you use more than one system on the same SIM, just make sure they have different ID_Numbers. You need to name the devices of the same group sequentially, e.g. Tp 1, Tp 2, Tp 3, etc. And NOT like Tp 1, Tp 6, Tp 4.

B- REZZING: The system comes in a Rez-Faux package so it is very simple to rez. Click the rez box on the floor… click… Rez. You will see all system devices will rez on a platform. Take them one by one into your inventory and make sure you keep the original copies in a folder. (You can change the texture of the flag and use in your creations. You can also use the Welcome mat, the Heart and the Star whereever you like. They are all full perms.)

C- QUICK START:
a) Rez a swing door (1), a window (2), a ceiling light (3), a security orb (4), a ceiling fan (5), 2 floor type TP pads (6), a fireplace (7) and a radio (8).
b) Open them and change the ID_Numbers on top of the config cards to any number you like (2468, for example), save and close. Make sure you change all of them. Also assign a unique name for each one.
c) Rez a Controller and open it and change the ID_Number on the Controller config to 2468-the same ID_Number as the other devices have- then save and close.)
d) Click on UPDATE SYSTEM on the Controller and let it finish checking the devices. Then click on REPORT SYSTEM STATUS and wait until it lists all the devices you added. Check the list in open chat. You should see all the 8 devices you added. If any is missing check their controller (device channel numbers) and UPDATE SYSTEM again. If the SIM is slow or there are many devices in the system, then increase the Polling Delay on the Controller config to 30 seconds or maybe 40 seconds. It is currently set to 20 seconds.
e) Now you can click on any one of the devices and control them or click on the apporpriate button on the Controller and then turn them on/off or lock/unlock.
f) Add a user as shown here: User,Selo Wozniak,026a59e2-ef34-4eb4-8e39-ec3edf7e7a5c   You need to add 1 person per line. If you wnat the system to Show the owner's prims over it, then add the owner's name too. But his/her name does not need to be added for him/her to use the system. See the note at the end of this notecard on how to find someone's UUID (avatar key).
g) Add your e-mail on the following line on the Controller config if you want to get notified on prims overage. Leave it blank if you choose not to get notified:
Email,selo.wozniak@live.com

D- RESIZING DEVICES: You can resize devices as in the following to keep their proportions:
a. Right click on a device… Edit,
b. Press Ctrl+Shift at the same time… you will see little white cubes in the corners,
c. Click on one of those cubes and hold… drag it away to resize it proportionately… Release buttons.

E- PERMISSIONS:
BUILDER'S EDITION: You are allowed to sell the whole system or any parts of the system ONLY AS INSTALLED IN A STRUCTURE AND NOT ALONE.
Please change the permissions of the scripts (not notecards, they need to remain as full perms so the next owners can edit them) before you use them in your builds and sell them. You can make the scripts as Copy/No Transfer or No Copy/Transfer.
Please never sell them as full perms (Copy/Transfer) (because this is what I do) which would be illegal and result in your losing your license to use the system and you will be reported to the authorized agencies for action.
The items (prims) provided to you in the package are full perms so you can sell them, use them in your home or at rentals if you have.
Again, please never sell my items (scripts&prims) as full perms.

The permissions of the contents of the BUILDER'S EDITION are as in the following:
*Sample prims: Copy/Modify/Transfer
*Scripts: Copy/No Modify/Transfer
*Notecards: Full perms (Please keep them as full perms so the next owners can edit them.)

F-   CONTENTS: The following devices come as the parts of the system:

1.   Controller (1 prim) and the Prim Counter (inside the Controller)
2.   Doors (1-2 prims)
~swing door (single and double)
~sliding door (single and double)
~concertina door (single)
~revolving door (Please don't link it to the building.)
~garage door (Please don't link it to the building.)
~phantom door (Please don't link it to the building.)
~ramp door (5 meters and 10 meters-Please don't resize the large one as it is a megaprim and it will be messed up. The large door can be set at 150 degrees and 5 meters high.)
~fence gates
3.   Windows (1 prim)
~texture-changing window
4.   Lights (1-4 prims)
~wall lamps
~ceiling lights
~table lamps
~floor lamps
~garden lamps
~street lights
~spot lights
5.   Security Orbs (1prim)
6.   Ceiling Fan (2 prims) (Please don't link it to the building.)
7.   Fireplace (Please don't link it to the building.)
~with chimney (4 prims)
~without chimney (4 prims)
8.   Teleporters (1 prim) (Please don't link it to the building.)
~horizantal
~vertical
9.   Radios (2 prims)

1.   CONTROLLER and PRIM COUNTER (1 prim): This is the main command center that controls everything in the system via a notecard. When you add a user on the notecard, the user then will be able to use all devices in the system including the security. You can also lock/unlock all devices using the controller.
When you add or remove a device, you need to update the system by clicking "UPDATE SYSTEM" button on the controller.
This also functions as the prim counter. It counts all the prims of the users added on the notecard. You can specify prim limit and if users exceed their prim limits (quota), the hovertext over the controller turns to red and it also sends a warning e-mail to the owner if the e-mail is added on the notecard. When prims go down to normal, the hovertext changes to white again. The dafault quota is set to: Quota,234 prims
You cannot change the texture of the Controller as it is controlled by its script. You can change the textures of all other devices in the system though.

2.   DOORS (1 prim): There are 11 different kinds of doors as shown in the following that you can use in your various projects. If the door handles on a texture are on the wrong side, you can use "Flip" boxes on texture tab to correct them. The blue sides of the door casings have the "inner sides" of the textures. The doors are attached to their casings but the garage door and the revolving door are NOT linked.

a.   Swing door (single and double) (There are 9 textures to choose from.)
b.   Sliding door (single and double) (There are 9 textures to choose from)
c.   Concertina door (single) (There are 11 textures to choose from.)
d.   Phantom door (single) (There are 9 textures to choose from)
e.   Ramp doors (There are 11 different textures to choose from. There are two ramp doors: a small one for the roof door and a large one to use between upstairs and downstairs.You cannot resize the large ramp door because it is made from a megaprim.)
f.   Revolving door (When you click, it stops or starts rotating. It is a phantom door so please don't link it to the main structure.)
g.   Garage door (There are 7 different textures to choose from.)
h.   Double fence gates (They have 10 different gate textures to choose from and their edges are alpha texture.)

3.   WINDOWS (1 prim): There are a total of 11 windows textures to choose from for inner and outer sides. You can add your own textures into the windows by adding them on the notecards. You need to remove one of the existing textures before you can add one. You cannot add/have more than 11 textures in any window. You can tint/untint windows by just clicking on them. The green sides of the window casings have the "inner sides" of the textures.
If you want to deactivate the "click to tint/untint feature, change the following line on the Window config from YES to NO: "Touch,YES, window clears or opaques on touch: YES or NO"

4.   LIGHTS (1-4 prims): There are ceiling lights, wall lamps, table lamps, floor lamps, street lamps, spot lights and garden lights. There are 9 different lights to choose from. You can change the color of the lights by editing the following values on the Light config:

Color,0.1,0.7,1.0
according to the light values in the following table:

Colors:
vector white   = 1.0, 1.0, 1.0
vector grey   = 0.5, 0.5, 0.5
vector black   = 0.0, 0.0, 0.0
vector red   = 1.0, 0.0, 0.0
vector green   = 0.0, 1.0, 0.0
vector blue   = 0.0, 0.0, 1.0
vector yellow   = 1.0, 1.0, 0.0
vector cyan   = 0.0, 1.0, 1.0
vector magenta   = 1.0, 0.0, 1.0

You can also adjust brightness levels by editing Glow values on the Light config. The higher value you enter, the brighter light you will have.

5.   SECURITY (1 prim): You can turn security on or off by clicking on it or using the controller.

6.   CEILING FAN (2 prims): You can click the ceiling fan to turn it on/off or select a different speed (Gentle-Slow-Medium-Fast-Stop). It is phantom and rotating so please do NOT link it to the building.

7.   FIREPLACE (4 prims): You can click on the fireplace (onto the fire-grate) to turn the fireplace on/off. When it is on, you can hear a nice crackling sound and smoke comes out of the chimney. When you turn it off, flame, smoke and crackling sound will stop. While making the fireplace, link the prims according to the instructions on the top of the Fire config in the fireplace and link them in that sequence. You can use the "TOUCH GET LINK NUMBER Script" attached on the notecard in the package to get the link order numbers of the prims. The instructions are on the Notecard. Please don't link it to the building.

8.   TELEPORTER (1 prim): There are 2 different kinds of teleporters: Vertical ones (wall type) and horizantal ones (floor type). You can just click and select a destination. Vertical ones and horizantal ones can be used together. Teleporters must be used unlinked. You need to give unique names to each one of the TPs: Tp1 / Inside Tp2 / Outside in the related spaces on TP config.

9.   RADIO (2 prims): You can click on the radio and select any station (URL) you like to listen to. There are 42 different radio stations to choose from. You can edit the radio notecard and add your own URLs. The radio has an animated speaker on it.

G-   SUPPORT: If you need any help or any questions with this system, please feel free to contact me. All sales are final and under no condition money will be refunded as they are copy/mod/trans. However, if any one of the functions advertised does not work, you will be given full support to make it work.

H-   SCULPTED PRIMS: I have used sculpted prims where possible for two reasons: I save prims and the sculpted prims look a lot more beautiful than regular prims would look in some items. However, you need to change the LoD (Level of Details) value as explained below to see sculpted prims and textures applied onto them better especially from a distance (SL Viewer 1.23 / Phoenix Viewer):

1. On the top of SL menu, go to Advanced (or press Ctrl+Alt+D together if it isn't already there),
2. Click on Debug Settings,
3. In the window that opens, type (or copy and paste): RenderVolumeLODFactor (as one word) on the top line,
1.   Change the numerical value below it to 4 or higher (I use 8 there),
2.   Also make sure renderdynamicLOD is FALSE there.

Now the sculpted items and textures will not distort when viewing from a distance.

I-   FINDING THE AVATAR KEY (UUID): There is a full perms "SELO AVATAR KEY FINDER (UUID)" in the package. It will rez by the welcome mat. When someone touches it, his/her name will be displayed in the local chat. If you use Phoenix Viever, Open this person's profile… 2nd Life tab… You will see the avatar KEY on top.

Please feel free to contact me if you need any help with this system.

Selo Wozniak