

## **\*\* Wardells Farm Series - Mesh Stable\*\***

Thank you for buying this mesh stable which is supplied in a copy only box.

If you have any questions please send me an IM and a NC, (both or one should get to me), and I will do all I can to assist you.

Please check my profile picks "Vacation" to see if I am on vacation when there may be a slight delay in responding.

Customer satisfaction is my main concern.

Copy and Mod, except scripts and horses which are copy only.

You will need to be able to rez this item on land to use it.

The LI of the basic 2 Horse Stable is 6.

The LI of each horse added is 1 per horse.

Foot print:-

Approx 8.4m wide x 4.25m deep x 3.5m high

Acknowledgment:

The horses are from the excellent store Just Animals by Hannah Kozlowski on MP.

Features:

4 stable type doors with sound – left click to open / close; this works for the owner only. Please contact me if you wish anyone to be able to open the stable doors.

HUD option to change the stable wall and roof textures, (12 wall textures, 6 roof textures and frosty look roof)

All textures set using a simple HUD.

Option to rez / derez a horse in either stable. (LI increases by 1 for each horse).

Touch the horse and it moves forward to the door.

Touch the horse again and it moves back into the stable.

Option to remove texture script once set up – helps reduce sim script load.

Hud for setting textures and rezzing horses.

Large HUD to rez for easier initial set up.

Option to hide HUD.

1. Box contents:-

These Instructions

The Mesh Stable

Large texture HUD for all textures and rezzing horses – rez (Stable HUD - REZ)

HUD for all textures and horses – add (Stable HUD - add)

## **CAUTIONS**

A. Please DO NOT unlink any parts – you will break the stable.

B. Before moving a stable once rezzed please make sure the doors are closed.

C. Only the owner can rez the horses.

D. When you rez a horse there is a 2 second delay. This is normal and is to give time for any rezzed horse to clear so that multi-rezzing does not occur.

E. Please do not rush rezzing horses. The scripts have a lot of data to collect so please watch local chat which will guide you as follows:-

On choosing to rez a horse you will see Collecting data - Please wait

Once a horse is rezzed and you can rez another you will see Left horse rezzed - Continue, (or Right horse rezzed - Continue)

F. Although the stable is mod and permits resizing using the white corner drag handles in edit mode resizing is not recommend as it will upset the rez position of the horses and the fit of the doors.

~Unpacking and setting up~

1. Click the box to unpack and look in your inventory for a folder called "Wardell's Farm Series - 2 Horse Stable".
2. Make a back up copy of the stable that you do not use so that you have a spare copy to rez.
3. Rez the stable and place in position.
4. Add the Stable HUD, (Stable HUD – add), this will show on your screen. You are now ready to change the textures.
  - 4A. You may also rez the Large Texture HUD near the stable. This larger HUD may make setting up easier.
  - 4B. You may resize the HUDs by editing them and using the white corner drag handles to adjust their size.

5. To change a texture:-

5A. Left click the stable front wall.

5B. Within 20 seconds click the texture on the HUD that you want to change.

The texture will change. (Please note on a laggy sim it make take a few moments for the texture to change).

You can have several stables rezzed and the texture will only change on the stable that you left clicked .

6. To add a horse:-

6A. Left click the stable front wall.

6B. Within 20 seconds click a rez horse option. Please do not rez another horse until you see this message in local chat:-

Left horse rezzed - Continue, (or Right horse rezzed - Continue

Please see caution E above. Rezding another horse too soon can corrupt the derez option.

7. Moving a horse forward.

Left click a rezzed horse and it will move forward and look out over the stable door.

Left click the horse again and it will move back into the stable.

8. Deleting a horse.

8A. Left click the stable front wall between the doors.

8B. Within 20 seconds click the de-rez horse option.

8C. Should a horse not delete from the HUD you can edit it and delete it manually.

## 9.. Deleting scripts – this will not affect the doors or the rezzing of the horses

Once the stable textures are set up you may delete the texture script. This is good practice as it reduces the number of scripts on the sim.

9A. Left click the stable front wall between the doors.

9B. Within 20 seconds click the delete script option on the HUD, (the red square top right).

You will see this message in local chat:-

To delete the script please left click the stable roof within 10 seconds.

This can not be undone.

9C. Left click the stable roof within 10 seconds. You will get this message in local chat:-

Script deleted.

9D. If you decide not to delete the script or the script is not deleted you will see this message in local chat:-

Script not deleted - script is reset and re-texturing can continue.

## 10. HUD on / off

Click the red HUD button, top right, and the HUD will hide, leaving just a green HUD button on show.

Click the green button to show the full HUD.