

WINDY HOLLOW

The Windy Hollow cabin is the middle size cabin in the Windy line. It's larger sibling is the Windy Ridge cabin, and its smaller sibling is the Windy Crest cabin. The Windy Hollow cabin is 252 prims and has COPY and MOD permissions. The Window Hollow cabin requires a space of 35 meters wide and 40 meters deep.

Notable features of interest:

* Window privacy per room or for the entire house. The controller for all the windows is located on the wall opposite the front door, with individual room controllers in each area of the cabin. Privacy settings are BLACK for both sides of the glass being black, 1WAY for only the outside glass being black with the inside clear, and FROSTED for both sides being frosted. CLEAR removes the privacy setting and restores the window to normal glass. Picking AUTO on the room controllers will blacken the glass at night and return it to clear in the morning. MANUAL cancels the AUTO function and the privacy setting must be changed manually. The all windows controller uses the 1WAY setting in AUTO. Press DONE when finished.

Due to the nature of the gable windows they will be black on both sides when the 1Way setting is chosen.

A limited number of colors is used to indicate a few things with the windows:

- GREEN means AUTO has been chosen.
- WHITE means the controller is in MANUAL mode or that the zone has no privacy setting applied.
- ORANGE means that zone has privacy applied.

Since it is possible for the controller to show WHITE when there is a privacy setting applied (choosing MANUAL while a privacy setting is active), it is recommended that upon choosing MANUAL you choose a privacy setting again if one is already active, and this will cause the controller to accurately report that it is currently in privacy mode.

* Interior accordian doors. One unique feature of this cabin is the accordian doors. Of course any kind of door can be placed and the end user may wish to use a more traditional swinging door, but the accordian door is economical on space and prims. Just walk into the door and it opens and closes behind you. If you want a door to stay open just click it open. It will stay open until you click it again, or run into it. NOTE that an open accordian door shows only a piece of the door in the frame, enabling you to touch it again to close it when it stays open.

The accordian doors, to prevent sun glare, have a script inside that makes the doors full bright in daylight hours and dark at night. If you want to manually set the doors to be full bright or not, then remove the script "dark at night" from the door and set the attributes of the door as you wish.

* Exterior swinging doors. Just walk into them and they open, and will close automatically. You can also open them by touch, but unlike the accordian doors they will not stay open if you

touch them, but will close automatically. There is also an exterior accordian door that leads from the loft to the balcony.

- * Fireplace. Click the log leaning against the fireplace to toggle the fire on and off.
- * Spacious rooms. In a classic configuration, this cabin provides 2 bedrooms, a living room, a dining room, a kitchen, and a full loft, which could be used for an office or an extra bedroom or a playroom. But it's your cabin, so you can make the rooms be whatever you want, but there is ample space to furnish as you desire, but not so big that you don't have enough prims available to furnish the entire house.
- * Lots of deck area. From the balcony to the roof deck this cabin provides plenty of space for lounging, hot tubbing, grilling, gardening...whatever you want.
- * Skylighting via the high-pitched roofs. The living room even has a skylight through the roof.

REZZING THE CABIN

Extract the parts from the box into your inventory.

Rez the cabin rezzer in world approximately where you want the cabin to be. Note the picture or "MY CABINS" as the front. The cabin will rez behind the front indicator.

Click on the box and pick REZ. (In case of SL lag or other malfunction, choose to DELETE the prims and then re-rez).

You may move the rezzer box to position the cabin to your precise location.

Once the cabin is in place choose SET from the rezzer menu. All scripts will be deleted and your cabin is ready for moving in.

Delete the rezzer box or take it back into inventory as a backup.

I have built the Windy series of cabins to both look and function in a pleasing way. I take care to match all textures, align all prims properly, and create a realistic feel. I want you to feel warm and cozy in this cabin, just as you would want in a real life cabin. Enjoy your Windy Hollow cabin.

If you have any issues or concerns or comments about your cabin please contact RopeMasterDom Skjellerup and I will do my best to help.