

## Glass Vista Next Generation Wall Windows Manual

The Glass Vista Wall Window came into being because someone requested a window for their skybox that would match the textures of the skybox on the outside, but allow for changing scenes on the inside in class Glass Vista style. Thus the Glass Vista Wall Window line was born. It is similar to the regular Glass Vista window, but it does not have framing or outside glass. It works only on the inside glass to give you a grand scene even though you live high above the Second Life ground level. You don't have to look at empty sky from your skybox, but can look at mountains, rivers, lakes, woods, snow, rain, etc. while still living high above the world below. All this with sounds and the cost of just a few prims.

Of course, the Glass Vista Wall window will also work at ground level. Anywhere you want just one side of glass, consider the Glass Vista Wall Window.

### GETTING STARTED

REZ --> RESIZE/PLACE --> RESET --> ENJOY

- \* Rez the glass in world.
- \* If resizing is necessary to fit your space, pick **\*\*Size\*\*** on page 3 of the menu to unlink window from the extra prims. This will give a 1 prim glass for easy sizing.
- \* Place the glass in the desired location.
- \* If you sized the window by using the **\*\*Size\*\*** command, RESET the window at this time using the Reset command on page 3 of the menu. This will restore the extra prims that were removed when you picked the **\*\*Size\*\*** command.
- \* Optionally choose FRAME from the menu to rez a frame for the glass. You can keep this frame or apply your own texture. NOTE: You cannot have a frame without the precipitation prims. If the precipitation prims are absent when FRAME is chosen, the window will first rez the rain prims and then will allow you the option to frame it.
- \* Pick your scene and enjoy your window.

### EASY NAVIGATION

You can easily navigate the scenes in the window by clicking on the edges. Click on the left to go back a scene. Click on the right to go forward. Click on the top to go to the first scene. Click on the bottom to go the last scene.

Touch control is limited to a maximum of 10 meters from the window. Beyond that the window will tell you to move closer.

### MENU COMMANDS

If you click the middle of the window the MENU appears.

MENU PAGE 1 -- Navigation & Glass settings

Back

Random => For scene navigation. Random chooses a random scene.

Forward

Bright => Quick brighten or darken the entire window, both glass and frame (when frame is rezzed).

Dark

Scene => Returns to scene mode after choosing Tint or Clear glass.  
Tint => Provides a glass texture on both sides of the window that can be adjusted for opacity. Click TINT again to reduce the opacity. When the opacity is below .2 it will reset to solid. The first selection of TINT will not reduce the opacity below the previous value. However, a second click will begin to reduce the opacity or cycle it back to opaque.  
\*Clear => 1st click shows the current precipitation (if any) against a clear glass. 2nd click clears the inside glass completely and is just clear. 3rd click starts the process over. Note: The first click of \*Clear will retain the same precipitation effect as currently on the scene, including lightning. The second click will clear all precipitation along with thunder and lightning.

The page buttons at the bottom of each menu page navigate to the next or previous menu page. The menu is 3 pages, so if you aren't on the one you want click to go to the next or back to the previous. Page 1 wraps around to Page 3, and Page 3 wraps around to Page 1 via these buttons.

Click DONE to close the menu.

## MENU PAGE 2 -- Sound & Lock settings

Vol- => Decreases the volume 10% per click.  
Mute => Mutes the sound.  
Vol+ => Increases the volume 10% per click.  
VolMid => Sets the volume at 50%.  
UnMute => Cancels mute.  
VolMax => Turns volume all the way up.

Lock/Unlock => Locks the window from all but the owner. Only the owner can issue these commands.

## MENU PAGE 3 -- Utility & Help

OpenCMD/CloseCMD => Open Command mode allows other avatars and objects to command the window via chat on the universal channel (default is channel 333). Close Command mode turns this ability off so that only the owner can issue chat commands (default owner channel is channel 22). See below for chat commands.

Help will give you a Help notecard from the window's contents.

Reset will reset the scripts in the window.

**\*\*Size\*\*** will delink the window and make it 1 prim for easy resizing.

## CHAT COMMANDS

The Glass Vista NexGen Wall window will also listen for commands on the assigned command channel (default is 22). You can see what the command channel currently is by checking the description line of the window (Right click...Edit...General Tab...Description). You can change the channel in a number of ways.

### CHANGE OWNER COMMAND CHANNEL (Default is 22)

- You can change the number in the description field and RESET the window. The window will take the new channel in the description field and use it to listen to owner commands.
- You can edit the prim and change the number in the description field and then issue a GROUP command. The GROUP command is designed to change a group of windows to a common channel more easily than resetting each window. The syntax is /channel group. All windows on the command channel will change to the new channel designated in the description field. You will again need to RESET afterward.

- You can issue a chat command: /channel channel #. (For example /22 channel 33...this would change a window on channel 22 to channel 33. A chat command change of channel does not require RESET afterward.

Changing channels is not normally needed, but if you want to make a zone of windows and control them independently of others around, then the channel changing commands are designed to make this as easy as possible.

#### ACCESS MENU WITHOUT TOUCHING

/channel menu

#### OPEN WINDOW TO RECEIVE CHAT COMMANDS FROM OTHER AVATARS AND OBJECTS

/channel universal on/off (Example: /22 universal on OR /22 universal off)

This command is equal to the Menu choices of OpenCMD and CloseCMD.

#### CHANGE THE OPEN COMMAND CHANNEL

/channel uchannel #### (where #### is a number 100 and above)

This will change the open command channel from the default of 333 to whatever you specify.

#### ADVANCE SCENES

/channel plus # (where # is the number of scenes you would like to advance) (Example: /22 plus 3 would advance 3 scenes)

#### RETREAT SCENES

/channel minus # (where # is the number of scenes you would like to go back) (Example: /22 minus 5 would go back 5 scenes)

#### GOTO SPECIFIC SCENE

/channel goto # (where # is the number of the scene you want to show) (Example: /22 goto 13)

#### GROUP MULTIPLE WINDOWS TOGETHER IN A COMMON ZONE

First, change channel in description to desired new channel in all the windows you want in that zone. Then...

/channel group (Example: /22 group)

All windows listening to the command channel will change the command channel to the channel in the description field of the window.

#### SET THE VOLUME

/channel volume #### (where #### is a value between 1 and 100). (Example: /22 volume 70)

#### CHANGE THE CHANNEL

/channel channel # (where # is the new channel). (Example: /22 channel 44 to change command channel to 44)

#### STATUS REPORT

/channel status (Example: /22 status)

This will give a brief status report of the window.

#### TINT CHANGE

/channel tint #### (where #### is a value between 1 and 100). (Example: /22 tint 42)

\*\*\* You can also issue MENU commands as chat commands (Example: /22 random)

Chat channel commands are for power users mainly, as most will use the convenience of the MENU and the simple touch navigation.

## TROUBLESHOOTING

I can't anticipate all the issues that may befall my window, but if you are having trouble, check these issues first.

1. If the window prims are not the same size, you probably sized the window without first choosing **Size** from the menu, page 3. To correct choose **Size** and then Reset.
- 2.. If the precipitation is stuck in mid-air rather than falling, make sure you have Animate Textures on in the Advanced menu of your viewer.

## CUSTOMER SATISFACTION

It is important to me to build the finest windows I can for your SL enjoyment. Whenever a window is found to be faulty I will fix it free of charge. I want you to be happy with your purchase. I also support my products, so IM me if you have questions or problems. Check my Picks for my store location and you can often talk to me there or leave me a notecard at the store. Also you can ask Alex to help you if she is around when I am not.

Thank you again for purchasing a Glass Vista NexGen Wall window.

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