



## Product Documentation



First Class Classic Japanese Creations For Your Second Life



Dear Customer,

Fudoshin Creations thanks you very much for your purchase! We appreciate your support and your interest in Japanese architecture, art, and culture. If you enjoy your purchase and would like to receive notifications concerning new products, updates, or events, please join our group.

Our goal is that our product enhances your second life experience. If you have any concerns, questions, or problems, please drop us a notecard or e-mail us at [FudoshinCreations@hotmail.com](mailto:FudoshinCreations@hotmail.com). We are always looking to make our products better, thus making your experience better.

We also perform custom work. Please let us know if we can assist you with any custom work or modifications.

Please enjoy,

Genocyber Constantine  
Fudoshin Creations

PRODUCT NAME: Aka Bridge

PRODUCT VERSION: 1.0

PRODUCT DESCRIPTION: Japanese foot bridge, ten meters by three meters wide. Arched wooden bridge painted red. Sculpted beams, bridge deck, rails, posts, and post caps.

PRIM COUNT: 22

PERMISSIONS: Copy, Modify

PRODUCT COMPONENTS:

- \* Sculpted Handrail (4 each @ 1 Prim) - Megaprim
- \*Sculpted Bridge Deck (1 Prim) - Megaprim
- \* Sculpted Bridge Beam (2 each @ 1 Prim) - Megaprim
- \*Sculpted Posts (4 each @ 1 Prim)
- \* Sculpted Post Caps (8 each @ 1 Prim)
- \* Solid walking prim (1 Prim) - Megaprim
- \* Bridge Landings (2 each @ 1 Prim)

ANIMATIONS: No animations are included with the “Aka Bridge”

SCRIPTS: No scripts are included with the “Aka Bridge”

TEXTURES: Custom wood and post cap textures.

## HOW TO REZZ BUILD:

The Aka Bridge is packaged using Outy's Relative Reconstructor. To Rez the build, follow the steps below:

1. Rez the *Aka Bridge Rez Box* and touch it to get the Rez Menu.
2. Select "Rez", then move and rotate the *Aka Bridge Rez Box* and the build will move with it. The build will always rez in the direction of the North arrow located on the top of the box.
3. Select "Save" when you are happy with its position. Done!

## DETAILED WALK-THROUGH:

### INTRO:

This is a more explicit walk-through than the summary above that will help guide you through the specifics of Rezzing your purchase. You probably won't need all of this, but you may find it useful if there's a specific part of the process that you feel needs more explanation.

### PREPARING TO REZ:

Rez the *Aka Bridge Rez Box* near to where you want the structure ultimately to be, and be sure to place it in a way to make room for terrain features which may be different than where it was recorded. If you're not sure, position the *Aka Bridge Rez Box* about 20 meters off the ground before rezzing. Also be sure that your build will not be crossing any parcels that prohibit Object Entry as this will prevent the pieces from reaching their destination causing them to get stuck on or near the parcel that disallows Object Entry, and likewise make sure that you have Object Creation permissions on the parcel that the *Aka Bridge Rez Box* is rezzing from.

### REZZING THE BUILD:

Once the *Aka Bridge Rez Box* is rezed, touch it to bring up the Rez Menu and select "Rez". It will begin rebuilding the saved build from it's Contents in the same position it was saved, relative to the *Aka Bridge Rez Box*, so if the build was saved 5 meters in front of the *Aka Bridge Rez Box*, it will rebuild it 5 meters in front of the *Aka Bridge Rez Box*, and moreover, exact rotations and distance based on the *Aka Bridge Rez Box* current orientation. If certain build parts are No Copy, the *Aka Bridge Rez Box* will remove them from its Contents as it rezzes them. As it rezzes the build, you may begin positioning and rotating the Reconstructor at anytime without doing any harm, though, you may want to wait for it to complete before positioning, so you can see what all you have to work with. It will notify you when it is finished rezzing.



## POSITIONING THE BUILD:

To position the build, position the *Aka Bridge Rez Box* and the build will move relative to the *Aka Bridge Rez Box* position. To move the *Aka Bridge Rez Box* using Edit, right-click it, and select Edit from the pie menu, and check the "Position" circle on the Edit menu. From there, left-click, hold and drag the directional arrows to move the *Aka Bridge Rez Box* along the axis that the arrow indicates. To rotate it, check the circle that says "Rotate" on the Edit menu, then left-click on one of the colored circles at the center of the *Aka Bridge Rez Box*, hold, and drag the mouse to rotate the *Aka Bridge Rez Box* along that axis. Any other method for positioning that your client allows will also work. You can move, sink, lift or turn the structure any way you need by doing it to the *Aka Bridge Rez Box* -The build will follow.

## DELETING THE BUILD:

If you no longer need the build, or want to start over, you can click "Delete" from the *Aka Bridge Rez Box* Rez Menu. This will DELETE the build. Before you do this, make sure that the pieces are copyable to you. If not, your only copies of those pieces have been rezzed out of the *Aka Bridge Rez Box*, and it won't be able to Rez them again. If the build's pieces are copyable, you can Rez and Delete the build as many times as you like.

## SAVING THE BUILD:

Once you are satisfied with the build's position, selecting "Save" from the Rez Menu will 'detach' the build from the *Aka Bridge Rez Box*. This removes all Component Scripts from all pieces of the build, so be sure you're ready to Save it. After which time, you will no longer be able to position it (The Saved copy) or Delete it with the *Aka Bridge Rez Box*. When you click "Save", a confirmation dialog will drop down asking if you want to proceed. Click "Yes" to confirm or "No" to continue positioning or optionally Delete the structure. Once Saved, the *Aka Bridge Rez Box* is no longer required and can be used for another copy (If permitted), taken back into inventory, or deleted. Always be sure to Save when done, or it could cause problems in the future.

## MODIFYING YOUR BUILD:

If your purchase includes the MODIFY permission, you may choose to edit the build to your personal preferences. There are some things to keep in mind if you are going to edit the build, they are:

- **Megaprims** – Megaprims are primitives (or prims) that are larger than 10 meters in any of the three axis. Second Life no longer supports the creation of megaprims, but many are in use in-world and are very useful for keeping your prim count low. If you are going to edit a megaprim, please keep in mind that you can manipulate it however you wish, but if you resize it using the X, Y, or Z axis, it will revert back to a size of 10 meters or less. You can edit the megaprim in the edit window using Position, Rotation, Path Cut, Hollow, Twist Shear, Taper, Slice, but if you try to resize it, it will shrink. Please review the PRODUCT COMPONENT section to see if megaprims have been incorporated into your purchase.
- Many of our larger builds incorporate more than one linked set. If you have saved the build and want to move it or edit it, please keep in mind that it will become very hard to align objects within the build if the whole build is not moved together. Because of this, many of our builds use the REZZER which allows you to adjust the entire build as if it were one object.

With these things being said, please feel free to edit your purchase as you wish. For some basics on how to use the editing tools in Second Life see the Wiki at the URL:  
[http://wiki.secondlife.com/wiki/Building\\_Tools](http://wiki.secondlife.com/wiki/Building_Tools)



## OUR STORE POLICIES:

Please make sure you have selected the correct item before purchase. Be aware of the items permissions. All sales are final and no refunds or exchanges will be issued. We are aware that problems do arise. If you have a problem with your purchase that is not included in our store policy, please send a notecard with the owner's name and all transaction information within 24 hours of your purchase.

## CREDITS:

Fudoshin Creations uses Outy's Relative Reconstructor by Outy Banjo to Rezz many of our larger and/or more complicated builds. If you would like to use it for packaging your own builds, it is available for purchase at O Scripting stores and The Dirty Banjo as well as the XStreet SL website.

