

# Poly Dancer

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The Poly Dancer is a dance ball for many simultaneous dancers and each dancer may pick an individual dance.

The Poly Dancer is shipped with a copyable slave ball, which may extend the range of the Poly Dancer to the entire region or estate.

The Poly Dancer has brand new rewritten scripts for better efficiency and simpler user interface.

## How to use

- Touch the ball, accept the Poly Dancer to animate your avatar
- To choose a new dance: touch the ball and pick a dance from the menu
- To STOP: touch the ball and click the STOP button

## How to install

- Rez the Poly Dancer ball
- Place it as you like

## How to modify

- The prim is modifiable so it can be modified in any way you like
- You can design your own object and copy scripts and animations to it
- Add dances, see note: Poly Dancer expansion
- Increase the number of simultaneously dancers, see note: Poly Dancer extension

### Note:

The Poly Dancer may be used as a Chimera i.e. a wearable dance ball.

The very same scripts may be used in a Dance HUD. Put them in a prim, attach it to the HUD and you can dance almost anywhere

The Poly Dancer supports all the dances you can put in its inventory. It is shipped with 14 freebie dances which you can substitute or keep.

The Poly Dancer is configured for 20 simultaneously dancers. You can increase (or reduce) that to the number you want.

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## Poly Dancer expansion

### Add dances

Enter the dance animations in the Poly Dancers inventory.

Only the capacity of the inventory limits how many dances you can use.

Only the Master Poly Dancer needs the dance animations, never the slave.

### Increase the number of simultaneously dancers

1. Copy the unnumbered agent script from the Poly Dancer inventory to your main inventory
  2. Copy it back to the Poly Dancer's inventory so many times it is needed to reach the desired number of simultaneously dancers
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## **Poly Dancer extension**

You may use the slave ball to extend the Poly Dancer's range to the entire region or estate. You could copy the master x times, but then you would need x copies of each animation. Using a slave you only need one of each animation in the master. No animations are needed in the slave.

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The slave is used exactly the same way as the master.  
There is no limit to how many slaves a master can have.

Setting up the slave

1. Rez the slave where you want it
2. Change the name to the name of the master

### **Note:**

You may have more systems(master and slaves) on the same parcel as long as all systems have different names