Instructions AB Door V3.1

The scripts are door scripts that can be configured using NC. The individual points are described in the enclosed demo NC "Config door".

The door control is also suitable for mesh objects because the axis of rotation can be adjusted.

Step by step instructions for setting up the scripts in a door.

1. In the case of a swinging door, use the enclosed script "Determine the axis of rotation" to determine the axis of rotation of the door (instructions in the script) and enter this in the NC. For a sliding door, enter the percentage shift in the desired axis direction under "DoorMoveDirection" in the NC.
2. Place the desired script and NC for configuration in the door. The door must be closed.
3. Set the time for the rotation or shifting in the NC.
4. Configure other parameters of the NC as required.

Doors can also be combined. To do this, all doors must be part of the same linkset. With the parameter "DoorLinkTriggerChannel" e.g. Double wing doors can be realized that open and close synchronously.

With the parameters "DoorControlGroup" and "DoorCentralLockingChannel" something like a central locking can be set up. All doors with the same group and channel can be locked together. The doors can also be connected to an "AB RLV Zone Door" or a central control unit via these parameters. In this way, an RLV zone with multiple exits can be created. The group must agree on this. If locking a door should also lock the RLV door, the channel must not be 0.

Unfortunately, the handling of the scripts is not easy. If you have problems setting it up, send me an IM. I am happy to help.

The parameters of the "Config Door" note card with examples

NOTE: "//" directs a comment at the end of a command line.

TIP: If you remove all empty lines and comments after the door has been configured, the NC will be read in much faster.

Configuration door

DoorLockList;

In order to lock the door permanently and only allow authorized persons through, a list of authorized persons can be entered here, separated by commas.

The "DoorLockOverwrite" parameter must be set to 1 so that the door can be opened by authorized persons.

If nothing is entered in DoorLockList (also no space), the door can be locked and unlocked by pressing and holding the mouse (> 1s).

DoorAngle;-120

Only required for swing doors.

Opening angle of the door. The + or - sign indicating the direction.

DoorAxis;<0.0, 0.0, 1.0>

Only required for swing doors.

Axis of rotation around which to rotate the door. The value must be normalized.

The axis of rotation can be determined arbitrarily. If it does not correspond to one of the main axes, (x = <1,0,0>, x = <0,1,0>, z = <0,0,1>)

this is how it should be determined using the "Determine the axis of rotation" utility.

DoorAxisOffset;<1.0, 0.0, 0.0>

Only needed for swing doors.

Position of the pivot axes relative to the door.

DoorMoveDirection;<0.95,0,0>

Only required for sliding doors.

Opening direction of the door. + or - signs indicate the direction.

DoorMoveTime;1.0

Time for the move of the door. Times below 0.5 bring a better result.

DoorOpenTime;30

Time until the door closes again. At 0 the door remains open until it is closed again.

If a negative value is given, the door uses a distance sensor. If you move away from the door after opening it, it will be closed again.

The negative value corresponds to the minimum distance that one has to reach from the door before it is closed again. For normal doors, 1.5m (i.e. -1.5) should be enough.

DoorFarTouchDistance;0.0

Maximum distance to operate the door. At 0 the function is switched off.

DoorOpenSound;cb340647-9680-dd5e-49c0-86edfa01b3ac

Sound to be played when opening the door as the file name or UUID.

DoorOpenSoundPost;

Sound to be played after opening the door, as a file name or UUID.

DoorCloseSound;

Sound to be played when closing the door as the file name or UUID.

DoorCloseSoundPost;e7ff1054-003d-d134-66be-207573f2b535

Sound to be played after the door is closed, as a file name or UUID.

DoorLockSound;4a23b467-2e4d-d783-3643-6fe1fe4eb179

Sound to be played when locking the door as a file name or UUID.

DoorUnlockSound;e5e01091-9c1f-4f8c-8486-46d560ff664f

Sound to be played when unlocking the door as a file name or UUID.

DoorControlGroup;No

Group for door control via a control device or via a RLV zone door. e.g. "Kitchen", "Basement" or "RLV_Door_1". "No" switches the function off.

DoorSilent;0

Prevent text output on the open channel 0. With 0 the text is output, with 1 the text is suppressed.

DoorLinkTriggerChannel;0

Trigger for linked doors. All doors with the same number open together. 0 switches the function off.

DoorCollisionOpen;0

Opens the door when colliding with an avatar (0 = off, 1 = on).

DoorLockable;1

Door can be locked via Time Touch (press longer than 1s) (0 = off, 1 = on, 2 = group only, 3 = only by the owner).

DoorLockOverwrite;0

Key owner can also open the door while it is locked by him (0 = off, 1 = on).

DoorCentralLockingChannel;0

Channel for central locking of doors in the same group.

At 0, the central locking sender is switched off and the door only listens to a control device or a RLV zone door of the group.

DoorActionOpen; DoorActionClose; DoorActionLock; DoorActionUnlock;

An action can be set here that is carried out when the door is opened, closed, locked or unlocked.

e.g. key on and off or similar.

The action represents an affect on a prim. The parameters are passed to the llSetLinkPrimitiveParamsFast function.

(see https://wiki.secondlife.com/wiki/LlSetPrimitiveParams#llSetLinkPrimitiveParamsFast)

The first parameter is always the link number. If you don't know exactly what this function does, it's better not to use it.

For professionals:

Central control devices are not part of the product, as they have to be specially adapted to the desired structure.

Description of the API

lock doors:

llMessageLinked(LINK_ALL_OTHERS, 0, "Lock," + <User Name>, <DoorControlGroup>);

unlock doors:

llMessageLinked(LINK_ALL_OTHERS, 0, "Unlock," + <User Name>, <DoorControlGroup>);

Unlock doors even if someone else locked them:

llMessageLinked(LINK_ALL_OTHERS, 0, "OverUnlock", <DoorControlGroup>);

Doors with a group and a channel greater than 0 sends

When completing:

unlock

lock

When unlocking:

unlock

in the shape

link_message(integer sender_num, integer num, string str, key id) {}

num = DoorCentralLockingChannel

str = "Lock/Unlock, <username>"

id = "<DoorControlGroup>"