Hi music fan,

thank you for your purchase/interest of/in my Dinkie Drum Kit

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Try the DEMO here: http://maps.secondlife.com/secondlife/Dizza/123/188/334
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Video: https://www.youtube.com/watch?v=vWKBbxp5wQM (shows the Dinkie version 1.0 and not the updated 1.1 version)

The set comes in 2 different versions. A rezzable version and an attachment version.

1. The rezz version (12LI)

Just rezz the Dinkie Drum Kit.
Play HUD (to choose animations) and drum sticks will be given to you while seating. This are temporary attachments and will never go to anyones inventory and will vanish after each session.

Update 1.1: You can decide who should be able to play your drum kit (see Settings)

2. The attachment version
Just add the "Dinkie Drum Kit Attachment", the drum sticks & if wanted the "Drum Kit Play HUD".

! Change your hover height to 0.260 !

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The script will automatically change the height for you if RLV(a) is enabled in your viewer.
See: https://wiki.firestormviewer.org/preferences_firestorm_tab#extras_tab
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If you click on the drum kit, once seated, a menu will pop up and you can choose a drum track.

There are 13 HQ tracks in it.

If you start a song animation "Set Speed 2" will start automatically with the sound.

Animations can be changed via the play HUD.

Update 1.1: There are several play options:

*** Play options ***

Play a single file
Play a single file looped
Play all files in a shuffle mode (Random)
Play all files one by one (All)
Create & play a playlist (your own choice of songs and sequence)

If no playlist is created you will only have the option to create one.
Once a playlist is created you can play it, add songs to it, delete it or print it to chat.
Only the OWNER can change or delete the playlist - no matter how the access is defined!
Any other user can only play the playlist.

*** SETTINGS (Update 1.1) ***

The settings are only reachable by the OWNER (!) - no matter how the access is defined!

Default values are:

Access: Owner
Output: Verbose
Volume: 10
Area: Unlimited

• Access - defines the access to the player (except settings & playlist config)
Options: Owner / Group / Everyone

• Output - defines the output in the mainchat
Verbose - output to mainchat is OWNER only
Mainchat - output is viewable for all in a 20m range
Quiet - no infos will be written to mainchat

• Volume (Low / Med / High)
Options: 1 / 5 / 10

• Area - defines how far the sound reach in meters
Options: 5 / 10 / 20 / Unlimited
Own value can be set via OtherRadius (values between 1 and 100 will be accepted)
If a limitation of the range isn't crucial stay with Unlimited

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The "Drum Kit Play HUD":

You can choose one of the sets (different speeds) which will play all animations in a random style.
Or you can choose the single animations, most of them also in 3 speeds (HxS1 for speed 1, HxS2 for speed 2...).

Play HUD can be minimized - just press the bottom.

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To restyle your Drum Kit just add the "Drum Kit Texture HUD".

First there are 16 options to texture the base drums.
A click on the left side of each picture will texture the left base drum.
A click on the right side of each picture...I think you can guess :-)

Next are options for the clips (light/dark), the Drumheads (white/black) and the cymbals (gold/silver).

The color & luminance picker will change the drums color.

There are 4 white buttons on the left of the color picker to save your favorite colors.
Usage:
1st press on a white button will save the current color.
2nd and any following press of the button will set the color to your guitar.
A long press (>1 second) will reset the slot and it can be used again to save a new color.

"Reset" will set it to white again.

If you want to use your own base drum textures, I linked to invisible prims to the link set.
Each covers one base drum. These can be used with your own texture.

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Drum like a beast \m/

Cheers,