

Catt's Workspace HUD

Created by Catteneo Galicia & Liana Halostar

User Manual

Get the HUD at the [Free Bazaar](#) or on the [SL Marketplace](#)

CONTENTS

Overview.

Options / Functions.

Setup & Quik-Start.

Basic Instructions.

Changing Altitude & Wall Textures.

Erect Enclosure Walls.

Set Wall Transparency.

Cleanup: Return To Starting Point & Remove Platform.

Pose Stand Adjustment / Updates.

Radar.

Teleporting.

Favorite Webpage Button.

OVERVIEW

WORKSPACES

The Workspace HUD rezzes a house, a skybox, and various sizes of platforms. You have the option of rezzing the chosen object at your immediate position or at a pre-selected or chosen altitude. Some sizes of platforms can rez wall enclosures and set their transparency. The Workroom and change wall textures and transparency.

RADAR

Version 1.0.5 (with an "R" appended) added a basic radar. The radar script can be turned off.

TELEPORT

Version 1.2 adds a teleport function. Full instructions are included below and also in the scripts in the respective buttons.

- With (TPLM) appended to the name: Add destinations by dropping the LM into the TP button.
- With (TPmenu) appended to the name: Add destinations by editing the script in the TP button.

OPEN FAVORITE WEBPAGE

Version 1.3 adds a button to open a favorite webpage. To change the default destination, see instructions below.

OPTIONS / FUNCTIONS

The HUD has the following options:

- * WorkRoom
- * SkyHaven

Either of these will rez a box that will take you to a selected altitude. The WorkRoom is a 30x30 room. The walls are transparent from the inside and opaque from the outside. The inside textures can be changed. The walls can be raised to create an open space. The SkyHaven is a 30x30, two-level house (This is the same as the Home item, below).

- * 10x10rz
- * 20x20rz
- * 30x30rz
- * 50x50rz

Any of these will rez a box that will take you to a selected altitude and then rez a platform of the specified size. The 20x20 and 30x30 have an option to erect walls. The walls can be set to different levels of transparency, inside or outside.

- * 10x10p
- * 20x20p
- * 30x30p
- * 50x50p

Any of these will rez a platform of the specified size at your immediate location. You can do this while flying or on the ground. The 20x20 and 30x30 have an option to erect walls. The walls can be set to different levels of transparency, inside or outside.

- * Home
- * Skyhaven

Either of these will rez a 30x30, two-level house. The Home rezzes at your immediate location. The Skyhaven rezzes at a selected location.

SETUP & QUIK-START

1. Drag the HUD onto your avatar and it will attach to the bottom slot. A row of small buttons will appear along the bottom of your viewer. If you want to attach it to a different location, right-click the HUD in inventory, then select "Attach to HUD" and select a location. You'll need to edit the HUD while wearing it so you can drag it to a visible position.
2. Click a button to open a menu.
3. To rez a workspace at your immediate location, click the Home or one of the platforms with a "p" designation. To rez a workspace at an altitude, click the WorkRoom, the SkyHaven, or one of the platforms with the "rz" designation. Then follow the menu prompts. (See below for details).

Once rezzed, different workspaces have additional options, described below.

BASIC INSTRUCTIONS

Rez a workspace

To rez a workspace (at your immediate location or at an altitude), make sure you are in an area large enough to accommodate the object you intend to rez. For example, if you intend to rez the 30x30 platform, you must be at least 15m inside all property lines.

1. Click the rezzing button (the left button is the default button for rezzing platforms) and then select the desired option from the menu. For (p) items, the platform will rez below you. For (rz) items, a box will appear in front of you.
2. Red text will say the box is initializing. Wait for the text to turn green and say "Ready." If the face on the box remains a frown, move it further from the property line. When the box displays a smile, sit on it and you will get a menu.
3. Click the desired altitude. If you don't like the pre-selected options, choose Manual and then enter any desired altitude into chat and press Enter. Either way, you'll be teleported instantly to the chosen altitude.
4. The menu will ask if you want to "Rez here...?"
 - * YES: will rez the workspace.
 - * NO: will give you the option to select a different altitude.
 - * CANCEL: will return you to your starting point.

CHANGE THE ALTITUDE

RAISE THE WORKROOM WALLS & CHANGE WALL TEXTURES

After rezzing a workspace, the rezzing box will slide off to a corner. If you click the box at this point you will sit on it and be given the following options:

- * REMOVE:
Return to starting point. See the section on Cleanup for details.
- * ALTITUDE:
Select a new altitude. The current workspace will be removed and you'll teleport to the selected altitude.
- * TEXTURE (Only available on the WorkRoom.):
Click to change the interior texture. Click again to cycle through different textures. The exterior texture remains unchanged.
- * OPEN and CLOSE (This option is only available on the WorkRoom.):
Raise or lower the walls to create an open space. Be careful not to walk off the edge.
- * DONE:
Returns the rezzing box to the corner.

ERECT ENCLOSURE WALLS

After rezzing a 20x20 or 30x30 platform, you will notice a small box along the edge of the south wall. Click on it for a menu and select the option to Build. This will erect walls on the platform.

To remove the walls, click the box again and select the option to Clean.

SET WALL TRANSPARENCY

If you erected the enclosure walls on a platform, you can set the level of transparency. You can change the transparency for an individual wall or all four walls. You can set the transparency for the inside or outside or both.

1. After erecting the walls, click the button at the center of the south wall.
2. Choose North, East, South, West, or All to select which wall(s) will be changed.
3. Select the percentage of opacity desired.
 - * None: Completely transparent.
 - * 20%: The wall will be barely visible.
 - * 40%, 60%, 80%: The wall has increasing opacity.
 - * 100%: Full opacity.
4. Select "Inside," "Outside," or "Both" to determine which face the change will be applied to.

CLEANUP & RETURN TO STARTING POINT

When you're through using a workspace, click on the rezzing box to get the menu. Select Remove. The workspace will be deleted and you will be returned to your starting position. Please be aware of the following conditions:

- * Only the original structure will be deleted. Please be sure to manually clean any other objects that you have rezzed. If you erected enclosure walls on a platform, use the wall button to remove them before you remove the platform
- * You will be returned to your STARTING position. If you were flying when you rezzed the rezzing box, you will be returned to that altitude, NOT ground level.

ADJUST POSE STAND REZZING HEIGHT

Depending on your avatar height and personal needs, you may need to adjust the height that the pose stand rezzes at. This only needs to be done once and remains in effect for future rezzing.

1. Either wear the HUD or rez it on the ground, then edit it.
2. In the Contents, double-click the 'Rezzers: Menu' script to edit it.
3. Find the lines that look like this:

```
llRezObject("TMT Professional Pose Stand Vx.xxx",  
llGetPos()+<2, 0, -0.7>*
```

4. Change -0.7 to the desired value. Note that the current value is a negative number. Changing the value to a higher negative value LOWERS the rez point. If you use a positive number, increasing the value RAISES the rez point.
5. IMPORTANT: If you edit the script while wearing the HUD, remove it to save your changes. If you crash before removing the HUD, you will lose your changes.

POSE STAND UPDATES

If you rez the pose stand and get an offer to accept the update, please do so. Replace the pose stand in the HUD and then edit the Rezzers script and update the version number. It's easy. Just look for this line and change the description (in quotes) to the one in the name of the new pose stand:

```
llRezObject("TMT Professional Pose Stand V6.260",
```

RADAR

Click the radar button (the default location is the center button) for a menu with the following options:

- * AVATARS: scan for nearby agents.
- * LAND INFO: Show information about the parcel
- * RADAR: Turn the radar on / off.

With normal avatar scanning, the bottom of the agent list shows lag status. If you have some experience editing scripts, you can change a few additional options:

- * Display the number of agents in chat range. See the options at the top. Change FALSE to TRUE.
- * Display the number of agents in the region. See the options at the top. Change FALSE to TRUE.
- * Announce in chat when an agent enters chat range. Look for several lines near the bottom that are commented out. Remove the comment marks.
- * Color code the agent list to reflect lag status. Look for several lines that begin with "lag_status," each followed by two lines that begin with "text_color." Uncomment the lines that are commented and comment the ones that are currently active.

TELEPORTING

Your package comes with two versions of the HUD for TP functions. The version with (TPLM) in the name allows you to add destinations by dropping LMs into the TP button. The version with (TPmenu) adds destinations via a menu.

TPLM fatures:

- No need to edit scripts or notecards. Simply drop an LM into the TP button.
- If you add more than 12 LMs, pages will be added to the dialog menus.
- LM names can be a maximum of 24 characters. The HUD dialog will only display the first 10-12 characters.
- To organize the order of the buttons, you must alphabetize the LM names.

TPmenu features:

- No need to edit scripts or notecards. Use dialogs to add or delete a destination, with the name you set. Use the menu to list destinations and to teleport.
- To teleport, a SLurl is generated in chat, which you click.
- The script will store up to 21 locations. Ten locations are stored in list one, the next 11 are stored in list two.
- All stored destinations will be cleared (deleted) if you reset the script.

INSTRUCTIONS: TPLM version:

1. Rez the HUD on the ground and edit it.
2. Check the "EDIT LINKED" box, then click the TP button on the HUD. You should see a script named "LM Giver HUD".
MAKE SURE YOU SEE THIS SCRIPT.
3. Drop LMs into the contents with the scrip, then click the "Reset Scripts" button. The name of the LM can be a maximum of 24 characters. The name on the menu button will only display the first 10-12 characters.
4. Take the HUD back into inventory and wear it.
5. TO USE: Click the TP button (default location is center right) to open the menu, then click a destination, which will open the World Map. Click the "Teleport" button on the map.

INSTRUCTIONS: TPmenu version:

- * ADD LOCATION: Click the TP button on the HUD (Default location is center right). Click "Grab SLurl" to open a diallog box. Type a name for the location, then click SUBMIT. Do NOT hit the "Enter" key. You should see a confirmation in chat that the SLurl has been saved.
- * TO TELEPORT: Click the TP button, then click "Show SLurls". Click a destination. A SLurl will be generated in chat. Click it to TP.
- * DELETE A LOCATION: Click the TP button, then click "Del Slurl" to open the dialog. Type the name of the location to delete, then click SUBMIT. You MUST click SUBMIT. Do NOT hit the "Enter" key. You'll get a confirmation in chat that the location has been removed.
- * LISTSLurls: This button displays a list in chat of all saved destinations.

OPEN A FAVORITE WEBPAGE

A button has been added to open a favorite webpage. By default, it has floating text that says "Open URL" but you can change or remove that. Basic instructions to change the destination are in the script.

EDIT THE URL SCRIPT:

You can edit the destination, menu description, or floating text.

TIP: Make a backup copy of the HUD or the script before you begin. Place this copy in a different folder.

1. Detatch the HUD if you're wearing it. This is not required but will help prevent confusion as you proceed. Rez the HUD on the ground. Right-click it and select **Edit** from the context menu.
2. In the Edit window, check the "**Edit linked**" box. This will allow you to edit the contents of individual prims in the object. Select the **Contents** tab to view the contents of the selected prim.
3. On the HUD, click on the **URL button** (The "Favorite Webpage" button) to select it. You'll know you have the right button if you see a script icon named "OpenURL" in the contents. If you don't see it, simply click other buttons until you find it.
4. Double-click the **OpenURL script** to edit it (or right-click it and select "Open" from the context menu). You can edit the destination, menu description, or floating text. To edit any line, change the text within the quotes, as described below. **DO NOT remove the quotes or change anything outside the quotes unless you know what you're doing.** To remove floating text, leave the quotes empty ("").
5. When you're finished editing, be sure to click the "**Save**" button. then close the script. In the Edit menu, click the "**Reset Scripts**" button and then close the menu.
6. Delete the copy of the HUD that you still have in your inventory (NOT the backup copy) or move it to a different folder. Then, right-click the HUD on the ground and select "**Take**" from the context menu. **ALERT:** If you do not move or delete the original copy, you'll end up with both the original and edited copies right next to each other and both will look the same.
7. Finally, wear the HUD and test it. If everything works as desired, you can now delete any older copies. If you retain different versions of modified objects, rename them, (e.g. with a date) to identify them.

DESTINATION URL is on line that begins with "**http://**" or "**https://**"

Example URL for SL Marketplace

```
"https://marketplace.secondlife.com/");
```

FLOATING TEXT is on th line that begins with "**llSetText**"

For example

```
llSetText("Open\nURL", <1.0,1.0,1.0>, 1);
```

To remove floating text, leave the quotes empty ("").

To have two or more lines of text, insert a line break by typing: "**\n**" as shown in the example above.

MENU DESCRIPTION is on the line that begins with "**llLoadURL**"

For example:

```
llLoadURL(llDetectedKey(0), "SL Mkt",
```