All prefabs are Modify and Copy to allow for those "SL™" moments and also come in a rez box for easy positioning. There is also an upacked non rez box version as a back-up. I will help with placement if you find that you are still struggling. This service is free of charge, but dependent on available time.

Instructions for operating or editing the various systems available with a PP Designs prefab. Will vary depending on prefab.

Rez Box Instructions.

All PP Designs prefabs come in a rez box for easy positioning. The rez box is positioned as close to the centre of the prefab as the building allows, and may need raising off the ground by approximately 0.250 to 1.000m so you can step up into your prefab. Rez the rez box that came in the folder you puchased (eg: 35 Prim Redwood Home Rezzer...), then choose the option you require from the menu that appears on screen.

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"Build" - rezzes your prefab. Once built you can move the rez box until your prefab is in the desired position (you may need to cam inside your prefab once rezzed to get back to the rez box, or just go inside). Your prefab is linked to the rez box until you hit the "Done" button.

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"Position" - will move your prefab (or part of it) back to the correct position in relationship to the rest of your prefab and the rez box. Handy if you edited part of your prefab and it moved out of position.

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"Clean" - de-rezzes all parts of the prefab. Great if you made a mistake and want to start again.

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"Done" - This removes all the relevant scripts from your prefab so it is no longer linked to the rez box. Do this only when you are happy with the final position of your prefab.

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NB: If you are trying to rez on small parcel you may find that not all parts of your prefab position correctly. You may need to manually delete these parts if "Clean" does not remove them. Reposition the rez box to allow the "Build" option to function correctly. You can practice the "Build" option in a sandbox as all PP Designs prefabs are Copy enabled. This may help you to find the best place to rez the rez box. Remember the rez box is at the centre of the prefab.

NB about Skyboxes:

Skyboxes have no doors. Included in the box are 2 telepads that you can use for getting in and out if you wish, or you can use another method of your own if you prefer. Rez each telepad in your prefered place, eg: one inside the skybox and one outside. Once you are happy with each position, touch each telepad and select "Reset". This will record their positions. To use, touch again and select either "PP Designs Telepad 1 or 2" to go to that destination.

Working Fireplace.

Some PP Designs prefabs have working fireplaces with flames and sounds. They can be turned on and off. Just touch the fireplace to turn off and touch again to turn back on.

Hot Tub.

Selected PP Designs prefabs may have a working hot tub. The steam can be turned on and off by touching the water surface.

Window Tinting System.

Most prefabs use a window tinting system. Click the controllers (usually located either by the doors or the stairs) and select your desired tint from the menu that appears on screen.

NB: Many prefabs don't have separate window controller buttons. Just touch the windows themselves to activate the tint menu.

Some of the "Loumar" range, and other newer prefabs use this method. It means you need to touch the door handles to open and close the doors if the doors are glass and not wood. Touching the glass area of the windows or doors activates the tint menu.

Privacy Blinds.

Some prefabs have privacy blinds instead of a tinting system. Click the individual blinds to open or close them. The blinds scroll up to open and down to close just like a regular blind would.

Door System.

The doors are programmable. Just click on a door and in chat type... say help ...or... show help. A list of chat commands will appear in green on your screen. Use the commands to programme your doors as you wish. There is a knack to getting the timing right for this, be patient. Have your command pre-typed in chat, then touch the door. Once it is fully opened then enter the chat command.

NB: Doors are intended to open inwards.

The "Loumar Multi Purpose Prefab" doors are controlled by touching the door handles. Touching the glass area of the doors activates the window tinting menu.

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Internal doors open and close, and also close automatically if left open. They are not programmable.

Teleport Systems.

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Controller type teleporter - Teleporters are used to get upstairs or downstairs. The controllers are usually located near to the doors and will usually look like a button with a triangle arrow pointing either up or down, although some controllers are plain.

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Elevator/lift type teleporter

Teleporters are used to travel between floors. Once programmed the elevator/lift only has to be clicked to transort you or your customers up or down to the next floor. The script has been set so that when you initially rez the prefab it is NOT running. This is for extra safety so you don't loose the lift.

Once you are happy with the position of your prefab and elevators, click on each elevator and make a note of the X, Y and Z Position figures in the Edit... Object tab. These figures then need to be added to the "Multi-Teleporter - with reset" script which can be found in the Content tab for each elevator.

Open the script and scroll down until you reach the end of the first section of orange type. You will find a section after this "commented" area that reads like this...

list gLocations=[
"1st Floor",<128.000,128.000,26.000>
];

The figures that you made a note of for your elevator positions need to be added here. So you change the <128.000,128.000,26.000> part to have your elevator position figures instead. Add the figures that you noted for the "Elevator Up" into the "Elevator Down" script, and add the figures that you noted for the "Elevator Down" into the "Elevator Up" script. Notice you can add upto 3 decimal places for total accuracy! Once these figures are added to your script save it and tick the "Running" box. Reset can also help with any potential problems.

NB: All target locations must be under 768m in height.