

# *Anna's Gadgets*

## *Easy Body Changer*

### *V 1.1b*

The Easy Body Changer Allows for the quick changing of one mesh body set in one step for another without having to change anything else. It does this by way of the RLV(a) system. It has been tested using the latest version of the Firestorm viewer but should work without any problem with any RLV enabled viewer. The official Linden Lab viewer, however, does not support the RLV system and so it will not work with that viewer.

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The product updater script is copyright owned by CasperTech and used under license.

# Quick Start

**1** The object can be worn as either a HUD or it can be rezzed in world at your home and be used there when you are deciding what outfits to wear. By default it will attach to the Center position on the HUD when simply added from inventory.

- If worn as a HUD, the first time the object is attached it will attempt to place itself at the default location for the HUD attach point. You can move it to any spot on your screen and it will stay at that location each time you attach it.
- However, if you change the HUD attach point, it will at that point revert to the default location for the new attachment point and you will need to reposition it to your preferred spot on the screen.
- If you rez the object in world, after about a second, the object will resize itself to a half meter per side so can more easily be seen and interacted with.
- You can resize the Easy Body Changer, both when attached to the HUD or rezzed on the ground, to fit your persona aesthetic and need. Any changes to the size in both situations will be remembered .

**2** You will need to setup the needed #RLV folders this way:

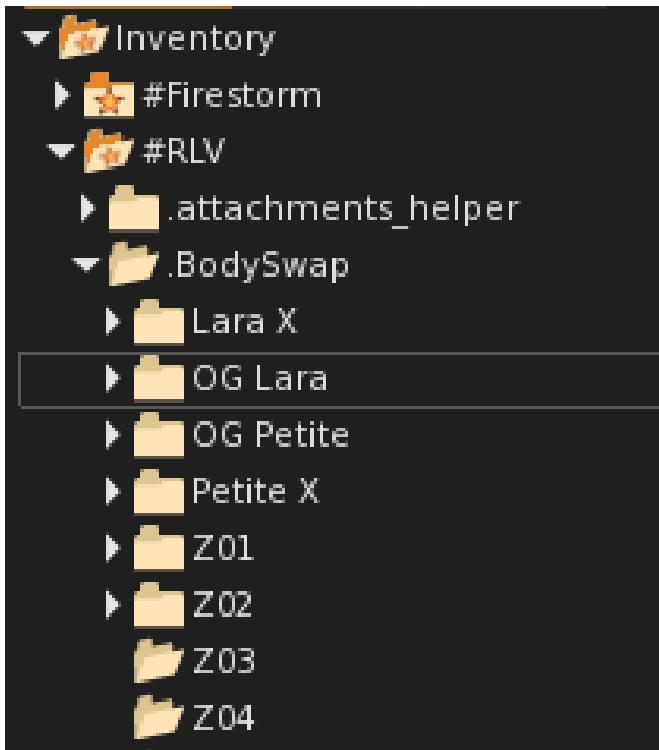
- Under the main inventory folder look for a folder named “#RLV”. If it does not exist you will need to create it.
- In this folder create a folder names .BodySwap. Please note there is a “.” (dot) at the beginning of the folder name.
- Inside the .BodySwap folder you will create the individual body folders. See below for a sample setup.
- Folder names can up to 20 characters in length, but it is better to keep them to about 7 letters or less. Anything over and all the characters might not be visible on the menu button that is given to you when you activate the Easy Body Changer. However, if you do have names that are longer than can be dis-

played on the menu button the Easy Body Changer will still work as expected.

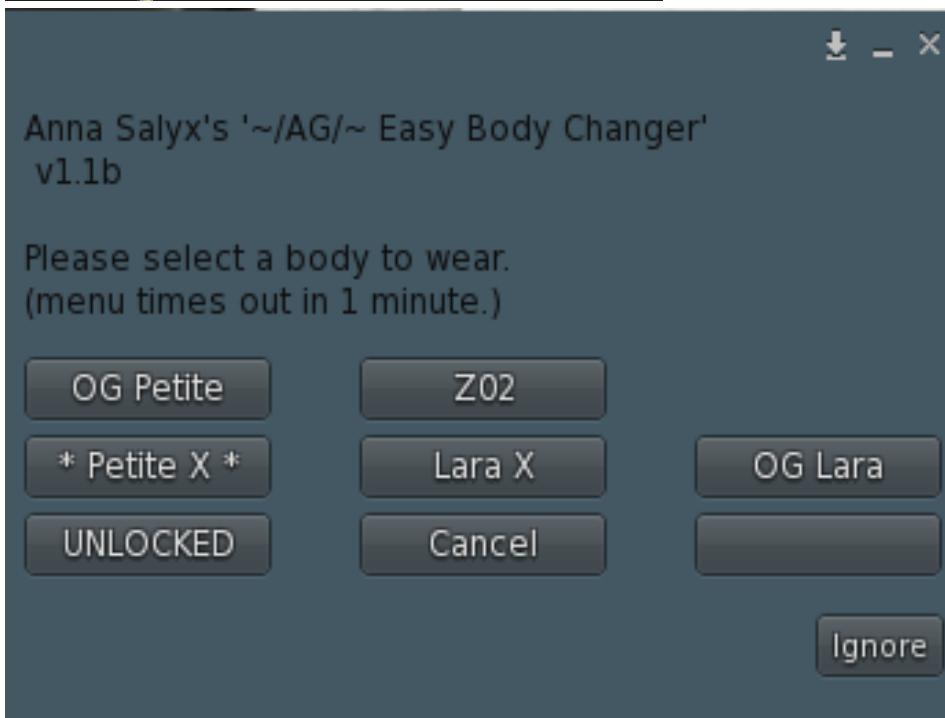
- Duplicated folder names can cause unexpected result. The Easy Body Changer cannot at this time filter out multiple folders with the same name, so be extra careful when setting up your folders that you ensure each folder name is truly unique.
- If you activate the Easy Body Changer before creating the necessary folders, the system will let you know do nothing.
- The same will be true if you create the folders and activate the Easy Body Changer before adding any wearable items to the folders.
- **WARNING: The Easy Body Changer does not validate that the entries in a folder contain actual body components and related accessories. It is up to you to ensure that the folders all contain what you expect to be wearing when this system is used. If unexpected results occur, check your folders for accuracy and try again. If the folder are correct, unexpected results may be due to general SL lag or other RLV commands that prevent this system from completing as expected and are beyond the scope of this manual.**

**3** Once you have the folders setup, you need to copy all the body components you want to be switched out. This is typically the body itself and the associated HUD. If you are using any of the Maitreya body's accessory layers, you will include those here too. If you need a specific shape for the specified body it needs to be included here as well. Optionally you can also include an BOM layers as well, such as BOM tattoos, but if any of the BOM layers are shared among all of your basic body sets, they should NOT be included here. They will not be removed when you change bodies with this tool.

It is not recommended to add heads, hairs, or accessories such as clothing or jewelry to the Body Changer folders. This tool is primarily for changing out bodies while retaining a current look. The viewer built in Outfits system is better suited for saving and changing to "complete looks" While this tool might be able to provide the same function as the viewer's Outfits system, the Outfits system is much better suited for organizing whole looks at the touch of a button.



This is an example of how the folders should be set up. Any folder that is empty will be ignored by the Easy Body Changer system, so you can make extra folders for future use and they will not clutter the menu when it's presented to you.



Here is shown how the menu will be presented to you when the Easy Body Changer is activated using the folders shown above. Only folders that contain wearable items (Skins, Shapes, BOM layers, and attachable objects) will be shown. In this example, the folder named "Z1" only contains a notecard and nothing that is wearable so it's not shown on the menu. More about the menu below.

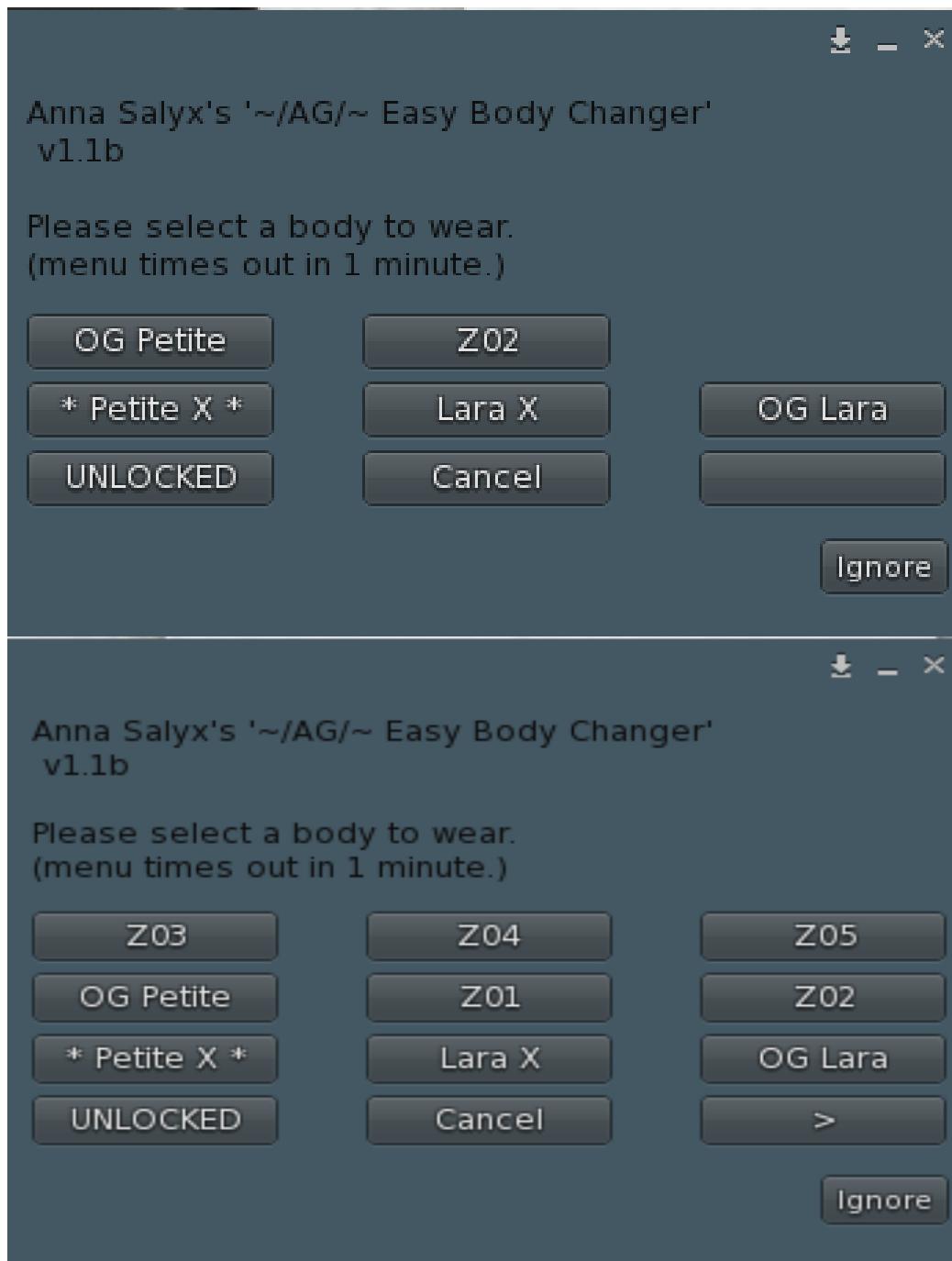


Here is shown a set of example folder contents for the Original Maitreya Lara Petite body and the new Maitreya Lara X Petite body. I have used links in this example for ease in updating the options if a new body version is released and have had no personal problems using them. **However if you do experience any issues with the Easy Body Change not changing out bodies properly the best solution is to not use links but rather to create actual copies the of the body parts directly into the appropriate folders.**

Also seen here, there can be some overlap in the contents of the folders, in this case the body shape. However if too many objects are duplicated it might be possible for the Easy Body Changer to assume that two body types are being worn at the same time and not be able to switch between the two unless a third body is chosen first.

This would be the case if two folders contained all the exact same items, but one folder were to have a single extra worn item. When body with the 1 extra item is worn, the Easy Body Change will see that all the items are worn in the two folders and wouldn't be able to automatically distinguish between the two. See the technical details below.

# The Menu



When activated the Easy Body Change system will present a menu showing you the different bodies you have defined. The currently worn body will be shown first with asterisks (\*) on either side of the body name. Clicking this will do nothing. Clicking one of the other defined bodies will cause the system to remove everything it can in the currently worn folder and then add everything in the new chosen folder. System level body parts (skin, shape, eyes, etc) cannot be removed only replaced. So if you always

use the same system, or BOM level, skin you do not need to include it in the folders here. If you have more than nine body folders in use, the bottom right button will show next page arrow ( > ). On the second page , the “lock” button will be replaced with a previous page arrow ( < ). If you have more than eighteen body folders you will again be given the chance to advance to the next page. There is no practical limit on how many body folders you can setup and use. To quickly get back to the first page, simply touch the Easy Body Change HUD or world object.

Any changes to the folders will automatically be detected and so there is no special action needed to refresh them other than clicking on the system object to bring up a fresh menu.

The bottom left button, on the first page, is the system “lock” button and is only shown when the Easy Body Changer is used as a HUD. If the button reads “UNLOCKED” clicking it will change the button to read “LOCKED” system will be locked to the HUD. It then cannot then be removed while the RLV function is enabled. If the HUD is locked. To unlock the HUD again click the “LOCKED” button and it will change to “UNLOCKED”. The HUD can then be removed normally.

The Cancel button will simply exit the menu without doing anything.

Note: If the folder list does not have an entry with the asterisks (\*), this only means that no folder has every time worn. This might be if you removed something manually. This will not prevent the Easy Body Changer from functioning correctly. It only means you won't have a visual indicator of which body you are currently wearing.

## Technical Details

Each time the Easy Body Changer menu is activated, the system will scan the .BodySwap menu for folders containing wearable items.

- If a folder does not contain any wearable items, the folder is simply ignored.
- If a folder contains wearable items it will be shown on the menu.
- If a folder contains wearable items and all the items are currently being worn, the

menu will show that folder with asterisks on each side, and it will be shown first. This is to make it easy at a glance to see which body option is active.

- If folder A contains a set of items, and folder B contains the exact same set of items, plus one extra item
  - When folder A is worn, the menu will show it as the current defined body being worn.
  - When folder B is worn, the menu will show \*BOTH\* folders A and B as being worn since all items in both folders are being worn. This is working as intended, but you would not be able to change back to Folder A without first changing.

Product updates are provided free for the life of the product. If worn as a HUD, the updater script will check each time the Easy Body Changer is worn to see if there is a new version available and if one is found, you will be prompted for delivery. If the system is rezzed inworld it will check each time it is rezzed and then once a month thereafter for any available updates.