

Sierra's Deluxe Modeling Stand Instructions

Quick Start:

- Rez the stand
- Wait for it to say "Ready"
- Click on the disk to Pose
- To bring up the menu, click on the disk

Note: the stand only allows people in the same group as the stand is a member of to pose on. Make sure your group matches that of the pose stand.

Adding Poses:

- drop the poses/animations into the inventory of the stand the stand will see the change and rescan

Text Commands *default channel: 25*

/25 adjust DISTANCE

- sets the models height above the disk

example: */25 adjust 2.0*

/25 text ANYTHING YOU WANT

- sets the hover text above the poser

example: */25 text I'm So Cool*

/25 text off/on

- turns the hover text on and off

example: */25 text off*

/25 text_color <VECTOR>

- sets the color of the hover text,

SL color vector <R,G,B> the values range from 0-1.0.

example: */25 text_color <0.9,0.9,0.1>*

/25 text_pos <VECTOR>

- sets the distance vector from the white disk of the text
the vector is relative to the white disk.

/25 text_pos <1.0,1.5,2.0>

/25 speed ROTATION

- sets the speed to ROTATION, in seconds/rotation

example: */25 speed 10*

/25 reset

- causes the disk to eject who ever is on it and reset

example: /25 reset

/25 help

- shows the help message stored in stand.help

example: /25 help

Configuration Note Cards:

You can edit the note card that is included to change the defaults. There are two note cards in the stand.; 'stand.cfg' which has the start up configuration, and 'stand.help' is a note card which is displayed when the model on the stand says '/25 help'.

speed *FLOAT*

- speed in seconds per rotation for the disk to spin

direction cw/ccw

- direction of the spin

cw = clockwise

ccw = counter clockwise

text *STRING TO DISPLAY*

- sets the hover text

text_color *<VECTOR>*

- sets the text color to the VECTOR

text_pos *<VECTOR>*

- sets the position of the hover text

adjust *FLOAT*

- sets the height of the model above the disk

pose_time *FLOAT*

- how long between poses when Random is selected from the menu

channel *NUMBER*

- the channel to use to talk to the disk, 25 is default