

KaliKraft Picnic Table 500 features:

- ✓ 1 Prim
- ✓ 7 Avatar Locations
- ✓ 8 Couples poses
- ✓ 26 Unique Singles Poses
- ✓ 88 Different Positions
- ✓ 100's of combinations
- ✓ Adjustable poses with memory
- ✓ 12 Menu selectable textures

We strive for quality, realism and customer satisfaction. This product is meticulously crafted for fit, finish and function. If for any reason you have problems with your purchase, please contact Kalista Jameson.

This product is ready to rez from inventory. It is No Copy, Mod, Transfer. You can change the table size, color and texture. We've allowed this to satisfy customer requests. The table is a one prim sculpty with multiple sit locations, poses and textures. 12 menu selectable textures are provided with the table.

The table was designed to optimize realism, functionality and prim cost. The original model was 20 prims. This has been reduced to 1 by judicious use of sculpties. Please notice the quality of the pieces was not sacrificed for prim reduction.

The table has been set to the proper size for an average avatar. It may be reduced in size or increased by pulling on the white block handles in edit.

• SITTING

To sit simply left click on the table. The sit locations are set up as shown below.

1A	Couples	1B
	Table	
2A		2B

The location id's are composed of a bench number and a side letter, i.e., 1A indicates bench 1 side A. 1A and 1B are on the same bench on opposite sides as are 2A and 2B. 1A and 2A are across the table from each other on the same side as are 1B and 2B. Once you understand the relative locations, sitting where you want is easy.

We have loaded as many poses into the table as sit memory will allow. This gives you hundreds of possible sit combinations to choose from making the PT500 a very versatile place to gather. After rezzing the table or resetting it, allow the scripts to load completely before using. Script initialization is indicated by a "reading..." message in chat. Completion is indicated by "88 poses" being displayed in chat. This should take about 35 seconds depending on lag.

Sit selection may be slowed by lag also. Sits automatically clear AO conflicts but turning off AO's while using the table will speed seating and avoid intermediate pose transitions.

• **SINGLES POSES**

The first avatar to sit will sit in position 1A. The sit sequence is 1A, 1B, 2A, 2B, Table. Empty/vacated spots will be filled in that order also.

After your initial sit, if you want to move, you may choose any other empty position by touching the table. A menu will appear showing you the available options. Your position is shown above the button list. Locations filled by other avatars will have their names on the buttons. Any button without a name on it is an option for you to choose. It's best to wait till all avatars are seated initially first before selecting a new position for the reasons discussed below.

The PT500 has more poses per location than the sit program has pose buttons so we dedicated two buttons to each of the singles bench locations to accommodate the extra poses. The two buttons used are split between forward sitting and back/side sitting poses as indicated by FWD and BAK.

Notice how the Fwd buttons in the menu are arranged in the same pattern as the table layout. This is to aid you in selecting your locations. It also helps if you position your camera so that position 1A is in the upper left of your screen as shown above until you get oriented. Unfortunately, sit program restraints wouldn't allow for the BAK buttons to be arranged exactly the same. Just be aware that the FWD and BAK poses with the same location number are for the same seat.

While this increases the number of poses possible for each location, it also means two people can select the same location to sit, one in a fwd pose and one in a bak pose. We've separated the fwd and bak buttons in the menu so the fwd positions fill first. However, if someone switches to a bak position, 1A-BAK for instance, the sit program thinks the 1A location is empty and will place the next sitter on top of the avatar on 1A-FWD. This was a design choice and shouldn't present much of a problem since you can just move to a new location. We felt the inconvenience was worth gaining all the extra poses.

We have arranged the locations and orientations of the poses to make many interactive scenarios possible from intimate twosomes to friendly groups. Experiment freely to discover the possibilities yourself. There will be some location overlaps but we've tried to minimize them while still allowing as many combinations as possible.

NOTE: You may get the following message instead of a menu when you click on the table : "Please [Your Name], wait: a position is being chosen." It's not a problem, it simply means someone else is trying to change positions also. As soon as they have completed their change and closed the menu, you will be able to change your position.

- **COUPLES POSES**

Couples poses use both the table location and the bench 1 center location. To use the couples poses, sit one avatar on any couples M or F pose. Then sit a second avatar on an opposite gender couples pose of your choice. The two will sync on the pose the second avatar chose. Any changes to other couples poses by either avatar once they are both seated will change both avatars in sync to the new selection.

- **CHANGING TEXTURES**

The PT500 comes with 12 menu driven textures installed. Only the owner may change the textures.

To change textures, type /5t in chat. A menu will appear giving you the selection options. Simply select the texture you want and press ignore when done.

Each texture may be tinted to suit in edit/texture, giving your table's appearance infinite possibilities. The texture itself may also be changed as desired and the repeats, rotation and offsets modified to taste. To reset the tables texture, repeats, rotation and offsets back to factory settings, simply make the color white in edit and select a texture from the menu.

The chat channel for the table may be changed if you experience conflict with other devices or tables. Edit the table by right clicking on it and selecting "Edit" in the menu. In the description field enter the desired new channel as the first item in the description, e.g., 22, Kali's Kreations or simply 22 will set the new channel to 22. Reset the scripts by selecting Tools/Reset scripts in selection while the table is still in edit mode. You will get a chat message acknowledging the new channel. Exit edit and use the new channel as directed.

Be sure to reset the table whenever the channel is changed.

- **ADJUSTING AVATAR POSITIONS**

Because avatars come in all sizes and shapes, its impossible to set one position to suit all. If your avatar is not sitting properly, his position may be adjusted by typing /1a in chat. A menu will appear that will

allow you to adjust the avatar in all directions and rotations. The new position will be remembered for the first 50 avatars. However, in high use areas like parks and other public places, the memory will be filled rapidly and over write the settings eventually with more recent avatar settings.

- **A WORD ABOUT LEVEL OF DETAIL**

If your table is not rendering as soon as you like, check your LOD (Level of Detail) setting. In Phoenix, this is done by clicking on the up arrow in the lower right corner of your screen. The LOD factor is usually set very low as default - around 1 or 2. Setting it to about 4 provides rendering at much further distances without significant affects on rez times. You will also find that the LOD factor is automatically reduced to the default setting periodically, so check it if the table isn't rendering fast enough.

Thank-you for your interest in the KaliKraft Picnic Table 500 (PT500).

We hope you enjoy your purchase.

Kali