

How to make the magic work...

1. Just add/attach your companion to its default attachment point (Avatar Center)
2. Attach also the fitting RideADDon
It is a HUD (CM)and can be moved and resized.
3. Right-Click to edit the attached companion and use this Position (first is x, second y, third z)
(maybe small adjustments needed):

Lion Male Adult: <-1.05401, 1.49568, -0.14234>
Necromancer Big: <-0.84764, 1.51352, -0.59065>
Tiger Male Adult: <-0.71974, 1.51651, -0.32419>
Baby Elephant: <-0.47429, 1.50731, -0.40267>
ShiShi Lion Big: <-0.60018, 1.51321, -0.01551>
Alpaca Adult: <-0.41772, 1.51430, -0.41824>
Demon Mid: <-1.05522, -1.55151, -0.62693>
Demon Big: <-2.19619, -2.52414, -0.00546>

Touching the HUD gives you 3 options:

Timing: How long does it take to switch to the ride animation after walking starts
Default is 2 Seconds - So you will not hop on your companion just making a short move
1 Second will start the ride at once

Height: Avatars in SL are different. If the mid height isn't working for you,
you have 3 steps to lower the position and 3 step to raise the position

Turn ON/OFF: I think this should be clear :-)