LUSKWOOD CREATURES

Luskwood Kellashee 1.0
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FAQ and User Guide
06/11/2011

Be sure to join the Luskwood Announcements / Luskwood Community group to keep up to date on avatar releases and events from Luskwood!

Click here to join: **Luskwood Announcements**
Or, paste this link into SecondLife's local chat, and then click on it

      secondlife:///app/group/fdefeeb0-a247-8dfc-9278-aa9a94cc53f6/about

Or just search for "Luskwood Announcements" in Second Life.

And remember, if you ever need any help, feel free to stop in at **Luskwood**!
Or you can contact: Michi Lumin or Eltee Statosky for assistance.

Unpacking and Attaching

If you purchased your avatar on the SL Marketplace, you will receive a box, delivered to you via the Marketplace's server.

- To unpack the avatar, in your inventory, find the box named "**Luskwood – Kellashee – (Color) – (Gender)**" and, if you are in a build-enabled area, rez it on to the ground. Your avatar will be placed into your inventory in a folder named "**Luskwood Kellashee (Color) (Gender)**" automatically. The box will delete itself from in-world automatically, but a copy will remain in your inventory for backup.

- If you cannot find a build-enabled area, find the box named "**Luskwood – Kellashee – (Color) – (Gender)**" and right click it. Choose "**Wear**". Your avatar will be sent to you in a folder automatically, and the box will be deleted from your avatar automatically, but a copy will remain in your inventory for backup.

If you purchased your avatar in-world, it will be delivered in a folder, directly to your inventory, under the name "**Luskwood Kellashee (Color) (Gender)**".

- To wear the avatar, find the folder named "**Luskwood Kellashee (Color) (Gender)**" and right click the folder, choosing **Replace Current Outfit**. The avatar will take a while to attach.

Basic HUD Operation

Your avatar comes with a multi-page HUD (Heads-Up Display) to control its various features. Most functions of the avatar can be accessed via the HUD; however some are available only via text command.

To attach the HUD, if it is not attached by default, find the Luskwood Kellashee folder for your avatar, right click on "Kellashee Hud" and choose **Wear**. Do not choose "attach" or "attach to HUD".
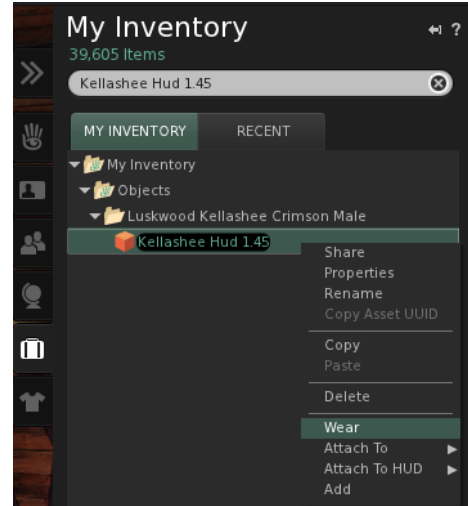

This will bring up the initial HUD screen, in the lower right corner of your viewer.

From the HUD, you can control things like hair color, eye color, eye dilation, eye states, typing/talking animations, horns, claw and antenna style and more.

The best way to get an overview of which buttons do what is to click the help button. This will bring up the help screen where each button's function is explained. Also, more options are available by flipping to the 'Full Body' page, by clicking on the 'next button'.

The "Full Body" page allows you to adjust aspects like horn style, color and glow; antenna style, claw color, tail up/down and individual colors for the tail fluff and head hair separately.
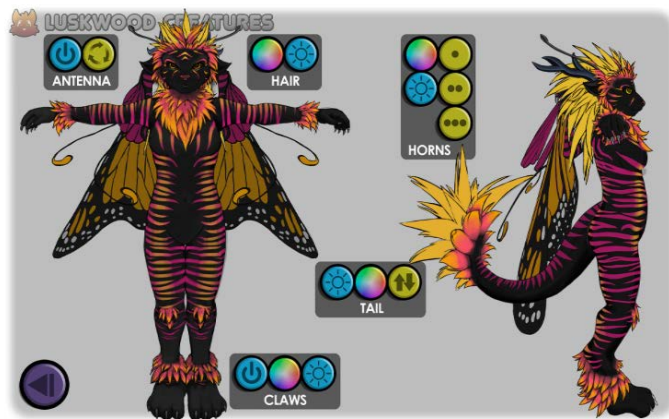
Text Command Line Reference:

You can control the following aspects of your new avatar via text commands issued in the chat bar of the Second Life client.

- Eye color - both irises
- Eye pupil dilation and auto mode
- Eye expression and glow
- Tongue position
- Articulated jaw status and mouth position
- Hair color and glow - both head and tail fur
- Horn style, color, and glow
- Antenna expression
- Ear twitching
- Tail expression and twitch
- Claw retraction, color, and glow
- Flight Animation
- Invisiprims
- RGB panel slide toggling in HUD

Many of these features are controllable by the HUD, but also have text commands. Text commands for each feature are as follows:

<u>**Eye Color Commands**</u>   **---** Chooses the visible color of the eyes

⚠ NOTE: changes are persistent, there is only one 'undo' level

/1eye <color word here>
        …selects a pre-determined "one word" color from the following:

        white, black, honeydew, lavender, slate, navy, red, green, blue,
        magenta, cyan, yellow, purple, violet, brown, hazel, turquoise,
        tangerine, pink, orange, aqua, ultramarine, sky, forest, olive,
        orchid, deepred, khaki, gold, rose

/1eye R,G,B
        …selects a color manually, using an RGB value.
        …where R, G, and B are red, green, and blue numbers between 0 and 255

        Example: /1eye 255,0,255 would result in a purple color.

Eye Color Commands (continued)

       /1eye undo   …Reverts to the previously set eye color
       /1eye glow   …Turns eye glow on
       /1eye glowoff   …Turns eye glow off

       /1eyel and /1eyer <color, RGB, undo, or glow/glowoff>
       ...same as above but only for the left or right eye.

       /1eye outer <color, RGB, undo, or glow/glowoff>
       …same as above but only for the inner irises.

       /1eye inner <color, RGB, undo, or glow/glowoff>
       …same as above but only for the outer irises.

(i) The 'inner' and 'outer' arguments can also be combined with /1eyer or /1eyel to change only the right inner iris or only the left outer iris, etc.

Eye Pupil Dilation   --- sets pupil dilation

       /1pupil plus   …increases the pupil size of both irises
       /1pupil minus   …decreases the pupil size of both irises
       /1pupil <number> …Between 0 and 10, sets pupil dilation to the given level
       /1pupil default   …sets both irises to default dilation
       /1pupil undo   …returns both irises to previous state.

       /1pupil inner <plus, minus, number, default, or undo>
       …same as above but only for the inner iris

       /1pupil outer <plus, minus, number, default, or undo>
       …same as above but only for the outer iris

       /1pupil auto   …allows pupil dilation to be controlled by the sim sun.
       /1pupil autooff   …returns pupil dilation to previous state and manual control

Eye Openness States   ---Selects the eye/blink display

> */1blink*   …Completely reset blink script and open eyes.
> */1blink almostclosed*   …Eyes just slightly open (will still blink).
> */1blink closed*   …Close eyes and stop blinking.
> */1blink almostopen*   …Eyes just slightly closed (will still blink).
> */1blink bat*   …Eyes will bat back and forth.

⚠ NOTE: There is a cube of sculpt texture preloads inside your head to make the sculpt transition smooth between eyeframes. If you remove the preload cubes, the blink will still function, but there will be a load time imposed on the transition.\

Tongue Position   **---**Selects the tongue position

> */1tongueout*   …Will stick the tongue out
> */1tonguein*   …Will reset the tongue's default position
>
> */1recenter :*

…If the jaw attachment is resized and you attempt to change the tongue's position via the above two commands, it may 'break' because it depends on set sizes and positions. If this happens, use the '**recenter**' command to repair the tongue's position and size. It should stay fixed for that attachment size unless the script is completely restarted.

ⓘ We have provided two gestures, :P and XP, which if activated will stick the tongue out (and in the case of XP, close the eyes) for a few seconds, then return **t**hem to normal.

⚠ NOTE: There is a cube of sculpt texture preloads inside your head to make the sculpt transition smooth between tongue types. If you remove the preload cubes, the tongue positioning will still function, but there will be a load time imposed on the transition.

Articulated Jaw Status   ---Sets typing and speaking animations

> */1jaw*   …Turns on the articulated jaw/animation override for typing and voice.
>
> */1type*   …Turns off the articulated jaw/animation override, returning the standard SL typing animation.
>
> */1mo*   …Opens the mouth to show teeth(articulated jaw will still function)
>
> */1mc*   …Closes mouth to default position

Voice Gestures

(i) We have provided three gestures for the 3 voice levels that SL recognizes; if you activate them all when wearing the avatar then the articulated jaw and animation will work when you are using voice rather than typing. If you do NOT activate these gestures, then the script will not recognize that you are using voice and the animation will not trigger.

Hair Color   ---Chooses the visible color of the hair

⚠ NOTE: Changes are persistent, there is only one 'undo' level.

/1hair<color here> …Colors both the headhair and the tailfur.
Selects a pre-determined color from the following:

white, black, honeydew, lavender, slate, navy, red, green, blue, magenta, cyan, yellow, purple, violet, brown, hazel, turquoise, tangerine, pink, orange, aqua, ultramarine, sky, forest, olive, orchid, deepred, khaki, gold, rose

/1hair R,G,B …Colors both the headhair and the tailfur.
Selects a color manually where R, G, and B are red, green, and blue values between 0 and 255

/1hair undo … Reverts to the previously set hair color
/1hair glow …Sets both headhair and tailfur to glow.
 /1hair glowoff …Turns off glow for both headfur and tailfur.

 /1hfur <color, RGB, glow/glowoff, or undo>
…Same as above, but only changes the headfur.

/1tfur <color, RGB, glow/glowoff, or undo>
…Same as above, but only changes the tailfur.

Horn Style   --Sets horn Style, Color, Glow

/1horn1   …selects first horn style
/1horn2   …selects second horn style
/1horn3   …selects third horn style

/1horns <color here> …Colors all of the horns.
Selects a pre-determined color from the following:

white, black, honeydew, lavender, slate, navy, red, green, blue,
magenta, cyan, yellow, purple, violet, brown, hazel, turquoise,
tangerine, pink, orange, aqua, ultramarine, sky, forest, olive,
orchid, deepred, khaki, gold, rose

/1horns R,G,B   …Colors all of the horns.
Selects a color manually where R, G, and B are red, green, and blue numbers
between 0 and 255

/1horns glow   ...Sets the horns to glow.
/1horns glowoff   ...Turns off glow on the horns.
/1horns undo   ...Reverts to previous horn color - only one undo level!

/1horn1 <color, RGB, glow/glowoff, undo>
…same as above but only affects the first horn style.

/1horn2 <color, RGB, glow/glowoff, undo>
…same as above but only affects the second horn style.

/1horn3 <color, RGB, glow/glowoff, undo>
…same as above but only affects the third horn style.

Antenna Style   ---Sets the antenna display

/1ant front   …Sets the antenna to their forward position
/1ant back   …Sets the antenna to their pushed-back position
/1ant on   …Makes the antenna visible
/1ant off   …Makes the antenna invisible

Ear Twitching   ---Sets the ear display

/1twitch   …Will set the ears twitching
/1twitch off   …Will set the ears still

<u>Tail Expression and Twitch</u>   ---Sets the tail position and movement

   /1tu   … Puts tail in its higher position
   /1td   …Puts tail in its lower position
   /1tw   …Sets the tail to wag/twitch slightly
   /1sw   …Stops the tail wagging

<u>Claw Settings</u>   ---Sets claw Retraction, Color, and Glow

   /1ci   …Retracts the claws
   /1co   …Puts the claws out

   /1claws <color here>   …Colors the claws.
   …Selects a pre-determined color from the following:

   white, black, honeydew, lavender, slate, navy, red, green, blue,
   magenta, cyan, yellow, purple, violet, brown, hazel, turquoise,
   tangerine, pink, orange, aqua, ultramarine, sky, forest, olive,
   orchid, deepred, khaki, gold, rose

   /1claws R,G,B   …Colors the claws.
   Selects a color manually where R, G, and B are red, green, and blue numbers
   between 0 and 255

   /1claws glow   …Sets the claws to glow.
   /1claws glowoff   …Turns off glow on the claws.
   /1claws undo   …Reverts to previous claw color - only one undo level!

<u>Flight Animation</u>   ---Disables and enables the flight animation.

The flight animation plays automatically when you are hovering in midair. If you would
prefer not to use the animation, the commands are as follows:

   /1flap   …Turns on the flying animation
   /1flapoff   …Turns off the flying animation

⚠ NOTE: You must have your avatar head attached for these two commands to work

Invisiprims   ---Toggles invisiprims for use on older viewers.

There are invisiprims present in the legs, feet, and hands in case you are using a client that does not support alpha attachment, (such as v1.23) but they are turned off by default.

 If you are using one of these older clients and would like to turn the invisiprims on, the commands are as follows:

> */1invis*   …Turns invisiprims on, for older clients
> */1invis off*   …Turns invisiprims off, for use with provided alpha mask

(*i*)   Note: You must wear the Alpha attachment if you turn invisiprims off for the avatar's legs to look correct.

RGB Slide-In Toggling   ---Useful if your HUD is worn in another position.

In the HUD, the 24-bit RGB color picker slides down and out of the way when not in use.

If you are attaching the HUD to our default position at the bottom of the screen, this should cause no problems. However, if you choose to attach the hud higher up on the screen, the 'hidden' position of the RGB panel can be obstructive.

If this is the case, you can choose to turn off this sliding option and have the RGB panel remain in place and simply go invisible when not in use. The commands are as follows:

> */1rgbslide on*   …Sets the default mode in which the rgb panel slides away
> when not in use.

> */1rgbslide off*   …Sets the rgb panel to stay in place, invisible, when not in
> use

⚠ NOTE: You must have your avatar head attached for these two commands to work

Luskwood Creatures FAQ

- *What permissions will I have on my new avatar?*

Each avatar is set MODIFY, COPY, NO TRANSFER. If you would like to purchase one as a gift, please contact eltee Statosky, or use the Purchase as Gift option on the Second Life Marketplace, where many of our avatars are available.

It is recommended that you make a complete copy of your avatar when you first receive it for backup purposes. Each avatar is fully modifyable with the exception of the base skin.

Even though some other parts such as the head are listed as "no modify," you can still modify them. This is a naming "Wrap-up" bug in the SL client; if you rez the parts in world, they are modifiable.

- *What features come with my avatar?*

Each avatar comes with a complex control script. Instructions are included. There may be additional scripted features such as color-changing eyes, changeable facial expressions, and attachment animations, depending on the specific avatar - reference your instruction notecard to find out how to use them.

- *Will you modify my avatar for me?*

This is highly dependent on time available. If you have a modification request, please do inquire, but due to time constraints there's no guarantee that we will have the time to perform all modification requests.

- *Can I get the other gender of my avatar?*

Yes, and we won't make any judgements on the matter. Just ask Eltee or Michi and we can send you the other gender of your avatar.

- *Will you modify an avatar I purchased from another artist's vendor?*

No, as this is considered artistically unethical and from a practical standpoint, we do not have the original textures to work with.

- *Will you give me textures from my avatar?*

We do not distribute textures from any of our avatars. We will, however, provide <r,g,b> values for the base colors so that you can match any other attachments you may be using(wings, etc). Also, most of our avatars come with an 'example' texture swatch which includes the colors used in the avatar, which you can save locally and use for customization.

Luskwood Creatures FAQ - Continued

- *What advice do you have on using the avatar correctly?*

To wear pants correctly, you may need to remove the "shins" or "ankles" of your Luskwood Avatar.

To wear shirts correctly, you may need to remove the "arms" or "forearms" of your Luskwood Avatar.

If you have "Paw" feet, you cannot wear shoes with them at the same time. If you have "Paw" hands, you cannot hold things in your hands with them on at the same time, unless you are using a client newer than 1.23 which supports Multi-attach. In this case, use the "add" option instead of "attach".

The avatar head is by default attached to the "Nose" so that you may attach hats to your "Skull" on clients that do not support multi-attach. On newer clients, use the "add" option to attach a hat.

With the advent of third party viewers and SL 2.2, attaching more than one item to a single point is possible, but be aware you may have to readjust the positioning of the part if you do so.

- *I lost / deleted / screwed up / can't find my avatar. Will you replace it?*

Absolutely. We do this all the time. Contact **eltee Statosky** via IM for a replacement. Notecards aren't recommended as they tend to get lost. Our IMs go to email, and we will respond to them. If **eltee Statosky** is not available, you can contact **Michi Lumin** for replacements, but **Eltee** generally has the avatars more readily available.

- *Who do I go to for questions?*

If you have any additional questions, please IM **eltee Statosky** or **Michi Lumin**. It's best to send an IM (instant message) fully detailing what your question is, even if we are offline. IMs like "hi" or "whats up" generally don't get answered due to time constraints.

Alternately, you can email us at info@luskwood.org , michi@luskwood.org or eltee@luskwood.org.

Also, feel free to stop by the "**Lusk**" sim, where we operate out of. There's usually always someone there who can answer your questions.

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