

## MEGAPHONE - CUSTOMER GUIDE

Thank you for your purchase!

This Megaphone plays sounds from the object, can auto-play, react to nearby avatars, and (in Sim mode) can play "from the avatar's perspective" using small follower shadows.

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### QUICK START

- 1) Rez the Megaphone object.
- 2) Add sounds: Edit the object → Contents → drop sound files into it.
- 3) Optional: Add chat messages: Create (or edit) a notecard named "Messages" in Contents and put ONE message per line.
- 4) Touch the object as the owner to open the menu which allows you to configure the megaphone.

### Notes:

- Only the OWNER can open the menu.
- In Manual mode, you can allow other people to trigger the Megaphone by touch (Owner/Group/Everyone).
- When rezzed, the Megaphone automatically sets its object name to your owner name format.

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### MAIN MENU (what you'll see when you touch as owner)

#### Help

- Gives you this "README" notecard from the object.

#### Close

- Closes the menu.

#### Fire (Manual mode only)

- Plays the Megaphone once (based on your current Output setting).

#### Mode

- Opens the Mode menu to choose how the Megaphone triggers.

#### Access (Manual mode only)

- Controls who is allowed to trigger the Megaphone by touching the object in Manual mode.
- If you choose Group, you will be prompted to enter a Group UUID.

#### Interval (Auto mode only)

- Sets how often the Megaphone triggers in Auto mode.

#### Pause / Resume (Auto mode only)

- Pause stops Auto mode from firing.
- Resume starts Auto mode firing again.

#### Radius (Range mode only)

- Sets how far the Megaphone watches for avatars in Range mode.

#### Range Test (Range mode only)

- Triggers a test play so you can confirm your current settings.

#### Sim Test (Sim mode only)

- Triggers a test so you can confirm Sim mode behavior.

#### Show Shard / Hide Shard (Sim mode only)

- Show Shard: makes the follower shard visible.
- Hide Shard: makes the follower shard transparent/invisible.

#### Remove After Play / Keep Shard (Sim mode only)

- Remove After Play: shards remove themselves after playing.
- Keep Shard: shards stay (useful for repeat play/testing).

#### Settings

- Opens the Settings menu (volume, audio order, about).

#### Musics (only appears if you have sounds)

- Opens a list of all sounds inside the object.
- Selecting a sound here DELETES it from the object.

#### Broadcaster

- Opens the Broadcaster menu.
- Used to change the Megaphone object name (the "speaker name").
- Used to choose where text messages are sent (World chat or IM).

#### Refresh (appears in most modes)

- Re-scans the object's contents to update the internal sound list.
- Updates the menu description/list.

#### Output: Audio Only / Text Only / Both

- Audio Only: plays sound only.
- Text Only: says a message only.
- Both: says a message AND plays a sound.

#### Text Destination (shown in Broadcaster)

- World: sends messages to nearby chat (channel 0).
- IM: sends messages to the owner via IM.

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MODE MENU

#### Manual

- Touch-to-play mode.
- Your Access setting controls who can trigger it.
- Plays audio source from object

#### Auto

- Plays automatically on a timer.
- Use Interval and Pause/Resume.
- Plays audio source from object

#### Range

- Plays when new avatars enter your chosen Radius.

- Plays audio source from object

#### Sim

- Plays when avatars enter the region.
- Uses follower shards to make sound feel "closer" to the avatar.
- Plays audio source from avi that joined the sim

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#### ACCESS MENU (Manual mode only)

##### Owner Only

- Only you can trigger by touch.

##### Group

- When selected, you will be asked to paste a Group UUID.
- You can type "none" to clear the requirement.
- After that, Group access works like this:
  - The Megaphone object must be set to that group (Edit → General → Group).
  - The avatar must have that SAME group set as their ACTIVE group.

#### Notes:

- Second Life scripting can only check group access using the object's group + the avatar's ACTIVE group.
- The Access menu will show a warning if the object group does not match the required Group UUID.

##### Everyone

- Anyone can trigger by touch.

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#### SETTINGS MENU

##### Volume

- Set how loud sounds play (0.0 to 1.0).

##### Random Audio / A Z Audio

- Random Audio: chooses a random sound each time.
- A Z Audio: plays sounds in order (A to Z) repeatedly.

##### Random Msg / Line Msg

- Random Msg: chooses a random notecard line each time.
- Line Msg: cycles through the notecard lines in order.

##### About

- Shows Author + Version.

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#### BROADCASTER MENU (OBJECT NAME + TEXT DESTINATION)

This menu controls the object name that people see, and where text messages go.

#### Object name options:

- Reset Name: sets the object name to "Megaphone".
- Owner Name: sets the object name to your "Display Name (account name)".
- Custom Name: lets you type a name.

Text Destination:

- World: messages go to nearby chat.
- IM: messages go to the owner via IM (default).

Note:

- DEMO mode can override the object name (see DEMO MODE).

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MUSICS MENU (SOUND LIST + DELETE)

This menu shows all sounds inside the object.

- Tap a sound name to DELETE it from the object.
- Prev / Next switches pages.
- Back returns to the main menu.

Warning:

Deleting a sound removes it from the object's Contents. If it was no-copy, you may lose it.

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MESSAGES (OPTIONAL)

To use Text Only or Both, add a notecard named "Messages" into the object.

- Put ONE message per line.
- Blank lines are ignored.
- Message selection is controlled by Settings → Message Order (Random Msg / Line Msg).

If you don't add a Messages notecard:

- Text output simply won't say anything (Audio can still play).

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DEMO MODE (if enabled in your product)

If the product is running in DEMO mode:

- Sounds will NOT play.
- The Megaphone will broadcast:  
"This is a DEMO version of the Megaphone - get the full version at [<https://marketplace.secondlife.com/en-US/stores/260147> my Marketplace!]"
- To prevent spam, the broadcast is limited to once every 60 seconds.
- The object name is always forced to "Megaphone DEMO" while DEMO is enabled.

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TROUBLESHOOTING

No sounds play

- Check you actually dropped sounds into Contents.
- Use Refresh (or re-open the menu after adding sounds).
- Make sure Output is not set to Text Only.

Text isn't showing

- Make sure Output is Text Only or Both.
- Make sure you have a notecard named "Messages" in Contents.
- Check Broadcaster → Text Destination (IM sends to the owner, not nearby chat).

Range mode doesn't trigger

- Increase Radius.
- Make sure avatars are entering the radius (not already inside it).

Sim mode feels busy

- Use Text Only carefully (it can chat on avatar joins).
- Consider Remove After Play to keep things tidy.

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THANK YOU