

## Seat Sit Script

### What this does

- Makes the seat easy to sit on.
- Ensures everyone sits in a consistent position and facing direction.
- Provides an in-world menu to:
  - Adjust the seated avatar position/rotation
  - Pick an animation from the seat's Contents

### INSTALL

- 1) Rez the seat.
- 2) (Optional) Add animations to the seat:
  - Edit the seat → Contents tab → drag & drop your .anim files in.

### BASIC USE

#### Sitting

- Sit on the seat normally (the object shows the Sit cursor).

#### Opening the menu

- While seated, use: Right-click the seat → Touch.
- The menu is only shown to the currently seated avatar.
- The menu auto-closes after 30 seconds.

#### Main menu buttons

- Adjust
  - Opens the position/rotation adjustment tools.
- Animations
  - Opens the animation selection menu (reads animations from the seat Contents).
- Done
  - Closes the menu.

### ADJUST MENU

#### What Adjust changes

- Adjust moves/rotates YOU while you are seated.
- The script updates the sit target so the position stays consistent.

#### Controls

- X+ / X- : move left/right
- Y+ / Y- : move forward/back
- Z+ / Z- : move up/down
- Yaw+ / Yaw- : rotate left/right (turns your facing direction)
- Step : toggles the movement step size
- Back : returns to the main menu
- Done : closes the menu

#### Making adjustments permanent

- The values shown in the Adjust menu are the current settings.
- To save them permanently, open the script and replace:
  - SIT\_OFFSET
  - SIT\_EULER\_DEGwith the final values you want.

## ANIMATIONS MENU

### How it works

- The script lists every animation inside the seat Contents.
- To avoid viewer button-length limits, animations are shown as a numbered list.

Example:

1) Very Long Animation Name...

2) Another Animation...

Press the button number (1, 2, 3, ...) to play that animation.

### Buttons

- 1, 2, 3, ...  
Plays the corresponding animation from the list.
- Stop  
Stops the currently playing animation.
- < Prev / Next >  
Moves between pages if you have many animations.
- Back  
Returns to the main menu.
- Done  
Closes the menu.

### Permissions

- When you sit, the viewer may ask for permission to animate your avatar.  
If permission is denied, animations will not play.

### NOTES / LIMITATIONS

- Only the seated avatar can open and use the menu.
- If you rename/remove an animation from the seat after selecting it, it won't be playable until you select another.