

Body Lighting System – HUD Manual

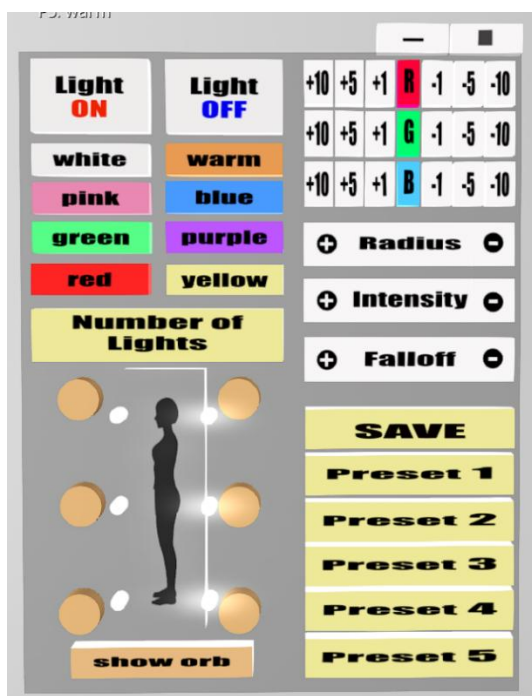
1. Overview

This HUD is a controller for the attached **LightRig**, allowing you to turn on and adjust six individual lights placed around the avatar.

Features

- Light ON / Light OFF
 - Color presets
(white / warm / pink / blue / green / purple / red / yellow)
 - RGB fine adjustment
(+10 / +5 / +1 / -1 / -5 / -10 for R / G / B)
 - Radius / Intensity / Falloff adjustment
 - Number of Lights (maximum simultaneous lights: 1-6)
 - Show Orb (toggle light source spheres)
 - SAVE and Preset 1-5 (store and recall settings)
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2. HUD Interface Description



A) Light ON / OFF

- **Light ON (BTN_ON)**
Turns the lighting system ON.
- **Light OFF (BTN_OFF)**
Turns the lighting system OFF.

Note:

Even when the lights are OFF, pressing color buttons will update the *color settings* (lights will not turn on until Light ON is pressed).

B) Color Presets (Left Color Buttons)

Available presets:

- **white (BTN_WHITE)**
- **warm (BTN_WARM)**
- **pink (BTN_PINK)**
- **blue (BTN_BLUE)**
- **green (BTN_GREEN)**
- **purple (BTN_PURPLE)**
- **red (BTN_RED)**
- **yellow (BTN_YELLOW)**

Important (Specification):

When a color preset button is pressed, **not only the color but also Intensity, Radius, and Falloff are reset to default values.**

Default values:

- Intensity = 0.5
 - Radius = 7.0
 - Falloff = 0.5
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C) RGB Fine Adjustment (Top Right Panel)

Each RGB component can be adjusted within the range **0–255**.

- R (BTN_R*)
- G (BTN_G*)
- B (BTN_B*)

Button meanings:

- +10 / +5 / +1
 - -1 / -5 / -10
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D) Radius / Intensity / Falloff (Center Right)

Adjust using the + / - buttons on each row.

- **Radius** (BTN_RAD_P / BTN_RAD_M)
Light reach distance
Range: 1-20
 - **Intensity** (BTN_INT_P / BTN_INT_M)
Brightness
Range: 0.0-1.0
 - **Falloff** (BTN_FALL_P / BTN_FALL_M)
Light attenuation
Range: 0.0-2.0
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E) Number of Lights (Maximum Simultaneous Lights)

- Press **Number of Lights** (BTN_MAX_MENU) to open a chat dialog.
- Select **1-6** to set the maximum number of lights that can be on simultaneously.
- Leaving it at **MAX (6)** is generally fine, but **1-3 lights** are recommended to reduce impact on surroundings.

Important: Why lights may turn off automatically (LRU)

If you try to turn on more lights than the allowed maximum:

- The **oldest active light will automatically turn off** (LRU: Least Recently Used).
- Even if all lights are turned OFF manually, **one light (Head Front equivalent) will always remain ON** as a safety measure.

F) Six Circular Buttons Around the Avatar (Per-Body-Part Lights)

The circular buttons around the human silhouette toggle lights for each body part.

- **Top row:**
Head Front / Head Back
(BTN_HEAD_F / BTN_HEAD_B)
- **Middle row:**
Chest / Back
(BTN_CHEST / BTN_BACK)
- **Bottom row:**
Foot Front / Foot Back
(BTN_FOOT_F / BTN_FOOT_B)

Note:

The HUD assumes a fixed top-to-bottom correspondence based on layout.

G) Show Orb

- **show orb (BTN_ORB)**
Toggles visibility of the light source spheres.

Only lights that are ON will display their orbs.

Tip (for adjusting light positions):

Set Number of Lights to **MAX (6)**, turn all lights ON, then enable **show orb**.

This allows you to visually confirm light positions and manually move individual prims if needed.

H) SAVE / Preset 1–5 (Bottom Right)

- **SAVE (BTN_SAVE)**
 - Select a save slot (P1–P5)
 - Enter a memo in the TextBox to complete saving
- **Preset 1–5 (BTN_PRE1–BTN_PRE5)**
Load previously saved settings.

Saved Data Includes:

- Light ON/OFF state
 - Number of Lights (MaxOn)
 - Intensity / Radius / Falloff
 - RGB color values
 - 6-part light mask
 - Show Orb state
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I) Floating Text (Top Left)

The HUD displays current settings as floating text.

Displayed items:

- **Light:** ON / OFF
- **Orb:** SHOW / HIDE
- **MaxOn:** 1-6 / Now: 1-6
(maximum allowed lights and current active lights)
- **Rad:** Radius (1-20)
- **Int:** Intensity (0.1-1.0)
- **Fall:** Falloff (0.1-1.0)
- **RGB:** R 0-255, G 0-255, B 0-255
- **Mask:**
0, 0, 0, 0, 0, 0 or 1, 1, 1, 1, 1, 1
(1 indicates an active light)
- **P1-P5:** Preset memo text

This floating text is intended for **checking fine adjustments and preset contents before saving.**