

# Body Lighting System – HUD Manual

## 1. Overview

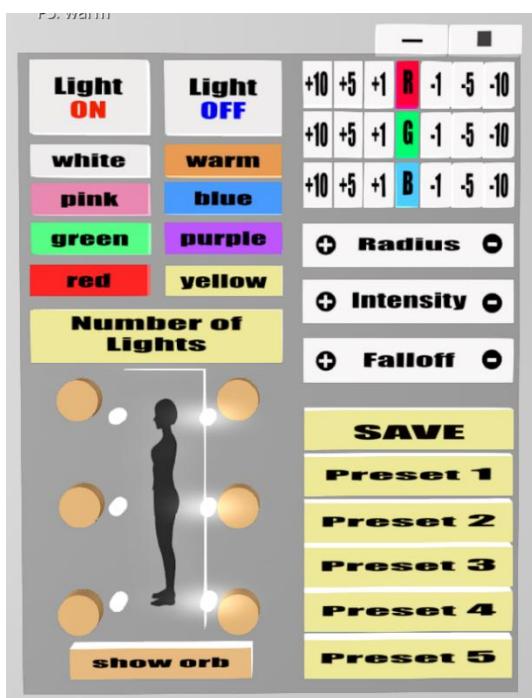
This HUD is a controller for the attached **LightRig**, allowing you to turn on and adjust six **individual lights** placed around the avatar.

### 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).

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## 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.

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## 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.

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## 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.

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## 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.**