THE 3 KOOL REZZERS: MINI, PACK, AUTO

This new kind of rezzers does not need any script inside each object. It works even with your NO MOD objects ! Setting up your rezzer is simpler and faster than before.

Rezzing is safer too: it knows about each rezzed object to avoid duplicates or off sim/parcel. Objects are safe too: nothing overwrites description, script, data, particle or floating text.

Note: Only rezzers coded after September 2024 can use such new SL functionalities. All previous rezzers on market required a script to drop in each object and scripted copies.

Kool Rezzer MINI

* A simple standalone rezzer to rez BY MENU individual objects (+700) or groups (26 mini-scenes maxi). Use it to save prims or alternate decors in your home, skybox, rentals, club, RP sim, photo studio, etc..
* Configure user menu to show:
- All: single button to rez/derez all objects at once, no grouping.
- Any: one button per object/group, rez/derez any simultaneously.
- One: one button per object/group, rez one exclusively, previous one will derez first.
* Local positions.
* Sim/parcel limits detection to avoid uncomplete rez or parcel full.
* User menu access: owner, group, friends (while owner on sim), everyone.
* Copy / No trans / scripts No mod.

Kool Rezzer PACK

* Similar to Rezzer MINI, but TRANSFER. It is for BUILDERS, to pack and sell large builds on Marketplace. Groups can be handy to rez various builds from a single box.
* Optional Footprint prim to show the needed space before full rez, with tracking script.
* Access: owner only.
* Scripts: Copy / Trans (once) / No mod. (Setup menu is No trans)

Kool Rezzer AUTO

* A more powerful rezzer, rezzing ALL objects at once. As the whole rezzer is one scene, it has no individual objects or groups menu like MINI or PACK. But it communicates with other rezzers or panels, in same sim.
* Automatic or manual rez modes: sensor (with ceiling limit), on sim/off sim, time of the day (24h), time by sun position (day/night scenes), click.
* API to send rez/derez order or to get status by llMessageLinked() (Online/offline sample).
* Custom channel for chat commands (ex: /3 rez, /3 derez), gesture or distant scripts (collision mat sample provided).
* Panel/HUD to remote control multiple rezzers on sim by click or menu.
* Derez timer.
* Set of exclusive rezzers (previous rezzer derez when new one rez) to make alternative scenes. Ex: make one rezzer for daytime, one for nighttime, rezzing at sunrise and sunset.
* Local (relative) or Sim (absolute) positions.
* Rezzer-in-rezzer: will rez/derez with master (one level).
* Option to delay derez while people are sitting on rezzed furniture.+
* Option to keep a LI margin. Ex: block rez if less than 100 LI available.
* Access: owner, group, friends (while owner on sim), everyone.
* Scripts: Copy / No trans / No mod.

COMMON TO THE 3 REZZERS

* ZERO SCRIPTS in objects. You finally can rez NO MOD objects !
* An easy way to store objects on the fly and checklist all is good.
* Can store +700 objects positions, anywhere in same sim.
* Optional rez status on floating text or by prim color.
* You can use your own prim/mesh as rezzer.
* LI counter to avoid “parcel full”.
* Off sim/parcel detection.
* Setup menu is for owner only.
* Fast and nice rez: objects are rezzed directly at their final positions, no weird moves and rotations.
* As objects don’t need to be scripted, objects won’t follow immediately when rezzer is moved, but they will be at correct position at next rez. However, with PACK, we still provide an optional track script if you really think it is worth the extra setup work. PACK provides a temporary Footprint prim as a better alternative.

HOW TO STORE OBJECTS

1. Place your objects on sim in final positions.

2. Drop same objects into rezzer from Inventory.
3. Get setup menu (drag mouse off rezzer), click [Objects / Store] to start recording.
4. Go in Edit mode and select object(s) to store: rezzer will detect your selection.
5. Once add/update is confirmed in chat, delete selected objects (if they were not rezzed by this rezzer), and select next ones.
6. Click Stop to end recording.
7. To check, click the info links on menu to list stored objects.

* Each different object must have a unique name. However, a same object can be stored at multiple positions, in that case drop it only once inside rezzer. Ex: chairs around a table, trees, street lights… That's why you may see, on purpose, more "stored positions" than objects in content.

* An object can of course be a large linkset made of multiple prims. If it has doors or moving parts, be sure they are closed or at initial positions before taking copy into inventory. They should preferably be linked to the build root. If there are scripts with long loading (sit script), wait they loaded 100% before taking copy.

* During Store, you can select one object at a time and wait confirmation, but you can also multi-select all objects together, even hidden ones. It is not a problem if you re-select previous objects, or objects which are not in rezzer, or even objects of other owners: the rezzer considers only objects in content and ignores duplicates. But be cautious when deleting. If objects are far (about 100 m), move closer, the setup ball will follow you.

* For MINI and PACK, you can set one of the 26 groups available while storing. Groups can be renamed (name shown on menu button). Objects of same group rez/derez together. By default, objects are stored with no group (object name on menu button). You can change the group anytime or reverse to no group by re-storing selected objects.

* The rezzer can derez only objects it has rezzed itself. That's why you need to delete yourself new objects stored for the first time. Click the info links on menu to list these "new" objects. The chat list has also clickable links to show each object position (particle effect). Be within 20 m of the rezzer when clicking links.

* You can store in cumulative sessions. Ex: you can store each house of a village one by one, without the whole village being rezzed at once. But DO NOT MOVE THE REZZER between partial store sessions. If you need to move the rezzer: rez *all* objects then re-store *all* positions again, so they are recorded from the same reference.

* In theory, you could even use "No copy" objects, but such object will rez only once, moving out of the rezzer, and won't be derezzed. Also, to store it, you would need 2 copies (one in rezzer, one on sim). This is very specific.

UPDATING REZZED OBJECTS

* If you modify a rezzed object (texture, size…), use your viewer menu [Build/Object/Save back to object content] which replaces the object inside rezzer by the one rezzed inworld. Best is to dock the menu [Object] meanwhile (click top bar). Alternatively, you can delete the old object in rezzer Content, take a new copy into Inventory and drop it inside. No need to re-do [Store] if name, position, rotation and LI are identical.

* If you changed only the position of a rezzed object, do [Store] again. No need to drop a new copy inside the rezzer if object is the same. No need to delete it yourself, the rezzer will derez it later.

* If you rename an object already stored, consider it as a new object to store. Use the menu [Unstore / Clean] to detect obsolete positions (object name previously stored but no more inside rezzer). Also, prefer short names for memory efficiency.

* To suppress an object, delete it in rezzer Content, and do [Objects / Unstore / Clean] to remove obsolete positions.

IMPORTANT NOTES

* NEVER DELETE OR TAKE A REZZER WHILE ITS OBJECTS ARE REZZED ! Objects would become “orphans”. Even if you restore the rezzer, objects cannot be derezzed again. Of course, if you just wanted to rez objects once and never need to derez them, you can delete the rezzer.

* NEVER LINK A REZZER AS A CHILD PRIM ! If it is unlinked later, it will lose all stored positions (because of the way LinkSetData works). However, you can link child prims to the rezzer as long the rezzer remains the root, but it’s risky. Take copy before trying.

* OBJECTS ARE DEFINITIVELY LOST WHEN DEREZZED ! They don’t go to the bin, they are “killed” on sim. With the AUTO rezzer, when editing a rezzed build, set Rez mode = OFF to be sure it won’t derez, for instance, if you leave sensor range (by crashing) or by timer. Automatic derez is disabled during Setup menu, but setting OFF is safer if you do complex edits during long time or works on multiple rezzers at once.

* When you click the info links on menu or chat, be within 20 m of the rezzer for it “hears” you.

* The rezzer keeps track of each object it has rezzed. It knows what needs to be derezzed or rezzed without creating duplicates. Example: if you accidentally delete half of a rezzed house, at next rez it will rez only the missing half.

* It is not a problem to reset the rezzer script (but you never need to).

* If you accidently delete the SETUP object from the rezzer, no worry, just find one from an original rezzer and drop it inside.

* Converting your v2 rezzers to v3 must be done with the special script. Please read the CONVERTER notecard.

* Like for all rezzers, these SL rules apply for rezzing:
“Silently fails if you don't have offline building rights on the land. To have the right, rezzer needs to either:
Be on land you own yourself.
Be on land where anyone is allowed to build, e.g. a sandbox.
Be set to the same group that owns the land and the land have the parcel flag 'allow group to build' set.
The group role "Always allow 'Create Objects'" will only work to override this when you are online and in the region...”

You can stop reading here if you have Rezzer MINI or PACK !
Below is for Rezzer AUTO and HUD/PANEL.

REZZER AUTO- MENU OPTIONS

* [Rez mode]: there are manual and automatic modes.
- [Click]: Rez by click on rezzer or panel/hud (owner + Access), optional derez timer.
- [Sensor]: Rez when an allowed avatar is around, derez when away. Set distance, volume, maximum height detection (ceiling limit for apartments block), delay before derez. Set half-sphere up when rezzer is on the ground. While in sensor setup, it shows a green particle effect when you are detected, red if off range, to help to adjust the distance.
- [Daily]: Rez every day (24h) at given SL time. Derez with timer.
- [Sun]: Rez at given Environment time (day/night cycle, default every 4h). Derez with timer.
- [OnSim]: Rez when you are on sim, derez when off sim. Or reverse.
- [Off]: Rez/derez DISABLED (except from this setup menu). Set OFF when editing a rezzed build, to be sure it won't derez automatically when exiting setup because of a sensor, random click or chat command.

- [External]: Waiting only for rez/derez commands sent by API script inside rezzer, or by commands sent on custom channel. See “:Kool Rezzer API – Online” or “:Kool Rezzer API – Offline” scripts for examples.

```
// ------------------------------------
// Kool Rezzer API num to rez/derez with llMessageLinked
integer KR_REZ       = 10001;
integer KR_DEREZ     = 10002;
integer KR_SWITCH    = 10100;
integer KR_GET_STATUS = 10014;
// Get num status in link_message() event after each rez/derez or when replying to KR_GET_STATUS
integer KR_REZZED         = 11001;
integer KR_DEREZZED       = 11002;
// Example for a script inside rezzer:
llMessageLinked( LINK_THIS, KR_REZ, "", "");
// ------------------------------------
```

* [Channel] You can command a rezzer from chat, gestures or external API scripts. Say "REZ", "DEREZ" or "REZTOG" (toggle) on chosen channel, case unsensitive. Ex: “/3rez” for channel=3. Only avatars having Access, or their scripted objects, can say commands. See examples in API scripts box.

* [Pos] Set if rez positions are local to the base (relative), or fixed in the sim (absolute).
- Set [Local] if you want objects to move with the rezzer. Ex: for furniture in a room, so you can copy this rezzer and use it in another similar room.
- Set [Sim] if you want objects always rezzed at same position in the sim even if you move the rezzer. Ex: large builds, trees, landscape…
Note: you can switch Local/Sim anytime as the rezzer can compute both.

* [Timer] You can set a derez timer for Click, Daily time, Sun time or External. Choose for how long objects will stay before they derez automatically.

* [Exclusive in set] This is a useful option to make alternative scenes, or to prevent too many rezzers to be rezzed at same time. It works best when used with a panel/hud, you can place a panel on a room wall and choose which rezzer to rez. Other rezzers of same set will derez before. You can have for instance one rezzer set on morning, another one on afternoon, another one on night, all on same Exclusive set so they rez in turn. You can also use this with Sensor mode so previous rezzer derez when you move toward another rezzer. In this case be sure that 2 rezzers don't share the same detection zone ! Else they will fight to get the rez priority while derezzing the other one. However this will trigger an automatic stop.

* [Access] Owner is always allowed. Set who else can rez/derez by click, panel, chat channel, sensor. Everyone, Group (same than rezzer prim), Friends (while owner on sim). The Setup menu is always for owner only.

* [Display] Show or hide a floating text with rezzer status and optional name. [Green] will color rezzer if rezzed. Use it to know which rezzers are on when you have many aside.

PANEL/HUD

* Panels are sim wide remote control for rezzers in [Click] mode. Choose a number for this panel (drag mouse off for setup menu) then set the same [Panel] number on rezzers you wish to regroup on this panel.

* Panels are very useful for rezzers in [Exclusive] mode to select the scene to rez. Ex: make one rezzer for Room Blue, one for Room Red, both on same panel and same exclusive set, so you can alternate the decor of a room with one click on a panel placed on the wall.

* “Kool Rez Panel [menu]” and “Kool Rez Hud”, when clicked, will show a menu with one button per rezzer. The Hud has a dotted surface part, click it to drag the Hud on your screen without editing ! You can have multiple Huds on screen, each with a specific panel number.

* Other panels come in different shapes and sizes where each face corresponds to one rezzer (in alphabetical order of rezzers names). You can use any prim or mesh by dropping the script inside. See also the notecard which list the faces to use.

* To show more rezzers, link identical empty panels together (same name, same number of faces, no script). Only the root prim must contain the script ! See “Kool Rez Panel [3x7]” for 21 rezzers. Unused faces of panels are set transparent by the script (except first one to keep object visible).

* To display personalized images on panels, take a snapshot of the scene, upload it in your inventory then drop this full perm picture inside the rezzer: the rezzer will send this image to the panel and display it on corresponding face.

* Clicking on a panel is like clicking on the rezzer itself, only avatars allowed in rezzer [Access] can use it.

Please contact Kool Mekanic for any questions or suggestions ;)
Join freely "Kool door Users" group for help.

More Kool items at main shop or on Marketplace:
https://marketplace.secondlife.com/stores/47415