

Hello,

this tour scripts allow you to configure a tour/route for an object (a prim, train, ship, balloon....) in SL..

Movement is done via

<https://wiki.secondlife.com/wiki/LlSetKeyframedMotion>

You can add a lot of waypoints and actions (the limit is the maximum size of a notecard : 65,536 bytes)

The object will move between the waypoints and trigger selected actions during the way (optional).

Actions which can be added:

Text in nearby chat

Hovertext

Pause

Speed changes

Sound & Sound looped

Send messages to other scripts

Guide:

- * Rezz the object you want to move.
- * Insert the Tour_NC_Script into the content of the object
- * Adjust it to your desired starting position and rotation (!)
- * Touch the object and use "Waypoint" to define the starting point
- * Move/rotate the object and add waypoints and/or define actions (actions are optional) for the waypoints via touch
- ... till the end of your planned tour
- * Print your tour to the nearby chat
- * copy the tour infos (you can copy the complete text - with time and object name)
- * add the needed information for the actions
- * put in a notecard with the name "tour"
- * Remove the Tour_NC_Script
- * Add the tour notecard and the Tour_Script into the content the object
- * make you selections in the config notecard and add it to the content of the object

Done!

Details: config notecard

The lines starting with // are explaining the values below. There are 6 values that can be defined by you.

Only change the values (if needed/desired) and don't make other changes to the notecard (NC).

// 1st value -> defines the default speed in meter per second (3.2 is the default walking speed of an avatar in SL. Run is 5.13)

3.2

// 2nd value -> defines if tour is looped -> 0= tour stops after one run

/ 1= tour starts again with the first NC entry

0

```
// 3rd value -> defines endpoint of tour -> 0 = tour end is the last NC
entry / 1 = tour end is the first NC entry ( works only if tour is not
looped )
1
// 4th value -> defines the start type -> 0=start on touch / 1=start
when someone sits / 2=start timed / 3=start once at once
0
// 5th vaue -> if start type is 0 ( start on touch ) you can define who
is allowed 0=Owner only / 1=Group / 2=All
0
// 6th value -> if start type is 2 ( start timed ) enter a value in
seconds between tour starts. First start will be at once!
// if the timer is shorter than the tour it will not fire. It will also
not fire if the tour is looped.
0
```

Details: tour notecard

The diamond is used to separate the needed information from the unneeded output.

You can copy the complete output (done via print) to the notecard.

The "#" separates the information. Please make sure to leave the "#"s.

1. Waypoint:

A waypoint will be added like this:

```
Move#<115.89190, 206.34660, 666.47830>#<0.00000, 0.00000, 0.00000,
1.00000>
```

No need to change/add anything here. The object will move from waypoint to waypoint.

If rotation is different between waypoints, the object will rotate smoothly from one rotation to the other on the way.

You can also just add a rotation change as a new waypoint without moving the object.

2. Text

Text will be added like this:

```
Text#YOURTEXT
```

Replace the YOURTEXT/VALUE with your text. The script will say the text in nearby chat.

Example: Text#We start our tour now. Please keep your arms and legs inside...Go!

3. Hovertext

Hovertext will be added like this:

```
HoverText#YOURTEXT#<1.0,1.0,1.0>#1.0
```

Replace the YOURTEXT with your text :-) the script will show the text above.

The next value defines the color of the text. <1.0,1.0,1.0> is white. see https://wiki.secondlife.com/wiki/Category:LSL_Color for more information

The last value defines the translucency from 0.0 (clear) to 1.0 (solid)

Example for a 50% alpha hovertext in red: HoverText#Next Stop: Paradise Island#<1.000, 0.255, 0.212>#0.5

3a. HToff

The HToff entry in a notecard will stop the hovertext

4. Pause

A pause will be added like this:

Pause#VALUE

Replace the YOURTEXT/VALUE with the time in seconds you want the tour to pause

Example for a pause of 17 seconds: Pause#17

5. Speed

The default speed is defined in the config notecard.

If you want to change the speed between 2 waypoints (or longer) add this action

A speed change will be added like this:

Speed#VALUE

Example: Speed#1

The object will now move with the speed of 1m per second.

To change the speed again you need to add another speed action.

You can use 'default' to set it back to the default speed value set in the config notecard

Example: Speed#default OR Speed#8

6. Sound and Sound looped

A sound will be added like this

Sound#UUID/NAME#1.0

SoundLooped#UUID'/NAME#1.0

Replace UUID/NAME with the Name OR UUID of the sound. If name is used the sound must be copied to the content of the object!!!

The 2nd value defines the volume between 0.0 (silent) and 1.0 (loud)

Example will play the library sound "Look what I made Female 1" with max. volume:

Sound#42562d8e-0729-f2ff-6164-bdf4d5554db5#1.0

you can also add the sound to the content and use the name + loop it

```
SoundLooped#Look what I made Female 1#1.0
```

To get the UUID of a sound just right-click the sound in inventory (library sounds must be copied to own inventory first!) and choose: "Copy Asset UUID".

6a.

The SoundOFF entry in a notecard will stop the sound. Most likely only used in conjunction with a looped sound.

7 Send

This is used to send a message via llMessageLinked to the LINK_SET
If you don't know what this means, don't use it They are used for
script2script communication.

If you will be in the need to use linked messages, you should at least have a basic knowledge of LSL and know how to handle them.

```
Send#YOURTEXT
```

Replace YOURTEXT with the message to send

Example:

```
Send#smokeoff
```

```
will do: llMessageLinked(LINK_SET,0,"smokeoff","");
```

Have FUN!!! Enjoy your cruise!

Cheers,

Nofu