

(Y) - Powerift - Teleporter User Instructions

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Welcome to your (Y) - Powerift Teleporter! This advanced teleportation system uses the [A.W.] - Experience to provide seamless travel for you and your visitors, complete with stunning visual effects and a reflection probe layer for enhanced realism.

\*\*\* THIS PRODUCT ONLY WORKS WITH THE "[A.W.] Experience" CONFIGURED IN YOUR PARCEL/LAND. READ BELOW HOW TO DO IT.

📄 INITIAL SETUP

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Required Items in Inventory:

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Your (Y) - Powerift MUST contain:

✓ ONE (1) Landmark - The destination where people will be teleported

⚠ CRITICAL: The object MUST contain EXACTLY ONE landmark.

Multiple landmarks will cause an error and the teleporter will not work.

First-Time Configuration:

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1. Rez the (Y) - Powerift on your land
2. Add a Landmark to the object's inventory:
  - Drag and drop a SINGLE landmark from your inventory into the teleporter
  - Double-check that only ONE landmark is present
3. Touch the teleporter to verify it's ready
4. You will see a confirmation message showing your landmark name

🎨 COLOR CONFIGURATION

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Setting Your Portal Color:

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1. Touch the (Y) - Powerift (as owner)
2. A menu will appear with these color options:

- White
- Blue
- Aqua
- Yellow
- Fuchsia
- Purple
- Gold
- Lime
- Red

3. Choose a color for your portal effect
4. The portal will activate immediately with your chosen color

🔮 HOW TO USE

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For the Owner:

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1. Touch the (Y) - Powerift → Opens color selection menu
  2. Choose a color → Portal activates with visual effects
  3. Portal remains active until you touch again
  4. Touch again → Deactivates portal gracefully

For Visitors:

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1. Walk into the active portal
  2. First time only: You'll see the [A.W.] Experience permission dialog
  3. Click "Accept" to grant permissions (only needed once)
  4. You're instantly teleported to the destination landmark!

### CONFIGURING THE [A.W.] EXPERIENCE ON YOUR LAND

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For the teleporter to work, the [A.W.] Experience MUST be enabled on your parcel. Follow these steps carefully:

Step-by-Step Instructions:

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1. Right-click on your land and select "About Land" from the menu
  2. In the About Land window, click the "Experiences" tab (located at the top right of the window)
  3. Look for the section labeled "Allowed Experiences" [citation:2]
  4. Click the "Add" button at the bottom of this section
  5. A search window will appear. Type "[A.W.] Experience" in the search field
  6. Find "[A.W.] Experience" in the search results
  7. Select it and click "OK"
  8. Close the About Land window
  9. To verify it worked:
    - Reopen About Land → Experiences tab
    - You should see "[A.W.] Experience" listed in the Allowed Experiences section

Visual Reference:

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Menu path: World → About Land → Experiences tab → Allowed Experiences → Add button → Search "[A.W.] Experience" → Select → OK

### IMPORTANT NOTES:

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- Adding an experience to your land is FREE - there is no cost
  - You can have up to 24 Allowed Experiences on your parcel
  - The experience must be added to the specific parcel where the teleporter sits

- If you move the teleporter to another parcel, you must add the experience there too
- This only needs to be done ONCE per parcel

### ? WHY THIS IS NECESSARY

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Second Life requires that experiences be explicitly allowed on a land parcel before any experience-enabled scripts can run there [citation:2]. This is a security feature that ensures land owners have control over which experiences can affect avatars on their property.

Without adding the [A.W.] Experience to your Allowed list:

- ✗ The teleporter cannot request permissions from visitors
- ✗ Visitors will not be teleported
- ✗ The system will fail silently

### 🔍 VERIFYING EVERYTHING WORKS

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After completing both setup steps:

1. ✓ Added ONE landmark to inventory
2. ✓ Added [A.W.] Experience to parcel's Allowed list

Test the system:

1. Touch the teleporter and choose a color (as owner)
2. Once active, walk into the portal yourself
3. If you haven't accepted the experience before, you'll see a permission dialog
4. Accept it (only once ever)
5. You should teleport to your landmark destination!

### 🚨 TROUBLESHOOTING

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If visitors aren't teleporting:

| Problem  | Solution                                | Likely Cause                         |
|--|---|--------------------------------------|
| "Experience permissions denied"                | Experience not on parcel's Allowed list | Follow the configuration steps above |
| No dialog appears for visitors                 | Experience missing from parcel          | Re-check Allowed Experiences list    |
| Owner can use but visitors can't               | Experience not added to parcel          | Add [A.W.] Experience to land        |
| Teleporter works on one parcel but not another | Experience not added to new parcel      | Add experience to each parcel used   |

Other Common Issues:

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- ✘ Portal won't activate:
    - Check that exactly ONE landmark is in inventory
    - Verify you selected a color from the menu
    - Make sure you're the object owner
  - ✘ "✘ No landmarks in inventory" error:
    - You haven't added a landmark yet
    - Drag ONE landmark into the object's contents
  - ✘ "⚠ ERROR: X landmarks found" error:
    - Multiple landmarks present
    - Remove extras, keep only ONE
  - ✘ Visitors see permission dialog every time:
    - They haven't actually accepted it
    - They may have clicked "Block" instead of "Accept"
    - They need to accept once in their lifetime

#### 💡 THE REFLECTION PROBE LAYER

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Your (Y) - Powerift includes a sophisticated reflection probe layer that enhances realism by:

- Creating accurate reflections on the portal surface
- Responding to environmental lighting changes
- Providing depth and dimension to the visual effects

This layer works automatically - no configuration needed!

#### 📞 SUPPORT

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If you've followed all steps and the teleporter still doesn't work:

1. Double-check that [A.W.] Experience is in your Allowed Experiences list
2. Verify exactly ONE landmark is in the object's inventory
3. Delete and rez another object from your inventory.
5. Contact A.W. in-world for additional support

#### 📄 QUICK REFERENCE CARD

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- STEP 1: Add ONE landmark to object inventory
  - STEP 2: Right-click land → About Land → Experiences tab
  - STEP 3: Under "Allowed Experiences" click "Add"
  - STEP 4: Search and select "[A.W.] Experience"
  - STEP 5: Click "OK"
  - STEP 6: Touch teleporter → choose color → test it works!

⚠ LEGAL NOTE ABOUT EXPERIENCES

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Experiences in Second Life require explicit user consent and land owner approval. The [A.W.] Experience is designed to:

- Only request necessary permissions (teleportation)
- Ask only once per user
- Never collect personal information
- Operate within Second Life's Terms of Service

Users can manage their experiences anytime via:  
Me → Experiences in their viewer menu

Thank you for choosing (Y) - Powerift!

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Enjoy your travels! ✨