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SMS HISSING CAT COURSE NAVIGATOR COMPASS INFO
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Congratulations on your purchase of the Severine Marine Supplies Hissing Cat Compass!



Custom-designed to match the array of the Trudeau HepCat HUDs, it can indeed be used in ANY setting, wherever it's a handy-dandy thang to have a bearing compass, whether sailing, racing cars-bikes-snails, dragon-bat-bird swarming, hiking, spelunking, exploring, whatever! And---the HUD is WATERPROOF, certified accurate to any depth or altitude! =)

COPY-MOD-NO TRANSFER

All scripts NO MOD

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BUYER ALERT
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This piece was designed using the most efficient, vector-based, zero-lag code possible. It performs according to specs to give u a product that is basically bulletproof. No lag-inducing sensors of any kind are employed in its design.

Existing sim conditions, the presence of a heavy population of race participants, and how disposed the cyber gods are to granting sim crossings on a given day, can all affect compass performance, causing temporary glitches, lags, and erratic readings.

Sim crossings wreak havoc with HUDs. They might just vanish from ur screen. Dials, needles, indicators, and overlays can just poof away. Everything is there, nothing has been corrupted or damaged, save for showing visually on ur screen. To correct, simply right-click on the HUD, or where the HUD is supposed to be, and like magic, all is restored. A royal pain in the butt. At times, when the cyber gods whack u particularly hard, HUDs can completely freeze up, will not detach or be reset. Only a relog cures this prob

Also, SL servers are notorious for failing to detect minor rotational changes 3 degrees or less. So small rotations, plus-minus 3 degrees, may show no change in compass heading, and then jerk burp to the new heading, when it is detected. This is not a failure of the instrument, but a failure of the SL server to detect and report the rotational change.

If u are an anal retentive, with meticulous demands on product performance, please do not purchase this product if the caveats above and their related issues will cause u heartburn.

Bottom line, just enjoy the product for what it does deliver, and toss the rest into the bin of "learn-to-live-with-it" constraints of everyday life in SL.

With all that said, jus go play!

Enjoy!



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Rotating Bezel Compass Ring:

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*With cardinal ordinals and marks every 22.5 degrees.
 Empty Alpha Face great for reducing screen-clutter by simply sliding around an existing array.
 Can be easily sized and positioned for a perfect fit to any circular gauge or ring.
 Stainless and Alpha Faces designed to perfectly match the SMS Hissing Cat Mod Kit HUD,
 and the Trudeau HepCat Sail HUDs.*

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Heading Hovertext Display:

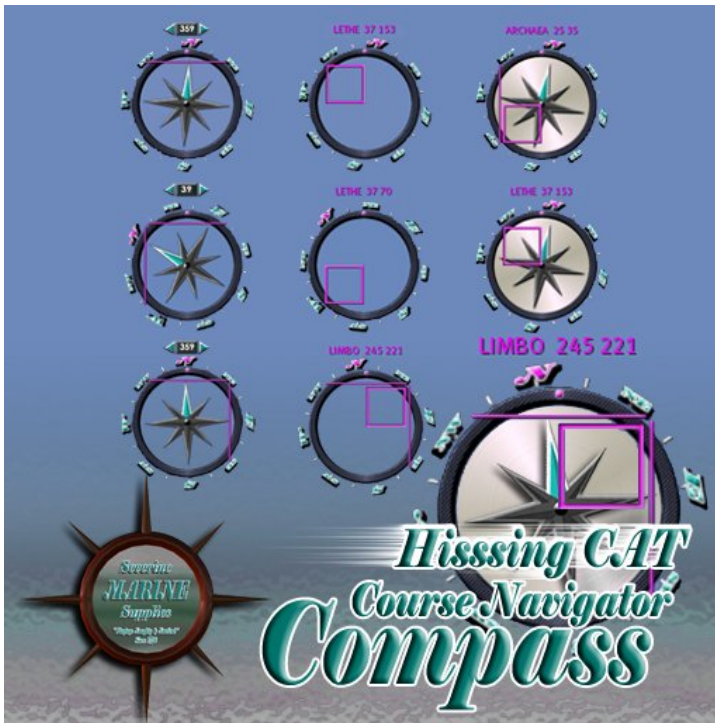
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White Heading Hovertext readouts in single-degree, integer increments from 0 to 359 (360 = 0) degrees. Auto-show, and optional hide by clicking the main compass face to toggle the compass to "Text OFF" mode.

The shiny black prim that sits behind the Heading Hovertext is the Course SELECT-LOAD Button. Click the LOAD Button (Heading Hovertext) to select and load Course Navigation Notecards and paired Course Map Pics.

Click adjacent NEXT and PREV buttons to display course bearing markers for each leg of the course.

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Chat command, user-specified, sim border warning zone. Default set at 50 meters. Selecting "Display OFF" from the main compass face toggles BOTH Border Bar AND Sim Quadrant displays OFF together. Audible warning and graphic border bar display on approach to a sim border or borders. The 50-meter default warning gives u an opportunity to take corrective action before the border collision occurs.

Sim Border Bars only display on COLLISION COURSE headings, whether directly ahead, or to port, or to starboard.

If your back is turned to a border, even though u may be right up against it, no border warning is issued, since your heading is NOT on a collision course with that border. ADDITIONALLY, if you are running dead parallel to a sim border only meters away, you can flawlessly thread the eye of the needle knowing your port-starboard border warnings will alert u the moment your course alters to a collision course with it.

Zones of rotation are set in 45-degree intervals. Dead-ahead, TOP Border Warning Bars display anywhere in the range of headings plus-minus 45 degrees off the border perpendicular. PORT and STARBOARD Border Warning Bars display in the plus 45-to-89 and minus 45-to-89 degree ranges. To check detection sensitivities, fly-hover in place inside the warning zone of any sim border, and simply rotate your heading 360 degrees back and forth.

Sim Border warnings are issued upon an approach to a VOID sim, but no announcement is made of a sim crossing since ur nose is up against an impenetrable wall of nothingness. Check the Viewer Map if u seem to be traveling, but getting nowhere, at zero knots. Chances are u've hit the wall of a VOID.

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Sim Quadrant Display Alert:

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Automatic graphic display of any sim quadrant entered, NE-SE-SW-NW.
Automatic graphic display of the sim quadrant entered following any sim crossing.
Automatic hovertext-display of quadrant region name and coords at point of entry.
Chat command, user-specified, for display duration. Default set at 5 seconds.
[See SMS Hissing Cat Compass pic above]

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Course Navigation Module:

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Plot a virtually unlimited number of Course Navigation Notecards directly from the Viewer Map. Point-Click-Copy-Paste, and wham, you have a notecard to load into the compass. Each Course notecard also requires a MATCHING Course Map Pic to complete the navigation package.

The notecard listings provide the data which the compass uses to display SL's Floating Red Bearing Arrow and the bearing data to the next mark, flawlessly guiding you through any labyrinthian course, at sea, across terrain, or traversing the heavens.

Store entire libraries of Course Navigation Notecards and matching Course Map Pics in your Hissing Cat Compass, to select, load and playback, on demand.

Click the Compass LOAD Button (Heading Hovertext), top-center, to SELECT and LOAD resident notecards and map pics.

Course Map Pics & Compass Map:



A successful Course Notecard load ALSO sets the required MATCHING Course Map Pic to the COMPASS MAP. [It optionally also delivers the actual pic to you to save in Inventory or distribute to others. Use the "/1 givepic on-off" command.]

Click the Compass Rose PIVOT PIN to SHOW-HIDE the Compass Map. This feature actually pivots the map 90 degrees away from the screen, leaving only a thin transparent edge exposed to the screen, which keeps it from interfering with any inworld touch activity.

When SHOWING, click the Compass Map itself to zoom between SMALL and LARGE displays.

IMMEDIATELY AFTER setting the map LARGE, click-click-click-click to toggle ALPHA MODES: 15%, 25%, 50%, OFF.

When first enlarged, each map click refreshes a 2-second timeout permitting access to the next alpha mode.

Course Bearing Mark Displays:

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*Following a successful Course Navigation Notecard load,
Click NEXT and PREV buttons to display Red Floating Bearing Arrows and Bearing Data,
to guide u flawlessly to your next mark or waypoint.*

*Once u have clicked NEXT to bring up the FINISH LEG, the next click will cycle the compass
back to the first leg or REZ point.*

*If u wish to return the way u have come, that is, reverse course, and go back, when the
FINISH LEG is showing, instead of hitting the NEXT button to re-cycle, just use the PREV
button to navigate back, a leg at a time, to your START point.*

*NOTE: The NEXT and PREV Buttons execute the LSL lMapDestination() command to access the
Viewer Map and to change Leg Bearing displays.*

*This command takes ONE FULL SECOND to execute. So don't get anxious about spaz-clicking
these buttons to toggle thru leg display changes. All u will succeed in doing is glutting the
queue, and causing a script overload error. And NO, there is no way to just display the Red
Bearing Arrow WITHOUT also opening the Viewer Map. U want one, u get BOTH. No options.
Another pain the butt SL default feature there is no known workaround for.*

*SIX sample Course Navigation Notecard Sets, AND their accompanying Course Map Pics, come
pre-installed in the compass ROOT prim. Use them to play with and familiarize yourself with
how the Course Navigation System works.*

Right-click-edit your HUD Compass anytime to access and update them.

*****ALERT***ALERT***ALERT*****

*Repeating once again that you MUST make a point of READING the Notecard Preparation
Instructions you will find in the "COURSE 00 Course Navigation Notecard COMMENTED"
notecard. Information vital to proper performance and use of this product is presented there.*

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RACE DIRECTORS ALERT!

*A great way to prep for a race! Send pre-programmed Course Navigation Notecards
and matching Course Map Pics right along with the race announcement.*

*[Presumes peeps are using the Hissing Cat Compass Course Navigation System! *chuckles*]
OR BETTER YET, purchase a commercial license [See below] to distribute freebee versions of
the compass for custom applications, and then just send them the compass with all the goodies,
courses, marks, and maps already pre-programmed and installed, as a single package, ready tah
rock-an-roll.*

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INSTRUCTIONS FOR USE

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- 01 Right-Click-ADD, or Right-Click WEAR your SMS Hissing Cat Compass from Inventory.*
- 02 Default HUD attachment point is bottom-center, offset left to clear the Trudeau HepCat Two-Sail HUD array.*
- 03 Reposition or reattach to any new HUD position or attachment point, as desired.*
- 04 Click the compass face repeatedly to sequentially toggle compass modes: Display OFF, Text OFF, Compass OFF, Compass ON.*
- 05 While in Compass ON mode, DOUBLE-CLICK, then click-click-click to toggle compass faces.*
- 06 Each face option click triggers a 2-second timeout, to permit selection of the next compass face.*
- 07 Stop clicking when the selected face is displayed. It is auto-assigned as the new default face.*
- 08 Any click delay longer than 2 seconds, compass reverts to normal mode, with Display OFF becoming the next click option.*
- 09 Due to the built-in 2-second timeout for face selection, the Display OFF option will always delay 2 seconds before executing.*
- 10 Click the LOAD Button (Heading Hovertext), top-center, to SELECT and LOAD a Course Navigation Notecard, and its matching Course Map Pic.*
- 11 Course selection works exactly like compass face selection does, only with a more liberal 5-second timeout instead of 2, before auto-load.*
- 12 Following a successful load, click NEXT and PREV Buttons to DISPLAY respective BEARINGS to the next-prev course leg marker-waypoint.*
- 13 Click the Compass Rose PIVOT PIN Button anytime, to SHOW-HIDE the Compass MAP.*
- 14 Click the Compass MAP itself, to zoom between LARGE and SMALL map displays.*
- 15 When FIRST enlarged, IMMEDIATELY click-click-click-click to change the ALPHA transparency of the map.*

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CHAT COMMANDS

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With the exception of the "resetcompass" command, and the "showload" command which sets Showload only for the current load, ALL of the other chat command settings PERSIST across all WEAR-DETACH-COPY functions.

/1 resetcompass

Resets the Compass.

Can be used as a last ditch bailout attempt if Compass freezes following a borked sim border crossing. Short of a relog, this is the most that can be done under the circumstances. The Compass auto-resets the Listen handler on EACH border crossing, to assure, as much as is possible, that the Compass, if responding at all, will at least hear the /1 resetcompass command. Also, if u experience a freeze check the top of your viewer to make sure u have not entered a NO SCRIPTS parcel. If u have, none of your HUDs or AOs will work, until u leave the parcel area.

/1 showload on-off

Lists to chat each SLURL listing AS it is loaded.

Use JUST BEFORE a LOAD.

Primarily a debug tool, to document notecard listings, and to check which listing is causing a notecard load abort.

To reduce spam, it is set OFF by default on WEAR.

/1 givepic on-off

Toggles whether a Course Map Pic is only textured to the Compass Map, or additionally, is ALSO delivered to u as a separate item for Inventory.

Default is givepic OFF.

/1 sound on-off

Toggles ALL sound sfx on-off.

Default is sound ON.

/1 warningzone <num>

e.g., /1 warningzone 30 (integer meters).

HUD auto-resets to new default sim border warning zone.

Default is 50 meters.

/1 displaytime <num>

e.g., /1 displaytime 5 (integer seconds).

HUD auto-resets to new default sim quadrant display time.

Default is 5 seconds.

NOTE:

The compass must be TURNED ON to hear chat commands.

When the compass is OFF, the listen handler is removed, and you can shout at it all day, and it won hear ur cries.

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TIPS AND TRICKS

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*When not actually using the compass, the preferred mode is Compass OFF.
This not only shuts off the timer, but also removes the Listen handler.
Short of removing all scripts, in terms of minimizing lag, this is as good as it gets.*

While WEARING the Compass HUD, Right-click-edit > "Edit linked parts" option, to SELECT ONLY the Compass Map prim, and move it to a new default location anywhere on the screen.

In the same fashion, using the procedure above, u can also change the SIZE [Height & Width] of ONLY the MAX or LARGE Compass Map view. Do your resizing ONLY when the Compass Map is set to MAX or LARGE or you will bork the entire zoom-in, zoom-out function. The compass will automatically remember the new dimensions and display the new MAX size as its new default. Take care that the new size does not cover the Compass Pivot Pin Show-Hide Map Button. Reposition the Compass Map prim itself then.

Disclaimer:

ANY mods to the out-of-the-box product are NOT SUPPORTED.

*ALWAYS work with a fresh COPY of the compass when modding.
The compass name (ROOT prim) and its description field may be changed to anything u desire.
Changing the name of ANY CHILD prim, OR its description field, will BORK your compass.*

If RESIZING the compass, after wear, and right-click-edit, make sure STRETCH BOTH SIDES, and STRETCH TEXTURES options are BOTH CHECKMARKED ON. Hovertext does NOT resize, so altering the size of the compass may require repositioning the hovertext prim.

Additionally, proportionate sizing also affects the layered image separations. If using the compass as a standalone HUD, resizing will not be problem. If using the compass as a bezel ring surround to another HUD display, graphic layers may or may not show in their proper front-to-back sequence when overlayed on the other HUD display. Only careful tweeking can resolve this issue.

The Trudeau HepCat HUDs and Hissing Cat Mod Kit HUD all attach to your screen with their root prims set to ZERO (0.00) in the X axis (front-to-rear) position. The Hissing Cat Compass, to overlay these HUDs properly, is set by default with its X position axis set to 0.03. After resizing, resetting the compass to its default X-axis offset may be all that is needed.

If ADDING a child prim, FIRST rez to ground, SELECT the compass, then Main Menu > Tools > Set Scripts to Not Running in Selection.

Make your mod link of NEW CHILD TO ROOT MAIN compass object, SELECT, then Main Menu > Tools > Reset Scripts in Selection.

Followed by, SELECT, then Main Menu > Tools > Set Scripts to Running in Selection.

Copy or take modded item into Inventory.

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RACE DIRECTORS-MERCHANTS-ESTATE-SIM-ENTERPRISE OWNERS & MANAGERS
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Ask about our Commercial No-Copy, No-Mod, Compass Vendor License!

Yacht Club Owners, Race Directors, Merchants, Events Organizers, Real-Estate Brokers, Estate Managers, and Entertainment Coordinators.

Dispense a FREE No-Copy, No-Mod version of the Compass in your venue, with all of your own custom-programmed courses, events, sites, tours, expeditions, races, treasure hunts, points of interest, featured attractions, and grid-wide access to lands for sale or rent, whatever!

The beauty of this system is that your guests, by wearing a single HUD, have immediate access to all of your offerings, are free to use-visit-roam at will, on their own time, at their own pace, anywhere they choose, from an unlimited array of pre-programmed courses and locations you choose to package for them.

This system virtually does away with the need to spam peeps with separate, clumsy, and hard-to-keep-track-of-and-manage LMs and SLURLs to all your sites and areas. Just embed one compass in your product notecard, and be assured your clients and guests can flawlessly visit all your locations, anytime they choose.

It also goes a long way to removing the requirements for cumbersome, fixed-point TP hubs and TP transport disks that guests have to search for, find, and then travel to, to use. By wearing a Course Navigating Compass, they can go anywhere they want, at anytime, at will.

There is also the benefit of single-source updating, using the auto-update features of your already-in-place product vendors. Offer the compass as a freebee "product" in your vendors, and your guests need only acquire this single item to access your entire arsenal of goodies!

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CLOSING COMMENTS
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Input on features is always welcome. I do not do custom work of any kind, so pls don even ask. I will be happy to answer any questions u may have about an UNMODDED, OUT-OF-THE-BOX HUD product. Issues related to the consequences of modding this product in any way are your own responsibility. Please seek counsel elsewhere for advice on these matters.

I hope you find as much joy and satisfaction in the use of this product, as I have had in creating it.

*Jean Severine
The Refuge
2011-06-25*

*Check out other Marketplace products at:
<https://marketplace.secondlife.com/stores/3171>
Toggle the Adult filter ON to see them all.*