

FACE +Mega Prim Mirror Tool

Symmetry Tool by Dora Gustafson, Studio Dora

Makes **Reflection symmetry** or **Mirror symmetry** in 3D
For LinkSets and Single Prims

First Prize winner on the "Gadgets & Tools" contest by Metaverse Association

Two mirrors included

1. The standard Mirror
2. The Mega Mirror with range expanded to a whole region and able to mirror more copies.

Both mirrors have the **FaceAttributeCastEngine**

The tool can do a wide range of **Mega Prims**

Included: Guide for fixing reflected **Old Prims**

Four step procedure

for making perfectly reflected, symmetric objects:

1. **Place the Mirror as you like!**
2. **Equip your Object with the script: "Mutator"!**
3. **Equip the Mirror with a copy of your Object.**
4. **Touch the Mirror, then "Do" in the dialog.**

Do 2 and 3 for '**any number**' of Objects before proceeding with 4

Notes

- The tool **does** work with **Flexible Prims**.
- The Flexi Force is mirrored too so that flexible prims with a force become symmetrical
- The tool **does** work with **Tiny Prims**.
- A wide range of **Mega Prims** are supported, but not all old mega prims.
There are no restrictions on X, Y and Z dimensions.
- Finally "Slice" is supported on BOX, CYLINDER and PRISM prim types (May 2012)
- **Sculpted Prims** single or in linked sets will be mirrored starting with viewer: Release Candidate 1.21 September 2008
This require the object to be full permission
- **Textures** are mirrored from October 2008 in Mutator v1.50.01
- **Will mirror** prim face attributes: Texture, Textgen, Fulbright, Color, Transparency, Bumps, Shiny and Glow
- **Will create** each mirror object in position and orientation as reflected by the Mirror
- The mirror and object can be from 0 meters to 96 meters apart
- For the Mega Mirror the limit is the region size: 256×256×4096 meters

Objects Stay Linked! No links are broken at any time!

- Rounding errors are reduced and mirrored objects are **more accurate**, when made over some distance.
- The Mirror is **easy and simple to use**, it has three functions: "Do", "Undo" and "Keep".

The mirror does not interfere with other mirrors,

no matter if they are far away or in the same area.

You can "Do" mirror objects selected from a crowd of objects and only those selected are made.

"Undo" can make done objects undone, without touching objects created by other mirrors.
"Keep" will remove the tool script from the made objects and the mirror can no longer undo them. "Keep" only acts on objects made by this mirror and will leave all other mirrors and objects untouched.

The package

1. **A Standard Mirror and a Mega Mirror.**
2. A Mirror is one prim, including the "Reflector" script.
3. A Mirror is a flat box and illustrates the Mirror plane, the Prim's Y,Z plane.
4. You can copy and Modify the prim and you can Copy the script, so you can copy it to more Prims of your choice.
5. **The "Mutator" script** with Copy permission.
6. One or more full permission sample Objects and Prims.
7. Some note cards
8. Bonus script: 'set not flexible linkset'

Related product:

'Shoe Flipper', from Studio Dora

Script versions

Mutator v2.53 "Slice" on Box, Cylinder and Prism prim types

Mutator v2.52 Flaw in the function llRotBetween(), avoided

Mutator v2.51.11 Flexi Force Fixed

Mutator v2.51.09 Bug in some faces on some prims fixed

Mutator v2.51.08 Bad emergency resort removed

Mutator v2.51.07 Warning on missing permissions

Mutator v2.51.06 New LSL functions incorporated: Low script count, faster and more simple to use

Reflector Standard v2.53 Flaw in the function llRotBetween(), avoided

Reflector Standard v2.52 llSetRegionPos() is replacing warpPos

Reflector Standard v2.51 Sensing scripted and none scripted objects. Minor text changes

Reflector Mega v2.53 Flaw in the function llRotBetween(), avoided

Reflector Mega v2.52 llSetRegionPos() is replacing warpPos

Reflector Mega v2.51 Minor text changes

Known issues

1. Textures, in default texture mapping mode on faces that are not rectangular, may need some adjustments. Use Planar mapping mode as an alternative.
2. If you do not have full permissions, textures may not be placed right on the mirrored prims. See note.
3. Sculpted prims will be placed and turned right, but if you do not have full permissions, the sculpt texture(the shape) will not be mirrored. See note.
4. Imported "Meshes" are not supported
5. In general: There is no way the mirror can support prim parameters that are not officially supported.
6. Officially supported prim parameters are listed here: <http://wiki.secondlife.com/wiki/llSetPrimitiveParams>
7. Only modern not tortured prims are supported. Modern prims were introduced September 2004.
8. In very big linked sets some prims may not settle right. It happens if a prim's shifting position in the linkset violates the rules for linking. Change root or divide object.
9. Some combination of prim parameters: 'Top Shear' and 'Revolutions' will produce inaccurate results(TORUS, TUBE and RING types only)

Note: The Linden Lab permission system requires all permissions on object, to permit texture key(UUID) reading.