

Thank you for buying these screen door sculpts! I hope that you find them very useful.

In your package you'll find examples for all 13 screen doors, a box of textures, a box containing the full perm sculpt textures, a box with the scripts, a couple of keys, a landmark, and these instructions.

The thing called "2 – R(S)W Screen Door Key" is an image that will show you the doors that are available in the pack, listed by number. It will also tell you what kind of sculpt map was used, for texturing purposes. To use it, double click on it. It will open, and you can decide which door you want to use.

The thing called "3 – R(S)W Screen Door Texture Key" is an image that shows you the six custom textures included in the pack. To use it, double click on it. It will open, and you can choose which of the textures you want to put on your door.

The object called "4 – R(S)W Screen Door Scripts" has three scripts in it. Two full perm scripts that you can use to open and close the doors, and one that allows you to set the repeats on the texture. To use them, rez the box in world, and click to Open it. It will copy all the contents to your Inventory, putting them in a folder that has the same name as the Object. (Further instructions below.) It also has the common freebie door open and close sounds.

The object called "5 – R(S)W Screen Door Sculpts" has the 13 full perm sculpts that you can use to make your own doors. To use them, rez the box in world, and click to Open it. It will copy all the contents to your Inventory, putting them in a folder that has the same name as the Object. Then follow the instructions in the "To Make a Door" section below.

The object called "6 – R(S)W Screen Door Textures" has 7 full perm textures that you can use to texture the door and screen. To use them, rez the box in world, and click to Open it. It will copy all the contents to your Inventory, putting them in a folder that has the same name as the Object. Then follow the instructions in the "To Texture a Door" section below.

The Examples are doors that I made for you to use as is, or to look at when making your own doors that will list you as creator. (These have me listed as the creator, of course.) They are copy/mod/NO transfer. If you want full perm doors, you will have to make your own. (Instructions are below.)

=== BASIC WORKFLOW ===

The instructions below assume that you have opened the boxes included in the package. I recommend that you drag the folders that you get when you do so into the same folder as the examples, so that it's all in one place and things are easy to find.

== TO MAKE YOUR FIRST DOOR

1. Decide which door you want to make, by looking at the "2 – R(S)W Screen Door Key" image.
2. Rez the Example for the chosen door.
3. Right click the door, and choose Edit from the menu. That will open the Build dialog, and highlight the door. The door will be highlighted in blue. The screen (which is the Root Prim) will be highlighted in yellow.

4. Click in the Edit Linked box to enable it. Then click the door frame. (Not the screen.)
 5. Click the Object tab, and copy the size of the door frame. (How you do this will depend on your client. (Phoenix, SL Viewer 2, Kirstens Viewer, etc.) Some viewers allow you to copy all the dimensions at once, some don't. If all else fails, note the numbers on a piece of paper. (Or just type in the numbers from step 7, since the doors are all the same size.)
 6. Click on the Magic Wand button at the top of the Build dialog. That will enable you to make a new prim. Click on the ground to make one.
 7. Type or Paste the size from the door into the Size fields for the new prim. In this case, the numbers are $X = 0.05$, $Y = 1.0$, $Z = 2.5$
 8. Still on the Object tab, click the word "Box" to open the Prim Type menu. Choose "Sculpted" from the menu. Your prim will change to a squished apple, and you'll see a large Sculpt Texture preview with a multi-colored image in it.
 9. Locate the sculpt for the door you want to use in the "5 - R(S)W Screen Door Sculpts" folder in your inventory, and drag it onto the multi-colored preview. You will see the prim snap into the shape of your door. (This should happen in no time, since the door is already razed in world.)
 10. Click the screen, and copy the dimensions, rotation and slice values.
 11. Make another prim, as you did before (magic wand, click on the ground) and use those values to resize it. (Size; $X = 0.01$, $Y = 2.326$, $Z = 1.877$ Rotation; $X = 270$, $Y = 0$, $Z = 180$ Slice; begin = 0.5, end = 1.0) When you do this, you'll wind up with a prim that has its arrows on what appears to be one edge. (It's actually the center, but the rest has been sliced away. That's why it's so much larger than the door frame.) This is the Screen Prim.
 12. Copy the Position values for the door frame X and Z axes, and paste them into the X and Z fields of the new prim. Then drag the green Y arrow, and line it up so that the center (arrows) are on the edge of the door frame.
 13. With the Screen Prim still selected, click on the Texture tab, and change the Mapping to Planar. Locate the "6 - R(S)W Screen Door Textures" folder in your inventory, and drag the "R (S)W Seamless Screen" texture onto the Texture Swatch in the Build dialog. Set the Horizontal and Vertical repeats to 40.
 14. Click anywhere to deselect the Screen Prim. Click to select the Door Frame you made, hold down the Shift key, and click on the Screen Prim. Then click the Link button in the Build Dialog (or use the keyboard shortcut, Control L.)
- NOTE: It's very important that you select the Door Frame and THEN the Screen, so that the Screen is the root prim. Otherwise, the door will not work.
15. Finally, locate the "4 - R(S)W Screen Door Scripts" folder in your inventory, and drag the "Linked 1 Prim Door Script" over your door. Close the build dialog, and touch your door. It should open!

NOTE: IF THE DOOR OPENS BY ROTATING AROUND THE MIDDLE, AND FLIPPING VERTICALLY, you have the wrong root prim. Remove the script (delete it from the Contents) Unlink, and try again. This time, make sure you select the Door Frame, and THEN the Screen.

That's it! You have successfully made a screen door! Call it something, like My Screen Door, and Take a Copy into your inventory. You are listed as the creator, and all subsequent doors can easily be made from that original door.

== TO MAKE MORE DOORS

1. Decide which door you want to make, by looking at the "2 - R(S)W Screen Door Key" image.
2. Rez the door you made, from your inventory.
3. Right click the door, and choose Edit from the menu. That will open the Build dialog, and highlight the door. The door will be highlighted in blue. The screen (which is the Root Prim) will be highlighted in yellow.
4. Click in the Edit Linked box to enable it. Then click the door frame. (Not the screen.)
5. Locate the sculpt for the door you want to use in the "5 - R(S)W Screen Door Sculpt" folder in your inventory, and drag it onto the sculpt preview. Wait a moment for the new door to rez, since it's not inworld.

And that's it! You're ready to texture, resize, etc.

== TO TEXTURE A DOOR

1. Rez the door in world, if it's not there already.
2. Right click on the door, and choose Edit from the menu. That will open the Build dialog, and highlight the door. The door will be highlighted in blue. The screen (which is the Root Prim) will be highlighted in yellow.
3. Click the Select Face radio button, at the top of the Build dialog, to enable it.
4. Click on the Door Frame, to choose it for texturing. The highlights will vanish, and be replaced by white outlines around each texture repeat, with a white cross and circle in the center of each texture repeat.
5. Click on the Texture tab of the Edit Dialog.
6. Look at the "3 - R(S)W Screen Door Texture Key" image, if desired, to see which texture you wish to use.
6. Locate the texture you want to use, in the "6 - R(S)W Screen Door Textures" folder in your inventory. (Or any other texture, if so desired.)
7. Drag the texture onto the Texture swatch in the Texture tab of the Build dialog. That will put your texture on the door.

8. Locate the "2 – R(S)W Screen Door Key" image, in the "R(S)W Screen Doors 1" folder in your inventory, and double click to open it.
9. Find the screen door you are using on the key, and take note of the size of the sculpt map used to make it. That will let you know how many horizontal repeats you will need, to "fit" the texture to the sculpt.
10. Set the Horizontal Repeats to the first number in the map. In other words, if you are using Door 9, which uses a 16x64 sculpt map, you'd set the Horizontal Repeats to 16, and so on.
11. Set the Vertical Repeats to around the same number as the second number in the map, and see if you like it. In other words, for Door 9, the Vertical repeats would be 64 to start with.
12. Set the Texture Offset to 0.5 both Horizontally and Vertically, to center the texture on the various door parts.
13. Take a look at the door, and see if you like the way the texture looks on it. I intentionally made the textures seamless on the vertical axis, so you're not locked in to the "one repeat on a part" kind of texture. If the vertical repeats don't look good to you, feel free to change them! This will also allow you to move things around a bit, so each section of the door doesn't look identical.

Some clients (such as SL V1 and SL V2) don't allow you to choose more than 100 repeats from the Build dialog. If you are using one of these clients, then you can Edit Linked, choose the Door Frame, drag the "Very Simple Texture Repeats Script" into the Contents, and edit the script to get as many Vertical Repeats as you like. (More detailed directions are below.)

And that's it! You might want to save a copy of the door, with the texture in place. Next time you make another door like that one, all you'll have to do is drag the new texture onto the door. The repeats etc. will remain as you had them set.

== TO USE THE "VERY SIMPLE TEXTURE REPEATS SCRIPT"

1. Right click on the door, and choose Edit from the menu.
2. Click the Edit Linked checkbox, to enable it. That will open the Build dialog, and highlight the door. The door will be highlighted in blue. The screen (which is the Root Prim) will be highlighted in yellow.
3. Click on the Door Frame to select it. It will be outlined in blue, and the screen's yellow outline should disappear.
4. Click the Content tab of the Build dialog. You should see a mostly empty area, with a folder labeled "Contents"
5. Locate the "Very Simple Texture Repeats Script" in the "4 – R(S)W Screen Door Scripts" folder in your Inventory. Drag that script onto the blank area around the Contents folder.
6. Double click on the script to open it.

7. You will see two variables at the top of the script, under a bunch of orange text. These are the lines that say, "float HorScale = 16.0;" and "float VerScale = 200.0;" (without the quotes, of course.) You can treat the numbers exactly the way you would treat the numbers in the Repeats field of the Texture tab. In other words, change those numbers to whatever you want the Horizontal Repeats and Vertical Repeats to be.

For example, if you want 8 horizontal repeats, and 150 vertical repeats, you would change the numbers so that the lines read "float HorScale = 8.0;" and "float VerScale = 150.0;"

Make SURE you don't change anything but the numbers. DO NOT change anything below the line unless you know something about scripting.

8. Click the "Save" button at the bottom of the script. If you did it right, the texture repeats on your door will change. Repeat the process until you are happy with the texture.

TROUBLE SHOOTING – SYNTAX ERROR: If you get a "Syntax error" when you try to save, make sure that you have a semicolon at the end of each line. If you do, then make sure you haven't accidentally deleted the = sign on either line. If you haven't, then make sure you haven't accidentally removed part of the word "float" that begins each variable. Scripts are very picky about things being written exactly right. (That's the Syntax.)

TROUBLE SHOOTING – NAME NOT DEFINED ERROR: if you get a "Name not defined within scope" error, then you have accidentally changed the name of the variable. Make sure that the top one is called HorScale and the bottom is VerScale

9. When you have repeats that suit you, close the script, and then right click on it in the Contents and choose Delete from the menu. No point in wasting script cycles when you're not using it. If you change your mind, it's easy enough to put it back in.

== TO USE THE "LINKED 1 PRIM DOOR SCRIPT"
== TO MAKE THE DOOR OPEN AND CLOSE THE WAY YOU WANT IT TO

1. Place the door in the doorway, with the colored editing arrows that you see when it's being edited on the side where you want the hinge.

2. Touch the door, and see if it opens in the correct direction. If it does, then you're all set! If it doesn't, then proceed to step 3 below. (To touch the door while the Build dialog is still open, right click on it, and choose Touch from the menu.)

3. Right Click on the door and Edit it, if you are not still in Build mode. Then click on the Content tab.

4. Double click on the Script to open it.

5. Near the top of the script, under all the orange writing, you'll see a line that says, "integer vglntDoorSwing = 90" or "integer vglntDoorSwing = -90" (without the quotes, of course.) Just add a minus sign (-) or remove it if it's there, to change the direction the door will open. Don't change anything else, and you'll be fine.

6. If you want the door to open more (or less) than 90°, just change the number. The door will use whatever number you type in there.

There are a couple pair of double doors in the Examples, so you can see how it works. Just open the scripts, and take a look!

NOTE: This is a silent door. If you want noise, auto closing, or an access list, use the "Linked 1 Prim Door Script – Complex" The door itself works the same way in both scripts. Follow the orange comments in the script to modify the rest. DO NOT modify below the line, unless you know what you're doing.

If you're using Sound for the door, remember to put the Sound files into the Contents, right along with the script. And be sure the name in the script is exactly right.

And that should do it!

If you have any problems or questions, please contact me (Robin Sojourner) in world. Please use IM. If you **must** use a notecard, please drop it on Marianne McCann. SL doesn't eat 1/3 of her notecards, but it does mine. So if you drop one on me, I'm likely never to get it.

I'm constantly adding new things, so do stop by frequently and see what I have now!

Thanks again!

Robin (Sojourner) Wood