

*****SELO TOWER 1 v4.0© UNFURNISHED NOTECARD*****
*****SELO HOME DESIGNS*****

Hello and thank you for your purchase.

This is an 8 floor+Lobby+Grassy yard+Attic+Admin Office, two-storey residential tower. Top floor is a three storey penthouse and it has interior teleporters installed in it. There is a two-storey apartment on each floor. Apartments have central home control systems (prim counter, security orb, lights, doors, teleporters and a radio-only in the lobby-. The lobby can be used as an office by you or by your manager or to place your servers. Also, there is an Admin Office over the lobby that can be used as an administrative office.

You can replace the sign texture at the lobby at front entrance where it says SELO TOWER 2 with any texture. In the same way, you can replace the textures on apartment number pads.

The top floors are carpeted while lower floors are nice pine wood.

PRIMS: 111 prims (including all devices, each apartment is: 14 prims!) (See TPs at the end of this notecard to learn how to save prims.)

TOWER FOOTPRINTS: 20mX32m =640sqmx2=1,280sqm) (60'x96'=5,760sqfx2=11,520sqf)

GRASSY YARD FOOTPRINTS: 40x40=1,600sqm (120'X120'=14,400sqf)

HEIGHT: 64 meters (192')

RECOMMENDEN PLOT SIZE AND PRIMS: 4,096sqm or larger, 1,500 prims (It depends on how you will decorate it or how many prims you will allocate to each renter.)

PERMISSIONS: COPY/MOD-NO TRANSFER (Scripts are Copy only!)

TYPE: 8 SINGLE STOREY APTS-RESIDENTIAL TOWER

ID_Number, 2010100 through 2010108 (The operating channel).

IMPORTANT: If you rez more than one copy of the tower on the same SIM, you need to change this ID_Number in all the Central Control pads and other devices controlled by the central home controllers to prevent conflicts.

REZZING: The tower comes in a Rez-Faux package so it is very simple to rezz. Place the rez box on the edge of your parcel with FRONT side facing you and move it up about half a meter (2') from the ground. Click on it. Rez menu will appear. Right click on the rez box and go to Edit mode. Now click Rez on the menu and wait until all parts are rezzed properly. It will rez behind the rez box.

Place the tower to the final location by dragging the rez box, the rezzed tower will follow it. When you are happy with the location, click Save or Store on the menu.

I would recommend you to rez the tower on a separate parcel and not with any other buildings on the same parcel.

*****AFTER SAVING THE TOWER, YOU NEED TO UNLINK ALL SECURITY ORBS! SEE TIPS BELOW FOR UNLINKING A PRIM!*****

IMPORTANT: UPDATING THE HOME CONTROL SYSTEM: Click UPDATE SYSTEM on the control panel on the wall in the lobby. Wait until it checks all devices.

[03:46] CONTROLLER-Lobby: Preparing to poll devices...

[03:46] CONTROLLER-Lobby: Polling devices... please wait until timer expires in 20 seconds...

[03:46] CONTROLLER-Lobby: Polling complete... controller ready

Now click on REPORT STATUS. You should see chats in local chat window like in the following:

[03:47] CONTROLLER-Lobby: Light 1, count = 1

[03:47] CONTROLLER-Lobby: Light 2, count = 1

[03:47] CONTROLLER-Lobby: Radio 1, count = 1

[03:47] CONTROLLER-Lobby: Tp 1, count = 10

Do the same with Apt 1 Controller first and then all other 7 apartments:

[03:48] CONTROLLER-Apt 1: Door 1, count = 1

[03:48] CONTROLLER-Apt 1: Light 1, count = 1

[03:48] CONTROLLER-Apt 1: Security 1, count = 1

If you see all those devices as shown above, then you can start using the TPs and your apartments. If the SIM is laggy and you don't see all those devices there as shown, then, increase the polling delay on the config notecard inside the Controller as shown below or even a higher value:

Polling Delay,20 >>>> Polling Delay,30

*******YOU MUST UPDATE ALL CENTRAL CONTROLLERS AT APARTMENTS AFTER THE TOWER IS SAVED BEFORE YOU START USING THE APARTMENTS! THIS IS A ONE TIME PROCESS ONLY!*******

CENTRAL HOME CONTROL SYSTEM: I have used my own Home Control System, SELO HOME CONTROL SYSTEM, in this tower. Home control pads are on the wall to the right as you enter the apartments from the balcony. The one in the lobby is on the wall to the right as you enter the lobby. You can control the devices by directly clicking on them or you can use the Central Home Control System panel.

You must edit each notecard in the controllers before you use by entering your own information. Open the config notecards in the controllers at apartments and remove my name&UUID and add yours and add your e-mail and change the prims quota as it is shown there. You need to enter the renters' names and UUIDs (Avatar keys) into the ones at apartments where my name is so their prims can be counted by the system.

The Central Home Controller in the lobby controls the light inside the lobby and the radio at the lobby area and all the TPs at the tower. The tinting level for lobby windows is fixed at minimum as no privacy is required there.

When someone rents an apartment, just add the renter's name and UUID (Avatar key) as a user on the config notecard in the Controller. The Controller will read the Notecard and reset itself and then the renter can start using the apartment/the system. He/she will be able to use all the devices controlled by that Controller at the apartment. Add a renter as shown below, one user on on line:

User,Selo Wozniak,026a59e2-ef34-4eb4-8e39-ec3edf7e7a5c

NOTE: An avatar key (UUID) finder is added to the package and it will rez in front of the controller in the lobby when you rez the tower.

Prim counter: Central Home Controller panel is also a prim counter. You see the prims over the panel as a hovertext. You need to add renters as users into the controllers and their prims will be counted. You may not want to add your name on renters' controllers as you only need to see their prim usages. When the allocated quota is exceeded, the hovertext goes red. When the prims are normal, it is white.

Security orb: The black round device on the ceiling inside by the apartment door is the security orb. It is configured already. Just click to turn it on (it is red then) or off (it is black).

Lights: There are lights at the balconies. You can turn them on/off by clicking on them. You can change the light colors by editing the values on the config notecards inside the lights.

Doors: Sliding doors at apartments will open automatically when you walk into them. There are 9 door textures to choose from. You can change the door textures as explained below: Click on the door and keep it clicked for 15-20 seconds (depending on how laggy the SIM is at that time) and

release. You will see the menu. Just try a different texture on inner/outer/edge surfaces. After you have finished, remember to click DONE.

Using doors via the Controller: Click on DOOR on the Controller... 1... Lock or unlock the door.

Windows: Windows are clear on the inside but they are solid walls on the outside.

Teleporters: Click on any TP pad and choose your destination on the menu that will pop up. There are 10 TP pads at the tower for floors. One at each 8 apartments, 1 on the roof and 1 in the lobby.

Radio-only in the lobby-: The radio is located on the wall to the right as you enter the lobby through the front. Click on the radio and choose a station (URL) from the menu that will pop up. You can add a radio station (URL) into the radio by adding your URL onto the Channels notecard as shown below:

Slow Radio=http://streams.slowradio.com/mp3/128

Welcome mat: There is a scripted welcome mat at the entrance of the lobby. You may want to make copies and place one at each apartment. There are 10 different textures to choose from. Just click and change the texture from the menu by using Previous or Next buttons.

Lobby: This is a large area where you can place an office, your ads, vendors, LM givers, etc. The lobby has sliding doors at front and a revolving door in the back.

SUPPORT:

*You can get support about my creations indefinitely for free.

**Future updates will be delivered to you for free.

***If Marketplace or my rez vendors fail to deliver the item you buy, send me an IM inworld or an e-mail to: selo.wozniak@live.com with the number and date of the purchase and I will redeliver the product to you directly.

**** All sales are final as this is a copy/mod building and no money will be refunded.

SELO HOME DESIGNS may offer support for any modifications you may have made on the purchased build. In case of any texture loss, malfunctioning of scripts because of unlinking components or any other malfunction due to manipulation will not be repaired by SHD. Please rezz a fresh copy of your SHD prefab in case you can't fix the error you caused.

TIPS:

TIP-1: After you have rezzed the tower and saved it, take some values for future reference. If you need to rezz the tower at exactly the same location, you can use these values.

POSITION: X: Y: Z: ROTATION: X: Y: Z:

TIP-2: How to unlink a prim: Right click on that prim... Edit... check the Edit linked parts box on top... now left click on the prim to be unlinked... Go to Tools menu on top of SL screen... click Unlink. The prim is unlinked.

TIP-3: You can resize all prims including mega prims at this tower now! You can also change their textures and colors.

TIP-4: You can get someone's UUID number (Avatar Key) by having them click on a UUID (Avatar key) finder supplied to you in the rez box. If you use Phoenix Viewer, then, you can see someone's UUID number when you check their profile. The UUID Finder will rez at the front entrance when you rez the tower.

TIP 5: You can save 19 prims by choosing not to use lights:
Lights= 9 prims=9 prims

However, I would recommend you keep them as they add to the tower.

TIP 6: If you mess up the tower badly, rezzing a fresh copy is always better than trying to fix it.

TIP 7: Sculpted prims (if used) (sculptured prims or sculpties) are being used in SL more and more not only to save prims but also to make the buildings look more beautiful. In order to minimize sculpted prim and texture distortion, do the following and please pass this information around:

- *On the top SL menu, go to Advanced (Press Ctrl+Alt+D if it isn't already there),

- *Click on Debug Settings,

- *In the window that opens, type (or cut and paste): RenderVolumeLODFactor (as one word) on the top line,

- *Change the numerical value below it to 4.

And also make sure renderdynamicLOD = false in Debug Settings. Now the sculpts and textures will not distort when viewing from a distance.

P.S. I am also the owner of SELO RENTALS (Ashmore Island) and I rent out beautiful private houses and apartments on the ground and in sky. Please feel free to stop by and check my SIM if you also need a rental home.

P.S. I would highly recommend you to use this tower on your own land and not on someone else's land or on Group owned land. I would not provide support for any of my builds used on Group land, you can use them at your own risk. Just deed the radio to the Group and it should work fine.

Please feel free to contact me if you need any help with this tower.

Selo Wozniak