Glass Vista Stormy Beach Manual

Thank you for your purchase of a Glass Vista Stormy Beach window. The Glass Vista Stormy Beach Xtreme!! window is one of the NEXT GENERATION of Glass Vista windows. Glass Vista windows have always been designed to give you the pleasure of a beautiful scene "outside" even if the actual outside is far from beautiful. No more do you have to see those ugly neighbors next door. Just put a Glass Vista window into your house and transform your surroundings.

The Glass Vista Stormy Beach window is designed to give a calmer rainy beach experience than the more potent Xtreme!! version. Enjoy the sound of the surf and the soothing sensation of falling rain. However, in the stormiest scenes there will be lightning and thunder.

 All Glass Vista windows are designed with the following features:
*   TOUCH CONTROL, enabling you to click forward, backward, to the first, to the end, and to bring up the menu for more options.
*   MENU CONTROL, offering you 3 menu pages of options covering navigation, security, sound, brightness, framing, and utilities.
*   CHAT CONTROL, which gives you the option of using chat to command the windows.
*   BUILT-IN SOUND.
*   BUILT-IN OPTIONAL FRAME. Choose FRAME from the menu and the glass will give you one. Use the default texture of apply your own.
*   BEAUTIFUL SCENERY.
*   ANIMATION of certain scenes with snow or rain. The Glass Vista Rain window, of course, has rain animation capabilities.
*   SECURITY. Lock the window and keep all but the owner from controlling it.
*   PRIVACY. Set privacy on and the outside glass becomes dark.
*   MODIFIABLE. The glass is modifiable, and the brightness and darkness of the glass and the frame are menu driven.
*   LOW LAG. Well, as much as you can be low lag in Second Life.

The NexGen windows add more:
*   NEW DESIGN. The basic glass has become 3 prims instead of the previous single prim design. Add a frame and the Rain window tops out at 4 prims total. Note that the Xtreme! version adds 3 more prims to the basic design for a total of 6 prims, and 7 prims with the optional frame.
*   BETTER RAINFALL. The former design saves prim, but SL limitations require a less-than-ideal rainfall. With the added prims I can now provide my customers with a better rainfall effect. This also means that the scene behind the rainfall can be at the highest quality without being deteriorated by the animation commands in the Linden Scripting Language.
*   MORE VERSATILE RAINFALL. Want it just to look like it's raining outside without changing the look of the outdoors? Just choose to have the rain fall against a clear glass. That was not possible with the former design.

*   CLEARER AND FRIENDLIER. Next generation products naturally benefit from time in the field. After 2 years of having Glass Vistas windows on the market I have learned more about what my customers like, and have been able to improve them. I have organized the menu better, simplified the commands, removed unnecessary or redundant commands, cleaned up the sounds, etc.
*   EXTRA SECURITY. I have implemented a range requirement before a touch on the glass will respond. The user now must be within 10 meters of the window to operate it. This will cut down on those idiots who like to click on things they ought not. Plus it's more realistic.
*   SCRIPT REWRITING. The scripts have been streamlined and organized better. Still the script count for the entire window is low. Glass Vistas windows have always been low lag and remain so in the new generation.

GETTING STARTED

REZ --> RESIZE/PLACE --> RESET --> ENJOY

*   Rez the glass in world.
*   If resizing is necessary to fit your space, pick **Size** on page 3 of the menu to unlink window from the extra prims. This will give a 1 prim glass for easy sizing.
*   Place the glass in the desired location.
*   If you sized the window by using the **Size** command, RESET the window at this time using the Reset command on page 3 of the menu. This will restore the extra prims that was removed when you picked the **Size** command.
*   Optionally choose FRAME from the menu to rez a frame for the glass. You can keep this frame or apply your own texture. NOTE: You cannot have a frame without the rain prims. If the rain prims are absent when FRAME is chosen, then the window will first rez the rain prims and then will allow you to choose to frame it.
*   Pick your scene and enjoy your window.

EASY NAVIGATION

View this guide to see the touch points for navigating the window scenes.
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You can easily navigate the scenes in the window by clicking on the edges. Click on the left to go back a scene. Click on the right to go forward. Click on the top to go to the first scene. Click on the bottom to go the last scene.

Touch control is limited to a maximum of 10 meters from the window. Beyond that the window will tell you to move closer.

MENU COMMANDS

If you click the middle of the window the MENU appears.

MENU PAGE 1 -- Navigation & Brightness settings

Back
Random   => For scene navigation. Random chooses a random scene.
Forward

*GlassBD   =>   For selective brightening of glass and frame (when frame is rezzed). 1st click brightens the inside only.
*FrameBD   2nd click brightens the outside only. 3rd click brightens inside and outside. 4th click darkens all sides.

Bright   =>   Quick brighten or darken the entire window, both glass and frame (when frame is rezzed).
Dark

Frame   => Rez a frame. This is an OWNER ONLY button due to SL limitations.
UnFrame   => Delete the frame. Again, only the OWNER can do this.

(The Frame is supplied as a quick and easy way to frame the glass and is not intended to supply a frame texture that you will absolutely love. If you love the default frame, then use it. But most of the time you will want to drag your own frame texture to the front and back of the window. See later in this document for information about how you can put the frame of your choice inside the window so it can be framed and unframed always with your preferred frame. Again, it is not my intention to be in the frame texture business, so I make no effort to provide a variety of frames.)

The page buttons at the bottom of each menu page navigate to the next or previous menu page. The menu is 3 pages, so if you aren't on the one you want click to go to the next or back to the previous. Page 1 wraps around to Page 3, and Page 3 wraps around to Page 1 via these buttons.

Click DONE to close the menu.

MENU PAGE 2 -- Glass & Sound settings

Scene   => Returns to scene mode after choosing Tinted or Clear glass.
*Tint   => Puts a raindrops texture on both sides of the glass. Subsequent clicks alters the transparency until it returns to solid.
*Clear   => 1st click shows rainfall against a clear glass. 2nd click clears the inside glass. 3rd click starts the process over. Note: The first click of *Clear will retain the same rainfall effect as currently on the scene, including lightning. The second click will clear all rain along with thunder and lightning.

Vol-   => Decreases the volume 10% per click.
Mute   =>   Mutes the sound.
Vol+   =>   Increases the volume 10% per click.

VolMId   =>   Sets the volume at 50%.
UnMute   =>   Cancels mute.
VolMax   =>   Turns volume all the way up.

MENU PAGE 3 -- SECURITY, HELP, RESET, SIZE

Security settings control who can control the window and how, and also whether the outside glass is clear or solid.

Lock/Unlock => Locks the window from all but the owner. Only the owner can issue these commands.

OpenCMD/CloseCMD => Open Command mode allows other avatars and objects to command the window via chat on the universal channel (default is channel 333). Close Command mode turns this ability off so that only the owner can issue chat commands (default owner channel is channel 22). See below for chat commands.

Private/NotPriv => Private mode makes the outside glass a dark, opaque texture. NotPriv removes it and restores it to clear glass.

Help will give you a Help notecard from the window's contents.

Reset will reset the scripts in the window.

Size will delink the window and make it 1 prim for easy resizing.

CHAT COMMANDS

The Glass Vista Rain window will also listen for commands on the assigned command channel (default is 22). You can see what the command channel currently is by checking the description line of the window (Right click...Edit...General Tab...Description). You can change the channel in a number of ways.

CHANGE OWNER COMMAND CHANNEL (Default is 22)
- You can edit the prim and change the number in the description field and RESET the window. The window will take the new channel in the description field and use it to listen to owner commands.
- You can edit the prim and change the number in the description field and then issue a GROUP command. The GROUP command is designed to change a group of windows to a common channel more easily than resetting each window. The syntax is /channel group. All windows on the command channel will change to the new channel designated in the description field.
- You can issue a chat command: /channel channel #. (For example /22 channel 33...this would change a window on channel 22 to channel 33.

Changing channels is not normally needed, but if you want to make a zone of windows and control them independently of others around, then the channel changing commands are designed to make this as easy as possible.

ACCESS MENU WITHOUT TOUCHING
/channel menu

TURN PRIVACY ON AND OFF
/channel privacy (on/off)
This is a toggle command and will turn privacy on or off (/22 privacy off OR /22 privacy on)

OPEN WINDOW TO RECEIVE CHAT COMMANDS FROM OTHER AVATARS AND OBJECTS

/channel universal on/off (Example: /22 universal on OR /22 universal off)
This command is equal to the Menu choices of OpenCMD and CloseCMD.

CHANGE THE OPEN COMMAND CHANNEL
/channel uchannel ### (where ### is a number 100 and above)
This will change the open command channel from the default of 333 to whatever you specify.

ADVANCE SCENES
/channel plus # (where # is the number of scenes you would like to advance) (Example: /22 plus 3 would advance 3 scenes)

RETREAT SCENES
/channel minus # (where # is the number of scenes you would like to go back) (Example: /22 minus 5 would go back 5 scenes)

GOTO SPECIFIC SCENE
/channel goto # (where # is the number of the scene you want to show) (Example: /22 goto 13)

GROUP MULTIPLE WINDOWS TOGETHER IN A COMMON ZONE
First, change channel in description to desired new channel in all the windows you want in that zone. Then...
/channel group (Example: /22 group)
All windows listening to the command channel will change the command channel to the channel in the description field of the window.

SET THE VOLUME
/channel volume ### (where ### is a value between 1 and 100) (Example: /22 volume 70)

CHANGE THE CHANNEL
/channel channel # (where # is the new channel) (Example: /22 channel 44 to change command channel to 44)

STATUS REPORT
/channel status (Example: /22 status)
This will give a brief status report of the window.

TINT CHANGE
/channel tint ### (where ### is a value between 1 and 100). (Example: /22 tint 42)

*** You can also issue MENU commands as chat commands (Example: /22 random)

Chat channel commands are for power users mainly, as most will use the convenience of the MENU and the simple touch navigation.

CUSTOMIZING THE INTERNAL FRAME

The internal frame is an optional element that is provided for your convenience. It is intended to be a quick way to frame your window so that you can then put your own frame texture on it. The frame texture I provide differs from window to window. I envision that once you rez a frame you will likely keep that frame and place your own frame texture on it. However, if you like to alternate between frame and no frame, and don't like to reapply your frame over the default frame I provide, then you can customize the window to hold your own frame texture. Here's how....

1. Open the window to view the contents (Right click and choose Open, or Right click and choose Edit and then look at the contents tab).
2. Drag a copy of the Frame from the contents to the ground or floor. I suggest taking a copy of this into your inventory while leaving the frame in world. (Note: the frame will be very small. Don't worry about resizing it. Just leave it like it is. Also don't change the permissions.)
3. Replace the Frame face texture (where you see the frame) with one of your own.
4. Once you have re-textured the little frame, take it into your inventory.
5. Delete the Frame in the window and replace it with the one you just customized.

Now whenever you choose FRAME from the menu your customized frame will rez.

TROUBLESHOOTING

I can't anticipate all the issues that may befall my window, but if you are having trouble, check these issues first.

1.   If the window prims are not the same size, you probably sized the window without first choosing **Size** from the menu, page 3. To correct choose **Size** and then Reset.

2.   If you didn't get a Frame when you chose it from the menu, choose Frame again. The window will not allow a frame until the rain prim is in place, so your first choice might have rezzed the rain prim and not the frame. The second choice will be successful.

3.   If the rain is stuck in mid-air rather than falling, make sure you have Animate Textures on in the Advanced menu of your viewer.

4.   If you changed your frame to one of your choice and then later find that the original frame is rezzed instead of your frame texture, this is because the window was unframed and reframed again. When this happens the default frame will rez UNLESS you customize the default frame using the instructions above "Customizing the Internal Frame."

CUSTOMER SATISFACTION

It is important to me to build the finest windows I can for your SL enjoyment. Whenever a window is found to be faulty I will fix it free of charge. I want you to be happy with your purchase. I also support my products, so IM me if you have questions or problems. Check my Picks for my store location and you can often talk to me there or leave me a notecard at the store. Also you can ask Alex to help you if she is around when I am not.

Thank you again for purchasing a Glass Vista Stormy Beach NexGen window.

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