Balut Runway HUD v 1.05

Overview of Features

The Balut Runway HUD was created by a SecondLife model to meet the unique needs of fashion models working on runways. It combines a walk replacer and pose player into one item. It takes the drudgery and error proneness out of working the runway, allowing you instead to focus your energy on expressing your creativity and taking your runway routines to a higher level. Its features and versatility are unmatched by any similar product. Although the HUD has a large number of features, its basic operation is very simple.

The HUD includes a large number of features that give you total control over your runway routine:

-> A complete operating manual will guide you through every step of setting up and using this HUD.

-> Provides a limited low-lag animation over-rider (AO) to control your default walk and stand. In that regard, it uses far less system resources than most walk replacers in use in SecondLife.

-> Allows you to choose from up to 20 default walks.

-> Allows you to choose from up to 20 default stands.

-> Allows you to use the low priority SecondLife walk and stand in case you are in a situation that requires it.

-> Provides a pose player that allows you to pick from up to 20 poses or pose sequences while on the runway.

-> The HUD can hold up to 20 notecards each containing up to 20 poses or pose sequences. That is 400 pose sequences in one HUD! Pose sequences can average 5 poses each in any given posecard.

-> By listing the pose sequences in notecards, you retain total control of which keys they are assigned to on the HUD. These special notecards are referred to as posecards.

-> Poses can be strung together allowing you to play a sequence of poses at one stop just by pressing one button. This allows you to create your own pose sequences that can be played at a single stop thereby allowing you to express your creativity with ease.

-> Poses can be played manually, giving you total control of the duration.

-> In manual mode, a timer can be set that will announce the elapsed time periodically at your choosing.

-> Pose sequences can be played automatically (autoplay) for any duration of your choosing, even allowing you to hold some poses of the sequence longer than others. Different pose sequences can be

set to play for varying durations. The HUD keeps track of the time and switches poses automatically at the correct time.

-> There are two autoplay modes. One plays one sequence at a time and stops when the sequence is done. The other will also play all the poses in a sequence but then cycles through all the sequences in a continuous play mode. Continuous play is great for posing in a store or a grand finale of a show. Continuous autoplay can be set to play the pose sequences randomly or sequentially.

-> You can change from manual to autoplay to continuous play modes on the fly allowing you to play part of the sequence automatically and the rest manually. This can be done via the HUD itself or by a special add on HUD.

-> By activating the included gestures, you can control all of the runway-critical functions entirely from the keyboard thereby preventing the avatar from looking at the mouse cursor.

-> A separate installer allows you to easily load animations and notecards without having to detach the HUD from the screen, The installer allows you to store specialized configurations or to load animation packs from vendors who may sell specially made packages for this Runway HUD.

-> A sequence recorder is included that will help you create pose sequences to be included in the posecards, thereby minimizing errors due to having misspelled an animation.

-> You can have the HUD activate a set of single randomly selected poses. This is great for experimenting with different pose sequences, or when used in combination with the sequence recorder, for quick setup. If you don't have any posecards loaded in the HUD, it will automatically attempt to activate a random set of the animations found in its inventory.

> By default, running and crouch walking are disabled. This prevents you from accidentally running or crouch walking on the runway. You can also turn these animations states back on via a tools option.

-> By default, the avatar stops posing if s/he starts walking. No more gliding down the runway because you forgot to turn off a pose. You can also turn this feature off if you want to control turning poses on and off yourself.

-> By default, while posing, the avatar holds the pose if s/he turns in place. You can also choose to have the avatar stop the pose and resume the default stand while turning in place.

-> You can control how the avatar turns in place while in the default stand. The default is to hold the default stand while turning in a mannequin like manner. You can also choose to have the avatar turn using the default SL turning motion.

-> The HUD can also report to chat a list of all animations loaded in it. This can be helpful in setting up the HUD.

-> The HUD uses text chat to report various conditions. You can set how verbose the HUD will be as it does its work.

-> An on / off switch allows you to turn the HUD off when not needed or when it would interfere with sitting on furniture or when dancing.

-> You can display the HUD horizontally or vertically.

-> You can change the HUD's opacity allowing you to see behind it.

-> Scripts are compiled in SL Mono thereby minimizing lag in the region and minimizing sim memory use.

-> The HUD can be copied, thereby allowing you to have multiple versions for different occasions.

-> As of v 1.04, the HUD now remembers its settings when it resets due to inventory changes.

-> Finally, you will automatically receive free upgrades to the HUD whenever they become available.

If you have any other pre or post sale questions about this product, please contact Monica Balut by IM or notecard.