

# SELO TOWER 11 MEDIUM v2.0 UNFURNISHED

- \*18 APTS+LOBBY
- \*SINGLE FLOOR APTS
- \*SPACIOUS LOBBY
- \*282 PRIMS (Each apt:16 prims)
- \*50m x 30m = 1500sqm  
(150' x 90' = 13,500sqf)
- \*GRASSY PLATFORM: 64x64m
- \*CENTRAL HOME CONTROLLER
- \*COPY/MOD-NO TRANSFER  
(Scripts are copy only!)



- \*LOCKING DOORS
- \*TINTING WINDOWS
- \*SECURITY ORBS
- \*PRIM COUNTERS
- \*TELEPORTERS
- \*RADIO
- \*LIGHTS
- \*CEILING FANS

SELO HOME DESIGNS - SINCE 2008

Selo Wozniak



\*\*\*\*\*SELO TOWER 11 MEDIUM v2.0 UNFURNISHED NOTECARD\*\*\*\*\*

\*\*\*\*\*SELO HOME DESIGNS\*\*\*\*\*

## 1. GENERAL

Hello and thank you for your purchase. This is a residential tower that has 18 unfurnished, single storey apartments. It has a central home controller installed at each apartment and in the lobby. There is a grassy yard the tower is placed on.

## 2. SPECIFICATIONS

**RECOMMENDED PLOT SIZE & PRIMS:** 8192 / 1,875 PRIMS  
**NAME&VERSION:** SELO TOWER 11 MEDIUM v2.0 UNFURNISHED  
**TYPE:** 18 APARTMENTS TOWER, EACH APARTMENT IS SINGLE FLOOR  
**PERMISSIONS:** COPY/MOD/NO TRANS (Scripts are copy only!)

**PRIMS:** 282 Prims (Each apartment is 16 prims.)  
**FOOTPRINTS:** 50x30m=1500sqm (Grassy base is 64x64m)  
150'x90'=13,500sqf  
**TYPE:** 18 residential apartments, single-storey, unfurnished

## 3. IMPORTANT NOTE ON TELEPORTERS

After you have rezzed and saved the tower, click on one of the 18 TP pads and keep clicked for about 10 seconds and you will see a menu. Click "Reset" there. Just click the Teleport pad and you will see a menu, choose your destination. When a yellow ball appears, just click it to teleport to your destination.\*\*\*

## 4. DEVICE CHANNEL

7170 through 7188 (All devices controlled by the house controller –doors, tinting windows, security and radio- must have the same Device Channel number. If you rez more than one copy of the TOWER on the same SIM, please change these Device Channel numbers like 6000 through 6018 or any other number you like.)

## 5. TELEPORT CHANNEL

LINK\_CODE: SELOHOMEDESING / USER\_CHANNEL: 67 (If you rez more than one copy of the TOWER on the same SIM, you must change this channel number AND THE LINK\_CODE as well.)

## 6. FEATURES

- \* Ideal for landlords who want to offer great apartments to their renters.
- \* Unique design
- \* Spacious lobby on the ground floor
- \* Full House Control
- \* Locking doors
- \* Tinting windows
- \* Security system (already set up)
- \* Teleporters, most advanced ones (already set up)
- \* Lights
- \* Radio in the lobby
- \* Ceiling fan at each apt
- \* Each apartment has a large deck in front of them
- \* You can replace SELO TOWER 11 (Medium) sign with any name texture you like

## 7. QUICK START REFERENCE GUIDE

- 1- Rez the tower, move it to its final location and click *Save*.
- 2- Go to the lobby, click on the teleporter there and keep it clicked for about 5-10 seconds. A menu will appear and click *Reset* to reset the TP system.
- 3- Also, make sure you replace my names on the config notecards in the controllers in the lobby and apartments with yours (Admin=Selo Wozniak / User=Selo Wozniak).
- 4- Change the prims quotas in the prim counters at each apartment.
- 5- Now you can use all the functions of the apartments/tower right.
- 6- The detailed information on the use of the tower is given below.

## 8. REZZING

The tower comes in a Rez-Faux package so it is very simple to rez the tower. 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. The rez menu will appear. Right click on the rez box and go to Edit mode. (Please fly up before you rez the tower to prevent getting kicked by rezzing tower parts, especially if you are rezzing it in sky!) 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 its 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 so it would have its own media (TV and radio streaming).

## 9. NOTE ON SAVING PRIMS

Exterior lights: 19 prims

Welcome mat: 1 prim

Grassy platform under the tower (not linked to the tower): 2 prims

Total: 22 prims can be saved by removing these. However, I suggest you keep them as they add to the tower.

## 10. ADDING USERS AND ADMINISTRATORS TO THE HOUSE CONTROLLER

1. Right click on the House Controller pad... Open... Right click on ControllerConfig... Open...

2. Add Admins or Users –one name on each line- under Selo Wozniak:

Admin=Selo Wozniak

Admin=Abraham Lincoln

User=Selo Wozniak

User=Abraham Lincoln

Users can use all the functions of the house but they cannot access the House Controller config. Only people listed as Admin can access the House Controller config.)

### **11. RADIO**

Click the radio and select a category and then a station to listen to. You can add a radio station to the radio as explained below (I will add Slow Radio as an example – Slow Radio=http://streams.slowradio.com/mp3/128):

1. Right click... Open... Right click on Radio Config... I added Slow Radio to the end of the first Top Menu line (you can add it somewhere else too.)

Top menu=Hard Rock=Absolute,Rock104,Angelfire,TheEagle,ForU,MorningCoffee,Slow Radio

2. I added the station on top of all other stations:

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

Channel=Rock104=http://65.99.205.233:7010=Rock104

3. Save and close the Radio Config notecard. The radio will reset itself and you can click the radio... Hard Rock... Slow Radio (on the second page) and it will play for you.

### **12. SECURITY ORB**

The red, round device on the ceiling is the security orb. Click on SECURITY SYSTEMS on the Central Control Pad... All or 1...On or Off to start or stop it. You can also Click on the security directly and Start or Stop it.

### **13. LOBBY AREA**

This is a large area where you can place an office, your ads, vendors, LM or notecard givers, notice boards, etc. The lobby has double sliding doors at front.

### **14. MODIFICATIONS**

Sometimes the renters want a separate room to be added to their apartment. Then carefully unlink a door, a window, a light and a wall, make copies of them and make a room. When you add a door, light and/or a window, make sure they have the same "Device channels" as the "Device channel" of the apartment you are adding them to.) If you want to change the textures, any seamless textures will work fine on walls, floors and ceilings. See *USEFUL TIPS #2* below for unlinking a prim.

### **15. SUPPORT**

\*You can get support for my buildings 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 unless multiple purchases are made for the same building by accident.

**SELO HOME DESIGNS** may offer support for any modifications you may want to make on the purchased building. In case of any texture loss, malfunctioning of scripts because of unlinking components, root prims 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.

## 16. USEFUL 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 save some prims by choosing not to use the lights, plants, grassy yard, garden lamps, fireplaces, ceiling fans, welcome mats and door casings. However, I would recommend you keep them as they add to the tower.

**TIP 5:** If you mess up the tower badly, rezzing a fresh copy is always better than trying to fix it.

**TIP 6:** Sculpted prims (if used) (sculptured prims, sculptees or sculpties) are being used in SL more and more not only to save prims but also to make the buildings look more beautiful and realistic. In order to minimize the 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 them from a distance.

**TIP 7:** If there are meshed items in a building, you need to use a “mesh-enabled viewer” like the latest [SL viewer](#), [Firestorm](#) and [Phoenix](#) to see those items right. Now more and more meshed items are being used around SL and we will see them even more as they allow creators to make more realistic items than sculpties and regular prims. However, they have some issues that may limit its widespread use and in all creations.

**TIP 8:** You can place a radio and a TV in the lobby and a monitor (dummy TV/Extender, or anything else the creators name them) at each apartment. The renters can change the radio stations and the TV channels in the lobby and go back to their apartments to listen/watch.

**TIP 9:** After you have saved your tower, you may notice some prims are a little bit off (0.1 degree maybe) and that is an ongoing problem in SL. Please select that prim and make its rotation 90, 180, 270, 360 whichever is closer to it.

**TIP 10:** When you rez the tower, if some parts do not go to their places right, just move the rez box up and down or left and right slightly, they will go to their places. If you are rezzing the tower on the SIM edge, some parts may not rez or some parts may be returned to your Lost and Found folder by the SIM. I would recommend you rez the tower as far from the edge of the SIM as possible and the drag it to its parcel.

**TIP 11:** My buildings are sold COPY-MOD and no transfer, the scripts are COPY only. If, for some reason, I have sold any part of the tower or the scripts as COPY/MOD/TRANS by mistake, this would never give you the right to sell them or give them away to anyone at all. Just use them for yourself please. If you let me know on that I will correct the perms too.

**P.S. (1)** 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. (2)** 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 to minimize the problems while setting up or using the tower. I would not provide support for any of my builds used on Group land, you can use them at your own risk. (The radio must be deeded to the Group on Group owned land so it can work right!)

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

[Selo Wozniak](#)