



MX Store

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SCRIPT - PRIM EDIT

**COLOR - TEXTURES - GLOW - LIGHT - TEXTURE
ANIMATION - SOUND - OMEGA ROTATION - SCALE**

Information:

Easy script to edit your modifiable prims over a user-friendly dialog based menu system.

Edit a single prim, a prim of a link set or the complete link set. The script can be placed in one prim of the link set to handle the all the prims of it.

As target can be defined the link of the target and the side of the target to edit.

All supported colors of second life are selectable over menu system.

Fill your own sound and texture files in the prim to set them per script.

Sets the glow and the light effect to the prim and lets you animates your own textures over the prim. Lets the prim rotate or scales the size of it.

Only the owner of the object wich contains the script can open the dialogs!

Nearly free version for 1L\$, but the script will delete itself after one time of use.

1 L\$

- ☐ Copy
- ☐ Modify
- ☐ Transfer
- ☒ Licensed

Features:

- **ALL IN ONE SCRIPT (1 SCRIPT)**
- **FULL DIALOG MENU IMPLEMENTED**
- **SELECT TARGET LINK AND SIDE**
- **FULL SL COLOR TABLE**
- **CHANGE TEXTURES**
- **SET GLOW**
- **TURN ON OR OFF PRIM LIGHT**
- **SET OR STOP A TEXTURE ANIMATION**
- **PLAY OR STOP PRIM SOUND**
- **SET OMEGA ROTATION**
- **SIZE SCALING**



ONE TIME USE SCRIPT



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SCRIPT - PRIM EDIT

COLOR - TEXTURES - GLOW - LIGHT - TEXTURE ANIMATION - SOUND - OMEGA ROTATION - SCALE

„Prim Edit Sample“ von Matrix Orbit
MX Prim Edit
Current Target: LINK_SET side:-1

Target	Colors	Textures
Glow	Animation	Sounds
Rotation	Scale	
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Target
Current Target: LINK_SET side:-1

↑	Faces	Linkset
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Target face:-1

↑	ALL_SIDES	0
1	2	3
4	5	
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Target Link:
[1]=Prim Edit Sample
[2]=Pyramide
[3]=Zylinder
[4]=Prisma
Current: LINK_SET

↑	LINK_SET	1
2	3	4
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Color
<0.00000, 0.00000, 0.00000>

↑	Black	White
X: [Red]	Y: [Green]	Z: [Blue]
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Red:0.000000

↑	0.0	0.1
0.2	0.3	0.4
0.5	0.6	0.7
	⊖	→
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Texture

↑	Clear	AA MATRIX G
AA MATRIX G	AA MATRIX G	AA MATRIX G
AA MATRIX G	AA MATRIX G	AA MATRIX G
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Glow

↑	NoGlow	Fullbright
Light	Set Glow	Intensity
Radius	Falloff	
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Glow Intens.:0.000000

↑	=0	*-1
+0.001	+0.01	+0.1
+1	+10	+50
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Light Intens.:0.000000

↑	=0	*-1
+0.001	+0.01	+0.1
+1	+10	+50
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Tex. animation

↑	Off	Mode
SizeX	SizeY	Start
Length	Rate	
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Mode: ANIM_ON

↑	Clear	LOOP
REVERSE	PING PONG	SMOOTH
ROTATE	SCALE	
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Size x:1

↑	+1	+5
+10	+50	-1
-5	-10	-50
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Start:1.000000

↑	=0	*-1
+0.001	+0.01	+0.1
+1	+10	+50
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Sound

↑	Off	Volumen
geardown	hit	Locust
Robin	smallbell	tires burn
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Volumen:1.000000

↑	0.0	0.1
0.2	0.3	0.4
0.5	0.6	0.7
	⊖	→
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Prim rotation

↑	Off	Axis X
Axis Y	Axis Z	Spinrate
Gain		
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
X axis:0.000000

↑	=0	*-1
+0.001	+0.01	+0.1
+1	+10	+50
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Rate:6.283185

↑	=0	*-1
+0.001	+0.01	+0.1
+1	+10	+50
	⊖	X
Ignorieren		

„Prim Edit Sample“ von Matrix Orbit
Scale

↑	-1%	-5%
-10%	-50%	+1%
+5%	+10%	+100%
	⊖	X
Ignorieren		



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SCRIPT - PRIM EDIT

SELECT TARGET

„Prim Edit Sample“ von Matrix Orbit
mxPrimEdit

Easy script to edit your modifiable prims.
Edit a single prim, a prim of a linkset or a complete linkset

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<<<<

Ignorieren

„Prim Edit Sample“ von Matrix Orbit

Target Link:

[1]=torus
[2]=Prim Edit Sample
[3]=Tetraeder
[4]=Ball
[5]=Kegel
[6]=Pyramide
[7]=Zylinder
[8]=Prisma

Current: LINK_SET

↑

LINK_SET

1

2

3

4

5

6

7

⊙

→

Ignorieren

„Prim Edit Sample“ von Matrix Orbit

Target

Current Target: LINK_SET side:-1

↑

Faces

Linkset

⊙

X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit

Target face:-1

↑

ALL_SIDES

0

1

2

3

4

5

⊙

X

Ignorieren

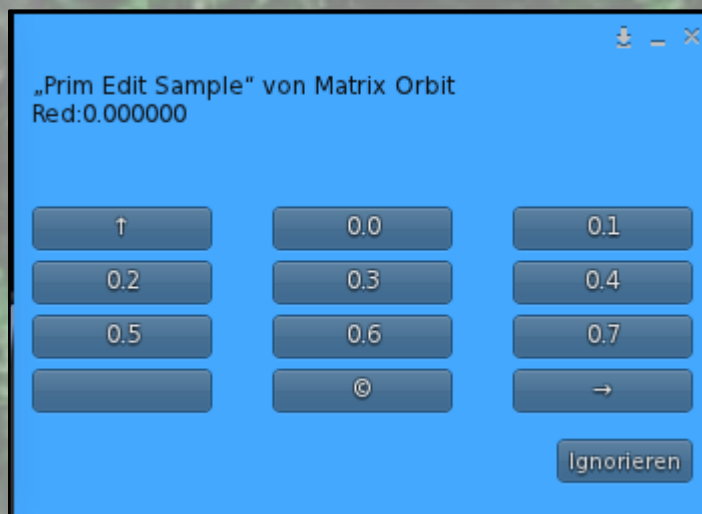
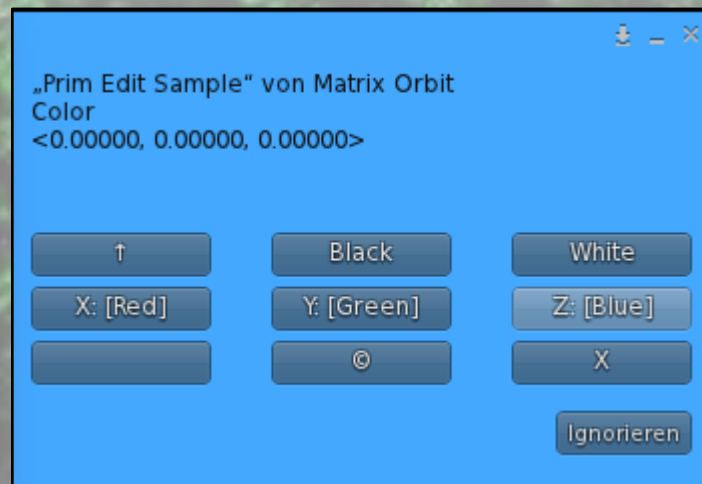


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SCRIPT - PRIM EDIT

COLOR - TEXTURES



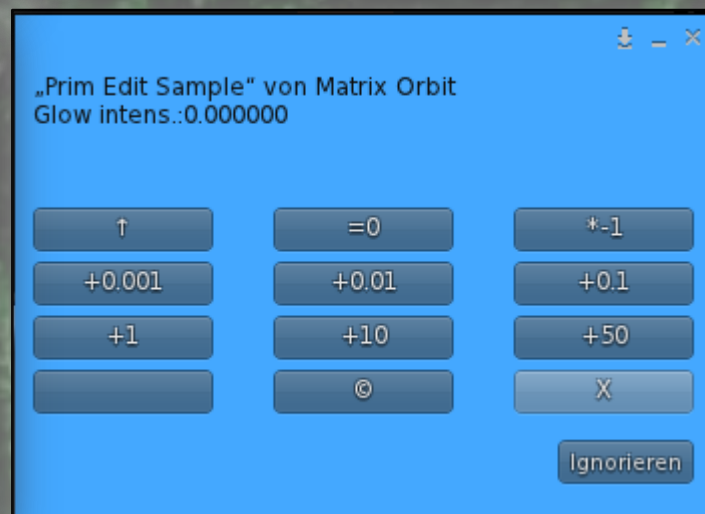
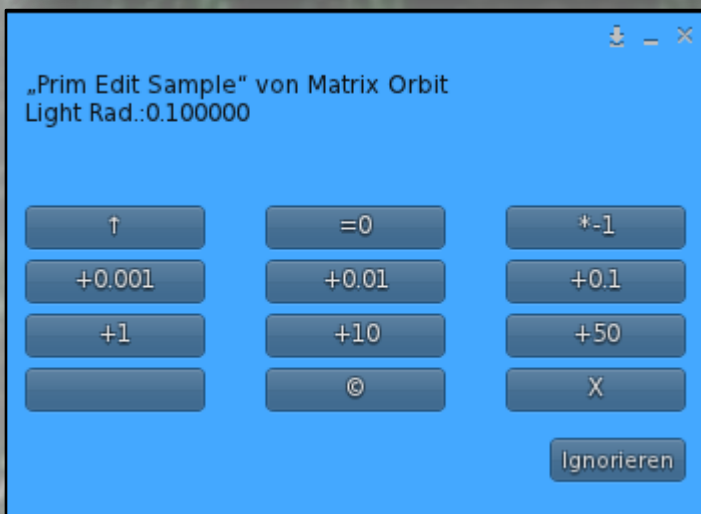
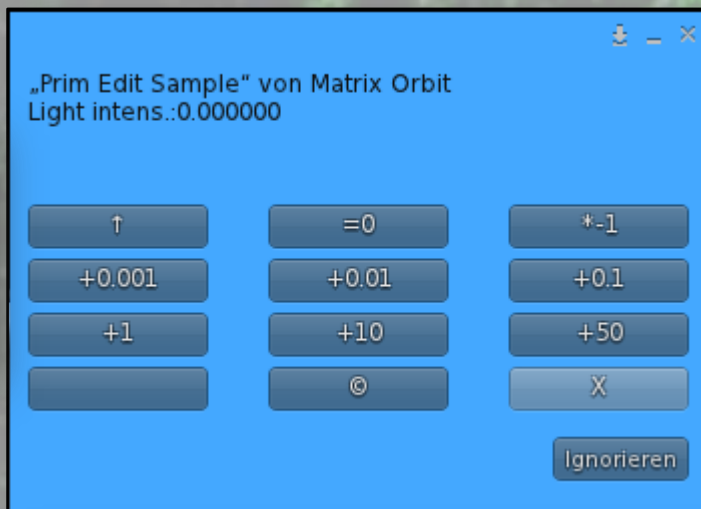


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SCRIPT - PRIM EDIT

GLOW - LIGHT





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SCRIPT - PRIM EDIT

TEXTURE ANIMATION

„Prim Edit Sample“ von Matrix Orbit
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<<<<

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Size x:1

↑	+1	+5
+10	+50	-1
-5	-10	-50
	©	X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Tex. animation

↑	Off	Mode
SizeX	SizeY	Start
Length	Rate	
	©	X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Start:1.000000

↑	=0	*-1
+0.001	+0.01	+0.1
+1	+10	+50
	©	X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Mode: ANIM_ON

↑	Clear	LOOP
REVERSE	PING PONG	SMOOTH
ROTATE	SCALE	
	©	X

Ignorieren



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SCRIPT - PRIM EDIT

SOUND

„Prim Edit Sample“ von Matrix Orbit

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Easy script to edit your modifiable prims.
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<<==

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Sound

↑

Off

Volumen

geardown

hit

Locust

Robin

smallbell

Switch #1

©

→

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Sound

↑

Off

Volumen

geardown

hit

Locust

Robin

smallbell

tires burn

X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Sound

↑

Off

Volumen

Switch #1 1

Switch #2

Switch #2 1

Switch #3

Switch #3 1

tires burn

←

©

X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Volumen:1.000000

↑

0.0

0.1

0.2

0.3

0.4

0.5

0.6

0.7

©

→

Ignorieren



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SCRIPT - PRIM EDIT

OMEGA ROTATION - SCALE

„Prim Edit Sample“ von Matrix Orbit
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Edit a single prim, a prim of a linkset or a complete
linkset

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Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Rate:6.283185

↑

=0

*-1

+0.001

+0.01

+0.1

+1

+10

+50

⊙

X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Prim rotation

↑

Off

Axis X

Axis Y

Axis Z

Spinrate

Gain

⊙

X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
Scale

↑

-1%

-5%

-10%

-50%

+1%

+5%

+10%

+100%

⊙

X

Ignorieren

„Prim Edit Sample“ von Matrix Orbit
X axis:0.000000

↑

=0

*-1

+0.001

+0.01

+0.1

+1

+10

+50

⊙

X

Ignorieren