



MX Store © Matrix Orbit

**FOR
RESELL**

SCRIPT - FURNITURE

COLORS - TEXTURES - ANIMATIONS

Information:

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

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

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

Fill your own poses, animations and texture files in the prim to set them per script.

Set or remove the sit target on your furniture and change the position over the arrow keys.

Only the owner of the furniture which contains the script can open the dialogs! Other users can correct the sit positions and change the poses.

Who has access to the furniture can be restricted by group or by user list.

Script is deedable to the parcel group.

Reseller Version! (Copy and Transfer)

9999 L\$

- Copy
- Modify
- Transfer
- Licensed

Features:

- **ALL IN ONE SCRIPT (1 SCRIPT)**
- **OWNER MENU DIALOG BASED**
- **SELECT TARGET FURNITURE**
- **FULL SL COLOR TABLE**
- **CHANGE TEXTURES/COLORS (ALSO YOUR OWN ONES)**
- **CHANGE POSES / ANIMATIONS (ALSO YOUR OWN ONES)**
- **MANAGE MULTI-SITTARGETS**
- **USER SIT CORRECTION OPTION**
- **ACCESS-MODES / DEEDABLE**
- **CUSTOMIZABLE WITH NOTECARD**



RESELLER VERSION



MX Store

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SCRIPT - FURNITURE

COLORS - TEXTURES - ANIMATIONS DIALOG MENU OVERVIEW

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
MX Furniture
Current Furniture: LINK_SET

Furniture	Textures	Colors
Take Control	Rotate	Sit Target
	⊙	X

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
Furniture
Current: LINK_SET

↑	LINK_SET	1
2	3	4
5		
	⊙	X

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
Texture

↑	Clear	Art
Black Rough	Black Smooth	Brown
Buttoned 1	Buttoned 2	Camouflage
	⊙	→

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
Color
<1.00000, 1.00000, 1.00000>
Alpha: 1.000000

↑	Black	White
X: [Red]	Y: [Green]	Z: [Blue]
Alpha		
	⊙	X

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
Red:1.000000

↑	0.0	0.1
0.2	0.3	0.4
0.5	0.6	0.7
	⊙	→

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
Red:1.000000

↑	0.8	0.9
1.0		
←	⊙	X

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
Alpha:1.000000

↑	0.0	0.1
0.2	0.3	0.4
0.5	0.6	0.7
	⊙	→

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
MX Furniture
Current Furniture: MX - Business Couch Corner V3 - LowPrim (link:2)

Furniture	Textures	Colors
Take Control	Animate	Sit Target
	⊙	X

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
SitTarget
MX - Business Couch Corner V3 - LowPrim (link:2)

↑	Set Sit	Save Pos
Del Sit		
	⊙	X

Ignore

Matrix Orbit's 'MX - Business Couch 5P V3 - LowPrim'
mxFurniture
Easy script to edit your modifiable furniture.
Since 2006 © Copyright by Matrix Orbit

<<<==

Ignore

[17:25] MX - Business Couch 5P V3 - LowPrim:
mxFurniture:

Correct your position with the arrow keys
Correct the hight with the page up/down
Change the animation with shift+left or shift+right.



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SCRIPT - FURNITURE

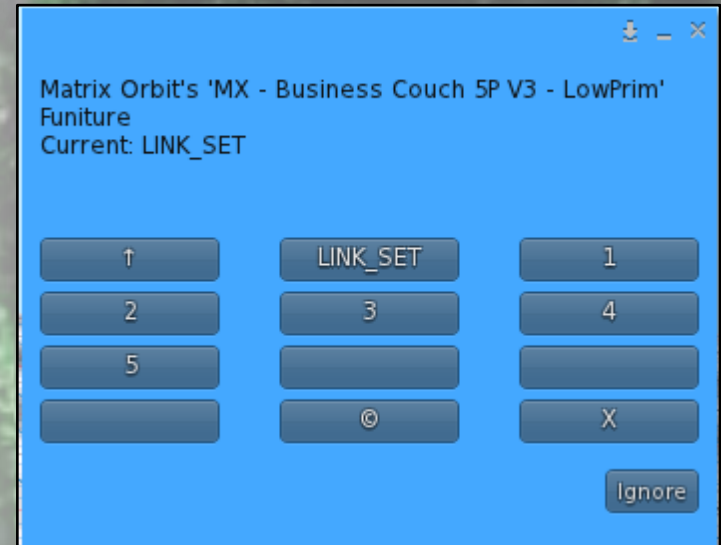
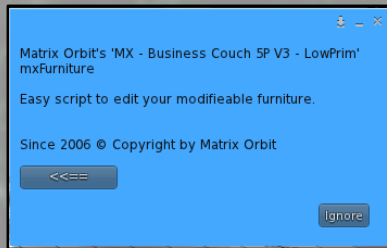
SELECT TARGET

Select at first the target furniture to edit.

When you edit only one piece of furniture itself, you don't have to define the target link.

Edit a piece of furniture in a link set:

- Click on [Furniture] button.
- Select the furniture to edit or press button "LINK_SET" to edit the complete link set.





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SCRIPT - FURNITURE

SET TEXTURE

Changes the texture of a prim

- Select the button "Textures" the dialog will list all textures from the content of the prim the script is in.
- Select [Clear] to remove the texture or select the one of the textures

To define your own textures, just drag & drop the desired texture files in the same prim as the script is in.





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SCRIPT - FURNITURE

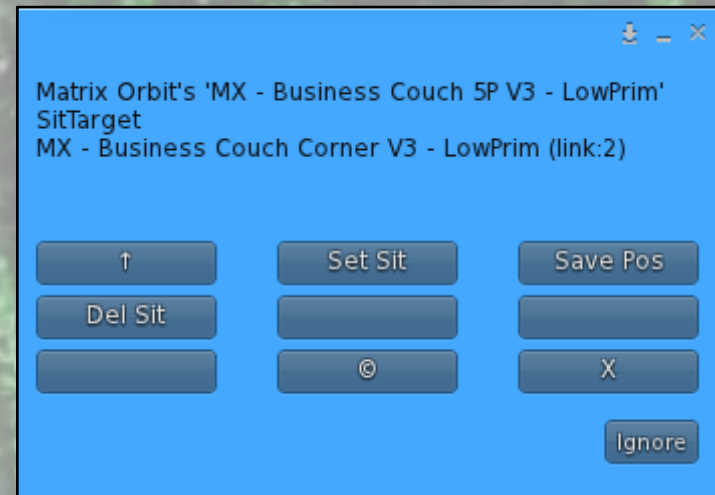
SET SITTARGET

With this script you can set on any prim a sittarget and let it manage through this script.

Over the Sittarget menu button its also possible to delete the sittargets, or after correcting a position you can also store it, so it will be saved for all future users.

Look at point "Change position" for the correction of the sittarget position.

Only the owner can change the position and rotation of a sittarget and save it after, also all other users can only correct the sittarget for this time they sit on, after it will be reset to the sittarget wich would be defined by the owner.





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SCRIPT - FURNITURE

CHANGE COLOR

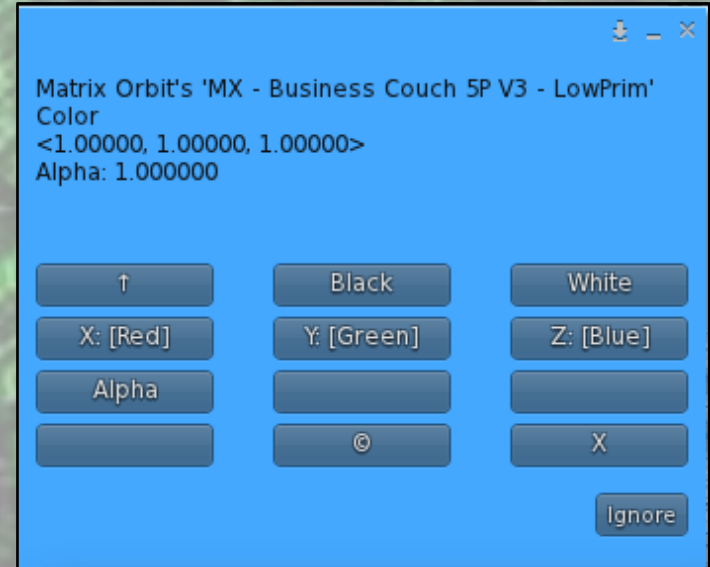
Changes the color of a prim.

- Select the button [Colors] in the main menu
- select the channel of the color to edit.
X:[Red],Y:[Green],Z:[Blue]
- Set the new color value by pressing the button

With the buttons [Black],[White] you can set this two colors directly.

Color list table:

<http://Islwiki.net/Islwiki/wakka.php?wakka=color>





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SCRIPT - FURNITURE

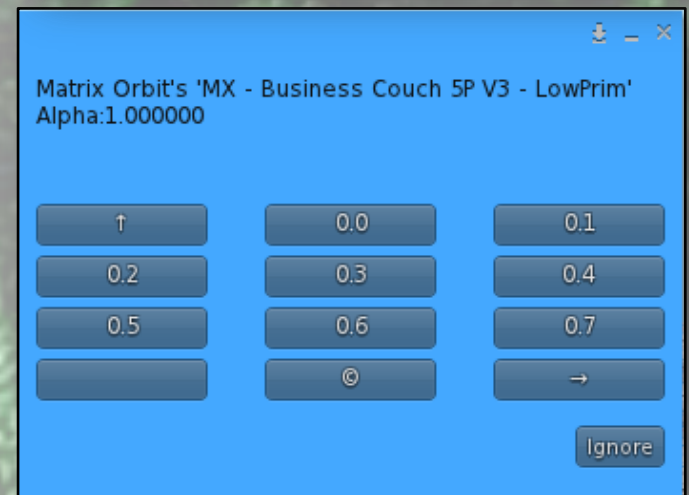
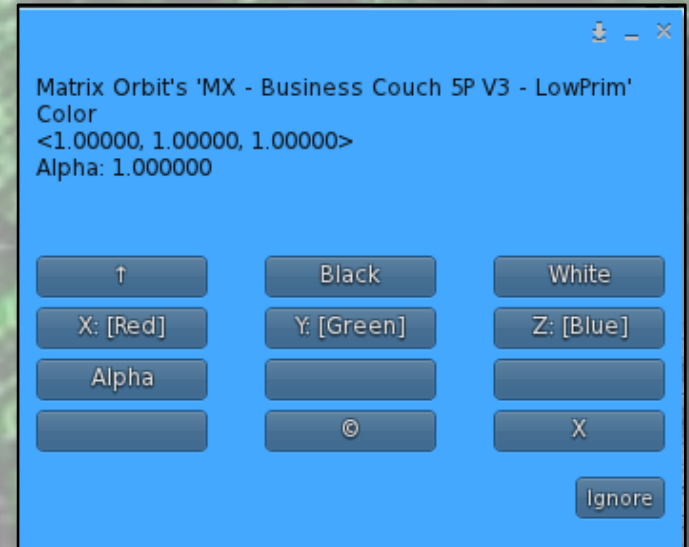
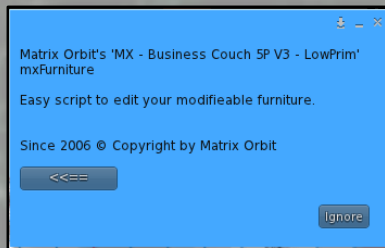
CHANGE ALPHA

Changes the alpha (transparency) of a prim.

- Select the button [Colors] in the main menu
- Select the button [Alpha].
- Select the desired value of transparency

1.0 = solid

0.0 = transparent





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COLORTABLE

COLOR VECTORS

Colorvector:

<Red, Green, Blue>

Dark Red <0.5,0.0,0.0>

Red <1.0,0.0,0.0>

Light Red <1.0,0.5,0.5>

DarkGreen <0.0,0.5,0.0>

Green <0.0,1.0,0.0>

LightGreen <0.5,1.0,0.5>

Dark Blue <0.0,0.0,0.5>

Blue <0.0,0.0,1.0>

Light Blue <0.5,0.5,1.0>

<0.0,0.0,0.0>	<0.0,0.0,0.2>	<0.0,0.0,0.4>	<0.0,0.0,0.6>	<0.0,0.0,0.8>	<0.0,0.0,1.0>
<0.0,0.2,0.0>	<0.0,0.2,0.2>	<0.0,0.2,0.4>	<0.0,0.2,0.6>	<0.0,0.2,0.8>	<0.0,0.2,1.0>
<0.0,0.4,0.0>	<0.0,0.4,0.2>	<0.0,0.4,0.4>	<0.0,0.4,0.6>	<0.0,0.4,0.8>	<0.0,0.4,1.0>
<0.0,0.6,0.0>	<0.0,0.6,0.2>	<0.0,0.6,0.4>	<0.0,0.6,0.6>	<0.0,0.6,0.8>	<0.0,0.6,1.0>
<0.0,0.8,0.0>	<0.0,0.8,0.2>	<0.0,0.8,0.4>	<0.0,0.8,0.6>	<0.0,0.8,0.8>	<0.0,0.8,1.0>
<0.0,1.0,0.0>	<0.0,1.0,0.2>	<0.0,1.0,0.4>	<0.0,1.0,0.6>	<0.0,1.0,0.8>	<0.0,1.0,1.0>
<0.2,0.0,0.0>	<0.2,0.0,0.2>	<0.2,0.0,0.4>	<0.2,0.0,0.6>	<0.2,0.0,0.8>	<0.2,0.0,1.0>
<0.2,0.2,0.0>	<0.2,0.2,0.2>	<0.2,0.2,0.4>	<0.2,0.2,0.6>	<0.2,0.2,0.8>	<0.2,0.2,1.0>
<0.2,0.4,0.0>	<0.2,0.4,0.2>	<0.2,0.4,0.4>	<0.2,0.4,0.6>	<0.2,0.4,0.8>	<0.2,0.4,1.0>
<0.2,0.6,0.0>	<0.2,0.6,0.2>	<0.2,0.6,0.4>	<0.2,0.6,0.6>	<0.2,0.6,0.8>	<0.2,0.6,1.0>
<0.2,0.8,0.0>	<0.2,0.8,0.2>	<0.2,0.8,0.4>	<0.2,0.8,0.6>	<0.2,0.8,0.8>	<0.2,0.8,1.0>
<0.2,1.0,0.0>	<0.2,1.0,0.2>	<0.2,1.0,0.4>	<0.2,1.0,0.6>	<0.2,1.0,0.8>	<0.2,1.0,1.0>
<0.4,0.0,0.0>	<0.4,0.0,0.2>	<0.4,0.0,0.4>	<0.4,0.0,0.6>	<0.4,0.0,0.8>	<0.4,0.0,1.0>
<0.4,0.2,0.0>	<0.4,0.2,0.2>	<0.4,0.2,0.4>	<0.4,0.2,0.6>	<0.4,0.2,0.8>	<0.4,0.2,1.0>
<0.4,0.4,0.0>	<0.4,0.4,0.2>	<0.4,0.4,0.4>	<0.4,0.4,0.6>	<0.4,0.4,0.8>	<0.4,0.4,1.0>
<0.4,0.6,0.0>	<0.4,0.6,0.2>	<0.4,0.6,0.4>	<0.4,0.6,0.6>	<0.4,0.6,0.8>	<0.4,0.6,1.0>
<0.4,0.8,0.0>	<0.4,0.8,0.2>	<0.4,0.8,0.4>	<0.4,0.8,0.6>	<0.4,0.8,0.8>	<0.4,0.8,1.0>
<0.4,1.0,0.0>	<0.4,1.0,0.2>	<0.4,1.0,0.4>	<0.4,1.0,0.6>	<0.4,1.0,0.8>	<0.4,1.0,1.0>
<0.6,0.2,0.0>	<0.6,0.2,0.2>	<0.6,0.2,0.4>	<0.6,0.2,0.6>	<0.6,0.2,0.8>	<0.6,0.2,1.0>
<0.6,0.4,0.0>	<0.6,0.4,0.2>	<0.6,0.4,0.4>	<0.6,0.4,0.6>	<0.6,0.4,0.8>	<0.6,0.4,1.0>
<0.6,0.6,0.0>	<0.6,0.6,0.2>	<0.6,0.6,0.4>	<0.6,0.6,0.6>	<0.6,0.6,0.8>	<0.6,0.6,1.0>
<0.6,0.8,0.0>	<0.6,0.8,0.2>	<0.6,0.8,0.4>	<0.6,0.8,0.6>	<0.6,0.8,0.8>	<0.6,0.8,1.0>
<0.6,1.0,0.0>	<0.6,1.0,0.2>	<0.6,1.0,0.4>	<0.6,1.0,0.6>	<0.6,1.0,0.8>	<0.6,1.0,1.0>
<0.8,0.0,0.0>	<0.8,0.0,0.2>	<0.8,0.0,0.4>	<0.8,0.0,0.6>	<0.8,0.0,0.8>	<0.8,0.0,1.0>
<0.8,0.2,0.0>	<0.8,0.2,0.2>	<0.8,0.2,0.4>	<0.8,0.2,0.6>	<0.8,0.2,0.8>	<0.8,0.2,1.0>
<0.8,0.4,0.0>	<0.8,0.4,0.2>	<0.8,0.4,0.4>	<0.8,0.4,0.6>	<0.8,0.4,0.8>	<0.8,0.4,1.0>
<0.8,0.6,0.0>	<0.8,0.6,0.2>	<0.8,0.6,0.4>	<0.8,0.6,0.6>	<0.8,0.6,0.8>	<0.8,0.6,1.0>
<0.8,0.8,0.0>	<0.8,0.8,0.2>	<0.8,0.8,0.4>	<0.8,0.8,0.6>	<0.8,0.8,0.8>	<0.8,0.8,1.0>
<0.8,1.0,0.0>	<0.8,1.0,0.2>	<0.8,1.0,0.4>	<0.8,1.0,0.6>	<0.8,1.0,0.8>	<0.8,1.0,1.0>
<1.0,0.0,0.0>	<1.0,0.0,0.2>	<1.0,0.0,0.4>	<1.0,0.0,0.6>	<1.0,0.0,0.8>	<1.0,0.0,1.0>
<1.0,0.2,0.0>	<1.0,0.2,0.2>	<1.0,0.2,0.4>	<1.0,0.2,0.6>	<1.0,0.2,0.8>	<1.0,0.2,1.0>
<1.0,0.4,0.0>	<1.0,0.4,0.2>	<1.0,0.4,0.4>	<1.0,0.4,0.6>	<1.0,0.4,0.8>	<1.0,0.4,1.0>
<1.0,0.6,0.0>	<1.0,0.6,0.2>	<1.0,0.6,0.4>	<1.0,0.6,0.6>	<1.0,0.6,0.8>	<1.0,0.6,1.0>
<1.0,0.8,0.0>	<1.0,0.8,0.2>	<1.0,0.8,0.4>	<1.0,0.8,0.6>	<1.0,0.8,0.8>	<1.0,0.8,1.0>
<1.0,1.0,0.0>	<1.0,1.0,0.2>	<1.0,1.0,0.4>	<1.0,1.0,0.6>	<1.0,1.0,0.8>	<1.0,1.0,1.0>



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SIT TARGET

SITTARGET MANAGEMENT – CORRECT POSITION

Correct Position:

↑ or W	move forward
↓ or S	move backward
← or A	move left
→ or D	move right
Shift + A	prev. animation/rotate left
Shift + D	next animation/rotate right
E or Page Up	move up
C or Page Down	move down

[17:25] MX - Business Couch 5P V3 - LowPrim:
mxFurniture:

Correct your position with the arrow keys
Correct the height with the page up/down
Change the animation with shift+left or shift+right.