Welcome to the Super Organizer.

Product Brief

The Super Organizer is an organizer for everything! It is efffectively an inventory in one piece, all items just a couple of clicks away, and a Super Search to go with it, from local chat. You can search by category or a general search. What's more, hit a button, the Super Organizer turns off it's scripts (reducing your lag) and becomes just a wall.

It is an organizer for essentially every kind of SL item. Textures, sculpties, animations, gestures, clothes, shoes, jewelry, accessories, Skins/shapes and other body parts, Sounds, Scripts, Landmarks, Notecards, even Inventory. You could even use it as a picture viewer.

What's more it even has some special features for builders - A large drivable platform (which can be decoupled from the organizer) , In-world Megaprims without the hassle of inventory (not even in the organizer itself), Sit Target helper and Object Rezzer.

Replace a wall in your house with the super organizer today, and see the difference.

The item is mod/copy, so you can add/remove cateories, expand the organizer as much as you want.

User Manual

General Layout:

The right hand panel is the "categories" panel. This is where the category buttons exist.

The middle panel is the preview panel. Textures are previewed on this panel.

The left hand panel is the display panel. Here is where items are browsed.

The platform at the bottom of the preview panel is the rez platform. Here's also where animations are previewed.

The panel at the base below the preview/category and display panels is the base panel which contains the builder friendly items.

Common Features:

1. Hover Text:

The "Object Description" of any category button corresponds to the Hover Text over that button.

2. Next/Previous buttons

The Green and Red triangles for the Next/Previous buttons. They are used to browse pages on the left hand panel or in the case of animations to cycle through animations in the category

3. Turn Off

Click the red power on button below the Next button to cover up the organizer and make it look like an innocent wall. You can texture the wall any texture you please by simply dropping the texture into the inventory of the base panel prim.

When off, the scripts are also turned off in the organizer.

4. Search

A comprehensive search is built into the organizer. All searches are case insensitive.

You can do a global search or search by category from local chat:

/98 myItem

searches all categories in the organizer for the term "myItem"

/98 bodypart myshape

searches for the term "myshape" in all "Bodypart" categories

/98 script myScript

searches for myScript in all "Script" categories.

Similarly, search category switches are

/98 texture   <term> for texture

/98 sculpty   <term> for sculpty

/98 sound   <term> for Sound

/98 landmark or /98 lm <term> for Landmarks

/98 clothing <term> for Clothes

/98 object   <term> for Inventory

/98 notecard or /98 nc <term> for Notecards

/98 script   <term> for scripts

/98 bodypart <term> for bodyparts

/98 animation <term> for animations

/98 gesture   <term> for gestures

5. Important Notes

Note: Do not load "no copy" items into the organizer as they will not be transferable by script.

Specific Features:

1. Texture Organizer:

Change the "Object Name" of any of the categories to "Texture", and the category button becomes a texture category button. Edit-> Edit Linked -> Select the category button and drop textures on to it, and the job is done. Now, close the edit windows and click on the category button, and you can see the textures 16 at a time in the left hand panel. Pages of 16 can be browsed through the Next/Previous buttons.

Click on any square in the browse panel that you would like to preview and that texture is previewed on the preview panel. You may click the tile button (just above the red "Previous" button) to see a tiled version of the preview.

Touch the preview panel when the texture is being previewed to "get" the texture into your inventory, which can then be applied to your builds.

 2. Sculpty Organizer.

Change the "Object Name" of any of the categories to "Sculpty", and the category button becomes a Sculpty category button. Edit-> Edit Linked -> Select the category button and drop sculpt maps and texture maps in to it, and the job is done. Now, close the edit window and click on the category button, and you can preview the sculpties on the left hand panel. Pages of 16 can be browsed through the Next/Previous buttons.

The display automatically (by name) recognizes a texture as either a sculpt map or a texture map (any of tex, map,or bake string pattern match is a texture, the others are sculpts). Accordingly, a texture map is displayed on a square panel as a texture and a sculpt is displayed as a sculpty shape.

Click and "get" texture maps similar to the textures above. Click on the sculpts to rez them on the platform in the middle. This can then be dragged out to make your builds.

3. Animation Organizer

Change the "Object Name" of any of the categories to "Animation", and the category button becomes a Animation category button. Edit-> Edit Linked -> Select the category button and drop animations into it, and the job is done. Now, close the edit window and click on the category button, and you can preview the animations on the platform.

Sit on the platform after choosing (touching) the animation category. The avatar starts playing the first animation in the organizer. Click the "next"/"previous" buttons to cycle forwards and backwards. Touch the platform to "get" the animation currently being played.

4. Gesture Organizer

Change the "Object Name" of any of the categories to "Gesture", and the category button becomes a Gesture category button. Edit-> Edit Linked -> Select the category button and drop Gestures into it, and the job is done. Now, close the edit window and click on the category button, and you can browse gestures by name on the left hand browse panel. Pages of 16 can be cycled through the "next"/"Previous" buttons.

Click any square on the left hand panel to "get" the gesture for use.

5. Clothes Organizer.

Change the "Object Name" of any of the categories to "Clothing", and the category button becomes a Gesture category button. Edit-> Edit Linked -> Select the category button and drop clothes into it, and the job is done. Now, close the edit window and click on the category button, and you can browse clothes by name on the left hand browse panel. Pages of 16 can be cycled through the "next"/"Previous" buttons.

Click any square on the left hand panel to "get" the clothing item for use.

Clothes can be divided as in the default configuration. Hair, Shoes and Jewelry are not clothes categories - they are inventory categores that will be seen below.

6. Bodyparts Organizer

Object Name is "Bodypart. Otherwise, the category is identical to the clothes organizer.

7. Sounds Organizer

Sound organizers are similar to texture organizers, except that the Object Name is "Sound". Browsing is by name on the left hand browsing panel. Click on any square in this panel to preview the sound. The sound can be "got" by clicking the center preview panel during preview.

8. Landmarks, Notecards, Inventory and Scripts

Similar to the clothes organizers, except that Object Names of LandMark categories is "Landmark", that of Notecards is "Notecard", that if scripts is "Script" and finally, that of Inventory is "Inventory"

Note: LM category truncates the name to 15 characters.

9. Mega Prims

The Organizer uses the most comprehensive megaprim database at http://megaprim.sl, but makes them available without the need for leaving your viewer. Clicking on the "Megaprim" button on the bottom panel brings up the megaprim.sl site on the preview pane. Simply put in your required dimensions and get them as you would from the website. You will need to confirm your credentials if prompted - you can simply cut/paste the link in the address bar of the prim or you may click on the link to get at it from your browser.

To close the Megaprims, click on the Megaprim button on the bottom panel again.

10. Sit Target Positioner.

LearJeff's Sit Target Positioner (freebie) is used. Clicking on the "SitTarget Setter" button rezes the Sit Target helper on the animation organizer platform, and gives the Sit Target Setter button. Drop the animation you want to set into the "sit target helper", drop the "Sit Target Helper" script into the prim on which you want to seat the avatar.

Then sit on the "sit target helper", position it as if you were sitting on your prim, click on the prim, to set the target. Copy the llSitTarget function settings from local chat into your script.

LearJeff's Sit Target README is available in the Sit Target button.

11. Object Rezzer

Click on the Objects button on the bottom panel to preview various kinds of standard objects on the browse pane. Simply click on any object in the browse pane to rez them on the platform. These objects can then be dragged out to be used in your builds.

12. Platform control

The chair at one end of the platform is the Engineer's seat. The builder will be seated here while they build.

a. Grid setting:

The main platform grid setting is accessed from the little green button found in the South-East corner (at 0 rotation) of the platform. From here, you can choose from several grids for the main platform through a menu. You can also choose shine/brightness for the main platform grid.

b. Drivability:

The platform is drivable. Simply type in commands in local chat - for example:

"/up 2" to go 2 meters in the upward direction

"/down 2" to go 2 meters in the downward direction

"/x+ 2" to go 2 meters in the Positive X direction

"/x- 2" to go 2 meters in the Negative X direction

"/y+ 2" to go 2 meters in the Positive Y direction

"/y- 2" to go 2 meters in the Negative Y direction

While seated on the Engineer's seat, the builder will move with the platform.

Known bugs:

"Turn Off" does not work when the display is set to sculpties or objects. Please set to any other type of category and turn off the organizer for better results.

PS:

I don't believe there are (and if by any chance there are, I have not willingly or intentionally included) any objects included in the organizer that infringe upon copyrights/other creators. Should you notice something, please bring it to my notice, and I will be glad to remove those items with immediate effect.