5X Bird Setup Instructions

Each time you rez the bird or reset it you must follow the same process to set it up to fly.

See the video at http://www.youtube.com/watch?v=FFgPkqiUs0s

When you first rez or reset the bird it will offer you the Instructions Texture. You can decline it if you have already seen it. The texture is visual quick setup guide for the bird.

The first step is to setup the birds flying area, which is a square usually defined by the 4 corners of the region it will fly in at a set height. The fly area must be at least 15 x 15 but should be much wider, as wide as you wish. The height should be at least 20 meters or more over where the lowest landing point will be, and can be much higher, as high as you wish.

Open the Edit window on the bird and move the bird to the first of the 4 corners. Make sure the bird is at the height you want it to fly at before you set the first corner. Touch the bird for the menu and select "Set-Limit" to set the first corner. Repeat the process for all 4 corners. If you make a mistake, click Reset from the menu and start over.

After the 4 corners are set you must set at least 2 landing spots. Move the bird to the spot where you want it to land. By default the birds feet are parallel to the ground when you rez it, but you can rotate and angle it however you wish at the landing spot, even upside down. Once the bird is positioned and rotated exactly where you want it to land select "Set-Land" from the menu. You can set a up to 20 landing spots. If you make a mistake, click Reset from the menu and start over with the flying area again.

After you select at least 2 landing spots you can select "Options" from the menu. These are defined below. Once you have set the options and the landing spots you want, close the Edit window and select "Start" from the menu. Your bird will take flight and begin its life on your land.

Bird Options

FlyMore - The Bird flies around more on average before landing

FlyNorm - The Bird flies around an average time before landing

FlyLess - The Bird flies around less on average before landing

LandLong - After landing the Bird tends to stay in the landing spot a longer length of time

LandNorm - After landing the BIrd tends to stay in the landing spot an average length of time

LandShrt - After landing the BIrd tends to stay in the landing spot a longer length of time

FidgetMore - After landing the Bird tends to fidget more, turning its head, moving and twitching more

FidgetMore - After landing the Bird tends to fidget at a normal level, turning, twitching about normal

FidgetNone - After landing the Bird will not fidget or turn its head, move, twitch or bend at all.

SoundMore - The BIrd will tend to generate bird sounds more often

SoundLess - The BIrd will tend to generate bird sounds less often

SoundNone - The BIrd will not generate bird sounds at all

SkittishMore - After landing the Bird will fly away if anyone comes within 3 meters

SkittishNorm - After landing the Bird will fly away if anyone comes within 6 meters

SkittishNone - After landing the Bird will not fly away because someone is near it