

Honor Roleplay Race System: A Complete Guide

Chapter 1: What is all this?

The Honor Roleplay Race System is a complete, stand-alone system designed for SIM owners to hold races and reward winners. A race can have any number of components or way stations, and can even go across SIMS. Races can be set up so that racers run into or across a checkpoint, or so racers must find and touch the correct item in order to move on. Players can be on foot, on horse, in a car, in a boat, on an inner tube – anything the SIM owner wants. The possibilities are endless.

1.1 What do I get when I purchase the system?

The system comes with four (4) items: these instructions, the Race Admin HUD, the Race Assist Board, and the Racing Stage Waypoint item.



Chapter 2: Set up

First step - design. What will you call your race? How many waypoints will you have? Where will you put the waypoints? What will they look like, are they all the same or different? Do you want the racers to just run into them, or will they have to look for them and touch some of them? Where is the finish line?

** What is a waypoint? A waypoint is a stopping place or a check point. You can have just the start and finish line, or you can add check points along the way to make it more interesting.

Next, wear the HUD. Then, rez the Race Assist Board and the Waypoint Item. The Waypoint Item is completely modifiable, so you can alter the way it looks. Also, if you already have an item that you want to use, you can take the scripts from the waypoint item into your inventory and then move them to any modifiable item. The first waypoint item in your race is the starting line. You will edit each waypoint.

Waypoints

1. Race name

In edit mode (right-click on item, choose edit), change the name (second life item name) of the waypoint to whatever your race name is.

For instance, I might set up a race called “Luva’s race” or “Dinner time” or “Woodland River Run”. You can call it whatever you want. Each waypoint must then have the exact same name.

** While still in edit mode, change the description. The description for each waypoint is very important.

2. Touch verses Collide

If you want the racer to be required to touch the item (right click-touch), then you must type “TOUCH:” as the first word in the description. **All letters in that word MUST be capitalized and the word is followed by a colon (:). Do not space after the colon.

If you want the racer to be able to simply walk into or over (also called collide) the way point, nothing extra is needed. However, if it makes it easier for you to remember, you can type COLLIDE: (all caps, followed by a colon, and no space after) as the first word in the description.

3. Waypoint name, required item

Each waypoint has a unique descriptor. For instance, if my race is called Dinner time, my first waypoint descriptor might be dinner bell. My second might be wash hands, and maybe for this one I require they touch the sink. The item information lines would read –

(First waypoint)
Name: Dinner time
Description: dinner bell

(Second waypoint)
Name: Dinner time
Description: TOUCH:wash hands,dinner bell



The name, of course, is the race name from step one (1) above. The description goes in the second life item description. In the description for the first waypoint, I have no requirements other than running into, across, or over it. For the second waypoint, the racers must right-click and choose touch, AND they must have already hit the dinner bell.



Still confused? Pretend for my third waypoint I want them to set the table, and they have to have washed their hands first. The third waypoint will say:

(Third waypoint)
Name: Dinner time
Description: set table,wash hands

Two things to remember: First, if you capitalize something in one place, you always have to capitalize it. Second, extra spaces can cause problems. **Do not** space after the colon or the comma in the description.

4. Finish line

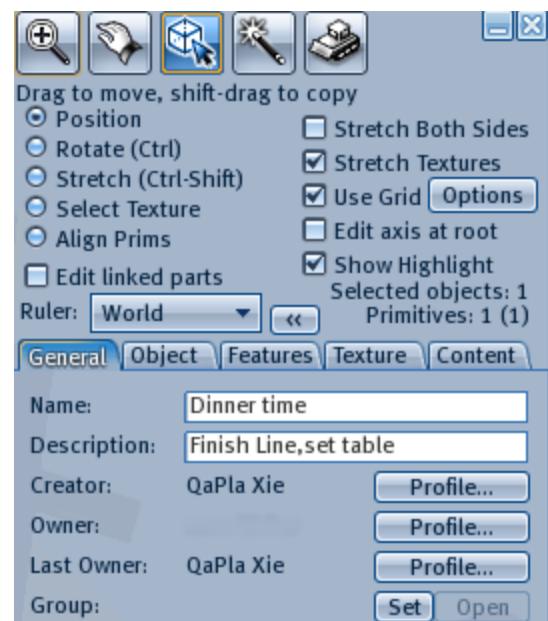
The finish line is just another waypoint, but it must have “Finish Line” in the description. Do not include the quotes, and make sure both words are capitalized.

Mine might look like this:

(Final waypoint)
Name: Dinner time
Description: Finish Line, set table

Or, if I want the winner to touch something

(Final waypoint)
Name: Dinner time
Description: TOUCH:Finish Line, set table



5. Reset and begin!

Once finished with a waypoint, close the edit box and click the item. You will receive a blue menu. Click setup and you will receive a message in chat telling you what the waypoint is, and what it requires. If you do NOT receive a message, edit the item again and then click “reset scripts in selection” in the tools menu.

Before you begin the race, click your HUD and delete prior race information, then click the race assist board to reset it.

That's it! Your racers can now begin. When the race is over, the race assist board will declare the winner. All participants will receive an Honor participation token (in their Honor Items inventory), in the format “{race name} participant token” and winners receive an additional “{race name} win token”. You can then reward your winner and participants as you choose!

and it requires Dinner bell,1
[12:14] Dinner time whispers: setup Completed: This is Dinner bell and it requires
[12:14] Dinner time: Sorry, you can not get this item, you fail to meet the requirements: Dinner bell,1
[12:14] Dinner time whispers: setup Completed: This is wash hands and it requires Dinner bell,1
[12:14] Dinner time whispers: found Dinner bell.
[12:14] Dinner time whispers: found wash hands.
[12:14] Dinner time whispers: setup Completed: This is wash hands and it requires Dinner bell,1
[12:15] Dinner time whispers: setup Completed: This is set table and it requires wash hands,1
[12:15] Dinner time whispers: setup Completed: This is Finish Line and it requires set table,1
[12:15] Race Assist Board v2: Resetting Board
[12:15] HONOR Race HUD admin v1: Removed Race Data

FAQs

Question: Something is not working as expected. What should I do?

Answer: Check for words that are capitalized or not capitalized the same, misspellings, added spaces. Be sure to click the waypoint after you are finished editing and select setup. If it is still not working, reset scripts in the item. If you are still having a problem, send a message to QaPla Xie in SL. Be sure to mention that it is the Race System, and tell him when you will be available in case he needs to speak with you more directly. He will get back to you as quickly as possible, usually within 24 hours. If 24 hours have passed and he has not responded, please try again as messages can be lost.

Question: I want to be able to do something slightly different. Can the system be modified to meet my needs?

Answer: Probably. Please message QaPla Xie to explain what you want. Often the system is already capable, as it is made to be very flexible. If a change or addition needs to be made, QaPla will determine if it is feasible and whether or not it would have an additional cost. Changes and additions are often completed within hours of the request.

Question: I want my race to go over several SIMS. Is this possible?

Answer: Absolutely. Just ask QaPla Xie for assistance.