

Bézier Toy

Script

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Strictly for fun!

The toy is made by **one prim and a script**.

The prim will move along a **smooth closed curve in space** until it is stopped.

The prim **can be sat on** and will then move you as a rollercoaster.

Experimenting with the: camera distance, camera angle and camera in mouselook is great fun.

Making a **smoke tail** is optional.

The curve travelled

The curve is made from a number of **Bézier curves** computed in the script.

The curves are put together seamlessly.

The points used for the curves are picked at random inside a box with editable size.

New curves are computed each time The button *New* in the dialog menu is pressed.

KeyFramed Motion

The Second Life technique used is called: *KeyFramed Motion*

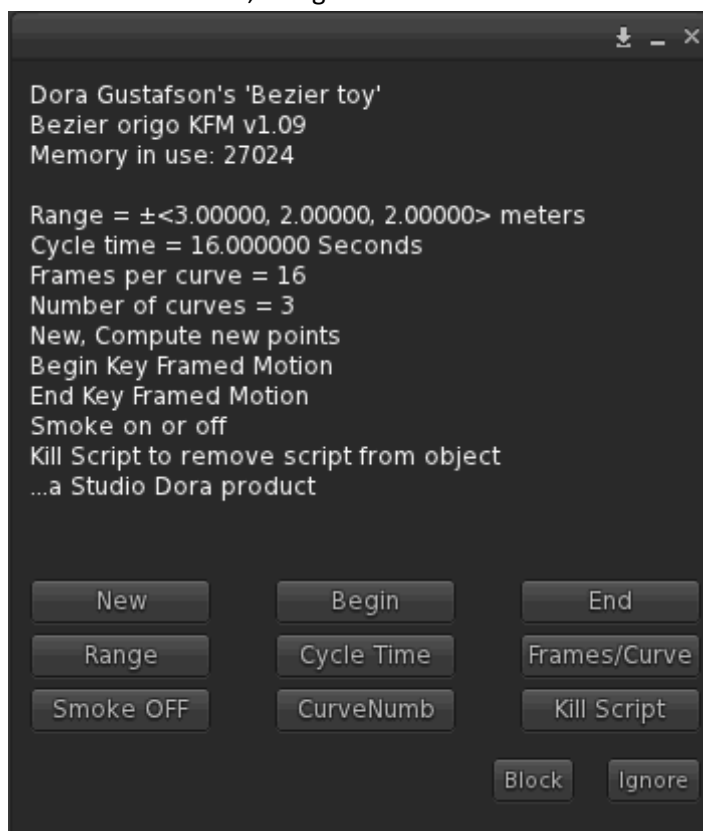
This makes it possible to let the **toy run forever without a script**.

Just start the toy and remove the script with the *Kill Script* button in the dialog menu

The Dialog Menu

The Dialog Menu will open when you touch the prim.

The default ClickAction is *Sit*, so right click and choose: *Touch* from the menu.



New

Will compute new curves from new randomly picked points in space

The points will be picked inside a box with the prim in the center and rotated just like the prim

Do not press New when the prim is moving, if you want any control the curve

Begin

Begin the prim travel

End

End the travel and reset prim to start position and start rotation

Range

The range in which random points will be picked for the Bézier curves

It is given by 3 coordinates X, Y and Z

The coordinates form a box with the prim in the middle: prim position $\pm X$, $\pm Y$ and $\pm Z$

This imaginary box is rotated just like the prim!

In edit mode you can see the prim's axes when you choose local coordinates (as opposed to world coordinates)

Note that the prim will not stay inside the box on its journey, only the points used to compute the journey are guaranteed to be inside

Cycle Time

The time it takes to complete one cycle from start to start

Frames/Curve

The number of keyframes for each Bézier curve

Smoke ON/OFF

Toggles the particle emitter ON/OFF

CurveNumb

The number of Bézier curves from start to start

Kill Script

Will remove the script and the toy can't be controlled anymore

The toy will continue doing what it did when the script was removed