

## S@R Teleport HUD Plus

### ■ Product Features

#### 【Avatar radar function】

- Show the name of the avatars within a radius of 95 km of you
- Avatar's name in a chat range (within 20 km) will be shown in green
- Displayed on the avatar name when you click on the chat field will be displayed in the URL,

You can click URL on chat field when can see the avatar profile.

- ON / OFF this function
- Show also the country name after the avatar name,  
which is found by the radar.(ver 3.2)

#### 【High-altitude flight function】

- Release the limit of the high-altitude during your flight.

#### 【about Landmark Record】

- max. number of the record: 11 categories x 100Landmarks = 1100 TP-destination
- record automatically the last 100 teleport destinations.

#### 【about Landmark edit】

- You can edit the name of each category folders freely.  
(within 11 letters or 5 letters with 2-bit characters)
- You can rename the saved Landmarks with ease.
- You can move the saved Landmarks in the other categories.  
(Copy & paste /Cut & paste)

#### 【about Landmark deletion】

- You can delete each Landmark individually.
- You can delete all Landmark in each category.
- You can delete all Landmarks at once.

#### 【Other functions】

- Possible to save the recorded Landmark information in a note card.
  - Backup for your Landmark information (secure your records)
  - Share all saved Landmarks with the third party (other account or in the

group)

- Show the saved Landmarks in the chat field only with clicking a button.  
→ When you would like to inform a particular Landmark to the third party.

-----

#### ■ How to use

##### 【Avatar radar function】

- The small button which is under the “i button” , is the switch of ON/OFF.
- If you click on the avatar name displayed on the HUD, the URL  
will appear in the chat field. If you click on the URL, you can see the  
avatar profile.

The country codes are as follows:

(de) German  
(en-us) US English  
(es) Spanish  
(fr) French  
(ja) Japanese  
(pt) Portuguese  
(ko) Korean  
(zh) Chinese

Note 1 ) The country name is shown based on the language setting  
of the SL-Viewer. So that it can be different from the actual  
nationality.

Note 2) The country code won't be shown, if it is not possible to  
get the country name (In case the viewer detected is too old)

-----

#### ■ How to use

##### 【High-altitude flight function】

- Release the limit of the high-altitude during your flight.  
You can use it just to attach HUD.

---

## ■ How to use

### 【Teleport HUD】

#### 【modify the category name (Preparation for use)】

- Please right-mouth click on the HUD after wearing, then choose the contents tab in the edit menu. There you will find a note card named "category".

Categories are registered as "CATEGORY=○○○" in the note card. Please change

the part of "○○○", if you would like to change the category name as you like.

(within 11 letters or 5 letters for 2-bits characters)

Please save the note card, and close the edit window.

Next please click the "i" button in the HUD, then choose "Load-Cat" button.

Now the category names are changed as you wished.

(Except the history category)

#### 【M button (memory)】

- Please click this button where you want to record a new Landmark.

→ If you choose any 11 categories except "history" button, the Landmark will be registered in the selected category.

※ In the history the last 100 places where you have teleported will be automatically saved. (overwritten on the older TP destination)

- HUD operation in the script forbidden zone

If you would like to use the HUD in the script forbidden zone, please do all operation with "M" button.

The contents of the "M" dialog box is extra adjusted for the use in the script forbidden zone, so that you can use all functions, that assigned to the other buttons on the HUD normally.

Please note that the other buttons except "M" doesn't work in such place.

- When I registered Landmark in land without the name, the name of the land is displayed with [no name].

#### 【T button (teleport)】

- Please click on the "T" button by teleporting to any place where you saved.  
→ At first please choose a category, then click on a Landmark to teleport.

#### 【D button (Delete)】

- Please choose the "D" button, if you would like to delete the saved Landmark.  
→ At first please choose a category, then click on a Landmark to delete.

#### 【i button (initialize) 】

- "Copy" button  
→ Please use this button to copy and paste a Landmark to the other category.
- "Move" button  
→ Please use this button to cut and paste a Landmark to the other category.
- "Rename" button  
→ Please use this button to change the LM name which has already recorded.  
After choosing a Landmark, please input `"/1 ○○○(←name)"` in the chat

field

within 30 seconds, then, press the enter key.

(For ○○○ you will input a new LM name within 11 letters or 5 letters with

2-bit character letter. No need to write 【 】 , and please enter one space after /1.

- "ShowData" button (Show all Landmark)

→ All Landmark Information that you have will be shown by clicking the button.

You can take a back up of your records by copying the yellow letters in the chat field from

-----Copy Start (Please create notecard [DATA] into content---

to

-----Copy End-----

and save the copied data in the note card.

Also you can create your Landmark information, which will not be deleted after the initialization of all data with the following step. Please right-click on the HUD, and go to contents tab in the edit menu, and open the note card "landmark", then paste the copied data in the note card and

save.

- "LoadData" button (load all Landmark)

→You can load the note card data which you have created in the contents tab with

the step written in above.

●"ShowURL" button

→URL that you can teleport to (URL start with secondlife://) will shown in the chat field, if you click the button, then choose an applicable Landmark.

So that you can inform your favorite place to the third party like your friends.

●"Load-Cat" button (Load your categories)

→Please use in case you would like to load the change of the category name in the note card "category" of the Teleport HUD.

●"Init-Cat" button (Delete all in the categories)

→Please use in case to delete the Landmarks in the all categories at once.

●"Init-All" button (complete initialization)

→Please use in case to initialize all information.

(Information recorded in the category note and landmark note will be not initialized.)

※If your HUD doesn't work at all, please rez your HUD on the ground. So that all initialize

sequence will be proceeded.

※If you need to change the position of the HUD, please see the Homepage below:

<http://snowrabbit.slmame.com/e205892.html>

---

【General disclaimer】

※The location names contain 【|】 (bar・pipe) are not supported to load the Landmark

data. Because the letter 【|】 cannot be used in SL since February 1, 2008.

※It is difficult to expect the large-scale update in Second Life in the future.

Please note that we cannot guarantee to support all phenomenon caused by those things

in spite of our efforts in future.

□

Snow Rabbit

|       |                  |                   |
|-------|------------------|-------------------|
| Owner | Designer:        | Shirousagi Noel   |
|       | Scripter:        | Naho Aya          |
|       | Foreign affairs: | Mikkyon Oceanlane |