

Balut Rezzer Instructions

v. 1.02

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1. INTRODUCTION

Please take the time to read these instructions. Doing so will save you a lot of grief later.

The Balut Rezzer is a general purpose rezzer / derezzor that will let allowed users rez a set of objects anywhere in a region, either relative to the rezzer or to absolute coordinates. It is especially suited to

function as a room rezzer or to rez a set of props for an event. You could also use it to package a building for yourself that is too large to link together. It cannot be used to package items to sell, since it is a no-transfer object. It allows setting up multiple rezzers in a region operating independently on different channels.

There are 2 parts to the rezzing system: the rezzer itself and the rezzed objects that remember how to find their way to their position.

Once it's set up by the owner, an allowed user simply touches it to rez the contained objects and touches it again to remove them.

Setup is simple. Just drop a script into the objects to be rezzed, record their positions via menu and place them into the rezzer.

Via menu ,described below, the owner can:

- 1) Move the objects around and (re) synchronize their position and channel
- 2) Restrict who can use it to rez the contents.
- 3) Set a time to automatically remove the objects rezzed.
- 4) Kill the scripts in objects to reduce sim lag for a permanent setup.
- 5) Keep the position of relatively positioned objects in sync with a moved rezzer.
- 6) Change how the rezzer responds to being touched
- 7) Require (or not) confirmation before objects are removed
- 8) Check for free updates to the product.
- 9) Change the channel of operation of a rezzer and its controlled objects.
- 10) Get this help note card.

You can also use any texture for the rezzer, or use other objects as a rezzer.

2. FIRST STEP - MAKE A COPY OF THE REZZER!!!!

Before you start, make a copy of the original rezzer in your inventory BEFORE initially rezzing it. Store the original in a safe place where you are not likely to write over it. Always use the copy when starting a new rezzer. This will save you a lot of grief later. If you just try to take a copy of an in-world rezzer, you will likely end up with conflicting rezzers (see section below). If you don't read instructions and have failed to do this, see part 1 of the FAQ's (section 15).

3. SIMPLE TUTORIAL OF THE MOST BASIC SETUP OF A SINGLE REZZER

This simple tutorial will orient you to the basic operation of the rezzer and set the foundation for more complicated things later.

- 1) Rez a copy of the Balut Rezzzer.

2) In Build mode, make 2 new different objects, like a cube and a sphere.

3) From the Balut Rezzer folder in your inventory, drag and drop a copy of the BR-Absolute Positioning Script onto one of the objects and a copy of the BR-Relative Positioning Script onto the other. See section 4 below for more information about absolute vs. relative positioning.

4) Touch the rezzer to bring up its menu. Then click on the SetPos+Rot button to have the objects remember their positions and synchronize their operating channel with the rezzer.

4) Take the two objects back into your personal inventory.

5) Select the rezzer and go into Edit mode, then navigate to the Content tab of the Edit window to reveal the contents of the rezzer. Drag and drop the two objects into the content window of the rezzer. Close the Edit window.

6) Touch the rezzer to bring up the menu again if need be. Click on the RezObjs button to rez the objects.

7) Touch it again to bring up the menu again. Click on the RemoveObjs button to remove the objects.

8) Move the rezzer to a different position and perhaps rotate it as well.

9) Rez the two objects again as in step 6. Notice the one with the absolute script still goes to its absolute coordinates while the one with the relative script maintains its position and rotation relative to the rezzer.

10) Delete the rezzer. If you decide to take it into your personal inventory instead, rename it first so you don't confuse it with the original blank version.

4. ABSOLUTE VS. RELATIVE POSITIONING

Where an object ends up after it is rezzed by the rezzer depends on what positioning script you drop into it.

The BR-Absolute Positioning Script causes the object to return to the absolute coordinates it remembered no matter where you may later move the rezzer.

The BR-Relative Positioning Script causes the object to position itself in the same position and rotation relative to the rezzer. If you later move the rezzer, the object will always rez in the same orientation relative to the rezzer.

Each method has its advantages and disadvantages.

Absolute positioning allows you to rez the rezzer at any location in the region and the rezzed objects will find their way to their absolute location. However, if you were to move the rezzer to a different

region, the objects would find their way to the same absolute coordinates in the new region. The results could be unpredictable if you do not have rezzing rights to the new location.

Relative positioning allows you to move the rezzer around and the objects will rez relative to it. This is good if you are using it to rez objects in a building that you may later pack up and move elsewhere, perhaps even to a different region. If the rezzer stayed in the same relative position in the building, the object would rez to their correct location in the building no matter where the building was moved. The downside of this method is that you could end up moving the rezzer in a way that the objects would move into another region or onto someone else's property. Depending on rezzing rights at those locations, unpredictable things could happen. At best the object will be returned to your Lost and Found folder. The objects may just move to the edge of the region. So if you use relative positioning make sure the objects will stay within your property if you move the rezzer.

5. REQUIREMENTS OF OBJECTS TO BE REZZED

1) MOD PERMS REQUIRED: Since you must drop a script into the objects to be rezzed, the objects themselves must have modify permission. If an object itself is no-mod, it can't be used in the rezzer. Remember, an object in your personal inventory can appear to be no-mod because something in its contents is no-mod, like a script. It's worth actually rezzing the object and checking for yourself. If the object itself is modifiable even though its contents are not, you will be able to drop in the positioning script.

2) DROP SCRIPTS INTO THE ROOT PRIM: The positioning scripts must be dropped into the root prim of the object.

3) CAUTION RE NO-COPY OBJECTS: It's best if the objects can be copied and to always keep a copy without a positioning script in it in your inventory. If an object is no-copy, you are only allowed one copy. After it is rezzed from the rezzer, it is no longer in the rezzer. If you try to remove the objects, it will not remove objects that are no-copy. The only way to rez them again with the rezzer is to manually put them back in the rezzer.

If a no-copy object accidentally gets rezzed somewhere where rezzing is not allowed you could lose it. If you're lucky, it will be returned to your lost and found folder in your inventory.

If you put no-copy objects in the rezzer, the rezzer itself will become no-copy.

Finally, if you later decide to take the no-copy object back into your inventory and not put it in the rezzer, make sure to take out the positioning script. Otherwise, the object may move to its remembered location next time you operate the rezzer and you could lose it.

4) CAUTION WITH COALESCED (SOFT-LINKED) SETS: You may pick up multiple objects as a coalesced (soft-linked) set by selecting them and moving the set into your inventory and then into the rezzer. This will generally work ok with some limitations.

First, each object in the coalesced set must have a positioning script in it.

Second, if your coalesced set has MORE THAN 64 OBJECTS in it, some may not move to their location properly after being rezzed.

Finally, if you move the rezzer, unpredictable things could happen particularly if the rezzer is near region or property boundaries. Single hard-linked objects always rez at the rezzer and move into position from there and there will never be a problem with losing them. With a coalesced set, only one

of the objects of the set rezzes at the rezzer and the others rez relative to that, perhaps at a distance away from the rezzer. If the rezzer is moved from its original position, part of a set may try to rez on a different parcel or region with unpredictable results.

6. SETUP AND OPERATION OF A NEW REZZER

1) You should only set up one rezzer at a time. It's important to complete steps 2-5 on one rezzer before starting work on another.

2) Rez a new blank rezzer from the copy of the original version and position it where you want it to be. You should always keep the original in safe keeping and start a new rezzer from the copy you made as recommended in section 1.

3) Rez the objects you want to put in the rezzer and position them as you want them to rez.

4) Drop either a BR-Absolute Positioning Script or a BR-Relative Positioning Script into the root prim of each of the objects. See section 4 above for the difference between absolute and relative positioning. When you initially drop a positioning script into an object, it is operating in setup mode. In that mode, it will respond to ANY rezzer that issues a command to synchronize with it. This is why you should only set up one rezzer at a time.

5) When you are satisfied with the final positions of the objects, touch the rezzer to bring up the menu. Touch the SetPos+Rot button in the menu. This tells the objects to remember their current position and rotation and synchronizes the channel of the rezzer with the objects. Each object will announce in chat that it has done so. This is the most important step. If you forget to do this before picking up the objects, they will not position correctly after rezzing.

6) Take the objects to be rezzed back into your inventory then add them to the contents of the rezzer.

7) Touch the rezzer again to bring up the menu. Click on the RezObjs button to rez the objects.

8) To remove the objects, touch the rezzer again to bring up the menu. This time the previous button reads RemoveObjs. Click it to remove the objects.

9) You can take a rezzer back to your inventory and later rez it again. When you rez it again, it will just resume operation on the same channel as before.

7. EDITING OR ADDING TO AN EXISTING SET

After you have moved the objects into the rezzer, you may decide to change where they are rezzed or may decide to add additional objects to the set. This is quite simple. But again, you should only work on one rezzer at a time.

If you are only adding new objects and not repositioning or removing existing ones, you can skip steps 1 -3 below.

- 1) Bring up the rezzer's menu and rez the contents of the rezzer.
- 2) Move them around at will and /or remove some as you wish.
- 3) If you decide to change from absolute positioning to relative positioning, or vice versa, you have to change the script in the object.
- 4) Add additional objects to the set as you wish and add the desired type of positioning script into them.
- 5) When you have the objects positioned the way you want, bring up the menu again and click on the SetPos+Rot button as you did before. All the rezzed objects will synchronize with the rezzer and remember their positions.
- 6) The simplest thing to do at this point is to take the revised set back into your inventory and replace the current set in the rezzer with the revised set (assuming you rezzed the original set). At the very least, you need to replace any objects you have repositioned and add those you have added to the set. If you don't change the position of some already loaded objects, you don't have to replace them inside the rezzer.
- 7) Remove the currently rezzed revised set (click on RemoveObjs) and test out your changes.

8. ABOUT CHANNELS AND MULTIPLE REZZERS

Think of a rezzer and its objects as two-way radios. A rezzer and the objects it controls **MUST ALWAYS** communicate on the same unique channel.

A rezzer's current channel of operation can always be found by looking at its Description field (Edit mode -> General tab). You should never change the contents of that field except as described below in section 15.

You can operate multiple rezzers in a region at the same time but each **MUST** be on different channels or they **WILL** conflict. This rezzing system, with a few exceptions explained below does a pretty good job of avoiding duplicate channels. You will be warned if two rezzers end up on the same channel in the same region. (See section 9 below).

Only rezzed objects in the same region can hear menu commands. Objects inside the rezzer or in your personal inventory are deaf to any commands even if they are set to operate on the same channel.

9. CONFLICTING REZZERS

AVOID TAKING A COPY OF AN EXISTING REZZER into your inventory. The copy will be set to the same channel as the original. When you later try to rez the copy, you will likely end up with two rezzers operating on the same channel. You will be warned of a channel conflict if that happens..

Also, if you just take a rezzer back to your inventory, set up new ones, and later rez the former one again, there is a one in about two billion chance that you could get conflicting channels.

So if you avoid taking copies of rezzers to your inventory, conflicting channels will be a rare event.

However, you may want to make two copies of a loaded rezzer to duplicate a relative setup at two locations. You'll start with conflicting channels but you can correct that as described below.

Here is how to correct for conflicting channels in the event they occur:

- 1) Do not do anything else until you correct the problem since rezzed objects on that channel will have no way of knowing which of the two rezzers issued any command they may hear.
- 2) Remove any rezzed objects from both sets by issuing a RemoveObjs command from one of the rezzers.
- 3) Choose one of the rezzers that you will remove from the region. Take that rezzer back into your inventory for now. This is the one whose channel you will not change.
- 4) Rez any objects in the remaining rezzer.
- 5) From the menu, click on the ChngeChanel button. This will change the operating channel of the rezzer and the objects without changing any other settings.
- 6) Replace the contents of that rezzer with the set whose channel you just changed.
- 7) It's now safe to return the first rezzer back in-world.

10. TOUCH->MENU VS. TOUCH-REZ MODE (ACCESSING THE MENU)

The rezzer can operate in two modes.

In Touch->Menu mode, touching the rezzer will bring up the menu. From there you can access all the commands described in section 11 below, including rezzing and removing objects. This is the default mode of operation for the owner when starting a new or reset rezzer.

In Touch->Rez mode, touching the rezzer causes the contents to be rezzed for the owner. Touching it again will remove the objects. In this mode, to access the menu again the owner has to chat /# menu, where # is the rezzer's current channel of operation. (e.g. /63081 menu). Remember, you can always know a rezzer's current channel by looking in its Description field (Edit mode -> General tab -> Description Field). If you touch a rezzer while in its Touch->Rez mode, it will remind you in chat how to access the menu again.

Users other than the owner will always be in Touch-Rez mode. Only the owner can change from one mode to another.

To change the operating mode, call up the menu and click on the Touch->Rez button to cause the rezzer to subsequently just rez or remove objects when the rezzer is touched. Later, click on the Touch->Menu button to cause the rezzer to show the menu when touched.

The Touch-Menu mode is designed primarily to allow the owner to set up the rezzer. Once it's set up, the owner may want to change to Touch->Rez mode to use the rezzer the same way that all other users do.

11. FUNCTIONS AVAILABLE VIA THE MENU

Only the owner can access the menu as describe in section 10 above. The avatar must be within the same region as the rezzer for the rezzer to respond to the menu.

Here's what all the menu items do:

11a. RezObjs / RemoveObjs

Rezzes or removes the contents of the rezzer.

11b. SetPos+Rot

If an object is in setup mode (with a just added positioning script) this command first causes the object to change its channel to be the same as that of the rezzer. The command then tells all objects on that channel to remember their current position and rotation. The objects will announce they have remembered their absolute or relative position. If you forget to issue this command before taking the objects back to your inventory, they will fail to position correctly after rezzing.

11c Done.

This removes the menu from the screen.

11d. WhoCanUse?

You can limit access to who is allowed to rez and remove objects. Regardless of the access type you choose, the owner always has access.

1) OwnerOnly: Pretty obvious. This is the default setting.

2) Anyone: Again pretty obvious

3) Toucher: Anyone can rez the contents. Only the one who rezzed the objects can remove them.

4) Group: The users must be wearing the same group tag as the rezzer belongs to.

5) Grp+Toucher: Anyone wearing the same group tag as the rezzer belongs to can rez the objects. Only the group member (wearing the group tag) who rezzed the objects can remove them.

5) List: Only the avatars listed in the notecard called OperatorList in the rezzer will be able to use it.

Avatar names must be listed as USER NAMES (not legacy or display names), one name per line.

For newer avatars with only one name, just list the name they log in with. For older avatars with a first and last name, the user name is the first and last name in lower case, separated by a period. E.g. monica.balut

Blank lines in the OperatorList will be skipped.
Lines starting with a semicolon are treated as comments and will be skipped.
Once the list is read, the names of the avatars in the list will be listed in chat.

There is no way to validate via script if a user name refers to an actual avatar until the avatar tries to use the rezzer. If an avatar that you believe has access is denied access when s/he attempts to use the rezzer, check to make sure the name in the OperatorList is spelled correctly and is properly formatted as a user name, not a legacy or display name. See http://wiki.secondlife.com/wiki/Category:LSL_Avatar/Name for more information.

11e. SetLiveTime (SETTING A TIME TO AUTOMATICALLY REMOVE OBJECTS)

You can have the rezzer automatically remove the objects after a certain amount of time, or never. The default is to never remove them automatically. You can select from some common times from the menu. If you want to set a time not on the menu, you can chat `/# LIVETIME=##.#` in local chat. E.g. `/4507 LIVETIME=1.25` The second number is in hours and fractions thereof (not seconds). Note there is no space around the = sign.

11f. KillScripts

This will kill the positioning scripts inside each rezzed object. This is good if you need to minimize lag and don't plan to remove the objects. The objects will be unresponsive to the rezzer thereafter. You will be asked to confirm before executing this action since it is irreversible.

11g. ReposRelObjs

If the objects being rezzed are using the relative positioning method, you may want to move the rezzer and have the already rezzed objects reposition themselves in the same relative position to the rezzer. After you move the rezzer, issue this command and the objects will reposition themselves. This command has no effect for objects rezzed using the absolute positioning method. And again, this command does not change the position relative to the rezzer. It just keeps the set positioned in sync relative to the rezzer.

11h. Touch->Rez / Touch->Menu

As described in section 10 above, this changes how the rezzer responds to touch for the owner only. For all other users, touching the rezzer causes it to rez or remove the objects.

11i. CnfrmRmv / XCnfrmRmv

You may want to set up the rezzer to require that a user confirm to remove a set of objects. CnfrmRmv causes a second menu to appear requiring confirmation before the objects are removed. The default is XCnfrmRmv which causes the objects to be immediately removed as soon as the remove command is issued.

11j. Chk4Updates

Click on this to have the rezzer check if a new update has been released. If it has, it will be sent to you. If not, nothing will happen.

11k. ChngeChanel

This causes the rezzer and its rezzed objects to change their channel of operation to a different channel. It only works if the contents of the rezzer are rezzed at the time. About the only time you have to use this is if you get two rezzers operating on the same channel. See section 9 (CONFLICTING REZZERS) for more explanation of this.

11. Help

Gives the owner this notecard.

12. MODIFYING THE LOOK OF THE REZZER

12a. Changing the rezzer's textures

The rezzer has one texture when the objects are not rezzed and a different one once the objects are rezzed. There are two textures in the rezzer's contents named: RezTexture and RemoveTexture. If you don't like the default ones, you can change them to anything you want. You just have to name them RezTexture and RemoveTexture (no spaces). I have provided some other textures you can use in the Textures folder. You just have to rename them as above. If you remove these textures from the rezzer's inventory, the texture will not change when your rez / remove the objects. You, of course, can make your own textures too.

12b. Making any object a rezzer

There's a folder called Rezzer Basic Contents that contains a script (Balut Rezzer Script) and a notecard called OperatorList along with the 2 textures and this note card. At minimum, you can put the script and note cards into the ROOT PRIM of any modifiable object and have it function as a rezzer. If the object is multi-primmed, the RezTexture and Remove Texture will only be applied to the root prim. If you omit putting in the 2 textures, the rezzer will keep the original texture of the object and the texture will not change upon touch.

13. REZZING AN OBJECT OUTSIDE THE REZZER

An object with a positioning script in it can be rezzed manually by you without using the rezzer. It will just rez and stay at the position you rezzed it. If it happens to be operating on the same channel as an existing in-world rezzer, it will move into position the next time you rez the objects in that rezzer or will be removed the next time you issue a RemoveObjs command from that rezzer. If you plan to just take it out of the rezzing system and return it to your inventory, remove the positioning script in it first. You could also reset its script as described in section 14 below and resynchronize it with any existing rezzer.

14. RESETTING SCRIPTS IN A REZZER AND/OR ITS OBJECTS

This should be a rare event, perhaps only if a script crashes, heaven forbid.

14a. Resetting a rezzer

If you need to reset the script in the rezzer to factory defaults, do the following:

- 1) If possible, rez any objects contained in the rezzer.

- 2) Select the rezzer in Edit mode.
- 3) In the General tab, erase the contents of the "Description" and replace it with the word: RESET.
- 4) From the Build menu in the viewer's top menu bar, select Scripts, then Reset Scripts. The rezzer will be reset to factory defaults and a new random channel will be assigned.
- 5) To resynchronize the rezzers objects, proceed to section 14b below.

14b. Resetting Objects

To reset the scripts in objects do the following:

- 1) If you were able to rez the objects from the rezzer before resetting it, they will likely be positioned correctly. If not, you can rez them after resetting the rezzer, but you will have to reposition them in that case since they will all rez at the rezzer and fail to move into place.
- 2) Select all the objects (In Edit mode, hold down shift while left mouse clicking on the objects)
- 2) From the Build menu in the viewer's top menu bar, select Scripts, then Reset Scripts.
- 3) This will put the scripts in setup mode, listening on the setup channel.
- 4) Issue a SetPos+Rot command from an existing rezzer to synchronize the objects to that rezzer and have them remember their current positions and rotations.

15. FREQUENTLY ASKED QUESTIONS

- 1) "I lost the original copy of my rezzer. How can I recreate it?"
 - a) Reread section 2 of these instructions.
 - b) Rez any Balut Rezzer from your personal inventory..
 - c) Move any no-copy objects in it back to your personal inventory. Delete the remaining copyable objects in the rezzer.
 - d) Replace any text in the "Description" field (Edit mode -> General tab) with the word: RESET
 - e) Possibly rename the rezzer to indicate it will be a blank original and to distinguish it from others.
 - f) Take that rezzer back to your inventory.
 - g) When you rez further copies from this "new" original, it will behave like a new rezzer and set a random operating channel.
 - h) Proceed as in section 6 to set up the rezzer.
- 2) "My objects just stay rezzed at the rezzer and fail to move to their position"
 - a) You may have forgotten to issue a SetPos+Rot command right BEFORE you took the objects back to your inventory. Reposition the objects and try again.
 - b) The positioning script may have failed to actually make it into the contents of the object before you picked it up. Check the contents of the rezzer and if necessary put in the desired script and try again.
 - c) You may have more than 64 objects in a coalesced set.
 - d) The objects may be operating on a different channel from the rezzer. Position the objects as desired. Reset the scripts in the objects as described in section 14b.
- 3) "Some of the objects failed to rez"
 - a) Are you sure the objects are actually in the rezzer?
 - b) Sometimes SL just fails to rez objects. Try removing the ones that did rez and try again.
 - c) With coalesced sets, if you have moved the rezzer, some of the objects could be trying to rez in

another region or parcel where rezzing is not allowed. Try moving the rezzer to a different location to minimize that possibility.

4) "Some objects are not removed by the rezzer"

a) It's most likely that the objects' operating channel is different from that of the rezzer. That is most likely to happen because you forgot to issue a SetPos+Rot command prior to taking the objects back into your inventory. Either replace the existing script in the object with a new version or reset the script in the object as described in section 14b above. Once you have done that, issue a new SetPos+Rot command and replace the object in the rezzer with the corrected one.

5) "Can I take objects out of one rezzer and put them in another?"

Once an object is synchronized with a rezzer, it only hears commands from that rezzer. To associate them with a different rezzer you would have to reset the scripts in them as described in section 14b above, then issue a SetPos+Rot command from the other rezzer.

6) "I'd like the rezzer to operate on a channel that I choose rather than a randomly assigned one by the rezzer."

a) Follow the instructions in section 14 above except, instead of typing RESET in the Description field, type in the desired channel number. This will not set the rezzer to factory defaults. It will just change the operating channel to the one in the Description field. Be careful about creating conflicting rezzers if you do this.

APPENDIX A - MORE DETAILS ON HOW COMMANDS INTERACT WITH CHANNELS

a) RezObjs

The rezzer rezzes objects at the rezzer and then sends the newly rezzed objects a message on the operating channel to move themselves into position.

b) RemoveObjs

The rezzer tells objects operating on its channel to commit suicide. Only copyable objects will do so.

c) SetPos+Rot

When positioning scripts are first dropped into objects, they operate on the setup channel (-1717171717). This command from the rezzer first broadcasts on the setup channel, telling all rezzed objects on that channel to change over to the operating channel of the rezzer. It then broadcasts to all objects on that operating channel the request for them to remember their current location and rotation, either relative to the rezzer or in absolute coordinates.

d) KillScripts

The rezzer broadcasts a command for all rezzed objects operating on its channel to delete their positioning script.

e) MoveRelObjs

The rezzer broadcasts a command to all rezzed objects operating on its channel for those using the relative positioning method to reposition themselves relative to the rezzer. Use this to keep the

objects' positions synchronized with a rezzer after you have move the rezzer.

f) ChngeChanel

Causes the rezzer and any rezzed objects on the same operating channel to change the channel that all of them operate on. It does not change any other settings. The primary use of this command is to fix a "conflicting channels" problem when two rezzer end up on the same channel.

g) Resetting scripts (from the Build -> Scripts -> Reset scripts menu)

Resets the script in objects or the rezzer back to factory defaults.

This only affects the object whose script is being reset. It does not synchronize with any other object.

Resetting scripts in objects results in returning them to the setup channel so a SetPos+Rot command can be subsequently issued by a rezzer.

Resetting a rezzer may affect its channel differently depending on the following:

1) If there is an integer in the rezzer's Description field at the time of reset, that number will be the operating channel that is used.

2) If the rezzer's description field is blank or has the word RESET, a new random channel will be assigned

CONTACT MONICA BALUT

If you don't understand something in these instructions, I am always willing to help. But please read the instructions before you contact me. If you think you found a bug, please let me know. I can't fix it if I don't know about it.