

Chapter 1

About

Thank you for choosing Ratany Fine Engineerings Rezbox!

A rezbox is an object that allows you to store other objects — or prims — in its inventory and to re-create these objects as they were. The objects do not need to be linked for this. You can move the rezbox around and the objects will follow the movements of the box, so you can conveniently place them where you want them as if you were handling a single object.

In addition to this basic functionality of a rezbox, Ratany Fine Engineerings Rezbox has features that make using a rezbox extremely easy and save you a lot of time and work. These features include

- automatic pick up of the objects,
- checking for scripts in non-root prims, for duplicate scripts and prims that aren't linked,
- the ability to change the placement of the rezbox relative to the parts even after recording them,
- non-interference with other rezboxes in the same region without setting channels or editing note cards,

- instant building so you can easily put rezboxes into rezboxes,
- temp-rezing of objects,
- protection of no-copy items,
- some inventory management and
- giving documentation to the owner when the rezbox is rezed.

However, since noone is likely to read the about fifty pages of documentation I should write to cover all aspects, I'll let it be with a few notes you'll find in the following chapters.

Chapter 2

How to make a Rezbox

You need the following scripts to use Ratany Fine Engineerings Rezbox:

- `~RfE-rezzboxmaster`: the master script to put into the object that will become your rezbox
- `~RfE-rezzboxclient`: the client script to put into all the objects you want to pack into your rezbox
- `~RfE-giveplugin`: an optional script to put into the rezbox together with the `~RfE-rezzboxmaster` script — it allows to be given more inventory items at once through the menu of the rezbox than is possible without the plugin

Once you have these, making a new rezbox goes like this:

1. Build a box. Edit the name **and** the description of the box.
2. Drag the `~RfE-rezzboxmaster` script from your inventory into the inventory of the box. This turns your box into a Ratany Fine Engineerings Rezbox.

3. Rez an object or build another box or sphere.
4. Drag the `~RfE-rezzboxclient` script into the object or sphere. The object will ask you for permission to attach to your avatar. You can give or deny this permission.
5. Repeat the two last steps for as many objects as you like.
6. Touch the rezbox and click on the **Record** button.
7. Wait until all objects have been recorded. Your rezbox will give you an object count in local chat.
8. Take all the objects into your inventory.
9. Drag all the objects from your inventory into the inventory of your rezbox.
10. Take the rezbox into your inventory.

Chapter 3

Warning

The automatic pickup depend on the function `llAttachToAvatar()` because there's no other way to pick up objects automatically.

Unfortunately, there is a bug in Second Life with this function: Objects that attach to your avatar and then immediately detach become damaged. When a damaged object attaches to your avatar again, the object is not taken into your inventory, and it disappears when it is detached. **The damage is permanent and inheritable.**

A timeout of twenty seconds is used for each part since this seems to help a great deal to prevent this bug.

WARNING: BEFORE USING AUTOMATIC PICK UP, TAKE A COPY OF ALL THE OBJECTS TO BE PICKED UP. KEEP SEVERAL GENERATIONS OF COPIES SO YOU CAN REVERT TO A PREVIOUS COPY IF NEEDED.

Chapter 4

Permission Requests

Automatic pickup requires the parts that are to be picked up to have permission to attach to your avatar, so don't worry when you're getting these permission requests.

You can use RLV¹ to have these requests answered automatically, which is recommended. You can also turn the requests off or, of course, answer them manually. Without attach permission, automatic pickup won't work.

¹Your sl client needs to support RLV, and it must be enabled to use it.

Chapter 5

Hiding

Since some ppl seem to like leaving their rezzboxes out after building, you can hide and unhide Ratany Fine Engineerings Rezbox through the menu. Once you've hidden your rezzbox, you may need to enable 'Highlight Transparent' in your sl client to be able to see/find the rezzobx.

Chapter 6

Locking

When you use several rezboxes in the same region, make sure to lock the ones the parts of which you have already recorded, or the parts will be recorded with the other box you're about to record with. Automatic locking is enabled by default; this can be changed through the menu.

Make sure to keep boxes the parts of which are locked so you are able to unlock the parts. Aside from resetting the `~RfE-rezzboxclient` scripts in the parts (and recording them again), there's no way to unlock the parts other than using the box that locked them to unlock them.

Chapter 7

Replacing Parts

You can replace parts of your build with no need to pick up everything again. Once you modified a part, record, take the part you have modified, delete that part from the inventory of the rezbox and put the new version of the part from your inventory into the inventory of the rezbox.

Chapter 8

Questions and bugs

Please feel free to contact me if you have questions about using Ratany Fine Engineerings Rezbox or if you find a bug.