[GA] Attic Modern 2 Skybox Manual

Information:

- 9 prims LI (version with windows)
- 6 prims LI (version without windows)
- Footprint 12x16,5m (version with windows)
- Footprint 13x17m (version without windows)
- copy / mod / no trans
- Partial Mesh

Contents:

- The Skybox (one version with windows, one version without windows, just rez)
- This notecard ;)
- Landmarks to the Mainstore and demo area

Version History:

1.0:

- Initial Release

The Lights:

The skybox is shipped with a versatile light system.

Each part can be individually configured with the settings notecard inside.
So it is possible to set f.e. the light radius and lightcolour for each group of lamps separately.

To edit the settings cards, right click the switch, select edit, check "Edit Linked" and select the content tab.
Right click the settings notecard, select open and make your wished changes.
The switch/lamp is resetted automatically after saving your changes.
It is recommended to make a backup of the settings before changing them.

Please note, that the default light settings are optimized for advanced graphics settings.
For optimal results with the default settings enable following options in your viewer:
- Advanced Lighting Model
- Ambient Occlusion
- Shadows: Sun/Moon + Projectors

The lamps work with the projector function, which creates a nice and realistic atmosphere.

If you do not want to use the advanced graphics settings, you might want to adjust the light settings in the settings cards to achieve the wished results.
Each group of lamps can be set up individually.
Depending on the purpose you can set the light intensity, colour, range, and even the glow intensity of the bulb itself.

Setup:

The settings card looks like this:

Access (string)

Set the access level, case sensitive. Options are: public, group, owner
- public: everyone has access
- group: only the groupmembers with an active tag of the set group have access
- owner: only the owner has access

Sound when clicking the menu (string/key)

Set here the sound that will be played when a button in the menu is pressed.
Enter a valid key of a soundfile.

SoundVol

(float, 0 to 1) sets the soundvolume.
For example:
Sound = 7bb48937-afd7-9190-3bf4-a010cd0898bd
SoundVol = 0.8

If you don't want to hear any sound at all, set the volume to 0.0

Sound when clicking the hud (string/key)

Some people might want to get a response when a button on the Hud is pressed.
Enter here a valid key of a soundfile (see also ‚Sound when clicking‘), I used a ‚beep‘ here.

SunThreshold (float)

Sets the threshold of the sunheight to turn on/off the lights.

What is this?
The switches can be set to ‚auto mode‘.
Auto mode will enable lights automatically by night and disable them by day.
For this purpose the switch scans the sunheight in intervals.
The Sun Threshold sets the level at which the switch is triggered to enable/disable the lights.
It is not recommended to change this setting.

StartPollrate (integer)

Sets the rate in minutes to check the sunheight, default is 5.

StartUp Mode (string)

The startup mode defines whether the device starts after rezzing in Auto-, On- or Off status.

Options are (case sensitive!):
- ON
- OFF
- AUTO

Hovertext alpha at start up (float)

Shows/Hides the hovertext at rezzing, 1.0 = visible, 0.0 = invisible.
The switch can show hovertext providing the status of the switch.
It shows if it works in auto mode, shows the current height of the sun and the pollrate.
The default setting is 0.0, we normally do not need this option after rezzing.

MenuType (string)

Set the menutype, case sensitive.
Options are: advanced, light
- advanced: set the timer intervals and hovertext
- light: basic functions (on/off/auto)

The advanced menu shows more options by default.

Light Intensity (float)

Intensity
0.0 – 1.0
Sets the intensity of the light.

Light Radius (float)

0.0 – 20.0
Sets the lightradius in meters.

Light Falloff (float)

0.0 – 2.0
Sets the light falloff.

Light Color (vector)

Sets the colour of the emitted light in vector format.

Object Glow when ON (float)

0.0 – 1.0
This is a useful feature for lightbulbs or neonlights.
Set here the glow intensity of the bulb when the light is turned on.

Object Glow when OFF (float)

0.0 – 1.0
Set here the glow intensity of the bulb when the light is turned off.
This setting is normally 0.0

The light menu shows the functions
- On
- Off
- Auto

When set to ‚Auto', the switch scans the sunheight at the pollrate which is set in the settings card.

The advanced menu provides following functions:
- On
- Off
- Auto
- Advanced

Advanced Menu:

Time:

opens the time menu

Reset:

resets the switch and the lights, corresponding to the master channel

Auto:

enables auto mode

Info On:

enables the info hovertext

Info Off:

disables the hovertext

On

Off

Time Menu:

- Test   sets the pollrate to 5 seconds and starts auto mode
- 5 Minutes   sets the pollrate to 5 minutes and starts auto mode
- 10 Minutes   sets the pollrate to 10 minutes and starts auto mode

The Window Blinds:

Click the blinds to open or close the blinds.

Hoping this product will bring you hours of enjoyment ☺
- Gwen Setzer and Amelie Sawson