

# NEW HUD SETUP

## PLAYERS

### REGISTERING YOUR HUD

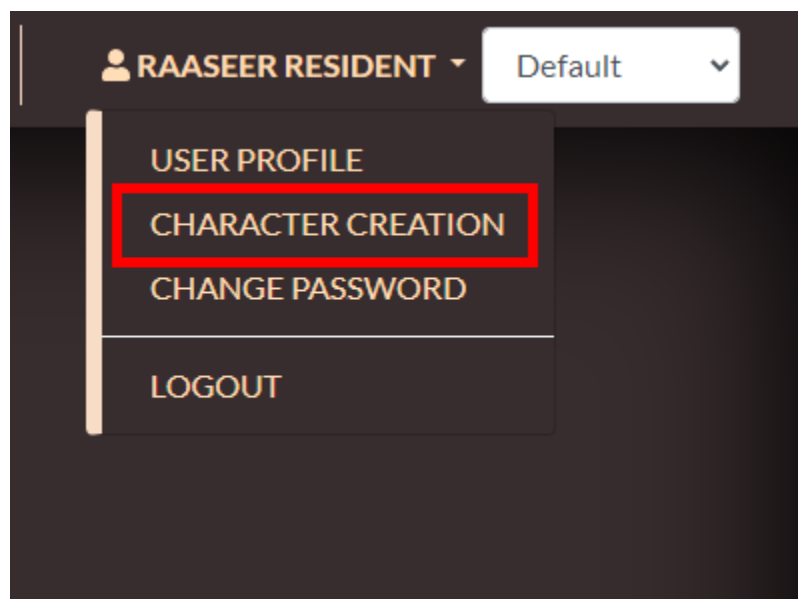
This is a process all players need to follow before roleplaying in the sim. This is necessary in order to track your character inventories, and alt characters. In order to register with the HUD system you must do the following:

1. Get the newest edition of the HUD from the OOC Hub.
2. Unpack HUD from the box.
3. Wear the HUD. (*[NF] Hud 1.x.x.x*)
4. You will get a message such as the following.  
(*Info*): *Your account has been created. Please go to...*
5. Click on the link provided.
6. Read the Terms of Service.
7. Set your password for the HUD system. The password is encrypted, but we recommend using a unique password that is not shared between websites.
8. Log into the HUD control panel with that password, using your Second Life Legacy name  
Use a space instead of a period, as in <User resident>.

### CREATING A CHARACTER

Character creation is handled on the HUD website. You will need to create a character on the website to roleplay in the sim. To create a character, do the following:

1. Log into the [HUD Control Panel](#)
2. Click on your name in the upper right.
3. Click on "Character Creation" in the drop-down menu.
4. Enter your character name, and fill in the information the form asks for.
5. Click Submit.
6. Your HUD in-world should reset itself and will show the character you made. If it does not, type "@reset" into local chat and it will.



## **Character Creation FAQs**

“I input the wrong species, what do I do!?”

Contact administration through Discord DMs or in-world IMs; or file a ticket via [#create-a-help-ticket](#).

“I mis-spelled my name, what do I do!?”

Contact administration through Discord DMs or in-world IMs; or file a ticket via [#create-a-help-ticket](#). Please do not generate a new character, we can adjust this on the back-end for you.

“I picked the wrong starting gear/trait/background.”

Contact administration through Discord DMs or in-world IMs; or file a ticket via [#create-a-help-ticket](#). Please do not generate a new character, we can adjust this on the back-end for you.

“I no longer wish to play the character I created. How do I delete it?”

Characters in the New Frontiers database will never be deleted. If you no longer wish to play a character, navigate to the “Disable” button at the bottom of their character page. If you have a change of heart, administration can re-activate your character for you later.

## HUD In-world Commands

### HUD:

@channel | Sets the chat channel your HUD listens to commands on.

@rpchannel | Sets the chat channel your HUD listens for RP on.

@reset | Resets the scripts in your HUD.

@reload | Reloads titler data from the database.

@passreset | Resets your password and generates a link for you to create a new one.

*Passwords are salted and hashed. New Frontiers staff cannot see or change yours.*

@credits | Show scripter credits.

### Characters:

@char | Lists all of your available characters.

@char active | Lists your currently active character.

@char active <char> | Sets specified character as the active one.

@inventory / @i | Lists full inventory.

@equipment / @e | Lists only equipped items.

@charpic <UUID> | Set your character's profile picture.

@char+ | Swap to the next character.

@char- | Swap to the previous character.

@limit | Lists how many nodes and ATM pulls you have available.

RP Emotes: ! shouts, ~ whispers, # acts as /me, /me acts as /me

### Titler:

@altname | Sets an alias name for Titler and Roleplay.

@title <words> | Sets the text before your name in Titler.

@sex <words> | Sets your gender in Titler.

@info <words> | Sets additional info. Multiple lines supported.

@combat | Pulls up a dialogue box to toggle your Combat attitude.

@hp <number> | Set your HP. Triggers combat mode. HP 0 disables combat mode.

@wound | Sets [Wounded] timer relevant to current HP value.

@critical | Applies a timer for the [Critical] debuff if the user dropped to 0 HP.

@timers | Displays debuff and cooldown timers.

@attack | Pulls up the attack auto-resolve dialogue box.

@skillcheck | Pulls up the skillcheck auto-resolve dialogue box.

@roll 1d20 + X | Rolls a 1d20 with an optional modifier.

@roll 1d4 + X | Rolls a 1d4 with an optional modifier.

@IC | Set yourself to In Character.

@OOC | Set yourself to Out of Character.

@AFK | Set yourself as Away From Keyboard.

### Inventory:

@give AMOUNT ITEM NAME | Trade item to person.

@equip ITEM | Equips specified item.

@unequip ITEM | Unequip specified item.

@deposit AMOUNT ITEM | Deposit items into a container you are close to.

@depositall | Deposits all non-equipped and non-favorited items into a nearby container.

@withdraw AMOUNT ITEM | Withdraws items from a nearby container.

@transfer AMOUNT NAME | Transfer Slats from your bank for a small fee.

@show AMOUNT ITEM | Show item in local chat.

@showall | Print inventory to local chat.

@showalleguip | Prints equipped items to local chat.

@drop AMOUNT ITEM | Discards items.

@quickd | Lists inventory in @deposit format.

@fav / @unfav | Favorites an item to be ignored by @depositall.

@showstats | Prints attribute-grantng items currently equipped.

### **Admin In-world Commands**

@adminmsg | Messages all HUDs connected, local chat.

@adminpopup | Messages all HUDs connected, pop-up window.

@spawn AMOUNT ITEM NAME | Admin adds item to player.

@adminremovewounds NAME | Cleanses a player of [Wounded] and [Critical] status.