# Abranimations Dance HUD Instructions

## Abranimations Dance HUD Overview

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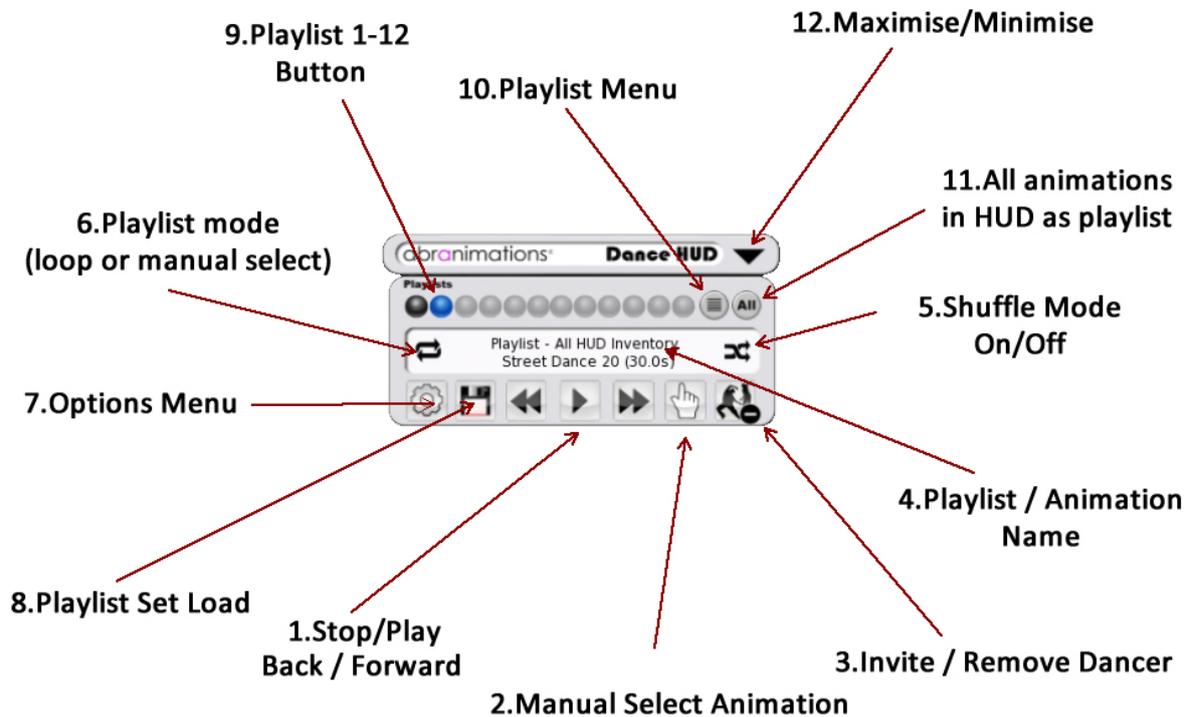
To use this HUD attach it to one of your HUD attachment points. You should then see the interface shown above. This is a summary of the features shown above.

1.  **Stop / Play / Back / Forward**
    Use these buttons to scroll through the animations in your current playlist. When you change an animation its name and playlist will be displayed. Any dancers dancing with you will change animation as well.

2.  **Manual Select Animation**
    If you do not wish to scroll through the animations you can click this button to display a quick dance selection drop down menu.

3.  **Invite /Remove Dancer**
    click this icon to add a guest dancer. A drop down list will appear with the names of the nearby avatars. Select a name from the list to send them an invite. You can also perform a mass invite from the options menu 'Invite All'. The HUD can support up to 12 guest dancers.

4. **Playlist / Animation Name Display**

    The name of the current animation and playlist is displayed in this window.

5. **Shuffle Mode**

    When this option is selected the animations in the playlist will be played in a random order. When it is not selected the will play sequentially as configured.

6. **Playlist mode (loop/manual)**

    When the playlist mode is set to loop each animation in the playlist will play and then move onto the next after its specified length time (or HUD default length if no time has been specified.) If the playlist is set to manual mode each animation change must be initiated manually by you.

7. **Options menu**

    Click this button to display the options menu. This menu includes options to reset the hud, set the default animation change interval, invite a group of dancers on mass and remove all current guest dancers.  It also has an option to precache all the animations. Animations have to download to your viewer before they can play so If you are in a laggy environment you may find this pre-cache feature useful to prevent animations start delays.

8. **Playlist load**

    This option loads a playlist notecard. Each notecard can contain 12 playlists which the HUD can load into memory (subject to memory constraints). These can then quickly be switched between them in real time with no delay. You can have different playlist notecards inside your HUD with their own sets of playlists.

9. **Playlist Quick Selection Buttons**

    When a playlist is found one of these buttons on the HUD will change color to indicate it can be selected. This is a very quick and convenient way to change a playlist in real time.

10. **Playlist Menu**

    If you would rather see a list of playlists by name in a drop down menu click this button

11. **All Animations Mode**

    If you wish to not use a playlist, but include all the animations in the hud instead click this button. When in 'All Animation Mode' the HUD will use the default animation change interval.

12. **Maximise / Minimise**

    Click this to show / hide the main display panel on your screen.

# Loading Animations into the HUD

To load animations into your HUD use the following steps.

1. Drop the HUD on the ground
   **IMPORTANT**  Do not try and add animations while your HUD is attached to your avatar. You will need to drop it on the ground to add animations unless those animations are full perms.
2. Right click on the HUD and select edit.
3. Now drag your animations from your inventory into the content tab of the HUD.
4. Your HUD will not configure itself. You can use the HUD now.

   **CONFIGURE PLAYLISTS**
   You do not have to setup a playlist to use the HUD. You can treat the whole inventory of the HUD as one giant playlist if you like. However if you wish to create specific playlist groups of animations you will need to add them to a playlist notecard inside the HUD.

   Each notecard can contain up to 12 playlists. There is no limit to the number of animations in a single playlist. (other than memory constraints in the HUD itself.) Shorter animations will use less memory, so if you want an especially long playlist with 100s of animations I recommend keeping the names as short as possible.

   The default playlist notecard is called 'MyPlayList' , but you can create additional ones that can be loaded from the disk icon on the HUD. It takes a short while to load the playlists but once loaded the 12 that are loaded can be switched between instantly.

   Configure a playlist notecard as follows...
   1. A new playlist is configured with the command :-
      *Playlist=[enter the name of your playlist]

   2. After the playlist title above is configured enter the name of each animation followed by its length time separated by a comma. If you do not know how long the animation is just enter the name of the animation by itself and the huds default time will be used. You can find the animation lengths for most of our dances on our website.

   **EXAMPLE PLAYLIST NOTECARD**

   **\*Playlist=My First Playlist**
   **Animation 1 Name, 29**
   **Animation 2 Name, 15**
   **\*Playlist=My Second Playlist**
   **Animation 3 Name, 28**
   **Animation 4 Name, 45.5**

# Advanced Settings

There is an experimental feature built into the HUDs that allows each hud to talk to another on a limited level. This is useful if you have a group of dancers that you want to synchronise even though they have  different animations and playlists. (If you wish to have lots of dancers dancing in sync with the same animations I recommend you use the invite feature of the HUD instead. )

Inside the HUD you will find a notecard called '!communication_settings'

It has the following options...

COMMS_CHANNEL=-2387
Configure this for each HUD. The number should be the same for the HUDs that are talking to each other.

CONTROL_INFO=FALSE
If this is set to true, you will see chat messages telling you what's going on. These are only visible to you. No one else around will see them.

LISTEN_TO_OTHER_HUDS=FALSE
If you are the main control HUD keep this set as false. If your HUD should be a slave HUD then set it to true so it is able to listen to other HUDs on the same channel.

**CONFIGURE WHAT MESSAGES ARE SENT**
START – when set to true your HUD will start all other huds on the same channel
STOP – when set to true your HUD will stop all other huds on the same channel
PLAYLIST_CHANGE - when set to true your HUD will change playlists on other HUDs
CHANGE_NEXT_ANIM- when set to true your HUD will change animations on other HUDs

NOTE: The purpose of this is to trigger an event on the hud, not a specific animation. So the next button would cause the other hud to play its next animation even if it's not the same. Likewise your hud might tell another  to switch to the same playlist number 5 even though both huds have a different choreography setup in that playlist.

**SET WHOS HUDS YOU WANT YOURS TO LISTEN TO**
* Listen To List *
Abramelin Wolfe

List avatars your HUD is prepared to listen to in this list. This allows for multiple groups on the same channel.