

Abranimations® Couples Animator HUD v4 (2014)
Instruction Manual

Introduction

This HUD allows you to perform interactive animation sequences with other avatars. It includes 47 motion captured paired animations. 12 hug animations, 6 fighting animations, 11 fun silly animations, 6 greetings animations, 4 kiss animations, and 8 couples dance animations. All the animations have been captured in our motion capture studio with real actors. This is a new completely remastered 2014 version of our popular couples animator. If you have a version 3 animator already you will be sent an update to this new version automatically.

Getting Started

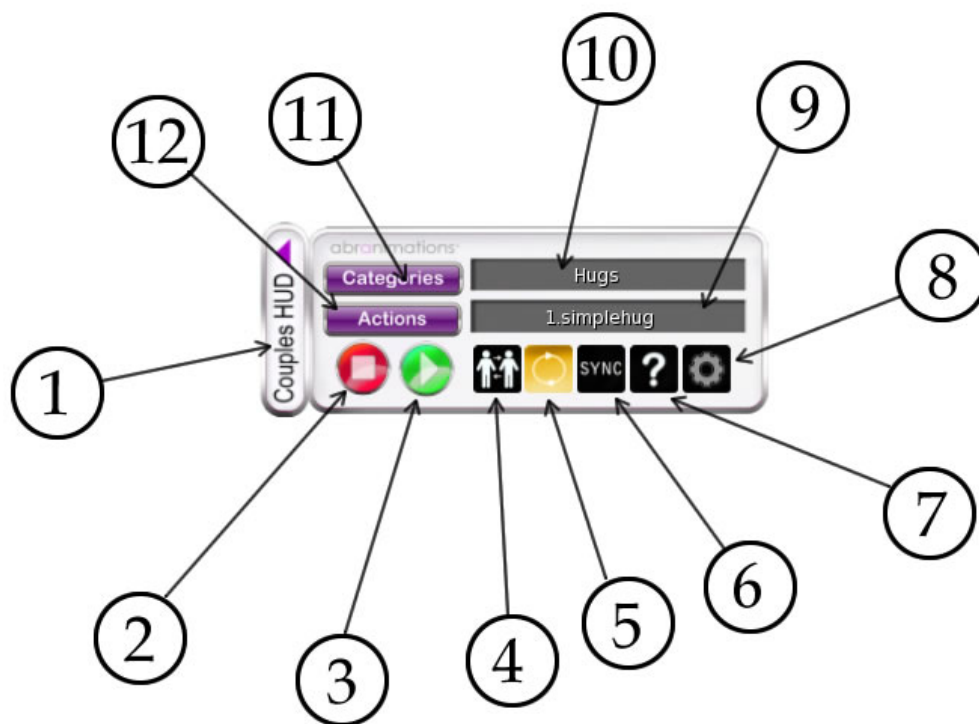
Inside this package you will find two versions of the HUD. One has been setup for male avatars and the other for female avatars. Select the HUD that is most suitable for you, right click on it in your inventory and select 'Add' to attach it. You should then see the HUD attached to your screen and are ready to trigger couples interactions.

Select an animation from the HUD using the categories and actions buttons. The currently selected category and action will appear in the display windows. Face a target avatar you wish to animate with and then click the play button. Your target avatar will be asked first if they wish to animate with you. If they agree the animation sequence will begin. Before you trigger an animation sequence I recommend you line up with your target avatar so you are facing them head on as best you can. The animations inside the HUD are designed for regular avatars of a similar height where the female is slightly shorter. Where possible I have designed the animations to make height differences have as minimal impact as I can.

PLEASE NOTE!

SL is very limited in its scripting options when it comes to positioning avatars, generally speaking the only reliable way to precisely position avatars is to sit them down (hence we use pose balls). This HUD is NOT intended to be a replacement for pose balls and pose furniture. It is intended for quick interactions without the need to rez balls. Please be aware that this does have some drawbacks... Specifically animations will not always line up as precisely as one might hope or expect with a pose ball system. Variation in avatar height and shape can also cause problems with the animations lining up (for example a kiss might not meet if one avatar is too short). I have added a pose helper platform system for anyone that wishes to use the animator for photos etc with the ability to adjust height and position. The helper consists of two platforms you can rez via the options menu that avatars can sit on to more easily position themselves optimally. Each avatar can then tweak their position using the arrow keys and pageup / pagedown keys. ***Please treat this feature as an extra (experimental) feature though. It will only work on land that allows you to build and is not intended to alter the original purpose and design of this HUD.***

Couples HUD Layout



1. Maximize / Minimize Button
2. Stop Animation
3. Play Selected Animation
4. Reverse Roles (ie. Male becomes female and vice versa)
5. Loop Animation (when lit animation plays continuously)
6. Sync (Click this to re-sync animations if they appear out of)
7. Help Button
8. Options Menu (see below)
9. Currently selected action display window
10. Currently selected category display window
11. Category selection button
12. Action selection button

1) Maximize / Minimize Button

Clicking the maximize and minimize button on the side of the hud will cause it slide in and out freeing up space on your screen.

2) Stop Button

Hit the stop button on the HUD to stop a currently running animation sequence. If your hud is set to loop mode you will need to use this to stop the animation. The target avatar can also stop an animation by saying /99stop in chat.

3) Play Selected Animation Button

Hit the play button to play the currently selected animation. When you click it a drop down menu will appear with a list of avatars nearby you can animate with. Selecting the name of one will send them an invite to animate with you. When they agree the animation will start

4) Reverse Roles Button

Toggle this button to reverse animation roles. For example if you are using a punch animation where you punch the target avatar. Click this so it is lit up and your target avatar will punch you instead.

5) Loop Animation Button

When lit the animations will play continuously until you stop them by pressing the stop button. (A couple of animations are not looped so will not work with this feature.) If loop mode is not active then the animation will stop after a predefined time configured in the settings notecard inside the HUD.

6) Sync Button

Animations have to download to your viewer before they can play, if there are any delays due to lag or slow broadband speeds this can cause them to start out of sync. If this happens click this button to resynchronise them.

7) Help Button

Click this to display the help menu.

8) Options Menu

Clicking the options button on the HUD displays a drop down options menu. It has the following options...

RezHelper

This will rez a two platforms that yourself and the target avatar can sit on. These allow you to fine position your avatar with the arrow keys and page up/page down keys. This helper will only work on land that allows build and is not intended to be used in standard usage. You may find it useful though if you require precise positioning or are finding it especially hard to line up. (lining up without them does become easier with practice)

Reset

This resets the HUD and reloads the setting note card. If you make any changes to the settings you must reset the HUD before any changes take effect.

SwitchRoles

This switches the avatar animations around so the target performs the roles of the owner. (Also possible via a HUD button)

LoopMode

This turns animation continuous play mode on/off. If this is turned on (Also possible via a HUD button) the animation will play continuously until manually stopped by pressing the HUDs stop button. If this is turned off the animation will stop after a predetermined time set in the settings note card.

ClearTarget

If for any reason the HUD appears to get stuck with a specific target click this to clear the current target. This should not happen, but I have added the feature as a precaution as SL does weird stuff sometimes.

TextStyle

This option changes the display mode from hover text to texture based text. Hovertext will load more quickly in laggy environments. You can use whichever you prefer the loop of though.

StopAnims

This performs the same function as the stop button on the HUD. It will stop the current animation sequence playing.

AskEvery / AskOnce

By default the hud is set to ask an avatar only once for permission to animate. When in this 'AskOnce' mode you do not need to ask them subsequent times unless you have asked someone else in between, they have re-logged or you have re-logged. If 'AskEvery' mode is active then your target will be asked permission to animate every time.

9) Action Display

This displays the currently selected action

10) Category Display

This displays the currently selected category

11) Category Selection Button

Click on this button to display and select a category

12) Action Selection Button

Click on this button to display and select an action.

CHAT CONTROLS

When the HUD is attached you can also control some features through chat for quick access.

LIST COMMANDS

/1commands – List all available action chat *commands* (Note there is a current v4.1 known bug which lists */actionname* as a possible chat command. You must use the format */1actionname*)

TRIGGER AN ACTION

/1actionname [Avatar Name] – Trigger an action. You do not need to be in the selected category to do this. Any action configured in the settings note card can be triggered.

RESET HUD

/1careset – Resets the HUD reloading the settings note.

ANIMATIONS INCLUDED IN THE ANIMATOR

HUG CATEGORY

SIMPLEHUG

Chat command /1simplehug AvatarName



HUG1

Chat command /1hug1 AvatarName



HUG2

Chat command /1hug2 AvatarName



HUG3

Chat command /1hug3 AvatarName



HUG4

Chat command /1hug4 AvatarName



SHOULDER HUG

Chat command /1shoulderhug AvatarName



HOLD HIPS HUG

Chat command `/1holdhipshug AvatarName`



CARRY IN ARMS

Chat command `/1carryinarms AvatarName`



SLEEPY HUG

Chat command /1sleepyhug AvatarName



LEG AROUND HUG

Chat command /1legaroundhug AvatarName



DIP HUG

Chat command /1diphug AvatarName



BACK HUG

Chat command /1backhug AvatarName



FIGHTING CATEGORY

PUNCH

Chat command /1punch AvatarName



SLAP

Chat command /1slap AvatarName



KICK IN THE GROIN

Chat command /1groinkick AvatarName



PUSH AWAY

Chat command /1pushaway AvatarName



KICK BUTT

Chat command /1kickbutt AvatarName



SHOUT AT

Chat command /1shoutat AvatarName



FUN ANIMATION CATEGORY

VAMPIRE BITE

Chat command /1vampirebite AvatarName



GUNS AT DAWN

Chat command /1gunsatdawn AvatarName



SHOOT

Chat command `/1shoot AvatarName`



STAMP FOOT

Chat command `/1stampfoot AvatarName`



SMACK BUM

Chat command `/1smackbum AvatarName`



SPIN AROUND

Chat command `/1spinaround AvatarName`



POUNCE

Chat command /1pounce AvatarName



LEAPFROG

Chat command /1leapfrog AvatarName



WORSHIP

Chat command /1worship AvatarName



LEVITATE

Chat command /1levitate AvatarName



SPANKING

Chat command `/1spank AvatarName`



GREETINGS ANIMATION CATEGORY

KISS CHEEKS

Chat command `/1kisscheek AvatarName`



HAND SHAKE

Chat command `/1handshake AvatarName`



Hi-5

Chat command /1hi-5 AvatarName



BOW

Chat command /1bow AvatarName



PRAY BOW

Chat command /1praybow AvatarName



SALUTE

Chat command /1salute AvatarName



KISSING ANIMATION CATEGORY

LONG KISS

Chat command /1longkiss AvatarName



SNOG

Chat command /1snog AvatarName



KISS FOOT

Chat command /1kissfoot AvatarName



KISS HAND

Chat command /1kisshand AvatarName



DANCES ANIMATION CATEGORY

SLOW DANCE 1

Chat command /1slowdance1 AvatarName



SLOW DANCE 2

Chat command /1slowdance2 AvatarName



SLOW DANCE 3

Chat command /1slowdance3 AvatarName



SLOW DANCE 4

Chat command /1slowdance4 AvatarName



SLOW DANCE 5

Chat command `/1slowdance5 AvatarName`



SLOW CARRY DANCE

Chat command `/1slowcarrydance AvatarName`



CARRY IN ARMS DANCE

Chat command /1carryinarmsdance AvatarName



CASUAL CLUB DANCE

Chat command /1casualclubdance AvatarName



Questions & Answers

1. Can I load my own animations?

Technically Yes. Please keep in mind however this item is designed to work with specific animations that work from a standing position facing each other with specific offsets. You cannot just load animations from pose balls etc into it. If you are an animator that and want to make your own poses, or have a couples animation sequence that does not require specific offsets then this will work fine.

2.How do I load my own animations?

So make sure your animations are good to use with this (see point 1 above). You need to add your animations into the HUDs inventory. Then edit the note card inside to add your new action.

Each action appears on its own line in this format.

action_name , animation 1 , animation 2 , time, automove , sound , owner_offset

Please see how the other actions have been setup to understand these settings in more detail. Once you have saved the note card reset the animator by clicking reset in the options menu.

You can add your own category by adding the line

*Category=Your category name

All actions listed below the category title appear in that category.

3. I have a version 2 couples animator, can I get an update?

Sorry I have not sold these since 2007 because they had their permissions exploited resulting in them being resold and passed out free. As a result I cannot support these items any more or provide any support. If you have a version 3 animator though you will have received this new one as an update already.

4. My avatar does not line up with the targets

As mentioned earlier in this document, lining up animations without pose balls can be tricky, unfortunately in SL there is no way to script avatars position and rotation via an attachment. The vast array of different avatar shapes and sizes also add to this. Making one size fits all animations is not possible. The animations in this HUD have been designed to work with most regular avatars where the target and owner are of similar heights. The female role is intended to be slightly shorter than the male. I've also tried where possible to make the animations have minimal reliance on height. If an animation does not work to your satisfaction though due to avatar height differences, you can try using the new position helper. These are platforms you can sit on and then adjust using the arrow keys and page up / page down. Rez them via the options menu and then sit on them before triggering your animation sequence. Please note that they are not really intended for standard use however they can be used for photos or in clubs etc where the land allows you to rez objects and spontaneity is not of paramount importance.

5. The animations are for men, but my avatar is a female

Included in the pack are two versions of the HUD. One is setup for men, the other for women. You can also switch roles on the HUD by clicking the switch roles button. This will reverse the animations. If you want to delve even deeper and change a specific animation permanently you can do so by editing the settings note card inside the HUD and switching animations around for that action.

6. Where are all the old animations from version 2 and 3

Sorry I have decommissioned all the old animations now and replaced with this new 2014 set of mocap animations. The old ones were mostly non motion captured. The new animations include hugs, kisses and fighting along with some cool slow dances etc. If you have an older hud and have a specific favourite animation you can take it out and set it up in this new hud if you like. They animations are compatible. *As of version 4.1 I've included an extra HUD in the package that also includes the old animations. These are not the official animations to this release however.*

7. How do you make the animations?

They are recorded in our optical motion capture studio. We have 24 high specification cameras that record two actors interacting in realtime. You can find out more on our studio website here www.awesomedog.co.uk

8. The animations do not seem to be synchronised

Before animations can play they must download to your viewer. Broadband connection speeds and lag can affect how fast this happens and sometimes cause delays before the animation starts in your viewer. If they appear out of sync simply press the sync button on your HUD and it will stop and start them again so they are in sync.