



Lotus AO Mood HUD v1.0

Instruction Manual

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CONTENTS

1. INTRODUCTION

2. THE TABS AND CONTROLS

3. AO TAB

4. MOOD TAB

5. SPECIAL FEATURE TAB

6. HELP TAB & UPDATES

7. SWIMMING

8. SETTINGS TAB

9. AO ADVANCED CONFIGURATION

10. AO ANIMATION SETUP

INTRODUCTION

Thanks for purchasing the LOTUS Mood AO HUD. This is a project we have been working on for a long time. It is a low lag AO with lots of unique features. The AO script has been written from the ground up. We have done our best to make sure that the setup procedure is similar to an open source ZHAO. Please note that as this AO is not based on any previous ao projects or code so some features do have different behaviour than you may be used to.

So what are the key features of the Lotus HUD?

Moods & Animation Sets

The core purpose of the lotus HUD is to allow you to have changeable moods and animation sets. The AO can be setup with a standard animation set as well as a separate group of stands and walks for moods. These can be added triggered easily by clicking on one of the Lotus Petals. You can still setup separate AO note cards with full animation sets, but this allows you to switch stands and walks instantly without having to wait. The individual mood banks can also have a face expression assigned to them if you wish. You can also configure another 11 slots for walks/stands to access through the My Anims petal on the special features tab.

Standard AO Features

This ao is very low lag. It uses the new animation overrider script functions to keep it low on memory and efficient. Most standard AO Features are included as well as some features that you would not normally find in any other AO. The AO can hold multiple Walks, Sits, Ground Sits, Runs and Jumps. These can be selected manually or set to change randomly via a settings note card inside.

Special Features

Collisions

This option when turned on will play a collision animation when avatars collide. This will be expanded in future versions to provide a more details collision handler.

Type AO, Teleport Animation, Away Animation

You can setup this AO to hold an animation for typing, teleporting and away status.

Super Jump

Fun gadget to allow you to jump higher than normal.

Swimming

Swimming in this AO does not behave like other AO's on the market. The swimming can be loaded with custom animations via the settings note card and has a built in swim physics simulator to slow your avatar down under water. Please see the swimming section in this manual for a detailed explanation of this feature.

My Anims

You can assign groups of stands and walks to the petals on the mood tab of your ao. You can also add up to 11 other sets of your own to the ao. These are accessible through the 'My Anims' petal on the special features tab. Clicking this petal will display a drop down menu that allows you to pick from your own groups. These should be configured in the note card inside the ao called '!custom_stand_and_walk_sets'

As with the standard AO note card I have made it follow a similar format to the standard ZHAO settings note card. Each slot has the following options.

[title2] *Add the title of your animation set on the same line as this after the close bracket. This will appear in the drop down menu when you click the My Anims tab.*

[set2walks] *Add your walks separated by a | if you have multiple walks.*

[set2stands] *Add your stand animations here separated by a | if you have multiple stands.*






The Lotus mood ao comes preconfigured with a set of free dances in the first My Anims slot.

The TABS & CONTROLS

The centre of the AO has a minimise and maximise button that causes the HUD to expand or shrink its menu petals in and out.

The ring around the centre includes the on/off button and a series of menu buttons. Clicking one of the menu buttons will cause petals for that menu to expand out in a circle.



-  **On/Off**
Turn the ao on and off by clicking this button
-  **Help**
Display the various help options
-  **Moods**
Display the mood set petals
- AO**
Display the ao control petals
-  **Special Features**
Display the special features and plugins petals
-  **Settings**
Display the basic ao settings menu.

Clicking the Help, Mood, AO or Special features tabs will display a set of petals around the circle with further options. Clicking on a petal will select the option.



AO CONTROLS



MOODS



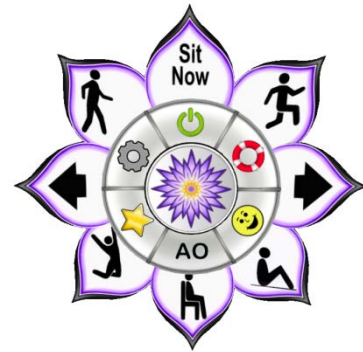
SPECIAL FEATURES



HELP

The AO Tab

This tab provides all your standard AO controls. All standard AO animations are configured in a note card inside the AO. This tab has various options to control and choose between them.



Sit
Now

Click the sit now button to instantly perform the currently selected ground sit animation.



Clicking the running icon allows you to select your preferred run from a drop down.



Clicking the sitting down on ground icon allows you to select your preferred ground sit animation from a drop down list.



Clicking the sitting on chair icon allows you to select your preferred sit animation from a drop down list.



Clicking the walking icon allows you to select your preferred walk animation from a drop down. If you choose one of the mood petals you will see the walks related to that mood. Your standard walk selection will be remembered when to return to a neutral mood.



Clicking the jumping icon allows you to select your preferred jump from a drop down.



The arrows on the ao tab allow you to scroll through the currently selected stand animations. If you are sitting on a chair or on the ground, it will scroll through these sitting animations instead.

The Mood Tab

This tab contains a series of 12 petals. Each petal represents a mood or animation set that is configured in the main AO settings note card. Each animation set can contain a list of walks and stands unique to this petal. Clicking a petal will instantly switch the current stands and walks to this set. Clicking the neutral button at the top will reset the AO back to its default stand and walk list.



This ao is designed to play different mood animations when a petal is clicked. You could however load each of the petals with any kind of animation though. We provide a series of template textures on the website that you can use if you wish to retexture the buttons. Please keep in mind that this will require some knowledge of a paint program such as Photoshop though.

The neutral button is actually configured to be empty in the settings note card. When you click on it you will see a message that says no stands or walks are configured. This is deliberate. If any petal does not have anything configured it will revert to the main default animation set. You can if you wish configure animations to this petal instead. The AO can still be reset by selecting the 'MainAnimSet' option in the AO settings menu.

Currently Selected Walks

If you have a current favourite walk selected from your regular AO this will not be available when you select a mood. When you go back to neutral your regular walks will become available again and your currently selected walk will become active. If you wish to use one of the regular walks with a specific mood you will need to set this up in the AO settings note card so it is accessible when the mood is selected.

Facial Expressions

The mood animations themselves do not have constant facial expressions. This is because it is not possible to animate a face expression through the whole animation in SL. To overcome this the HUD controls the avatar face. The AO Settings note card contains a list of face animations for each petal. This can be changed if you wish to have different face expressions or trigger another animation in the AOs contents. The face expressions are standard Secondlife internal animations.

You can find details of the SL internal animations here...

http://wiki.secondlife.com/wiki/Internal_Animations

Special Features TAB

This tab contains some special ao features. The current features will be expanded upon in future releases and new features will be added.



Collisions

This will play a collision animation when two avatars collide. This feature of the AO will be expanded in the near future.



Swimming

This is a built in swimmer. Please see the section dedicated to this further in this manual for more information.



Typing Animation

When activated this will cause the type animation to play when an avatar types. If you wish you can change the animation that will play in the settings note card. The animation must be priority 4 or above.



Away Animation

When activated this will cause an animation to play when you go into away status



Teleport Animation

When activated this will cause the configured teleport animation to play when you teleport.



Super Jump

This experimental feature will allow your avatar to jump higher than normal.



My Anims

This button allows you to load your own custom stand/walk groups from the custom animations note card inside the ao. You can have up to 11 animation groups as well as your standard mood petal slots. In the standard lotus MOOD AO you will find one of these slots has been preconfigured with a free set of dances.

The Help Tab

This tab provides various help and support options as well as the update checker.



Buy More Animations

Clicking this button displays a teleport link to our store. We have lots of animations including 100s of mood stands and other specialised animations designed for this HUD.

Join Our Group

Clicking this button will display a link to our group page in chat. Please join our group if you would like to get in world noticed about our new products, special promotions and freebies.

You Tube

Clicking the YouTube button will take you to our you tube channel where you can see demo videos of our products and animations.

Facebook Like

Please like our page on face book if you would like to stay informed about new products, freebies, special offers and other news. <http://www.facebook.com/abranimations>

Support

Clicking the support button will take you to our support pages for the AO

Check for Updates

Click this option if you wish to check for updates. If there are any available it will be sent to you. Please note the AO does NOT automatically send out updates. This is primarily to avoid spam for people that do not wish to upgrade until a later date. This does mean you may wish to join our in world group or Facebook page to stay informed though if you have not already.

The Swimmer

Unlike most other AOs on the grid ours contains a more advanced swimmer. It has a number of special features. To activate the swimmer click on the swim icon (shown on the right) whilst on the special features menu.



Water Surface Height

When the swimmer is activated it will tell you in chat what the water surface level has been set to. If you activate it whilst under land terrain water the surface will be set to that water height. If you are above water it will set the surface to your current avatars position. This means it can be used with prim water. When an avatar is close to the current set water height it will try and bob to the surface.

Please Note – The AO cannot automatically detect prim water or its height

Water Physics Simulation

Most AOs do not have realistic swim physics built in, this means that when under water your ao is actually flying and will shoot off at an unrealistic speed. This AO is different in that it has a water friction multiplier built in that will slow your avatar down by creating a force against them similar to that of real water.

Swimmer Advanced Settings

The '!ao_settings' note card inside the ao has various settings for the swimmer you can configure. Aside from animations for swimming on the surface, swimming under water and diving down you can adjust the avatar float offset, buoyancy depth and water friction affecter.

Avatars Offset - Change this if you want to adjust how high your avatar goes when it bobs to the surface. Depending on your avatars height you may wish to adjust this position slightly.

Buoyancy Depth – This is the value in Meters below the surface that the avatar will then try and bob to the surface. I'd recommend keeping this at its default value.

Water Friction Affecter – Adjusting this value will change how hard the water push affect is that slows your avatar down. I'd recommend not changing this value either as it has already been set for a realistic force.

NOTE – All swimming settings including animation names are configured in the ao_settings note card rather than the standard ao animation note card.

Settings Tab

Clicking the settings tab will display the following menu...



MainAnimSet

Revert to the neutral ao animation set. This is a shortcut to avoid loading the mood petals or in case you have reassigned the neutral mood petal to something else.

Expressions

Toggle face expressions on off.

PlaySettings

This option will display the current play settings for your various animations. Selecting these will override any default settings configured in the ao's settings note cards.

Reset AO

This will reset the ao causing it to reload all settings and the default ao note card.

Load

This will display a list of ao animation settings note cards that you can load for alternative animation sets. In your ao you may find one already present for short avatars. This contains animations for especially short human avatars (not petites) so that they do not sink into the ground. *SL has a problem with hip offsets that means animations designed for taller avatars will cause short avatars to sink into the ground and vice versa. There is no way around this other than to make dedicated animations for different avatars. I have provided regular size and shorter avatar animations. I'm afraid I cannot create tailored animations for everyone as there are too many possible avatar heights. Hopefully these best fit animations will work for your avatar without needing to tweak your avatar height.*

AO ADVANCED CONFIGURATION

Please do not change any of the AO settings unless you are sure you know what you are doing. Mis-configuration may result in the AO breaking. I would recommend making a backup copy of your AO before doing anything.

AO Settings

The core AO settings are stored in the notecard in the ao called 'lao_settings'

MANUAL / RANDOM / SEQUENCED PLAY

Stands, sits, walks and jumps can be set to play in manual mode (you must select them) random mode (they play in a random order one after the other) or sequenced mode (they play in sequence one after the other as configured in the settings note card).

STANDMODE=MANUAL / RANDOM / SEQUENCED

SITMODE= MANUAL / RANDOM / SEQUENCED

GROUNDSTITMODE= MANUAL / RANDOM / SEQUENCED

WALKMODE= MANUAL / RANDOM / SEQUENCED

JUMPMODE= MANUAL / RANDOM / SEQUENCED

DEFAULT_INTERVAL=30

Stand Animations can have a specific play time assigned to them in the AO settings note card. After this time has reached the AO will switch to the next stand that it needs to play. If no time has been set either in the animation name or by using the AO time interval separator in the animation settings note card, this is the time the stand will be played for instead. Please see the animation setup section for more information on animation times.

SWIMMER SETTINGS

There are various options for configuring the swimmer settings, please refer to the swimmer section of this manual for an explanation of these settings.

BONUS PLUGIN & EXTENSION SETTINGS

Animations for teleport, away status, typing and avatar collisions should be configured here. The animations must be present in the ao inventory for them to work.

FACE EXPRESSIONS & MOOD PETALS

You can configure a face expression for each mood petal. This animation will play whenever that mood is active. If a slot is left blank no face animation will play. Although you can use any animation in the ao inventory, the intended face expressions are internal sl animations. You can find a list of these here http://wiki.secondlife.com/wiki/Internal_Animations

AO ANIMATION SETUP

We have designed the ao settings note card in this HUD to have a similar format to that of the popular ZHAO. This should help anyone who is already familiar with this kind of AOs setup to configure the ao relatively easily. There are however some fundamental differences...

1. You cannot configure swimming or typing in this note card. Those should be changed in your !ao_settings note card.
2. You will notice that there are some extra slots at the bottom of the note card for the various mood petals. These can be configured with additional stands or walks that activate when you click a petal.
3. Unlike most other AO's you can assign a separate play time for each stand animation in one of two ways. The animation itself can contain the time in [] brackets at the end of its name. Or you can add the time in the note card after you enter the animation name by separating it with a colon.

For example

Animation named 'M-Reg-Stand2 [27.5]' will play for 27.5 seconds. Some animations we sell are setup already named this way to make it easier to add to the AO. Simply remove the brackets at the end if you wish it to play for the default time, or change the number to make it play longer.

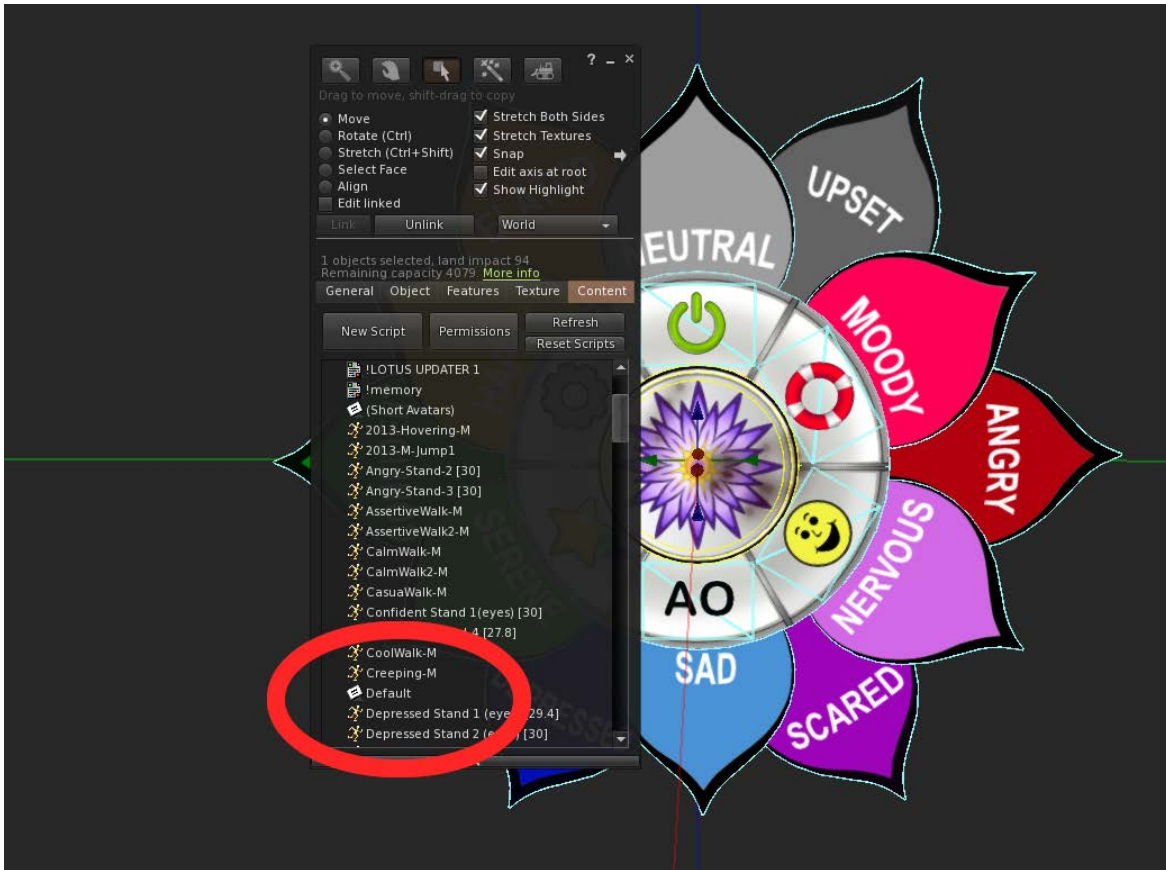
Or if it was called M-Reg-Stand2 enter it in the note card as 'M-Reg-Stand2:27.5' to make it play for 27.5 seconds.

BASIC SETUP

ADD ANIMATIONS TO THE AO

1. Drop your AO on the ground. *Do NOT try and edit it while it is attached to your avatar. You cannot add animations to an attached object/hud unless they are full perms.*
2. Right click on the AO and select edit so you see its contents.
Drag your animations from your inventory into the ao and give it a few minutes to load so you can see them. Please make sure the animations are inside the AO before continuing. If they are not there any further configuration will not work.

3. Double click on the Default note card inside the ao that you wish to edit. The name of the animations must be added to this before they can be loaded by the AO.



ADDING ANIMATIONS TO THE NOTECARD

Add animations to the ao settings note card by adding their name after the token indicator. For example your falling animation should be added right after [Falling] and your jumping after [Jumping]. Animation names are case sensitive and please make sure there are no extra spaces or typos otherwise the ao will not find your animation.

ADDING MULTIPLE ANIMATIONS

Stands, Sits, Ground Sits, Walks, Runs and Jumps can have multiple animations added to them. These should be added as a list separated with a | Character. Multiple stand animations will play in sequence (*unless you have manual mode configured*). The other animations can be selected from the ao controls menu on the HUD.

ADDING STAND ANIMATIONS OVER MULTIPLE LINES

If you have lots of stands you may have trouble adding them all on one line due to memory constraints. Even if you do manage they also may not load. To overcome this please spread them over several lines. To do this make sure you begin each line with the token label.

For example..

```
[ Standing ]M-Reg-Stand1 [27.4]|M-Reg-Stand2 [27.5]|M-Reg-Stand3 [30]|M-Reg-Stand4  
[30]|M-Reg-Stand5 [28.1]|M-Reg-Stand6 [26]|M-Reg-Stand7 [28.2]|M-Reg-Stand8 [27.8]|M-  
Reg-Stand9 [30]|M-Reg-Stand10 [29.5]|M-Reg-Stand11 [27]
```

```
[ Standing ]M-Reg-Stand12 [28.1]|M-Reg-Stand13 [28.3]|M-Reg-Stand14 [29.1]|M-Reg-  
Stand15 [29.0]|M-Reg-Stand16 [28.5]|M-Reg-Stand17 [25.9]|M-Reg-Stand18 [29.1]|M-Reg-  
Stand19 [27.7]|M-Reg-Stand20 [27.1]|M-Reg-Stand21 [30]|M-Reg-Stand22 [28.2]
```

Note how both lines begin with '[Standing]' This tells the ao to continue adding animations to this ao slot. This only works for your standard animations. You will be limited on the number of mood stands you can add due to memory constraints.