

# HOW TO ASSEMBLE THE HAND POSE HUD

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*Note: this information is about how to assemble the Hand Pose HUD. In addition to this, there's also a Guide to Using the Hand Pose Library in Blender (along with information on how to make your own hand poses). That information is found in HandPoseGuide.pdf*

You'll find all of the parts of the Hand Pose HUD on the Ruth 2 GitHub site (<https://github.com/Outworldz/Ruth>). Currently, the parts are found under the following folder: *Mesh / Sundance / Hand Pose Library & HUD* but this could change as the project progresses.

With GitHub, you either have to download the entire project or individual files. (There are ways to download folders, but it requires additional software). With the Hand Pose HUD it's easiest to download the entire project; otherwise you would have to download each of the 24 animation files separately as well as other parts of the HUD. The following explains how to download the entire project (entire "repository" to use GitHub terms) – or, if desired, how you can download individual files.

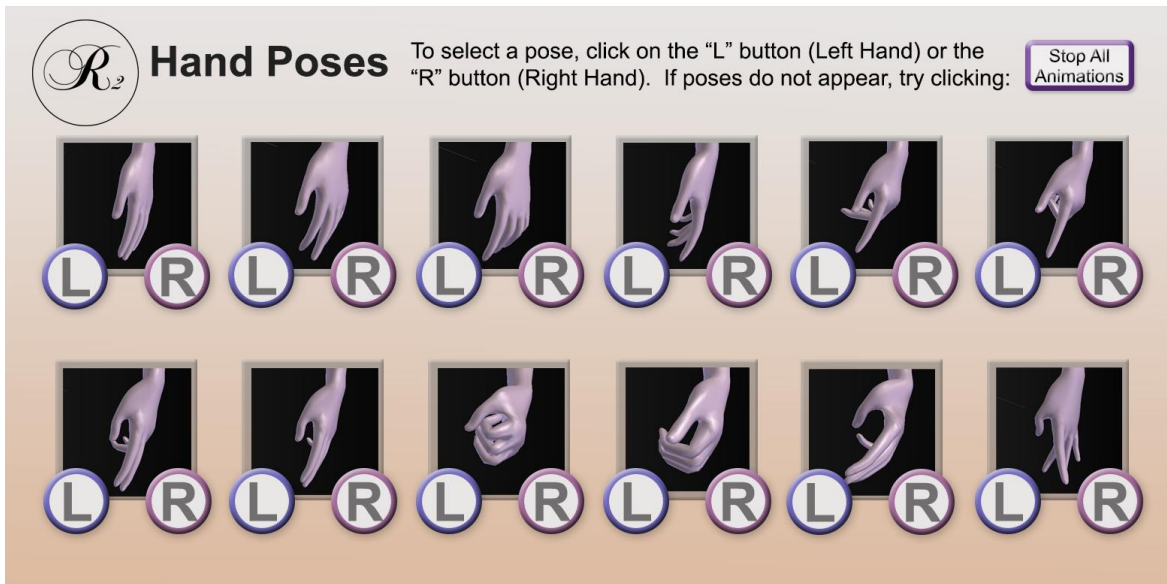
**Download Entire Project.** To download the entire project from GitHub, start at the opening page for Ruth and click on "Clone or Download." You'll have a choice of downloading a zip file that has the entire project and all of its folders.

**Download Single Files.** Downloading a single file from GitHub is done in one of two ways. If it's a Blender file (.blend) or an image file, click on the file name. On the upper right you'll see a download button that will allow you to download. If it's a text based file, like a script or DAE file, click on the file name. You'll see its contents. On the upper right, click on the "Raw" button. Now in "raw" form, you can copy it. Once copied, paste it in note pad software, and then save it with its original name. Don't forget the extension. If it's a dae file, be sure include the extension when saving.

## Here's the procedure to assemble the HUD:

1. Start inworld and upload the HUD model ("HandPoseHUD.DAE.") The only settings you'll need to make on the upload dialog box are Level of Detail (LOD). I found that it is best to set "Medium" and "Low" settings to the same level as "High."
2. Once the HUD model is uploaded, rez it. Note that one side of the model is transparent and you may need to move your camera around a bit in order to see the model.
3. Next, upload "HandPoseHUD.png" texture.

4. Apply the texture to the HUD model. (Texture illustrated below)



5. Unlink the model.

6. Once the HUD model is unlinked, start shift-selecting each prim. There are 5 prims. There is no particular order, except that you must make the backboard the very last prim to be linked. The backboard, thus, becomes the root prim.

7. After you've selected all the prims, link them together.

8. Using "Edit Linked," do the following:

A. Select the prim with the first set of buttons. You'll find this prim midway up and on the left as shown in the illustration below. Name this prim: "01\_ButtonGroup."

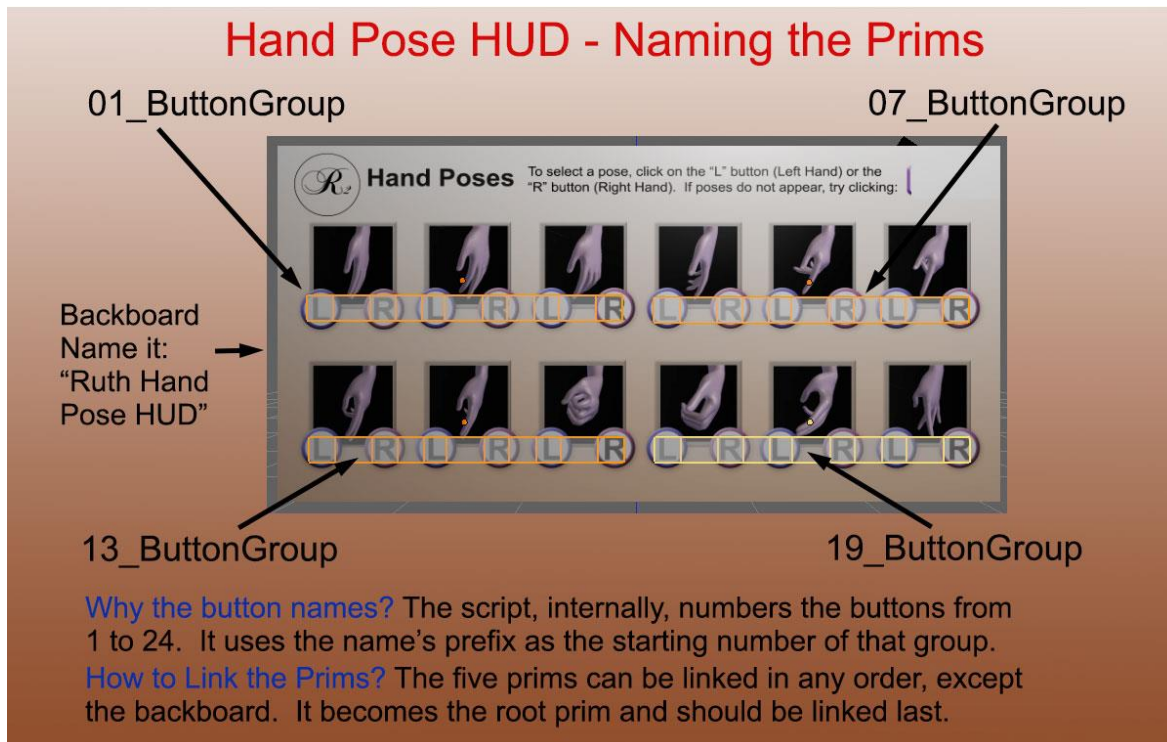
B. Select the prim with the next set of buttons to the right. Name this one "07\_Button Group."

C. Select the lower button prim on the left. Name it: "13\_ButtonGroup."

D. Select the last button prim and name it: "19\_ButtonGroup."

E. Select the backboard and name it Ruth Hand Pose HUD.

(The location and names of the prims are shown on the illustration below)



9. Now select the entire HUD. Right click and choose EDIT

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10. Select the "Contents" tab and click on "new script."

11. Copy the HandPoseHUD.lsl script and paste it in place. Save the script and give it the name: "Hand Pose HUD Script."

*A Note on Copying Scripts directly from GitHub. You can download the script file as describe previously, but it's just as easy to copy the script in GitHub. But you can't copy the script directly. If you do, you'll end up getting line numbers, and the code won't run unless you remove the numbers. That's a hassle. There is a way to copy it without line numbers. Here's how to do (thanks to a note from Seth Nygard): Select the script file so you can see its contents. You will see the code appear with the line numbers and color highlighting. Don't copy that, but rather click on the "Raw" button (on the upper right). A new window will open with only the code (and no line numbers). This is what you want. Copy it and then paste it in place. .*

12. Now it's time to add the hand pose animations. Look in the Hand Pose directory for the "Script Ready Hand Pose Package." Here you'll find a set of 24 hand poses which have been numbered. Upload all 24 and copy them into the "Content" tab of the HUD.

*Note: if you add your own animations, you'll need rename them by adding a number prefix before the animation's name. For example, let's say that you will be substituting BentoRightHandRelaxed and BentoLeftHandRelaxed for the first two*

*poses in the set. You'll want to rename them as follows:*

*"01\_BentoRightHandRelaxed" and "02\_BentoLeftHandRelaxed." All animations that you replace should be numbered in this manner. The first animation (which will be triggered by clicking the first button) should have a prefix of "01\_" The second animation (which is triggered by clicking the second button) should have a "02\_" prefix, and so on. Thus, the last animation will have prefix of "24\_". Also notice that all the left hand poses will have odd number prefixes and all right hand poses will have even numbers.*

13. It's best to have a full set of 24 animations in the HUD's inventory. If for some reason, you don't have a complete set, the HUD will still run. You will, however, get an error message whenever you click a button without an associated pose animation.
14. Once you finish adding the animations, reduce the size of the HUD. I found that I needed to make it somewhat smaller than knee high.
15. Take the HUD into inventory
16. Right click on the HUD in your inventory and select "Attach HUD to . . ."
17. When the HUD is attached, you may need to make an adjustment in its size or placement.

## **Using the HUD**

1. Now that the HUD is attached, it is ready to run. Try out the different hand poses by clicking the buttons.
2. One hint: when trying out poses it helps to view your avatar from the rear. In that way, right and left line up properly. While testing I often got my rights and lefts mixed up. And, then, I had an "ah ha" moment. Why not look from behind!
3. Some pose stands stop the triggering of hand poses. If you are testing in Second Life, you'll find a couple of posing stands at Ruth's sandbox (<http://maps.secondlife.com/secondlife/Gamma/21/76/1401>) which work well for hand poses. If you are on another grid, and if you have problems with posing stands, this script works: [http://wiki.secondlife.com/wiki/Posing\\_stand](http://wiki.secondlife.com/wiki/Posing_stand). (There's also likely one on [Fred Beckhusen's](#) incredible library of lsl scripts: <https://github.com/Outworldz/LSL-Scripts>)
4. Use of the "Stop All Animations" button. In our testing, we found on occasion that some pre-existing animations would stop the triggering of hand poses. This occurs when an existing animation has a higher priority level. When this happens, click on the "Stop All Animations" button. This removes all existing animations, and after which, the hand poses will work.

One last note: the animations were also designed to work with the system hands, but currently most do not. We are not sure if it's a procedural problem on our part or it's some sort of bug in Avastar. (Information on the procedure is found in the "Hand Pose Guide" document.) But that's what this testing stage is all about. We would love to hear your comments or if you can come up with a solution.