How to demo ICU NPC

Created on 2013/12/15

Fortune Truong ([fortune.truong@gmail.com](mailto:fortune.truong@gmail.com))

[How to spawn all NPCs (Patients + Doctors)](#h.oo108c82hij7)

[Automatically](#h.nt9nl14ha8iv)

[Manually](#h.74bhb3bzow0n)

[How to modify the walking pattern of Doctors](#h.u9gfdcn021gz)

[Toggle weight point visibility](#h.9rg1hwqeq4t8)

[Modify weight point positions](#h.rngmvoysyda1)

[How to chat with doctors](#h.d140v5brttog)

[Troubleshoot](#h.2lz9mh38yba3)

[How to make the doctors wandering in the case they just stationary](#h.miv8wk7mg0iu)

# 

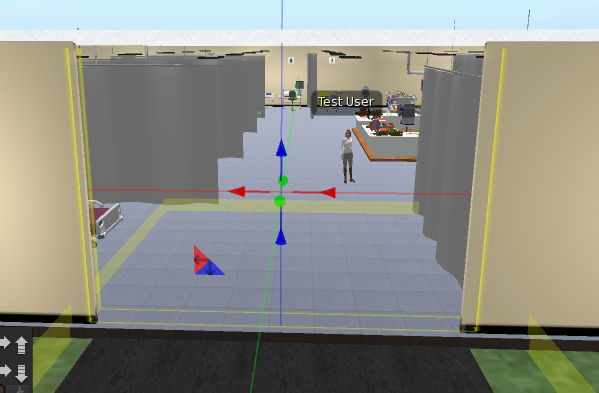
# 

# How to spawn all NPCs (Patients + Doctors)

## Automatically

A collider trigger has been set up on a phantom wall which located on the entrance of the ICU. Whenever the avatar go through it, it will emit ip\_channel (-54321) and point\_channel (-32768).

* ip\_channel will tell the Region re-cache the database host address, and spawn all NPC (Patients + Doctors).
* point\_channel will tell the Region re-cache all current position (x,y,z) of all weight points for doctors wandering script.



## Manually

Users also can touch on the grey cube next to the CPU under the table. It will do the same thing as the above trigger.



# 

# 

# How to modify the walking pattern of Doctors

## Toggle weight point visibility

Click on the gray cube to toggle on/off the weight point. It also contains the script which stores the possible connection between two points.



## Modify weight point positions

All weight points are able to be changed visually. After change their positions, user need to manually touch on the gray cube above to re-cache the new positions.



# 

# 

# How to chat with doctors

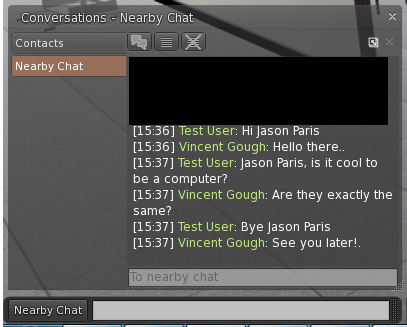
Also if user wanna chat with the doctor, use <Doctor Fullname> + <AIML question> or <AIML question> + <Doctor Fullname>.

I.E.

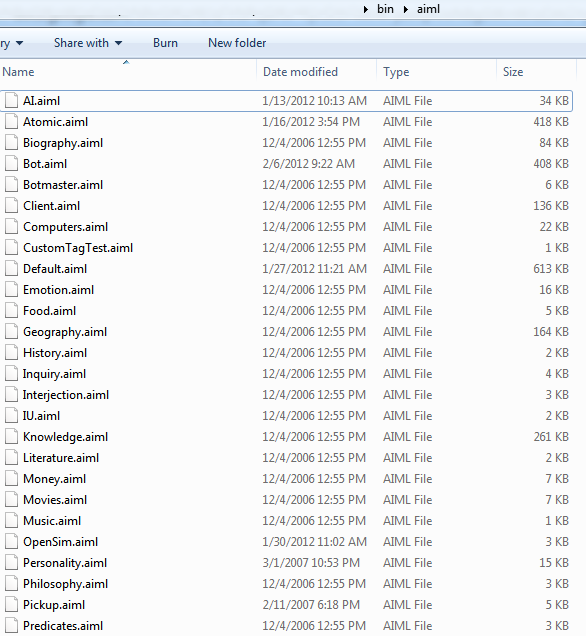
Hi Tommy Jobs

Tommy Jobs, is it cool to be a computer?

Bye Tommy Jobs



All AIML templates are saved under "AIML" folder in Opensim\bin\aiml



Note: NPCs must be spawned before they can handle chat.

# 

# 

# Troubleshoot

## How to make the doctors wandering in the case they just stationary

User need to manually modify and save "Spawn\_Doctor" script in order to make it work.

*A couple ways have tried to reset it by llResetScript as well as llResetOtherScript but none of them are working, but they would be a way to make it work without this handy action.*