**Change Color:**

http://wiki.secondlife.com/wiki/LlSetColor

**Parameters**: (vector color, integer face)

Vector – [color](http://wiki.secondlife.com/wiki/Category:LSL_Color) in RGB <R, G, B> (<0.0, 0.0, 0.0> = black, <1.0, 1.0, 1.0> = white)

Face - [face](http://wiki.secondlife.com/wiki/Category:LSL_Face) number or [ALL\_SIDES](http://wiki.secondlife.com/wiki/ALL_SIDES)

0 - top( +z)

1. +x
2. +y
3. -x
4. Bottom(-z)
5. Path cut begin
6. Path cut end

<http://wiki.secondlife.com/wiki/Face>

**Change Scale(Size)**:

<http://wiki.secondlife.com/wiki/LlSetScale>

**Parameters:** **( [vector](http://wiki.secondlife.com/wiki/Vector" \o "Vector) size )**

The components of **size** (**x**, **y** & **z**) each need to be in the range [0.01, 10.0][[1]](http://wiki.secondlife.com/wiki/LlSetScale" \l "footnote_1" \o "), if they are out of the range they are rounded to the nearest endpoint.

**Change Rotation:**

<http://wiki.secondlife.com/wiki/LlSetLocalRot>

Understand Rotation: http://wiki.secondlife.com/wiki/Rotation

Note: I suggest we do the easy way: Angle to Rotation

//I have the code for rotation

**Parameters**—(vector angleRotation)

angleRotation— < x-rotation, y-rotation, z-rotation >

**[Optional] Change Position:**

[**http://wiki.secondlife.com/wiki/LlSetPos**](http://wiki.secondlife.com/wiki/LlSetPos)

**Parameters:** **( [vector](http://wiki.secondlife.com/wiki/Vector" \o "Vector) pos)**

Moves the object or primitive towards **pos** without using physics.

Vector pos – position in [region](http://wiki.secondlife.com/wiki/Viewer_coordinate_frames#Region) or [local coordinates](http://wiki.secondlife.com/wiki/Viewer_coordinate_frames#local) depending on the situation (see [*#Specification*](http://wiki.secondlife.com/wiki/LlSetPos#Specification)).

Movement is capped to 10m per call for unattached root prims.[[1]](http://wiki.secondlife.com/wiki/LlSetPos#footnote_1)

**Advanced Prim Params:**

<http://wiki.secondlife.com/wiki/LlSetPrimitiveParams>

Note: The “|” denotes choices. Must choose at one.

**Change Prim Type**:

**Parameter**—( type )

Type – Box | Cylinder | Prism | Sphere | Torus | Tube | Ring

NOTE: (Customization of shaped removed); Customization of each type is possible

**Change Prim Material**:

**Parameter**—( material)

Material—Stone | Metal | Glass | Wood | Flesh | Plastic | Rubber

**Change Shiny and Bump**:

**Parameter**—( face, shiny, bump)

Face – [explained above]

Shiny – None | Low | Medium | High

Bump – None | Bright | Dark | Wood | Bark | Bricks | Checker | Concrete | Tile | Stone | Disks | Gravel | Blobs | Siding | Largetile | Stucco | Suction | Weave