

Open And Close (OAC Devkit)

Open And Close Development Kit

Version: 2.1

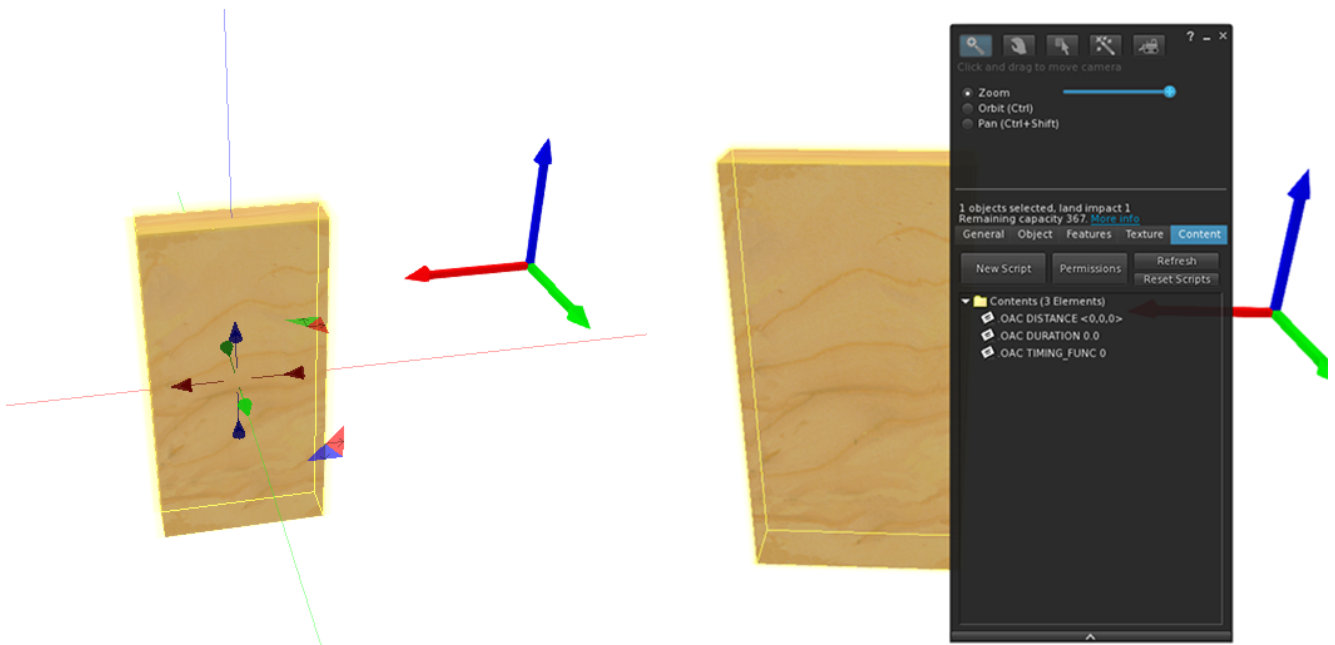
Features

- Smooth transformation, easing vision.
- Flexible configuration and combination.
- During the transformation process, the direction can be changed at any time.

Quick Start. Follow this, step by step

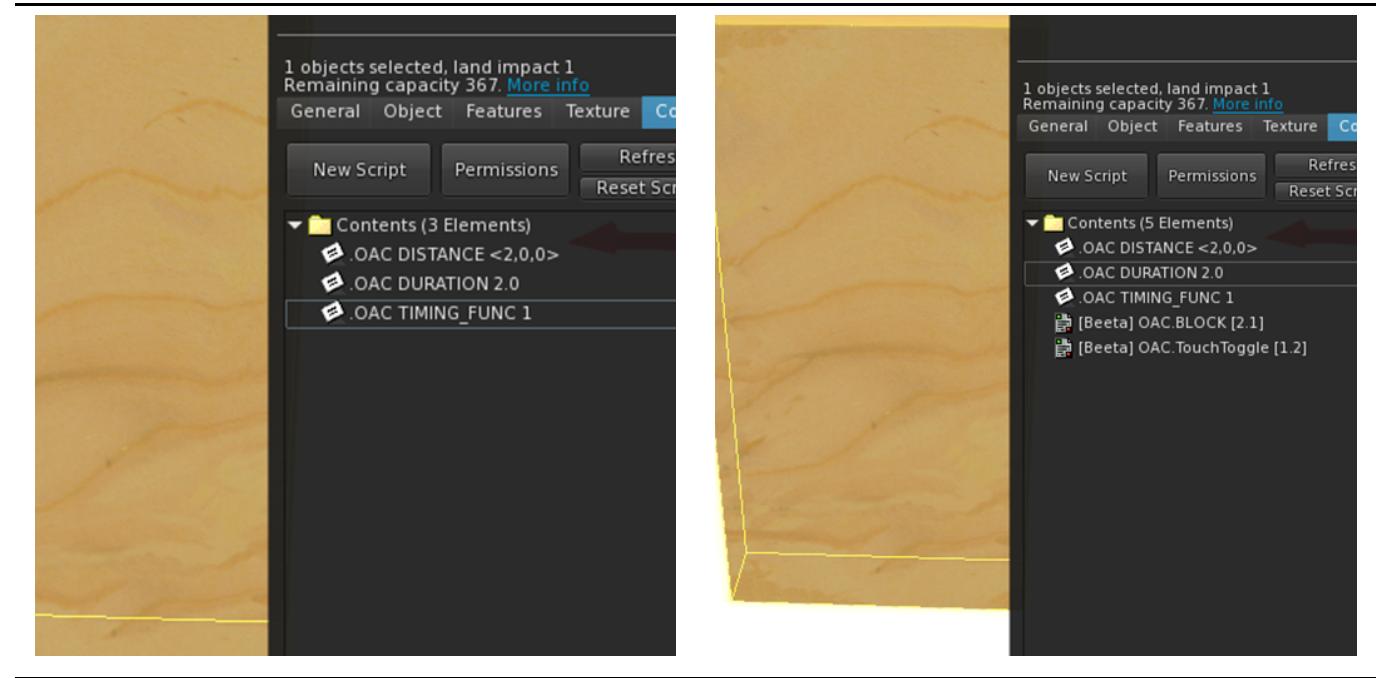
1. Prepare your object.
2. According to your needs, select the configuration file which starts with ".OAC", change their parameters and drag them into the inventory.
3. Drag the main script named OAC.BLOCK into the inventory.
4. At present, we have provided you with two scripts for triggering, and you can develop scripts according to your own needs according to the following documents.
5. Touch to toggle.

Make a single sliding door



Create a box, resized like a door

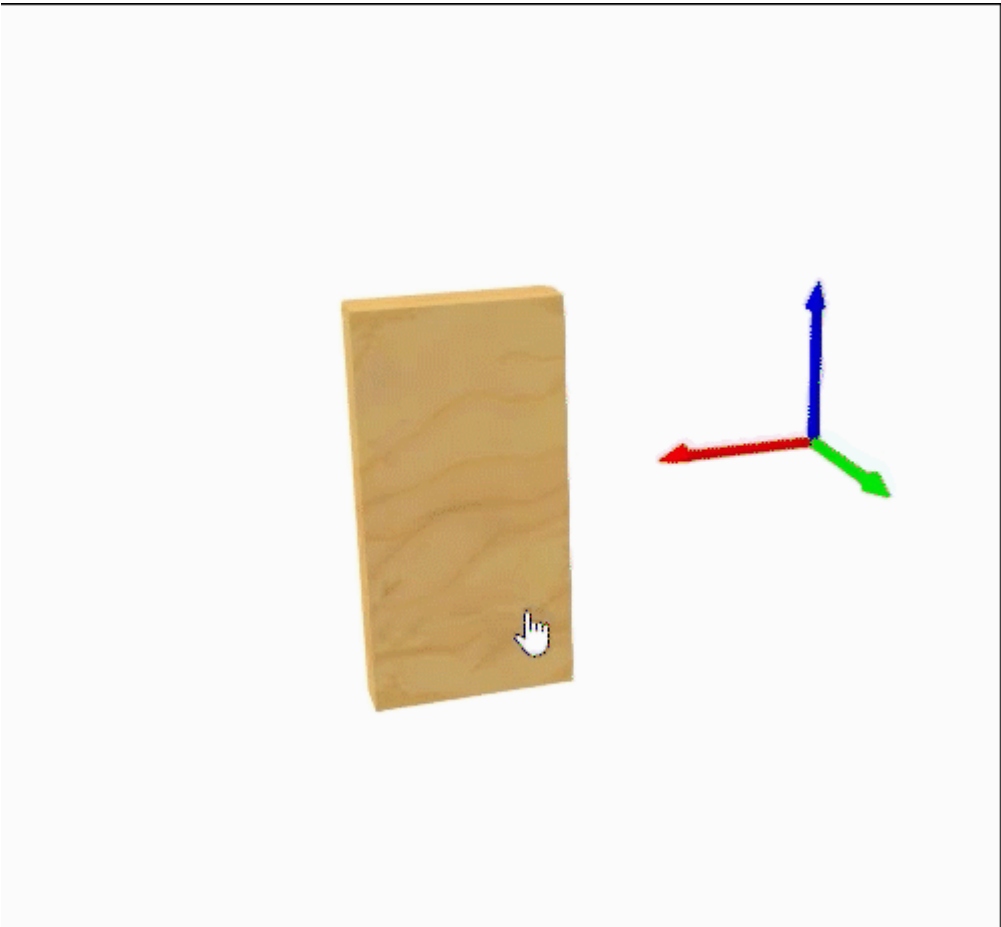
Select the function you need, drag and drop them
to the inventory



Change parameters
Move 2 meters in the X direction
The duration 2 seconds
Use the ease-in-out timing function

Drag and drop scripts

Touch to see the effect



For more detailed examples, please test and edit after rez them in "Example"

Scripts

name	description
OAC.BLOCK	(required) Main script
OAC.TouchToggle	Make the prim touchable, touch to trigger toggle, it will only trigger the current prim(LINK_THIS).
OAC.TouchToggleSync	Make the prim touchable, touch to trigger toggle, it will trigger all prims in the linkset(LINK_SET).

Configuration

One notecard represents one configuration field, drag notecard to inventory, edit its name.

Format: .OAC {key} {value}

key	type	value	default	description	version
DURATION	float	Any	0.0	If less than 0.1, it is treated as 0.0, 0.0 means no transformation process	1.7
DISTANCE	vector	Any	<0.0,0.0,0.0>	Transform distance	1.7
ROTATION	vector	Any	<0.0,0.0,0.0>	Transform rotation, The meaning of this vector is <ROLL, PITCH, YAW>. * The rotation is always relative to the prim's local directional vector.	1.8
SCALE	float	> 0.0	1.0	Transform scale, if less than or equal to 0.0, it is regarded as unchanged, equivalent to 1.0	2.1
ORIGIN	integer	0:local 1:root 2:region	0	see special note below	2.0
TIMING_FUNC	integer	0:linear 1:ease-in-out 2:ease-in 3:ease-out	0	see special note below	2.0

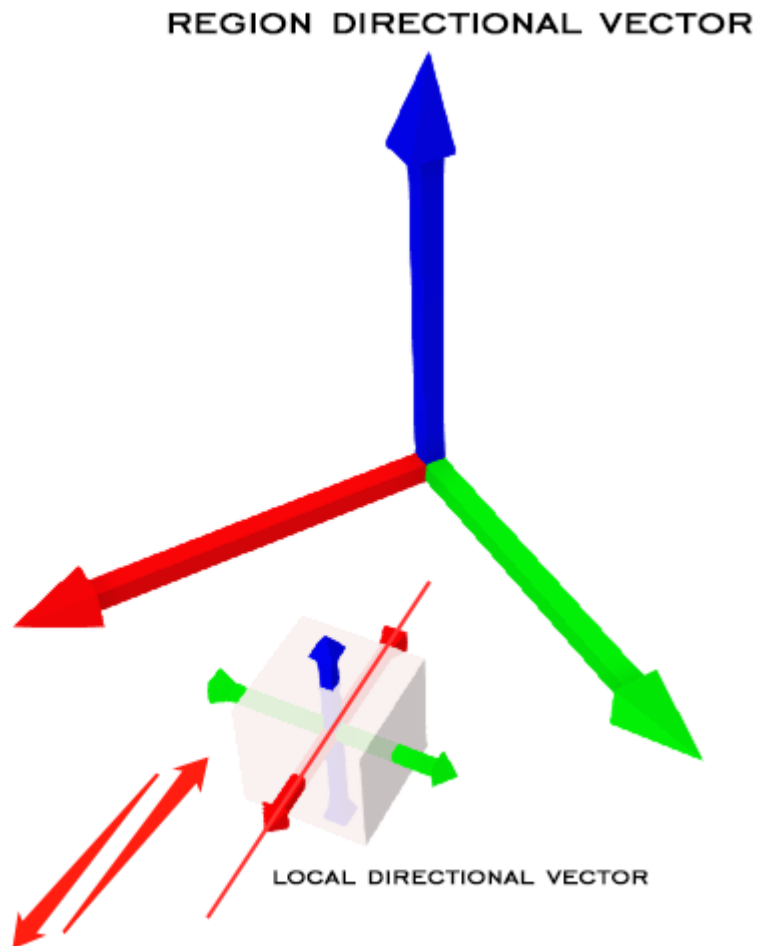
About ORIGIN

0: local

The transformation will refer to the local directional vector.

Example:

```
.OAC DISTANCE <1.0, 0.0, 0.0>  
.OAC ORIGIN 0
```

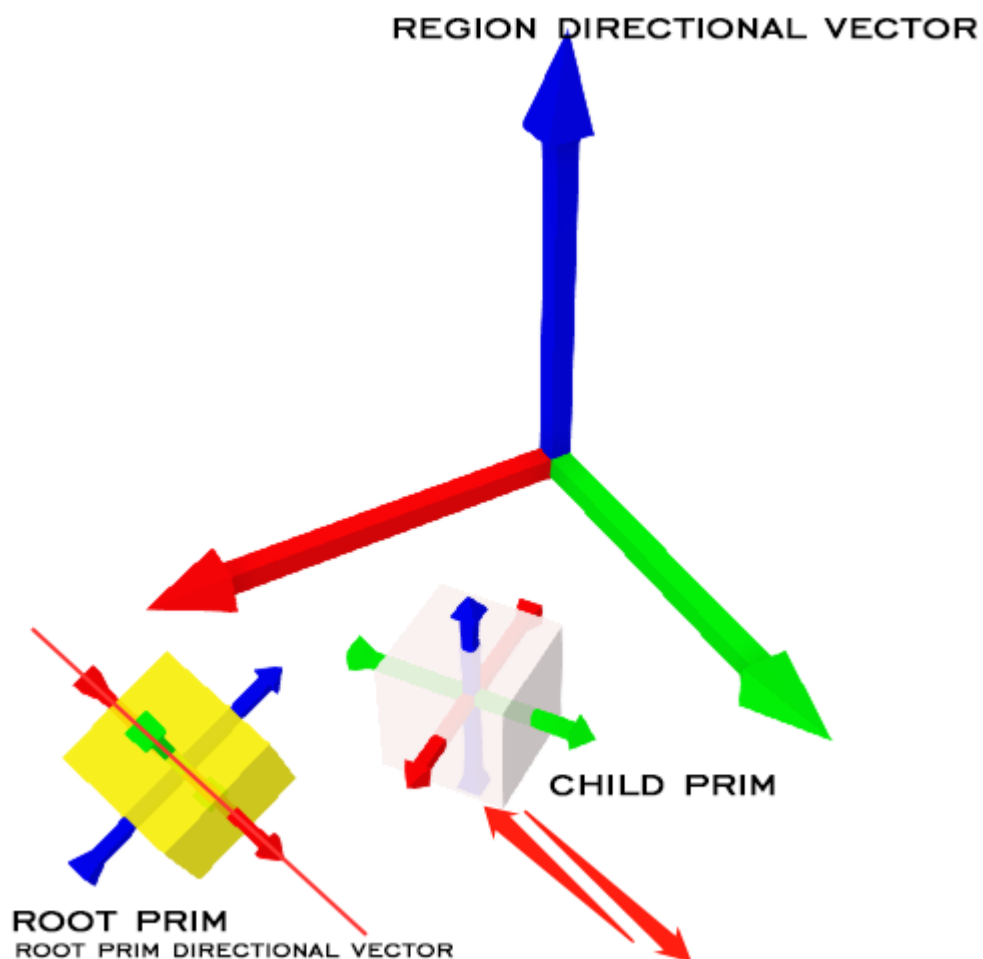


1: root

The transformation will refer to the root prim directional vector.

Example:

```
.OAC DISTANCE <1.0, 0.0, 0.0>  
.OAC ORIGIN 1
```



It only works for child prims in linkset. When the object is the root prim or it is a standalone prim, **root=region**

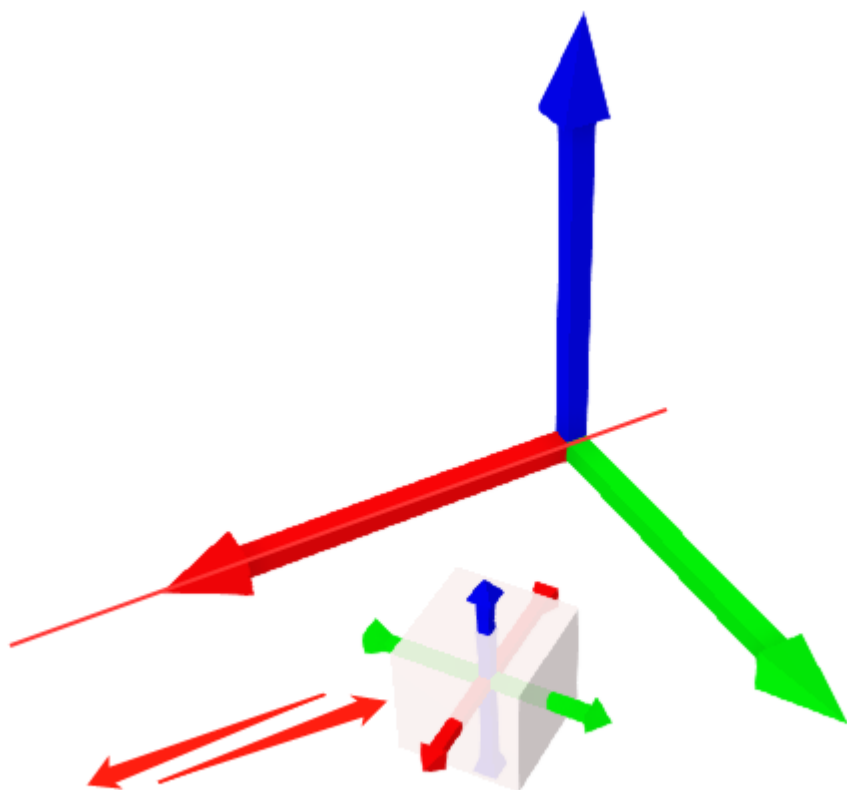
2: region

The transformation will refer to the region directional vector.

Example:

```
.OAC DISTANCE <1.0, 0.0, 0.0>  
.OAC ORIGIN 2
```

REGION DIRECTIONAL VECTOR



About TIMING_FUNC



Linkset message

Control or Submit

Num: **802840**

Open

positive movement

```
llMessageLinked(LINK_SET, 802840, "OPEN", "");
```

Close

reverse movement

```
llMessageLinked(LINK_SET, 802840, "CLOSE", "");
```

Toggle

Switch the current direction of movement

```
llMessageLinked(LINK_SET, 802840, "TOGGLE", "");
```

Event broadcast

Num: **802841**

Transform started

To: LINK_SET

```
TRANSFORM_STARTED|{direction}
```

direction:

- 1: open, positive movement
- -1: close, reverse movement

Transform finished

To: LINK_SET

```
TRANSFORM_FINISHED|{direction}
```

direction:

- 1: open, positive movement
- -1: close, reverse movement