Primp! - Restless Studio Prim Configuration Script

Dialog menus to configure a prim's textures, size, transparency,
position, glow, brightness, type, opacity, and phantom.

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Updated 08-Apr-2010 with additional support for a slide show and new menus for configuration of shiny, bump, color, flexible, wind, tension, force, softness, gravity, friction, material, hole type, and hollow percent.

Introduction

I originally developed this script to cycle thru several textures for use
in land screens. It quickly evolved into a general purpose prim configuration
tool and can be used for a wide variety of prim deployments.

The script presents over two dozen menus allowing you to interactively
configure the prim in which it resides. Dialog menus are available for
the configuration of prim properties including size, brightness, phantom,
position, type, glow, opacity, shininess, bump map, color, flexible, wind,
tension, force, softness, gravity, friction, material, hole type, hollow
percent, and detection of prim face numbers.

The prim can be configured to present a slide show of all the textures
with a specified delay between slides. Freely usable and redistributable
textures from the Wikimedia Commons are provided and can be used to texture
the prim faces. In addition, prim faces can be selectively textured as
transparent or the opacity of faces can be adjusted to make them
semi-transparent.

If the user has appropriate permissions the prim can be textured with the
parcel media texture thereby allowing the prim to be used as a media viewer
on the parcel property. See below for further instructions on how to configure
a prim as a media viewer on group owned land.

Only texture UUID's are used so no textures need to be loaded into the prim's
contents. You can configure your own textures by replacing those included
in the Configuration notecard with names and UUID's of any textures you wish.
See the section on the Configuration notecard below for specific instructions.

Setup

In order to use the Primp! configuration script it must be placed in the
contents of a prim. To do so, right click the prim, choose edit, and click
the Contents tab. Drag the Primp! configuration script into the prim contents
tab and optionally the Configuration notecard. Note, you should not need
the Configuration notecard unless you with to modify the textures used or

run several prim configurations on the same channel. After dropping the Primp! configuration script into the prim contents and while the edit window is still open recompile the script in Mono as follows:

Second Life & Phoenix Viewers

Click the Tools menu entry at the top of the Second Life window. From the drop-down menu select "Recompile Scripts in Selection" and click on "Mono".

Second Life Viewer 2

Click the Build menu entry at the top of the Second Life Viewer 2 window. From the drop-down menu select "Scripts" and "Recompile Scripts (Mono)".

Once the script has been recompiled, close the recompile and edit windows. Wait a few seconds while the script initializes. After the script indicates initialization is complete, click on the prim.

You should be presented with the main Primp! configuration menu.

Configuration as a Media Screen

Clicking "Media" on the main Primp! configuration menu will texture the active face(s) of the prim with the parcel media texture if you have appropriate permissions on that parcel. Typically this is the parcel owner. On group owned land the object must be deeded to the group in order to use the parcel media texture. To do so, the object must first be in the same group that owns the land and you must be a member of that group with deed permission. To deed the object to the land group:

- Right click on the parcel of land and choose About Land to find the name of the group that owns the land. You must be a member of this group, and you must also be in a role that has permissions to deed items to that group.

- Once you have determined the land group, make sure you are Active (wearing the group tag) in that group. Edit the object and make sure that the group is set to the correct group. If not, change the group by clicking the Set button in the General tab.

- After you have the group set correctly, check the "Share with group" box then click the deed button.

- Once the object has been deeded to the group and with that group as your active group, right click the Configuration notecard in the Contents tab of the edit window of the prim. Choose properties and check the Share with group checkbox then close the properties window. Do the same for the Primp! configuration script.

Menus

The following menus, with their submenus indented below them, are presented by the Primp! configuration script:

Main Menu

"Glow" - set the glow level of the prim
"Position" - adjust the position of the prim
"Get Face #" - display how faces are numbered
"Rotate" - set the angle textures are rotated (or none)
"Set Face #" - select which face to make active (or all)
"Textures" - select which texture to use on the active face(s), including the parcel media texture with appropriate permissions
  "More" - additional 8 textures in addition to 8 in parent dialog
  "Slide Show" - set the delay between slides and turn slide show on/off
"Reset" - re-initialize the prim
"Transparent" - select which prim face(s) to make transparent (or all)
  "Opacity" - select the opacity level of active face(s)
"Size" - increase or decrease the width, length, or height of the prim
"Exit" - exit the Primp! configuration script dialogs
"Shape" - select the shape of the prim from Prism, Sphere, Cylinder, Torus, Tube, Ring, Box (default)
"Properties" - select from a variety of prim properties to configure
  "Brightness - set the brightness of the prim
  "Phantom" - set whether the prim is phantom
  "Color" - set the color of the active face(s)
  "Bump Map" - select from 18 different bumpy surfaces
  "Shinyness" - set the shiny level of the prim
  "Material" - set the physical material of the object
  "Hole" - set the hole type and hollow percentage of hole
  "Flexible" - set whether the prim is flexible and flexible properties wind, tension, force, softness, gravity, & friction
"Exit" - brings up a dialog allowing you to quit, delete the script and quit, or return to the main menu

The Size and Shape buttons are not displayed when using a Megaprim.
The Get Face # button is shown only for objects with full permissions.

Example Usage

Suppose you wish to configure a megaprim land screen either for privacy or to replace the view of an ugly building next door with a beautiful waterfall. In this case you may need to apply a texture to one face of the megaprim while making the other faces transparent. You can easily accomplish this task by following these steps:

- Erect the prim approximately where you want the position the screen
- Edit the prim and place the Primp! script and (optionally) the Configure notecard in the prim's contents. Close the edit window.
- Click on the prim and select the "Get Face #" menu button
- Click on the "Locate Face #" buttons until the face you wish to texture turns blank white. Note the face number and click "Done"
- Click on the "Textures" button and then click on the texture you wish to use. Try several until you find one suitable for your needs. After applying the texture click "Main Menu".
- Click the "Transparent" button and then click each of the faces that is not the face you wish to remain textured. For instance, if face 3 is the face you wish to remain textured, you would click each of the face buttons 0, 1, 2, 4, 5, and 6.

You're done but you may want to perform further configuration. Especially in the case of a megaprim it may be desirable to make the prim phantom. This means avitars and other objects will not collide with the screen potentially causing lag. To do so, click the "Brightness/Phantom" button and click "Phantom ON". You may also wish to configure the screen so that subsequent texturing only applies to a single face (e.g. face 3). To do so, click "Set Face #" and then click on the desired face (e.g. "Face 3"). Now any future texturing will only apply to face 3 and the other faces will remain transparent. You can also perform final positioning and other adjustments as needed although the size of megaprims cannot be changed. Turning Brightness ON and adding a small glow factor is often nice.

Configuration Notecard

The Configuration notecard for the prim configure script can be used to provide default settings and textures. All settings in the notecard are specified in the format "<name> = <value>". DO NOT use "=" in either the <name> or <value> as the "=" character is used as a delimiter in parsing the notecard.

Comments (lines beginning with #) and empty lines can be deleted from this notecard when it is placed in a prim in order to speed the initialization process. Make a copy first so that you can refer back to the comments if needed. Note that in the current version this is not necessary as Primp! now only reads the settings and comments are ignored. See the comments in the Configuration notecard for details.

You can specify values for the channel, face(s) to texture, rotation of textures, and the textures to choose from in the Configuration notecard.

Channel Setting

To set the communication channel, add a line of the form "channel = <number>"

where <number> is recommended to be a large negative integer (for instance,
channel = -123456789
The channel number must be larger than -2,147,483,648
Do not use channel 0.

Different screens will need separate channels otherwise they all
change to the same texture at once.

NOTE: It is not necessary to set the channel explicitly in the
Configuration notecard. The script will generate a unique private channel
unless the channel is set in the Configuration notecard. Thus, a setting
in the Configuration notecard allows you to override the channel setting,
something you might want to do for instance to have several land screens
listening on the same channel. Leave it commented out in the Configuration
notecard if you simply want a unique private channel for each prim.

Prim Side(s) Setting

By default the script acts upon all prim faces simultaneously. If you wish
to restrict the action to a single prim face you can do so through the
Prim Faces dialog menu or by editing the Configuration notecard. To set the
side to use in the Configuration notecard add a line of the form
"side = <num>"
where <num> is the face number you desire to modify. For instance,
side = 3
would restrict configuration script modifications to face 3 of the prim.
Use a value of -1 to indicate all sides.

Specifying Textures

You can specify the texture names and UUID's to use (limit 16 total)
in the Configuration notecard. By default 16 textures (already uploaded
from the Wikimedia Commons) are provided. These textures are licensed to
allow free redistribution and use. To replace any of these textures,
comment or delete the texture entry you wish to replace and add a line of
the form "<texture name> = <texture UUID>". To find the UUID of a texture
right click the texture in your inventory and from the popup menu select
"Copy asset UUID". You must have full permission on the texture. You can
then paste it to the notecard as required (Command-V on Mac, Ctrl-V on
Windows).

Known Problems & Limitations

With one of the media devices used in testing the channel was reset by the
media device when initializing the display on a prim configured with the
parcel media texture. At this point the Primp! configuration dialogs do not
respond. If this happens the Primp! configuration script can be reset by
clicking the Tools menu entry at the top of the Second Life window and

selecting "Reset Scripts in Selection" from the drop down menu. If you are using Second Life Viewer 2 then the script can be reset by clicking the Build menu entry at the top of the Second Life Viewer 2 window and selecting "Scripts" then "Reset Scripts".

Total number of textures the Primp! configuration script dialog menus can display is currently limited to 16. Future updates will address this.

Exiting the "Get Face #" dialog via the "Ignore" button will leave any blank textured faces blank rather than restoring their original texture. This is the nature of LSL dialog menus. Exit the "Get Face #" dialog via the "Done" button.

Due to the way the script saves and restores textures on faces during the "Get Face #" dialog coupled with Linden Labs restrictions on llGetTexture(), this dialog menu is only available if the object has full permissions.

The script will time out after an hour. Touch again to restart.

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