

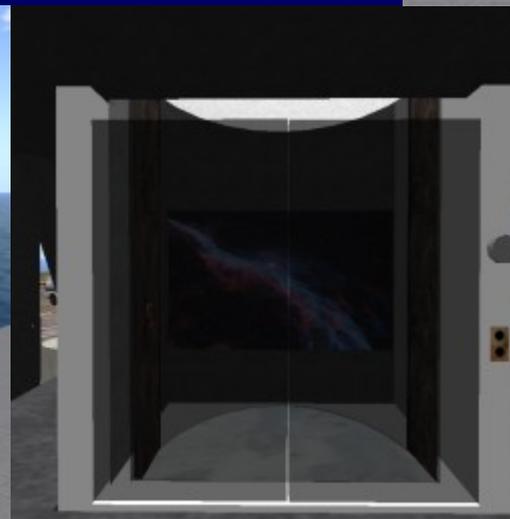
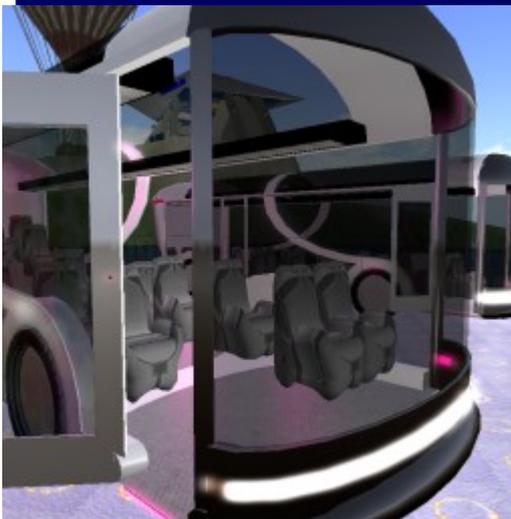
# ~MOTOR~



Hi Gim,  
I would like to setup a path to ride  
customers in the grid.

You are using my motor same as  
with bus,cruise, elevator,  
escalator and truck .

Ya the one you sit and relax  
while avatar are tour around .

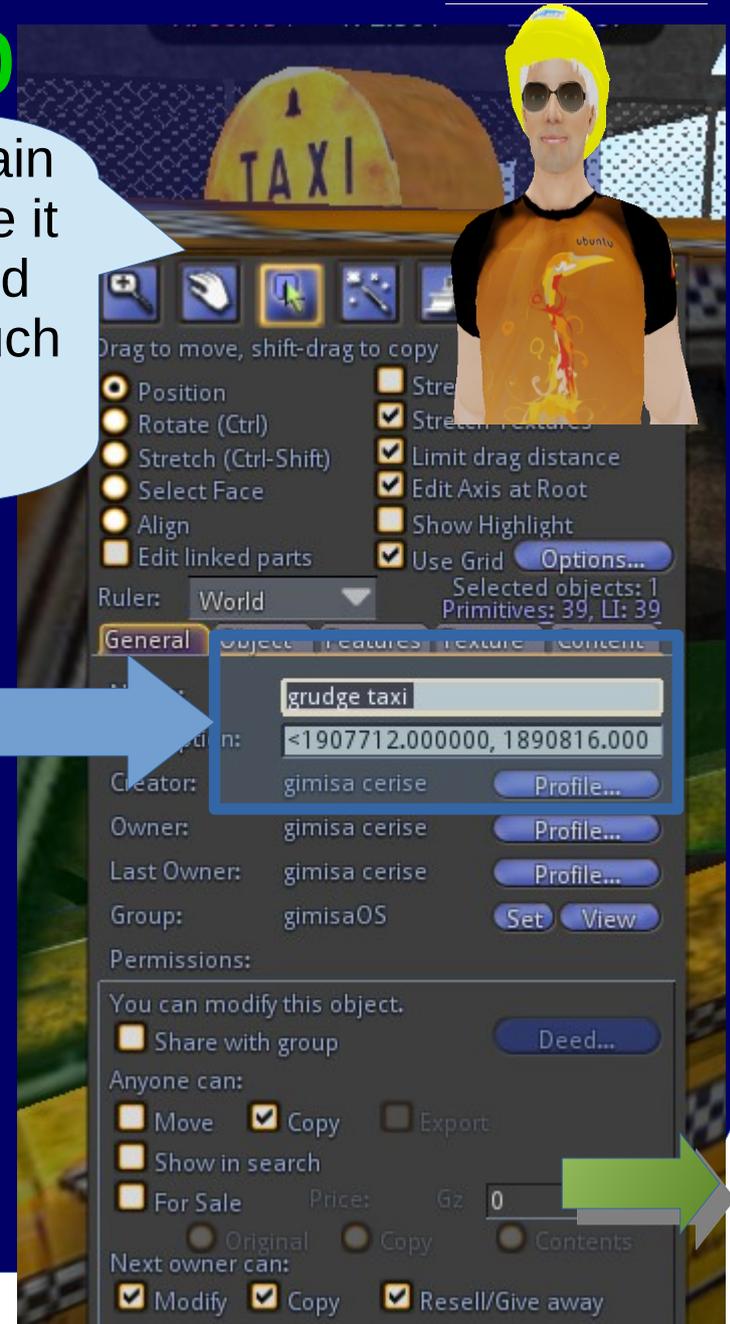


# ~MOTOR~ Ride-Setup

First you rez the taxi. It will retain its position in description. Move it around as needed then go and remove the description and touch the cab so it records its new position.

Yap I already done that . Taxi is rezed and localised. I need three ride. NASA, TUTORIAL, A-STATION

OK, NASA is arleady an existing ride of the bus so we will see how to connect to it. The two others would be new.



# ~MOTOR~ Ride-Setup



Well the TAXI motor is the only one you select a ride. The bus, the cruise and the other have obviously no ride selection feature.

Let see first was is commun to all.

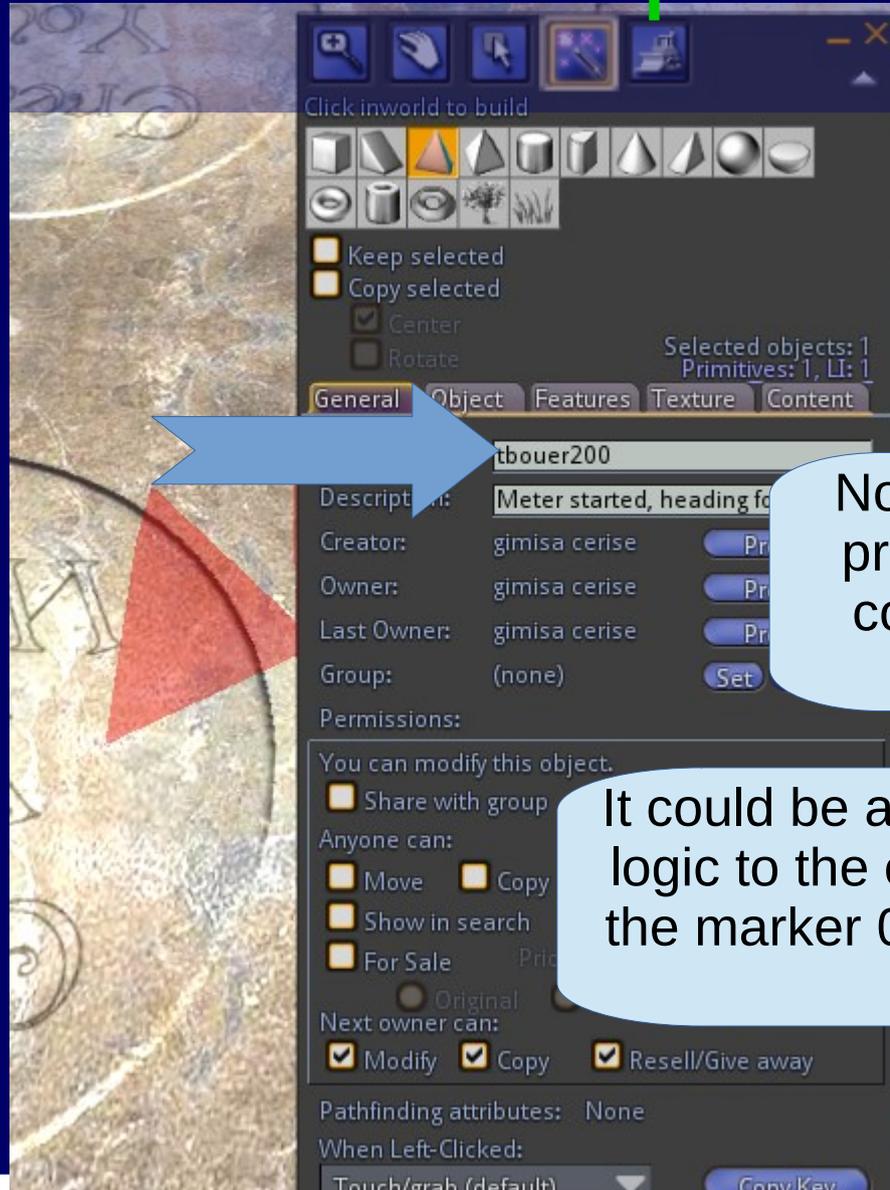
First we will activate transparencies in view menuue.



# ~MOTOR~ Ride-Setup



Why that name?



Now rez a prism ( I like prism cause their front corner align with x ) . Name it tbouer200

It could be any name but there is logic to the end of it . "00" . 00 is the marker 00 of the series up to 99.

# ~MOTOR~ Ride-Setup

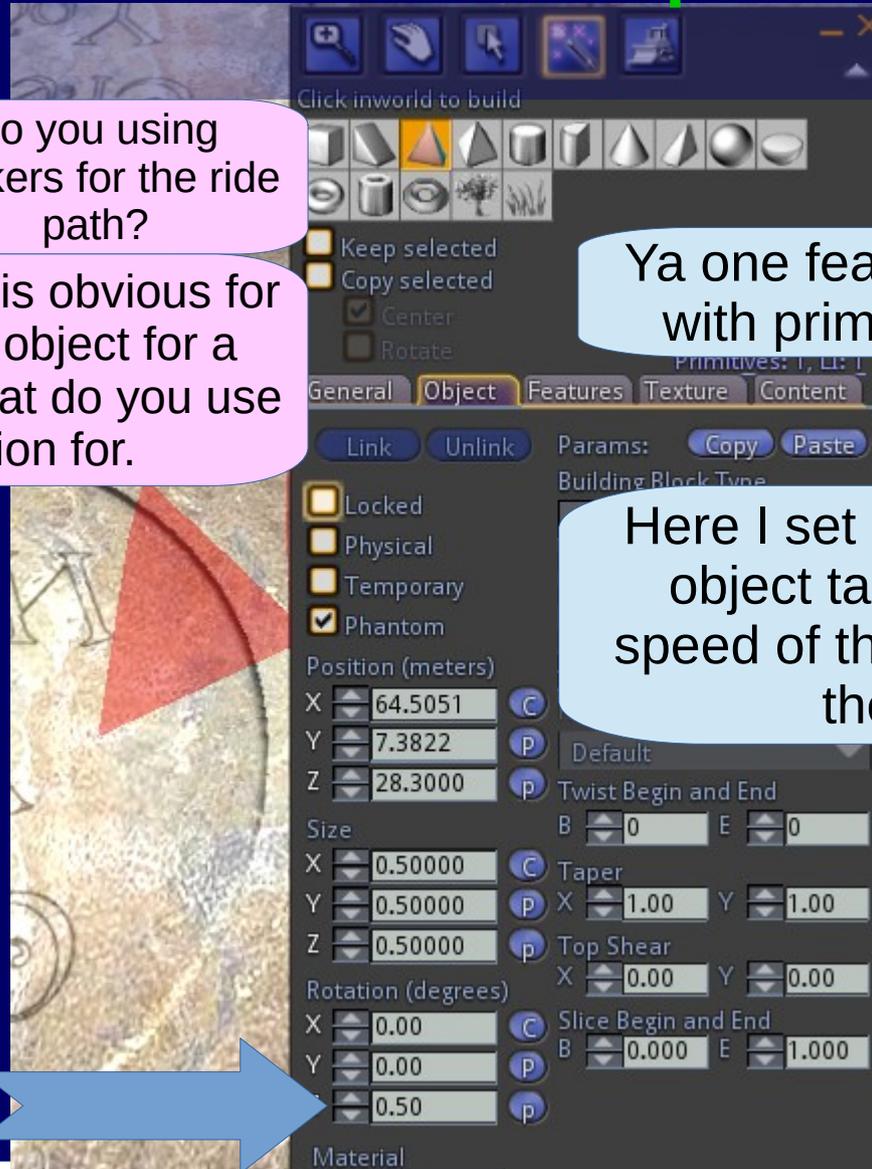


So you using markers for the ride path?

Ya position is obvious for a guiding object for a path but what do you use rotation for.

So I can set the speed of the cab with z rotation. Can I go backward?

Yes with minus value.



Ya one feature that I use with prim is rotation.

Here I set rotation of Z to 0.5 in object tab. That will set the speed of the taxi when you start the ride to 0.5

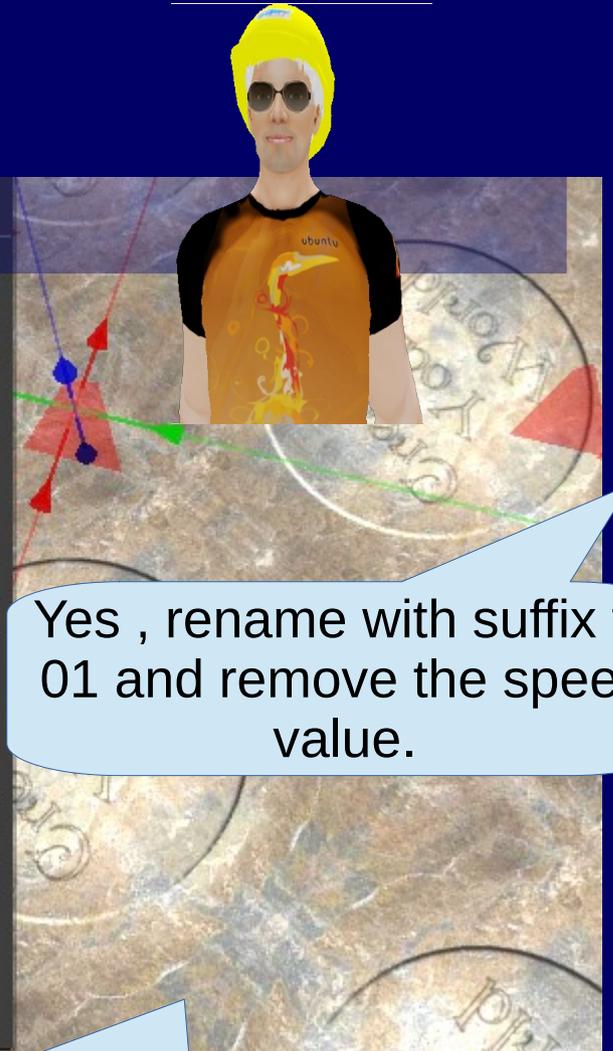
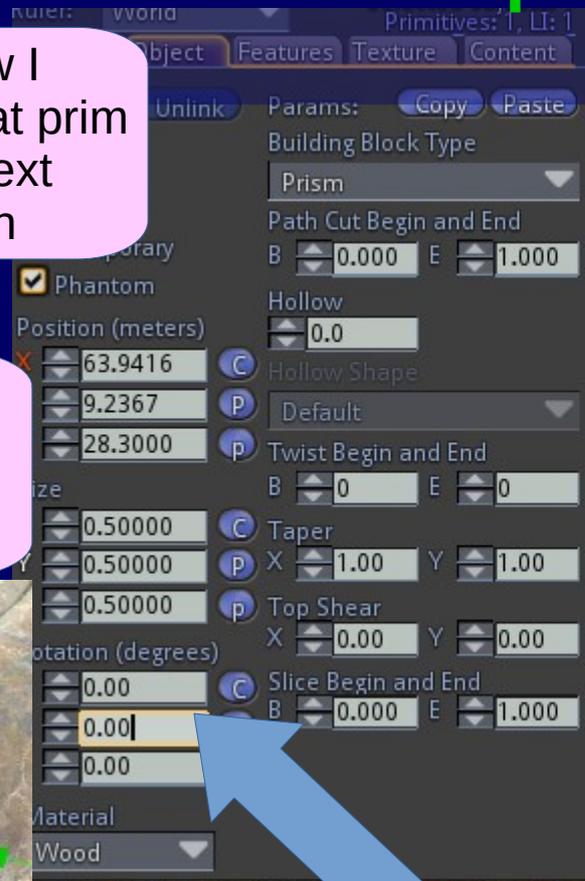
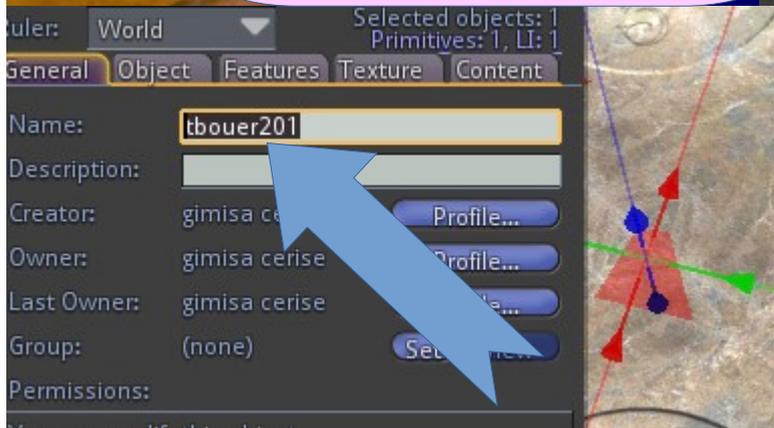


# ~MOTOR~ Ride-Setup



And now I duplicate that prim for my next location

So z is not zero. Will that not stop my taxi?



Yes , rename with suffix to 01 and remove the speed value.

No in the special case of zero . Zero here mean no changes . It remains at 0.5.Any other value will set speed to that value.



# ~MOTOR~ Ride-Setup

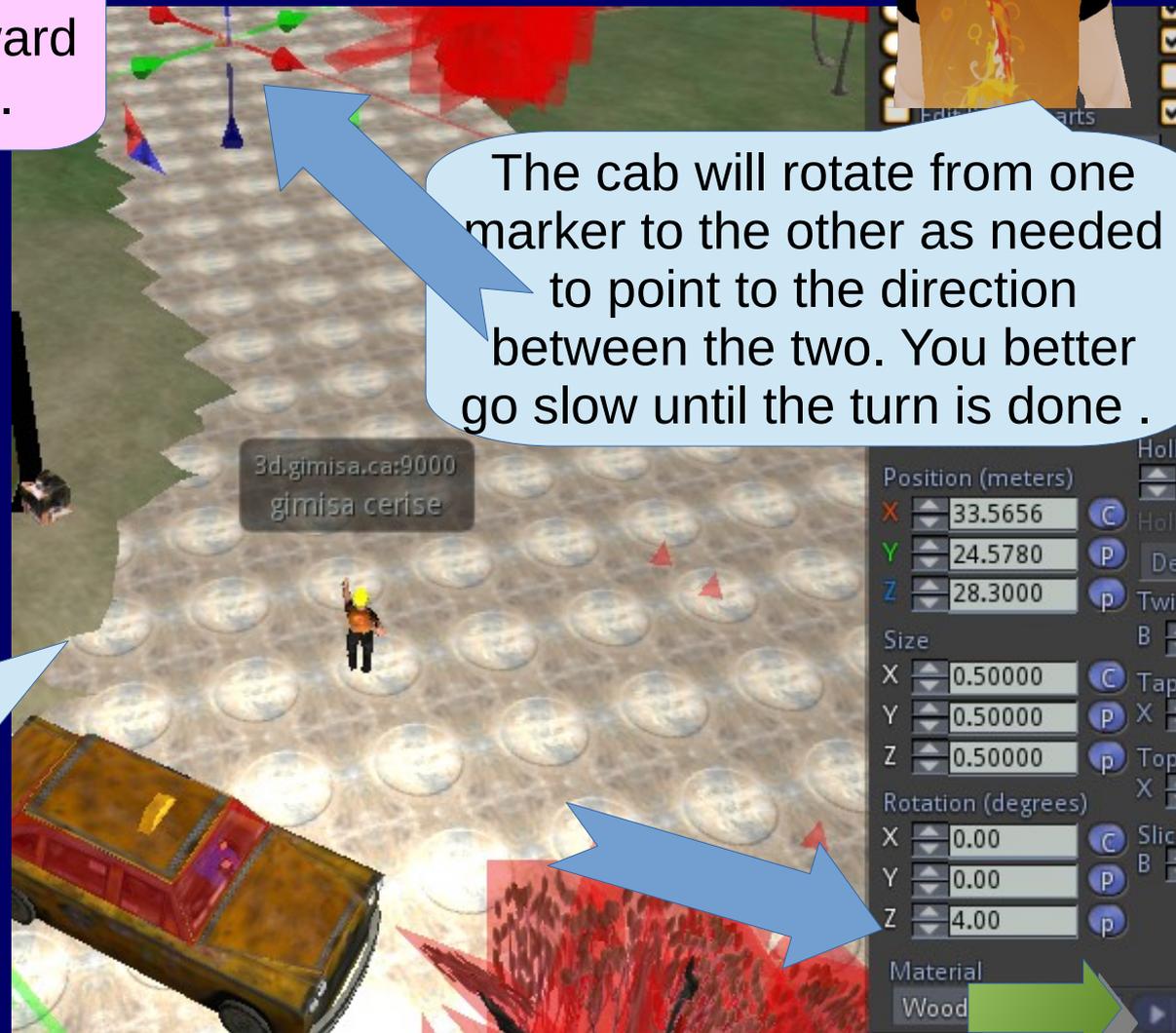


I have a u-turn to make toward S-Station.

Then speed can be increase to 4.0

So speed and rotation is to the coming marker.

Rotation is complete to the line between the two markers at reaching the coming marker. The speed is change as soon a leaving the actual marker toward the coming marker .



The cab will rotate from one marker to the other as needed to point to the direction between the two. You better go slow until the turn is done .

# ~MOTOR~ Ride-Setup



So I go on like that up to the end .

Well you can add text in the description of the marker that will be chatted in local .

Ok but is this in the cab?



Drag to move, shift-drag to copy

- Position
- Rotate (Ctrl)
- Stretch (Ctrl-Shift)
- Select Face
- Align
- Edit linked parts

Ruler: World

Selected objects: 1  
Primitives: 1, LI: 1

General Object Features Texture Content

Name:

Description:

Creator: gimisa cerise [Profile...](#)

Owner: gimisa cerise [Profile...](#)

Last Owner: gimisa cerise [Profile...](#)

Group: (none) [Set](#) [View](#)

Permissions:

You can modify this object. [Deed...](#)

Anyone can:

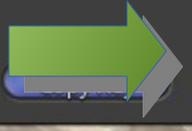
- Move  Copy  Export
- Show in search
- For Sale Price: Gz:
- Original  Copy  Contents

Next owner can:

- Modify  Copy  Resell/Give away

Pathfinding attributes: None

When Left-Clicked:



# ~MOTOR~ Ride-Setup



So it translate  
the message I  
add on the path.



Yes it assume english as  
message language . It can be  
changed in the script.



That is a translation feature .



# ~MOTOR~ Ride-Setup



So I go on with markers until arrival .

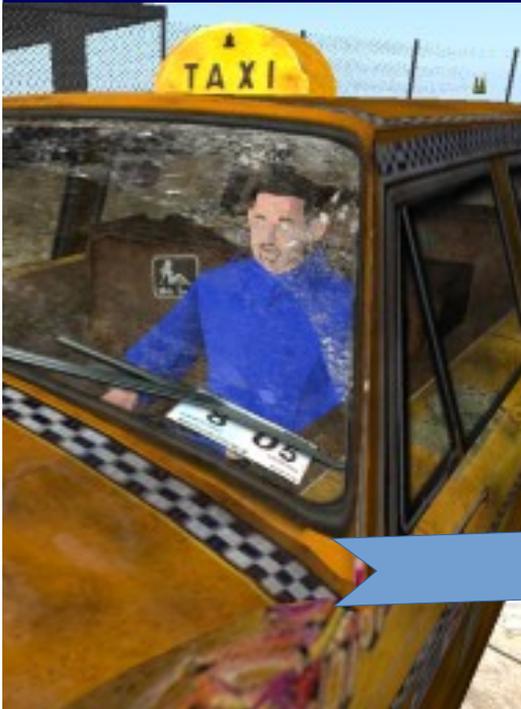
Yap reducing speed for curves like you would do in RL lol!!

What about at the end?

The X rotation is for waiting time at the marker. So driver should say good bye to his guess in the description while waiting x ( here 30sec) allowing guess to leave the taxi. Then the taxi return home for next ride.



# ~MOTOR~ Ride-Setup

A screenshot of a game's object editor interface. It shows various settings for an object named "tbouer100". The interface includes tabs for "General", "Object", "Features", "Texture", and "Content". The "Description" field contains the text "Meter started, heading for Tutoria". The "Creator" is listed as "gimisa cerise". The "Permissions" section shows that the user can modify the object and has options to share it with a group, move, copy, export, show in search, and for sale. The "Next owner can" section shows options to modify, copy, and resell/give away. The "Pathfinding attributes" are set to "None".

drag to move, shift-drag to copy

- Stretch Both Sides
- Stretch Textures
- Limit drag distance
- Edit Axis at Root
- Show Highlight
- Use Grid

Selected objects: 1  
Primitives: 1, LI: 1

tbouer100

Description: Meter started, heading for Tutoria

Creator: gimisa cerise Profile...

Owner: gimisa cerise Profile...

Last Owner: gimisa cerise Profile...

Group: (none) Set View

Permissions:

You can modify this object.

Share with group Deed...

Anyone can:

Move  Copy  Export

Show in search

For Sale Price: Gz 0

Original  Copy

Next owner can:

Modify  Copy  Resell/Give away

Pathfinding attributes: None

When Left-Clicked:

Touch/grab (default) Conv.Key

What about tutorial ride

Its same thing but markers are called tbouer100....



# ~MOTOR~ Ride-Setup

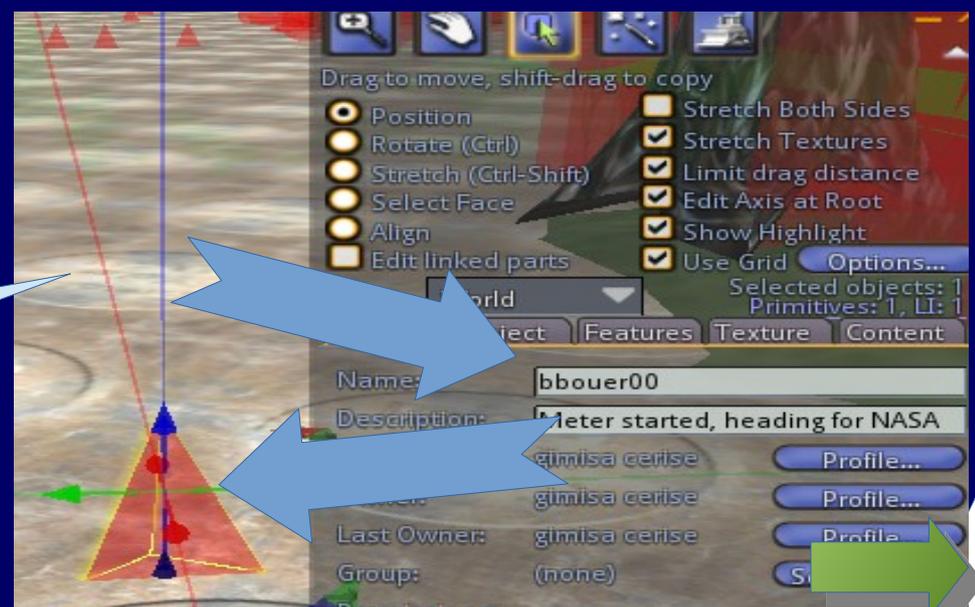
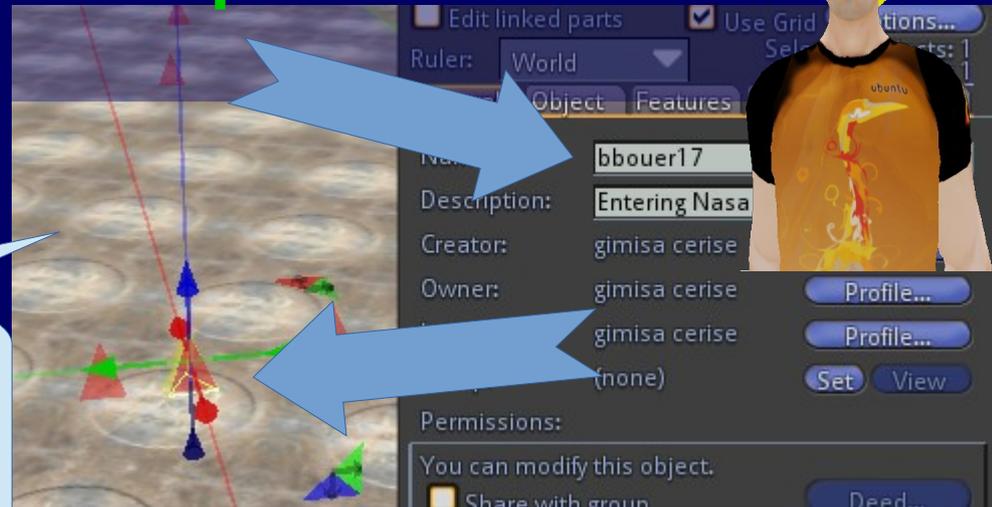


And how do we do NASA?

We need to find what is the marker nearest marker name for the bus ride.

I see its bbouer17.

Then we name our first marker with same name with 00 at end.



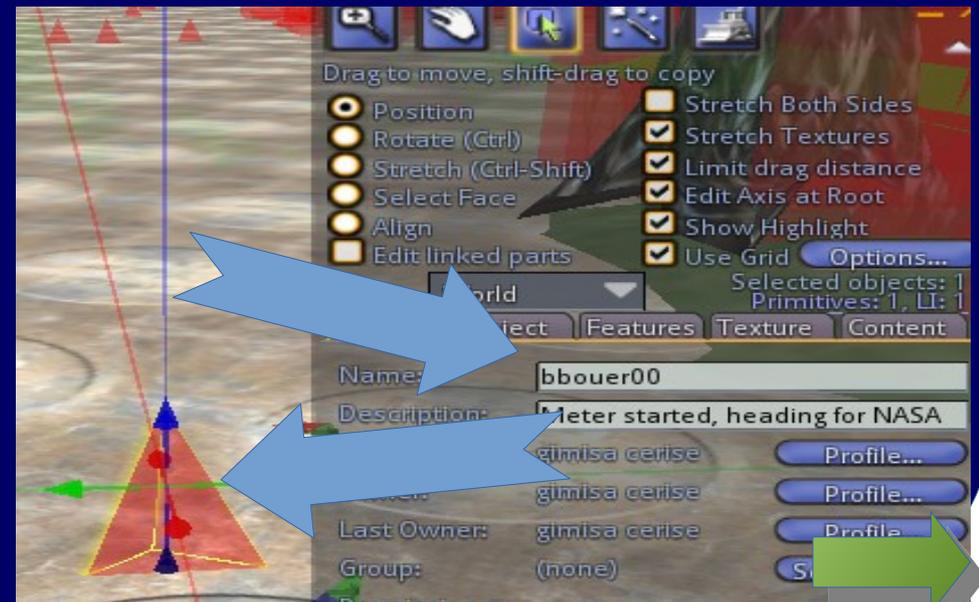
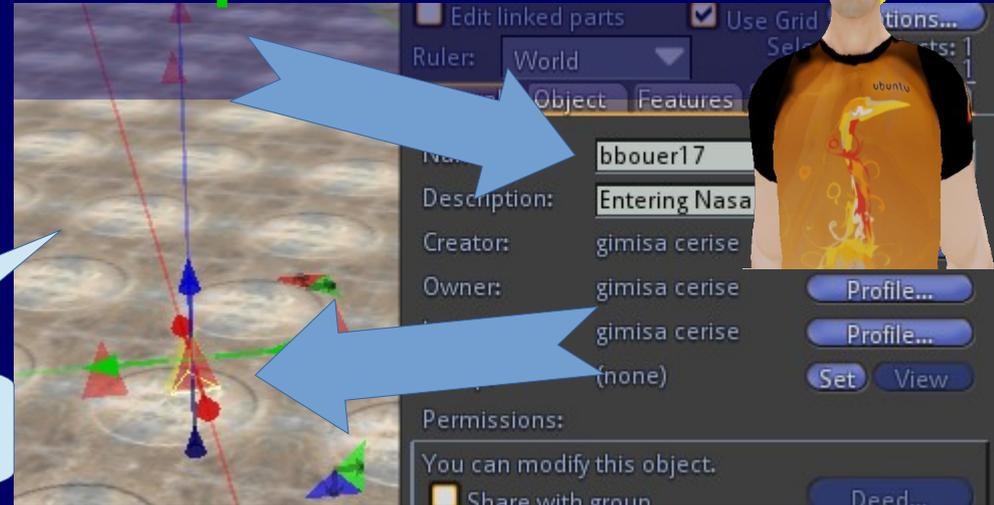
# ~MOTOR~ Ride-Setup



Ok so no ride number here .

No Cause we have to MATCH the existing path .

Great cause its a long ride the NASA. Even cross regions. So how do I connect to it .



# ~MOTOR~ Ride-Setup



How does it know to connect to bbouer17

That is where Y rotation come in play change it to 17.1 to make sure rounding gives 17 for our bbouer00 y rotation

So you use y rotation of the marker to tell it what is next one to look for if its not in the following sequential number.

Yap and as you can see I have put speed to 5 cause there is no U-TURN to do here so the taxi will jump out quick.

bbouer17  
Description: Entering Nasa  
Creator: gimisa cerise  
Owner: gimisa cerise  
Permissions: You can modify this object.  
General Object Feat  
Link Unlink P  
Locked  
Physical  
Temporary  
Phantom  
Position (meters)  
X 64.5051 C  
Y 6.2010 P  
Z 28.3000 P  
Size  
X 0.50000 C  
Y 0.50000 P  
Z 0.50000 P  
Rotation (degrees)  
0.00 C  
17.10 P  
5.00 P



# ~MOTOR~ Ride-Setup



Go on Highway  
is faster then  
tours

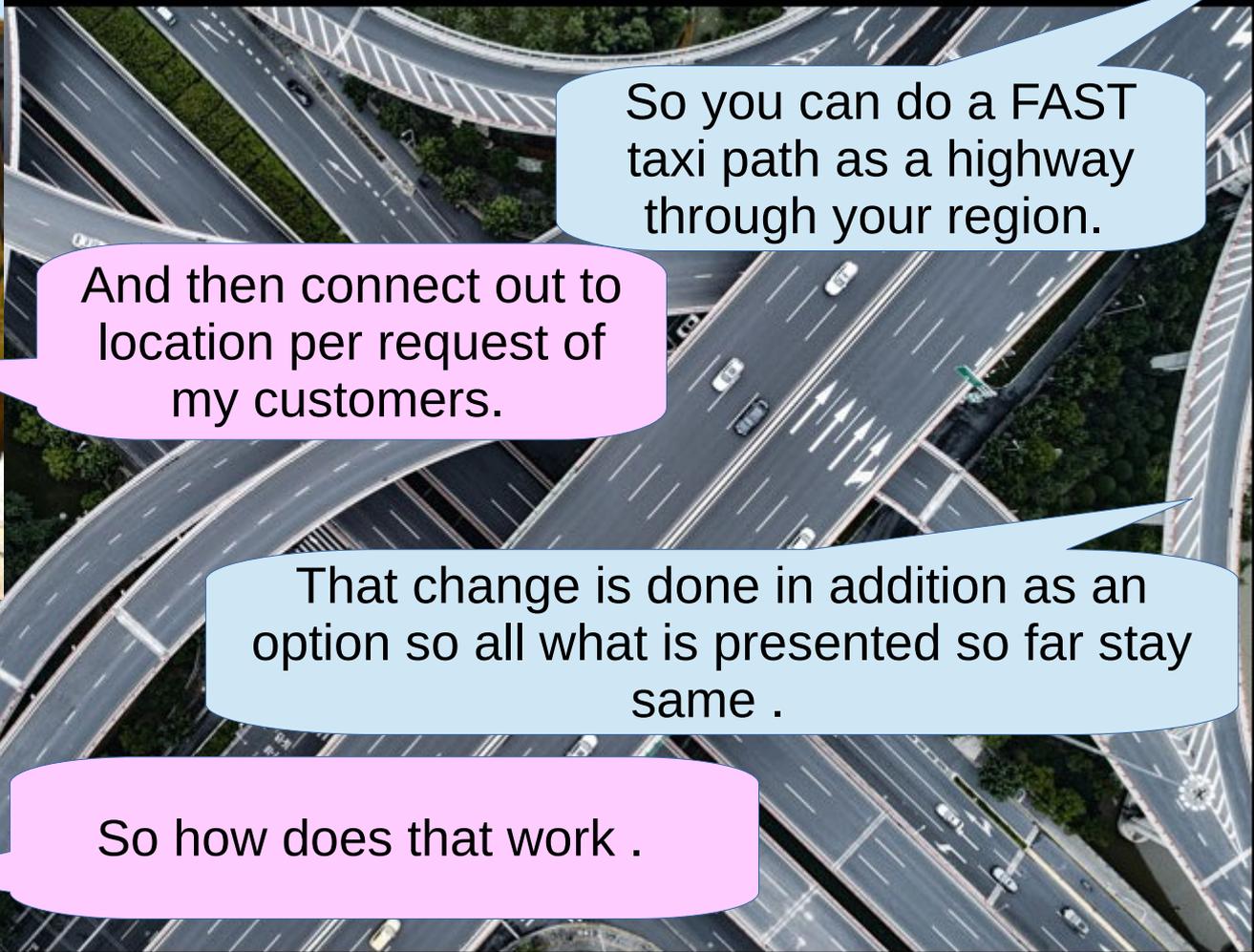
There is a new option  
involving the HIGHWAY  
idea. If you not interested  
in that idea go up to no  
highway background  
image.

This new feature introduce EXITS  
to the  
usual start to end travel path  
already  
supported.

So I can branch out of route A to  
access an alternate route B.



# ~MOTOR~ Ride-Setup



So you can do a FAST taxi path as a highway through your region.

And then connect out to location per request of my customers.

That change is done in addition as an option so all what is presented so far stay same .

So how does that work .



# ~MOTOR~ Ride-Setup



What do you do when you want to go somewhere in RL.

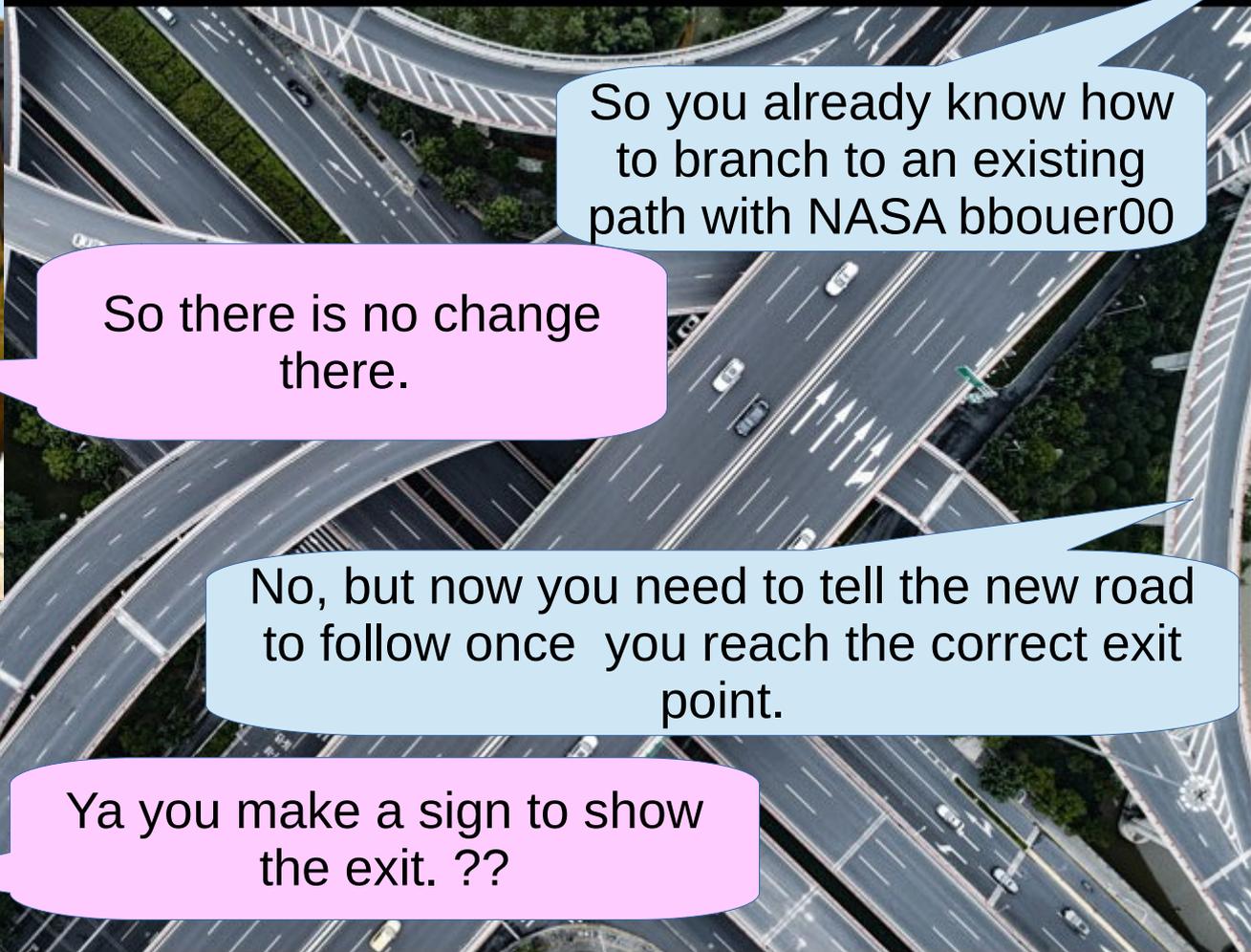
I ask google for the best route.

Ya hum I don't have that feature yet!!

LOL . In regards to highway I hop to the highway until I branch out to planned exit and go on new road path



# ~MOTOR~ Ride-Setup



So you already know how to branch to an existing path with NASA bbouer00

So there is no change there.

No, but now you need to tell the new road to follow once you reach the correct exit point.

Ya you make a sign to show the exit. ??



# ~MOTOR~ Ride-Setup



In way yes. Let say we want to take tbouer road off bbouer highway.

Ok So I am riding on bbouer highway and what?

Along the bbouer path you have a marker with description that show that tbouer road is near.

So like I do to tell a message to user with something in description . Now I tell that tbouer path is available for exit next.



# ~MOTOR~ Ride-Setup



But hum how do I know its an exit  
and not message to user.

We will put a ">" as first character of  
an exit message . So this become a  
script message only. Silent to users

Ok so I add ">tbouer" to the description of the bbouer  
marker near my tbouer path. That identifies the coming  
exit .



# ~MOTOR~ Ride-Setup



And I wont echo that to user. Its information intended only to driver.

And my first marker for the tbouer exit path is tbouer00. Itx between bbouer and tbouer existing path.

Ya and it could be use if needed to branch to existing tbouer17 marker if its the next one following your tbouer00 exit marker.

Wait a second. So I have a marker say bbouer24. Its near say tbouer17 the path I want exit to. I put in description of bbouer24 the path name I want to branch to >tbouer. I then tbouer00 next to jump to from bbouer24. Then like I do for branching mid path I make rotation of tbouer00 to  $y=17.1$  to catch tbouer17 . Chee clear as mud !!



# ~MOTOR~ Ride-Setup

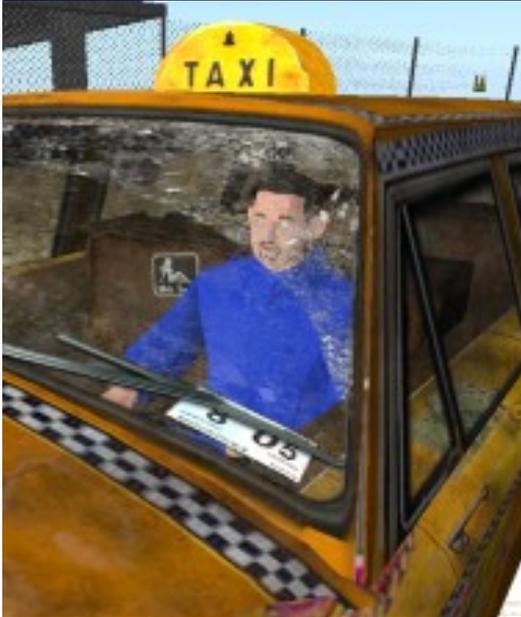


That is no mud but highway option...But Yes three markers are involve in the exit area. The one you branch OFF. The one you branch to that has 00 after its name . And the one you continue on in new path

And only two I modify,in this example, exiting bbouer24 description and new tbouer00 that both must reflect the new path to take. In this case tbouer.



# ~MOTOR~ Ride-Setup



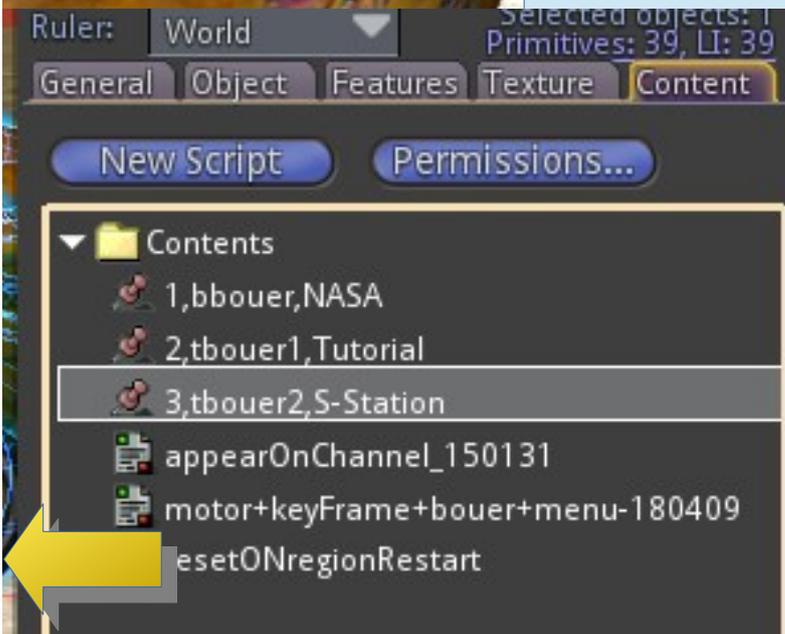
Hum not quiet yet. We need to tell the script what are the ride name, the markers name and the exit path name .

So I have to edit the script I hate that!!!!.

Nop. I will save you that you will make LandMarks instead. For this example you need three of them. You rename them

- 1,bbouer,NASA
- 2,tbouer1,Tutorial
- 3,tbouer2,S-Station

So I can have any number of rides. Make as many LM to match, rename then with :  
number ,marker name, ride name  
All separate by coma. No script ...  
GREAT!!!



# ~MOTOR~ Ride-Setup

Not any number of ride . You are limited by 12 item in the menu. Cant have it all.

You have to add branch out information if you want a Highway exit option LM#4.

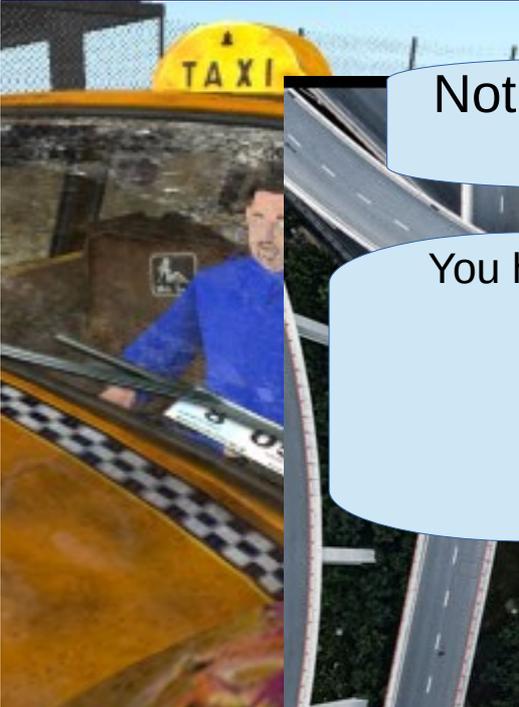
- 1,bbouer,NASA
- 2,tbouer1,Tutorial
- 3,tbouer2,S-Station
- 4,bbouer,Store,tbouer

Ok so now I have a new “LMs” with With the addition of exit route marker name.

Yap in our Highway option example we have three thing with same information that need to match for the exit to work .

- 1-”tbouer00” rez near the tbouer path
- 2-”>tbouer” message in bbouer path
- 3- “tbouer” LM exit id .

And that idea could be extended like street branching ?



# ~MOTOR~ Ride-Setup



Gim one question?

What sir ??

What if someone wants to hail me??

Well for a taxi ride I have nothing that will allow to hail you . You either buzy or not lol .

Yap. I saw you have a bus stop boot. I also saw cruise sign that you can touch and get the cruise ship to pick you up . So how is that one done??



# ~MOTOR~ Ride-Setup



So how do you do it for bus or tram?

Yes for a bus for example its normal to have stops along the way of its route.



I use the bench sit or the bus panel touch to signal to the bus that someone is there to be pick up .



# ~MOTOR~ Ride-Setup



So if a person sit on the bench or touch the bus sign he calls the bus

Yes . But it works only in the current region.



I am providing a bench and a sign to use in the bus vehicle. And explanation to use it.



# ~MOTOR~ Ride-Setup



What do you mean?

Well its best if the bus is near to pick up the passenger. Its not like in RL where ppl could wait half an hour to get the next bus you see.

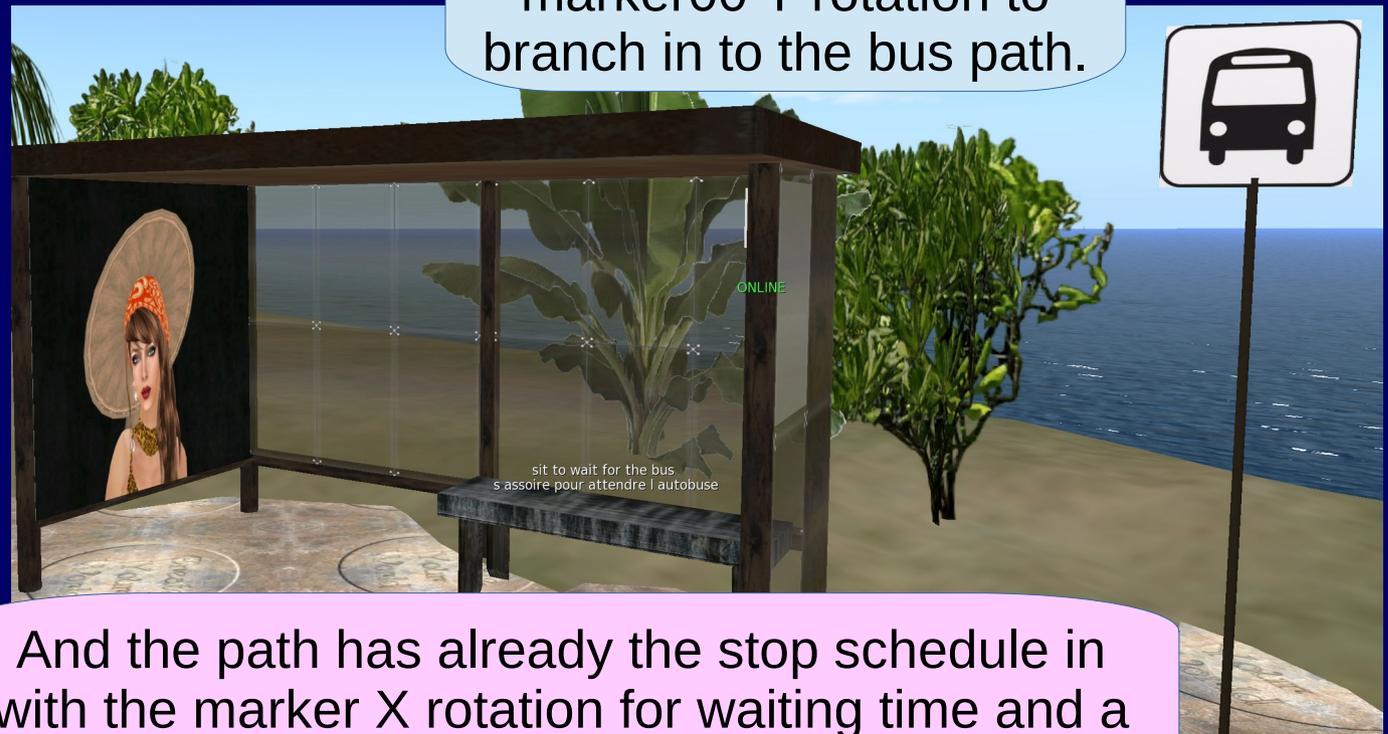


# ~MOTOR~ Ride-Setup



So I rez a bus hidden somewhere close to the stop

Yes and as we learn previously you use its marker00 Y rotation to branch in to the bus path.



And the path has already the stop schedule in with the marker X rotation for waiting time and a welcome sentence in the description.



# ~MOTOR~ Ride-Setup



One more question. Can I interact with rez object. ?



You sure can . The example of the gate in gimisa8 NASA region is showing you how its done.



# ~MOTOR~ Ride-Setup



Great +++

It uses text in the description marker . In this case to trigger opening of the gate.



And you will put that too in the bus box



# ~MOTOR~ Ride-Setup



And by the way  
would you have a  
rezzer for this  
motor

Yes its a separate generic  
rezzer. By default the  
motor return home.  
( define in setup and  
recorded in description)



## VEHICLE REZZER

Ya but I want it  
to be available  
sooner

Follow the instructions in  
the rezzar .



# ~MOTOR~

## Ride-Setup

### SUMMARY

- Rez the taxi and position it as you like
- Edit the description and remove the default location.
- Touch the taxi to record its position rotations in description.
- Change view to highlight transparency.
- Rez a prim and make it transparent. Name it to fit exiting route if necessary.
- Add 00 to the end of the name.
- Position it a few meters in front of the cab.
- Adjust its y rotation to branch to exiting route as needed.
- Rotate it in z to 0.5 to have a slow start or up to 5.0 to have a high speed one.
- For new route, Rez or copy of that prim name it with 01, position it at a maximum of 30 meters away to trace the route to the destination.
- Next prim name is 02 and so on. Validate speed z rotation is 0 for no change.
- Taxi rotation is finalized at the prim while speed is changed coming to it.
- At destination, set a waiting time in seconds using x rotation
- Create a LM, rename it in sequence 1, name of maker, name of destination
- Add the exit marker name if you want to add a branching exit to the ride.
- In the case you want to branch off ( exit ) to another path .
  - Add a 00 marker with exit path name
  - Add a description to main path with starting symbol ">" and exit path
  - Add a LM with formatted as above but with added exit path marker name as fourth field .
- Create up to 10 destinations and or branch out exits limited by menu presentation.

Have FUN  
GiMiSa 220518

