SIT TARGET TOOL

This presentation is about SITTING:

YES ITS ABOUT SITTING IN A CAB

Mainly deciding and implementing sitting position the WAY you want it.
Sound simple. Well there is few tools to use for that SIMPLE task.
This one is the one I did to help.

SIT TARGET TOOL

THE WAY OPENSIM WORKS:

1. You can sit ONE avatar per prim.
2. You can use ANY prim you want for sitting.
3. If you select the whole object (root). The sit script defining sit position will reside in the root prim. That sit position setting will by default.
4. The order of sitting position depend on where the sit script is located:
    - first is the prim you select with the viewer menu.
    - If that prim does not have sitting information
    - the sit order is then the object link number with root being number 1.
    - For a second seat the seat use is user selected prim having sit information.
    - If no information (sit script) then information provided by the NEXT available link number with sitting script is use..
5. The tool provides the required sitting information to use in sit script.
6. Now if we have a bus with 40 identical seats to use as sitting prim . You use the tool only ONCE and use the result applied for each of ALL 40 identical seats.

EASY .!!!
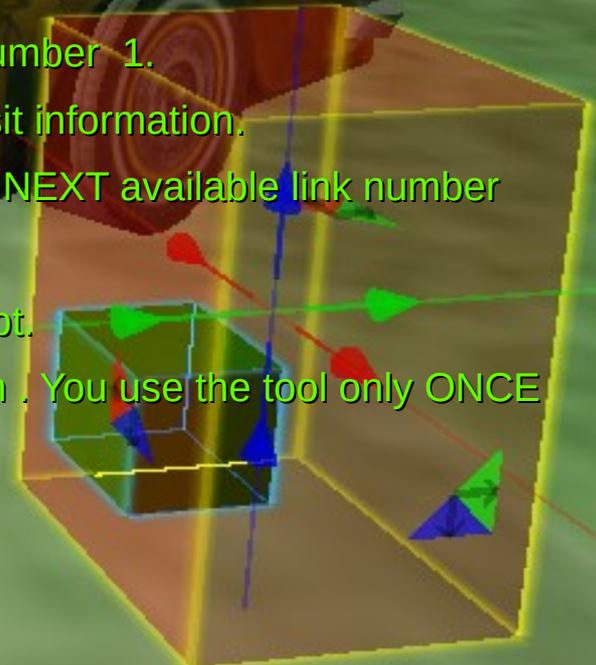
SIT TARGET TOOL

SETUP :

1. Using the taxi as exemple we want to add 2 seat to it .

2. We decided upfront to select the cab prim as the first sitting prim . This is because the cab is easy to select by user.
(Remember prim selected is purely arbitrary but its easier to set a sit default on an accessible large prim first).

3. Then next user will also select the cab. So we can use any prim in the set for our next sit target definition.

4. We will use the back seat prim for the second sitting position record.

5. We dont have animation for these seats but if we had one we would add it to the red cube inventory of the tool before using it.

We are now ready to use the sit tool.
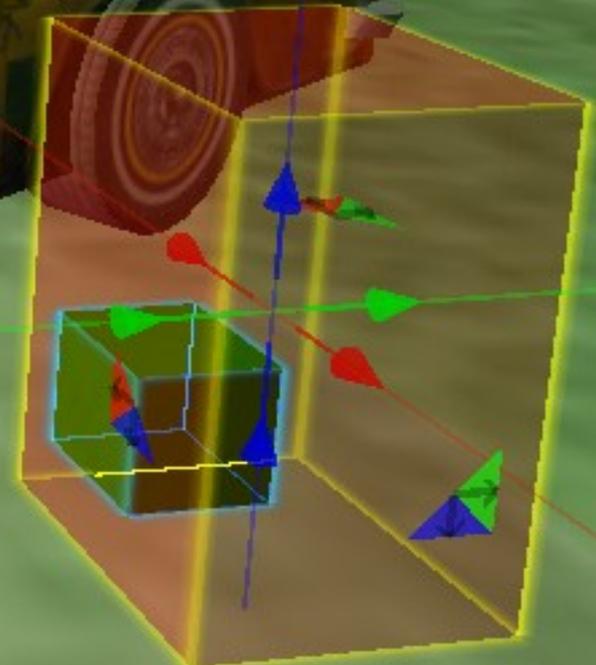
SIT TARGET TOOL
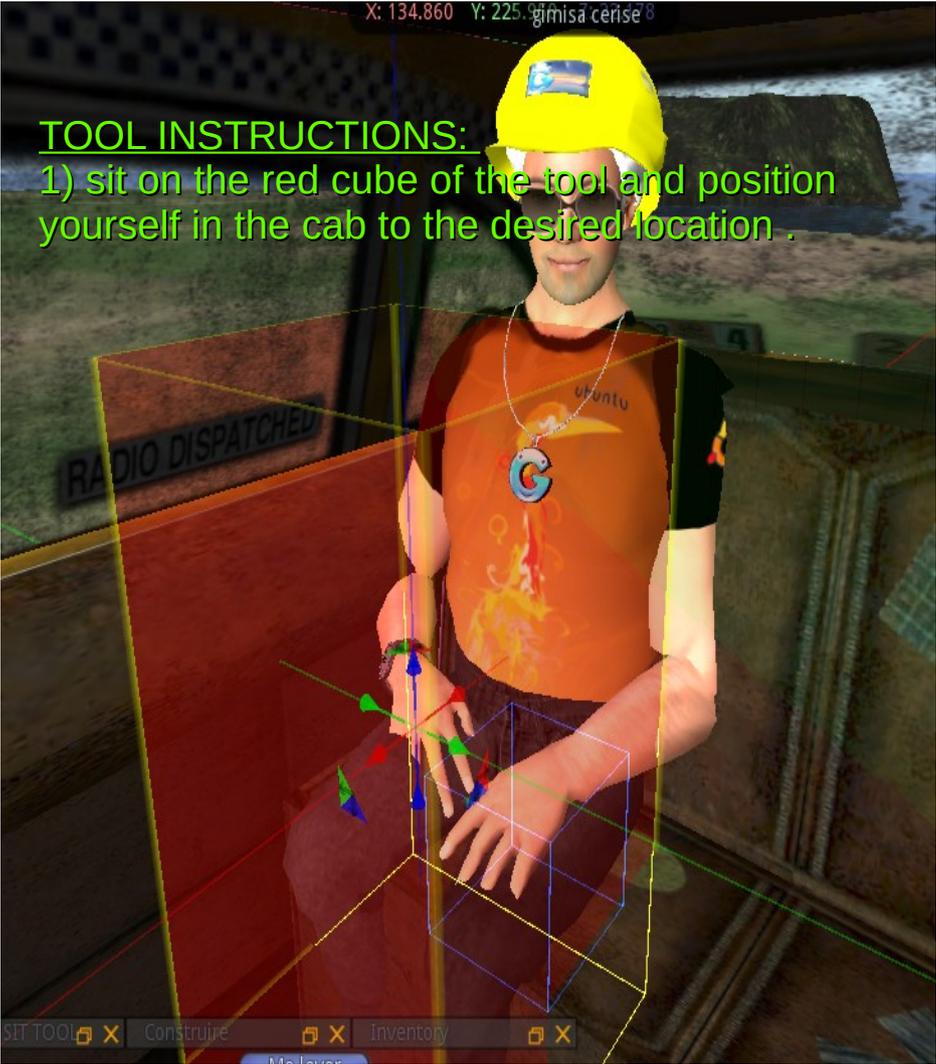
TOOL INSTRUCTIONS:
1) sit on the red cube of the tool and position yourself in the cab to the desired location .
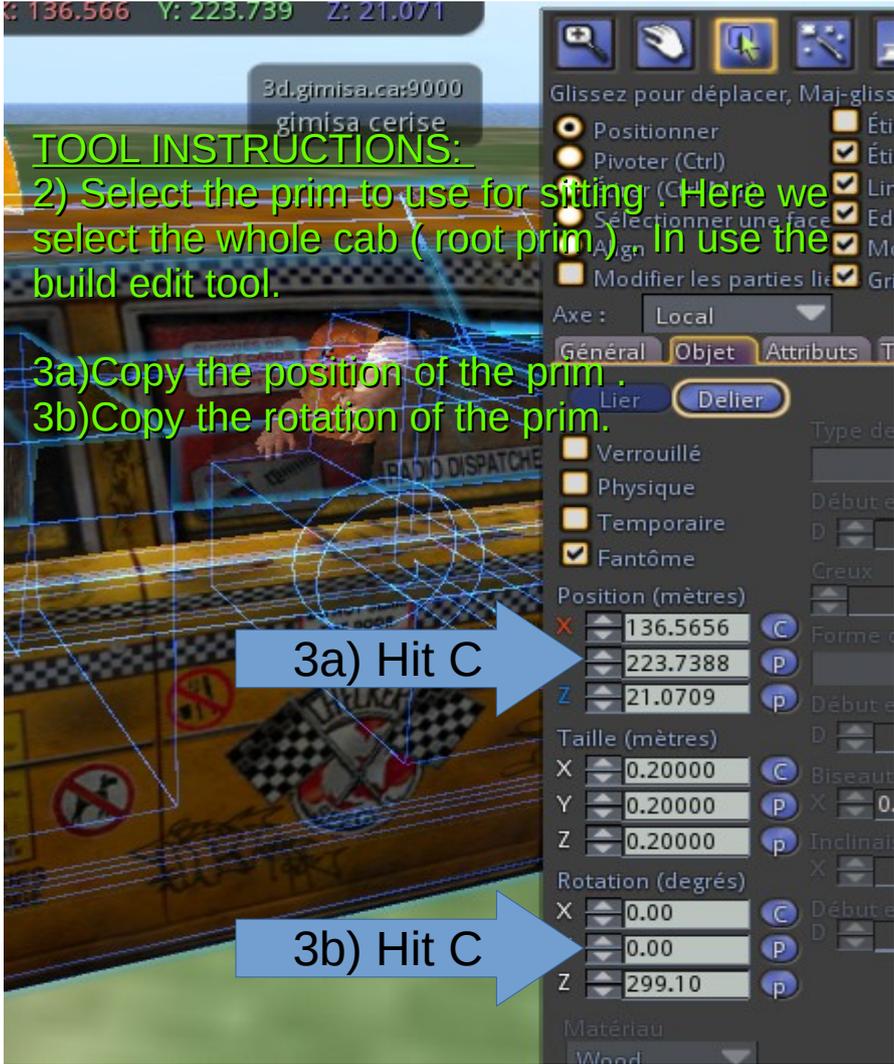
TOOL INSTRUCTIONS:
2) Select the prim to use for sitting . Here we select the whole cab (root prim). In use the build edit tool.

3a)Copy the position of the prim .
3b)Copy the rotation of the prim.

3a) Hit C

3b) Hit C

SIT TARGET TOOL

TOOL INSTRUCTIONS:
4) Select the green cube of the tool link set.

4a)Paste the position of the prim .
4b)Paste the rotation of the prim.

4a) Hit p

4b) Hit p

TOOL INSTRUCTIONS:
5) Touch the tool it will reply in chat with a sentence like this for our exemple.

sitTarget calculator v0.4:
llSitTarget(<-0.247229, -0.006009, 0.301855>,<0.000000, 0.000000, 0.000000, -1.000000>);

6)Edit the taxi prim you selected to start with for the sit location. (cab itself)

6a) If there is script there already edit it to find the llSitTarget instruction and replace it with above copy.

General / Objet / Attribut

Lier | Délier

- Verrouillé
- Physique
- Temporaire
- ☑ Fantôme

Position (mètres)
X 135.0023 C
225.7482 P
Z 21.8762 p

Taille (mètres)
X 0.25000 C
Y 0.25000 P
Z 0.25000 p

Rotation (degrés)
X 0.00 C
Y 0.00 P
Z 303.75 p

Matériau
Wood

Me lever | Créer
Ouvrir
Éditer...
Plus >

Contents

TOOL INSTRUCTIONS:

Wirth no script in selected prim
Either :
7) create a new script in that prim content.
OR
7a) If you have animation . Copy your animation to the prim .
7b)Copy the script provide in the tool as "setSitTargetValue+cpy2prim"
8) Then
Then copy from chat and paste the llSitTarget command in the script:

Script: New Script

```
0 default
1 {
2     state_entry()
3     {
4         llSitTarget(<-0.247229,
-0.006009, 0.301855>,<0.000000,
0.000000, 0.000000, -1.000000>);
5     }
6 }
```

SIT TARGET TOOL

DOING IT FOR THE SECOND SEAT:
1) sit on the red cube of the tool and position yourself in the cab to the desired location .

TOOL INSTRUCTIONS:
2) Select the prim to use for sitting . Here we select the back seat of the cab .

3a)Copy the position of the prim .
3b)Copy the rotation of the prim.
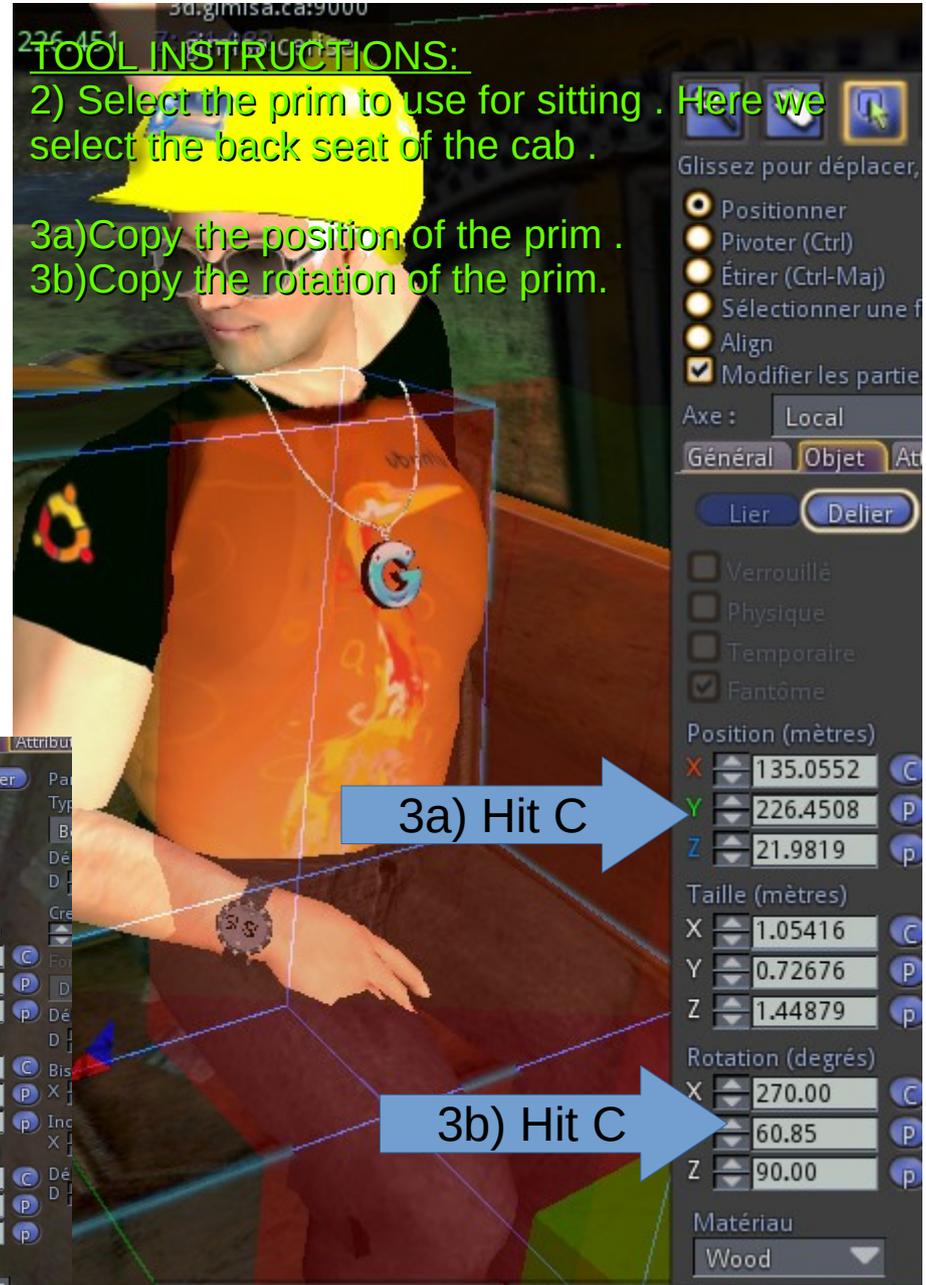
Glissez pour déplacer,

- ◉ Positionner
- ○ Pivoter (Ctrl)
- ○ Étirer (Ctrl-Maj)
- ○ Sélectionner une f
- ○ Align
- ☑ Modifier les partie

Axe : Local

Général | Objet | At

Lier | Delier

☐ Verrouillé
☐ Physique
☐ Temporaire
☑ Fantôme

Position (mètres)
X 135.0552 C
Y 226.4508 P
Z 21.9819 p

3a) Hit C

Taille (mètres)
X 1.05416 C
Y 0.72676 P
Z 1.44879 p

Rotation (degrés)
X 270.00 C
60.85 P
Z 90.00 p

3b) Hit C

Matériau
Wood

TOOL INSTRUCTIONS:
4) Select the green cube of the tool link set.

4a)Paste the position of the prim .
4b)Paste the rotation of the prim.

Général | Objet | Attribu

Lier | Delier | Pa

☐ Verrouillé
☐ Physique
☐ Temporaire
☑ Fantôme

Position (mètres)
X 135.0023 C
Y 225.7482 P
Z 21.8762 p

4a) Hit p

Taille (mètres)
X 0.25000 C
Y 0.25000 P
Z 0.25000 p

Rotation (degrés)
X 0.00 C
Y 0.00 P
Z 303.75 p

4b) Hit p

Matériau
Wood
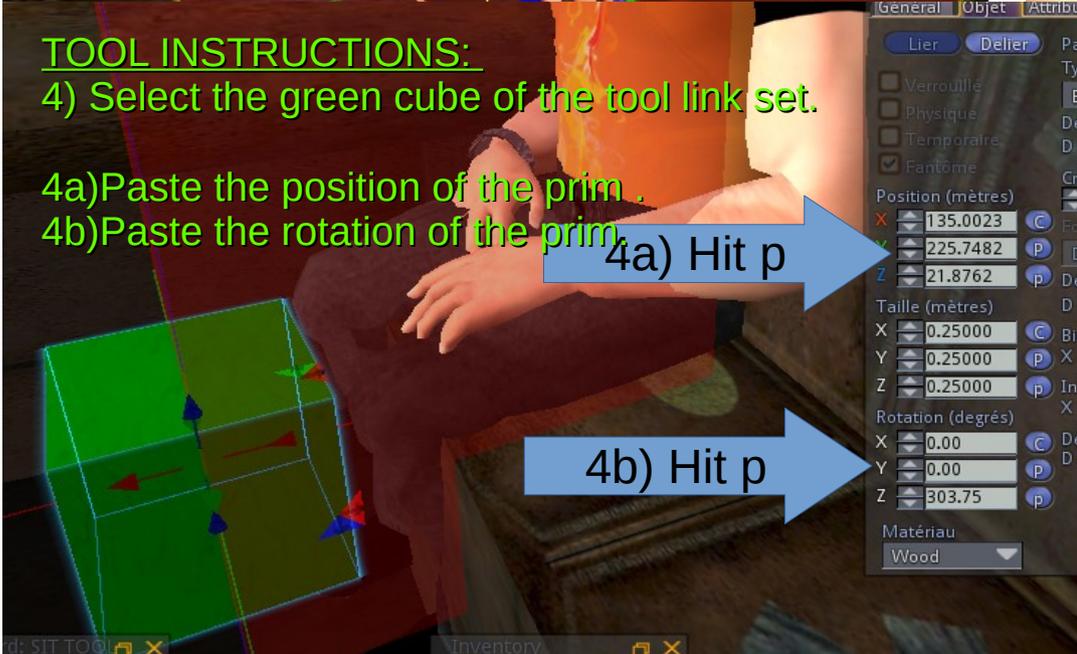
SIT TARGET TOOL

TOOL INSTRUCTIONS:

5) Touch the tool it will reply in chat with a sentence like this for our exemple.

sitTarget calculator v0.4:
llSitTarget(<-0.247229, -0.006009, 0.301855>,<0.000000, 0.000000, 0.000000, -1.000000>);

6)Edit the taxi prim you selected to start with for the sit location. (back seat) .

6a) If there is script there already edit it to find the llSitTarget instruction and replace it with tool sitTarget value.

TOOL INSTRUCTIONS:

Wirth no script in selected prim
Either :
7) create a new script in that prim inventory.
OR
7a) If you have animation . Copy your animation to the prim .
7b)Copy the script provide in the tool as "setSitTargetValue+cpy2prim"
8) Then
Then copy from chat the tool sitTarget and paste the llSitTarget command in the script:


```
default
{
    state_entry()
    {
        llSitTarget(<-0.247229,
-0.006009, 0.301855>,<0.000000,
0.000000, 0.000000, -1.000000>);
    }
}
```