SELO TOWER 20 v1.0 UNFURNISHED

*9 SPACIOUS, TWO-STOREY APARTMENTS
*INTERIOR TPs FOR EACH APT
*381 PRIMS (Each apt is: 42 prims)
*DECORATED YARD, PLANTERS, etc: 87
 PRIMS - NOT LINKED TO THE TOWER
*32x26m=832sqm
 (96'x78'=7,488sqf)
*GRASSY YARD: 50x50m
*UNIQUE&BEAUTIFUL DESIGN
*TEXTURED BEAUTIFULLY
*COPY-MOD-NO TRANS
 (Scripts are Copy only!)

*LOCKING DOORS
*TINTING WINDOWS
*CENTRAL HOME CONTROLLER
*PRIM COUNTER
*SECURITY ORB
*TELEPORTERS
*RADIO
*CEILING FAN
*FIREPLACE
*LIGHTS
*LOBBY w/RECEPTION DESK&CHAIR AND
 A TV STAND
*SCRIPTED WELCOME MAT
*GARDEN LAMPS
*BEAUTIFUL GATE w/SLIDING DOORS
*PLANTERS
*TEXTURE CHANGING FLOWERS
 (20 DIFFERENT FLOWERS)

SELO HOME DESIGNS - SINCE 2008

Selo Wozniak

CMT

*****SELO HOME DESIGNS*****

*****SELO TOWER 20 v1.0 UNFURNISHED USER'S MANUAL*****

CONTENTS OF THE USER'S MANUAL

1. GENERAL:

Hello and thank you for your purchase.

-This is a 9 floor residential tower that has a lobby, an attic and a grassy yard. Each apartment is 2-storey.

-Apartments have central home control systems (prim counter, security orb, lights, doors, windows, teleporters and a radio (only in the lobby).

-All apartments have interior teleporters between upper and lower floors. Apt 9 can use attic as a part of their apartment. There is acces there for Apt 9 though a TP.

-The lobby can be used as an office by you or by your manager or to place your servers. There is a low prim reception desk and an office chair in the lobby.

-You can replace the sign texture on the sign post in the front yard where it says SELO TOWER 20 with any texture. In the same way, you can replace the textures on apartment number pads.

-The lower floors are wood and upper floors are carpeted. You may want to re-texture the floors as you like.

-You may want to make copies of the welcome mat and the ceiling fan and place them at apartments too (Only 3 additional prims per apt!).

-I have placed a pine tree and a 2 palm tree sets and a tall palm tree in tne yard. You can make copies and use more of them around the tower.

-Flowers are two types. A and B and each one has 10 different plants. You cna click, select Next or Previous to change the flowers.

-There are 2 spot lights at the entrance of the tower.

-Making this tower has taken longer time (and money!) than making my previous 19 towers and I really enjoyed making this. :-) I hope you will enjoy using it too.

2. SPECIFICATIONS:

TYPE: 9 APTS-RESIDENTIAL TOWER.

PRIMS: 381 prims-Each apartment is 42 prims (including the tower and all devices controlled by the home controllers. The yard, planters and garden lamps are 87 prims and they are not linked to the tower. You may choose to not use an or some of them to save prims. So the total prims are: 468 prims.) (See TIPs at the end of this notecard to learn how to save prims.)

TOWER FOOTPRINTS: 32mX26m =832sqm (96'x78'=7,488sqf)

GRASSY YARD FOOTPRINTS: 50x50=2,500sqm (150'X150'=22,500sqf) (You may choose not to use it or you may make it larger up to 64mx64m.)

RECOMMENDED PLOT SIZE AND PRIMS: 8192sqm or larger, 3,500 prims (It depends on how you will decorate it or how many prims you will allocate to each renter.)

TOWER HEIGHT: ~130 meters (~390')

CEILING HEIGHT: Apts: 6 meters (18'), lobby: 8 meters (24').

PERMISSIONS: COPY/MOD-NO TRANSFER (Scripts are Copy only!)

ID_Number, 123980 (the controller in the lobby) through 123989 (Apts) (The operating channel).

IMPORTANT: If you rez more than one copy of the tower on the same SIM, you need to change this ID_Number in all the Central Control pads and other devices controlled by the central home controllers to prevent conflicts.

3. QUICK START REFERENCE GUIDE

1- Rez the tower, move it to its final location and click Save.

2- Go to the lobby, click UPDATE SYSTEM on the controller on the panel to the left.

3- Go to each apartment, click UPDATE SYSTEM on the controllers on the walls to the left.

4- Also, make sure you replace the information on the config notecards in the controllers with yours (your name, e-mail address, UUID number, prims quotas).

5- Now you can use all the functions of the apartments/tower right.

6- Detailed information is given below.

4. REZZING:
The tower comes in a Rez-Faux package so it is very simple to rezz. Place the rez box on the edge of your parcel with FRONT side facing you and move it up about half a meter (2') from the ground. Click on it. The rez menu will appear. Right click on the rez box and go to Edit mode. (Pls fly up to prevent getting kicked by rezzing tower parts!) Now click Rez on the menu and wait until all parts are rezzed properly. It will rez behind the rez box.

Place the tower to its final location by dragging the rez box, the rezzed tower will follow it. When you are happy with the location, click Save or Store on the menu.

I would recommend you to rez the tower on a separate parcel and not with any other buildings on the same parcel so it would have its own media (TV and radio streaming).

5. UPDATING THE HOME CONTROL SYSTEM:

-Click UPDATE SYSTEM on the control panel on the panel to the left in the lobby. Wait until it checks all devices.

[06:41] SELO HOME CONTROLLER-SHC-Lobby: Preparing to poll devices...
[06:41] SELO HOME CONTROLLER-SHC-Lobby: Polling devices... please wait until timer expires in 30 seconds...
[06:42] SELO HOME CONTROLLER-SHC-Lobby: Polling complete... controller ready
-Now click on REPORT STATUS. You should see the following in local chat window:

[06:43] SELO HOME CONTROLLER-SHC-Lobby: Door 1, count = 2
[06:43] SELO HOME CONTROLLER-SHC-Lobby: Door 2, count = 2
[06:43] SELO HOME CONTROLLER-SHC-Lobby: Light 1, count = 1
[06:43] SELO HOME CONTROLLER-SHC-Lobby: Light 2, count = 5
[06:43] SELO HOME CONTROLLER-SHC-Lobby: Radio 1, count = 1
[06:43] SELO HOME CONTROLLER-SHC-Lobby: Tp 1, count = 11
[06:43] SELO HOME CONTROLLER-SHC-Lobby: Fan 1, count = 1

-If you see all those devices as shown above, then you can start using the lobby and the teleporters to the apartments. If the SIM is laggy and you don't see all those devices there as shown above, then, increase the polling delay on the config notecard inside the Controller as shown below or even a higher value:

Polling Delay,20 >>>>> Polling Delay,40

-Now you need to do the same at each apartment by going to them using the TPs. Click UPDATE SYSTEM on the control panel on the wall to the right. Wait until it checks all devices at the apartment.

[06:44] SELO HOME CONTROLLER-SHC-Apt 1: Preparing to poll devices...
[06:44] SELO HOME CONTROLLER-SHC-Apt 1: Polling devices... please wait until timer expires in 20 seconds...
[06:44] SELO HOME CONTROLLER-SHC-Apt 1: Polling complete... controller ready

-Now click on REPORT STATUS. You should see the following in local chat window:

[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Door 1, count = 3
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Light 1, count = 4
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Light 2, count = 1
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Window 1, count = 2
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Window 2, count = 2
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Window 4, count = 2
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Security 1, count = 1
[06:45] SELO HOME CONTROLLER-SHC-Apt 1: Tp 1, count = 2

-Now you can use all the functions of that apartment right.

6. CENTRAL HOME CONTROL SYSTEM:
I have used my own Home Control System, SELO HOME CONTROL SYSTEM, in this tower. Home control pads are on the wall to the right as you enter the apartments from the balconies. The one in the lobby is on the wall to the left as you enter the lobby through the front doors. You can control the devices by directly clicking on them or you can use the Central Home Control System panel. Using the panel would be more convenient if you wanted to close/open all windows at the same time, for example.

You must edit each notecard before you use an apartment by entering your own information. Open the config notecards in the controllers at apartments and remove my name&UUID and add yours and add your e-mail and change the prims quota as it is shown there. You need to enter the renters' names and UUIDs (Avatar keys) into the ones at apartments where my name is so their rezzed prims can be counted by the system.

The Central Home Controller in the lobby controls the lights inside and outside the lobby, the lobby doors and the radio at the lobby area and all the TPs at the tower. The tinting level for lobby windows is fixed at minimum as no privacy is required there.

When someone rents an apartment, just add the renter's name and UUID (Avatar key) as a user on the config notecard in the Controller. The Controller will read the Notecard and reset itself and the the renter can start using the apartment/the system. He/she will be able to use all the devices controlled by that Controller at the apartment. Add a renter as shown below, one user on one line:

User,Selo Wozniak,026a59e2-ef34-4eb4-8e39-ec3edf7e7a5c

7. **AVATAR KEY (UUID) FINDER:** An avatar key (UUID) finder is added to the package and it will rez in front of the Controller in the lobby when you rez the tower. Just click it and your UUID number will be shown in local chat window.

8. **PRIM COUNTER:** The Central Home Controller panel is also a prim counter. You see the prims over the panel as a hovertext. You need to add renters as users into the controllers and their prims will be counted. You may not want to add your name on renters' controllers as you only need to see their prim usages. When the allocated quota is exceeded, the hovertext goes red. When the prims are normal, it is white.

9. **SECURITY ORB:** The black round device on the ceiling inside by the apartment door is the security orb. It is configured already. Just click to turn it on (it is red then) or off (it is black).

10. **LIGHTS:** There are ceiling lights inside the apartments, and at the balconies. You can turn them on/off by clicking on them. You can change the light colors by editing the values on the config notecards inside the lights.

11. **DOORS:** Apartment doors are swing doors and they are linked to the building. When you walk into them, they will open automatically and they will auto-close after 10 seconds. There are 9 different beautiful door textures to choose from and you can change the door textures as explained below:

Click on the door and keep it clicked for 15-20 seconds (depending on how laggy the SIM is at that time) and release. You will see the menu. Just try a different texture on inner/outer/edge surfaces. After you have finished, remember to click DONE.

Using doors via the Controller: Click on DOOR on the Controller… 1… Lock or unlock the door.

12. **WINDOWS:** You can click on windows to open/close them. You can open/close them all at once through the Central Home Controller. There are 7 window textures for interior and 7 window textures for exterior to choose from and you can change the window textures as explained below:

Click on the window and keep it clicked for 15-20 seconds (depending on how laggy the SIM is at that time) and release. You will see the menu. Just try a different texture on inner/outer surfaces. After you have finished, remember to click DONE.

Using windows via the Controller: Click on WINDOW on the controller… ALL… Open or close all the windows.

13. **TELEPORTERS:** Click on any TP pad and choose your destination on the menu that will pop up. There are 11 TP pads at the tower. One at each 9 apartment balconies, 1 in the back yard

and 1 in the lobby. The apartments also have their own interior teleporters between upper and lower floors. Apt 9 has 3 TPs, upstairs, Downstairs and Attic.

14. **RADIO:** (only in the lobby) The radio is located on the wall to the left as you enter the lobby through the front doors. Click on the radio and choose a station (URL) from the menu that will pop up. You can add a radio station (URL) into the radio by adding your URL onto the Channels notecard as shown below:

Slow Radio=http://streams.slowradio.com/mp3/128

The radio must be deeded to the Group on Group owned land so it can work right!

15. **WELCOME MATS:** There is a scripted welcome mat at the front doorstep of the lobby. You can change the texture by clicking on them and selecting Next or Previous buttons from the menu that will pop up. There are 8 different welcome mat textures to choose from.

16. **CEILING FAN:** There is a ceiling fan in the lobby. Click on the ceiling fan to get the menu. It has Gentle-Slow-Medium-Fast speed levels to start the fan. You can also turn it off. Please NEVER link ceiling fans to the building!

17. **FIREPLACE:** There is a nice fireplace in the lobby. Just click it to turn it on or off. You may want to make copies and place one of it at each apt too.

18. **LOBBY AREA:** This is a large area where you can place an office, your ads, vendors, LM givers, etc. The lobby has double sliding doors at front. There is a TV stand for you to place your Tower TV on as well.

19. **MODIFICATIONS:** The apartments have two rooms but sometimes the renters want a separate room to be added to their apartment. The carefully unlink a door, a window and a wall, make copies of them and make a room. When you add a door and/or a window, make sure they have the same ID_Number as the ID_Number of the apartment you are adding them to.) If you want to change the textures, any seamless textures will work fine on walls, floors and ceilings. See USEFUL TIPS #2 below for unlinking a prim.

20. **SUPPORT:**
*You can get support about my creations indefinitely for free.
**Future updates will be delivered to you for free.
***If Marketplace or my rez vendors fail to deliver the item you buy, send me an IM inworld or an e-mail to: selo.wozniak@live.com with the number and date of the purchase and I will redeliver the product to you directly.
**** All sales are final as this is a copy/mod building and no money will be refunded.

SELO HOME DESIGNS may offer support for any modifications you may have made on the purchased build. In case of any texture loss, malfunctioning of scripts because of unlinking components or any other malfunction due to manipulation will not be repaired by SHD. Please rezz a fresh copy of your SHD prefab in case you can't fix the error you caused.

21. **USEFUL TIPS:**
TIP-1: After you have rezzed the tower and saved it, take some values for future reference. If you need to rezz the tower at exactly the same location, you can use these values.

POSITION: X: Y: Z: ROTATION: X: Y: Z:

TIP-2: How to unlink a prim: Right click on that prim… Edit… check the Edit linked parts box on top… now left click on the prim to be unlinked… Go to Tools menu on top of SL screen… click Unlink. The prim is unlinked.

TIP-3: You can resize all prims including mega prims at this tower now! You can also change their textures and colors.

TIP-4: You can get someone's UUID number (Avatar Key) by having them click on a UUID (Avatar key) finder supplied to you in the rez box. If you use Phoenix/Firestorm Viewer, then, you can see someone's UUID number when you check their profile. The UUID Finder will rez in front of the Central Controller in the lobby when you rez the tower.

TIP 5: You can save some prims by choosing not to use lights:
Lights= 9x3=27 prims
Don't use the welcome mat, ceiling fan, trees and the garden lamp: 19 prims

However, I would recommend you keep them as they add to the tower.

TIP 6: If you mess up the tower badly, rezzing a fresh copy is always better than trying to fix it.

TIP 7: Sculpted prims (if used) (sculptured prims or sculpties) are being used in SL more and more not only to save prims but also to make the buildings look more beautiful and realistic. In order to minimize sculpted prim and texture distortion, do the following and please pass this information around:
*On the top SL menu, go to Advanced (Press Ctrl+Alt+D if it isn't already there),
*Click on Debug Settings,
*In the window that opens, type (or cut and paste): RenderVolumeLODFactor (as one word) on the top line,
*Change the numerical value below it to 4.
And also make sure renderdynamicLOD = false in Debug Settings. Now the sculpts and textures will not distort when viewing from a distance.

TIP 8: If there are meshed items in a building, you need to use a "mesh-enabled viewer" to see those items right. Now more and more meshed items are being used around SL and we will see them even more as they allow creators to make more realistic items than sculpties and regular prims. However, they have some issues that may limit its widespread use and in all creations.

TIP 9: You can place a radio and a TV in the lobby and a monitor (dummy TV/Extender, or anything else the creators name them) at each apartment. The renters can change the radio stations and the TV channels in the lobby and go back to their apartments to listen/watch.

TIP 10: After you have saved your tower, you may notice some prims are a little bit off (0.1 degree) and that is an ongoing problem in SL. Please select that prim and make it 90, 180, 270, 360 whichever is closer to it.

P.S. I am also the owner of SELO RENTALS (Ashmore Island) and I rent out beautiful private houses and apartments on the ground and in sky. Please feel free to stop by and check my SIM if you also need a rental home.
P.S. I would highly recommend you to use this tower on your own land and not on someone else's land or on Group owned land to minimize the problems while setting up or using the tower. I would

not provide support for any of my builds used on Group land, you can use them at your own risk. (The radio must be deeded to the Group on Group owned land so it can work right!)

Please feel free to contact me if you need any help with this tower.
Selo Wozniak