



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

*****SELO TOWER 22 v1.0 UNFURNISHED USER'S MANUAL*****

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1. GENERAL

Hello and thank you for your purchase.

-This is a 21 floor residential tower that has a lobby and a grassy yard. Each apartment is single-storey.

-Apartments have central home control systems that control the prim counters, security orbs, lights and the doors.

-The lobby can be used as an office by you or by your manager or to place your servers for vendors, ads, notice boards, etc. There is a low prim TV stand, fireplace, areception desk and an office chair in the lobby.

-You can replace the sign texture over the lobby doors where it says "**SELO TOWER 22**" with any texture. In the same way, you can replace the textures on apartment number pads and teleporters with your own if you like.

-The floors are are carpeted for comfort. You may want to re-texture the floors as you like.

-You may want to make copies of the welcome mat (1 prim), the fireplace (6 prims) and the ceiling fan (2 prims), the TV stand (1 prim) and place them at apartments too (Only 10 additional prims per apt!).

-I have placed a pine tree, a palm tree set, a pink tree and three sea-trees in the yard. You can make copies and use more of them around the tower.

-Flowers in the lobby and in the yard are 4 types and each one has about 10 different plants. You can click, select Next or Previous to change the flowers.

-The TP pad on the left left as you enter the lobby is for the Apts 1-12 while the one on the right Wall is for Apts 13-22 and the roof.

2. SPECIFICATIONS

TYPE: 21 APTS-RESIDENTIAL TOWER, UNFURNISHED.

PRIMS:

Grassy Yard: 28 prims

Additional stuff in the lobby: 23 prims

Paintings in the apartments: 22 prims

Tower and the Central Control devices (doors, lights, security orbs, controllers, doors): 261 (Each apartments is 12 prims)

Total prims: 334 (Each apartment is 15 prims)

The yard, plants, garden lamps and paintings are not linked to the tower. You may choose not to use one or some of them to save prims. (See the TIPS section at the end of this manual to learn how to save prims.)

TOWER FOOTPRINTS: 31mx31m =961sqm (93'x93'=8,649sqf)

GRASSY YARD FOOTPRINTS: 60x60=3,600sqm (180'x180'=32,400sqf) (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 the apartments and how many prims you will allocate to each renter to use.)

TOWER HEIGHT: ~157 meters (~471')

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

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

ID_Number: 100 and 200 (for the controllers in the lobby) and 112011 through 112032 (for the Apts) (The operating channel).

IMPORTANT (1): If you rez more than one copy of the tower on the same SIM, you need to change this ID_Numbers in all the Central Control pads and other devices controlled by the central home controllers to prevent conflicts.

IMPORTANT (2): After rezzing&saving the tower in its place, reset scripts in all TP pads and then UPDATE SYSTEM on the controllers in the lobby and at the apartments before using the Teleporters. This is a one-time process until you replace the tower and rez a fresh one.

3. QUICK START REFERENCE GUIDE

- 1- Rez the tower, move it to its final location and click *Save*,
- 2- Go to (fly) to every teleporter at the apartments, on the roof and in the lobby and reset all the teleporters,
- 3- Go to the lobby, click **UPDATE SYSTEM** on the controller panel,
- 4- Go to each apartment, click **UPDATE SYSTEM** on the controllers on the walls,
- 5- Also, make sure you replace the information on the config notecards in the controllers with yours (your name, e-mail address, UUID number, prim quotas),
- 6- Now you can use all the functions of the apartments & the tower right,
- 7- The detailed information on the use of the tower is given below.

4. REZZING

The tower comes in a Rez-Faux package so it is very simple to rez the tower. 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. (Please fly up before you rez the tower to prevent getting kicked by rezzing tower parts, especially if you are rezzing it in sky!) 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).

IMPORTANT: If you don't reset teleporters and UPDATE SYSTEMs as explained above the TPs may not function properly.

5. UPDATING THE HOME CONTROL SYSTEM

- A) Click **UPDATE SYSTEM** on the central control panel for Apts 13-22 on the panel to the left in the lobby. Wait until it checks all devices.

[06:08] Controller-Lobby-Apt 13-22-Roof: Preparing to poll devices...

[06:08] Controller-Lobby-Apt 13-22-Roof: Polling devices... please wait until timer expires in 20 seconds...

[06:08] Controller-Lobby-Apt 13-22-Roof: Polling complete... controller ready

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

[06:08] Controller-Lobby-Apt 13-22-Roof: Tp 1, count = 12

-If you see all those devices as shown above, then you can start using the lobby and the teleporters to the apartments 1-12. 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 to a higher value:

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

- B) Now click **UPDATE SYSTEM** on the central control panel for Apts 1-12 on the panel to the right in the lobby. Wait until it checks all devices.

[06:09] Controller-Lobby-Apts 1-12: Preparing to poll devices...

[06:09] Controller-Lobby-Apts 1-12: Polling devices... please wait until timer expires in 20 seconds...

[06:09] Controller-Lobby-Apts 1-12: Polling complete... controller ready

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

[06:10] Controller-Lobby-Apts 1-12: Door 1, count = 2

[06:10] Controller-Lobby-Apts 1-12: Door 2, count = 2

[06:10] Controller-Lobby-Apts 1-12: Light 1, count = 2

[06:10] Controller-Lobby-Apts 1-12: Light 2, count = 4

[06:10] Controller-Lobby-Apts 1-12: Tp 1, count = 13

[06:10] Controller-Lobby-Apts 1-12: Fan 1, count = 1

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

[06:11] Controller-Apt 1: Preparing to poll devices...

[06:11] Controller-Apt 1: Polling devices... please wait until timer expires in 20 seconds...

[06:11] O2: Sim status: the omega concern is now UP

[06:11] Controller-Apt 1: Polling complete... controller ready

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

[06:12] Controller-Apt 1: Door 1, count = 1

[06:12] Controller-Apt 1: Light 1, count = 1

[06:12] Controller-Apt 1: Security 1, count = 1

-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. The home control panels are on the wall at the apartments. The ones in the lobby are on the wall to the left and right 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.

You must edit/update each notecard before you use an apartment by entering your own information. Open the config notecards in the controllers at apartments and the ones in the lobby and remove my name&UUID and add yours and add your e-mail and change the prim quotas 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 rezed prims can be counted by the system. If you know what you are doing, you may want to modify some other information/settings in the notecards as well.

The Central Home Controllers in the lobby controls the lights inside and outside the lobby, the lobby doors, the ceiling fan and the radio in the lobby area and all the TPs to the apartments. 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 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. Please do not leave space before or after the comma!

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

The config notecards inside the central home controllers and the other system devices are pretty much self-explanatory if you wanted to make any other changes to customize them. However, if you need clarification on anything regarding the system, please contact me.

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. You can have your renters click it, get their UUID and copy&paste it to you too.

8. PRIM COUNTER

The *Central Home Controller* panel is also a prim counter. You can see the prims over the panel as a hovertext. You need to add your renters and their partners/friends 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. You will be notified on prim overage.

9. SECURITY ORB

The black round device on the ceiling inside the apartment 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. 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 sliding doors and they are linked to the building. When you walk to them, they will open automatically and they will auto-close after 5 seconds. There are 4 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*. You can add your own door textures up to 11 textures.

Using doors via the Controller: Click on *DOOR* on the Controller... 1... *Lock* or *Unlock* the door.

12. WINDOWS

Windows are clear on the inside but they are solid Windows on the outside for privacy.

13. TELEPORTERS

Click on any TP pad and choose your destination on the menu that will pop up. There are 25 TP pads at the tower. One at each 22 apartments, 1 on the roof and 2 in the lobby.

14. RADIO

The only 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!

-It does not make any sense to place multiple radios on one parcel and it will only cause confusion.

15. 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! If you add a ceiling fan to the apartments please change the ID_NUMBER of the ceiling fan with the one of the apartment it is being installed at.

16. FIREPLACE

There is a nice, low prim fireplace in the lobby (6 prims only!). Just click on the fire-logs to turn it on or off. You may want to make copies and place one of it at each apt too.

17. 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. You may also want to make copies and place one of it at each apartment.

18. LOBBY AREA

This is a large area where you can place an office, your ads, vendors, LM or notecard givers, notice boards, 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. GRASSY PLATFORM

The tower is sitting on a 60X60m grassy platform. The platform has a set of palm trees, 3 sea-trees, a pine tree and a pink tree. There is also a garden bench.

20. MODIFICATIONS

The apartments have two rooms but sometimes the renters want a separate room to be added to their apartment. Then carefully unlink a door, a window, a light and a wall, make copies of them and make a room. When you add a door, light 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.

21. SUPPORT

*You can get support for my buildings 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 unless multiple purchases are made for the same building by accident.

SELO HOME DESIGNS may offer support for any modifications you may want to make on the purchased building. In case of any texture loss, malfunctioning of scripts because of unlinking components, root prims 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.

22. 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 the lights, plants, grassy yard, garden lamps, fireplaces, ceiling fans, welcome mats and door casings. 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, sculpteers 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 the 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 them from a distance.

TIP 8: If there are meshed items in a building, you need to use a "mesh-enabled viewer" like the latest [SL viewer](#), [Firestorm](#) and [Phoenix](#) 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 maybe) and that is an ongoing problem in SL. Please select that prim and make its rotation 90, 180, 270, 360 whichever is closer to it. Sometimes linked prims may shift slightly and there is no fix to stop that as far as I know.

TIP 11: When you rez the tower, if some parts do not go to their places right, just move the rez box up and down or left and right slightly, they will go to their places. If you are rezzing the tower on the SIM edge, some parts may not rez or some parts may be returned to your Lost and Found folder by the SIM. I would recommend you rez the tower as far from the edge of the SIM as possible and the drag it to its parcel.

TIP 12: My buildings are sold COPY-MOD and no transfer, the scripts are COPY only. If, for some reason, I have sold any part of the tower or the scripts as COPY/MOD/TRANS by mistake, this would never give you the right to sell them or give them away to anyone at all. Just use them for yourself please. If you let me know on that I will correct the perms too.

P.S. (1) 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. (2) 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 building.

[Selo Wozniak](#)

