Dance Furniture Help
Dance Furniture
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Posted on : 2009/2/21 12:00:00

Dance Tables and Cages with built-in Tipping
Complete Instructions & Help

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NOTE: The default setting is to only allow members of the same Group to dance. Have the group active while rezzing or change the object's group in EDIT under General tab. You can turn off the Group-Only feature in setup.

_____**General Use**_____

Owner sets out Dance Furniture and configures. Employees that are permitted can Dance on them.

While dancing the user may Touch the object at any time to select their animation.

When "Tipping" mode is On, avatars can pay money to the Dance Furniture and money first goes to object owner, then is paid to dancing employee.

If the owner wishes, a percentage of the funds can be given to extra owners or remain with object owner from every tip collected.

_____**Setup Instructions**_____

Rez a copy of your Dance Furniture somewhere.

Open the object in EDIT/BUILD and go to the "Content" tab.

Edit the Access List and Configuration Notecards inside the object and SAVE the notecards when finished, (see below for more information.)

You should see a pop-up dialog menu asking if you should "Reset" or "Cancel." Choose "Reset" if ready for your new settings to take effect. (You can also Touch and choose "Reset" from owner menu.)

If you are using "Tipping Mode" you will be asked for permission to "Take Lindens from you? Click yes. This allows the script to pay the employee and/or extra owners when tipped.

Touch the object for more options by Menu.

Take a Copy to your inventory to Rez more with the same settings.

_____**About the Configuration Notecard**_____

Adjust these for where the user dances in relation to object.
SitTarget=
SitRotation=
   *These 2 advanced settings are very useful if using your own objects.
   *SitTarget determines where the avatar is placed. The default is which is 1 meter Above the center of the object. If your avatar is too tall and their legs stick into object you may try , which is half a meter higher.
   *SitRotation sets rotation of avatars while dancing. Default is which is no rotation. If using own objects and avatar is rotated oddly, play with this setting. Here are valid examples: | | etc.

Name of your Object, what is your object? (keep it short)
ObjectName=Cage
   *This word will be used in floating text, IM's, and the object name. Examples: Table, Barrel, Pedistal, etc.

Allow people on Access List notecard? (Add names to other note.)
UseAccessList=FALSE
   *You can have up to 60 names of avatars to allow to dance on object. This can be used with Group-Mode or by itself.

Allow members of same group? (FALSE for anybody or just the Access List if enabled above)
GroupUse=TRUE
   *Set the Group you wish to use in EDIT under the GENERAL tab. Then users must have that same group active to start dancing.
   *If you have Access List disabled and Group disabled, then anyone would be allowed to dance on the object.

Use the built in Tipping feature? (set FALSE for no)
TippingFeature=TRUE
   *If you would like to use the built-in Tipping function leave this TRUE.
   *If set to FALSE, you can ignore the remaining notecard settings.

When Tipping is on, show Floating Text? (FALSE for no)
DisplayFloatText=TRUE
   *Floating text is only displayed when Tipping is On and there is currently someone dancing. Set this to FALSE if you do not ever want to have floating text shown.

The color of Floating Text when displayed.
FloatTextColor=

*Use the "Color Finder" included in package.

Set TRUE to show how much collected.
ShowTotalDonated=FALSE

Show the last tipper & amount in floating text.
ShowLastDonation=TRUE
ShowLastDonatorName=FALSE
   *You must have ShowLastDonation=TRUE to show the name.

You can edit the Fast Pay button amounts here. (Put 1 to 4 numbers separated by commas.)
PayPresets=20,50,100,200
ShowAnyAmount=TRUE
   *These are the 4 preset buttons users see when paying the object.
   *The Any Amount box is where you type any amount. If you set FALSE, users must use a preset button only.

Assign extra owners by putting their UUID keys here. Owners can earn a percentage of tips (optional, set amounts next.)
Owner2=00000000-0000-0000-0000-000000000000
Owner3=00000000-0000-0000-0000-000000000000
Owner4=00000000-0000-0000-0000-000000000000
   *To get UUID keys, use the included "Key Finder" object and have the extra owner Touch it. It will say their key and you can copy it from the Local Chat History.

Split 100 between the Dancer and any extra owners listed above. (Any remaining percentage will stay with object owner.)
EmployeePercent=100
Owner2percentage=0
Owner3percentage=0
Owner4percentage=0

   *Do not remove the percentage lines above. If you are not using them set to 0.
   *Anything left after dancer and extra owners get their cut stays with object owner so you do not have to specify your amount.

If using the ASD Tipping Server (sold separately,) please specify channel here. (Leave 0 for no server use.)
TippingServerChannel=0
   *If you own the Tipping Server, it should have given you a channel number during setup. You may also Touch the server and select CHANNEL from owner menu to find it.

Categories are defined using Tipping Server and must be one word, Case Sensitive. (Leave NONE for no category.)
Category=NONE

_____**Customizing**_____

o <u>ADDING OR REPLACING ANIMATIONS</u>

   Open the Object in EDIT and go to the CONTENT tab under More>. Drop in your animations one by one, (never all at once.) That's it! No need to reset anything. You can delete any of the existing animations if you like. You may have up to 21 total animations. Reset Scripts if there is a script error on sit after replacing animations.

o <u>CHANGING YOUR COLOR SETTINGS</u>

   The object owner may Touch any of the objects for Color Options, (including stools and benches.) In the 'Metallic' set you may select a color for the object from a list. For the 'Color Change' set you can Turn the ColorChange feature On/Off.

o <u>USING CUSTOM COLORS & TEXTURES</u>

   You can also change the colors and textures to anything you want in EDIT/BUILD window under the TEXTURE TAB.

o <u>USING YOUR OWN OBJECTS</u>

   1. Start by rezzing either a Dance Table or Cage.

   2. Open the object and Copy the Contents to your Inventory, as you would a boxed item.

   3. Create your object: Be certain that the last linked prim (key prim,) is the prim you want to Dance on top of. (In some cases this may be a dance poseball prim in your object.)

   4. Transfer the scripts and animations from your Inventory to the new object. (Do not use "Color Change" script from the Colorful versions, unless you want your new object to change colors.)

   5. Touch object and select 'Reset' to be certain it is ready.

_____**Helpful Tips & FAQ's**_____

o If your Dance Furniture is not working:

   -Check to be sure you have permission to Run Scripts on the land parcel. Be sure the object is set to the right group if only Group is allowed to Run Scripts.

   -Open object in EDIT and click on TOOLS at very top of screen, then choose "Reset Scripts in Selection."

o Deeded objects will not work correctly.

o **Q:** How do I setup Percentages with other owners in a product?