Interior Lights Package Help
Gadgets & Misc
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Interior Lighting Fixtures (Commercial & Copyable)
Complete Instructions & Help

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NOTE: Do NOT rename the Switch object or it may not work correctly.

_____**General Use**_____

Use these objects for decorative use and/or for creating an actual light source in your home, office, or anywhere.

Touch one light to turn it Off/On, or Touch a Switch to Turn all of them Off/On together.

_____**Setup Instructions**_____

Rez a light fixture or switch object and position.

The lights and switch will allow anybody to control them by default.

Open the object in EDIT. Click on "More>>" to reveal tabs and click on the "Content" tab.

Edit the Configuration Notecard inside the object and SAVE the notecard when finished, (see below for more information.)

The object should reset automatically.

_____**About the Configuration Notecard**_____

LightsChannel=576
    * This can be any number you make up from 1 to 999999999
    * This needs to be same in both the light and any switch you want to control it. You can have unlimited number of lights controlled by one switch as long as Channel is same and they are all in

same sim.

    * If you have more than 1 set in your sim, you can use different numbers for each set. If your neighbors have the same type of lights for example you will need to use a different channel.

OwnerOnlyControl=FALSE
    *If TRUE this will allow the Owner to turn the lights ON/OFF.

GroupControl=FALSE
    *If TRUE this will allow Group members same as the object's Group to turn the lights ON/OFF. Set the object's Group from EDIT window under GENERAL tab.

UseGlowFeature=TRUE
    * Will make the lights use GLOW when SL Viewers are using Higher quality rendering.

UseRealLightFeature=TRUE
    * Will make the light provide "Real Light" in the close area when user's Graphics settings have "USE LOCAL LIGHTS" checked in Preferences.

RealLightColor=
    * When Real Light Feature is TRUE above this is the color of that light. Use the included Color Finder to learn the color vector you want and put it here. Do not forget the "".

NOTE: The last 3 settings are not found in the Switch Object.

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_____**Customizing**_____

o MODIFYING YOUR OBJECTS
You may change these objects any way you want in EDIT mode. Select the "Object" tab in EDIT to resize. Choose the "Texture" tab to change the textures and colors.

o CHANGING THE LIGHT BEAM COLORS
You may change the Real Light color in the Configuration notecard, (see above,) but to change the actual Light Beams Open the object in EDIT and check the "Edit Linked Parts" box. Select a light beam and open the "Texture" tab under "More>>" Choose your color here.

o USING YOUR OWN OBJECTS

    1. Start by rezzing a light object.

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

    3. If you want to use light beams in your object, while still in EDIT from the TOOLS menu at top of screen select "UNLINK" and delete all the prims except a light beam.

    3. Create your object: Be certain that the last linked prim (key prim,) is not a light beam object.

4. Once finished you can click and drag the script and Configuration notecard from your inventory to the new object.

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

 o If your object is not working:

   -Check to be sure you have permission to run scripts on the land parcel and be sure the object is set to the right group if needed.

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

 o Do NOT rename the Switch object or it may not work correctly.

 o These lights may not work correctly if they are linked to another object such as a wall.

 o If you're lights are turning OFF/ON on their own, no you do not have a poltergeist, you may be crossing channels with other objects in the sim. Open your objects and change the number for the LightsChannel=, (see above Configuration Section for more help.)