

## **Social Network Signs Set Help**

### **Gadgets & Misc**

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Posted on : 2014/8/29 17:30:00

Social Network Signs Set  
Complete Instructions & Help



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### **1. SETUP**

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- o 1. Rez (set out in world) a Social Network Sign or Display Board.
- o 2. Touch object and select the social network type from dialog menu. The board will change its texture after you make a selection. (Choose CUSTOM to use your own texture.)
- o 3. After selecting the type a dialog text box will appear. Put your site's URL in the box and click Submit. (See the next section for help formatting your URL.)
- o 4. You can Touch a sign any time for Owner Menu where you can see how many times it has been touched, Test Touch, Setup, Reset Count, or Reset. (See below for more info.)
- o 5. Display Boards Only: You can touch the top part of the boards to change the heading texture by menu.

### **2. URL FORMAT HELP**

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Most selections require a valid web URL.

You must enter the full URL including 'http://' or 'https://'.

A valid URL example is:

<https://www.facebook.com/AliciaStella>

Email and Skype are the only exceptions. Email requires a valid email address with '@'. Skype should be your Skype username only.

When a user touches a sign they will be given a dialog box to open the website. For email and Skype they will receive a message with the email address or Skype username in their local chat.

### 3. OWNER MENU

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The owner can touch a sign to see how many times it has been clicked on and use the following options.

TEST TOUCH: Shows you what users see when they click on the object.

SETUP: This lets you set the texture and URL by menu.

RESET COUNT: This resets the total user clicks back to zero.

RESET ALL: This will reset the clicks and unload the URL so you can set it up again.

### 4. INCLUDED SOCIAL NETWORKS

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The following options are included in every sign and selectable by menu.

If you would like to use something that is not included you can select CUSTOM from the menu, set any web URL, and then apply your own texture to the object.

&#9655; Facebook  
&#9655; Twitter  
&#9655; YouTube  
&#9655; Google+  
&#9655; Flickr  
&#9655; LinkedIn  
&#9655; Website  
&#9655; View our Blog  
&#9655; Subscribe to Blog  
&#9655; Email Me  
&#9655; Email Us  
&#9655; View Schedule  
&#9655; View our Events Schedule  
&#9655; Skype

&#9655; Pinterest  
&#9655; Tumblr  
&#9655; Plurk  
&#9655; Vimeo  
&#9655; My Second Life  
&#9655; Second Life Marketplace

## 5. CUSTOMIZATION HELP

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All objects are modifiable so you can change things manually. You can use 'Edit Linked Parts' for changing colors/textures of specific prims individually.

You can resize all of the designs. You should only resize the entire object all together.

**Tip:** This set includes a "Ground Shadow" object. Set this on the ground and position under your Display Boards for a professional look. You can resize and change the transparency of the shadow prim in Edit/Build.

**IMPORTANT:** The Social Network Signs and Display Boards that have sculpted icons should not be unlinked or linked to other objects until after you have set them up. If the number of linked prims changes you will no longer be able to change the icon texture via menu, so set up the textures before linking/unlinking if you must. The other boards without sculpted icons do not have this limitation.

## 6. FREQUENTLY ASKED QUESTIONS

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**Q:** Why wont the icon image change by menu any more?

**A:** If the sculpted icon designs are linked or unlinked they will no longer be changeable by menu. See section above for more details.

**Q:** How can I use a website not included in the sign?

**A:** If you would like to use something that is not included you can select CUSTOM from the menu, set any web URL, and then apply your own texture to the object.

**Q:** Can I make one of my signs a landmark or notecard giver instead?

**A:** You can remove the script from that prim. Set your own texture on the object. Then add one of the following scripts to the prim:

-Landmark Giver: <http://www.aliciastella.com/modules/AMS/article.php?storyid=10>

-Notecard/Misc Giver: <http://www.aliciastella.com/modules/AMS/article.php?storyid=8>

If your object is not working at all:

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

If your object only works when you are online/in same sim:

- o 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. When Parcel settings allow only GROUP to RUN SCRIPTS the object must be set to same group, (even if you are the land owner.)
- o To set the Group for your object, open object in EDIT/BUILD. In the GENERAL tab near OWNER and CREATOR you can Click the GROUP button and select it.

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Scripts are not modifiable. Objects are all modifiable.

### **/// CHANGELOG ///**

#### **August 2014 - Product Release**