



UTHER.**INTERIORS**

Prop Editing Guide



## PROP EDITING GUIDE

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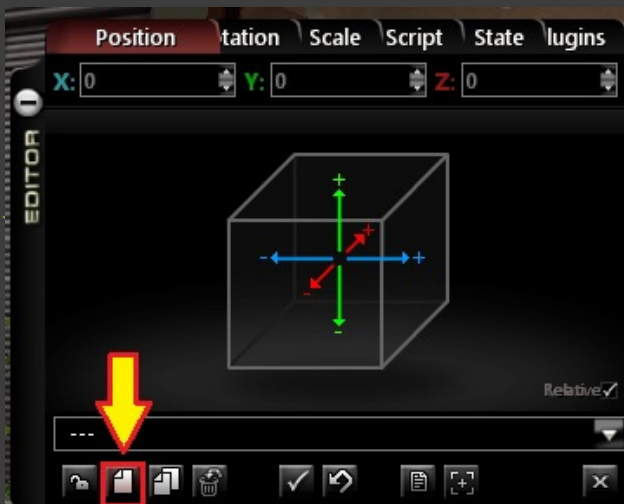
# HOW TO CREATE A PROP

This tutorial demonstrates how to create and place a prop. It will also cover some of the basic Prop Editor functions.

To create a prop, you will first need to log into the client and move to a region where you have permission to use the Prop Editor.

Once there, select the button that looks like a down arrow, in the upper right menu bubble.

From here, click 'Prop Editor'.



Once the Prop Editor menu has opened, you can create a new prop by clicking the button that looks like a piece of paper with the corner folded back.

# HOW TO CREATE A PROP

From here, you can browse by category by using the drop-down menu, or you can type in a keyword and click 'Find'. We are going to place a lamp in this room, so we have used the search term 'lamp'.



Select the prop that you want (We have used 'Zaby Floor Lamp 04'), then click 'Create'. This will place the prop in the 3D World.



# HOW TO CREATE A PROP

You can right-click the prop to select it. A menu will pop up, with two options for positioning the prop.

- 1) Choosing 'Place' will allow you to position the prop with your mouse.
  - a. Moving the mouse places the prop along the horizontal, or X axis and Z axis.
  - b. Using the roller ball will rotate the prop from side to side, or along the Y axis.
  - c. Holding the 'Ctrl' key while using the scroller on your mouse will move the prop vertically, along the Y axis.
  - d. Clicking with your left mouse button will exit the placement tool
  
- 2) Choosing 'Properties' will allow you to position the prop using values on the X, Y and Z axes.
  - a. The Position tab allows you to adjust the position of the prop along the X, Y and Z axes.
  - b. The Rotation tab allows you to manually adjust the rotation of the prop along the X, Y and Z axes.
  - c. The Scale tab allows you to adjust the size of the prop along the X, Y and Z axes.



Once you're happy with the placement and size of your prop, you can click the button that looks like a lock. This will save your changes and release (de-select) the prop.

# HOW TO CREATE A PROP

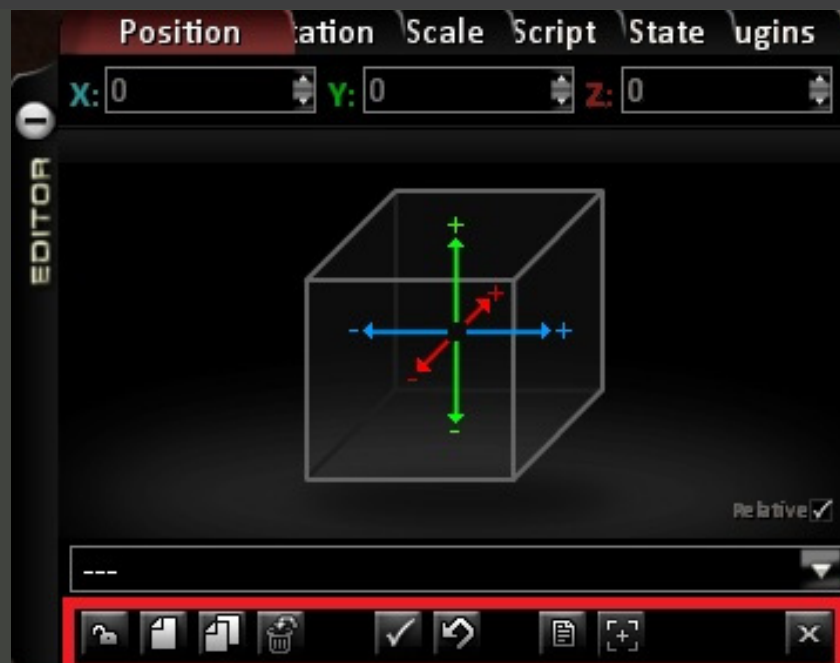


Now you've successfully created and placed your prop!

# PROP EDITOR MENUS AND TABS

Bottom Menu Bar: (from left to right)

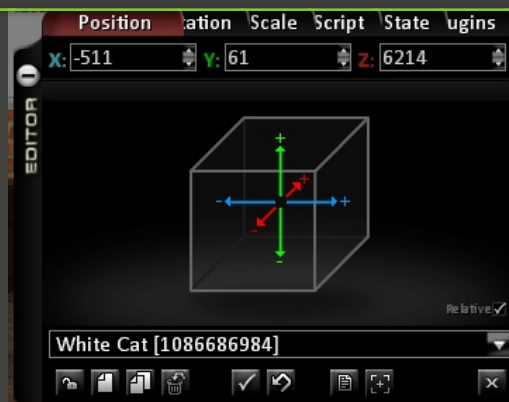
- **SAVE & RELEASE:** This saves any changes you've made and de-selects the prop
- **ADD:** This opens the prop creation menu so you can add a new prop
- **CLONE:** If you have selected a prop, this button will allow you to create an identical copy of it. This is useful if you wish to create multiple props that have the same scripts or custom images. Simply script the original object, then create clones to save your work.
- **DELETE:** This will delete the prop. This cannot be undone, so be very sure you wish to delete the prop before clicking it!
- **CHECK POINT:** This saves the work you've done so far, without releasing the prop. This is useful if you're making multiple changes to a prop, and would like to be able to save your progress along the way
- **REVERT:** This reverts to your last check point. This is useful if you've made a mistake and wish to undo it. If you haven't saved a check point, it will revert back to the last time that object was released.
- **LIST ALL PROPS:** This lists all the props in the region. Current props will appear in white, and deleted props will show up in red.
- **FIND:** Once you have selected a prop from the prop list, you can use this button to face your avatar towards it. This is helpful if you are in a prop-heavy region and aren't sure where the prop is located.
- **CLOSE:** This closes the prop editor, ending your prop editing session.



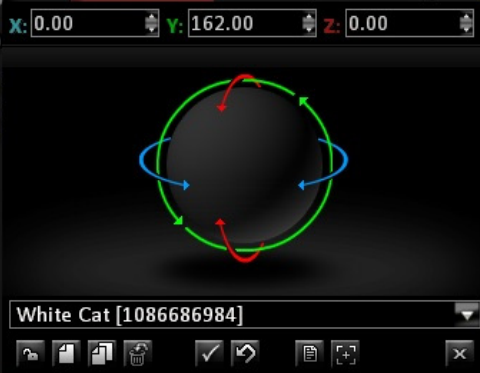
# PROP EDITOR MENUS AND TABS

## POSITION:

This menu controls the position of the object along the X, Y or Z Axis. You can adjust the position using the up and down arrows, or by manually entering a number. Once you press the 'Tab' key or click outside the box, the change will be applied. The picture included in this menu shows you which direction each axis controls



## Rotation

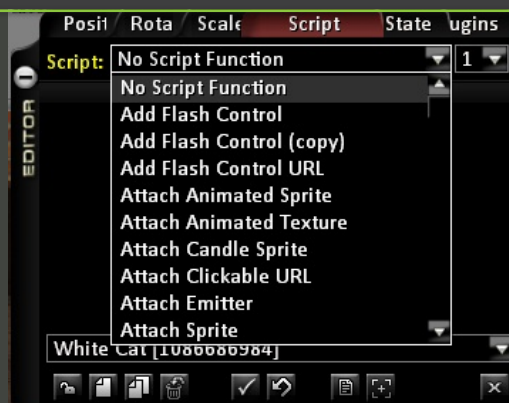


## ROTATION:

This menu controls the rotation of the prop along the X, Y or Z Axis. You can adjust the rotation using the up and down arrows, or by manually entering a number. Once you press the 'Tab' key or click outside the box, the change will be applied. The picture included in this menu shows you which direction each axis controls

## SCRIPT:

This menu allows you to add scripts to the object. Scripts add or change the function of the object. You can choose from several scripts in the drop-down menu. The numbered drop-down to the right allows you to attach additional scripts. For example, you could assign an image script to '1' in the numbered drop-down, and a clickable link in '2'. This would give your prop a custom image and make it so that when anyone clicks on it, the link will open in their web browser.





## STATE:

This menu allows you to alter the state of the prop. The basic scripts are as follows:

- **Collidable:** Turning this feature on will make the object collidable, so avatars cannot pass through it. This is useful for additional walls or floors or large furniture. Collidable objects can increase a region's load time, and slow down avatar movement.
- **Invisible:** This will make the prop invisible. This can be useful if you are layering items for additional scripts, or are using the prop for sounds and functions without requiring that they be seen. Invisible props can be found in the prop list if you forget where they are.
- **Trigger:** This will make the prop invisible and allow the scripts that are applied to it to engage, or be 'triggered', when an avatar passes through the prop.

## PLUGINS:

This menu allows you to add any plugins that have been made available. The most common use for this is adding the DAuction plugin, which allows UV Business licensees to set up doors for auction. If you'd like to learn more about Business Licensing and Door Auctions, you can visit the Utherverses Business website.

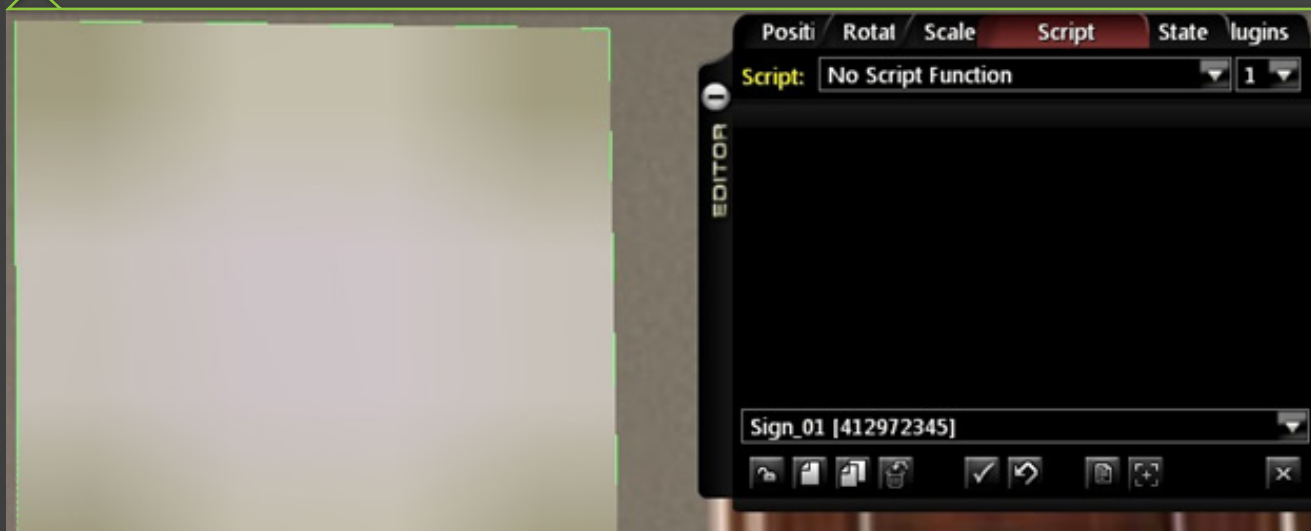
# HOW TO PROP AN IMAGE

This tutorial will demonstrate how place an image in the virtual world.

First, you'll need to create a new prop to hold the image. 'Sign\_01' will work best for this, so we will select it from the 'Create New Prop' menu in Prop Editor.

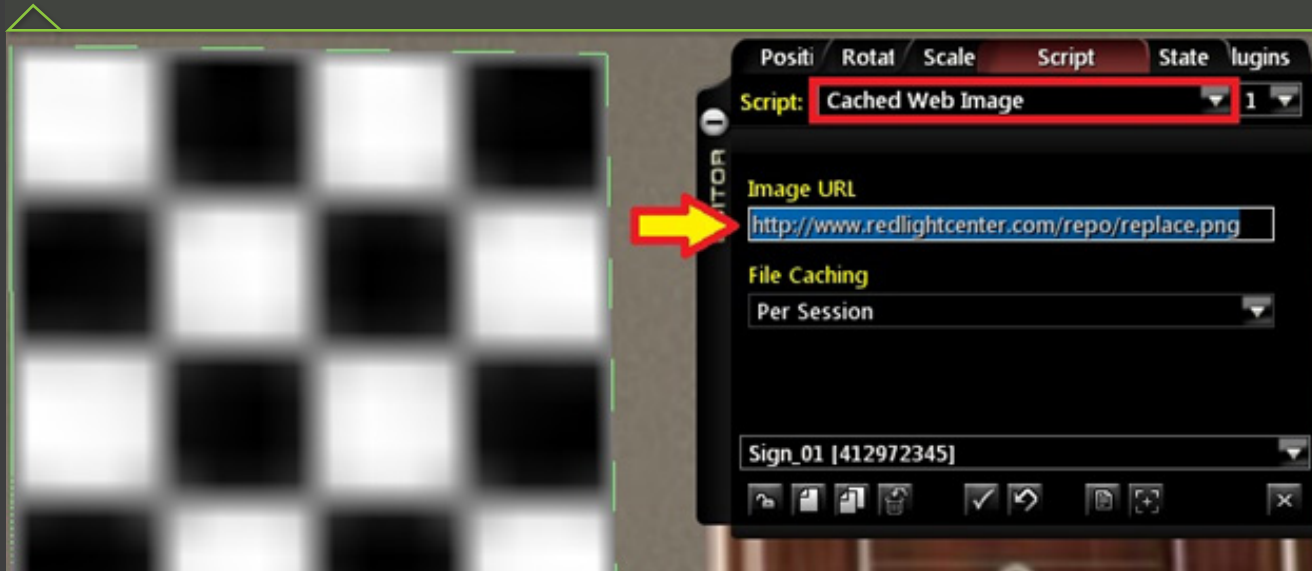


Now we will need to position, scale and rotate this image to our liking. If the sign looks invisible, try rotating it until it's facing the right way.



# HOW TO PROP AN IMAGE

To add an image, we are going to need the 'Cached Web Image' script. This can be found in the drop-down menu of the 'State' tab. We will replace the default URL with the URL of our own image.



Now we can 'Release & Save' the image by clicking the button that looks like a lock, in the lower left of the Prop Editor.



Our image now appears in the 3D World, and we can make any final adjustments we like before closing the Prop Editing session!

# HOW TO ADD CLICKABLE LINKS



*This tutorial will cover the four basic ways to add clickable links.*

First, log in to a region where you have permission to use prop editor.

For the first two examples, we will create a clickable sign. For the second two examples, we will create a door that can move people to another region.

## FOR SIGNS

Cached Clickable Web Image:

This script will allow you to make a clickable image in-world. This is useful if you'd like to make signage that links to your website.

To start, create the prop 'sign\_01' and place it where you'd like your image.

Then, click the Script tab, and choose Cached Clickable Web Image from the drop-down menu

In the Image URL box, enter the URL of your image

In the Click URL box, enter the URL you would like to open in a web browser when people click your image.

Now you can Save & Release your prop to save your work!



# HOW TO ADD CLICKABLE LINKS



## ATTACH CLICKABLE URL:

This script will allow you to attach a clickable URL to any prop.

To start, create the prop 'sign\_01' and place it where you'd like your image.

Then use the 'Cached Web Image' script to enter the URL of your image.

Using the numbered drop-down, select '2'. This will allow you to use a second script on the prop.

Enter the URL that you would like to open when users click the prop.

Now you can Save & Release the prop to save your work.



# HOW TO ADD CLICKABLE LINKS

## FOR DOORS

### Move to VWW URL:

This script will allow a user to move to another region by clicking the prop it is attached to.

First, create and place a door from the texture library. 'Auction Door' will work fine.

Now choose the 'Move To VWW URL' script from the drop-down menu in the Scripts tab.

Enter the VWW URL of the region you'd like people to move to when they click the door.

Now you can Save & Release the prop to save your work.



### Move To Owned Start Point

This script will allow a user to move to a specific start point in an owned Region

First, create and place a door from the texture library. 'Auction Door' will work fine.

Then select 'Move To Owned Start Point' from the drop-down menu in the Script tab.

Select the region you'd like people to move to using the drop-down under 'Target Instance and Spawn Point'

Then, from the drop-down below that, select a custom start point, if there are any.

Now you can Save & Release the prop to save your work.

This tutorial will walk you through scripting chairs and sofas so avatars can sit on them.

First, open Prop Editor and select the chair that you would like to enable sitting on.

In the Script tab, select 'Chair 1 Seat' for a chair that sits one, or 'Chair 2 Seat' for a chair that seats two.

Use the Offset options to adjust how an avatar is positioned on the seat.

- Forward Offset adjusts how far forward the avatar sits
- Seat Offset adjusts how far to the left or right the avatar sits

You may need to adjust the height of the seat to fit the avatars. You can do so in the Scale tab, by adjusting the Y axis.

You can now Save & Release the prop to save your work.

# HOW TO VIDEOS AND FLASH

This tutorial will walk you through the different ways to add videos and Flash in-world.

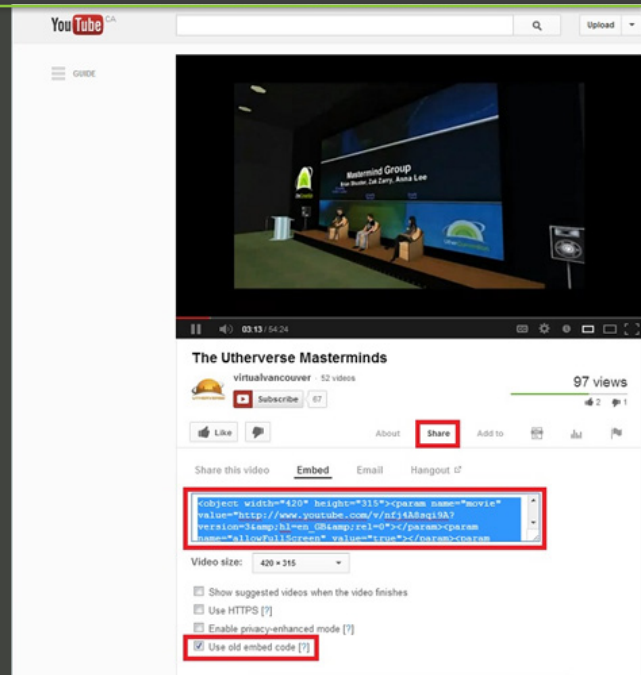
## Adding YouTube Videos

Open the YouTube Video in your browser, then click the 'Share' tab below the video.

Click the 'Embed' sub-tab.

Check the box marked 'Use old embed code'

Copy the code that is provided in the box.



Now, open a text editing program (like Notepad) and paste the code there. Copy only the link that you see after value="



So for example if the code looks like this, you will copy only the part I have highlighted:

```
<object width="420" height="315"><param name="movie" value="http://www.youtube.com/v/nfj4A8sqi9A?version=3&hl=en_GB&rel=0"></param><param name="allowFullScreen" value="true"></param><param name="allowsriptaccess" value="always"></param><embed src="http://www.youtube.com/v/nfj4A8sqi9A?version=3&hl=en_GB&rel=0" type="application/x-shockwave-flash" width="420" height="315" allowsriptaccess="always" allowfullscreen="true"></embed></object>
```

Now you can proceed with the steps for 'Add Flash Control' using the link you've just copied!

# HOW TO PROP VIDEOS & FLASH

## Add Flash Control

Create the prop 'sign\_01', then use the drop-down menu in the Scripts tab to select Add Flash Control.

Enter the link to your Flash file in the Movie URL box.

Now you can adjust the different features of this script



## ADD FLASH CONTROL FEATURES

### Passive:

Checking this allows you to make your flash clickable.

### Auto Play:

Checking this allows your flash to play automatically. If unchecked, people must click the prop for flash to start playing.

### From Web:

Leave this checked if your file is linked from the web.

### MinFPS and MaxFPS:

This allows you to adjust the Frames Per Second of the file. This is usually set correctly to begin with, and some files will not function correctly if the MaxFPS is set too high.

### Lock Camera:

Checking this feature will allow the camera to center on the prop when someone clicks on it.

### Transparent:

Checking this box will make the background transparent. This is useful if the flash you are attaching is not the same shape as the prop that is hosting it.

### Reset On Quit:

This resets the file to the beginning when someone stops viewing it.

### Flash Width:

This adjusts the width of the Flash file.

### Flash Height:

This adjusts the height of the Flash file.

### Feed Name:

Allows you to name the set of parameters you've used in this particular Add Flash Control script. This is useful if you'd like to use 'Add Flash Control (copy)' to place the exact same Flash Control somewhere else.

### Scale:

Use the drop-down to adjust how the Flash fits the prop.

### Use Clipping:

This allows you to use a portion of the file's visible area, rather than the whole thing.

### Clip Offset X and Y:

This allows you to position your clipped portion of the file.

### Clip Width and Height:

These adjust the size of the clip within your prop

**Use Color Intensity (Red, Green, Blue, Alpha):** This allows you to adjust the color balance of your prop. Use the individual colours to adjust the balance, and use Alpha to adjust the transparency.

### Use Grey Scale:

This converts the file to greyscale if you'd rather not view it in full colour.

Once you are done, Save & Release your prop to save your work.

# HOW TO PROP AUDIO

*This tutorial will show you how to place audio files in-world.*

First, create a prop to attach audio to. Let's use 'Jukebox\_01'.

Once your prop is created and placed, select 'Play Music Script' from the drop-down menu in the script tab.

In the URL box, enter the link to your audio file.



Now you can Save & Release the prop to save your work. The audio file will play automatically when someone enters the region.

# USING START POINTS

This tutorial will explain what Start Points are and how to use them

Start Points allow you to create VWW links that transport people to specific coordinates in a region.

To create a Start Point, you must first move to a region where you have permission to use Start Point Manager.

Once there, move your avatar to the specific spot in the region that you would like people

to transport directly to. Make sure your avatar is facing whichever way you'd like people to be facing when they transport there.

We have chosen to have our Start Point behind the reception desk at the UtherInteriors Interior Design Showroom, so we can place our avatar behind the desk, facing towards the seating area.

Now, open Startpoint Manager by clicking the menu button that looks like a down arrow, in the top right of your client window, then clicking 'Startpoint Manager'.



Now you can name your Start Point and click 'Set' to save it. I've chosen to name mine 'Reception'.

# USING START POINTS



Your Start Point should now appear in the list.

Right clicking a Start Point will open a menu of tools:

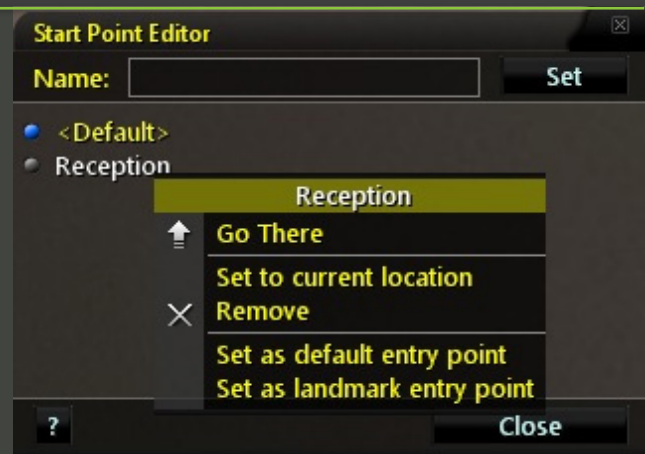
**Go There:** Clicking this will transport you to the Start Point

**Set To Current Location:** This will save the Start Point to your current position

**Remove:** This will delete the Start Point

**Set as default entry point:** This will set the Start Point as the default entry point for your region. Whenever someone uses your VWW link without a specific Start Point on the end, they will be transported to your default Start Point.

**Set as landmark entry point:** Whenever someone enters your region from their saved landmarks, they will be transported to your landmark entry point.



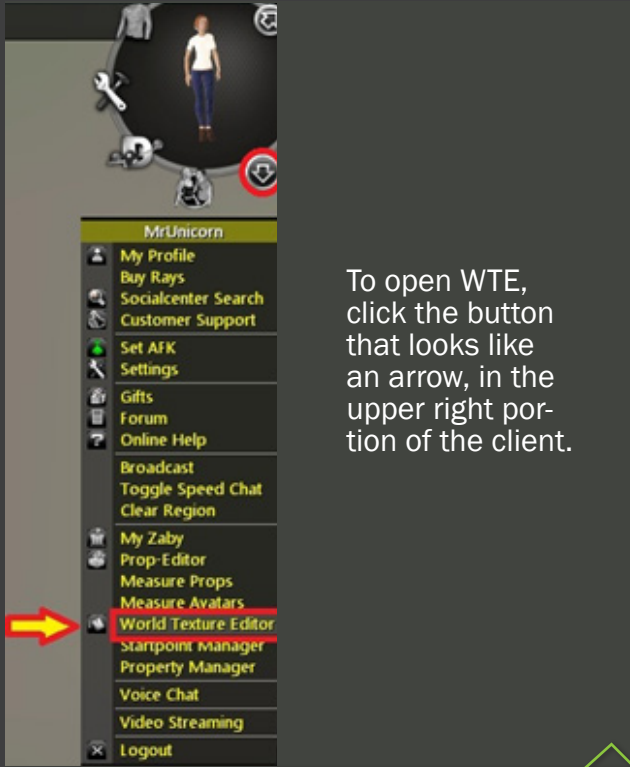
To use your Start Point, simply add a pound sign followed by your Start Point name to the VWW link.

For example, the regular UtherInteriors Interior Design Showroom link is:  
[www://utherverse.vww/utherinteriors/@293219](http://www://utherverse.vww/utherinteriors/@293219)

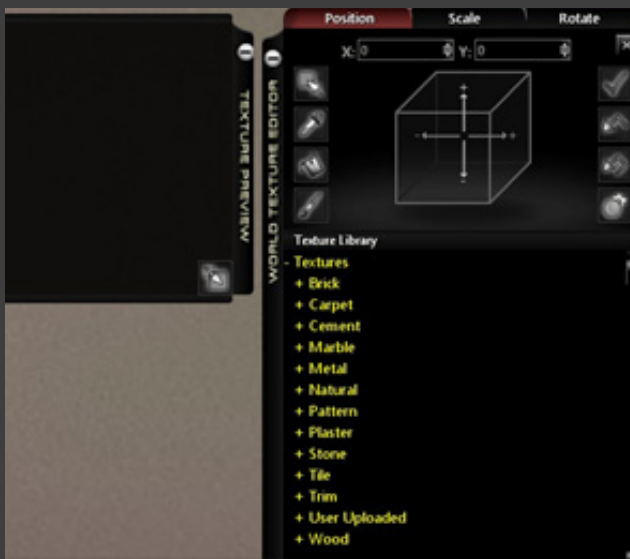
With the Start Point, it is:  
[www://utherverse.vww/utherinteriors/@293219#Reception](http://www://utherverse.vww/utherinteriors/@293219#Reception)

# HOW TO EDIT WORLD TEXTURES

This tutorial will go over the functions of the World Texture Editor (WTE) menu, and walk you through some basic world texture changes.



To open WTE, click the button that looks like an arrow, in the upper right portion of the client.



This will open the WTE menu, which looks like this:

## LEFT BUTTONS (TOP TO BOTTOM):

### Face Select:

Allows you to select a section of surface. This is useful if you'd like to make adjustments to position, scale or rotation of a texture. It is also useful for changing the texture of small sections of surface space.

*To use this tool: click the select button, and then click on the area you'd like to edit.*

### Eye Dropper:

Allows you to copy texture from one section of surface, rather than searching for it in the Texture Library.

*To use this tool: click the Eye Dropper button, and then click the area you'd like to copy texture from.*

### Bucket Fill:

Allows you to fill all areas of identical texture with another texture. For example, if all of your walls are currently 'cement' and you'd prefer they be 'all\_biege\_marble', you can simply select 'all\_biege\_marble' from the Texture Library, then use the fill tool to change all of your walls.

*To use this tool: select a texture, then select the Bucket Fill too, then click on the area you'd like filled.*

### Paintbrush:

Allows you to paint textures over areas of the grid.

*To use this tool: select a texture, click the paintbrush button, and then click the areas of the grid you'd like painted.*

## RIGHT BUTTONS (TOP TO BOTTOM):

### Save:

Saves your work. Please note that this will close WTE and refresh the region.

*To use this tool: click the save button.*

### Undo:

This undoes your last action. This is useful if you've made a mistake and wish to go back a step. Undo can be used multiple times in a row.

To use this tool: click the undo button.

### Reset:

This undoes all changes made during the editing session. This cannot be undone.

*To use this tool: click the reset button.*

### Revert To Template:

This reverts the region to the original textures. This will undo all changes made in all World Texture Editing Sessions. DO NOT use this unless you want to undo all world texture changes ever made to the region. This cannot be undone.

*To use this tool: click the Revert To Template button.*

### Texture Library:

This is a list of textures you can use. The textures are listed by category (Brick, Carpet, Cement, etc.) and each category can be opened by clicking on it. A texture can be selected by clicking on it. Selecting textures will allow them to be previewed in the Texture Preview window.

### Texture Preview:

This window appears in the top left of your screen when you open WTE. When you select a texture from the Texture Library, a preview will appear in the Texture Preview window.

### Position Tab:

This tab is found at the top of the main WTE window. This allows you to adjust the position of a texture on a selected surface. Use the up and down arrows (or input your own numbers) to adjust the texture along the X (horizontal) or Y (vertical) axis.

### Scale Tab:

This tab is found at the top of the main WTE window. This allows you to adjust the scale of the texture on a selected surface. Use the up and down arrows (or input your own numbers) to adjust the texture along the X (horizontal) or Y (vertical) axis. If you would like your X and Y values to remain identical, check the 'Uniform Scale' box and your adjustments will automatically be squared.

### Rotate Tab:

This allows you to rotate the texture. This is useful for patterned textures, like wooden slats and bricks. Click the arrow tips to rotate your selected area.

# HOW TO CHANGE A TEXTURE

This will show you how to change the walls, floor and ceiling of a room with some of the different tools provided.

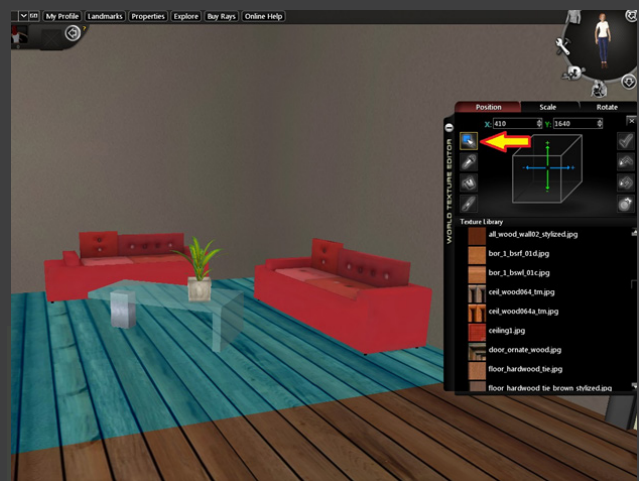
First, move to a region where you have permission to use WTE. Here's a before picture of the area I'll be working with:



Select the texture of your choice by clicking on its name, then choose the Bucket Fill tool. All your walls should start out as the same texture, so you can just click on one and they will all be changed to your new texture.



Open WTE, then search the Texture Library for a texture you'd like to use on the walls.



Try this again with the floor. You may notice that some patterns face the wrong way when you apply them. To fix this, select an area of floor, then use the Rotate tab to turn it 90 degrees.

# HOW TO EDIT WORLD TEXTURES



To complete the room's makeover, you'll need to change the ceiling. In some cases, the ceiling matches the walls. You won't be able to use the bucket fill, because that would also change the texture of the walls. In these cases, use the Paintbrush tool to apply your new texture to each section of the ceiling.

Now that your room is done, you can click the Save button. This will save your progress, exit WTE and refresh the region.

