

Wopeton Music

How to use the creepy music box

Wopeton Creepy Music Box



Instructions

Click the object for the main menu. A dialog will pop-up with a buttons display, as follows:

Options

Volume, Mode, Pause

<>, Pick Song

Play, Help, Exit

1. Options button:

This will take you to the owner only settings, when you click this button another dialog will pop-up with the following buttons display:

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Reset button:

This will send a reset command to the entire script engine and all default settings will be reset.

Exit button:

By default, the dialog has an 8 minute timer at which time, the dialog times out, and you will need to click the object again for a working menu. If you click the Exit button, the timer shuts off on the spot.

Main button:

This will take you back to the main menu system.

Access button:

This will let you set access modes, Owner, Public, Group. If you want others to work your object can just set it to Public or Group. Do not deed the object if you set it to your group. It will mess up all the scripts if you do, and there is no need to deed this object to work with group access.

Chat Mode button:

This button will let you pick what type of chat command to use when not set to owner only. When you click this button another dialog will pop-up with the following buttons display:

Exit button:

By default, the dialog has an 8 minute timer at which time, the dialog times out, and you will need to click the object again for a working menu. If you click the Exit button, the timer shuts off on the spot.

Say button:

This will switch it from Whisper to Say, this button will change base on what chat mode it is set on. When you click the Say button it will then switch to Whisper button. If you live very close to ppl it is best just keep it on default whisper.

Main button:

This will take you back to the main menu system.

Options button:

This will take you back to the options menu system.

2. Volume button:

This will let you change the volume settings. Once you click this button another dialog will pop-up with the following buttons display:

Main, Exit, 0.1 Vol
0.2 Vol, 0.3 Vol, 0.4 Vol
0.5 Vol, 0.6 Vol, 0.7 Vol
0.8 Vol, 0.9 Vol, 1.0 Vol

Main button:

This will take you back to the main menu system.

Exit button:

By default, the dialog has an 8 minute timer at which time, the dialog times out, and you will need to click the object again for a working menu. If you click the Exit button, the timer shuts off on the spot.

This is how the volume works in second life

0.1 = 6m from the source task
0.2 = 7m from the source task
0.3 = 8m from the source task
0.4 = 9m from the source task
0.5 = 10m from the source task
0.6 = 11m from the source task
0.7 = 12m from the source task
0.8 = 13m from the source task

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0.9 = 14m from the source task

1.0 = max- it has been said you may hear it up to 128m from the source task

3. **Mode button:**

This will switch from the jukebox mode to the single song mode, just click it to switch between the two modes.

4. **Pause button:**

This will pause the song. To resume the song, just click the play button.

5. <

This will go back to the previous song track. You can use this button at anytime, even if a song is in the middle of loading

6. **Next>> button:**

This will go to the next song track. You can use this button at anytime, even if a song is in the middle of loading.

7. **Pick Song button:**

You can choose what song you want to load and play. You can use this button at anytime, even if a song is in the middle of loading. The dialog buttons display is as follows:

Exit, Main

Load,

Exit button:

By default, the dialog has an 8 minute timer at which time, the dialog times out and you will need to click the object again for a working menu. If you click the Exit button, the timer shuts off on the spot.

Load button:

This will load a note card song from the pick song manager.

8. **Play button:**

This button will change base on the status of it. If a song is playing, the button will switch to Stop. If no song is playing, the button will switch to Play.

9. **Help button:**

This will send the help instructions.(Which you are reading at this time.). If set to Group or Public access, and if any users click this button, they will get thier own help card how to work the object.

10. **Exit button:**

By default, the dialog has an 8 minute timer, at which time the dialog times out, and you need to click the object again for a working menu. If you click the Exit button, the timer shuts off on the spot.

11. **Loop button:**

You can now loop a song over and over. You must first set the object to single song mode. You will now see a new button called Loop Mode, just click it to change from on to off. This button will only show up when in the single song mode.

The first time using this object, you should click for the main menu system and choose reset, so the first song will preload for you. The engine will preload each song before playing it, the engine is using note cards as songs, each note card is one entire song. If the songs seem to break up, try using the stop button, then the play button again to cache the song over. You can also try to clear the cache from your viewer and then reset the object to preload all over. If you are using a viewer like Emergence Viewer, then you should set the sounds cache to some folder for sounds only, once you have done this, make sure you clear the cache from the viewer and re-log back in to second life. If you have a slow network, this will cause the engine not to cache the sounds well.

IMPORTANT

The music box is No Transfer - No Copy due to limitations of Second Life if you lose your music box or simply want more copies there are multiple possibilities to get new ones:

- 1. Rezz a older version music box and our update server will give you a new one.**
- 2. Rezz the redelivery vendor, click it and follow the instructions.**
- 3 Come to our main store and click on our redelivery vendor or a normal vendor and choose redeliver.**

You can find our main store here : [Wopeton Main Store](#)

3.Click on any Caspervend vendor or redelivery vendor and follow instructions.

Unique solution ID: #1001

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