

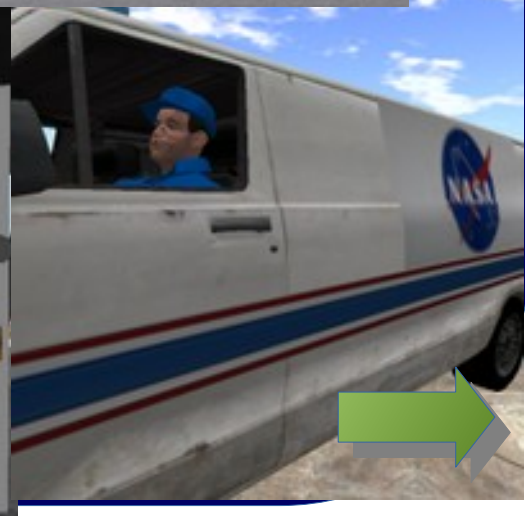
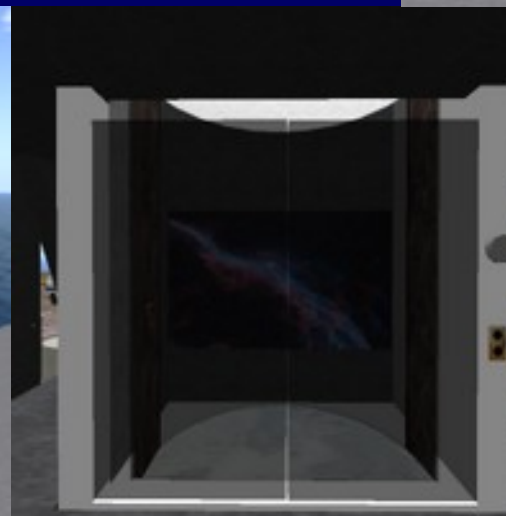
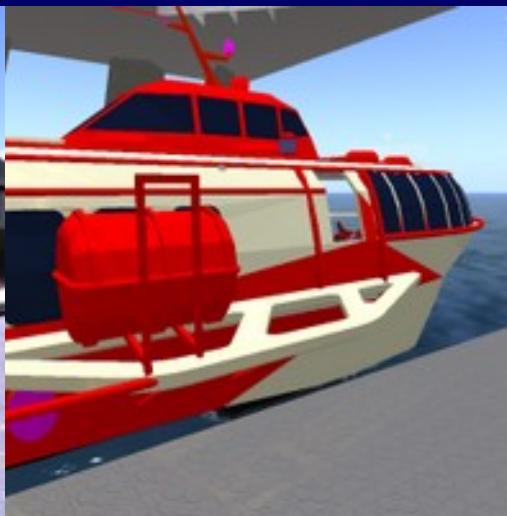
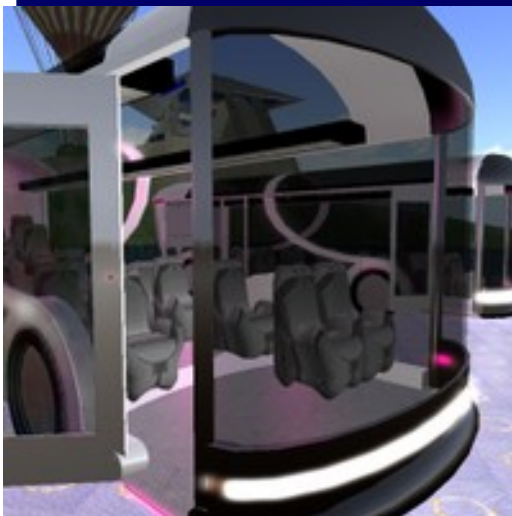
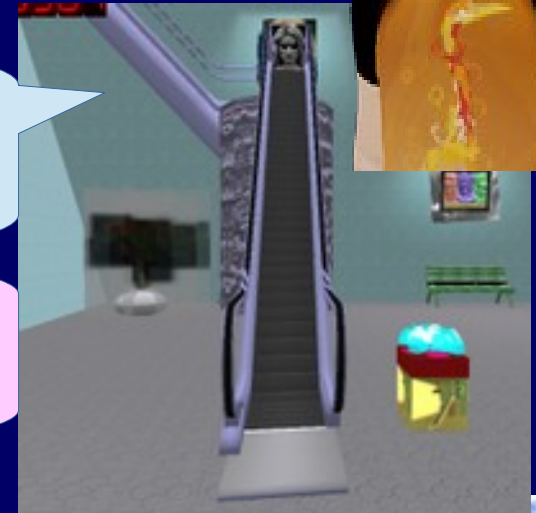
~MOTOR~ Ride-Setup



Hi Gim,
I would like to setup a path to ride
customers in the grid.

You are using my motor same as
with bus,cruise, elevator,
escalator and truck .

Ya the one you sit and relax
while avatar are tour around .

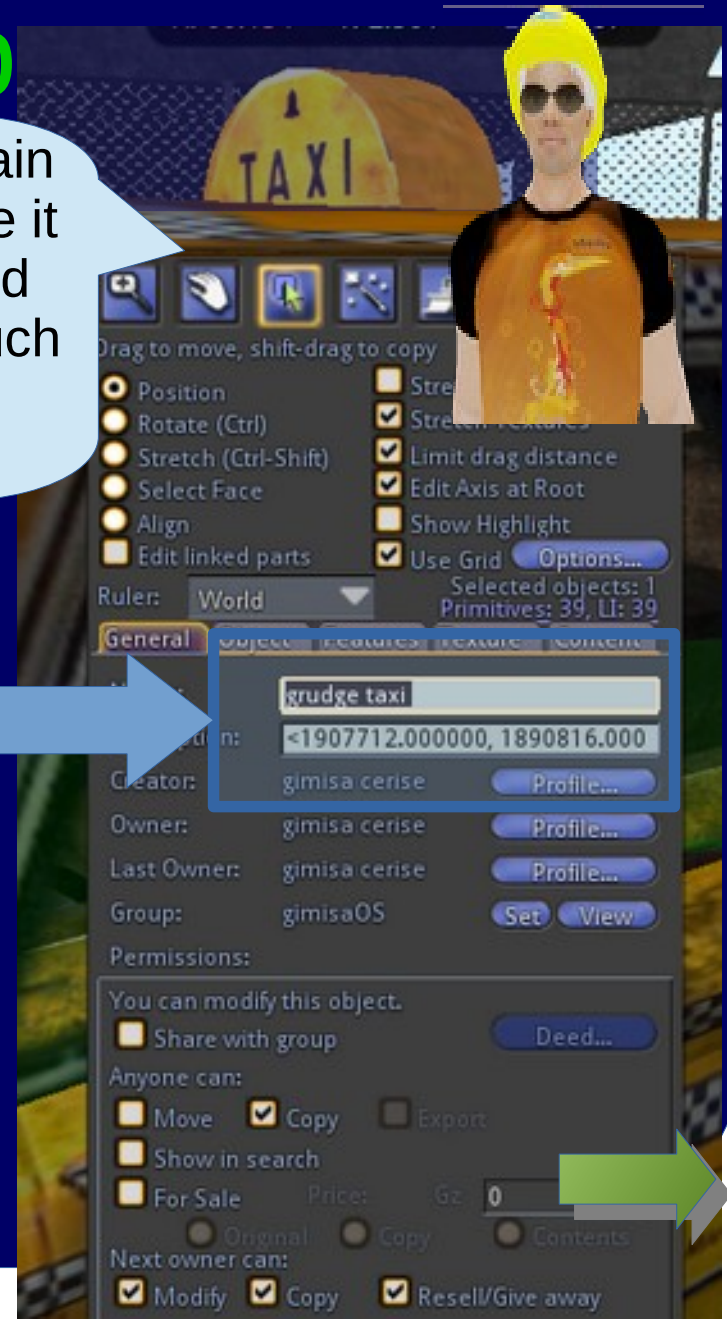


~MOTOR~ Ride-Setup

First you rez the taxi. It will retain its position in description. Move it around as needed then go and remove the description and touch the cab so it records its new position.

Yap I already done that . Taxi is rezed and localised. I need three ride. NASA, TUTORIAL, A-STATION

OK, NASA is arleady an existing ride of the bus so we will see how to connect to it. The two others would be new.



~MOTOR~ Ride-Setup



Well the TAXI motor is the only one you select a ride. The bus, the cruise and the other have obviously no read selection feature.

Let see first was is commun to all.

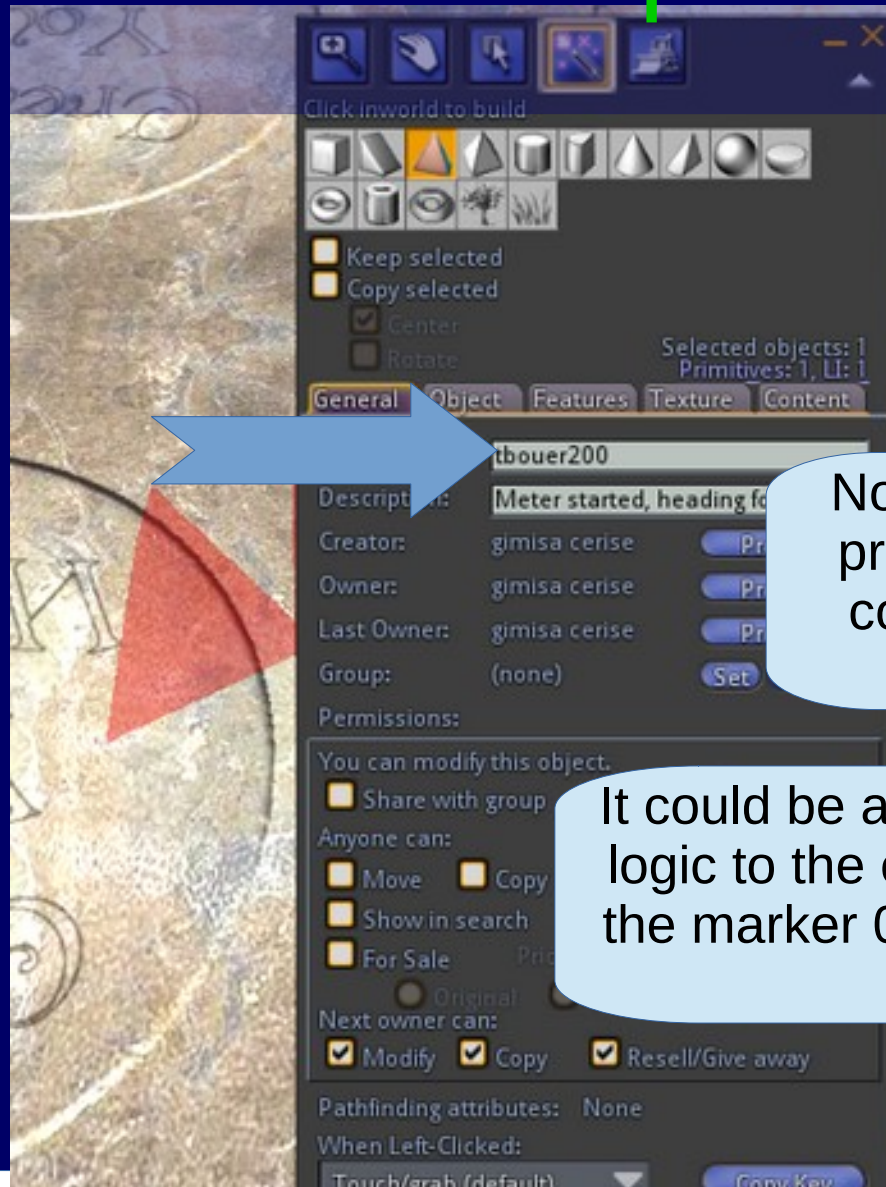
First we will activate transparencies in view menuue.



~MOTOR~ Ride-Setup

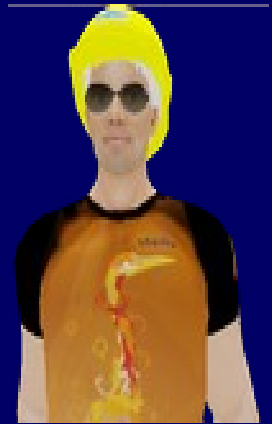


Why that name?



Now rez a prism (I like prism cause their front corner align with x) . Name it tbouer200

It could be any name but there is logic to the end of it . "00" . 00 is the marker 00 of the series up to 99.



~MOTOR~ Ride-Setup

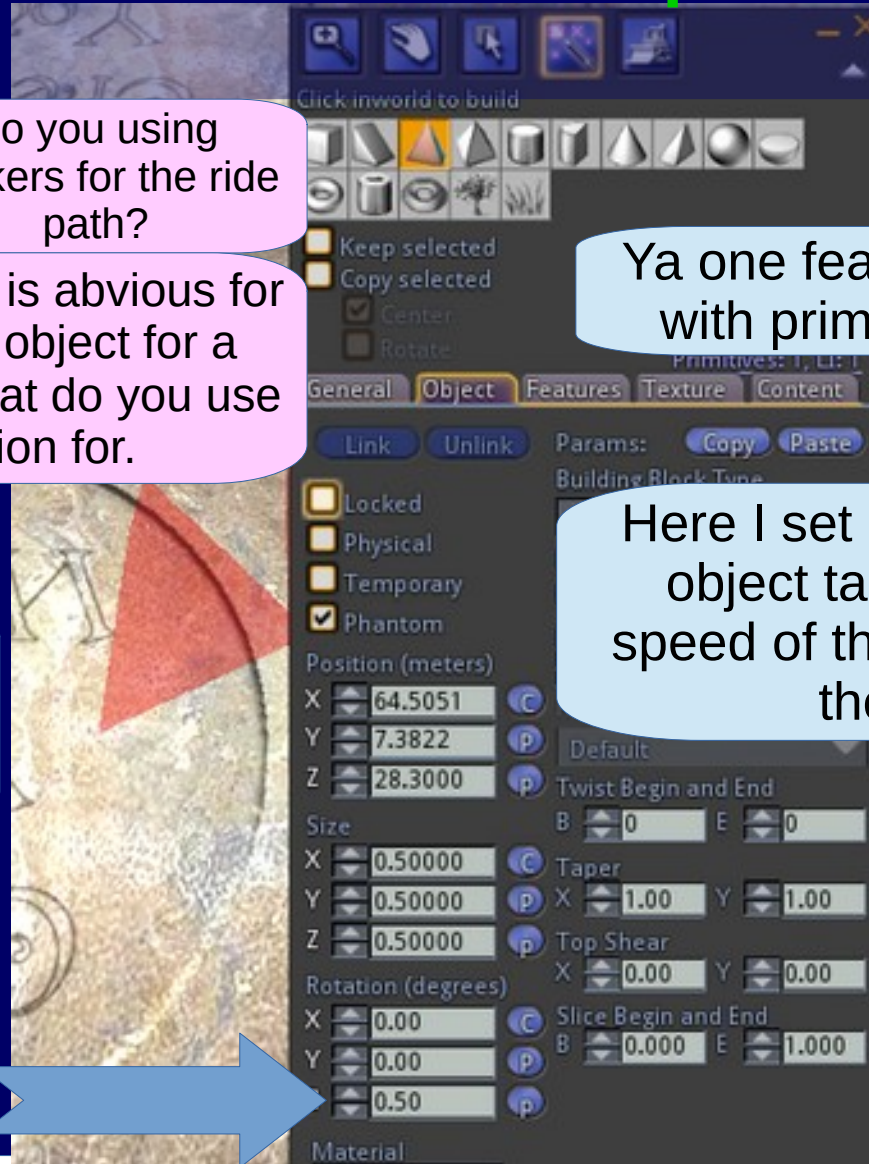


So you using markers for the ride path?

Ya position is obvious for a guiding object for a path but what do you use rotation for.

So I can set the speed of the cab with z rotation. Can I go backward?

Yes with minus value.



Ya one feature that I use with prim is rotation.

Here I set rotation of Z to 0.5 in object tab. That will set the speed of the taxi when you start the ride to 0.5

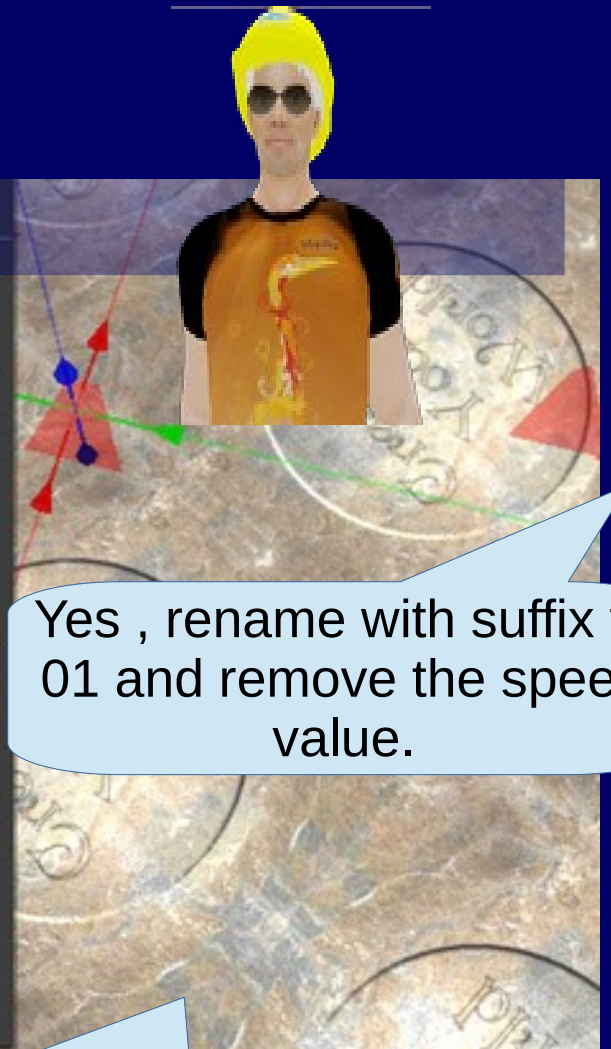
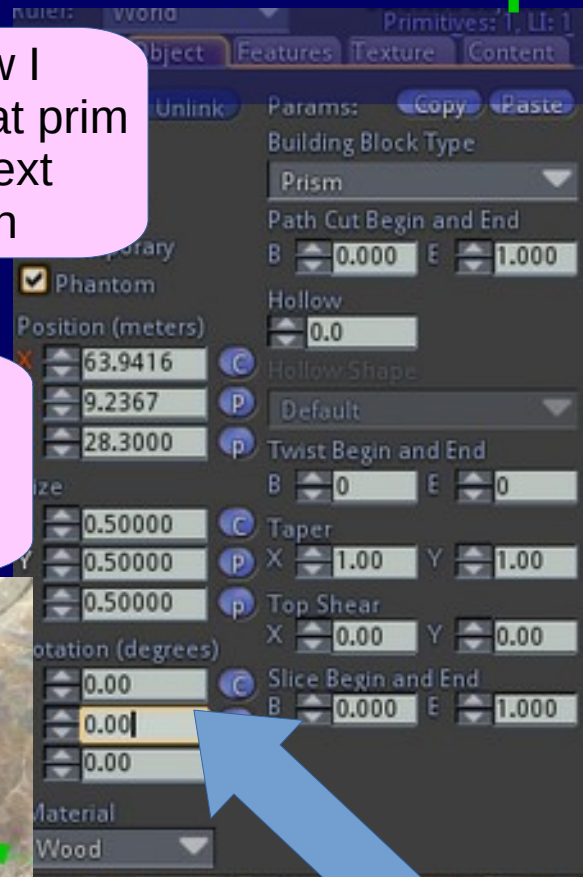
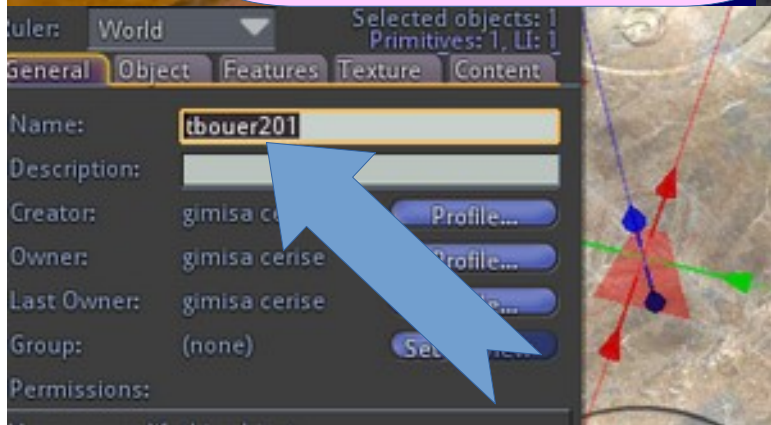


~MOTOR~ Ride-Setup



And now I duplicate that prim for my next location

So z is not zero. Will that not stop my taxi?



Yes , rename with suffix to 01 and remove the speed value.

No in the special case of zero . Zero here mean no changes . It remains at 0.5.Any other value will set speed to that value.



~MOTOR~ Ride-Setup



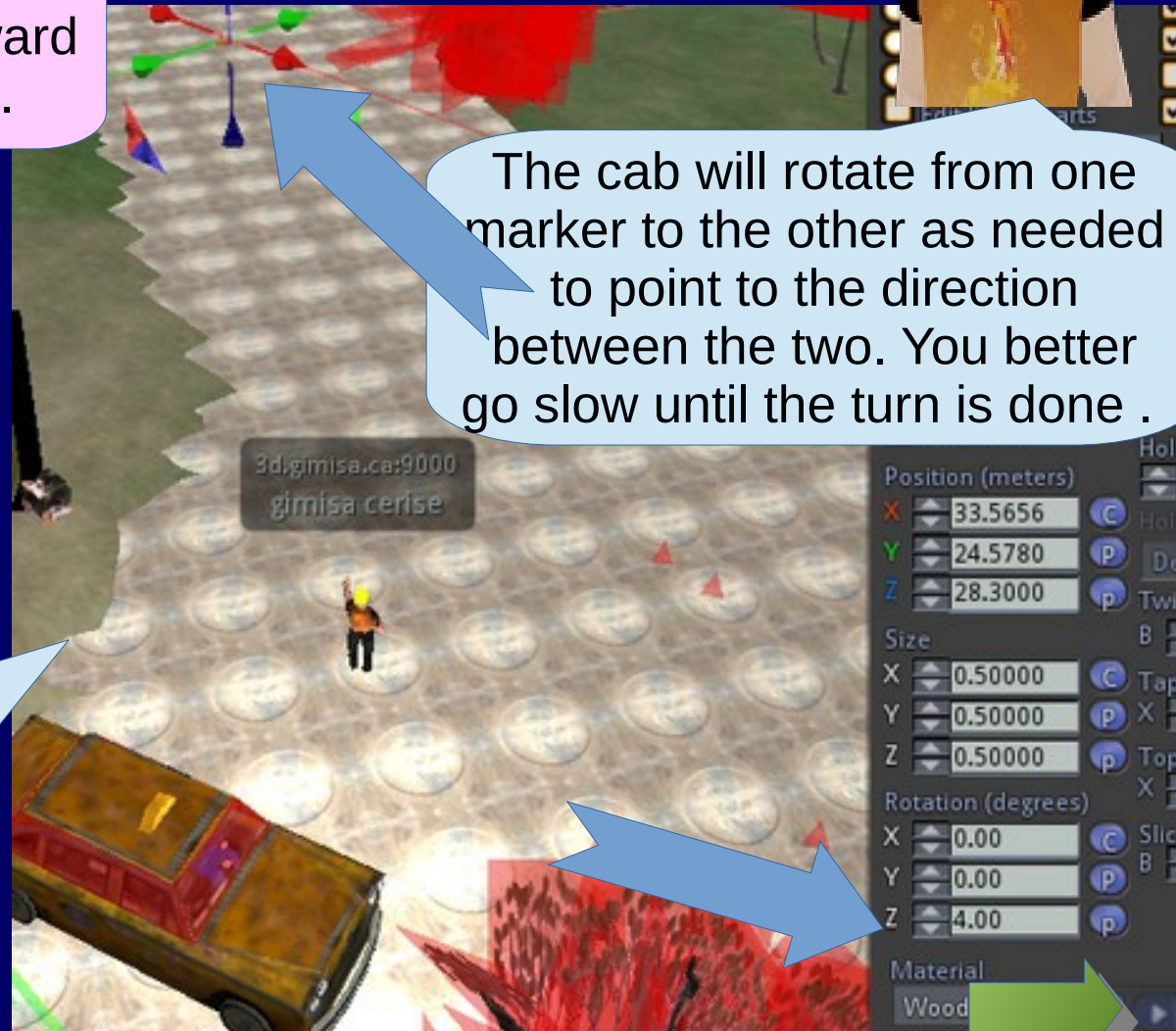
I have a u-turn to make toward S-Station.

Then speed can be increase to 4.0

So speed and rotation is to the coming marker.

Rotation is complete to the line between the two markers at reaching the coming marker. The speed is change as soon a leaving the actual marker toward the coming marker .

The cab will rotate from one marker to the other as needed to point to the direction between the two. You better go slow until the turn is done .

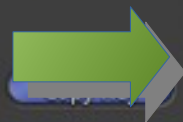
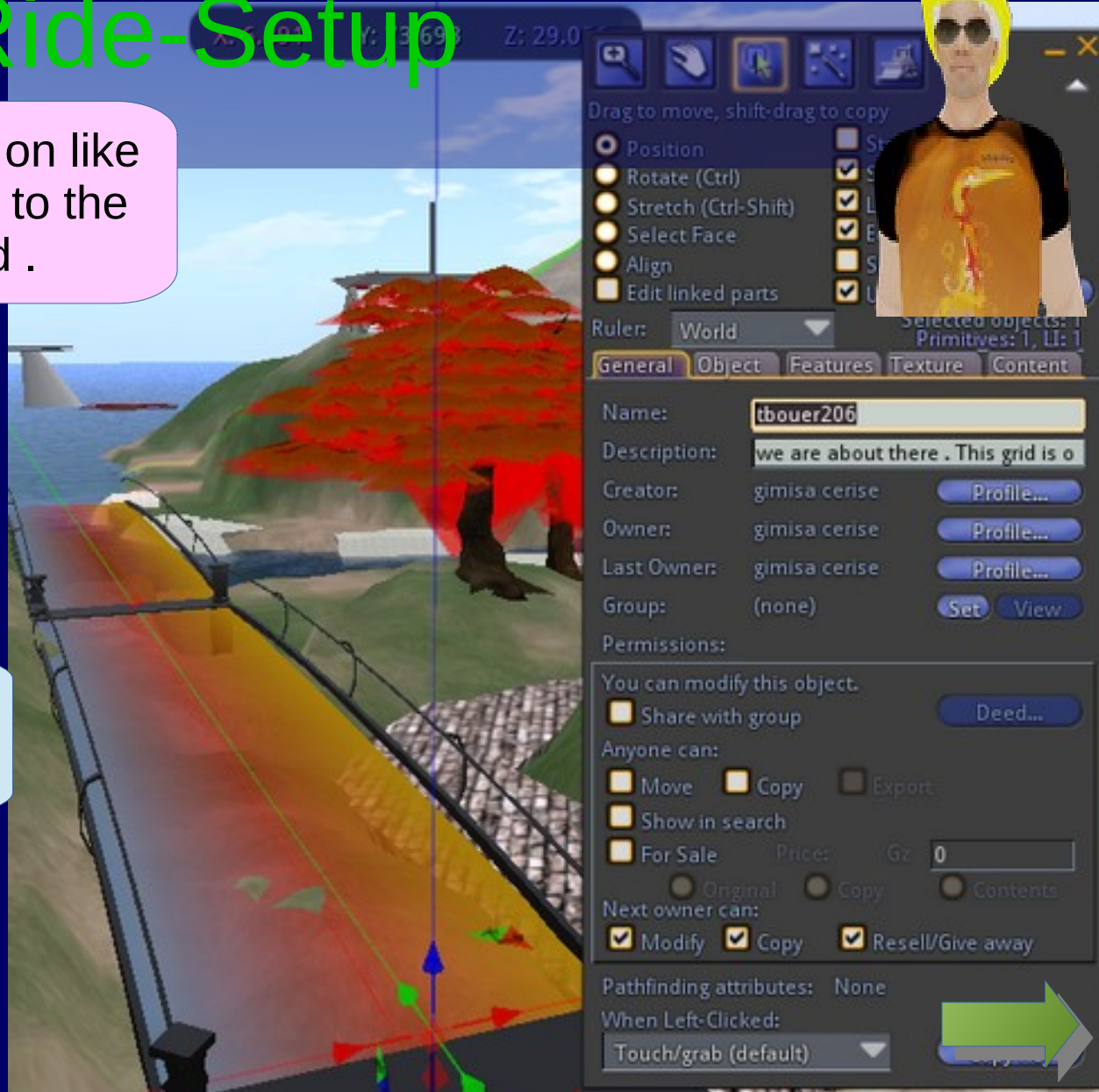


~MOTOR~ Ride-Setup



So I go on like that up to the end .

Well you can add text in the description of the marker that will be chatted in local .



~MOTOR~ Ride-Setup



So I go on like that until arrival .

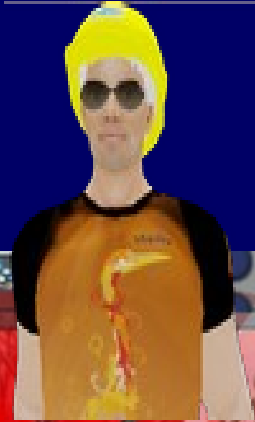
Yap reducing speed for curves like you would do in RL lol!!

What about at the end?

The X rotation is for waiting time at the marker. So driver should say good bye to his guess in the description while waiting x (here 30sec) allowing guess to leave the taxi. Then the taxi return home for next ride.



~MOTOR~ Ride-Setup



drag to move, shift-drag to copy

- Position
- Rotate (Ctrl)
- Stretch (Ctrl-Shift)
- Select Face
- Align
- Edit linked parts
- Stretch Both Sides
- Stretch Textures
- Limit drag distance
- Edit Axis at Root
- Show Highlight
- Use Grid

Options...

Selected objects: 1
Primitives: 1, LI: 1

World

tbouer100

Description: Meter started, heading for Tutoria

Creator: gimisa cerise Profile...

Owner: gimisa cerise Profile...

Last Owner: gimisa cerise Profile...

Group: (none) Set View

Permissions:

You can modify this object.

Share with group Deed...

Anyone can:

Move Copy Export

Show in search

For Sale Price: G2 0

Original Copy

Next owner can:

Modify Copy Resell/Give away

Pathfinding attributes: None

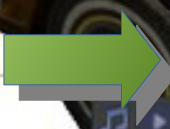
When Left-Clicked:

Touch/Grab (default) Copy Key



What about tutorial ride

Its same thing but markers are called tbouer100....



~MOTOR~ Ride-Setup

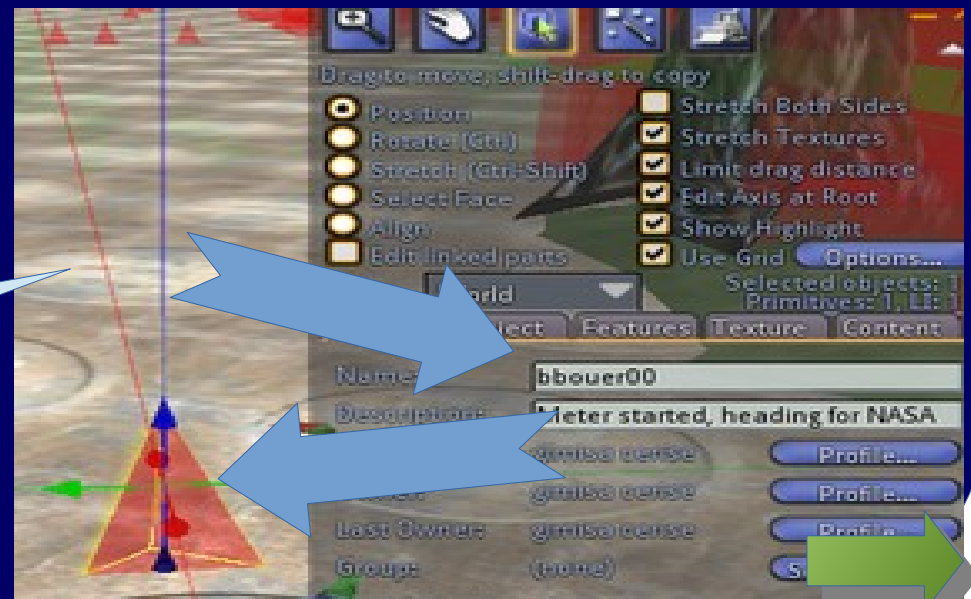
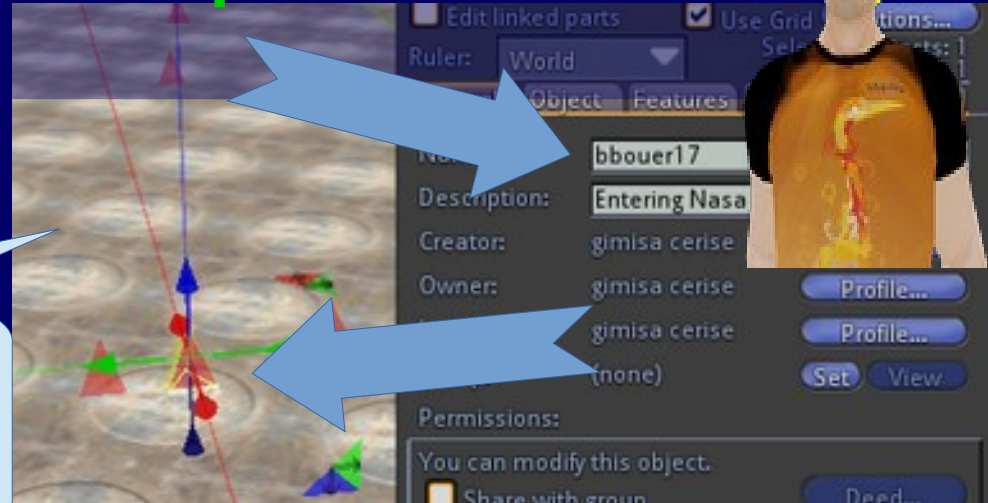


And how do we do NASA?

We need to find what is the marker nearest marker name for the bus ride.

I see its bbouer17.

Then we name our first marker with same name with 00 at end.



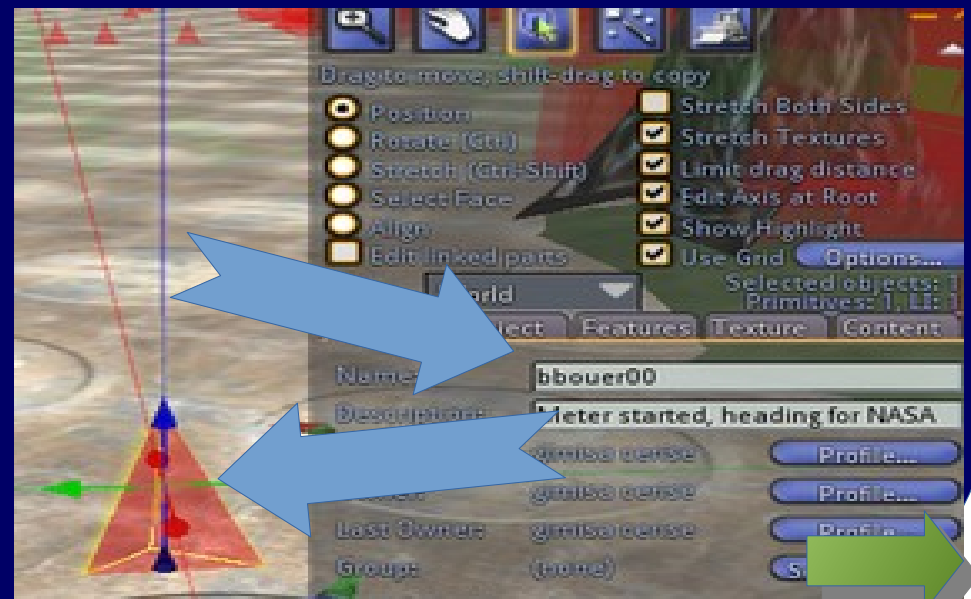
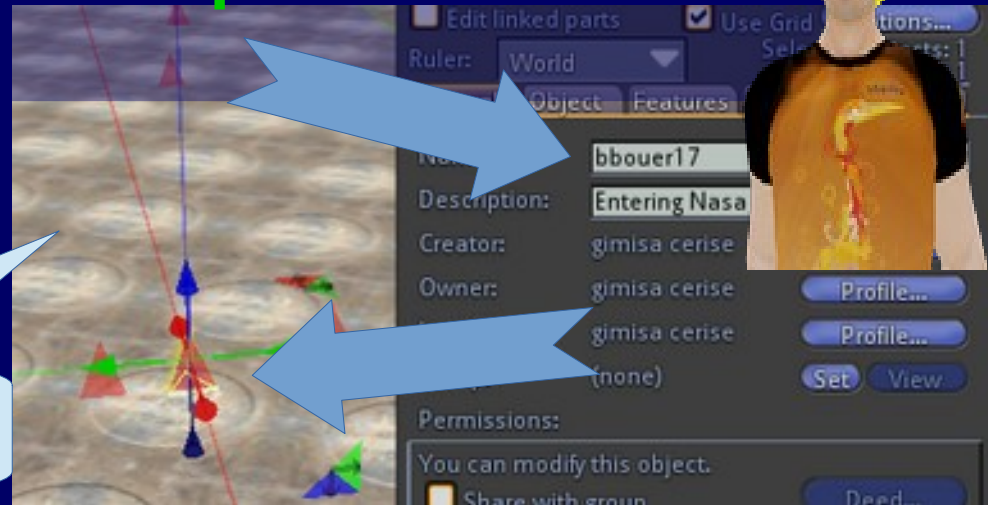
~MOTOR~ Ride-Setup



Ok so no ride number here .

No Cause we have to MATCH the existing path .

Great cause its a long ride the NASA.
Even cross regions. So how do I connect to it .



~MOTOR~ Ride-Setup



How does it know to connect to bbouer17

That is where Y rotation come in play change it to 17.1 to make sure rounding gives 17 for our bbouer00 y rotation

So you use y rotation of the marker to tell it what is next one to look for if its not in the following sequential number.

Yap and as you can see I have put speed to 5 cause there is no U-TURN to do here so the taxi will jump out quick.

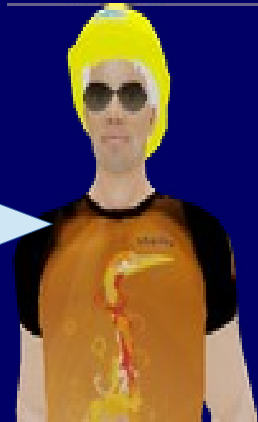
The screenshot shows a 3D software interface with a ruler at the top. Below the ruler, there are tabs for 'Object' and 'Features'. A list of objects is visible, including 'bbouer17' with a description 'Entering Nasa'. The 'Permissions' section shows 'You can modify this object.' with options for 'Share with group' and 'Deed...'. The 'General' tab is selected, showing 'Link' and 'Unlink' buttons. The 'Object' tab is also visible, showing 'Locked', 'Physical', 'Temporary', and 'Phantom' checkboxes. The 'Position (meters)' section shows X: 64.5051, Y: 6.2010, and Z: 28.3000. The 'Size' section shows X: 0.50000, Y: 0.50000, and Z: 0.50000. The 'Rotation (degrees)' section shows X: 0.00, Y: 17.10, and Z: 5.00. A yellow arrow points from the taxi image to the 'bbouer17' object in the list. A blue arrow points from the 'bbouer17' object to the 'Y' rotation field in the rotation panel. A green arrow points from the 'Z' rotation field to the right. A yellow arrow points from the bottom text box to the left.

~MOTOR~ Ride-Setup



So that is it Gim.
All done 3 rides.

Hum not quiet yet. We
need to tell the script what
are the ride name and
markers name.



So I have to edit the script I hate that!!!!.

Nop. I will save you that you will make LandMarks
instead. For this example you need three of them. You
rename them
1,bbouer,NASA
2,tbouer1,Tutorial
3,tbouer2,S-Station

So I can have any number of rides. Make as
many LM to match, rename then with :
number ,marker name, ride name
All separate by coma. No script ...
GREAT!!!



~MOTOR~ Ride-Setup



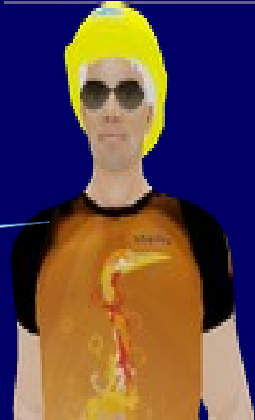
Gim one question?

What sir ??

What if someone wants to hail me??

Well for a taxi ride I have nothing realy that will allow to hail you .

That is unfortunate but I saw you have a bus stop boot. I also saw cruise sign that you can touch and get the cruise ship to pick you up . So how is that one.??



~MOTOR~ Ride-Setup



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~MOTOR~ Ride-Setup



So how do you do it for bus or tram?

Yes for a bus for exemple it normal to have stops along the way or its route.



I use the bench sit or the bus panel touch to signal to the bus that someone is there to be pick up .



~MOTOR~ Ride-Setup



So if a person sit on the bench or touch the bus sign he calls the bus

Yes . But it works only in the current region.



I am providing a bench and a sign to use in the bus vehicle. And explanation to use it.

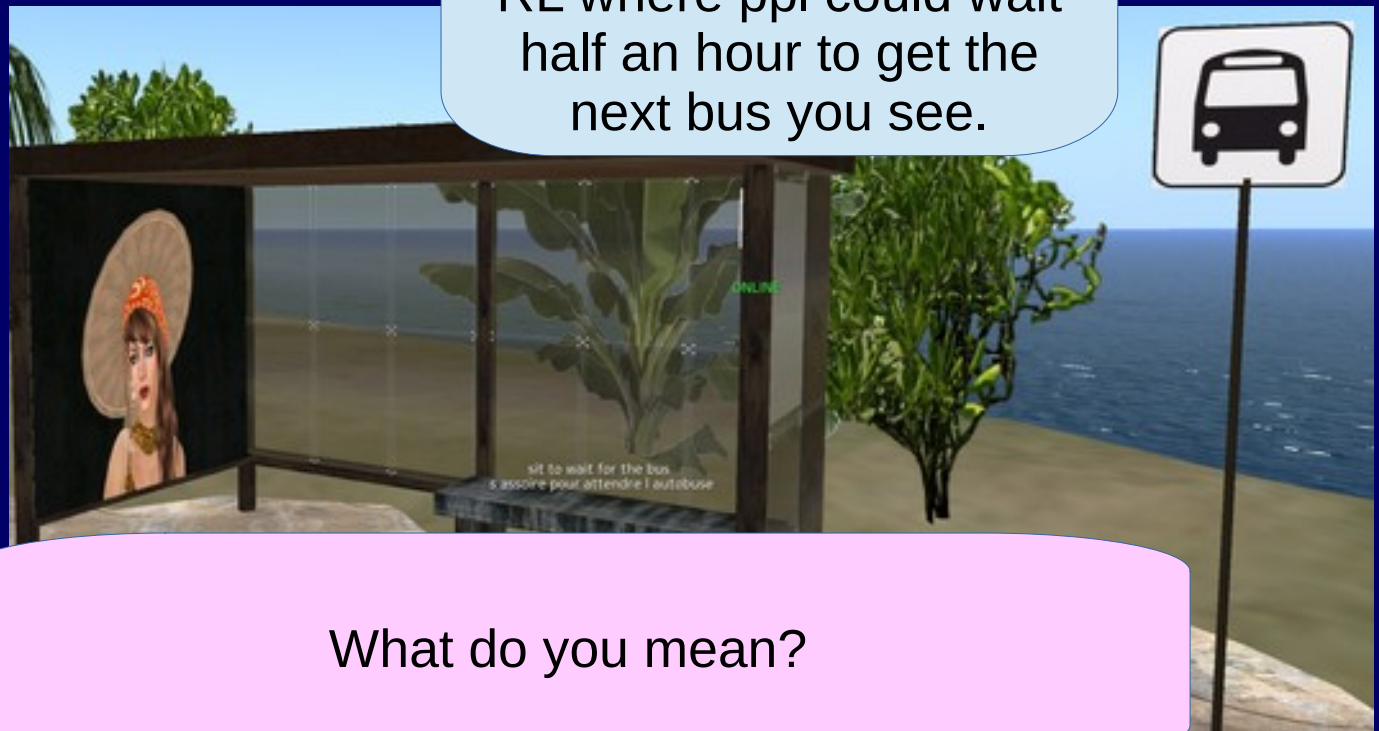


~MOTOR~ Ride-Setup



What do you mean?

Well its best if the bus is near to pick up the passenger. Its not like in RL where ppl could wait half an hour to get the next bus you see.



What do you mean?



~MOTOR~ Ride-Setup



So I rez a bus hidden somewhere close to the stop

Yes and as we learn previously you use its marker00 Y rotation to branch in to the bus path.



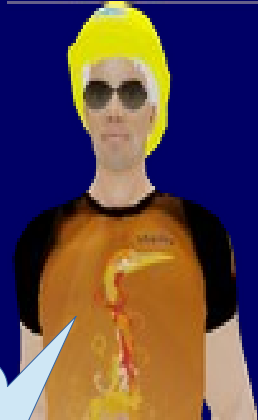
And the path has already the stop schedule in with the marker X rotation for waiting time and a welcome sentence in the description.



~MOTOR~ Ride-Setup



One more question. Can I interact with rez object. ?



You sure can . The example of the gate in gimisa8 NASA region is showing you how its done.



~MOTOR~ Ride-Setup



Great +++

It uses text in the description marker . In this case to trigger opening of the gate.



And you will put that too in the bus box



~MOTOR~

Ride-Setup

SUMMARY

- Rez the taxi and position it as you like
- Edit the description and remove the default location.
- Touch the taxi to record its position rotations in description.
- Change view to highlight transparency.
- Rez a prim and make it transparent. Name as you like no space.
- Add 00 to the end of the name.
- Position it a few meters in front of the cab.
- Rotate it in z to 0.5 to have a slow start or up to 5.0 to have a high speed one.
- Rez or copy of that prim name it with 01 , position it at a maximum of 30meter away to trace the route to the destination.
- Next prim name is 02 and so on. Validate speed z rotation is 0 for no change.
- Taxi rotation is finalized at the prim while speed is changed coming to it.
- At destination , set a waiting time in seconds using x rotation
- Create a LM , rename it in sequence 1,name of maker,name of destination
- Create up to 10 destinations.

Have FUN

GiMiSa 180329

