SSTC-RoomHUD-Notecard

Thanks for staying with us on the Space Station Thunderchild (SS TChild).

The station is part of the Thunderchild Gallery Workshop.

The Quarters come with a room insert. The insert has a control panel where the rental box and security orb are kept. A set of steel blue window panels and HUD controlled murals for each window are included.

The Quarters rental space included the Basic room module, the Hanger Bay and the connecting Corridor between the two. Entering the corridor from the central lift, the basic module is to your left and the hanger to your right. There are independent security doors on each connection of the corridor. Three total. One of the manager of the station will set your name in the doors for controlling your access and lists.

There will be a Casper Teleport pad on the corridor floor. When the quarters is available, this will work for anyone. When it is rented, it will work for the tenants and their manged list from the rental unit.

Entering the room module, you'll find the Control Panel on the left side of the door. The room has an additional door on the inside of the Corridor-Room Connection. This is a Kool Door using the Casper interface for control by the renters.

Facing the control panel, the door is on the right. The panel has four copper levers and one rezzer at the top, a bronze lever midway down on the left with two icon buttons to the right. One is for this notcard and one for a URL link to the PDF version of this document. There are five blue steel rezzers along the bottom.

The four levers at the top control the blue metal walls that cover the windows. As you face the panel, the top levers from left to right control the right window panel, then the back panel, left and front panel. Each panel has a mural in front of it that are set to transparent or an image from the HUD.

The HUD is rezzed on the control panel by touching the top right blue rezzer. The HUD will appear on the panel angled, and covers the bronze lever. The HUD has several textures that can be applied to the walls individually or as a whole. The murals are transparent from the outside. Use the steel shades to block outside view. The floor textures are separate from the walls. Any of them can be set to transparent, leaving the wall panels and floor visible.

Any of the textures available at the stores can be placed on the HUD. Visit AJ Texture Gallery in Akhsharumova or the Thunderchild Gallery Workshop below in Milda.

The Bronze lever will lower the column behind the Control Panel to reveal your Casper Rental Box and linked Casper Security Orb. The orb has three areas preset to the rental space covering the Basic Module, Corridor and Hanger. The areas extend to just outside the hull for the room and hanger. The corridor is tight on the central lift but extends out to the open area on the outside. The orb is set to Disallow by default. You will be added as a subadmin to manage your area and guests or intruders.

The five blue rezzers at the bottom of the control panel provide interior accessories for your module.
The first one is the bathroom.
The second one is the Kitchen.
The Third one is living area. (may not be set up)
The fourth and fifth one are for additions when ready.

You can contact management to see what items are available from our storage for free to put in the rezzers. Management will help set things up.

Entering the Hanger from the Corridor, you will be on a catwalk that goes around to the sides where stairs will take you to the the landing pad below .At the back of the landing pad, there is a rental meter that is slaved to the Box in the room. This provides a meter bar for rental times.

Contact AJ Leibengeist for help