SSTChild-HUD Notecard.docx
Rev. 5/4/2022
PDF: http://sl.thunderchild.net/doc/SSTChild-HUD%20Notecard.pdf

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

The HUD for the room controls the inner wall assembly. You'll find the Panel on the left side of the door as you enter the room. The panel has four copper levers and one rezzer at the top, and bronze lever near the bottom and five rezzers at 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 if that are set to transparent or a image from the HUD.

The HUD is rezzed on the control panel by touching the top 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 altogether. The floor textures are separate from the walls. Any of them can be set to transparent, leaving the wall panels and floor visible.

The Bronze lever will lower the column behind the Control Panel to reveal your Casper Security Orb. The orb has an area preset to the rental space covering the Basic Module (room) hallway and Hanger. The area extends a few meters beyond the modules. The second area covers the entry tube from the a few meters into the center stack and back to the main hall.

You will be added as a sub-admin 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 ones 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,

Contact AJ Leibengeist for help