First and foremost I would like to personally Thank you for your interest and patronage regarding the "Stasis HUD"

If you should have any questions, comments and/ or suggestions regarding Stasis HUD please don't hesitate to contact Xeph Brunsen. I would suggest typing your conveyance into a note card and sending that along with your IM in case offline IM's become capped in anyway.

You may also find it helpful to join the official "Stasis HUD" Support Group.

Paste the link below in your chat window and then click it for the group info window.

secondlife://app/group/0d19f0c8-d9be-1b6c-601f-84eef6c6585b/about

You may also view the Stasis HUD Update Blog at:

http://stasishuddevelopment.blogspot.com

Table Of Contents

Due to the amount of features and information to provide to you within this Manual we have provided each section in a notecard as well. You may at anytime click the name of the section
You may find yourself curious as to what exactly Stasis HUD is and how it may benefit you. Well, hopefully by reading onward you will learn how it can help to streamline your everyday tasks within Second Life and how it can help increase your productivity.

Stasis HUD was created to help streamline the most commonly used features of some of today's most popular used HUD's and combine them into one easy to use interface.

It was during this process that we realized how much many of us rely on our HUD's during our everyday task's within Second Life. With that experience we combined some of the most powerful tools at our disposal into one easy to use interface and Stasis HUD was created.
2 - Getting Started

After your purchase of the "Stasis HUD" you will have accepted an object named "Stasis HUD V1" which was then placed into your inventory.

To find the object you can either navigate to the "Recent Items" tab in your Inventory window or Type "Stasis HUD V1" in the search field. You should now see the object within your inventory window.

If for any reason you have accepted the item and cannot locate it within your inventory through any means of searching please log out of Second Life as the asset servers may not have updated. Logging out and back in will usually resolve this issue.

Once you have located your new Stasis HUD within your inventory, drag the object onto the ground in front of your avatar in order to rez it. You should see a small black box with the Stasis Logo on the top appear. Once the box has fully rezzed you may unpack it by simply touching it and accepting the folder that you will be offered via a blue pop up menu.

The box is safe to delete once you have received the folder named "Stasis HUD V1" into your inventory.

Navigate to that folder in your inventory by using the "Recent Items" tab or search field. Once you have opened the folder you should see the following items within it:

(Stasis HUD V1)
(Stasis HUD V1 - backup copy)
Stasis HUD Owner's Manual
If you are missing any of the above items please rez the box again and manually unpack it by right clicking on it and selecting open and copying the items to your inventory once more.

Once you have verified you have received all of the above listed items you may right click on the item named ( Stasis HUD V1 ) and select "Wear". This will attach the Stasis HUD using the bottom right attachment point. Since every user's screen resolution settings may be set differently some adjustment to it's position may be needed. You may do this by right clicking on the HUD and selecting edit. Making sure the bubble for Position is checked you can use the blue and/or green arrows to adjust it to fit your screen. Once you have completed this it will remember it's position.

If you are seeing your HUD on your screen it is now loaded and ready for use.

In the case you have verified it is attached and cannot see it on your screen. Navigate to your inventory and attach any HUD that you may own and is known to display properly. Once you have done this right click on that HUD and select edit. With the Build menu displayed hold down the ALT key and use the scroll wheel on your mouse and/or keyboard and zoom out by scrolling the wheel clockwise or toward you. Once you see the Stasis HUD you may use the blue or green arrows and move it inside the white box outline. This is your screen that is displayed and due to you resolution settings the HUD was attached correctly but located off screen. Once it is within the white box outline you can hit the Escape key and your screen will return to normal and The HUD will be displayed as normal. Once is is you may continue to adjust its position.

If you are seeing your HUD on your screen it is now loaded and ready for use.

If for any reason you still cannot see your HUD please contact us for assistance.

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3 - Main Menu
Once you are wearing the Stasis HUD you will already see some if it's included features such as the Lag meter, Radar, Compass and Clock. You can adjust these features as well as access many more by clicking on the center of the HUD. Once you have clicked on it you will be present with a blue menu, this menu is your "Main Menu" and is where you can select the different tools and menus that are provided to you.

The Main Menu will present the following options:

- Landmarks - Stores & Lists your favorite locations
- E-Mail - Second Life To E-Mail System
- TP History - History of last visited locations
- Land Info - Misc Info about current Region And Parcel
- Grid Status - Displays current grid status info
- SLURL - Creates a SLURL of your current locations
- Item Rezz - Rezz Objects within the HUD's Contents
- Stasis AO - Stasis AO controls and options
- Avatar Info - Scan for various avatar info
- Options - HUD customization options
- Stop Anim - Stop All Current Animations
- HUD Status - Enables or Disables HUD Operation (Sleep Mode)

By selecting one or more of the above listed options you will be able to access and use the tools associated with that selection. Some of the selections such as "Options" and "Avatar Info" will present you with an additional menu to select from.
You can close any menu at anytime by selecting the "Ignore" Button. This will close the menu which can then be opened again by simply clicking on the HUD.

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4 - Options Menu

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The Options Menu will present the following options:

Reset HUD - Resets Main Stasis HUD Scripts
Set Time - Set Your Local Time Zone Preference
Set Color - Customize HUD Main Display Color
Manual - Delivers Stasis HUD Owner's Manual

By selecting one or more of the above listed options you will be able to access and use the tools associated with that selection. Some of the selections such as "Set Color" and "Set Time" will present you with an additional menu to select from.

You can close any menu at anytime by selecting the "Ignore" Button. This will close the menu which can then be opened again by simply clicking on the HUD.

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5 - Stasis HUD Tools & Features

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Due to the many exciting features of Stasis HUD we have not only explained in detail but have included a separate note card on each feature to make viewing individual tools and features
easier. You can at any time select one of the following note cards to read or continue scrolling down for an explanation of each feature.

Avatar Radar:

The avatar radar is displayed at all times above the HUD. It will display the 10 closest avatars within 96 meters of your position. Along with the detected avatars name and distance it will also display a few dynamic characters. These characters indicate the status of the avatar or simply put what they are currently doing.
S - Sitting
B - Busy
T - Typing
F - Flying
ML - Mouselook

When no avatars are detected within 96 meters of your position, The radar will display "No Av's Detected In Range" Once an avatar enters range it will automatically update to show their information.

There is a rare bug where your radar will actually show 11 names instead of 10. This happens when two detected avatars are the same exact distance from you. It will not affect the operation of the radar at all, You just become the lucky recipient of an extra name on the radar until the distance changes. This is due to how SL reports the avatars position to you.

Chat Range Indicator:

You will also see a line that displays how many avatars are detected within chat range. Chat range is 19 meters from your position and is the distance your text in local chat will be output without shouting. When an avatar enters chat range the number will automatically update as well you will be notified via chat.

Due to a limitation in how Second Life Sensors work we are only able to detect and display up to 16 avatars are within chat range. This means that if there are more than 16 avatars within chat range it will only display 16. Linden Labs may update there scripting code to correct this in the future, when this happens we will issue an immediate update to correct this.
Lag Meter:

We have all had those moments when the Lag in a particular region became unbearable. We have added the ability to monitor this so that you have up to date information the sims performance.

What is Lag?

Lag is best described as a noticeable delay in the time it takes for you to do an action and when Second Life displays that action. This is often noticed is what is called " Chat Lag"

However, Contrary to popular belief most lag that is experienced is client side. This just simply means that the amount of data your Computer must transmit back and forth through Second Life is slowing down your response time. Client side lag is often a bottleneck between the following components Graphics Card, CPU and Network Connection.

How does the Lag Meter monitor it?

Well, Second Life monitors and records Lag in what is called Time Dilation. Time Dilation is the speed the server or region is running at. 1.0 means that the simulator is running at full speed and 0.5 means that region is running at half-speed.

An excellent response would be 0.98 to 1.0, where a "Laggy" Response would be 0.75 or below.

Using these calculations we have provided you with a Lag Meter to monitor the Lag of the Region.
It will display the following depending on the server conditions:

Excellent
Good
Not Bad
Laggy

It will periodically display Laggy due to scripts accessing the server. There is no need to worry when seeing it periodically. It is when it displays constantly or for more than a few seconds that is an indication to the region having difficulties.

The only solution to a Laggy region is to find an alternate place to be or force a restart of that region which can only be completed by the registered Region owner.

Compass:

The compass will display the direction your avatar is facing. Just like a Real World compass it displays the following Directions.

North
South
East
Local Time And Time Zone:

To compliment to time displayed in the upper right corner of your viewer we have provided an option to display the current time of where you live. This is the time commonly displayed on your computer.

This can be configured via the Options Menu and selecting the "Set Time" option. You can then select your time zone or manually configure the offset.

The current time is calculated via Second Life's server time which is PST (Pacific Standard Time) It will automatically update for daylight saving time once SL's servers update.

Avatar Info;

Many of the newer viewers have incorporated an easy way to view information such as an avatars UUID and / or age with just a few clicks. Seeing that this can be beneficial for many to
have quick and easy access to this information we have included that feature within the Stasis HUD.

You can view any avatars Basic information such as UUID, Age, Display Name (New Viewers) and Get a link to their profile by selecting the Avatar Info button from the main menu. Once you select that option you will be provided an additional two options. You can either display your own info or scan for any surrounding avatars info. When selecting the "Avatar Info" option the HUD will scan all avatars within 19 meters (Chat Range) and present a menu with each of their names. You can then select the specific avatar you wish to display information on.

If the avatar you wish to display information about isn't listed, please verify that you are within 19 Meters of them and/or move closer to them so the sensor can scanner can detect them.

Item Rezz

The Stasis HUD can rezz any items that you place within its inventory. You can do this by simply dragging and dropping full perm or modify and copy objects directly onto the HUD while it is worn. For objects that are not Modify you may have to detach the HUD and rezer it on the ground to add them. If this is the case simply rezer the HUD on the ground and select "No" when it asks if you wish to attach it. Right click on the HUD and select edit. You will now see a window which numerous tabs. Select the one called Contents and place the objects you wish within that tab.

The HUD will rezer the item a few meters in front of you and near your feet.

We have included a pose stand capable of handling multiple animations In your HUD. You can choose to keep this one or add your own if you wish.

To add animations to the Pose Stand simply drag it from the HUD's contents to the ground.
Open the Pose Stands contents and add in any animations you wish. Any animations added must have copy permissions attached to them or they will not work.

Once you have added your animations with copy permissions to the Pose Stand, you can delete the original Pose Stand from The HUD’s inventory. Take the one you just added animations too and place it inside of the HUD’s contents. You will now be able to Rezz a Pose Stand with multiple animations inside which you can change by touching either one of the arrows on the pose stand.

We recommend you only use this feature with copyable objects. If you rezz a non copy object and accidentally delete it, there will be no way to retrieve it.

Please when adding or deleting objects from the HUD's inventory, DO NOT delete any of the scripts within it. Doing so cause the HUD to either cease function completely and/or certain features to no longer function. We have provided a backup copy of the HUD with your package so that you will always have a non modified version in the case this happens.

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SLURL

Selecting this option will generate a SLURL of your current location. This SLURL becomes a clickable link to your location. When it is clicked an option to teleport to that exact location will be presented.

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Grid Status

One of the great features within the Stasis HUD is an automatic and on demand grid status updater. By selecting this option the HUD will post the most up to date information on the
status of the Grid.

It will post both resolved and current issues along with a direct link to the sites website for more information.

Along with you being able to retrieve the status at any time the HUD will automatically post any critical or important updates as they are posted on Second Life's Grid Status Website.

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Land Info

Selecting this option will generate the following information about both the current sim and parcel you are located in.

Sim Name
Total Avatars located on the Sim
Square Meters (Size) Of The Parcel
Total Prims Free For Use
Total Prims The Parcel Supports

Once the option is selected it will scan the region and parcel and within just a few seconds display this information on the main display of the HUD. Since this information changes constantly it will only display it for 20 seconds. If you wish to scan for the information again you will need to reselect the option once more.

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TP History
The HUD will automatically store the last 50 locations that you have teleported too. Selecting this option will present those locations to you, once a selection is made you will be presented with a map of that location with the option to teleport or view other information regarding your selection.

E-Mail

By selecting this option you will be able to send a short E-mail from Second Life to any Real World Email address.

Once the option is selected you will be presented with a menu of choices. Follow each choice and selection to create and send your message.

At this time E-mails received using this system cannot be replied too. This is due to the code within SL and how the internal servers work, It is possible that Linden Labs may update this in the future and when that happens we will immediately update the HUD as well.

Landmarks

This option will display a list of all the landmarks within the HUD's contents. When a location is selected you will be presented a map with the option to teleport or view other information about your selection.

To add landmarks to your HUD you have two choices.
While wearing the HUD you can drag full permission Landmarks onto the HUD and they will be copied to it's contents automatically.

You may also rezz the HUD on the ground and right click and select edit. Navigate to the contents tab and add landmarks into its contents that way as well.

We have included a few landmarks within the HUD which are for example only and can be deleted as you wish.

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Misc Features

Flight Assist - Allows Flight up to unlimited Heights by using the Page Up And Page Down Keys when flying.

Stop Anim - Stops All Current Animations When They Persist

HUD Stasis - Allows The User To Disable Or Enable Most HUD Operations Instead Of Removing HUD In Laggy Sims

Note*

When HUD Operation Is Disabled You Will Still Be Able To Access Your Landmarks , TP History , SLURL And AO Options And Controls.

6 - Stasis AO

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An amazing feature of the Stasis HUD is a built-in Animation Override Engine. This allows you to use the HUD as an AO.

To do so you must edit some configuration note cards and add your animations into a selected part of the HUD.

Most animations within AO's will be presented with copy permissions which will allow you to copy them from your existing HUD to Stasis.

Note: If you choose to not use the Stasis AO you may wear your current AO HUD with no interruptions. Stasis AO will only function if animations are added.

To Configure the Stasis HUD AO for use:

1. Rezz your existing AO HUD to the ground and right click and select copy and copy to inventory.

3. Rezz the Stasis HUD on the Ground

4. Right click on the HUD and select edit.

5. Click the Edit linked parts box and click on the white box labeled Stasis AO on the HUD.

5. You should then see a few textures, a note card and a few scripts.

6. Do not remove the textures or Scripts as this will affect the function of the entire HUD.
7. Copy the note card to your inventory.

8. Navigate to the folder that was just placed into your inventory and drag all the animations or the ones you wish to use into the White box on the Stasis HUD. Make sure you are dragging them into the box with the AO scripts and textures in it. The AO will not read animations from it's main contents. Refer to number 4 & 5 to verify you are placing them into the correct prim on the HUD.

9. Select the note card that you copied earlier named "PrimaryAO" and open it.

10. Follow the directions on the note card to configure the AO.

11. Once you have added your animations, configured the notecard with each animations name in its proper category and verified it is in the correct prims contents then the HUD will become operational.

12. To activate the HUD, navigate to the Stasis AO button and select reset.

12. Click on the STASIS AO button on the bottom of the HUD to turn Your AO on or off.

You can add multiple sets of animations by creating new configuration note cards and naming them anything other then "PrimaryAO" This is the default note card the HUD will always try to load first.

Navigate to the Stasis AO button to change your new AO settings and configurations.
Stasis AO Menu Options:

Reset - Resets AO and loads default note card "PrimaryAO"

Help - Gives this notecard

Load - Load alternate note cards with different animation sets if you have them setup.

Settings - Displays a list of your current AO Settings.

Next Stand - Manually changes to next stand animation.

Sit On / Off - Turns sit override on or off.

Rand / Seq - Selects Random or Sequence mode for automatic stand changes.

Stand Time - Selects the time between standing animation changes.

Walks - Selects your walking animation

Sits - Selects your sitting animation

Ground Sits - Selects your animations for forced ground sitting.
7 - Troubleshooting & Known Issues

We have decided to list all known issues or rare instances of problems our undesired behavior of the HUD here.

Although few, some we are currently working on and others are updates to the code within the Second Life servers that Linden Labs will need to perform.

1. Radar displays 11 people sometimes and not just 10.

   There is a rare bug where your radar will actually show 11 names instead of 10. This happens when two detected avatars are the same exact distance from you. It will not affect the operation of the radar at all, You just become the lucky recipient of an extra name on the radar until the distance changes. This is due to how SL reports the avatars position to you.

2. Av's within chat range gets stuck at 16 even though there are more than 16 avatars within chat range.

   Due to a limitation in how Second Life Sensors work we are only able to detect and display up to 16 avatars are within chat range. This means that if there are more than 16 avatars within chat range it will only display 16. Linden Labs may update there scripting code to correct this in the future, when this happens we will issue an immediate update to correct this.

3. Avatar info does not display the avatars correct display name if they are using a viewer that supports it.

   At times the servers that return this information to us becomes bogged down with requests.
When that happens a display name will not be returned, instead the avatar's original name will be displayed. Most times scanning for that avatar's info a second time will get a timely response.

8 - Comments & Suggestions

First and foremost we thank you so very much for your interest and use of our product. Your patronage will allow us to build upon the Stasis HUD further and continuously update it with new and exciting features.

We always want to know what you think of the Stasis HUD and what you would like to see in the future added to it. Therefore, we ask that if you have any comments or suggestion to list them on a note card that you can send to Xeph Brunsen. All comments and suggestions will be reviewed and taken into consideration for future additions and overall improvements.

Thank you again for using the Stasis HUD