
Users Manual - A-Pose Animator Engine system

document revision 02.29.2024 © A-Pose by AposeTech

Please read the documentation carefully. It looks long but only because it explains everything in detail.

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Section 1 - Quick start!

After rezzing your new item, it may be already started and ready to use.

1. If you point your mouse over and it shows a seat icon it is running and you can sit by clicking on, or right click - sit.
2. A-Pose will load the default Pose for you.
3. Click it again, and from the menu choose "Get HUD!"
4. You might receive a dialog box asking for permission for the HUD to attach - please allow.
5. The HUD will attach to the top left corner of your screen and it is ready to use.
6. Select an image on the right side, click it. A-Pose will load the Pose for you!

After restart, A-Pose:

1. First it will load the Pose data and you can see the progress percentage in a hover text.
2. then it changes to "Ready" when it is ready to use.
3. the hover text will disappear soon.

Section 1-1 - Good to know

- A-Pose is designed to be used by a HUD attached to your screen, or a remote rezzed nearby - might be distinguished as a picture on the wall - it depends on the creator.
- The HUD has a setup menu! Click and hold the top-left box. In the menu, you can resize the HUD for smaller or larger.
- A-Pose can, and will seat as many avatars as many seats (Animator scripts) it has. If a selected Pose has less animations than seats available, they will be moved to "Spare seats".
- A HUD belongs to one particular item. You don't keep it, as you detach the HUD it disappears - not taking up space in your inventory. Just click again, "Get HUD!" and you have it again - it only takes 3 clicks.
- Dialog menus time out after 60 seconds.
- If you stand up from A-Pose, a HUD stops functioning and it won't present touch menu. If you sit down again, A-Pose will re-seat you and the HUD resumes to work.
- If you TP away, or the A-Pose object is removed (taken or deleted) the HUD, and auto-attached attachments will detach in a few minutes and disappear. Attachments attached from the inventory by you will stay.
- A-Pose attempts to stop any running 3rd party animations when an Avatar sits down. It affects AOs, including posing, face, hand, tail (etc) animations. It can't, of course, keep the AOs from running them again, so when the AOs cycles animations they will play. It can circumvent the situation for another Avatar who arrived later, to see your Avatar in a random Pose sitting weirdly inside the object.
- When an Avatar sits on A-Pose, a message is sent on channel -1 to the Avatar UUID, with an "AO OFF" message. It can be used to write scripts to turn off motion AOs that are unnecessary when A-Pose is supposed to animate the Avatar. Similarly, when standing up, animations by A-Pose are stopped and an "AO ON" message is sent. For more details on remote controlling AOs, see "A-Pose Modders Manual".
- When an Avatar stands up from an A-Pose object, as a courtesy it will attempt to run an animation (as defined in !CONFIG notecard) on them so they stand animated.
- Any objects, props or adjusters are removed from the sim if the rezzing object disappears (deleted or taken). If it's rezzed again, permanent adjusters, if they were rezzed must be rezzed and prepared again (see Section 1-5).
- A-Pose can, optionally, limit the use of itself to the avatars sitting on, * AND * animated by the selected Pose. This can be useful when it is used at a public place because it helps avoid unwanted behavior, trolling of others.

For example an Avatar sits with another Avatar of their choice playing a Couples Pose.

A third Avatar sits down (and if there are available seats, they are able to sit, and moved to a Spare seat).

The third Avatar can change the Pose to something else possibly against the other two Avatars will, adjust their positions etc.

By default Control permission ([Setup] / [Permissions] / [Control]) is set to "Anyone can control: yes" allowing any Avatars take control: change Poses, adjust etc.

If Control permission is set to "no" only those Avatars who are animated by the selected Pose can select another Pose, adjust etc.

- A-Pose uses a [SL Land Experience](#) to give attachments in a simple way. While it is working without the Experience as well, it is practical to allow it for the smoother, quicker, easy operation.

To do so:

1. In the menu of your SL Viewer, click Avatar
2. click Experiences
3. in the Search field, copy-paste [A-Pose Animator Engine](#)
3. click Go
4. in the pane below, double-click "A-pose Animator Engine" by Pamf Ethereal
5. the Experience profile panel appears, click Allow.

For the Experience to actually work, the owner of the parcel (or region) must add it to the lands Allowed experiences list.

To do so:

1. In the menu of your SL Viewer, click World
2. click Parcel details
3. select the Experiences tab
4. at Allowed Experiences click Add
5. copy-paste A-pose Animator Engine
6. click Go
7. in the pane below, double-click "[A-pose Animator Engine](#)" by Pamf Ethereal
8. click Ok.

Both operations have to be done only once.

For more information about Experiences, please see the [relevant article at the Second Life website](#).

Section 1-2 - HUD

The HUD contains pictures of Poses the item has, equivalent of a dialog menu, just better - the user can see what a Pose actually is. May it be a sit, cuddle, massage Pose - you see what they actually look like and select the one you want simply by clicking on it - and A-Pose plays it for you.

Avatars sitting on (and animated by) A-Pose can get a dialog menu and able to control the item through a HUD. If you stand up, the HUD stays but A-Pose no longer listens to it - unless you sit again, in which case it re-seats and the HUD resumes working.

The HUD structure:

- Top left corner - If the HUD is in the way, click the box at the top left corner and it hides. Click again, and the HUD shows again.
- On the left side column of the HUD, are Categories. There may be up to 21 Categories as defined by the creator - can be anything - Massages, Cuddles, Sits, animation sequences etc.

Clicking on a Category loads the Poses assigned to it, and they are visible on panel to the right of Categories. Every page can display up to 8 Poses, and there are 8 pages - flip between them, back and forth, previous or next, by the "Prev / Next page" controls of the top row above the Pose display. Check out the selection and pick one - that's all it takes.

- Top right - the Control row:
 - o Swap - loads the "Swap seats" dialog menu
 - o Adjust - loads the Adjustment dialog menu (if allowed)
 - o Prev/Next page - flip through the Pose pages below
 - o Prev/Play-Pause/Next sequence - loads the previous or next Pose in a Sequence, or pauses/restarts it

In the middle of the top row, are Sequence controls. If a sequence is playing, you can step back to the previous Pose or to the next, or pause / resume the cycling of them.

- Bottom right – the Pose display – there are the images of Poses you can choose from. There may be up to 8 pages of poses in each categories, and you can flip through them using the Page Prev / Next buttons above.

The HUD has a setup menu. Click and hold the top left box for 2 seconds, and a dialog menu will appear.

Setup menu items explanation:

- o [Full bright] - Turns the object bright, or not. When attached, the default is bright, if rezzed, not bright.
 - o [Resize -] - Shrinks the HUD by 10%
 - o [Resize +] - Enlarges the HUD by 10%
 - o [Default size] - Sets the default HUD size
 - o [Load config] - Reloads the HUD configuration (!SETUP notecard) in case you changed it.
 - o [Connect] - Gives instructions how to connect a rezzed remote (HUD) to an A-Pose object.
 - o [Reset] - Resets the HUD
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Section 1-3 - Touch menu

Certain functions of A-Pose are available through a touch menu. These are:

- [!Get HUD] - Offers a HUD for the user to attach. Allowing it might be necessary in a dialog presented by the viewer.
 - [Attachments] - Presents a dialog box to add attached props of the selected avatar (if the selected Pose has any)
 - [Detach from..] Presents a dialog box to remove attached props of the selected avatar (if they were auto-attached)
 - [Attachments] appear only if “! Attachments” script is present in the object.
 - [Swap seats] - Presents a dialog to select a seat (Avatar name) to be swapped, then another to choose which other Avatar to swap seats with.
 - [Adjust] - A submenu for adjustments:
 - [Rez adjusters] - Rezzes adjuster prims for easily adjustment of avatars by moving them (See Section 1-5).
 - [Adj. Menu] - Presents a dialog menu for adjustments (Avsitter style)
 - [Restore] - Reloads the selected Pose, un-doing any adjustments
 - [Finish] - Removes adjuster prims
 - [Save] - Saves the adjustments to the memory (owner only)
 - [Setup] - A submenu for settings:
 - [Connect] - Connects a remote (HUD or rezzed) to the A-Pose system. The remote must within 20m range and awaiting connection (See Section 1-2)
 - [Load ADJ NC] - Reloads Pose data from the notecard(s)
 - [Load ATT NC] - Loads attached props configuration notecard (see Section 1-7)
 - [Load CFG NC] - Loads configuration notecard (see Section 1-6)
 - [CommChan] - Tells the units actual communication channel
 - [Dump poses] - Lists the adjustments (Pose data) stored in memory to be copied to the !ADJUSTMENTS notecard (see Section 2-2)
 - [Rez Perm Adj]. - Rezzes permanent adjusters - Owner only (see Section 1-5)
 - [Reboot] - Restarts A-Pose
 - [Permissions] - A submenu to set Permissions:
 - [Users] - Who are allowed to use (Owner, Group, All)
 - [Pose adj.] - Who are allowed to adjust Poses (Owner, Group, All)
 - [Perm. adj.] - Who are allowed to adjust Poses using Permanent Adjusters (Owner, Group, All)
 - [Control] - Allow anyone sitting to control: change Poses, adjust (does not override the above settings): (Yes, No)
 - [User menu] – A-Pose offers a User menu that can be used for anything your content creator have in mind. A-Pose offers several options, such as Textures and Themes. By default, if the feature is active it appears as [Customize]. By clicking it, there are two more options:
 - [Themes] - To change the general theme of your item, by adding Themes pre-defined by the creator
 - [Textures] - Don't like the pillow texture set by the Theme of your choice? No problem! You can change it here (if the items creator creates such option).
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Section 1-4 - Swapping seats

- A-Pose offers Smart Swap - easy seat swapping - select who to swap (by Avatar name) and swap with who (also Avatar name). If there are seats not taken by any avatars, they are named "Seat 1" to "Seat x" depending on how many seats the

unit supports. Any Avatars can take any other seats.

- Click the "Swap seats" icon on the HUD, or click the item and from the dialog menu choose "Swap seats". Then click the name who wants to swap, and in the next menu click who to swap seats with.

Section 1-5 - Adjusting Poses

To adjust Poses, a user can

- click the A-Pose object, and in the top level menu select [Adjust]
- click the Adjust button on their HUD
- click the Adjust button on the rezzed remote controller

There are two ways to adjust Poses:

- using adjuster prims
- using Avsitter-like adjustment menu
- To use adjusters the owner can select [Adjust] in the top level menu, then [Rez adjusters] Adjuster prims will rezz and join the avatars sitting. By editing and moving them, the owner can adjust the Poses.
- Alternatively, any user can adjust Poses through the touch menu: in the top level menu select [Adjust] then [Adj. Menu] Select [Avatar], click the name of the user whose Pose needs adjustments then use the menu to make adjustments.
- When done, in the top level menu select [Adjust], then:
- [Save] option in the Adjust menu saves the adjustments to memory making it permanent (until the next restart of A-Pose). Regarding saving the adjustments data to notecard so it survives a restart, please see "A-Pose Creators Manual Section 1-4 - Saving adjustments".
"Save" is an owner only option.
- [Finish] option in the Adjust menu will hide the adjuster prims if they are permanent, or removes them if they are not.
- A-Pose offers a unique feature called "Permanent adjusters".
Permanent adjusters are the same adjuster prims the owner can use, except they **can be used by anyone even if they don't have "Edit" permissions** for the owners objects.

To use it, first the owner must initialize them following these steps:

- in the top level menu select [Setup] then [Rez Perm Adj.]
- adjusters are rezzed for every seats
- edit one adjuster and at the bottom left corner of the General tab in the Edit panel, set the "Anyone: Move" checkbox
- the adjuster will disappear inside the object
- repeat the step above for every adjusters

The adjusters remain rezzed inside the object and will appear if any user clicks the [Rez adjusters] button in the [Adjust] menu. Anyone can edit and adjust them afterwards, and after clicking [Finish] button in the [Adjust] menu they hide inside the object again.

- If an adjuster moved farther than 20 meters from the items location in any direction, it will reset to its original position.
 - Permanent adjusters, as well as any props rezzed by the item automatically removed from the sim if the item is restarted, or disappears (taken or deleted) after a few minutes.
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Section 1-6 - Configuration settings (!CONFIG notecard)

- The !CONFIG notecard contains global settings for A-Pose. End users usually don't have to change these settings, as they were set by the creator of the item.
 - The !CONFIG notecard can be edited any time and the changes may be loaded through the Setup menu.
 - Detailed explanation of the !CONFIG notecard can be found in the A-Pose Creators Manual.
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Section 1-7 - Attachable props settings (the !AttachedProps notecard)

A-Pose can be configured to give the seated Avatars props to attach, or attach them automatically.

Which Poses give what attachments to which avatars (seats), can be configured in the !AttachedProps notecard.

As the end user normally don't have to change these settings, in detail it is explained in the A-Pose Creators Manual.

The [Attachments] button may appear in the touch menu if the "! Attachments" script is present in the object.

Section 2 - Modding A-Pose

When A-Pose detects link change (it is being linked or unlinked) it unsits any Avatars sitting and adapts to the situation.

About communicating with A-Pose in order to acquire extra functionality, please refer to "A-Pose Modders Manual".

An example script "3rd Party example script" is included in the package for anyone to experiment with.

For deeper details about how A-Pose works, please see the included "A-Pose Creators Manual".

Section 2-1 - Adding-removing Poses, animations, props

A-Pose can have nearly unlimited number of Poses and the HUD currently can display (currently, 35 categories *8 pages *8 Poses per page =) 2440 individual Poses.

Counting with 2-4 animations per Pose it means it supports 3000-4000 animations and optional props for each.

3rd party scripts, tools, HUDs, remotes, scripted objects can control A-Pose even beyond the limits of the HUD or add functionality it doesn't have.

For details please see "A-Pose Modders Manual".

Section 2-2 - Updating the !Adjustments(x) notecards

Adding animations to A-Pose is simple, a Pose data line must be constructed to be written into one of the "!ADJUSTMENTS(x)" notecards. After adding a new Pose to the notecards and they are reloaded, the new Pose is ready to adjust and use, by chat commands.

For details please see "A-Pose Creators Manual Section 1-2 ~ !ADJUSTMENTS notecard structure".

In order of the new Pose appear on the HUD it needs to be updated, as well.

Section 2-3 - Updating the HUD

Updating the HUD in order to make the new Poses appear is a little (but just a little) less simple. The HUD contains a "!SETUP" notecard that assigns Poses to categories and pages.

For details please see "A-Pose Creators Manual Section ~ Section 2-1 ~ HUD configuration".

In order to have a picture of the Pose appear on the HUD the owner must create screenshots and prepare (edit, crop etc) in an image editor making them ready to create or modify a HUD page with. While it sounds more complicated than it really is it requires further explanation.

For details please see "A-Pose Creators Manual Section ~ Section 2-2 ~ HUD customization".

Section 3 - Chat commands

A-Pose is not quite meant to work with chat commands, just like with dialog menus. Regardless, for the sake of simplicity and compatibility, it takes a few chat commands, therefore it can be used from the chat - given the User knows what Pose they want, by name or serial number.

Section 3-1 - Chat commands details

A-Pose accepts chat commands from the avatars sitting on (and optionally, animated by A-Pose).

- "a-pose" - every chat command begins with this
- "load" - load a Pose, called as {name}, name, or serial number
 - "swap" - loads the "Swap seat" dialog menu to the user
 - "stop" - unsits avatars
 - "adj" - loads the Adjustment dialog menu to the user
 - "save" - saves the Pose adjustments, if they were adjusted

Example:

- a-pose load {Chat}
- a-pose load Chat
- a-pose load 1

Caveat: if a Pose name begins with a number (for example, "12Message") and called without {} brackets A-Pose understands it as a number and plays the Pose with serial number 12.

Either call it as {12Message} or by its serial number.

Section X - History of A-pose

From my very first days @SL, which means over 16 years ago at the typing of these lines I owned land, and of course, furniture. It didn't take long to build the first of my own, getting and adding animations of my own choice - and soon I realized, after the 3rd dozen Poses added, I don't really remember anymore what Pose name means what animations exactly..

With this in mind, I've created a hack for the X-Pose system that used a HUD (or wall remote) with images, actual pictures of avatars displaying the animations of Poses - with a simple click I could select the one I wanted. And not just me, but anyone I showed it figured it out in moments, after all, selecting a Pose that LOOKS good is a much quicker, friendlier and more practical way than the clickety-clicks going through endless dialog menu chains, and forgetting the dozens of made up Pose names already. Just a selection of a category - cuddles, massages, sits, anything you want - and you get flippable pages with actual pictures displaying Poses in that category.

In the meantime MLP, MLPv2. and X-Pose became old and dated, buggy, reluctant to work.. And then there is Avsitter, which is the only more or less recent system, yet it has its own problems too. Not wanting to cope with hacking or dealing with the drawbacks of any of these, after 10 months of work A-Pose was born.

Started as a private project, but as development progressed we realized this might be a product to benefit everyone in Second Life. Finding a partner to test and use it, particularly while in development was difficult – but successful, and by now we have plenty of items built entirely on A-Pose.

Welcome to the XXI. century and a new generation of cool, quick and user friendly animator engine.

Welcome to A-Pose.

Contact information

Internet:

- Website: [A-Pose Website](#)
- E-mail: aposetech@a-pose.net

Second Life:

- A-Pose Group: [A-Pose Help and Support group](#)
- Developer: aposetech resident (for inquiries and specific problems only, please)