

Seating in RLC the easy way

No zabby is complete without the ability to snuggle up to a beloved, watching the sunset in the forest on a tree trunk or listening to the sounds of waves while sitting on the edge of the pool.

In other words, getting seats correct is important.

Most decorators over the course of time have developed some sort of method, often depending on some large file with offset numbers and size adjustments to make sure that a person sits as expected in a believable manner.

Getting it entirely wrong is funny. Avatars that seem to be gobbled up by a couch or sink in as if they are in serious need of a healthy diet or curious float as if driven upward by farthing are things we best avoid.

The wall seat method was developed some 3 years back based on simplicity and features. Very literal all you need to remember are 5 facts. Many of the top decorators have adopted this method, yet most starters still fumble onward with less easy methods.

In short

- Make a wall prop.
 - Scale it to 0.2x, 0.5y and 1.5z.
 - Put on the script Chair 2 Seat with parameters 0 and 0
 - Place it about where you think your feet will be when you sit
 - Position it 1 **above** the floor (either check the floor prop y position or open F2. Find your current y position. Subtract 600, add 30 and use that number on the wall
- Sit on the wall. Stand up again. (If you do adjust the wall while seated you will have trouble standing up. Either go into closet or click again at the wall to sit)
- Adjust so till you sit natural, facing whatever direction you want. While seated, add any prop you intend to sit on
 - Move, Scale and position it till where it seem to support the body.
- Duplicate the same wall around the same prop. Think of your position as body language. How would you sit if you are upset, how if you are interested.
- Make the walls invisible and close the editor. Notice that each seat position can be easily found, with the mouse.
- That is it

Now slowly and why

First we need to know what sitting really is. When we sit we really undergo an animation. Notice that, like most animations such as dance and eat, the body stays at the same position in the F2 legend. In effect this means that wherever we click on a prop with a script that emote the avatar we will stay at the position of that prop and do the action.

What is sitting?

Try this: Move the seat wall high up. Notice that your avatar seems to rise, properly sit, before gravity takes over and impales us with the soft parts onto nearby furniture.

It proves a point though: All that sitting seems to be is our avatar bend backward. This explains also why it is impossible to make a seat for all sizes, despite what some high ranking decorators tell you. Our avatar bends at certain points and if we are like mini we will bend our knees much lower than some large avatar. There seems also to be difference in the old and new style avatar. So... no way you try you can scale a couch to sit everyone nicely. What you can however do is make two clicks.. one for male and one for female. Explanation follows later.

Why not a hotel chair

So... why not use a chair like hotel and hide it. I agree it is a valid point and saves the initial sit. The wall has no obvious front/back so half the time you will sit the wrong way at first. That said. The hotel chair is a more complex prop than a wall. And, in case you use it also for texture... then you will have a load of chairs. The wall is utter useless as building material, so can be easy found in the editor. Also... the wall is center based prop. Which is very useful since it allows us some nifty shortcuts.

Why the strange scale of 0.2x, 0.5y and 1.5z?

Well there is method to the madness. The issue is that the seat panel prop is flat. It is therefore difficult to click and often is placed on the chair instead of under it. Also... decorators use flash scripts to put nice textures in, and flash wins the mouse pointer battle. That is... if you have a flash texture you will not see the sit mouse pointer. For this reason the wall had to be tall enough just to poke out of most benches and couches and also be 3d so it would be easy to select from top, sides and front/back. It also should not be too big, unlike the flawed normal method where the entire couch is clickable we much rather have people sit on the armrest, or on the back of the couch... think of being so close to the legs of someone who sit just over your shoulder... your hand softly massaging her ankles, your tongue poking small circles on the knee while * baff * ok ok... I lost track for a moment.

Can this also be used on other scripts?

Glad you asked... and indeed it can. All we need to know is that there are two types of scripts: Floor and F2y scripts. To recognize them is easy. All scripts that have a blue dude holding a glass are F2y based (smoke, eat, snack, pills, mushroom and pickup object). All others are floor based. What does this mean?

All floor based script move the body to the location of the prop that has the script (in our case a wall) and it will add automatic 571 to it... so to avoid having some guru levitation experience it is needed to make it at the floor plus 1.

All F2 based scripts are written by someone else... who forgot to put the extra 571. So now the avatar moves to the same location as the prop. Even if that is below the floor... which shortens the time you be with your friends considerable. So to avoid that we can use a nifty solution: Just rotate the wall upward!! So like rotation of 180x and then place the wall at exact the same as our F2 location. This works all the time, even in free space. By rotating the wall down, the user still can click at say pickup snack or drink and not be pushed under the floor.

Dealing with special seating

One of the key reasons for the wall seat method is that it allows different height sitting. Think of sitting on the lap of your beloved... not in a Siamese twin sort of way, but proper... and able to see each other. What if you want to sit in the forest... and she sits on the table... you having a great view of ehmm... the local wildlife.

Or what if you like a bed with both types of sex and a place to lapdance and a few places to put your socks back on after the intimate moment (serious, I should not have to say that you cannot make love with socks on). All this requires a bed with multiple engagement points... or multiple walls that each do different things... from sit, lapdance, sex etc.

How to do it?

The trick is as follows and really easy.

- Place a wall with seat script too high!!!
- Put a flat plane under it, also too high but obvious below the wall.
 - Make it collidable ... and for the time being texture double sided (otherwise finding it back is not so easy)
- Sit as before and now **lower the flat plane**. This has the effect of slowly sinking you till your arm hits the bar or other object that you want to sit on.
- Stand up and move the wall closer to where you think it needs to be to sit properly. Sit and test till you are happy with it.
- Now lower the wall to the **same Y location of the flat plane + 1**. In effect you now avoid the airwalk and fall.
- Copy the **exact x and z from the wall** and place those on the flat plane. This centers the flat plane exactly under the wall, which is where it holds up the body
- Rescale the flat plane to **0.01x and 0.01z**. Keep the Y at 1. This makes the flat plane highly unstable as collidable, which is great because we do not want to walk in it all the time. It will just support us sitting but not block normal walking.
- That is it...

Eat pills

Same as above (blue dude so rotation of wall 180x and location at your F2). Notice that commonly we want the wall to go over the pill tray. In order to pick a pill exactly from the tray the following should be true:

- Script Eat Pills: Forward Offset **-160**
- Location of the pill tray is F2 position minus **220** and exact the same x and z as the wall... or the other way around

Eat Mushrooms

Same method as above with rotation of 180x and location of your F2

- Script Eat Mushroom: Forward Offset **-103**
- Mushroom is at F2 Y position minus **152**

Hookah

Same method as above with rotation of 180x and location of your F2

- Script Smoke Hookah, Offset -180
- Scale of hookah should be kept at 1 or it becomes some sort of snake

Male female sitting

- Male wall: Scale 0.3x 0.3y 1.5z This makes it beyond the taller and thinner female wallseat.
- Female wall: Scale 0.2x 0.6y 1z. Position Same as Male wallseat, but Y 45 higher and horizontal 55 away from Male wall seat.
- Tell visitors that ladies should click above the chair; guys should click below the chair.

Questions?

Enjoy decorating as much as we all do. There is a benefit in creating your own world. Often in real life impossible yet here with a few pixels at least for some time we should be able to impress both our friends as ourselves with creating a wonderful conductive environment.