

Guided tour system list of notecard commands

vers 5.4.1

X. execute now

T. execute once on target

S. settings won't change until used again

Vops = default is set in vehicle by owner menu options

Command	Type	Syntax	Default	Action
first char of line after heading (everything up to ": ") was suppressed				
/		comment line		
@	X	camera command		generated by the tourmaker hud
<		waypoint command		<x,y,z>/<x,y,z> destination point / look at point for tilt and rot
#		sound command		
\$		command line		
Motion commands				
pause	X	\$,pause,N,		next move won't start before N seconds
linear	S	\$,linear,	linear	with engine 1 only. set speed regular
nolinear	S	\$,nolinear,	linear	with engine 1 only. old mode less sensitive to collisions with ground or objects
prec	S	\$,prec,	2.0 m	set distance from waypoint we proceed to next. important in nolinear mode
tilt	S	\$,tilt,M	Vops	Set tilt vehicule mode M. can be no, point or cam
tiltCAM	S	\$,tiltCAM, depreciated	Vops	tilt vehicule according to your camera forward point at time you recorded
tiltOFF	S	\$,tiltOFF, depreciated	Vops	do not tilt vehicle. stay horizontal (for boats etc)
tiltPOINT	S	\$,tiltPOINT, depreciated	Vops	tilt vehicule according to next waypoint recorded
rot	S	\$,rot,M	Vops	Set rotation vehicule mode M. can be no, point or cam
rotCAM	S	\$,rotCAM, depreciated	Vops	turn vehicule according to your camera forward point at time you recorded
rotOFF	S	\$,rotOFF, depreciated	Vops	do not rotate vehicle. (for balloons etc)
rotPOINT	S	\$,rotPOINT, depreciated	Vops	rotate vehicule according to next waypoint recorded
engine	S	\$,engine,n,	1	changes the motion engine. 1=default, 2= non-physics that can go through objects
relative	S	\$,relative,	absolute	waypoints are relative to base position, used for portable tours
absolute	S	\$,absolute,	absolute	waypoint are absolute
speed	S	\$,speed,s,	Vops	set vehicle speed
position	T	\$,position,		set vehicle to exact target when target is reached
wait	X	\$,wait,T,C,S,		waits maximum T sec. before continuing unless string S is heard on channel C

waitclick	X	\$,waitclick,T,		waits maximum T sec. before continuing unless clicked
pulse	F	\$,pulse,D,		used in pre 5.4 for region crossing. D can be -x west, +x east , -y south , +y north
		tourmaker HUD v5.4 no more uses the \$,pulse command		
warp	T	\$,warp,x,y,z,		instant move the vehicle to x,y,z in same region
Chat commands				
chatmode	S	\$,chatmode,say,	whisper	defines how lines not starting with < \$ @ / or # are chatted: say or whisper
		NOTE: very long lines will be truncated.		
tempo	S	\$,tempo,	5.0	change time in seconds between whispered lines
say	X	\$,say,N,text,		say text (on channel N)
whisper	X	\$,whisper,N,text,		whisper text (on channel N)
shout	X	\$,shout,N,text,		shout text (on channel N)
regionsay	X	\$,regionsay,N,text		region say text (on channel N other than 0)
IM	X	\$,IM,text		instant message to all passengers
Sound commands				
playUUIDsound	X	\$,playUUIDsound,U,		play a sound by UUID U. must not be in content
loadUUIDsound	X	\$,loadUUIDsound,U,		preloads a sound by UUID U. must not be in content
#	X	#sndname		play a sound from content
##	X	##sndname		play a sound from content in loop
###	X	###		Stop sound
SndLevel	S	\$,SndLevel,L,	1.0	set sound level to L (0.1 to 1.0)
Avatars commands				
anim	S	\$,anim,A,		changes passengers anim to A (for non-Avsitter vehicles)
AVpos	X	\$,AVpos,M,		triggers Avsitter menu M
give	X	\$,give,I,		gives inventory item I to all passengers
unsit	X	\$,unsit,<x,y,z>,		unsits passengers, trying to give them a push with vector x,y,z
rez	X	\$,rez,O,x,y,z,a,b,c,d		rez object O at position <x,y,z> with rotation <a,b,c,d>
eep	X	\$,eep,name,	or free	loads environment name (in content)for all passengers. Needs The Elite experience
tp	T	\$,tp,region,x,y,z,o		teleport all passengers o is orientation in deg from E. Needs The Elite experience
Branching commands				
GOTO	T	\$,GOTO,N,		jumps to line N of notecard (first line is 0) used for endless loop tours
savepoint	X	\$,savepoint,		saves actual waypoint destination
gopoint	X	\$,gopoint,		go to saved point
warppoint	X	\$,warppoint,		instant move to saved point

continue	T	\$,continue,_N,		Continues tour with notecard _N (for very big tours as notecards are limited to 64KB)
choose	T	\$,choose,_N,		pauses the tour and asks passengers to choose next notecard to execute from notecards starting with prefix "_N " (notecard starting with _ are not offered at start) continues if no answer in 30 sec
Misc commands				
NOtemp	S	\$,NOtemp,	temp	makes vehicle no temp on rez. it won't delete when unseated
TEMP	S	\$,TEMP,	temp	makes vehicle temp on rez
phantON	S	\$,phantON,		makes vehicle phantom. N: when avatars are sat on it it's not really phantom
phantOFF	S	\$,phantOFF,		makes vehicle not phantom. solid
messlinked	X	\$,messlinked,P,I,S,K,		sends linkmessage to prim P, with integer I, string S, and key K (for specialists)
debug	S	\$,debug,	false	toggle debug mode
ChkFrq	S	\$,ChkFrq,time,	0.2	change internal time increment in sec
massfact	S	\$,massfact,factor,	0.5	changes mass factor the influence vehicle rotation inertia
reset	X	\$,reset,		reset the script
plugin	T	\$,plugin,command		calls fullmod plugin script. you do whatever you want there
name	X	\$,name,		change name of vehicle