

CASTLE Q - Series B III - INSTALL AND CONTROLS 2012

Thank you for purchasing a Castle Q
If you need help please log into our website:
<http://www.slcastles.com/Help/>
or email Qabalah Quintus

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1 =====
 CONDITIONS and GUARANTEE
 1 =====

WE DO NOT TERRAFORM. Please have your land prepared or hire a professional Terra-former.
 The Rezzar has a Terraform function but may not be reliable in extreme cases.
 This Castle has been programmed to auto REZZ and build itself on your land.
 If you need your Castle installed we can provide that service on a quote-by-quote basis.

Standard Castles are supplied NO MODIFY. A Mod/Copy version is also available.
 However, once you make modifications of your own we cannot offer free support
 so any help or repairs to an altered Castle will be quoted on.

Otherwise all standard Castles are guaranteed to look and work as on display at
 Castle Q and any upgrades we make to your model will be provided to you free of
 charge on request. You can also trade in your old Castle and purchase a larger
 one for the price difference at any time as long as you return the old Rezzar.

2 =====
 AUTO REZ CASTLE
 2 =====

Look in your inventory for the Castle Q Object named REZZER, usually found in
 Recent Items.
 Choose a central flat location for your Castle and place the REZZER on the ground.

If your land is not flat use Terraform or Edit Terrain
Mark out an area the size of your Castle with Select
Click then Drag your mouse to make a yellow rectangle,
Then select Flatten from the Terraform window menu
and Apply to selection until the land is flat.

The REZZER is positioned at the center of your Castle, so place the REZZER in the middle of the place you wish to build the Castle. You can adjust your Castle position later so don't worry about being too exact. The Castle will build with the Portcullis Gate in front of the REZZER and the rear of the castle behind the REZZER. You can tell which way the REZZER is aligned by the letter Q on top. It reads right way up if you are standing at the front of where the Castle will build.

So the doors work correctly keep to the Linden Grid alignments of North, East, West and South

You can do this via the Controller Scroll once the Castle has been Rezzed.

In Co-ordinates this is Rotation Z=0, 90, 180, 270. Unusual angles may cause the REZZER to misalign parts and the door scripts will not work as expected.

Touch the REZZER and a menu will appear.

REZZ - Builds the Castle at this location.

REMOVE - Puts it back inside the REZZER to be used again later.

FREEZE - We DO NOT recommend using this option. It will stop the REZZER functioning and the Castle will not move. BE CAREFUL as after Freezing you cannot use the REZZER again to move or demolish (Remove) the Castle so you cannot get an upgrade or trade.

SAVE - We DO NOT recommend using this option. It will stop the REZZER functioning and the Castle will not move. BE CAREFUL as after using SAVE you cannot use the REZZER again to move or demolish (Remove) the Castle so you cannot get an upgrade or trade.

TERRAFORM – Tries to flatten the land under your Castle. Wont work in all conditions.

Select REZZ and your Castle should automatically build itself.

If the Castle is not in the correct position just EDIT the REZZER and move it to the place you require. If you cannot see the Rezzter then find the Control Scroll and touch it. Go to the last page of the Menu and use the option See Rezzter. Your Rezzter will now appear in the middle of the ground floor.

The Castle will move as you move the REZZER.
Rotate using the Menu commands as explained above so it is aligned to the grid and the doors will work correctly.

DO NOT FREEZE or SAVE before first placing your
Dungeon

WE DO NOT RECOMMEND FREEZE or SAVE as it deactivates the Rezzor.
Please use the Controller Scroll to Hide the Rezzor

3 =====
HOW TO HIDE OR FIND THE REZZOR
3 =====

Once your Castle is Rezzed there will be a Controller Scroll in the middle
In Small Castles its on the Ground Floor
In Larger Castles look up to the balcony on the 2nd Level

Touch the Controller Scroll and go to the last page of the Menu
Here you have options to See and Hide the Rezzor
as well as Rotate it to the four compass directions
so it is aligned to the Linden Grid

4 =====
DIGGING THE DUNGEON AND SETTING THE MOAT
4 =====

You need to manually place the Dungeon and lower the land inside its walls.

After you Rezz your Castle a black box will appear under the stairs or at the rear of
your Castle and that box contains the Dungeon and Teleports. OPEN this Box and
COPY the contents to your Inventory.

Drag the Dungeon from your inventory to the ground and lower into the ground to
about a half the wall height. Slide the Dungeon inside your Castle so it is in the
middle of the ground floor. Take note of the longer side of the Dungeon. The
longest side should align to the widest part of the Castle.

Once you have your Dungeon in the middle of your Castle lower it till it just
disappears below the Castle floor. Remove the Castle by touching the REZZOR
and selecting REMOVE but leave the REZZOR in place. You can now see the
Dungeon walls just above the land.

Click on your land and select EDIT TERRAIN. You will be in SELECT LAND mode.
Using your mouse left click on the land and drag out a rectangle in yellow inside
the Dungeon walls. You can only select in 4m sections so you may find your
Dungeon is a little out of alignment with the grid. Your Dungeon is made in exactly

4m multiples so it will fit any Land Selection. Drag out the area that best fits the grid then move or adjust the Dungeon and then your REZZER a little to match your selection.

Select LOWER LAND and slide the STRENGTH option to midway 50% and SIZE to the far left, then use the button above this and APPLY until you see the bottom of the Dungeon floor appear. Dungeons are modify so you can trim the walls to suit your hole or even change the textures to suit your mood.

Once your hole is dug just touch the REZZER and select REZZ to build your Castle again over the Dungeon.

If you have holes opening just outside the Castle walls then you may need to use EDIT TERRAIN to flatten or you can simply use the supplied Q DUNGEON MOAT to cover these. The Moat has a script to change it from Water to Grass or Sand and more. Simply touch the moat to get a menu of options.

The Moat may be Phantom so in water texture you can fall into it. if you want solid ground EDIT the Moat and go to the OBJECT tab then un-tick PHANTOM.

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5 =====  
   PORTCULLIS GATE SETTINGS, BELL and GREETING  
5 =====
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Gate chat commands - only work after you touch the Gate and it is still open plus you must stand close:

- help - shows the commands
- list - lists all with access to the Gate when locked plus its lock and Group status
- add - adds a name to the list (example: add Qabalah Quintus)
- remove - removes a name from list (example: remove Qabalah Quintus)
- clear - deletes all on list
- name - renames the Gate (example: name Entrance)
- time - sets the auto close time (example: time 30) just saying time will show the setting
- message - sets the welcome message (example: message Welcome to my Castle)
- message off - will clear the message
- bell on - turns on the Gate bell
- bell off - turns off the bell
- lock - locks the Gate
- unlock - unlocks it
- group on - also allows Group members to enter when locked
- group off - only allows the list of names or the Owner access when locked

DO NOT DEED THE CASTLE TO YOUR GROUP as you will not have ownership

and then will not be able to unlock it!

6 =====
DOORS, STAIRWELL SEALS and DUNGEON TRAP DOOR
6 =====

DOORS & DUNGEON TRAP DOOR

Door chat commands - These only work after you touch the Door set and it stays open.

You must be close to the Door within 5m:

- help - shows the commands
- list - lists all with access to the Door set when locked plus its lock and Group status
- add - adds a name to the list (example: add Qabalah Quintus)
- remove - removes a name from list (example: remove Qabalah Quintus)
- clear - deletes all on list
- name - renames the Door (example: name Bedroom)
- time - sets the auto close time (example: time 30) just saying time will show the setting
- lock - locks the Door set
- unlock - unlocks it
- group on - also allows Group members to enter when locked
- group off - only allows the list of names or the Owner access when locked

You also have global commands for all Doors and the Gate at once even if not touched or open.

(only works if they are in hearing distance 15 m for chat but more for shouting)

- lock all - locks all the Door sets in hearing
 - unlock all - unlocks all the Door sets in hearing
 - group on all - also allows Group members to enter when locked
 - group off all - only allows the list of names or the Owner access when locked
- locked
- open - opens any Door within hearing
 - close - closes any Door within hearing

STAIRWELL SEALS

If you have a stairwell with a hole in the floor this can be sealed and the stairs removed for more floor space, to save prims or wish to just use Teleports. Stand in the hole at the top of the stairs and type:

seal

The floor hole should then seal up.

To open the stair hole again type:
unseal

For double stairs from the ground floor, stand in the middle of the hole between both sets of stairs.

You can lock seals in place by typing:
lock

and unlock again by typing:
unlock

This seal will not respond to touch so it cannot be accidentally opened or closed. Only the chat commands have any affect on it by the Owner or your Group Members if shared by the Group.

Once sealed you can then manually remove any unwanted Stairs by using TAKE or DELETE. If you make a mistake then demolish (REMOVE rezzer option) and REZZ the castle again to restore.

GROUP SETTINGS

To lock the Drawbridge or Stairwell seals but still have Group access first make sure these parts are open then stand close to each and type:
lock

then type:
group on

The Owner and the Group can still open a locked part. But others cannot.

To stop Group access type:
group off

You may be able to lock and unlock all of these parts at once by shouting:
lock all
or
unlock all

and even set Group access to all by shouting:
group on all
or
group off all

Best have the parts checked by someone not in your group to make sure they have locked out others

DO NOT DEED THE CASTLE TO YOUR GROUP as you will not have ownership and then will not be able to unlock it!

7 =====
TELEPORT SHIELDS, KNIGHTS and BATS
7 =====

Look for the Black Box under the Stairs this contains your teleports. They can be copied and placed anywhere you need them. Castle Q Teleports just go up or down 1 level (7m) where ever they are placed. The Shield (or Bat in Gothic Castles) has both up and down. The top of the shield is UP and the bottom (pointy part) is DOWN. They can be modified to your needs. Edit the whole shield and change texture for a different look or re-size to your needs. To edit the teleport scripts you need LSL skills. Edit each part in Linked parts mode and then look at the teleport script in Contents. Always work on a copy of the Teleport just in case you have a problem and need to start again.

You can Hide the floating text on the Teleports with the chat command:
Hide (note the cap 'H')

you can also type:
Show (note the cap 'S')

to display the floating text again.

8 =====
REMOVING WALLS and FLOORS
8 =====

All internal walls and floors are optional in a Castle Q. You can MOVE (using Edit) and REMOVE (Take into Inventory) to make as many or few rooms as you need in your Castle. If you want a special size wall or door then request a MODIFY room wall for your Castle and you can build your own rooms from it.

The Floors in your Castle Q are also separate so you can remove an entire floor to make a high ceiling (As has been done on the large Castles on display). You can also order a Grand Balcony to use if you want stairs but no middle floor.

Many of the new models will REZZ in the Grand Balcony mode with a large open entry hall. If you require the additional 2nd level floor and walls please contact Castle Q.

9 =====
REPAIRS TO THE CASTLE
9 =====

If you make a mistake and delete a part by mistake or missalign a part then you can repair the Castle by using the REMOVE option on the REZZER. The Castle will demolish but your furniture and effects will be alright. They will not fall. Then touch the REZZER and select REZZ again to rebuild to standard configuration.

10 =====
COLOUR CHANGING DOORS and TOWER TOPS
10 =====

This Castle has a Controller Scroll. You will find this already Rezzed in the Castle. If you lose your Controller Scroll contact Castle Q for a replacement. This colors the Walls, Floors and Doors. The Roof colors can be controlled by touching the Roof.

Touch the Scroll or Roof. A menu appears with colour selections. Click a colour to change the Castle. It is best to use the Controller Scroll from a central position so all parts of the Castle can hear it. Move the Controller Scroll closer to any part that does not change.

Page 3 of the Menu for the Walls, Floor and Doors has the Shades. These only work on the floors and walls. Doors should remember the last colour chosen.

- Shades:
Lite
Dark
Darker
Darkest

Reset will take the Castle back to the brightest setting for all walls, floors and doors.

11 =====
FREE UPGRADE or TRADE UP TO A LARGER CASTLE
11 =====

When you buy your Castle you can ask for Group Membership in the Castle Q Owners Group. You can then get FREE upgrades and can even trade your Castle in later for a larger one (if you can return the Rezzter). You will only pay the current price difference from what you paid before to what you now want.

To get a new Castle you must first demolish your old one. Use the REMOVE option on the REZZER. You may need to show the rezzter again as they hide after building. Use your control scroll and go to the last page of the menu. Click See Rezzter. Take a note of the REZZER position. Write down the co-ordinates or leave a prim in that spot for the new REZZER to sit later. You don't need to remove your furniture as your new Castle may build in the same position. Then either go to our website:

www.slcastles.com/Help/

and place an order for your upgrade or come to Castle Q and request it in person. You must be able to return the old Rezzers to get a Trade in or Upgrade. Modify Rezzers may not be able to upgrade or trade. Ask Qabalah Quintus first.

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Should you need any help or want some custom work please visit our website.

www.slcastles.com
www.facebook.com/castleq/

Regards Qabalah Quintus