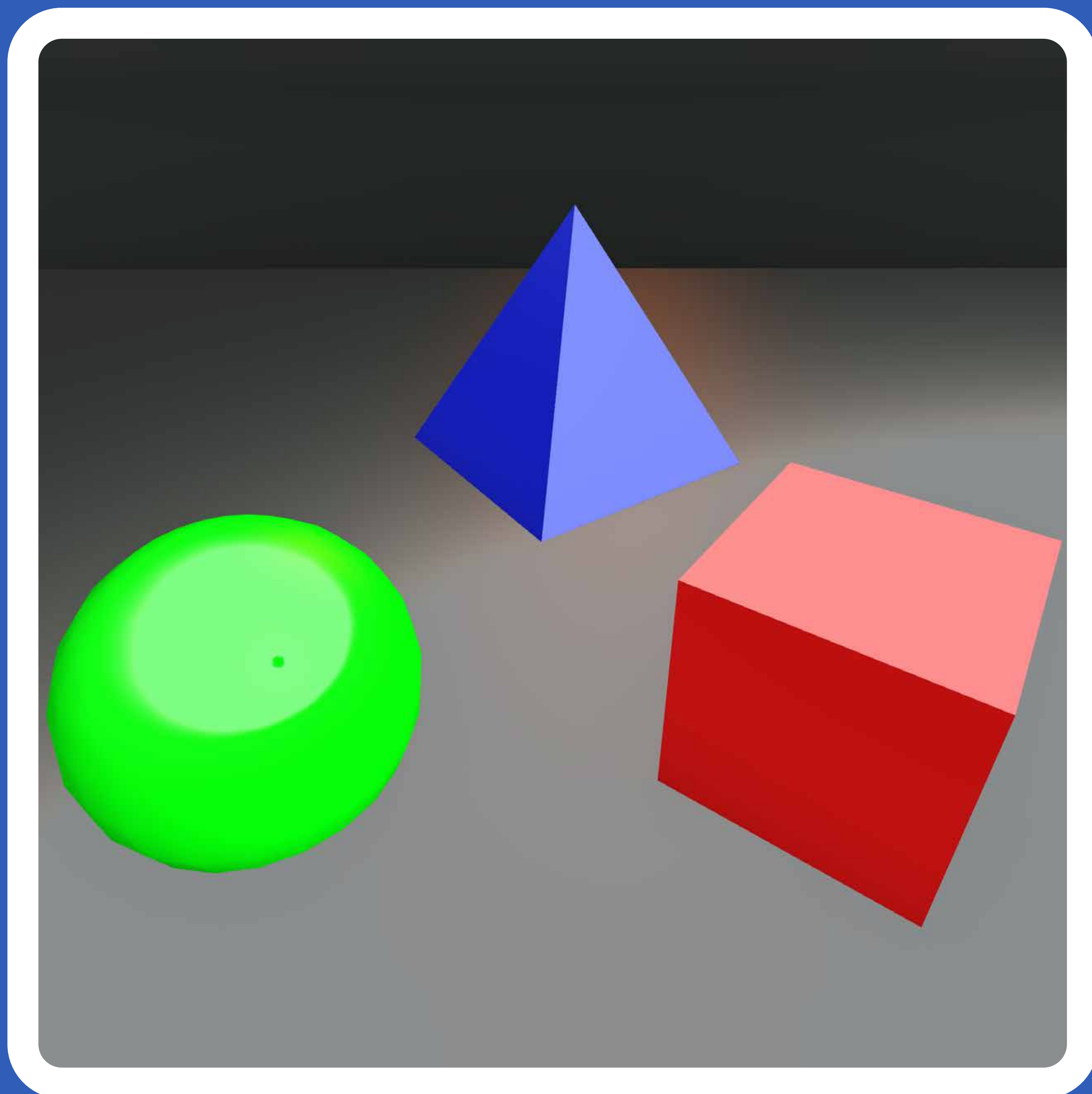


# Second Life

## Pony Guide



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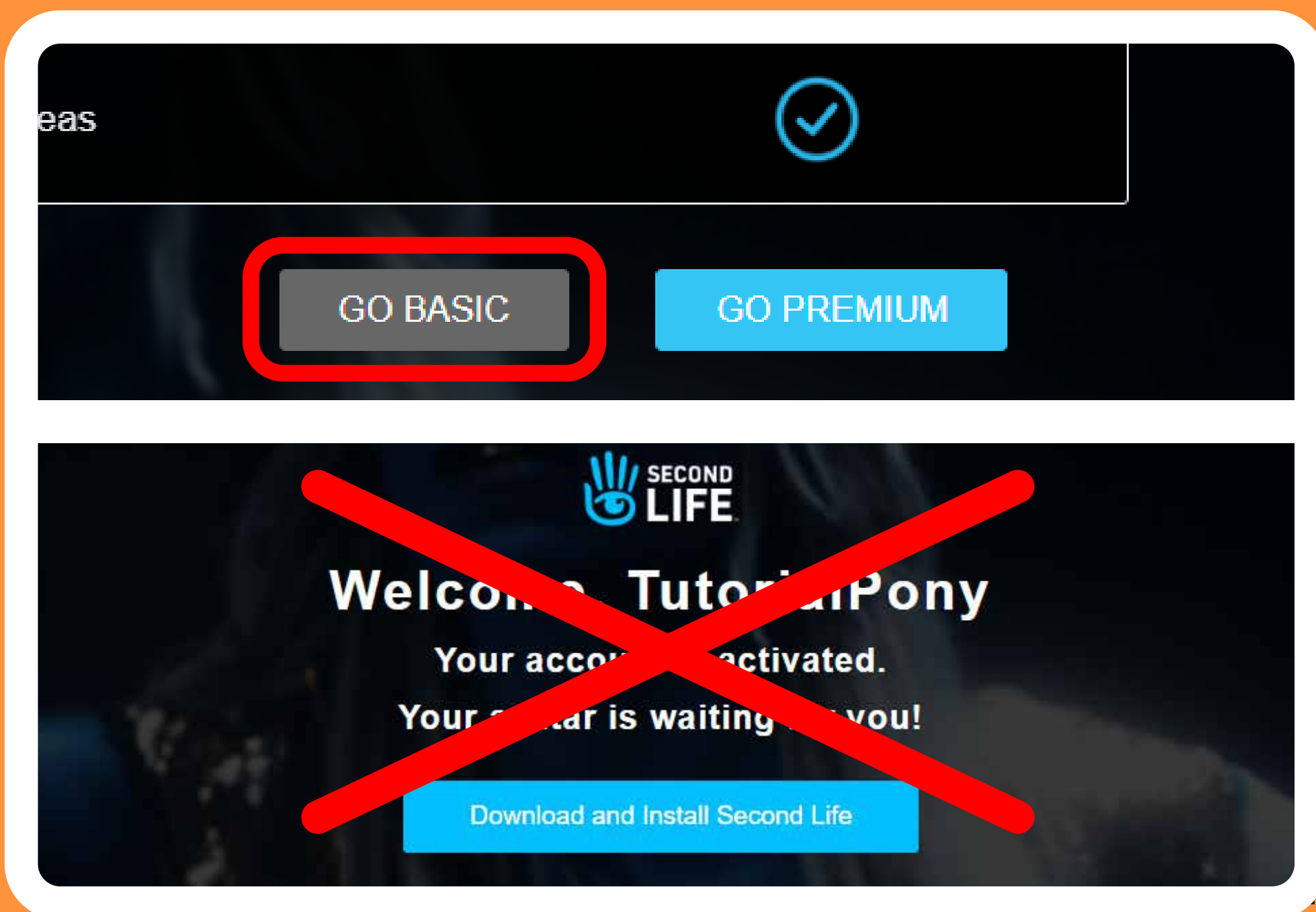
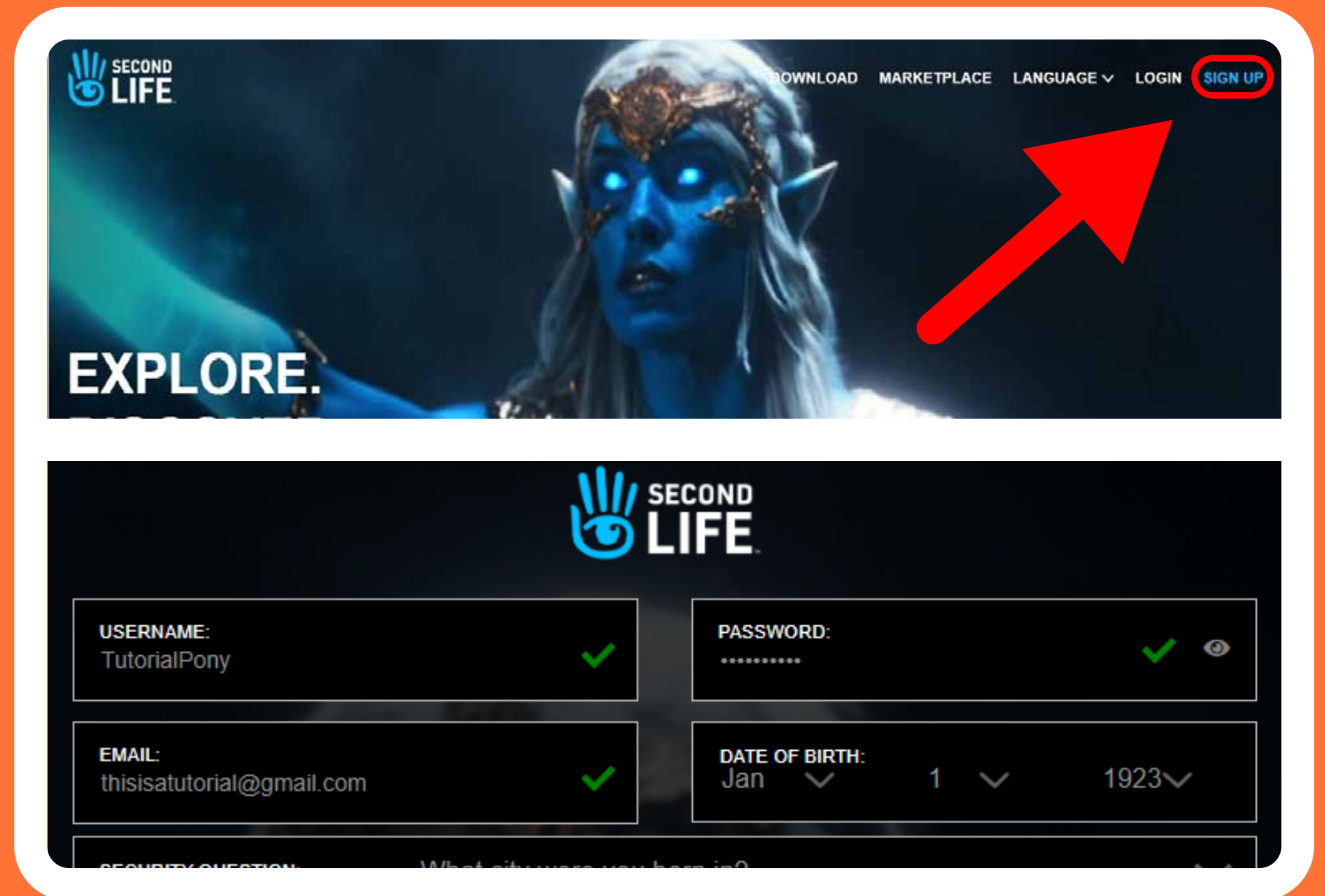
# Getting Started

## Creating an Account



### i. Making an Account

Navigate to: [secondlife.com](https://secondlife.com) and click “sign up”. Fill all required fields and create your account.



ii.

In the next page, choose “GO BASIC”. Do NOT download the standard viewer.



Buy

Our

Stuff

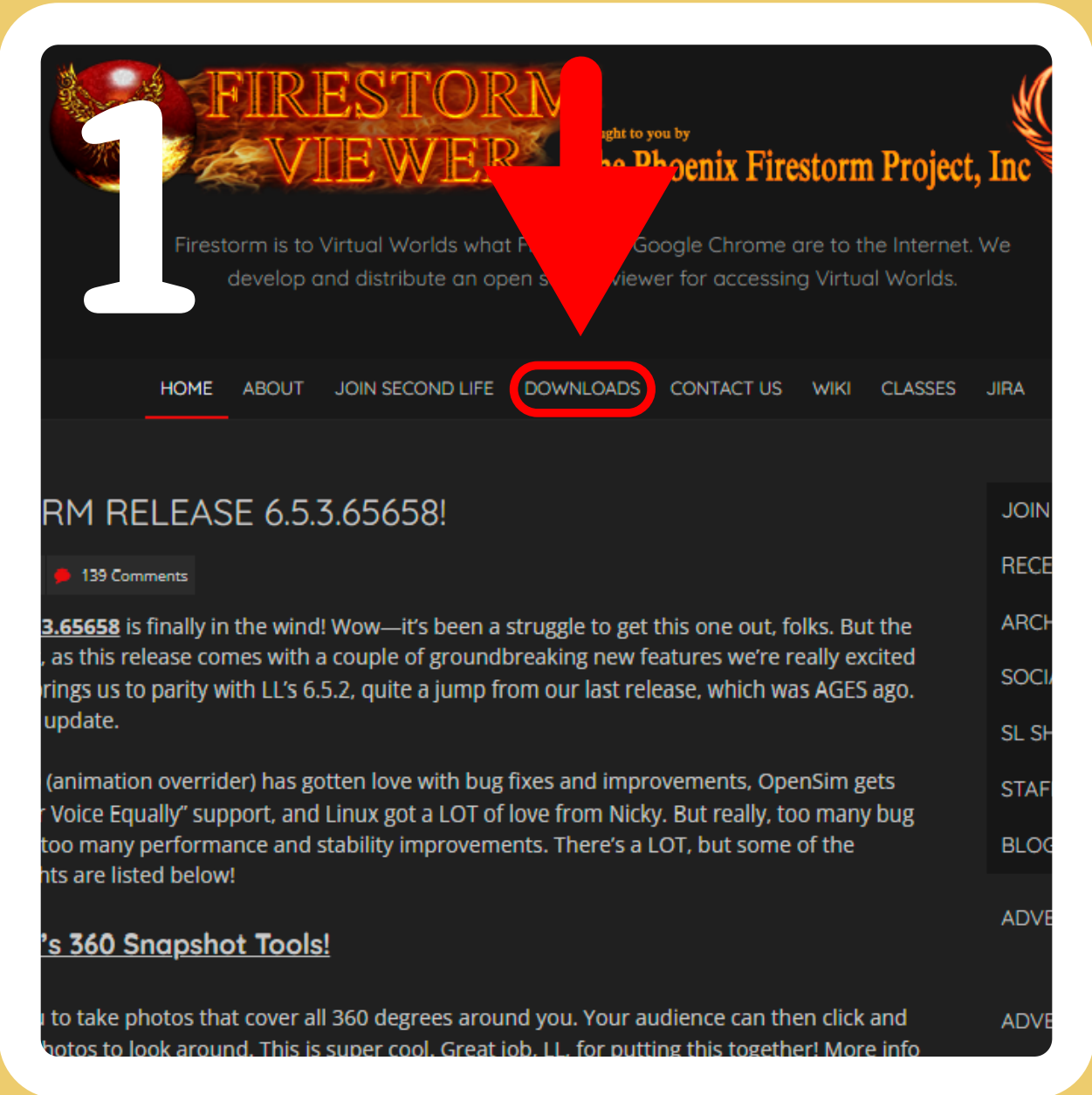


# Getting Started

## Installing Third-Party Viewer (Firestorm)

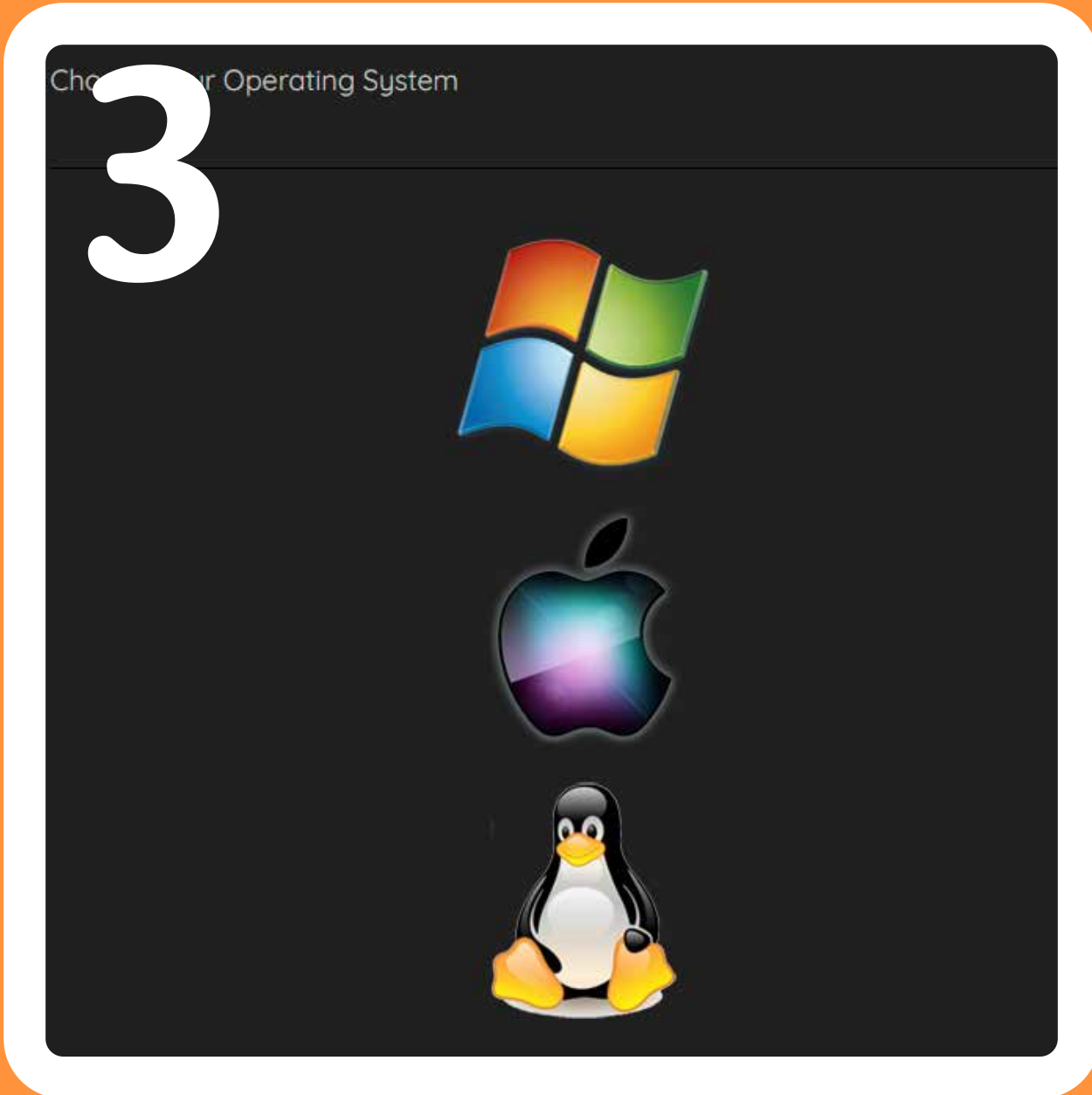


i.



Navigate to:  
[www.firestormviewer.org](http://www.firestormviewer.org)  
Then, go to “DOWNLOADS”

ii.

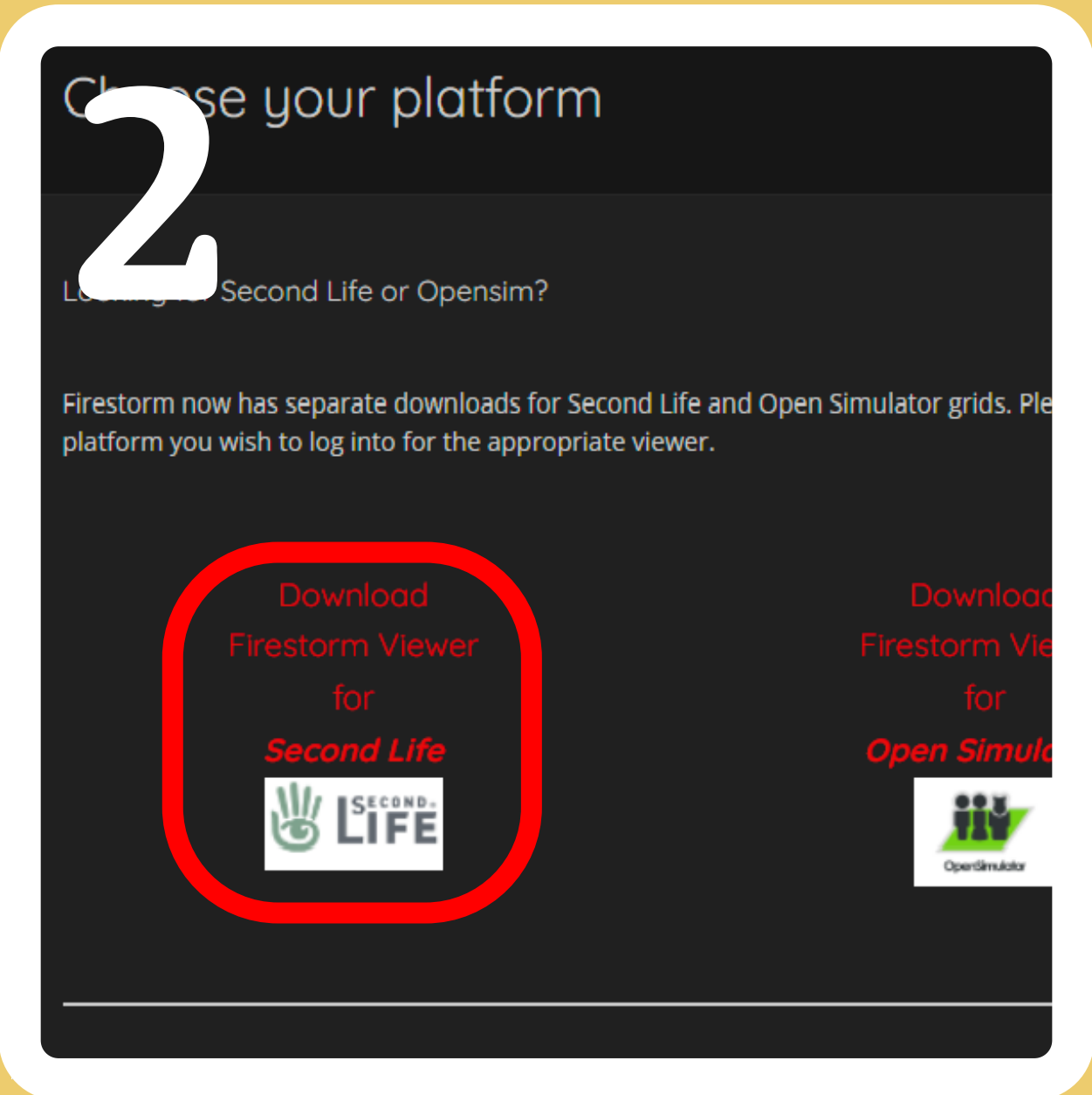


Pick your corresponding  
operating system.

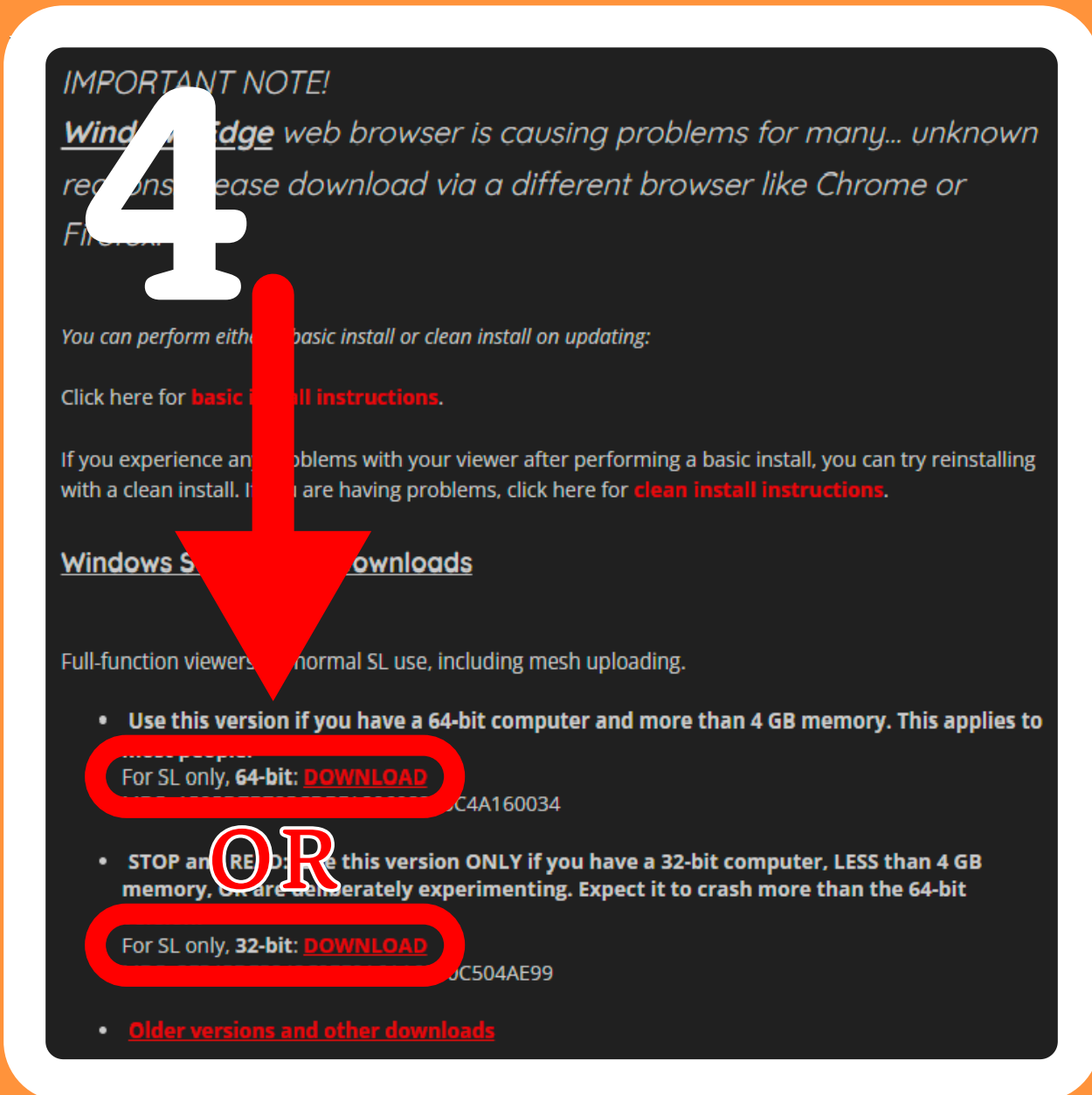
iii.



Log in, and accept the Terms  
and Conditions. (if u want)



In “Choose your Platform”,  
select “Download Firestorm  
Viewer for Second Life”



Download whichever  
version is adequate for you,  
and install as you would  
with any other program.

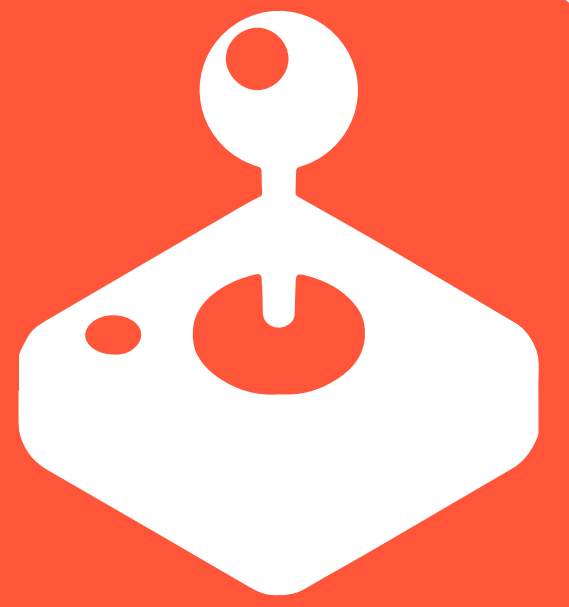


Welcome to SL.

**NOTE:**  
There are many third-party SL Viewers to choose from. We picked Firestorm because it's the most widely used third-party viewer.

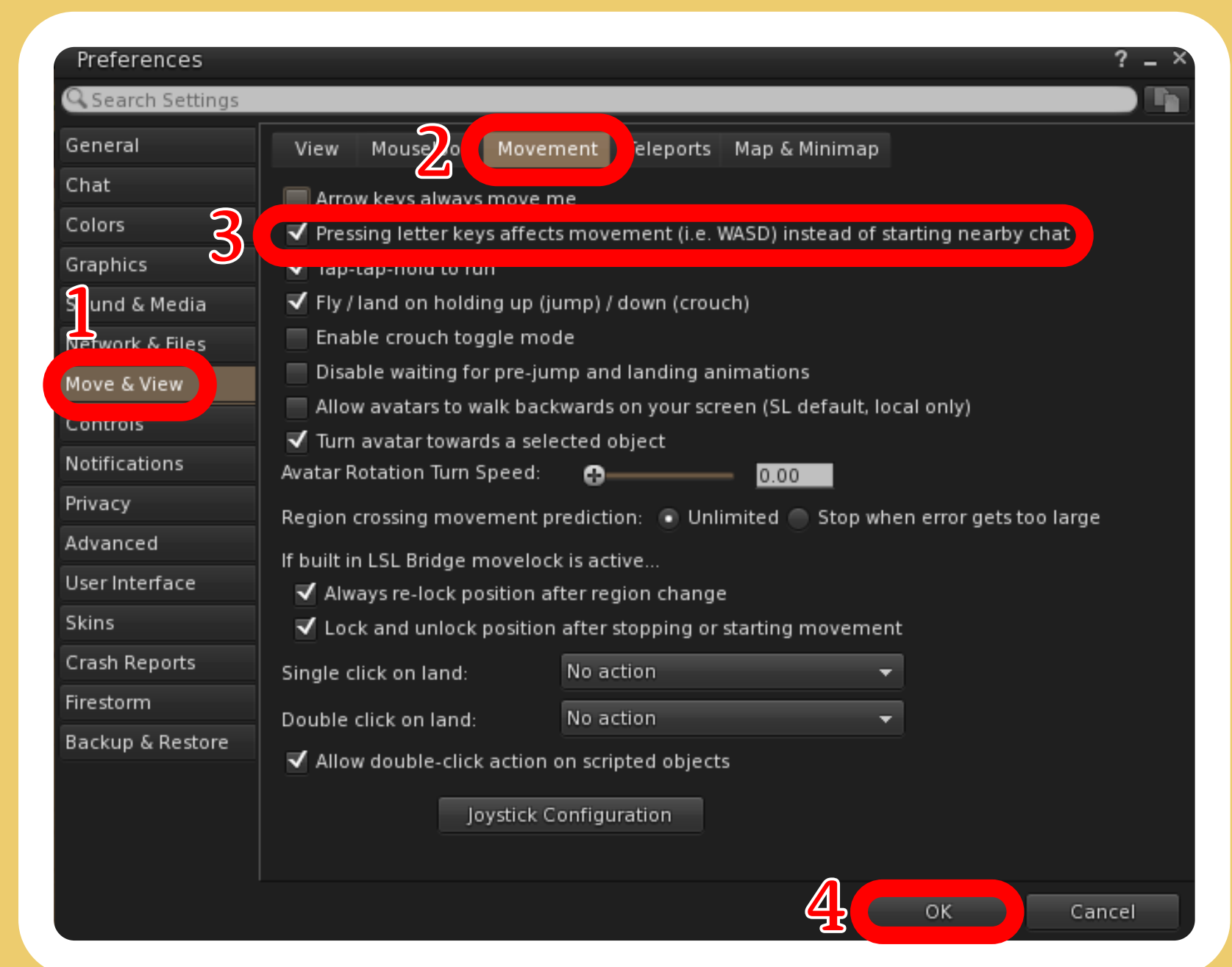


# Getting Started Controls



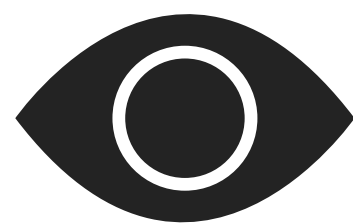
## i. If you prefer WASD

Your movement controls will be assigned to the arrow keys. You can change these to WASD by pressing CTRL + P, heading to “Move & View”, then the “Movement” tab, and finally checking “Pressing letter keys affects movement”. Click “OK” and you’re set.



You can also use the camera control hud.

1. Front View
2. Side View
3. Back View
4. Object View (same as
5. holding [ALT + Left Click]
6. First Person
7. Rotate
8. Zoom
9. Pan



## Camera Controls ii.

The camera can be controlled by holding [ALT] and using the left mouse button to select a point to focus and pivot from, then moving your mouse to move around. The camera can be pivoted vertically with [E], and [C]. Additionally: [CTRL + ALT] will rotate the camera. [CTRL + ALT + SHIFT] will pan.

**NOTE:** It might be useful to conceptualize SL's camera controls as those of a 3D modelling rather than those of a game.

## iii. Quick Preferences



Quick Preferences, offers a quick and easy way to adjust some useful settings to improve performance.

When you run into FPS issues, lower your Draw Distance, and LOD Factor to help improve performance.

### Privacy

If you'd like a little extra privacy, set your LookAt Target to “Off”. (This controls whether your camera's position is visible to others)

### Visuals

If you want to change your atmosphere, there are plenty of different atmospheres to choose from by clicking the dropdown menu next to “Sky”.





# Becoming Pony

## Acquiring Horse



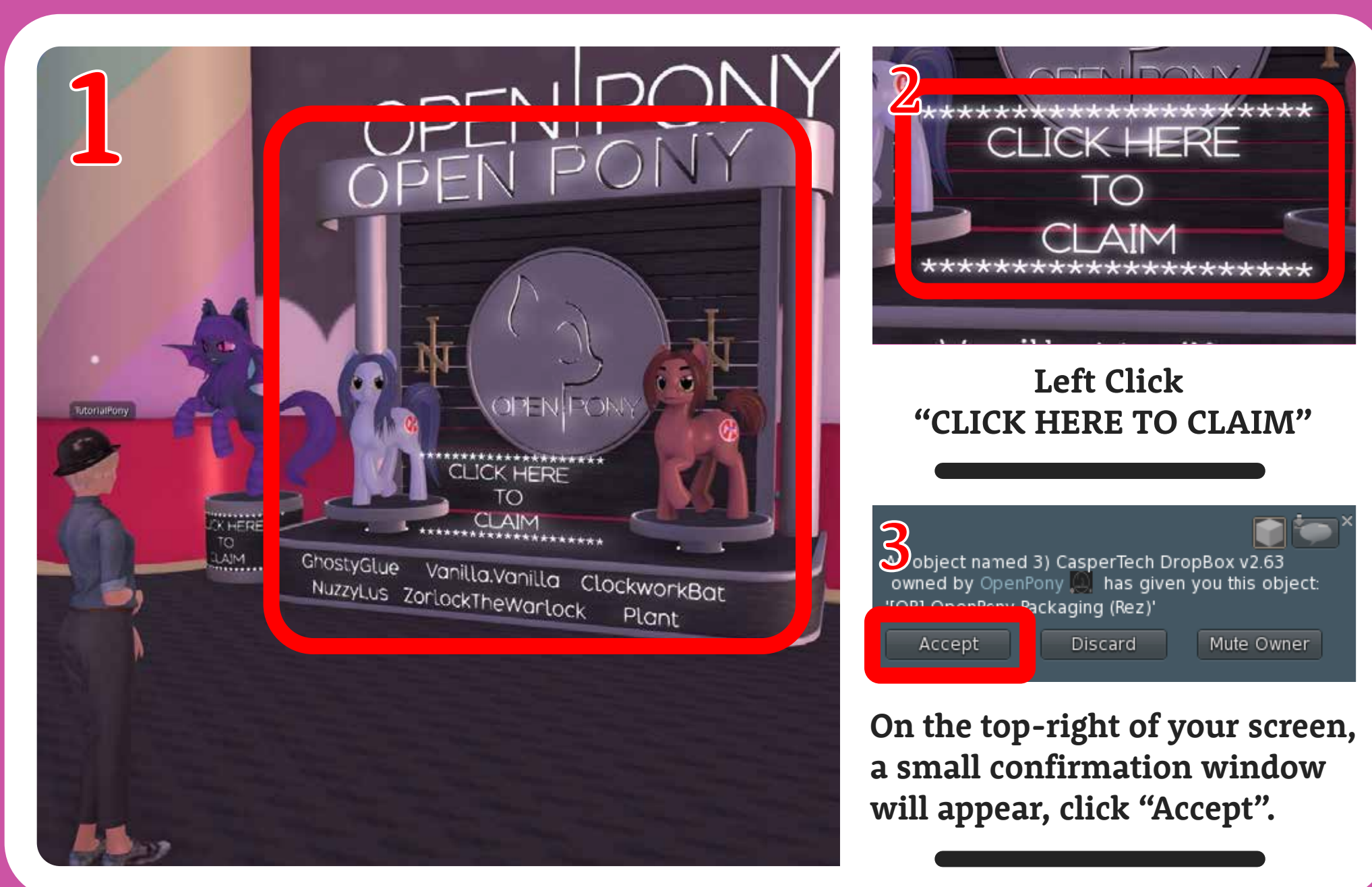
### i. Getting to the Store

Copy and Paste the following link into the URL Bar within Firestorm

<http://maps.secondlife.com/secondlife/Ponyville/210/31/1502>

Then Press [ENTER]

Alternatively, you can click the link and approve the required browser permissions, then click “Visit this location” to teleport directly through firestorm.



### Claiming your Pony ii.

Once you arrive, walk towards the Pony vendor on the left.

1) Left Click on the “Click HERE TO CLAIM” sign on the vendor.

2) A confirmation window will appear on the top right of your screen, click “Accept”.



We  
Sell  
Happiness

Happiness Joy Glee  
Purchase Consume  
Buy Buy Buy  
Pg. 004

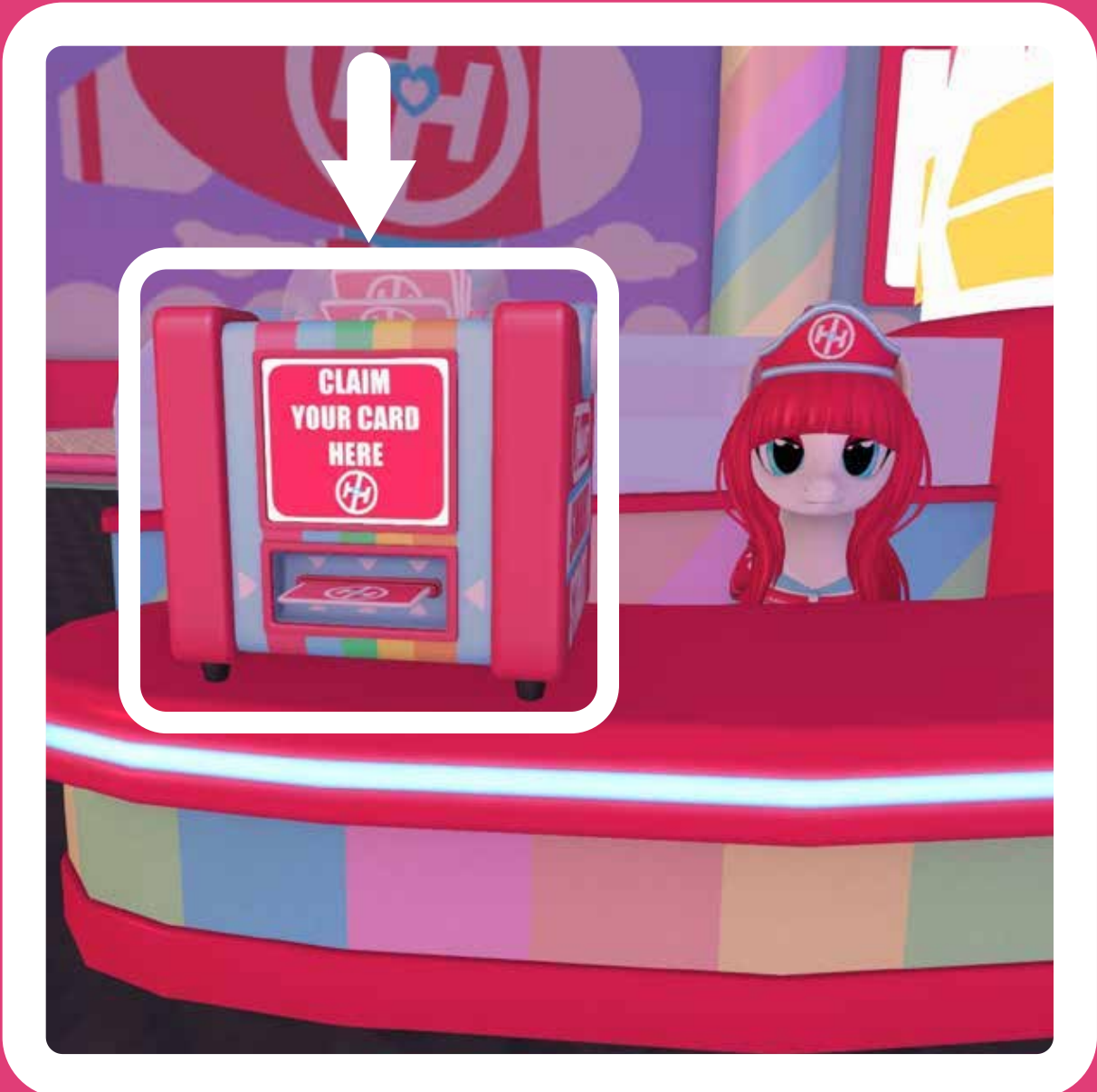


# Getting Stuff

Manes, tails, clothes, etc.



## i. [HMART] Smart Card



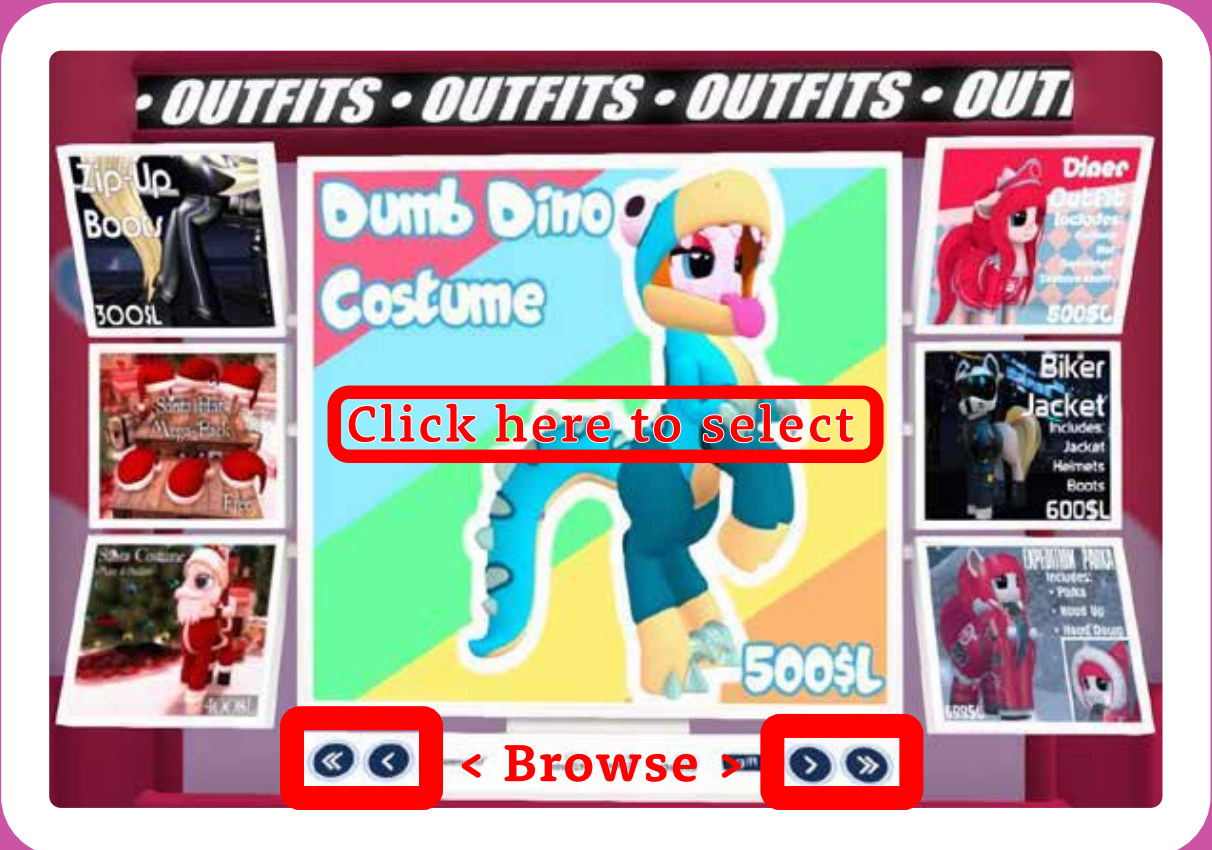
Claim your Card from the nearest help counter by left clicking on the machine and accepting the confirmation window.



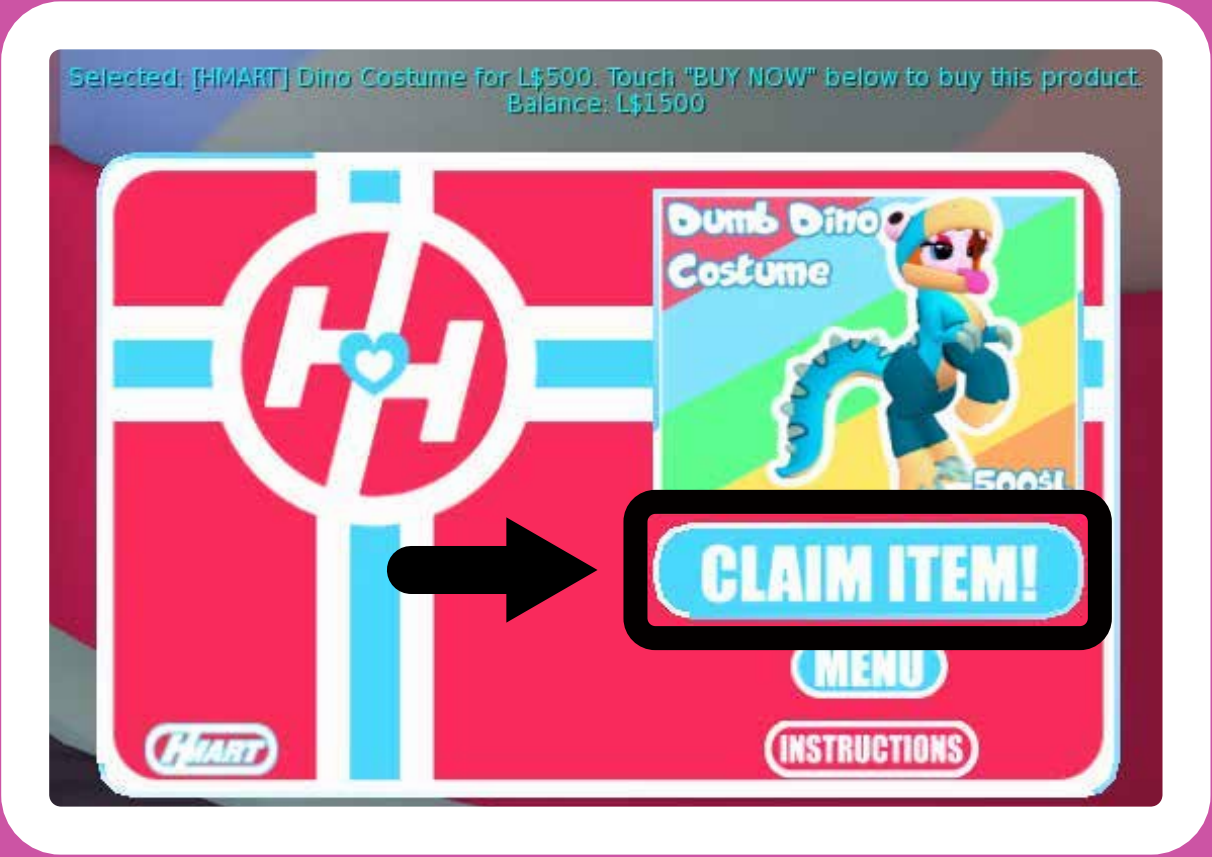
Press [CTRL + I] or click the Briefcase icon on your lower bar to access your inventory.

- 1) Navigate to the "Objects" folder.
- 2) Locate the [HMART] SMART START CARD
- 3) Right click on it, and select "add"

## ii. Browse & Redeem



You can now head to the shop vendors, either manes/tails or outfits. You can scroll through the items by clicking on the arrows at the bottom of the vendor, and if you see something you like, click on it directly.



NOTE: You only have a balance of 1500 free credits, make sure you pick stuff you actually want. These credits may be redeemed later.

Once you pick something out, it will appear on your CARD at the bottom right of your screen. Click "CLAIM ITEM!" to spend your credits and recieve your item of choice. Make sure you accept the confirmation window on the top right.

Repeat until content with content.

Great

Products

Great

Prices

Pg. 005



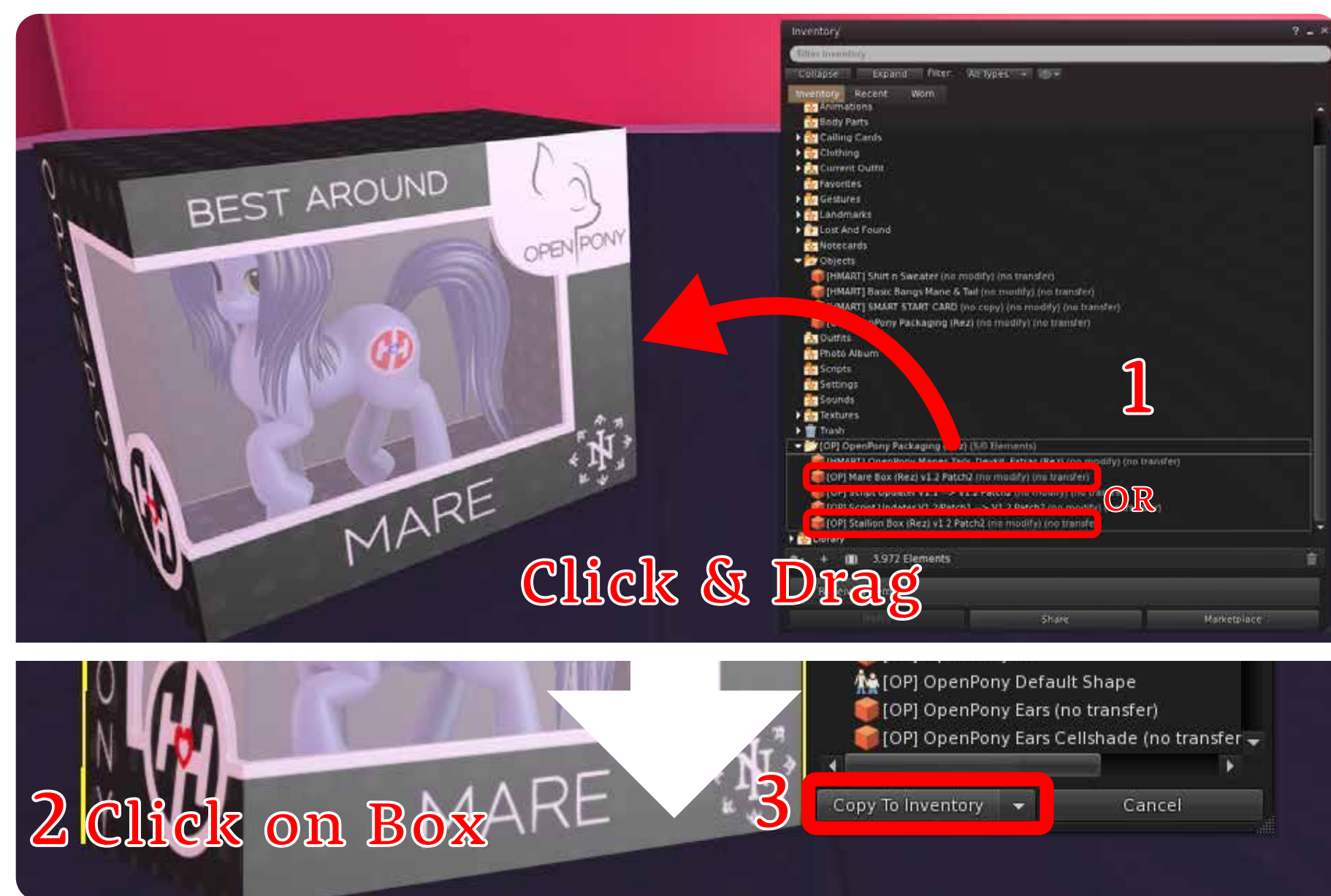
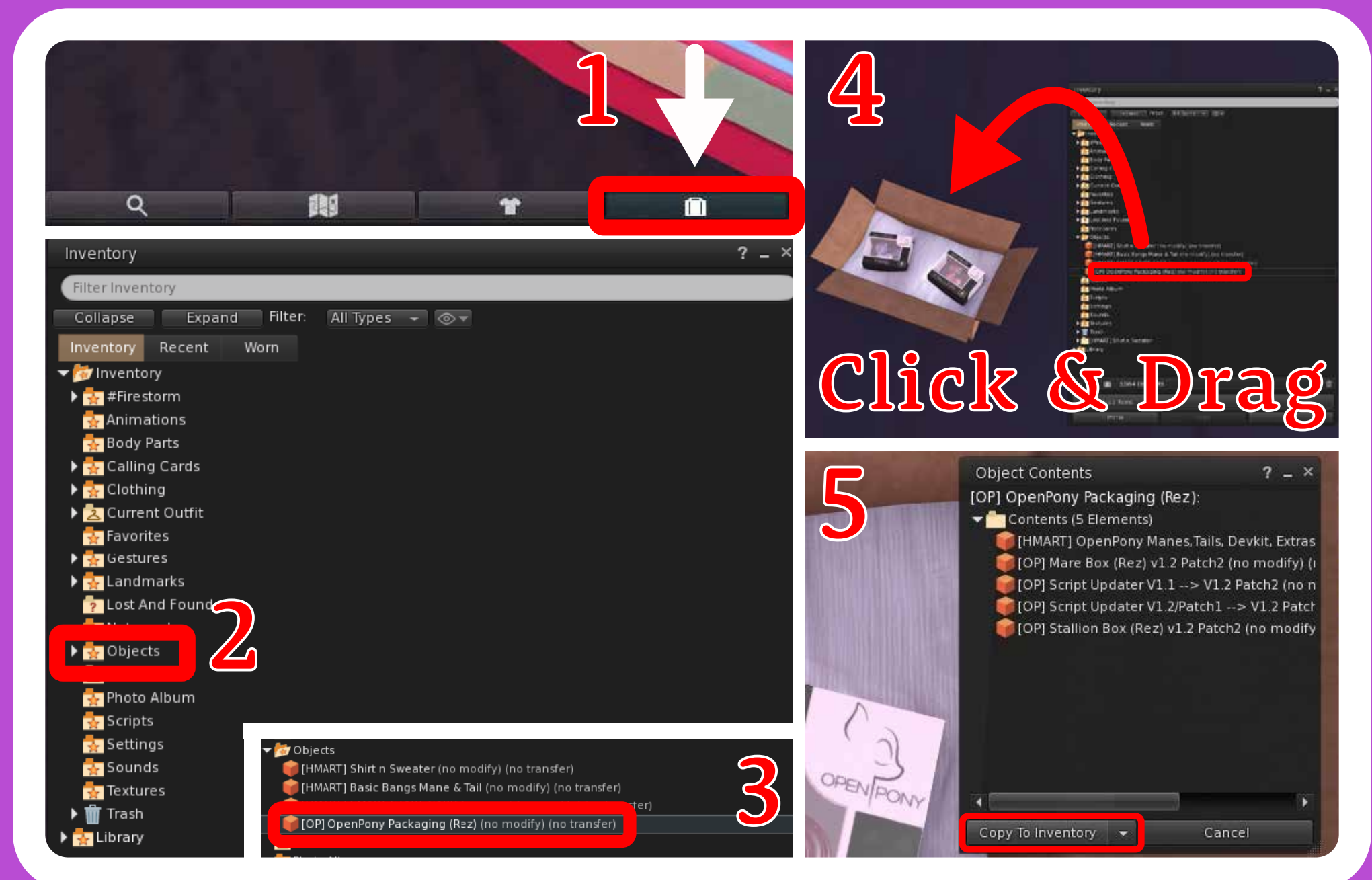
# Unpacking Your Pony and wearing it.



## i. Find and unbox pony

Rezzing/Rez is the action of moving something from your inventory onto the ground by clicking and dragging is called rezzing.

- 1) OPEN your inventory with [CTRL + I] or using the briefcase button on your bottom bar.
  - 2) FIND [OP] OpenPony Packaging (Rez) in your objects folder.
  - 3) REZ the [OP] OpenPony Packaging in an open area
  - 4) CLICK on it, select "Copy To Inventory"
- This will create a new folder in your inventory.



## Pick Your Body-Type ii.

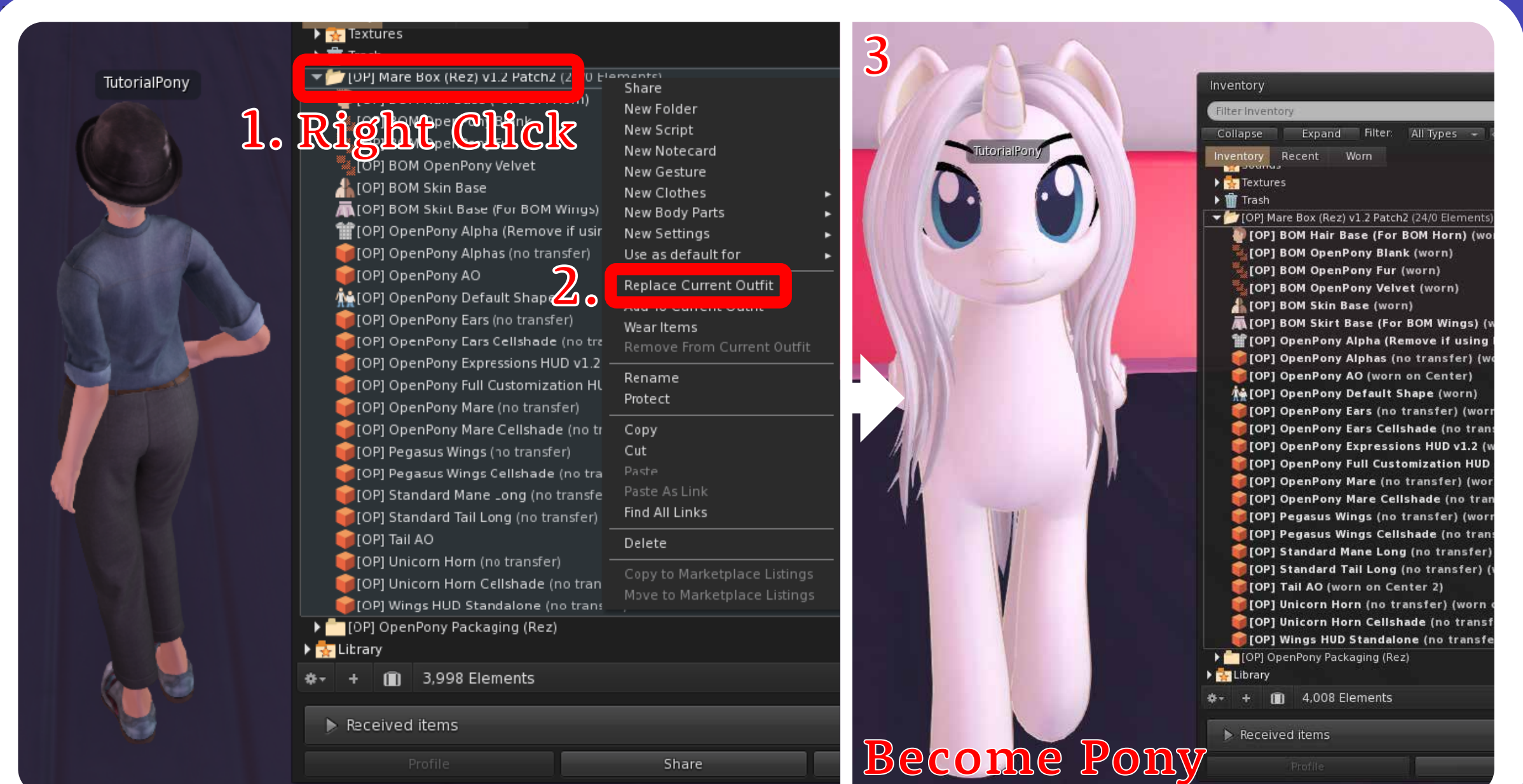
Your newly created [OP] OpenPony Packaging (Rez) folder will contain the following items

- [HMART] Openpony Manes,Tails,Devkit,Extras(rez)
- [OP] Mare Box (Rez)
- [OP] Script Updater (2)
- [OP] Stallion Box (Rez)

REZ your choice of body:  
[OP] Mare Box or [OP] Stallion Box  
CLICK on the box and Copy To Inventory

## iii. Wear Pony

- 1) Locate either the [OP] Mare Box (Rez) OR [OP] Stallion Box (Rez) folder in your inventory.
- 2) Right click on the folder.
- 3) Select "Replace Current Outfit"





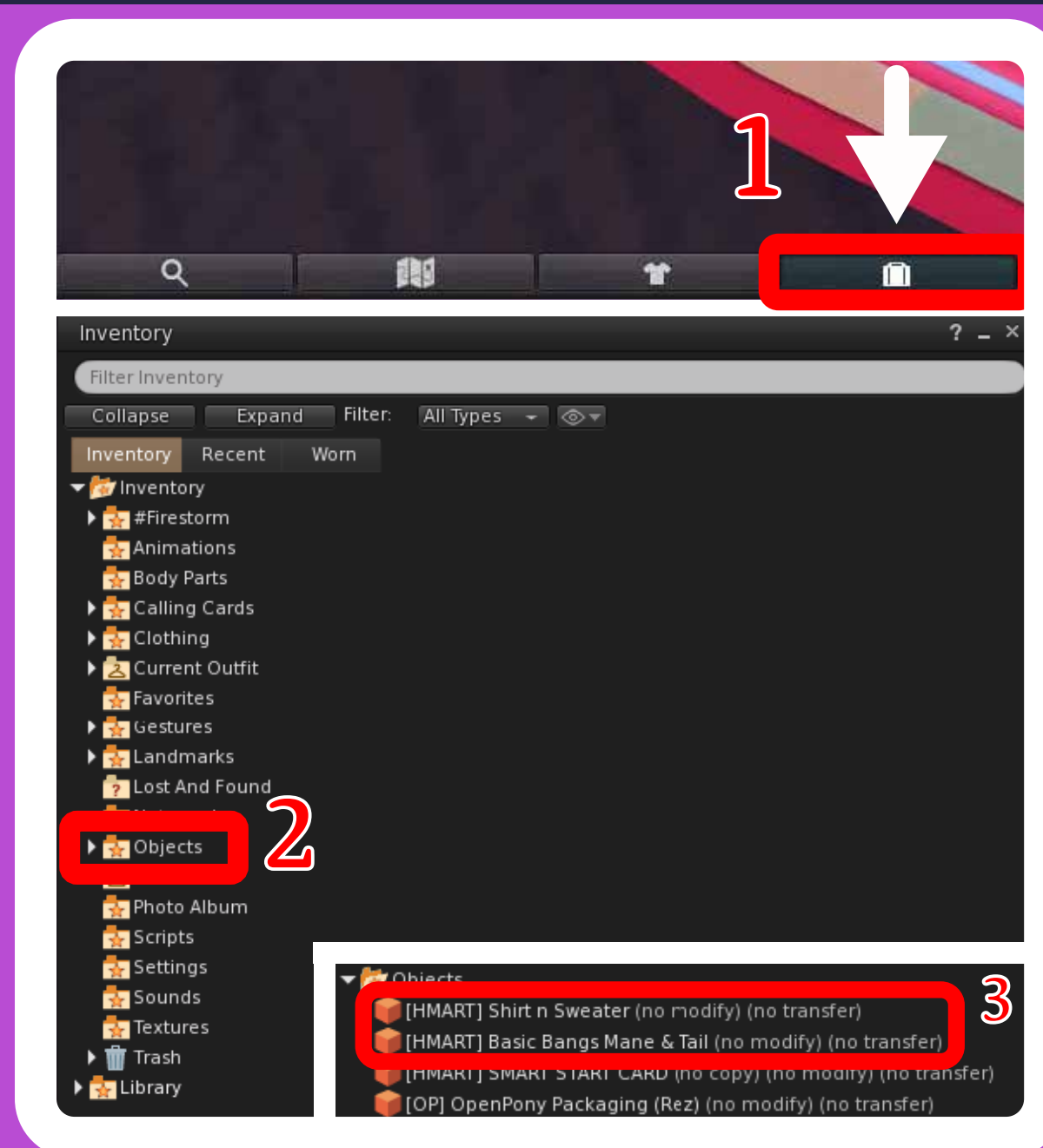
# Unpacking Items And Wearing them



## i. Find Item

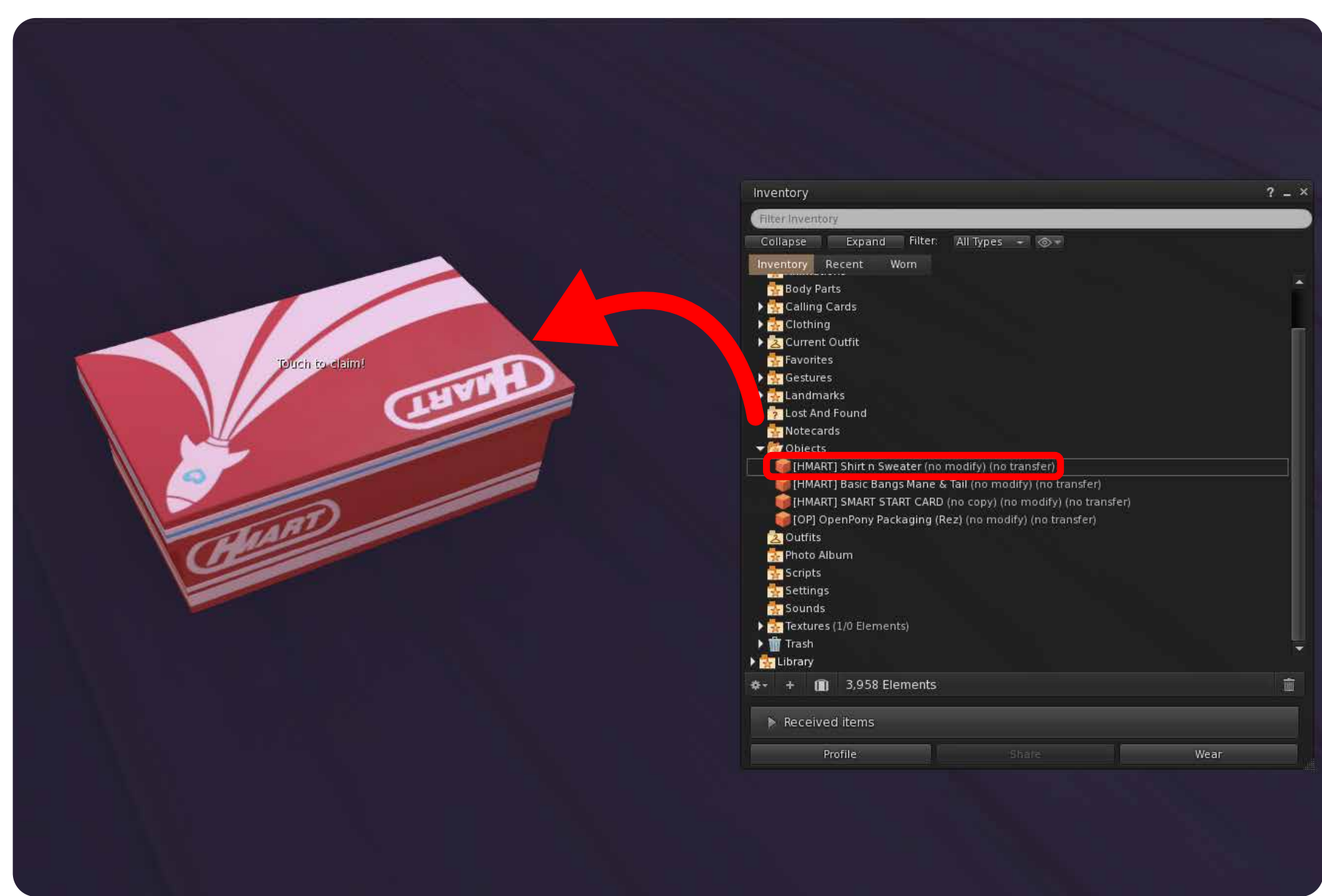
Open to your inventory with [CTRL+I] or by pressing the Briefcase icon on your bottom bar.

Navigate to your objects folder



## Unboxing ii.

Click and drag your item from your inventory onto an open area on the ground.



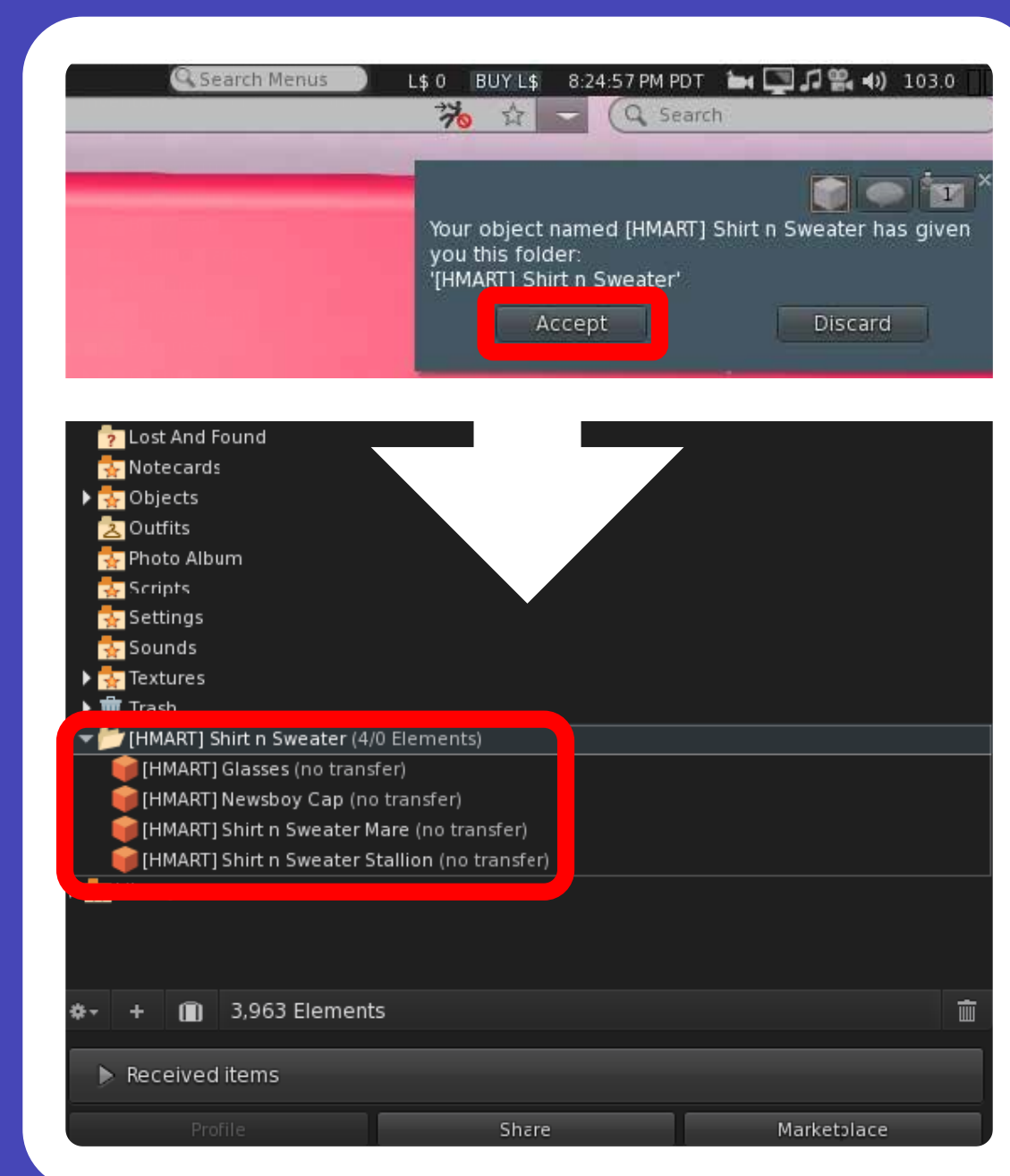
## iii. Accept Contents

Once you rez your box, simply click on it and accept the confirmation window to receive its contents.

This will create a new folder in your inventory with the box's content.

Repeat this process for all purchased items.

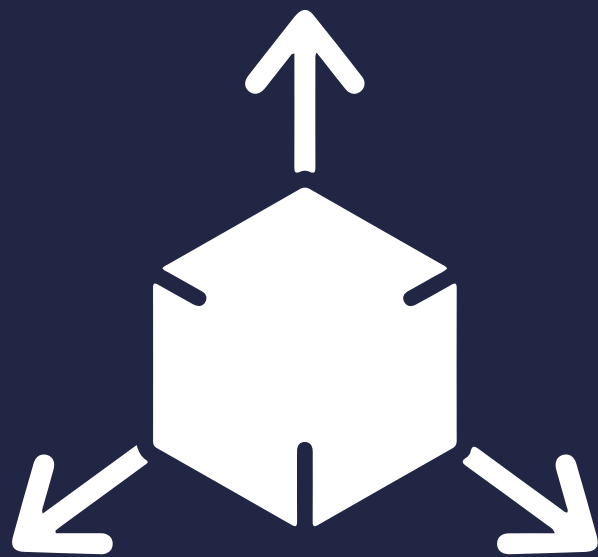
You can right-click and add your desired items.





# Editing your Pony

## Navigating Huds



### i. Removing Unwanted Parts

By default, everything within the [OP] folder will be attached to you after you wear the folder.  
Your pony might not be an alicorn, a pegasus, or a unicorn. Detaching these extra parts is simple.

- 1) LOCATE undesired parts in inventory:
- [OP] Unicorn Horn
  - [OP] Unicorn Horn Cellshade (outline)
  - [OP] Pegasus Wings
  - [OP] Pegasus Wings Cellshade (outline)
  - [OP] Wings HUD Standalone

If you do not want Cellshades (outlines):

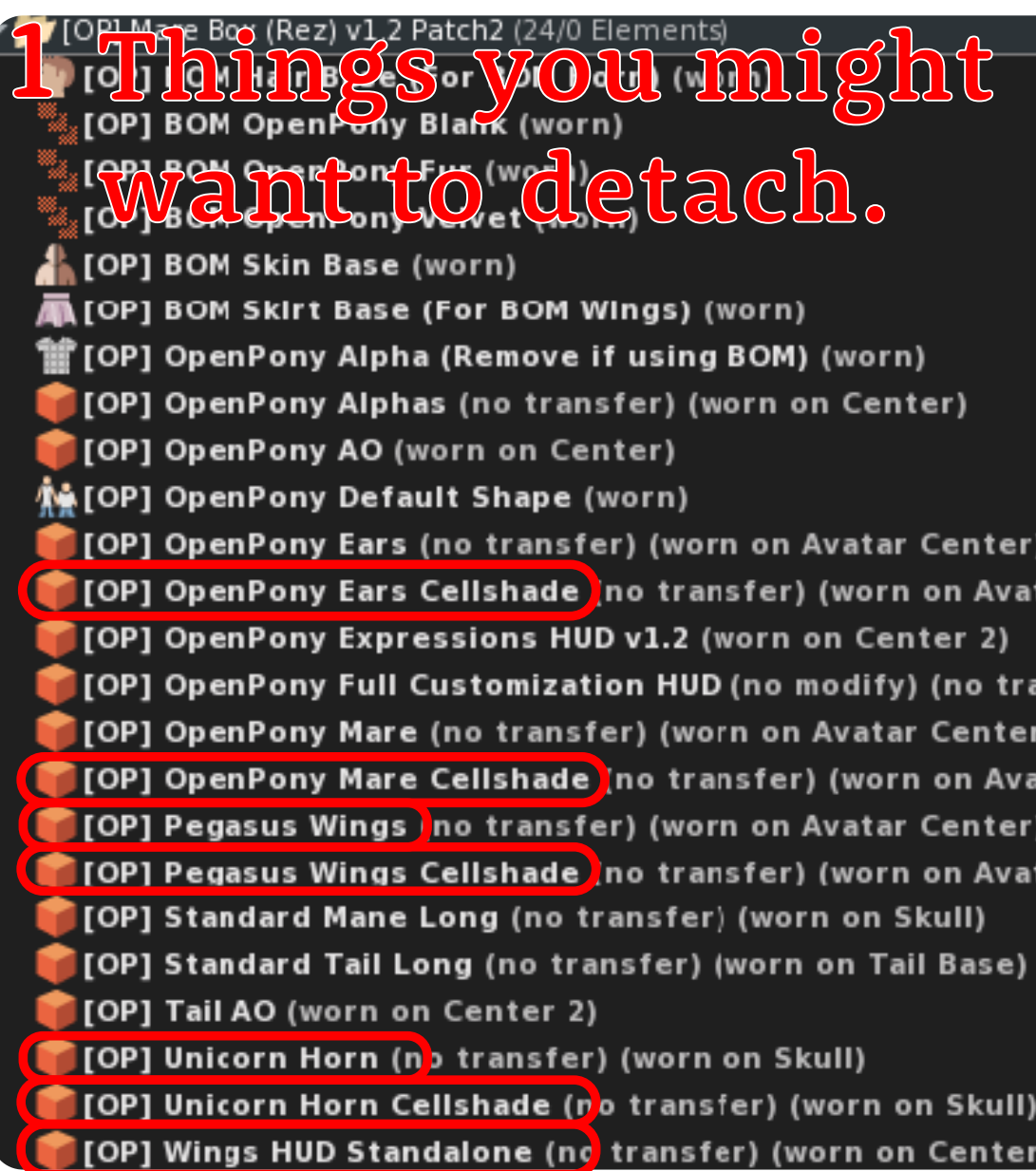
- [OP] OpenPony Ears Cellshade
- [OP] OpenPony Mare/Stallion Cellshade

If you want to use a different mane & Tail set:

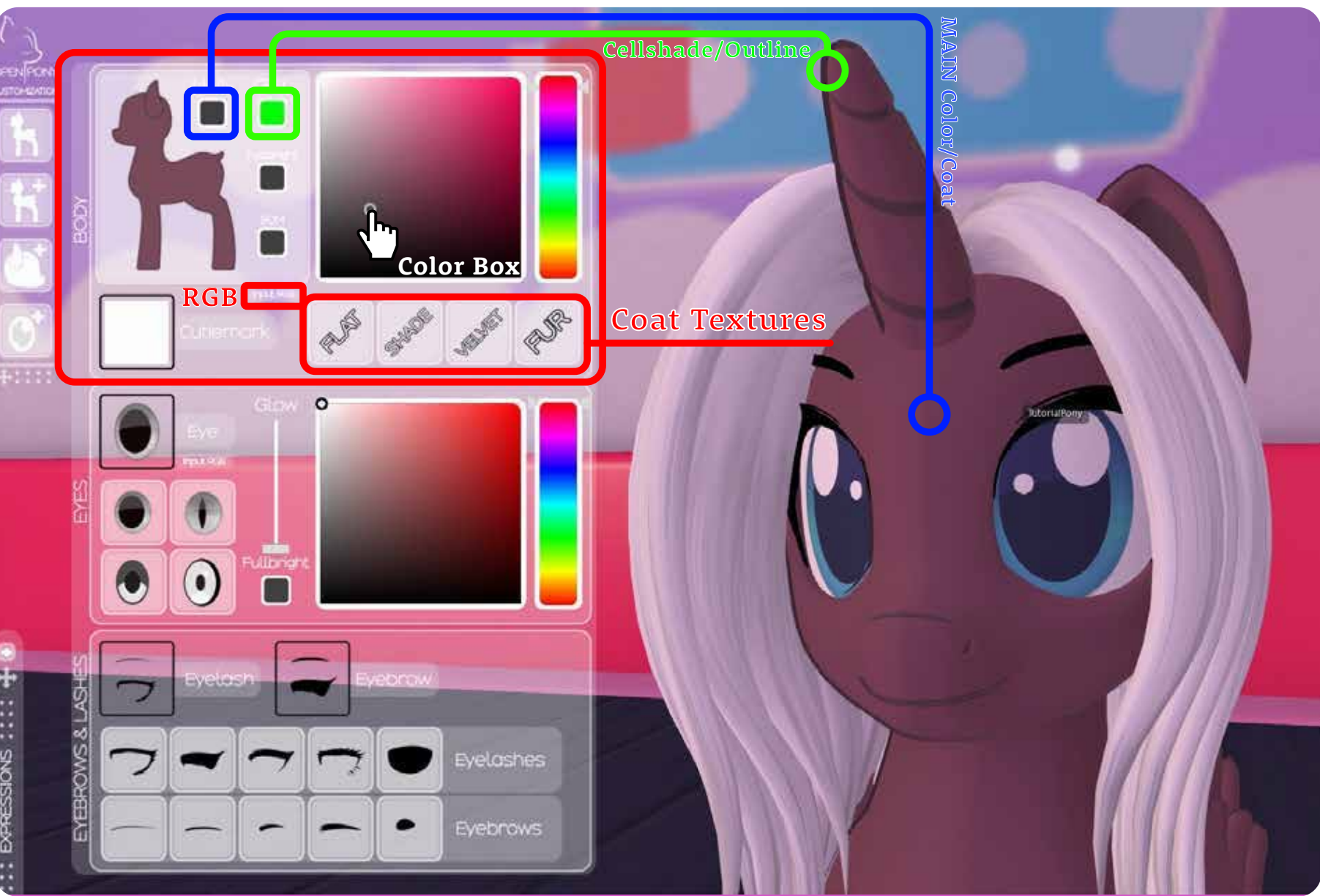
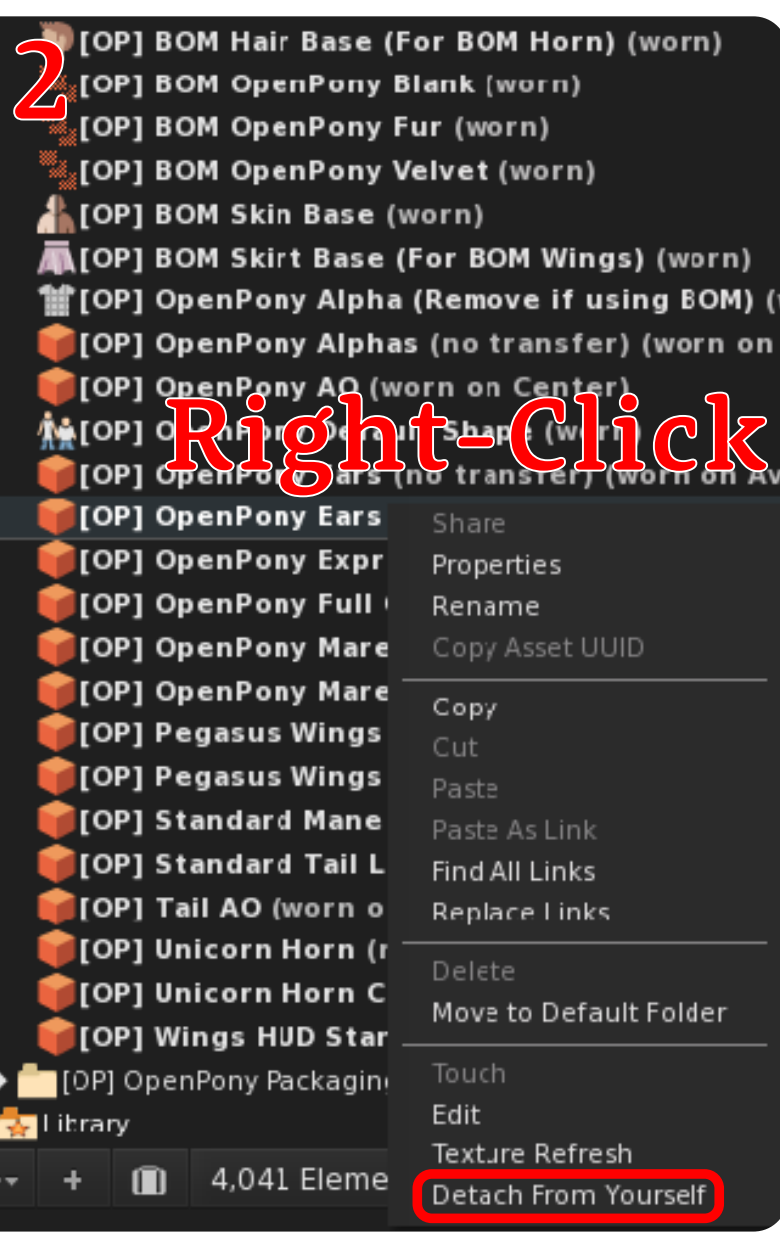
- [OP] Standard Mane
- [OP] Standard Tail

- 2) Within your inventory, RIGHT CLICK on these items individually, and then CLICK "Detach From Yourself"

### 1 Things you might want to detach.



### 2 Right-Click



### Coloring your Body ii.

On the left of your screen you will see your Customization HUD, it will allow you to customize your pony's colors.

#### BODY

The first section of the HUD controls the body colors.

The checkboxes at the top left of the color hud determine what you're coloring.

MAIN = Base of your body  
CELL = Outline of your body, Nostrils, Lips, Inner Ears (Even if you're not using your Cellshade, you'll still wanna change this to tint the aforementioned pieces)

- 1) Enable the checkbox for what you wish to color. If it is green, it is enabled. (Make sure to de-select what you don't want to color)
- 2) Click and drag on the colorbox right of the body to pick your color. If you want to be more exact, you can click "Input RGB" and input your colors as RGB or HEX
- 3) Pick between FLAT - SHADE - VELVET - FUR  
FLAT: No texture, simply blank color  
SHADE: Basic Ambient Occlusion  
VELVET: Somewhat fluffy looking coat  
FUR: Painted Fur Texture

### iii. Coloring Eyes

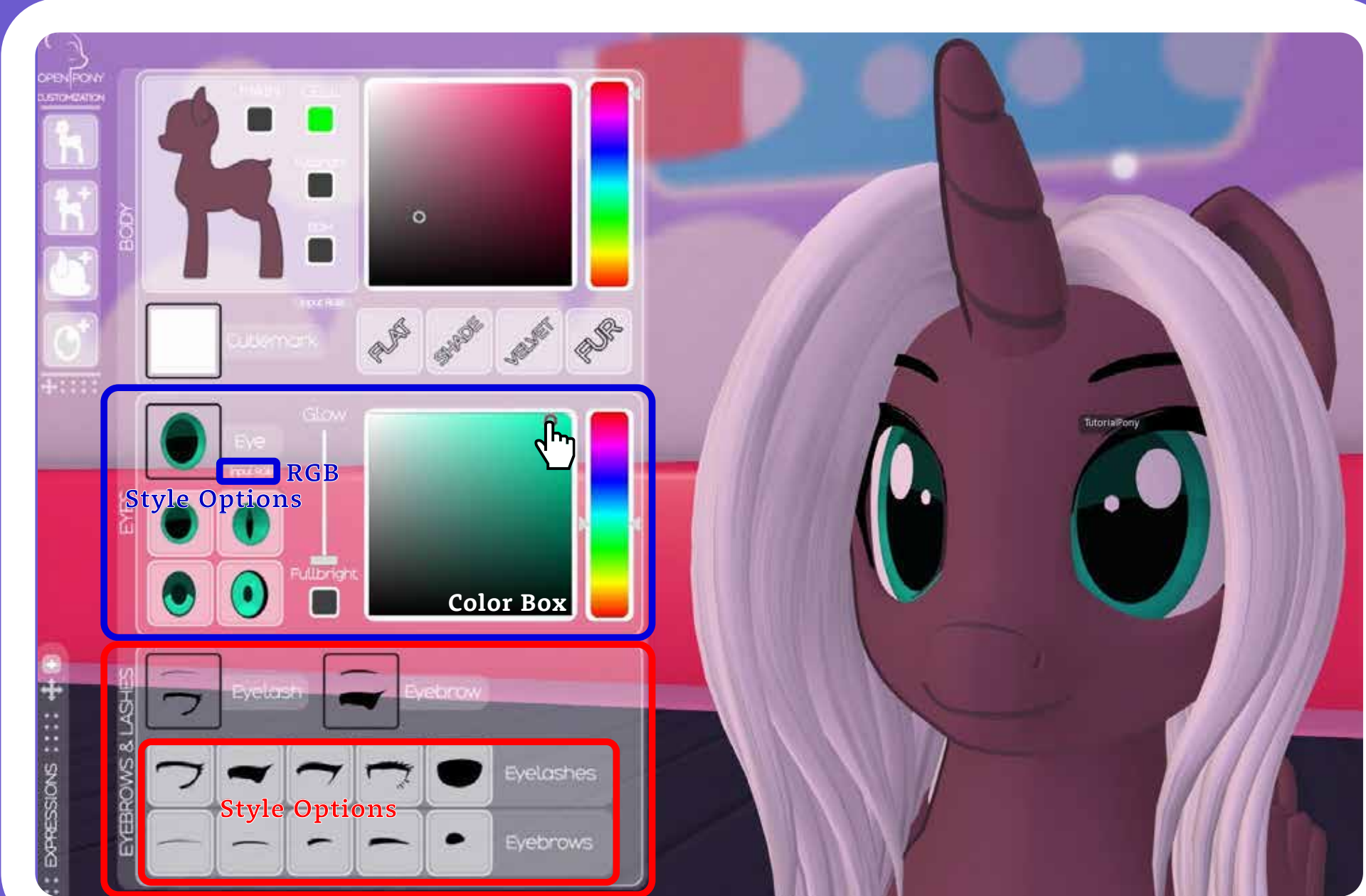
Underneath the Body segment, is the eye segment. Like before, simply use the colorbox to pick the color of your eyes.

Left of the colorbox are a couple of extra eye options to choose from, simply click to pick one.

### Brows & Lashes

Underneath the Eye segment, is the eyelash and eyebrow segment.

Simply click on your preferred styles



### NOTE:

Once you are done customizing, you can detach the hud by right clicking on it on your screen, and clicking "Detach".

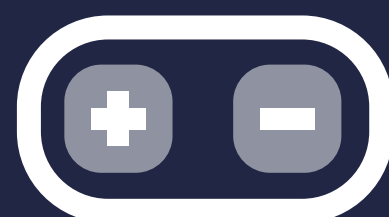




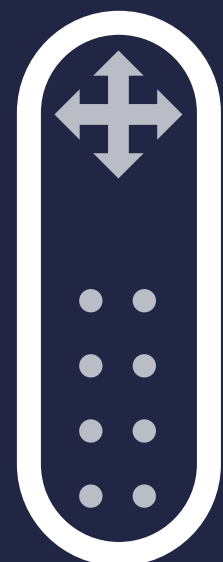
# Quick Info HUDs

## HUD Basics

Most of our HUDs share the following elements:



Hide/Unhide HUD



Click & Drag on the arrows or the dots to relocate your hud



Our HUDs can be placed anywhere on your screen, they will re-orient automatically.

## Customization HUD



The Customization HUD has a variety of features

### A) Basic Editing:

- Basic Color Body
- Basic Eye Color
- Eyebrows / Eyelashes
- Cutiemark

### B) Advanced Body Editing

- Total edit control of the body's individual parts.

### C) Advanced Head Editing

- Total edit control of the head's individual parts.

### D) Advanced Eye Editing

- Versatile layered eye editing system

## AO



Your AO or Animation Override controls your pony's movements.

You can add and remove animations as you please.

Here's a guide to its features:

- A) ON/OFF Button
- B) Refresh Animation Set/Notecard
- C) Reverse (ON/OFF/Lag Compensation)
- D) Swimming (ON/OFF)
- E) Configuration

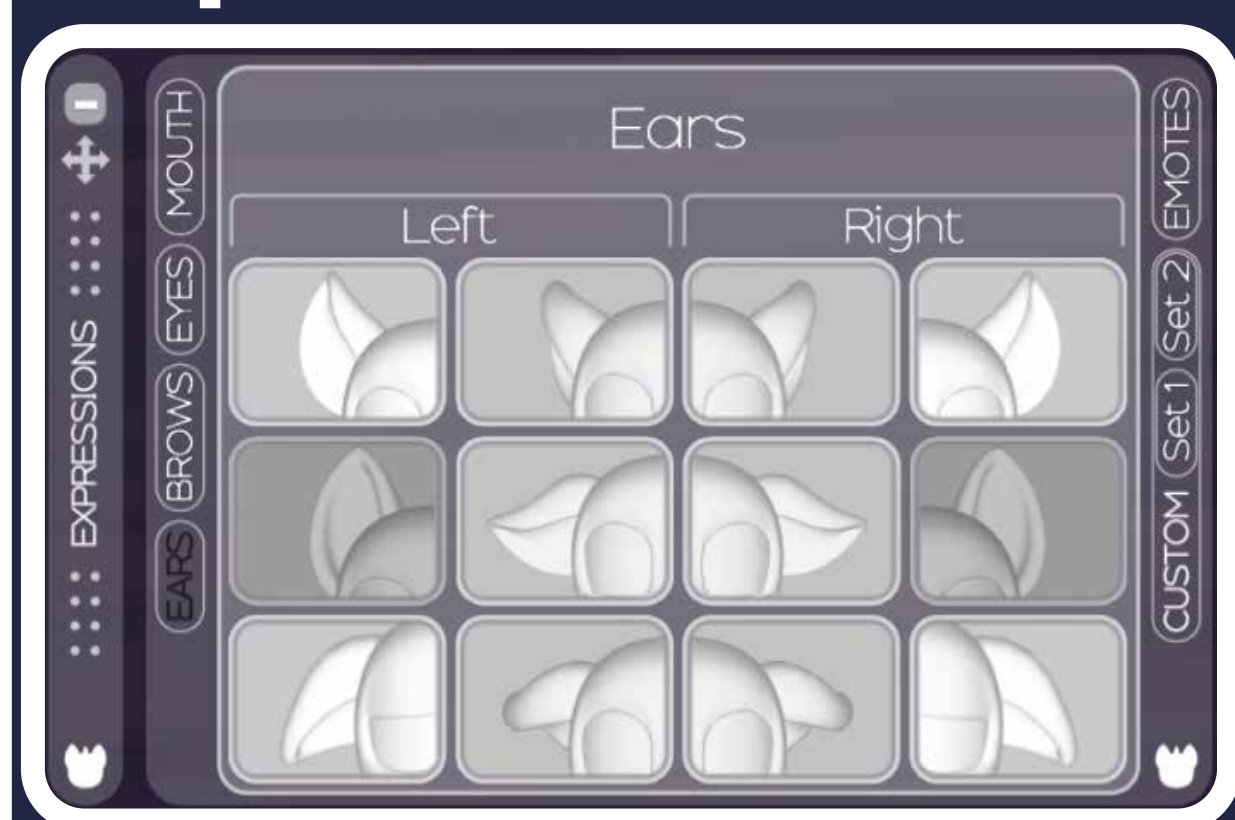
## Tail AO



Much like the AO, the Tail AO controls animations, but only for your tail.

You can add, remove and change these to your liking.

## Expressions HUD



The Expressions HUD allows you to set your pony's mood through direct control of your pony's facial features. Eyes, mouth, brows, you can control all of these through this hud.

It also includes some dances and emotes.

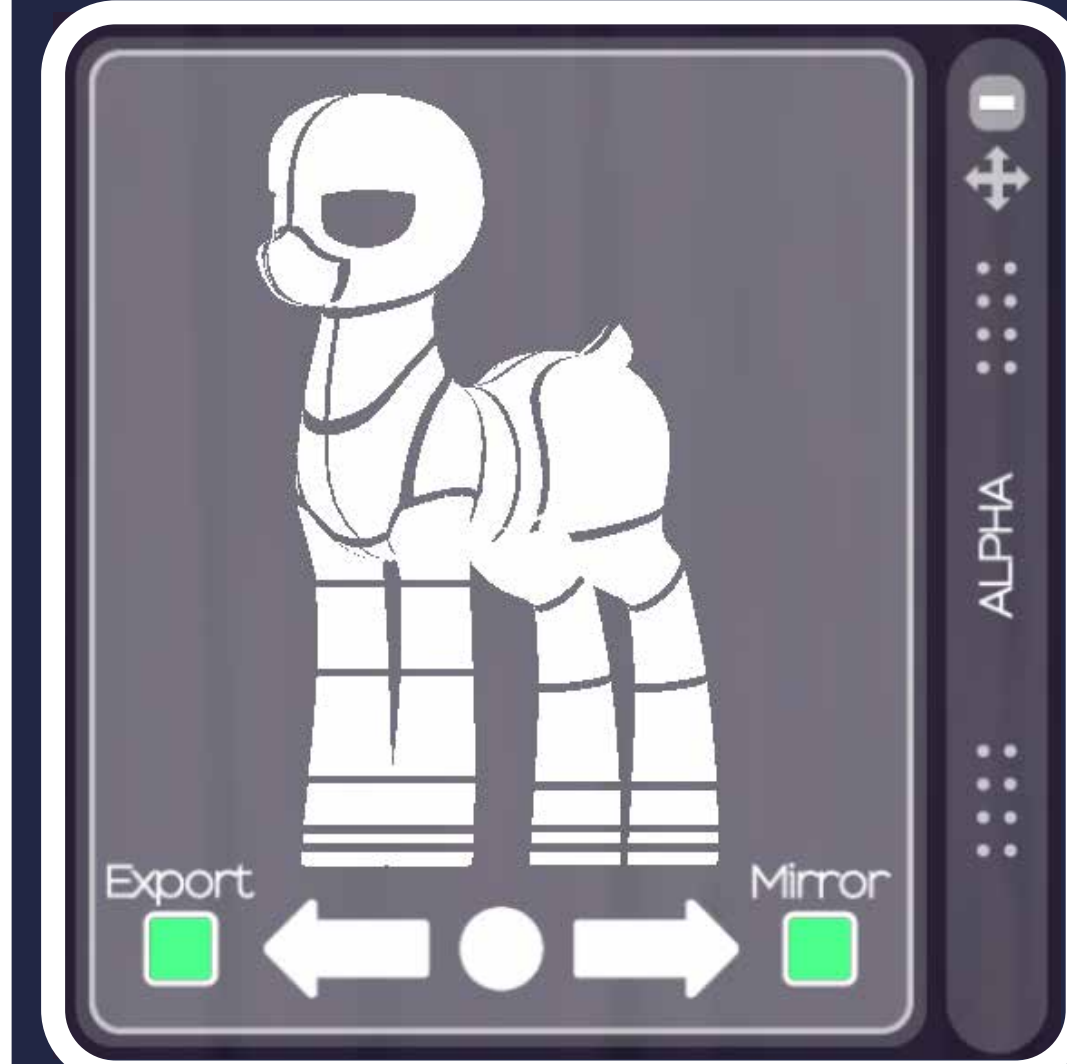
## Wings HUD



The Wings HUD, provided you have them, allows you to pose your wings in a variety of different ways.



## Alpha HUD



The Alpha HUD controls the visibility of segments of your body.

This is useful when you're wearing clothing, or when you're wearing legwear.

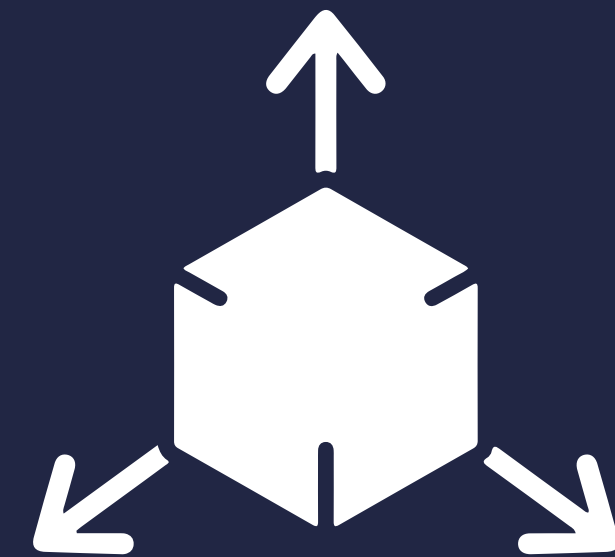
It might be necessary to hide some parts of your body to avoid clipping.

Simply left click on the parts of your body you wish to hide.



# Editing your Items

## Manes, Tails, Clothes, Etc.

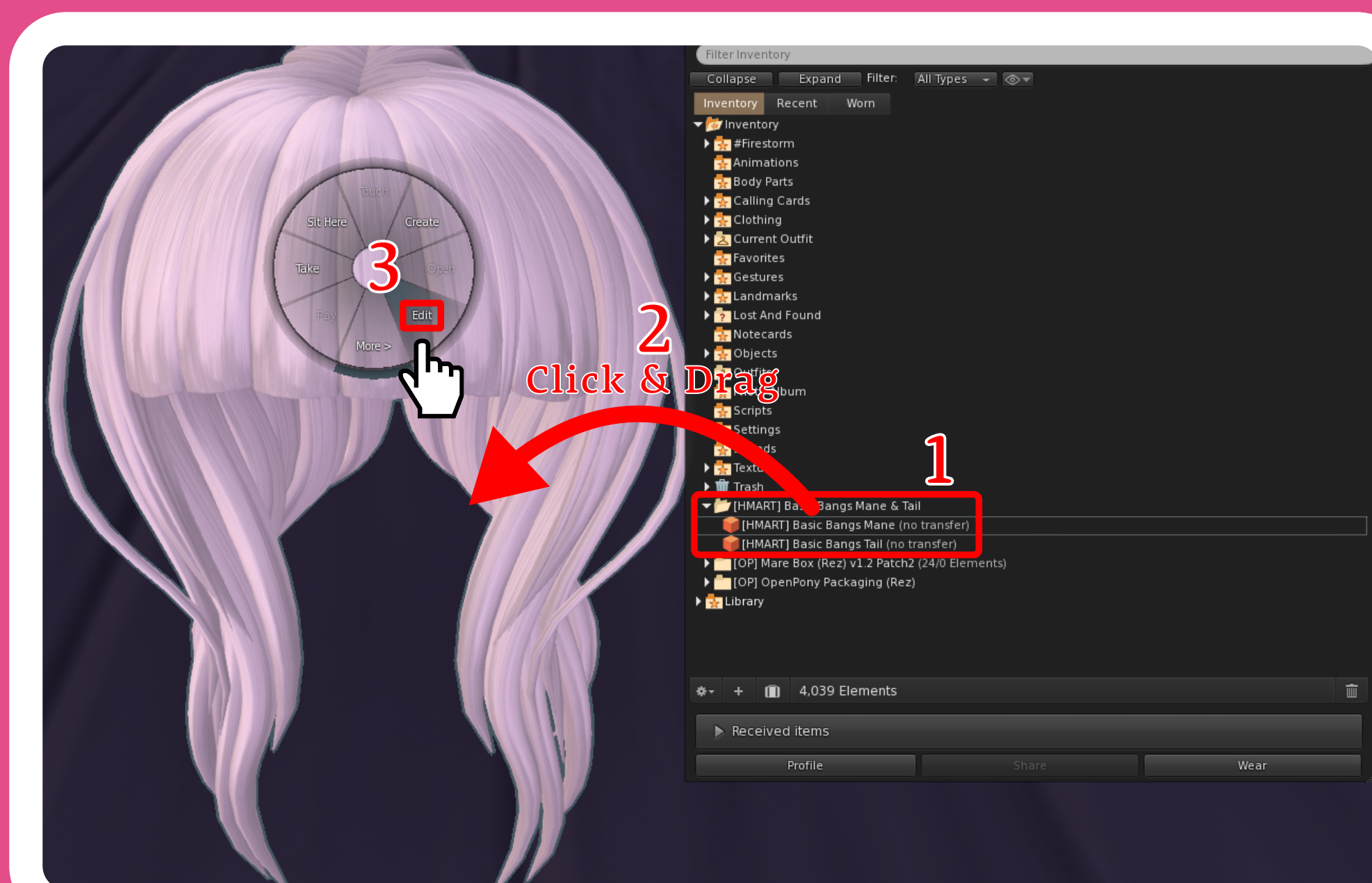


### i. Rezzing, Build Menu

- 1) Find the folder of your previously unpacked item in your inventory.
- 2) Rez the item you wish to color by clicking & dragging it to the ground.
- 3) Right click on the item, and select “Edit”

**NOTE:** The Build Menu is a very expansive tool, allowing you to edit terrain, create lights, and create, modify and change the properties of items.

For the purposes of this guide we will only cover how to color things, but you should explore this tool at your own leisure.



### Select Face, Color ii.

**For Individual Pieces(Useful for clothing):**

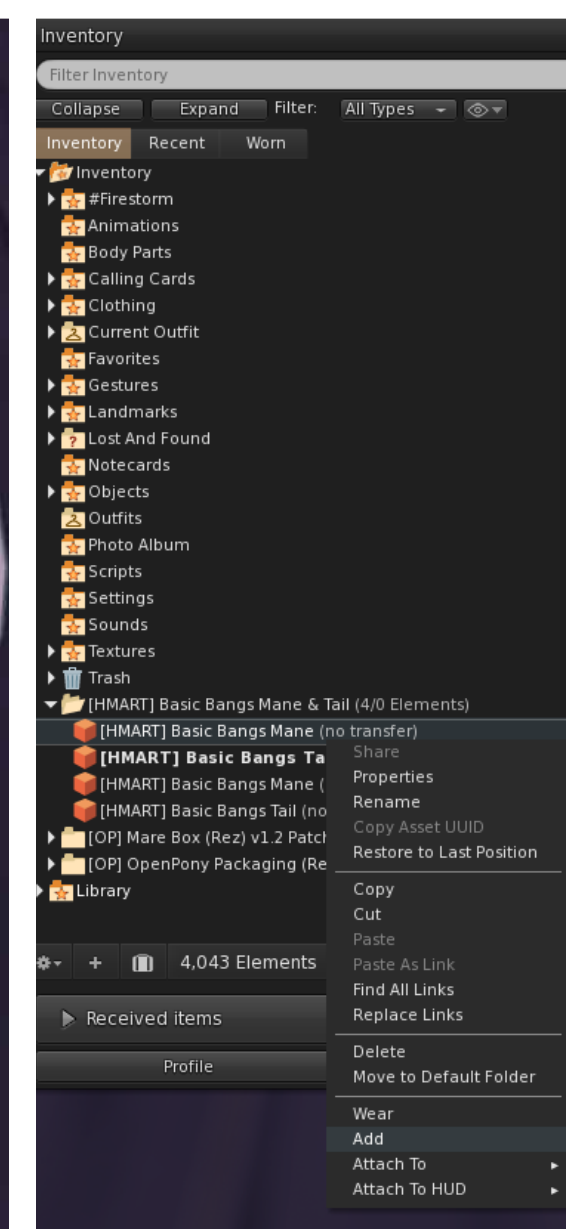
- 1) Make sure you're in the “Texture” tab.
- 2) Select “Select Face” From the tools at the top.
- 3) Click on the part of the item you'd like to color.
- 4) Click on “Color” to open the color selector.
- 5) Use the color selector or insert desired rgb.
- 6) Press “Ok” - Repeat until satisfied then close edit menu.

**For Wholes (Useful for Manes, Tails)**

- 1) Make sure you're in the “Texture” tab.
- 2) Click on the item you'd like to color.
- 3) Click on “Color” to open the color selector.
- 4) Use the color selector or insert desired rgb.
- 5) Press “Ok” - Repeat until satisfied then close edit menu.

### iii. Pick up, Add

- 1) Once you've edited the item to your liking, right click on it, and select “Take”, to take the item into your inventory.
- 2) Locate the item in its corresponding folder. It should be the top-most item in the folder.
- 3) Right click, add.
- 4) Repeat from step i. for all desired items.





# Good Job!

You're Done



If you have any questions, you can ask for help on our discord:

<https://discord.gg/V5XUAm5QKq>

Guide Created by:

