



InkWelle on the Web:
www.inkwelle.com

InkWelle in Second Life:
[Nevia 128, 128, 24](#)

InkWelle BookBox Organization System v.1.1

* Your Inventory Organization and Storage System *

The InkWelle BookBox Organization System provides an attractive way to organize your SL possessions without carrying them in your inventory. This helps reduce lag created by bloated inventories; allows a way to back-up your copyable items in the case of grid problems; and allows you to share copyable and transferable items among your group and others.

For more information about the InkWelle BookBox Organization System and other InkWelle products, please visit us online at www.inkwelle.com. For more information please IM Katie Welles. For technical support, please IM Don Jano.

Table of Contents

1.1	Intended Uses	2
1.2	Limitations and Warnings.....	2
1.3	About Permissions	2
1.4	Using BookBox With Groups	3
2.1	Quick Setup	3
2.2	Editing the BookBox	3
2.3	Detailed Setup: Configuration Notecard	4
2.4	Reshelving and Shelf Positions	5
2.5	Moving the BookBox System:.....	5
3.1	Retrieving Items	5
3.2	Controlling the System.....	6
3.2.1	Chat Commands	6
3.2.2	Using the BookCase Menu.....	6
3.2.3	Using the BookBox Menu	6
3.3	Using Multiple BookBox Systems:.....	7
4.1	Command Reference	7
5.1	Color Chart:.....	13
5.2	Repairing the BookBox Textures.....	14

1.1 Intended Uses

There are several uses for the InkWelle BookBox System -- or simply, BookBox. You can use it as a personal storage system to hold your collections of textures, clothing, animations, notecards, or objects. This is an excellent way to "offload" your infrequently used inventory in a way that is easy to sort through and retrieve individual items later.

Another use is as a way to store and share inventory items among group members, among friends, or even among the SL world at large (but please be sure to read section 1.3 About Permissions).

Finally, the BookBox not only stores your items and gives you a convenient way to retrieve and share items, it also maintains a usage log. This is an excellent way to determine what items in your inventory you are using and your group members are using.

1.2 Limitations and Warnings

- You can store any SL item in BookBox EXCEPT scripts.
- SL does not allow for folders within object contents -- including BookBox.
- On all menus, please ignore the "Ignore" button! When you are finished with a BookBox, you should always click the "Close" button. If you use the "Ignore" button, this will cause a "time out" before you can access the menu again.
- Storing non-copyable and non-transferable items in BookBox will not affect those permissions. This means that if you "Take" a non-copyable item from the BookBox, a copy of it will NOT remain in your BookBox and it will send you the following warning: Warning - item was MOVED to your inventory, not copied!
- Do NOT delete any items that begin with "!!!!". These items are the scripts and notecards necessary for the proper running of the system! If you accidentally delete a file, please look for it in the Delete folder of your inventory, restore it, then place it back into the BookBox.
- Do not place any items with names that would sort before the specially-named system items that begin with !!!!!. The BookBox system files must be the first in the contents list.
- Never manually unlink the BookBox System. To edit a box, just click it and choose Unshelve from the menu to unlink it.
- While the BookCase is a convenient place to keep your BookBoxes on display and also gives you summary controls over your set of BookBoxes; the BookBoxes do not REQUIRE a BookCase in order to function properly.
- Any time you change a Configuration Notecard, you must select "Reset" from the BookBox menu. This tells BookBox to re-read the Configuration Notecard.
- At this time, you cannot REMOTELY access your BookBox. You must either click on it to get a menu, or be within chat-distance of it.

1.3 About Permissions

Here is a quick permissions primer: There are three kinds of permissions. If something is modifiable, that means you can edit the item. If something is copyable, that means that you can make copies of it for your own use. If something is transferable, that means that you can give the item to anybody else—but just like in RL, if you give it

away, then you will not have it anymore. If something is copyable AND transferable, then you can give copies away and still keep one for yourself.

!! WARNING *!***!**

If you place an item which IS transferable and is NOT copyable into a BookBox and then permit others to use that BookBox, you run the risk that somebody will take it! This will transfer ownership of the item and you will NOT own the item any longer. Please take care to limit access to the items that you do not intend to give away.

1.4 Using BookBox With Groups

As described in section 1.1 Intended Uses, BookBox is a wonderful way to share items among group members. The default mode for BookBox is NOT to share, but if you go into the Configuration Notecard and set AllowGroup On - then BookBox will allow every member of your group to access it. But which group is that? Each BookBox can be set to a specific group (as long as it is a group which the official owner of the BookBox system belongs to) by setting it in Edit Mode. Please see section 2.3 Editing the BookBox for instructions.

2.1 Quick Setup

FIRST: Rez the BookCase. It will ask you if it can Link and Delink from other objects. You must answer Yes to this question in order for the system to work properly. If you accidentally answer No to this question, you must "Take" then re-rez the BookCase.

SECOND: Orient the bookcase any way you like.

Now your BookBox System is ready for you to load items into it and to use it. There are some pretty important steps to this, so rather than summarizing here, we ask that you please read the rest of chapter 2 and at least skim through chapter 3 in this manual.

2.2 Editing the BookBox

The InkWelle BookBox Storage System consists of a 4-prim scripted BookCase, and eight individual 1-prim scripted BookBoxes. You edit each BookBox to set its category, to set its group, load items into it, and modify the Configuration Notecard if desired.

The first step EVERY time you edit a BookBox is to unshelve it from the BookCase. To unshelve a single BookBox, click on it and select Unshelve from the menu, then click the Close button. You may also unshelve ALL the BookBoxes at one time by clicking on the BookCase, selecting Unshelve All from the menu, then clicking the Close button. (See section 2.4 Reshelving and Shelf Positions for instructions on how to return the BookBox to the BookCase.)

!! WARNING *!***!**

Do not attempt to edit a BookBox while it is still shelved on the BookCase. Also, never "unlink" the BookBox and BookCase using SL's edit tools.

Next right-click on the unshelved BookBox you want to edit, then select Edit from the menu. When the Edit dialog appears, click on the blue More button to see the tabs.

SET CATEGORY: You may assign a category name to each BookBox to tell you what you are storing in the box. To do this, simply edit the text in the Description field on the General tab. This is the category of the items that will go into the box, for example: Clothing, Textures, John's Stuff, etc. (The display of the category names is controlled using the BookCase menu.) The default category name for each BookBox is "Cool Stuff". You may leave this blank if you prefer.

SET GROUP: You may assign a BookBox to a group - which would give you the option of allowing other members of that group to use the BookBox and access its contents. To do this, look on the General tab beneath the owner's name. There is a "Set" button to assign a group. Click on the Set button and you will be able to select from a list of the groups that you belong to. Note that setting a group in this way ONLY tells BookBox what group to allow IF the "AllowGroup" command is set On in the Configuration Notecard (it is set to Off by default). NOTE>>> Please be sure to read section 1.3 About Permissions.

LOAD ITEMS: While you are still in Edit mode, open the Contents tab. (You will see quite a few items in the contents that begin with !!!!. These are the system files, so be very sure that you do not remove or rename these files.) To add items to the BookBox, simply drag them from your inventory to the Contents folder in the Contents tab of the BookBox. As items are loaded, they will be alphabetized. If there are duplicate names, a sequential number will be added to the end to keep its name unique. NOTE>>> It is crucial that none of your inventory items appear alphabetically BEFORE the system files (which is why we named the files preceded with !!!!.)

Depending on the lag in your area and the number of items you are dragging, it sometimes takes up to 10 seconds or so for the items to show in the display. For this reason, it is a good idea not to drag too many at one time. How many is too many? This depends on your current lag situation... but perhaps limit it to 10-12 at a time.

MODIFY NOTECARD: The final thing you may wish to do when you edit a BookBox is to set configuration options in the Configuration Notecard. This is described in more detail in the following section.

2.3 Detailed Setup: Configuration Notecard

While the default configuration is adequate for most people, you can fine-tune your system settings using the Configuration Notecard. Each BookBox in the system has its own Configuration Notecard and are set separately. This allows you to have precise control over the entire system. The following options are accessed only by editing the Configuration Notecard. The notecard, called !!!!! BookBox Configuration, has samples and comments about each command in it and is very easy to understand.

If the first character on a line in the Configuration Notecard is a '#', then that line is considered to be a comment and will not be processed.

The following items are set in the Configuration Notecard. For a complete description of each command plus its default setting, please see the Command Reference in section 4.1 of this document.

- Channel - Sets the chat channel for you to command the BookBox
- IdleTimeout - Seconds until the menu and chat-listening times out
- CategoryColor - Sets text color for category display
- ItemColor - Sets text color for item display

- AllowGroup - Sets whether to allow access to the group the BookBox is "Set" to (see section 2.2 Editing the BookBox for more information)
- Allow - Sets whether others can access the BookBox (list names or "anyone")
- ShowItemType - Sets whether to list item type in the display
- LogLimit - Sets how many accesses to log before the log is full
- LogTimeStamp - Sets the format of timestamp in the log
- LogFullIM - Sets what to do when the log is full
- LogTimedIM - Sets when to IM the log to the owner.

2.4 Reshelving and Shelf Positions

You return a BookBox to the BookCase by clicking on the Shelve button. When you do this, it will ask you for a shelf position. Click on a number to select the position. For example, 1 refers to the upper left shelf, 2 to the upper right, and so on as shown in the table below:

Shelf Positions

1	2
3	4
5	6
7	8

Note that if you rez a BookBox from your inventory near its Bookcase, the BookCase will automatically load the Bookbox onto the next available shelf position.

2.5 Moving the BookBox System:

If you would like to move your InkWelle BookBox Organization System, it is best to make sure that all the BookBoxes are shelved. This ensures that the whole unit is linked. Then you can safely move the system, or even Take it into your inventory to re-rez in a new location.

3.1 Retrieving Items

Retrieval of items from the BookBox System is very easy. You click on a BookBox to cycle through each item. The item's name and number (and optionally its type) will be displayed. As you cycle through texture items, the textures will be displayed for you on a temporary Texture Display panel above the BookBox. You can click one at a time, or if you hold down your mouse button it will VERY quickly run through the list. For more control you can use chat commands to jump to a specific item number, or you can enter a search pattern to look for specific items (see section 3.2.1. Chat Commands for more information).

When the item you want is displayed, you use the menu or chat to retrieve it by issuing a Copy, Take, or Rez command. What each of these actions does depends on the permissions of the item. For example, if another user attempts to Take or Copy a non-transferable item, they will get a message telling them that the item is not transferable. Or for another example, if you Copy a non-copyable item, it will alert you that the item has been MOVED to inventory and has been removed from the BookBox.

3.2 Controlling the System

Your BookBox Organization System is controlled via chat or menu. The BookCase and each BookBox has a separate menu. Chat commands work on the currently selected BookBox - which is the one that was last clicked on.

3.2.1 Chat Commands

The following commands can be issued via chat on the chat channel that you set in the Configuration Notecard (some of these commands are also available via menu). For a complete description of each command, please see the Command Reference in section 4.1 of this document.

- Reset - Causes the Configuration Notecard in the current BookBox to be re-read
- SayItems - Says the items in the current BookBox along with their item numbers
- Help - Brings up a notecard with the Command Reference
- Close - Closes the current BookBox
- SayAccess - Says the access log
- ClearLog - Clears the access log
- Status - Says the current status set in the Configuration Notecard
- Take [item-num] - Takes the current or specified item
- Copy [item-num] - Copies the current or specified item
- Rez [item-num] - Rezzes the current or specified item
- Jump <item-num> - Jumps to the specified item number
- Find [pattern] - Searches for items where the name includes the pattern entered
- Unshelve - Removes the current BookBox from shelf

3.2.2 Using the BookCase Menu

Clicking on the BookCase will bring up a menu that pertains to ALL the BookBoxes. Following are the commands available on the BookCase Menu. For a complete description of each command, please see the Command Reference in section 4.1 of this document

- Hide Labels/Show Labels - Toggles the Category labels on/off
- Say Items - Whispers the contents of ALL the BookBoxes
- Unshelve All - Removes all the BookBoxes from the shelves (they must be reshelfed individually using the BookBox menus)
- SaySummary - Whispers a list of all the BookBoxes with summary info only

3.2.3 Using the BookBox Menu

Clicking on a specific BookBox will bring up a menu that pertains to only that particular BookBox. Following are the commands available on the BookBox Menu. For a

complete description of each command, please see the Command Reference in section 4.1 of this document

- Status - Whispers the status of the BookBox
- Unshelve/Shelve - Unshelves/Shelves the BookBox
- Help - Brings up a notecard with a reference of the commands
- SayAccess - Whispers the access log for the BookBox
- ClearLog - Clears the access log for the BookBox
- SayItems - Whispers a numbered list of the items in the BookBox
- Close - Closes the BookBox and its menu
- Take - Takes the current item (Removes the item if it is not transferable)
- Copy - Copies the current item (If the item is not copyable, it will TAKE the item)
- Rez - Rezzes the current object (Removes the item if it is not transferable)
- Reset - Read the Configuration Notecard for the current BookBox

3.3 Using Multiple BookBox Systems:

There is no limit to how many BookBox Organization Systems that can coexist. This is possible because each BookBox is “keyed” to a specific BookCase. When you first rez your BookBox System, all of the BookBoxes are keyed to the BookCase that they are shelved in. From that point on, individual BookBoxes can be unshelved, taken, and re-zed and they will always remember which BookCase they are keyed to. Every time you take and re-rez a BookCase, the shelved BookBoxes are re-keyed to that BookCase.

In order to keep this working smoothly, it is very important that if you ever take a BookCase into your inventory, you should make sure that all of its BookBoxes are on the shelves. If you take a BookCase into your inventory while any of its BookBoxes are missing from the shelves, then any BookBoxes that were not on the shelves will be “orphaned.”

If that happens, here are the steps to fix it:

1. Select the orphaned BookBox in edit mode, click on the Contents tab, open the “!!!! bookbox homing” script, then click on the Reset button within the script editor.
2. Take the BookBox into your inventory, then re-rez it near the BookCase that you want to key it to. (Be sure no other bookcases are within 20 meters of the BookBox as it is rezzed!)
3. The BookBox will now jump onto the BookCase (but it is not yet keyed yet!)
4. Take the BookCase into your inventory and then re-rez it. All the BookBoxes on the shelves are once again keyed to that BookCase.

4.1 Command Reference

Following is an alphabetic list of all the inkWelle BookBox Organization System commands. At the end of each description, the command method is shown in parentheses: Notecard, Chart, or Menu)

****Note that within the command descriptions, vertical lines are put between possible arguments within the brackets. When you enter a command, do NOT include the brackets or the vertical lines.****

Allow <avatar name | anyone>

Use this command to increase the list of avatars who can access your BookBoxes. Enter individual avatar names or enter "allow anyone" to make items generally available.

(Notecard only)

-----//-----

AllowGroup <on | off>

If set "on" allows other people in your group to access your BookBoxes. This refers to the group that the BookBox is set to as described in section 2.2 Editing the BookBox. Note that group members will NOT have access to items that are not transferable.

(Notecard only)

-----//-----

CategoryColor <r> <g> in range of 0-255

This specifies the color of the text that displays the category name above each BookBox. (See Section 5.1 Color Chart at the end of this document for a list of some common colors.)

(Notecard only)

-----//-----

Channel <n> (defaults to 0)

This sets the chat channel that the system will listen to. It is best that all the BookBoxes in a single system be set to the same channel. (Note that BookBox only listens for chat when it is open. This is to prevent the script from contributing to sim lag.)

(Notecard only)

-----//-----

ClearLog

Clears the access log (Also see the Log commands and the SayAccess command.)

(Chat | BookBox Menu)

-----//-----

Close

Closes the current BookBox and its menu

(Chat | BookBox Menu)

-----//-----

Copy <n>

If executed via chat, then n is the item number of the item to be copied. If no item number is included in the command or if executed via menu, then it copies the current item. If the current item is copyable, then this command will place a copy of the item in the users inventory. If the item is not copyable, the user will be told this and the item will remain in the BookBox.

(Chat | BookBox Menu)

-----//-----

Find <pattern>

The system will attempt to find an object with a name matching the entered pattern. This works in much the same way as the filter works in your SL Inventory window. For example "If you search for "cat" it will bring up anything with those consecutive letters in the name regardless of position -- such as items named cat, catch, scat, etc. This filter will continue to persist, allowing you to cycle through all the items that meet your criteria. To cancel, issue the find command with no criteria or simply close the BookBox.

(Chat only)

-----//-----

Help

Displays a notecard with this Command Reference

(Chat | BookBox Menu)

-----//-----

Hide Labels/Show Labels

Toggles the Category labels on/off

(BookCase Menu)

-----//-----

IdleTimeout <seconds>

This is the number of seconds that a menu will wait for you to click on a button. This is also the number of seconds until you can access the menu if you click on the ignore button. The minimum is 15 seconds.

(Notecard only)

-----//-----

ItemColor <r> <g> in range of 0-255

This specifies the color of the text that displays each item name above each BookBox. (See Color Chart at the end of this document for a list of some common colors.)

(Notecard only)

-----//-----

Jump <n>

n is an item number. Jumps to the specified item number in the sequential listing of items.

(Chat only)

-----//-----

LogLimit <n>

n is the number of log entries before the log is considered full.

Note that the log size limit is also limited by the amount of memory that Second Life allots to a script. Setting a very high limit may result in the log becoming full before you expect it. The default logLimit is 100. The maximum depends on many factors about how you configure your log, but is about 200.

(Notecard only)

-----//-----

LogTimeStamp <off | tiny | short | long >

The log can be set to include a timestamp with the avatar names. This command controls the format of log entries, as follows:

- LogTimeStamp off - removes timestamp from the log
- LogTimeStamp tiny - log will record "short" timestamp with NO avatar name
- LogTimeStamp short - sets timestamp format: 08-27 00:56
- LogTimeStamp long - sets timestamp format: 2004-08-27 00:56:21

(Notecard only)

-----//-----

LogFullIM <on | off>: (Notecard)

If set on, this will cause an IM of the log to be sent to the owner whenever the log becomes full. The log is cleared when this is done. Default is 'off'.

(Notecard only)

-----//-----

LogTimedIM <n,n>

n is the hour at which you want the log to be IMed to the owner. To have it sent multiple times during the day, separate the hours with commas. NOTE that when the log is IMed, it then CLEARS the log.

(Notecard only)

-----//-----

Reset

Resets the BookBox and causes it to read the Configuration Notecard. Choose this any time you make a change to the configuration.

(Chat | BookBox Menu)

-----//-----

Rez <n>

If executed via chat, then n is the item number of the object to be rezzed. If no item number is included in the command or if executed via menu, then it rezzes the current object in front of the BookCase. If the current item is not copyable, then this command will remove the item from the BookBox.

NOTE>>> Take care with this command as the BookBox will rez the object regardless of how large it is!

(Chat | BookBox Menu)

-----//-----

SayAccess

Lists the access log of who accessed the BookBox and what they accessed. (See the Log commands for how to configure the log.)

(Chat | BookBox Menu)

-----//-----

Say Items

When executed from the BookCase menu, this will whisper the contents of ALL BookBoxes in the BookCase, listing each BookBox name and category, then a numbered list of the contents of each.

When executed from Chat or from the BookBox menu, this will whisper the contents of the current BookBox, listing first the BookBox name and category, then a numbered list of its contents.

(Chat | BookCase Menu | BookBox Menu)

-----//-----

SaySummary - Says list of BookBoxes with summary info only

Lists each BookBox, its category label, and the number of items it holds

(BookCase Menu)

-----//-----

ShowItemType <on | off>

If set on, this will list the item type (texture, object, animation, etc) beneath the item name. It will be shown using the same color that is set for the Item using ItemColor

(Notecard only)

-----//-----

Show Labels/ Hide Labels

Toggles the Category labels on/off

(BookCase Menu)

-----//-----

Shelve/Unshelve

Takes the BookBox off the shelf or back on it. When you shelve a BookBox, you will be asked for a shelf position number

(BookBox Menu)

-----//-----

Unshelve All

Toggles all the Bookcases being removed from or returned to the BookCase in the same order.

(BookCase Menu)

-----//-----

Status

Will list the current status of the current BookBox, including Timeout, Allow Group, Allow Anyone, Show item type, Log Limit, Log Full IM, Log Timestamp, and Log sends IMs.

(Chat | BookBox Menu)

-----//-----

Take <n>

If executed via chat, then n is the item number of the object to be taken. If no item number is included in the command or if executed via menu, then it takes the current object. If the item is copyable then it takes a copy and leaves the original in BookBox. If the item is not copyable then it will remove the original from the BookBox. Storing non-copyable and non-transferable items in BookBox will not affect those permissions. This means that if you "Take" a non-copyable item from the BookBox, a copy of it will NOT remain in your BookBox and it will send you the following warning: Warning - item was MOVED to your inventory, not copied!

(Chat | BookBox Menu)

-----//-----

Unshelve/Shelve

Takes the BookBox off the shelf or back on it. When you shelve a BookBox, you will be asked for a shelf position number

(Chat | BookBox Menu)

-----//-----

Unshelve All

Toggles all the Bookcases being removed from or returned to the BookCase in the same order.

(BookCase Menu)

-----//-----

5.1 Color Chart:

Following is a list of the values you can use for some common colors:

<0, 0, 0 >	// undefined color (black)
<53, 184, 106>	// green
<53, 159, 248>	// blue
<73, 231, 250>	// light blue
<248, 53, 63>	// red
<249, 243, 68>	// yellow
<249, 175, 68>	// orange
<125, 78, 245>	// purple
<245, 78, 231>	// pink
<254, 254, 254>	// white

5.2 Repairing the BookBox Textures

We know that people may sometimes forget while loading items into a BookBox that you are supposed to drag items to the Contents folder in edit mode as opposed to just dragging items onto the BookBox. If you happen to drag a texture file onto a BookBox - the book texture will be replaced by the texture you just dragged onto it! To fix the texture, just open the BookBox menu and click on the Reset button. The system will automatically put the texture back to its original form.