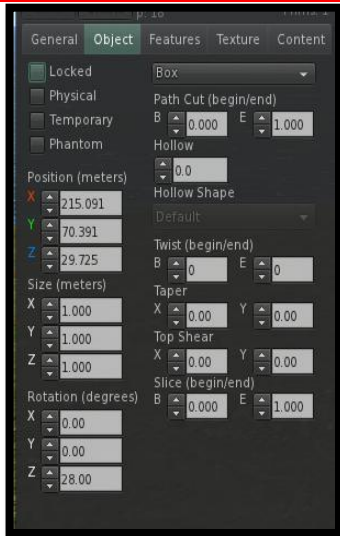


# Additional features: building & making vehicles; [link to basic building](#)



*NOTE: only bottom of build menu is shown*

**Under Object:** click on object's attributes: physical makes objects *drop & roll* depending on the terrain & the object shape; temporary makes it disappear after a defined amount of time; phantom lets avatar's walk through an object



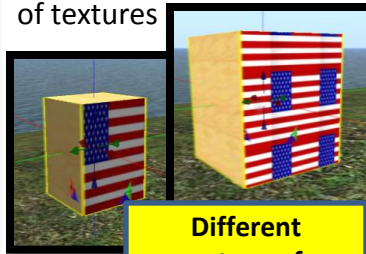
**Under Features:** Click on Flexible Path & adjust the features to make a blowing-in-the-wind effect; you may need to adjust the texture on the face



Object w/ flag texture blowing



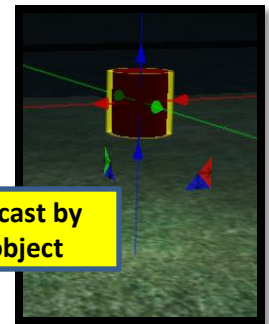
**Under Texture:** click on Repeat/Face & the Offsets of textures



Different repeats per face

**Practice, practice, practice to learn well**

Click Light & adjust intensity & feature; click World > Sun > Midnight to see the lights



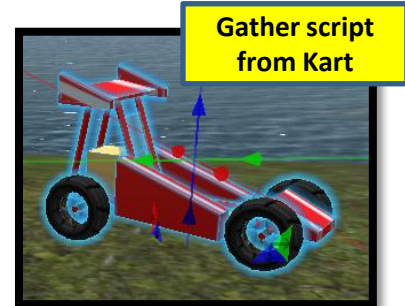
Light cast by an object

**Make any object move** *learn about scripts*;

1. Click My Inventory (on right) > click into Search area > type Kart; click Kart in the list that opens and drag onto ground
2. Right click Kart > Edit > Content tab > double-click Kart Script > click-and-drag over script text (250 lines) > Ctrl+C to copy script
3. Make a **simple, small object** (it is the seat)
4. Right click object > click Edit > Content > New Script > double-click Script > click-and-drag over startup script > Ctrl+V to paste script > Save; click + to close editing
5. Right click on object > Ride; you will move very fast once you use the arrows; click PageUp if you capsize
6. Click Stand (bottom of screen) to get off vehicle; right click vehicle > Delete



Riding a home-made vehicle



Gather script from Kart

**Tips on making vehicles:** make complex vehicle first; link it; make a small **LAST object** as the seat > attach the script to the last object