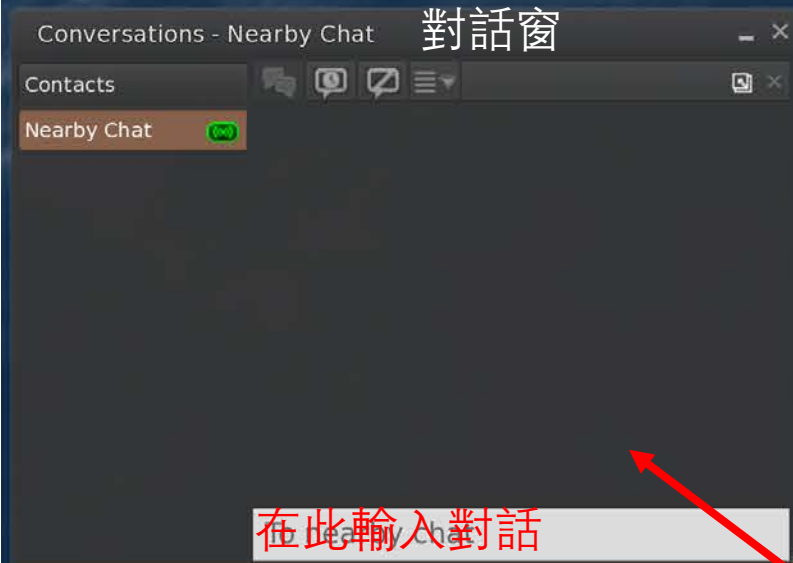


# VCER & Firestorm 使用介紹

# 影片介紹

<https://www.youtube.com/watch?v=dC0gsYQ8PV0&list=PLjaD9JWSIsBuhxyArfry9zHeDSa-y8YOU>

- VCER 註冊
  - <https://youtu.be/dC0gsYQ8PV0>
- VCER 登入
  - <https://youtu.be/r5WGM-fBd5I>
- 角色初始設定
  - <https://youtu.be/KtYgxo5zFJY>
- 購物
  - <https://youtu.be/CcOl7qMyxBU>
- 安裝卸除配件
  - <https://youtu.be/15n-2h83hT0>
- 基本建築功能
  - <https://youtu.be/AvmJmLGxW1Y>
- 觀看的角度
  - <https://youtu.be/SSkEJernOMQ>
- 刪除及基本建設
  - <https://youtu.be/WRhEB7aDK1Y>
- 顏色及材質
  - [https://youtu.be/6MkVHf\\_gCrg](https://youtu.be/6MkVHf_gCrg)
- 環境設定
  - <https://youtu.be/H7xhfUepwyU>
- 特性
  - [https://youtu.be/cC\\_lykGbv2U](https://youtu.be/cC_lykGbv2U)
- 網頁在物件上
  - <https://youtu.be/lajwoUfajj8>
- 程式碼
  - [https://youtu.be/P\\_mAvpMQBlS](https://youtu.be/P_mAvpMQBlS)
- 改變地貌
  - <https://youtu.be/gz2xai1s7EU>





可以選擇不同的形狀來開始!

打開建築視窗: Ctrl+B



基本視窗

General Object Features Texture Content

Name: Primitive 幫物件命名

Description:

Creator: blue sea 造物者

Owner: blue sea 擁有者

Last Owner: blue sea

Group: (none)

Click to: Touch (default) 按下物件後的反應

For Sale:

Price: OS\$

Show in search

You can modify this object

其他人可以

Anyone:  Move  Copy 移動/複製

Modify  Copy  Transfer



鎖定

物理性

暫時

可穿越

物件位置

物件大小

物件旋轉

物件

不同形狀

物件切割

物中空/旋轉

物中空形狀

其他可以嘗試的改變!

Click and drag to move camera

- Zoom
- Orbit (Ctrl)
- Pan (Ctrl+Shift)

1 objects selected, land impact 1  
Remaining capacity: 14999. [More info](#)

General Object **Features** Texture Content

Edit object features:

Flexible Path **柔軟**

Softness: 2.000

Gravity: 0.300

Drag: 2.000

Wind: 0.000

Tension: 1.000

Force X: 0.000

Force Y: 0.000

Force Z: 0.000

Light **光**

Intensity: 1.000

Radius: 10.000

Falloff: 0.750

Physics Shape Type: Prim

Wood

Gravity: 1.000

Friction: 0.600

Density in 100 kg/m<sup>3</sup>: 1000.0

Bounciness: 0.500

軟度  
地心引力  
牽引  
風  
拉力

特色

柔軟

光

在物理性質  
選定後  
的一些  
物件調整

Drag to move, shift-drag to copy

- Move
- Rotate (Ctrl)
- Stretch (Ctrl+Shift)
- Select Face
- Align
- Edit linked
- Stretch Both Sides
- Stretch Textures
- Snap
- Edit axis at root
- Show Highlight

1 objects selected, land impact 1  
Remaining capacity 14999. [More info](#)

General Object Features Texture **Content**

New Script Permissions Refresh

**Reset Scripts**

Contents

- Landmarks
- New Script

**重新啟動程式碼**

內容物

重新啟動程式碼

Click and hold to modify land

**推土機**

Select Land

Flatten **移平**

Raise **抬高**

Lower **降低**

Smooth **平整**

Roughen **粗糙**

Revert

Bulldozer: **大小**

Size

Strength **強度**

Apply

Parcel Information

Area: 65536 m<sup>2</sup>

About Land

Show owners

Modify Parcel

Subdivide

Join

Land Transactions

Buy Land

Abandon Land

Pick: Texture

Filter Textures

- Inventory
- Bee Sexy
- OpenSim Library
  - Texture Library
    - 4-tile2
    - 4-tile3
    - Blank Texture
    - brick1\_256
    - brick2\_256
    - brick\_mono
    - bricks**
    - cedar
    - cement block

Size: 512 x 512

Inventory Local

Default Blank Transparent None

Apply now OK Cancel

材質

Drag to move, shift-drag to copy

- Move
- Rotate (Ctrl)
- Stretch (Ctrl+Shift)
- Select Face
- Align
- Edit linked
- Stretch Both Sides
- Stretch Textures
- Snap
- Edit axis at root
- Show Highlight

Link Unlink World

1 objects selected, land impact 1. Remaining capacity 14999. [More info](#)

General Object Features **Texture** Content

Color Transparency % Glow

Full Bright

Materials

Texture (diffuse) Bumpiness (normal) Shininess (specular)

Alpha mode None

Mapping Default

Horizontal scale 1.00000

Vertical scale 1.00000

Repeats per meter 2.00000

Rotation degrees 0.00000

Horizontal offset 0.00000

Vertical offset 0.00000

Align planar faces

Copy

透明 發光 高明度

Color Picker

RGB LSL Hex

Red: 255

Green: 255

Blue: 255

Hue: 0

Sat: 0

Lum: 100

顏色

Current color

(Drag below to save)

Apply now Copy LSL OK Cancel



Click and drag to move camera

- Move
- Rotate (Ctrl)
- Stretch (Ctrl+Shift)
- Select Face
- Align
- Edit linked
- Stretch Both Sides
- Stretch Textures
- Snap
- Edit axis at root
- Show Highlight

Link Unlink World

Faces: 1  
0 objects selected, land impact 1  
Remaining capacity 14999. [More info](#)

General Object Features **Texture** Content

Color Transparency % Glow

Full Bright 高亮度

Media 媒體

歡迎來到臺中市成功國中網站

Choose... Remove Align

選擇

Mapping Default

Horizontal scale 1.00000

Vertical scale 1.00000

Repeats per meter 2.00000

Rotation degrees 0.00000

Horizontal offset 0.00000

Vertical offset 0.00000

Align planar faces

Synchronize materials

Copy Paste

Media Settings

General Customize Security

Home Page: 網址  
http://www.ckjh.tc.edu.tw/

Preview

Current Page:  
<http://www.ckjh.tc.edu.tw/bin/home.php>

Reset

Auto Loop

Auto Zoom 自動對焦

Auto Play Media 自動撥放

Note: Residents can override this setting

Auto Scale Media on Face of Object

Size: 0 X 0

OK Cancel **Apply** 送出





# 快速鍵

- 環境

- 日出: Ctrl+Shift+u
- 正午: Ctrl+Shift+y
- 日落: Ctrl+Shift+n
- 午夜: Ctrl+Shift+x

- 建築

- 打開建築視窗: Ctrl+B
- 修改物件: 在物件上按右鍵, 選擇“Edit”
- 旋轉: 按住 Ctrl
- 改變大小: 按住Ctrl+Shift
- 連結物件: Ctrl+L
- 取消連結物件: Ctrl+Shift+L
- 複製物件: 按著Shift 然後拉x/y/z軸
- 回復之前的動作: Ctrl+z

- 觀看

- 放大縮小: 按著Alt 鍵,再按著滑鼠左鍵移動
- 旋轉視角: 按著Alt+Ctrl 鍵,再按著滑鼠左鍵移動
- 偏離中心:按著Alt+Ctrl+Shift鍵,再按著滑鼠左鍵移動
- 還原視角: 按兩下Esc

- 移動

- 飛高: page up鍵
- 降落: page down鍵
- 跑: 按兩下↑ 然後按住
- 坐: 在物件上按右鍵然後選取“sit”