



# **QUINLIFE GUIDE**

## **SF BABY**



**Creating**  
**Exploring**  
**Farming**  
**Community**

Edition 2, December 2020

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## CHAPTER 1 INTRODUCTION

### **Welcome to the QuinLife Baby system!**

This is the second edition of the guide written for the beta version of the baby. Please note that both this guide and the baby and associated items are still in the development and testing phase, so things are likely to change from time to time!

**You are encouraged to join the QuinLife group on the Quintonia website - <https://quintonia.net/groups/viewgroup/3-quinlife>**

Please note that this guide is written with the assumption that you have at least a basic understanding of being in 'opensimulator' virtual worlds. If you are new to virtual worlds you can find some information to help you in APPENDIX 1 of this guide.

This guide assumes you have the Q2 or later edition of the SatyrFarm system. If you have an earlier version, some of the functionality may be slightly different to that described here.

### Useful web links:

- Information about the SatyrFarm system can be found at <https://opensimworld.com/farm>
- 
- Information about the Quintonia edition can be found at <https://farm.quintonia.net>

## CHAPTER 2 START HERE!

### 2.1 CONFIGURATION OF OPENSIM

#### (A) OPENSIM VERSIONS AND CONFIGURATION

The QuinLife system is being built and tested to work on opensim versions 0.9.0.1 onwards with support for both XEngine and Yengine.

#### (B) SETTING STANDARD PERMISSIONS

The QuinLife system uses the same configurations as the Quintonia edition of the SatyrFarm so if you have a working system already you are nearly set to go.

If not, please refer to the information on the Quintonia website about configuring the OSSL functions.

The SF Baby can is set by default to require one extra permission which can be configured in the osslEnable.ini file as follows:

```
Allow_osDropAttachment = ${OSSL|osslParcelLOG}ESTATE_MANAGER,ESTATE_OWNER
```

There is an updated version of the OSSL checker included which we check permissions for you.

If you do not wish to use this function (the ability to have the baby detach from you and move to the baby cot, you can edit the **config** notecard in the baby and set USE\_OSEXTRA to 0

```
# Set to 1 to allow extra os functions such as osDropAttachment()  
USE_OSEXTRA=0
```

## CHAPTER 3 SETTING UP

Rez the **QuinLife Baby System** platform. This contains the following items:



1. SF Bathroom Storage
2. SF Baby Changer
3. SF Cot (touch to change bedding design)
4. SF High Chair
5. SF Baby Fare
6. SF Baby Rug
7. 'Wear me' items
8. SF Baby Rezzor Beta
9. Penguin Clock
10. Table

The table is just an ornamental thing for the display so you can delete it if you wish. The penguin clock tells actual time - just touch it to adjust the time zone offset. It is not actually needed but is included just for fun, so again, if you wish you can delete it.

### 3.1 HUD

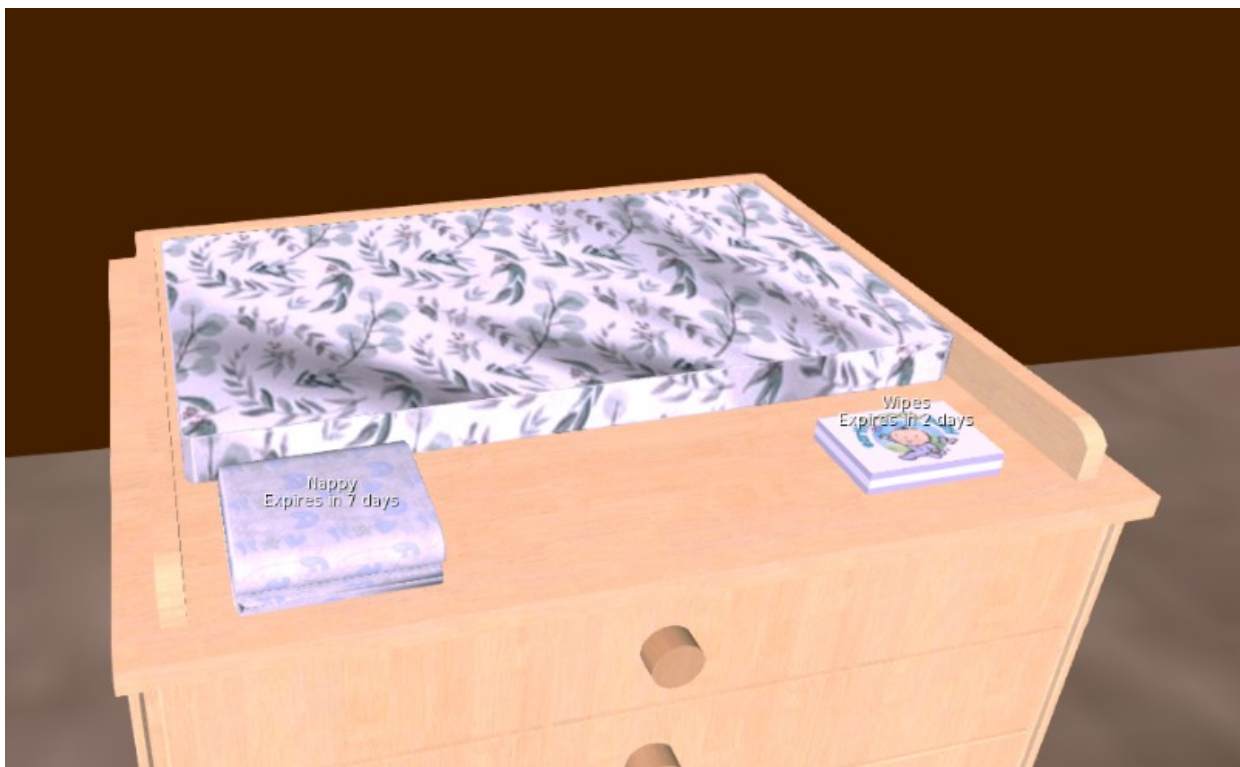
When you are wearing the SF Quintonia HUD and have the baby attached, a new menu button of BABY will be shown. This calls up the babies HUD menu which you then use in much the same way as your own (see later).

### 3.2 FURNITURE

These items are designed to interact with the baby.

#### (A) SF BABY CHANGER

You can send the baby to the baby changer ready for nappy changing! The baby changer has two 'surfaces' that can hold nappies and wipes.



#### (B) SF COT

The cot is the default place for the baby to head to if rezzed directly to the ground. You can also send the baby there from the babies 'interaction' menu as explained in the Caring for your baby section. Touch the cot for the menu which includes an option to change the bedding texture.

**(C) SF HIGH CHAIR**

The high chair has two surfaces for baby food and drinks. You can have the baby sit at the high chair ready for feeding.

**(D) SF BABY RUG**

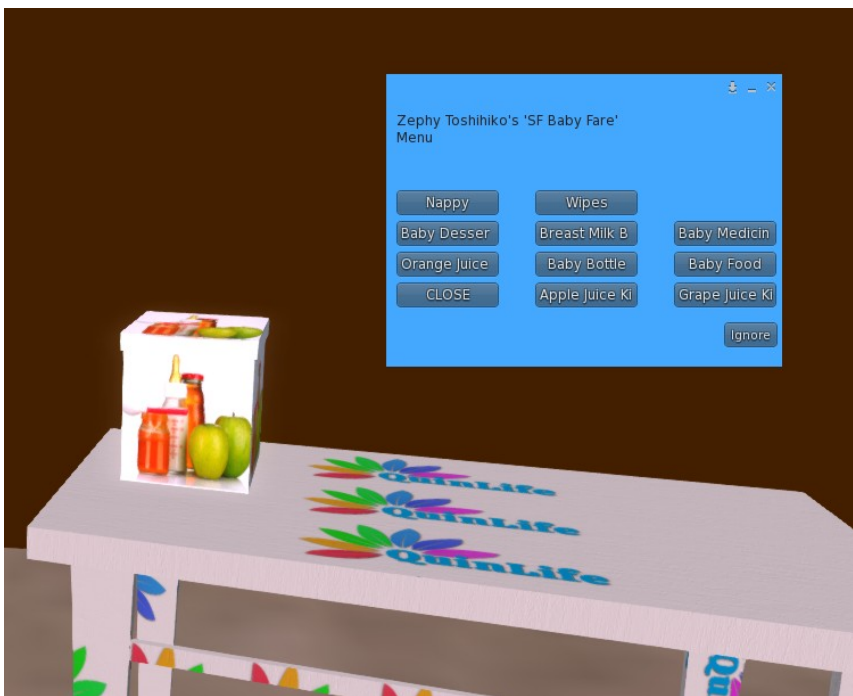
You can select to put the baby down and when you do this the baby will scan for and go to the closest item called SF Baby Rug. Once there they will then start crawling around. You can use any object as a 'baby rug' - you don't need any script in it, just name it **SF Baby Rug**

**(E) SF BATHROOM STORAGE**

This is a slightly modified version of the existing bathroom storage with the addition of nappies, wipes and medicine.

**(F) SF BABY FARE**

This allows you to make all the things that babies need.



**3.3 ITEMS TO WEAR**

Touch the 'wear me' box to have it copy items into your inventory. There are a selection of designs to choose from so you can delete any you aren't going to use.

**(A) BABY CARRIER**





This comes in various designs and can be worn by right clicking it in inventory and selecting **Add**. It should attach to your spine. If not, detach and re-attach manually. The baby carrier is purely a 'decorative' item and doesn't contain any scripts etc.

### (B) BABY BAG

The baby bag stores the various items used with the baby. By default it should attach to your right shoulder but you can wear it where you wish or even just put it on the ground like a normal storage unit.

When you have it and the baby attached, the bag will play various baby sounds at regular intervals.

If you don't wish to have the float text showing the levels, edit the config notecard to set the `TXT_COLOR` to OFF



```
TXT_COLOR=OFF
```

If you wish to add or remove sounds you will find them in the 'rear strap' prim of the bag.

## 3.4 REZZER

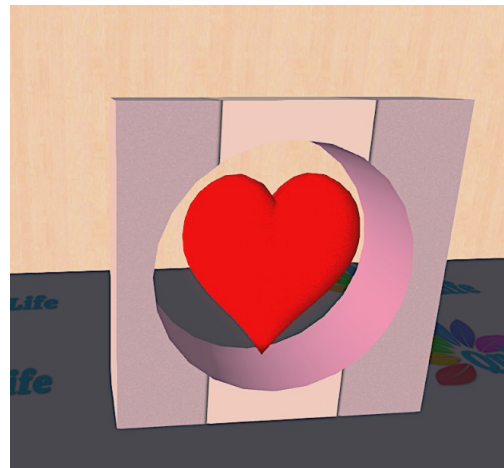
If you already have the previous beta version, skip down to the section on upgrading

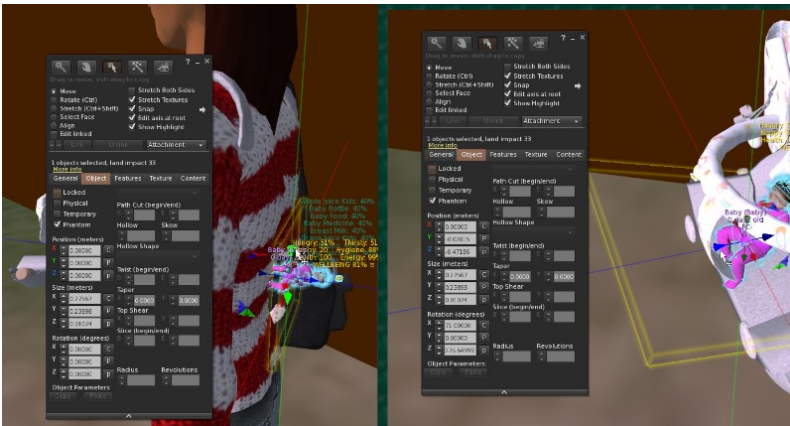
### (A) MAKING BABIES!

Use this to rez your first baby! You can choose a boy or a girl. The baby will appear and initialise and then will prompt for your permission to attach (if you do not give this the baby will instead try to go to the SF Cot)

Assuming you gave permission for it to attach, the baby should attach to your spine.

The first time you wear the baby you will probably need to adjust its position and rotation so it sits in the baby carrier correctly. In theory (!) after that it should always go back to the last position you had it set at.





### (B) UPGRADING AN EXISTING BABY

If you have a previous beta version you can upgrade it as follows:

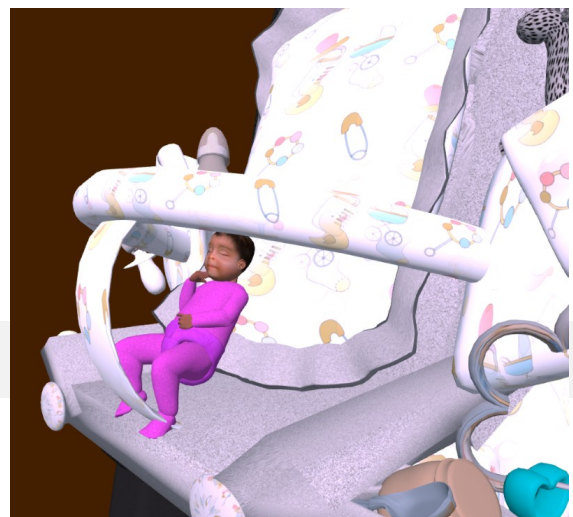
1. Wear the new HUD and your current baby and then use the **Upgrade** option on the Baby rezzer to update you baby to the latest script version.

*Watch the 'Upgrade...' text on the rezzer to see when done, it can take a while! Before upgrade, touching baby and selecting Info should give version as RC, after upgrade should be 5.6 RC*

2. Now use the Backup option on the Baby rezzer to make a backup of your baby. (You will see an extra item appear on rezzer float text when backup done)
3. Detach your baby and delete or rename it.
4. Rez a new baby from the new rezzer. It should prompt for permission to attach to you (if the baby goes to the cot, touch and select interaction then move then attach) You don't need to reposition as that should happen in the next step.
5. Use the Restore option on the Baby Rezzor to restore the backup you made.

## 3.5 CARING FOR YOUR BABY

QuinLife babies are in many ways like 'real' babies - they do need looking after by being fed and cleaned!



Just as you wouldn't leave your baby on its own if you leave your house, it's not advisable to leave the baby out (even in the cot - that may change soon!) as it is likely to become hungry and thirsty whilst you are away. The best thing to do is to attach the baby to yourself before you log out and that way you and baby will stay snugly connected.

If you touch the baby you will call up its HUD menu which you use in much the same way as your own HUD menu - the Use button will let your baby eat and drink. You can also use nappies and medicine (although we hope you won't need to use too much of the latter!)

You can also use items in the provisions box which is available to both you and baby. From the baby provisions menu you can store nappies and from your provisions menu you can store wood - at the moment magic happens and stored wood can be taken out as nappies (or nappies as wood!) This may change in the future!

When you have the baby attached you will see that your own HUD menu has a BABY button. This allows you to call up the baby HUD menu directly.

The baby hud menu has two special buttons:

### **Touch**

This calls up the 'animal' menu where you can give a cuddle. You can also set the babies name and adjust various options.

### **Cuddle**

Give baby a cuddle! If you find the float text on the baby isn't showing, giving a cuddle will bring it back.

### **Info**

Baby will tell you all about themselves.

### **Options**

Bring up the options menu for the baby

### **Adjust Scale**

Allows you to increase or decrease the overall size of your baby.

### **Set Name**

Set your babies name here.

### **Float text**

Adjust the amount of float text over the baby

### **Sounds**

Chatty - Baby will make sounds and chat messages all the time.

No chat -Baby will be quiet at night time and won't say any chat messages.

Silent - Baby won't make any sounds at all.

### **+/-Sleeping**

If Sleeping mode is on then your baby will sleep at 'night time'. When sleeping baby won't make any sounds and also hunger and thirst levels won't change.

### **Murder**

What can I say!

### **Love**

This button only shows when there is some SF Love available. Selecting this button will give you the Love which will immediately adjust your health levels. Your baby needs to become a 'toddler' before you will get the love.



Select the language for the baby.

### **Interaction**

The interactions button calls up the following options:

#### **Birth date**

Tells you the date your baby was born.

#### **Clothing**

Allows you to hide or show items of clothing. The one that start with + are currently hidden, so selecting that button will show the item. Clicking any with the - at the start will hide that item of clothing.

#### **MATERIAL**

Allows you to change the material for each item of clothing (more information later in the Clothing section)

#### **Detach**

This is shown when you have the baby attached. When you detach the baby it will head to the SF Cot by default.

You can change where the baby goes to on detach by editing the TARGETS setting in the **config** notecard in the baby:

```
TARGETS=Cot;High Chair;Baby Changer
```

The first item in the list is where the baby tries to go to on detach and also if rezzed to the ground from inventory.

### **Move**

This button is shown when the baby is not attached to you and allows you to move the baby to any of the items listed in the TARGETS setting (see above). If you select to put the baby down, they will try to go to the closest SF Baby Rug. You can also select to have the baby re-attach to you.

If the baby does not move to the place you selected, it may be that that item thinks it has a baby on it already - you can use the RESET button on the furniture to see if that solves the problem

### **RESET**

Forces a reset of everything.

**The rest of the buttons are for the babies HUD and work the same way as the main HUD**

## (A) HEALTH

When you have your baby attached, they will share the health points added or subtracted when you do things like plant crops, harvest, pet animals etc. This means you can increase the babies health at the same time as your own. It also means the baby will get dirty at the same time you do!

Your baby will share the 'rewards' from things you sit at, such as SF Chair, SF Shower, SF Bath etc. but they won't be able to share any products that adjust your own health, such as SF Hygiene (from the sink) so to clean a dirty baby you can use wipes but also if you take a bath or shower with the baby attached you will both get clean at the same time - yay!

Using a chair or bed will also get both your and babies energy back up after a hard day in the fields!

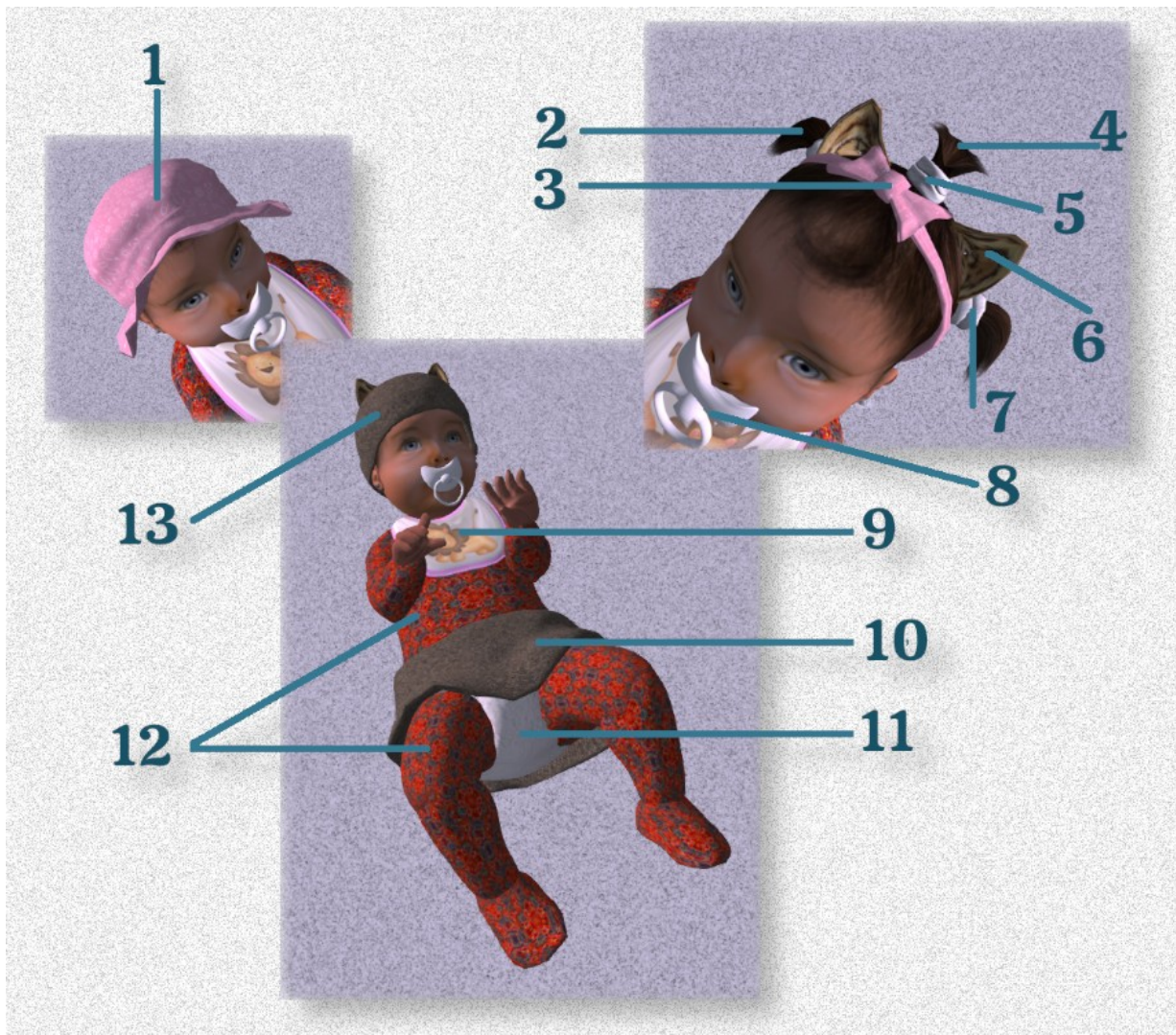
**SF Love**

When your baby becomes a 'toddler' (after around one month) they will give you some love every four days. When you take the love it will immediately adjust your health:

Sick, -10      Energy, +55      Health, +55

**(B) CLOTHING**

Your baby has various items of clothing that you can 'put on' or 'take off'. In addition you can change the texture for most clothing items.



1 Hat, Summer

8 Dummy (two bits, a and b)

2 Bunches

3 Hairband

4 Topknot

5 Scrunchie top

6 Ears

7 Scrunchie side

9 Bib

10 Skirt

11 Nappy

12 Babygrow

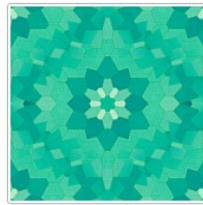
13 Hat, Winter

14 Earrings

Your baby comes with some material textures but you can also add your own. Jthe first part of the name must be **TEX-** then the rest is what is shown on the menu (so for example TEX-Boats is the Boats texture below).



Boats



DiamondsG



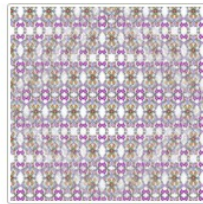
DiamondsP



DressB



DressP



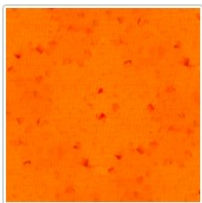
Flowers



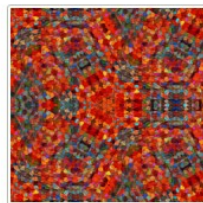
Hearts



Nappy



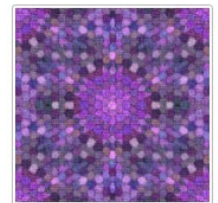
Orange



OrangeMosaic



Plaid



PurpleMosaic



Shield



StripePink



Tweed



WAAA

## 3.6 GROWTH

### (A) SIZE

The new-born baby will start off quite small and grow to 'full size' in around a month.



The baby then becomes a 'toddler' and will make different sounds and also will generate 'SF Love' around every 4 days.

At any age you can use the Adjust Scale button, found in the 'animal' menu Options, to make the overall size of the baby/toddler larger or smaller.

Toddlers live for around 700 days (unless you decide to use the **Murder** button!!!)

### (B) EAT INTERVAL

The baby is set by default to have an 'eat interval' of 120 minutes which means the baby will need feeding and changing around every 1½ to 2 hours. You can change this from the Options menu on the babies HUD.





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# APPENDIX 1

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## GUIDE TO VIRTUAL WORLDS – QUICK START

This is a quick guide to connecting. If you prefer more detailed information, see next section.

### Step 1 - Create your Quintonia.Net account

You can register on the website at <https://quintonia.net/register> where you will create an account that is used for logging into this website. The website lets you share information with others, chat, ask questions and also see your XP.

In creating your account, you choose a **name** and a **username**:

**Name**- this is the name you wish to be seen by others on the website. You can make it the same as your avatar name or just use the first part, or make it something else!

**Username**- this is the name you use to login to this website. It is only seen by you and admins (note that you can also log in with your email)

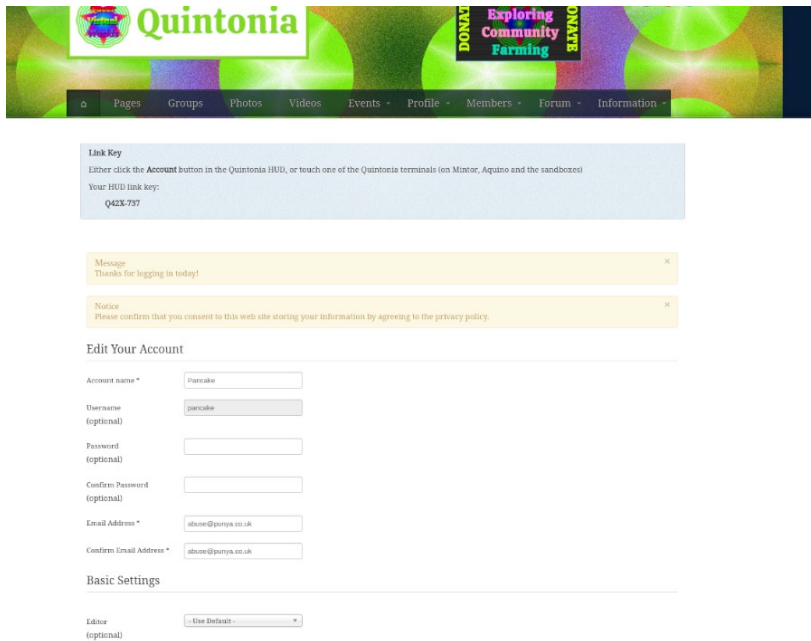
As part of the account creation you will also have the option to supply some information for your profile. You can always add/edit these later if you wish. Once you have completed the registration you will receive an email with an account activation link that you need to use to activate your account.

### Step 2 - Link your avatar

**Note: If you do not already have an avatar that you can use, you can find out how to make one in the next section**

Log into the website and if it is your first time logging in you will see the edit screen for your account. On the page you will see your Link key- this is what you use to link an avatar to your web account.

## GUIDE - QUINLIFE BABY



**Quintonia** Exploring Community Farming

Pages Groups Photos Videos Events Profile Members Forum Information

**Link Key**  
Either click the **Account** button in the Quintonia HUD, or touch one of the Quintonia terminals (on Mintor, Aquino and the sandboxes)  
Your HUD link key:  
**Q42X-737**

Message: Thanks for logging in today!

Notice: Please confirm that you consent to this web site storing your information by agreeing to the privacy policy.

**Edit Your Account**

Account name \*

Username (optional)

Password (optional)

Confirm Password (optional)

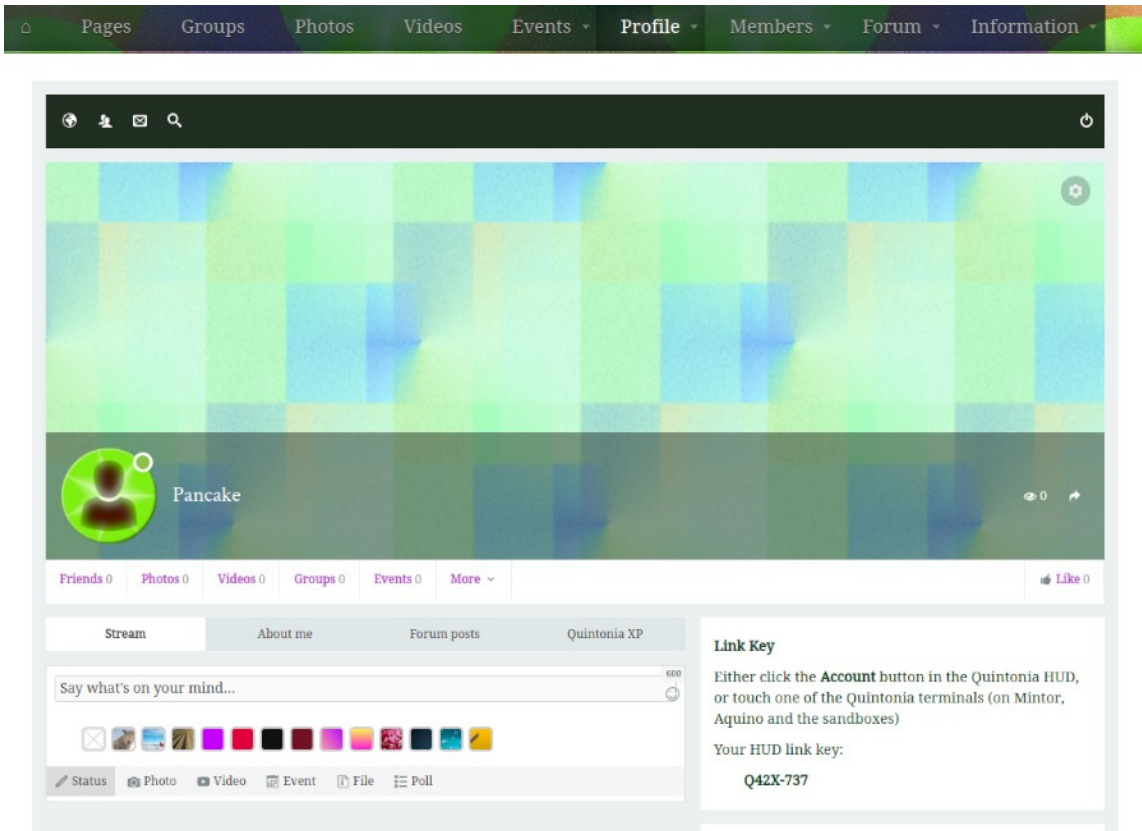
Email Address \*

Confirm Email Address \*

**Basic Settings**

Editor (optional)

You can make a note of it if you are not ready just yet to link your account. You can also find your link key by selecting Profile from the main menu where you will find it on the right side of your profile page:



Pages Groups Photos Videos Events Profile Members Forum Information

Friends 0 Photos 0 Videos 0 Groups 0 Events 0 More

Like 0

**Stream** About me Forum posts Quintonia XP

Say what's on your mind... 660

Status Photo Video Event File Poll

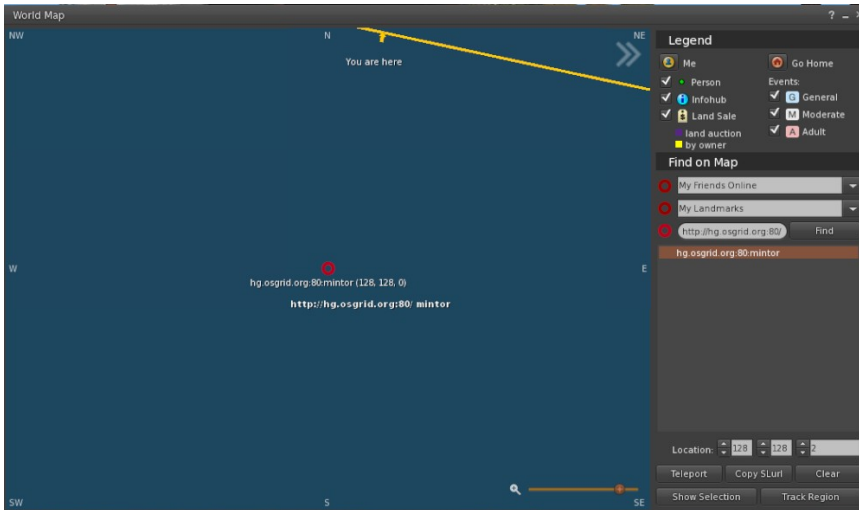
**Link Key**  
Either click the **Account** button in the Quintonia HUD, or touch one of the Quintonia terminals (on Mintor, Aquino and the sandboxes)  
Your HUD link key:  
**Q42X-737**

To link your avatar, log into your home grid and then you can either use the HUD or a terminal to link your account:

## Terminal

There are terminals on all the Quintonia regions (which are part of the [OSGrid](#)) with the main terminal on the Mintor Region.

To get there type in **hg.osgrid.org:80:mintor** in the **Find** section of the map and then select **Teleport**



You will find the terminal in the main welcome area





Touch the terminal for the menu (to change the language click the @ button) From the menu select **Account** and then **Link avatar**

Enter your link code (from above) into the box and press the **Submit** button

You should get a message that your avatar is linked. You can confirm this by touching the terminal again, selecting **Account** and then **My Points**

## HUD

The process is the same as above but you click the **Account** button on your HUD then **Link Account** Note that you will need to be in a location where the HUD works such as on your own farm land or you can use the Sandbox Learning Centre area on Minter.

**If you have any questions , do feel free to contact us or look in the [forum](#). We also have an [FAQ \("frequently asked questions "\)](#) that may assist you.**

## GUIDE TO VIRTUAL WORLDS – DETAILED INFORMATION

This is a detailed walk-through guide to connecting. If you prefer the short version see the previous section.

### Step 1 - Create your Quintonia.Net account

You can register on the website at <https://quintonia.net/register> where you will create an account that is used for logging into this website. The website lets you share information with others, chat, ask questions and also see your XP.

In creating your account, you choose a **name** and a **username**:

**Name** - this is the name you wish to be seen by others on the website. Often people will use the same name as their avatar but you can choose any name. Names can have spaces so if your avatar is called **John Smith** then you could use that for your name.

**Username** - this is the name you use to login to this website so you may want to keep it short and memorable. It is only seen by you and admins.

As part of the account creation you will also have the option to supply some information for your profile. You can always add/edit these later if you wish. Once you have completed the registration you will receive an email with an account activation link that you need to use to activate your account.

## Step 2 - Create a virtual avatar & configure software to access the worlds

Now you need a virtual world account. If you already have one you can skip over the next paragraph. You can link an avatar from any grid but if you going to create a new account you may want to start with making one on OSGrid as that is the grid Quintonia regions are on and also it's one of the longest running grids. We will give examples for using an OSGrid account but you should be able to find the required information for your grid if you are using a different one.

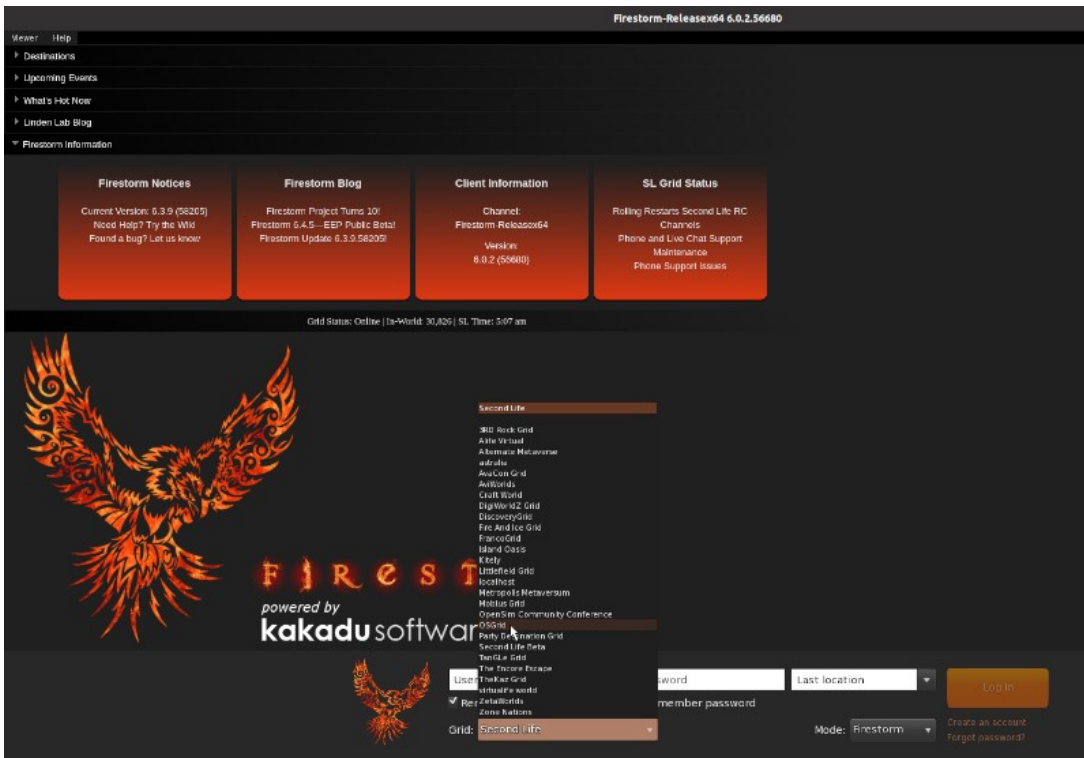
For OSGrid, open your webbrowser at <https://www.osgrid.org> and select to create an account. Your pick a name for your avatar which you may wish to keep the same as the name you set for your Quintonia website account. When creating an avatar you can choose an appearance but you can always edit that at any time. Note however that on OSGrid and most other grids, once you have created an account it's generally not possible to change your avatar name.

You will now need some software that acts as a virtual world viewer - there are several to choose from (see <http://opensimulator.org/wiki/Connecting>) but this walk-through will use the Firestorm viewer which you can download from <https://www.firestormviewer.org/choose-your-platform/>

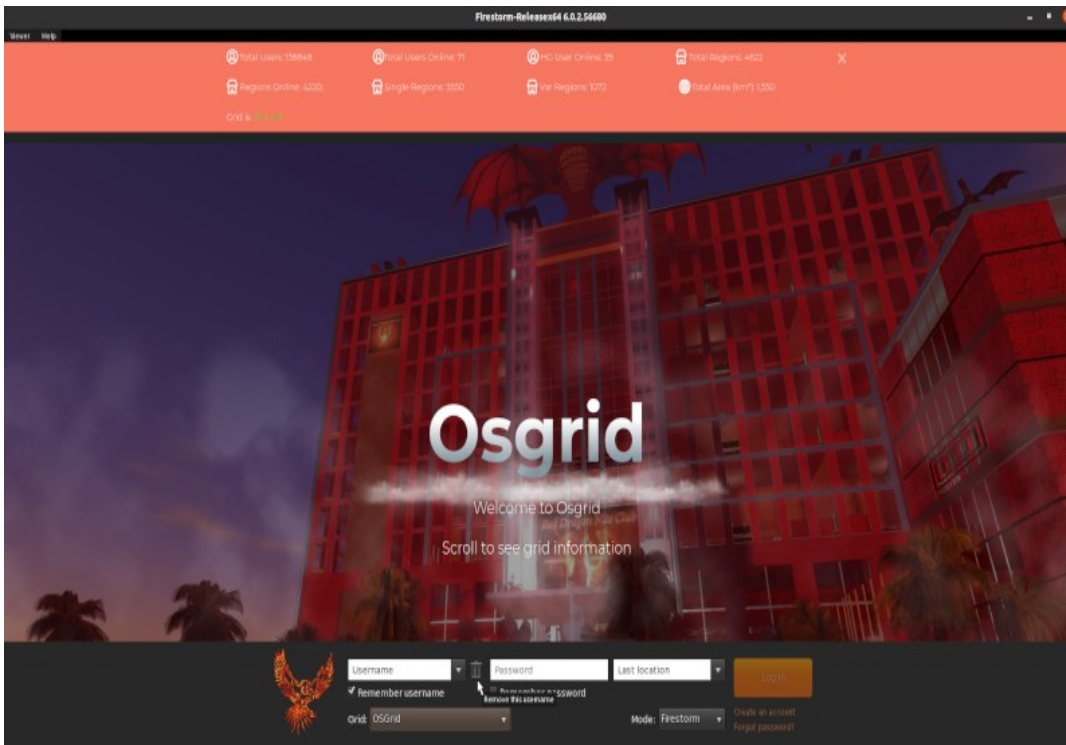
It is available for Windows, Mac & Linux. **NOTE: There are two main versions available for Mac & Windows, the first one is just for Second Life and won't work with other grids. You should download the one for OpenSim'.**

Firestorm comes set up with many different worlds pre-set but if your grid is not listed you should be able to find instructions for adding it on your grids website. The virtual worlds that build Quintonia and other places grew out of a virtual world called Second Life, so you will see that as the default when you start the software. In our example we are using OSGrid and that is one of the options built in so click on the Grid dropdown and select OSGrid from the list

## GUIDE - QUINLIFE BABY



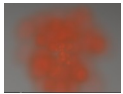
After a few seconds you should see the OSGrid welcome screen




Now type in your avatars name in the **Username** box, eg **John Smith** and your password. You may also wish to select the **Remember username** and **Remember password** options. If this is your first login (exciting!) then we suggest you change the login location from **Last location** to **Home**. For the second and subsequent logins you can choose to login to your last location or type in a region name.

Click the **Log in** button. On this first login, it may take a little longer to verify things so just contain your excitement a little longer!

Once login is complete you should be standing in the Welcome centre (most grids start you off in a welcome centre) and you will hopefully look like the avatar you selected in registration if that was an option.



Note: you may start off as an orange cloud but this should change after a short while.

The welcome area is generally set as your Home so you can easily get back here using the **Home** button in Firestorm  Later, as you discover new places, you can move your home to one of those if you prefer.

### Step 3 - Learning how to get about

Most welcome areas have an orientation or tutorial system to help you get about and understand how things work, however if yours doesn't you can follow the guide below from the tutorial room in the Mintor region. To get there, if you are on OSGrid, just press **Ctrl M** and that will open the map. Type in **Mintor** in the **Find box** and press the **Find** button. You can then press the Teleport button to get there.


If you are on a different grid, you would type in **hg.osgrid.org:80:mintor** into the **Find box** then follow the above.

When you arrive in Mintor, if it is your first visit there you should get a menu appear (if not, just say the word **Menu** to the greeter) and you can select **Tutorial room**

You should now be standing in the welcome tutorial area and you can follow the tutorial by working your way around the numbered boards (and following the green arrows) but before you start, you may wish to adjust some of the settings in the Firestorm viewer as follows.

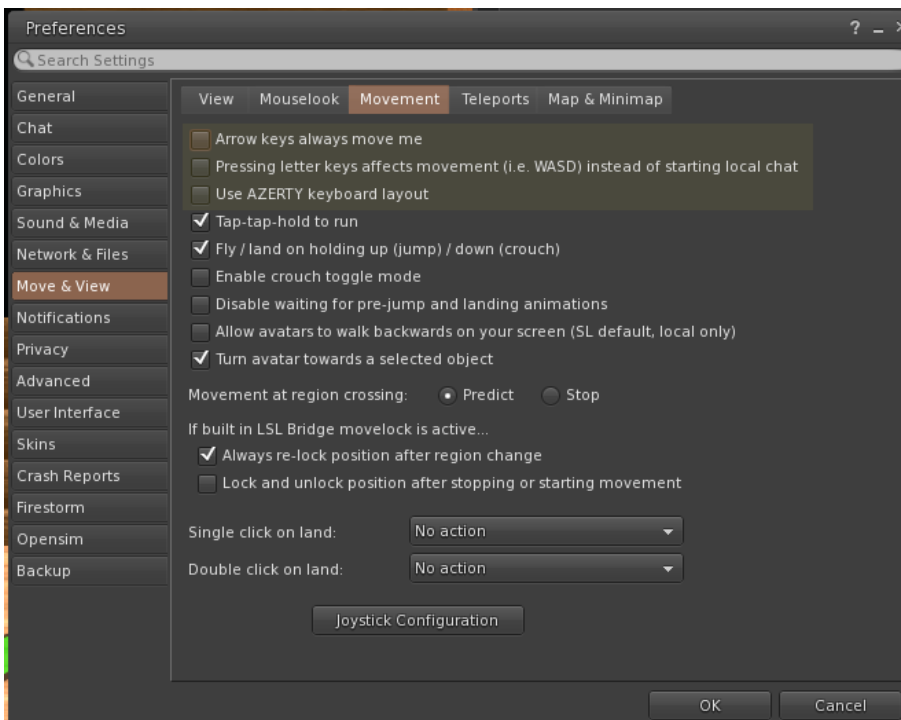
You will see various buttons at the bottom of your screen along with one on the centre left. First thing to do is to right mouse click the button with an F (the Facebook button) and select Remove this button. The reason for doing this is simply that linking to Facebook doesn't work for Quintonia (or other virtual worlds based on OpenSimulator). If you use Second Life, it does work there so you may want to keep it, but otherwise it just gets in the way!



You can see on the menu that you can select Icons, text or both so set the way that suits you. As well as having buttons on the bottom, you can also have them on the left and the right and can set the text/icon choice separately for each of those three. To make a bit more room, you may wish to remove the Chat bubble button  as the 'Nearby Chat' button really does the same thing. For now, that will probably do for buttons, but if you're the sort that likes to play, right click and select the **Toolbar buttons...** item to see all the available buttons. You can add or remove by dragging to or from that window.

By default, Firestorm is set to use your arrow keys for movement, but if you prefer to use the WASD keys on your keyboard, you can set that as follows:

From the top menu, select **Avatar** and then **Preferences** (if you like shortcut keys, Ctrl-P will also get you there). Next, on the left, select **Move & View**. From there click on **Movement** on the top tab. The first three items relate to movement. Select the second one (**Pressing letter keys affects movement (i.e. WASD) instead of starting local chat**) to use the WASD keys.





Right - now it's time to try out the in-world tutorial. Hopefully you are looking at board number 1 which tells you how to move, however if not, then you can turn around by using the left or right arrow keys to rotate you (or A & D if you set to use WASD above). Also note that depending upon your graphics hardware in your computer, it may take a little time for everything to appear (often referred to as 'rezzing') the first time you visit a place, so if you can't see words on the board, just wait a little while and hopefully they will appear for you.

The Sandbox Learning centre in Mintor region also has some extra information about building if you are interested in learning about that.

**If you have any questions setting up or once in-world, do feel free to contact us or look in the [forum](#). We also have an [FAQ \("frequently asked questions"\)](#) that may assist you.**

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## APPENDIX 2

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### 3.7 QUINTONIA LICENSE

Satyr Farm is an open source project licensed with a [Creative Commons CC-BY-NC license](#), created by Satyr Aeon in 2017. <https://github.com/SatyrFarm/SatyrFarm>

The Quintonia edition is a fork of the 2018 version of the Satyr Farm and as such inherits all licensing agreements of the original system.

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The source code for the Quintonia edition can be found at <https://github.com/punyauk/SatyrFarm-Quintonia>

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