Guide – The Presentation Panel

This object is mainly used to display the theory. The user can use the buttons to navigate the slides.

The main script, located inside the root object along with the slides/textures of the presentation, can be found in '**mainScript.txt'**. It waits for messages (link_message) from the buttons to change the language or navigate to another slide. This is done by using llSetTexture to change the texture. We also use the listen event so we can change the language from other objects and the timer event so the presentation will reset to the first slide if some time has passed without any interaction.

The individual buttons communicate with the root prim using llMessageLinked. The folder includes the script for one of the language buttons (**language-button.txt**), and the script for one of the navigation buttons (**nextButton.txt**).

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