

## Guide – The HUD Object

The HUD object is equipped by the avatar and appears on the top right section of their screen, displaying messages from NPC characters and the Game. It also stores information about the user's progress in the 3D World.

The first step is for the avatar to receive the HUD. We have used separate buttons for each language. The script used for one of these buttons can be found in **'hud-giver.txt'**. It uses **llGiveInventory** to give the HUD object when the user clicks the button (**touch\_start**).

The main script located in the root prim of the HUD object is located in **'dialogue-hud.txt'**. It waits for messages from other objects (**listen** event) and also from the HUD Buttons (**link\_message** event). The main use of these messages is to change the currently displayed textures and show the suitable number of answer buttons. The textures are inside the HUD object. It receives the number of the slide that should be displayed. There is notecard file **'hud-data.txt'** that links each slide with a specific image displayed next to it (a photo of the NPC character or the logo of the game), the number of the answer buttons that should be displayed and the target channel that the answer should be sent to (each NPC listens to a specific channel).

The script for one of the option buttons can be found in **'optionButton.txt'**. The script for the red button on the top right of the HUD, can be found in **'hideButton.txt'**. These buttons just send a message to the root prim object using **llMessageLinked**.



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