True Life
Scene Painter

Standalone plugin setup and authoring guide

Add Scene Painter to your own VaM environment. Draw a walkable floor, create activities and routes, add voice commands and TV controls, and save your map for another session.

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Sections 11 onward provide the complete control reference, including dialogs and changing button labels.

Start here Begin with sections 1 and 2 to attach the plugins. Build a simple floor and two activity points before adding a route, voice commands or TV controls.

01 Install Scene Painter

What you can build

True Life Scene Painter lets you turn a VaM scene into an interactive space. Draw a walkable floor, place activities, arrange routes, create voice commands and configure TV controls. The main control panel brings those tools together for desktop and VR. This guide takes you from installing the plugin to saving your first working setup.

Before you begin

Scene Painter runs in VaM with this single VAR. Begin in a simple scene with a Person and room to walk. Keep a copy of any scene you already use before adding plugins. You can draw floors, add activities and build routes with the panel. For custom triggers, choose a target object and action in VaM.

Install the plugin package

1. Copy KiNeTiKMaN.TrueLifeScenePainter.1.var into your VaM AddonPackages folder. Leave the VAR intact.
2. Start VaM. If it is already open, rescan packages in Package Manager.
3. Open an environment with a Person. Section 2 shows where to attach the Floor and Suite plugins and how to reconnect them.
4. Draw one walkable area and add two activity points to try a short route.

How to use this guide

Read sections 1 and 2 for installation and setup. Sections 3 through 6 explain the interface, floor, activities and routes. Add voice, POV and TV features with sections 7 and 8. Section 9 covers saving and moving your work; section 10 helps resolve common problems.

02 Set up your own scene

Understand the two locations

In VaM, an atom is an object in the scene, such as a Person or a navigation panel. Select the atom whose plugin list you want to edit. The Floor component belongs on PlayerNavigationPanel. Your main Person receives Navigation, control panel and TV Remote through the Suite preset. Together they provide walking, the control panel and TV interaction. A second Person can receive its own Navigation component.

Add Scene Painter to a scene

1. Save a working copy of your VaM scene.
2. Add or select a PlayerNavigationPanel atom. Load the Floor plugin preset or select 01 Floor FIRST.cslist.
3. On the main Person, load the Suite preset or select 02 Main Person SECOND.cslist. This loads navigation, the control panel and TV remote together.
4. If you use another Person, add 03 Second Person OPTIONAL.cslist to that other Person for navigation only.
5. Use Merge Load to retain unrelated plugins, and avoid adding duplicate Scene Painter components.
6. If drawing, LOAD SCENE or SAVE SCENE does not respond after setup, press * at the top right beside X, then RECONNECT CONTROLS.
7. Select Desktop or VR for your input mode.

Make a first connection check

Open the panel and confirm that the Scene chooser and main controls are available. Select the correct input mode and read the status message. If a component is missing, return to the relevant atom and verify its plugin list before drawing your floor. Start with one Floor setup and one main Person.

03 Learn the interface

Shared header and pages

Use < and > to move among PLAY / MOVE, SCENE PAINTER, ROUTE CREATOR and VOICE COMMANDS. The shared header provides Scene selection, Desktop and VR input modes, NEW SCENE, LOAD SCENE and SAVE SCENE. The * button opens settings; X hides the panel. A hidden panel is not the same as stopped playback.

Choose the right kind of save

SAVE SCENE in the Scene Painter header saves the named authoring map. Saving the VaM scene saves the full atom and plugin setup. These are separate operations. Use both when you want to preserve an authored scene and its complete surrounding environment.

Panel placement

Follow keeps the menu with you, Pin leaves it positioned in the scene, Wrist makes it available on your wrist, and Hide clears it from view. In wrist mode, look at a control and select with the left-hand trigger. Use TL to bring the menu back. In * settings, PANEL POSITION / SIZE provides placement adjustments and RECENTER.

Connection recovery

RECONNECT CONTROLS refreshes the Scene Painter links to the floor, the main Person navigation and the TV remote. It is useful after adding components or changing the scene. It does not install missing plugins. If there are multiple floor or remote components, first check for duplicates and verify the intended atom assignments.

Status before guessing

Read the status text when a control cannot run. Use the status detail control in the footer to inspect the message. For a trigger error, check the assigned receiver. For a walking error, check that the destination is inside the walkable area.

04 Draw a walkable space

Begin with a simple test area

Work in a copied scene. Choose NEW SCENE only when you intend to clear the current authoring layout; the confirmation says saved scenes remain. A useful first test is an open rectangle with two activity points. Establish basic walking before adding furniture or complex actions.

Draw the floor

1. Open SCENE PAINTER. The navigation panel is the default drawing surface; position it under your intended walking area.
2. Press Walkable Floor and choose Straight Edges for a simple outline.
3. Aim at that surface, away from the UI. On desktop, left-click each corner. In VR, aim the selected controller and squeeze its index trigger at each corner.
4. Click or trigger near the starting corner to close the outline. For Freehand, hold the mouse button or index trigger while tracing the boundary and close it back at its start.
5. Add closed furniture cutouts around areas the character should avoid.
6. Use UNDO, REDO and DELETE for the supported builder edits, checking the active category before deleting.

Clearance and shape

Open * settings, then SCENE / FLOOR OPTIONS. Furniture Clearance sets the clearance amount; the Clearance buffer visibility option helps inspect it. Corner Rounding changes corner treatment, and Line Cleanup controls route wobble removal. Start with a straightforward outline and change one setting at a time while checking a known route.

Keep destinations usable

Place an activity point inside the walkable area with enough space around it for the Person and its action. A visible point is not proof that the navigation graph can reach it. If movement fails, inspect the closed outline, cutouts, clearance and the destination location before increasing walking values.

Save a baseline

Name and save the authoring map through SAVE SCENE. Save the VaM scene under a separate working filename. Test walking between two simple points, save again when it works, and only then build the full activity sequence.

05 Create and test activities

Build one complete activity

1. Place an activity point and select it in Activity.
2. Press NAME and give it a meaningful name, such as Lounge Stand or Screen View.
3. Adjust its location with Placement and set Facing for the intended orientation.
4. Choose Activity Type. The supported choices include Animation, Pose and Trigger; a location-only point can be used where no performed action is needed.
5. Press the matching assignment selector and choose the animation, pose or VaM trigger action.
6. Set Duration (seconds), Continue and Loop Animation as appropriate.
7. Press SAVE ACTIVITY, then TEST ACTIVITY. Check the result before adding it to a route.

Choose an action type

Animation selects a VaM built-in animation. Pose loads a selected pose through VaM. Trigger uses VaM actions, which can target other plugins or scene objects when those targets exist. Selecting an action is not the same as saving the activity. If an animation picker tells you to press Save Activity, return to the activity editor and do so.

Continue and departure

With Continue off, the character stays at the activity until you tell her to leave. Use an end-of-activity trigger to release links, stop an animation or perform cleanup before departure. The packaged instructions specify that this end trigger runs before departure, including departure requested by a voice command. Test the arrival, performed action and departure as one complete cycle.

Avoid stacking physical control

A pose, animation, parent link or external plugin may continue controlling the Person after the activity starts. When that control should end, configure the appropriate cleanup action rather than relying on walking to override it. Test custom triggers in your copied scene. The guide does not assume that every third-party animation or plugin uses the same stop action.

Move an existing activity

Stop playback, then select the point in Activity and press MOVE. Aim at its new valid floor position and left-click, or use the selected VR controller's index trigger. CANCEL MOVE leaves it unchanged. Moving keeps the point's identity, action, facing, triggers and route references. Use Facing to rotate it. Save the map afterward. If it has a P2 point, inspect that separate point and move it separately if needed. The relocation is not part of the builder UNDO history.

06 Build routes and paired activities

Create an ordered route

1. Open ROUTE CREATOR and choose the route you want to edit.
2. Use NAME to give it a clear name.
3. Press ADD ACTIVITY and choose a saved activity. Repeat for the other steps.
4. Select a step and use MOVE UP or MOVE DOWN to change order. REMOVE STEP removes that route step; it is not a substitute for deleting an activity point.
5. Press SAVE ROUTE.
6. Press TEST ROUTE and watch each arrival and departure. Route pages can be browsed with < and >.

Play and advance

PLAY SCENE walks to the starting activity before performing it. Start activity lets you choose where playback begins; an unset selection is displayed as First activity / route start. PLAY NEXT requests the next activity. Random enables varied travel and Continuous keeps playback going. Begin with both off while verifying an authored sequence.

Walking controls

PLAY / MOVE exposes Step duration, Stride, Foot lift and Turn speed. Change these gradually after confirming that your floor and destinations are valid. Walk Ready and Return to VaM Start serve different recovery purposes; do not treat either as a replacement for saving your scene. STOP stops scene playback; hiding the menu does not.

Add a second Person

Add 03 Second Person OPTIONAL.cslist to the second Person for the current release. On SCENE PAINTER, select an activity and press P2. Choose Second person, use PLACE / MOVE P2 POINT to set the paired position, and choose P2 STANDING POSE where needed. REMOVE P2 POINT clears that paired point. Save the activity and test with both Persons present before using it in a route.

Example route

Create Lounge Stand, Screen View and Return Stand as separate tested activities. Add them in that order and save the route. Use a short duration and Continue on only for steps that should advance automatically. Keep Continue off on the final point if you want the character to remain there.

07 Create voice commands

Set up and test a phrase

1. Open VOICE COMMANDS and press NEW.
2. Enter a distinct phrase. Choose an action type, then select its action.
3. Enable WALK TO ME FIRST only if you want the character to approach before performing the assigned action.
4. Press SAVE COMMAND.
5. Use TEST COMMAND or the page TEST control to check the action without depending on microphone recognition.
6. Turn LISTENING on and try the spoken phrase with the microphone configured for your Windows session.
7. Save the map and VaM scene to preserve the setup.

Starting voice commands

A fresh setup starts with 19 voice commands. Say “play scene”, “pause scene”, “resume scene”, “stop playback” or “next activity” to control playback. Say “come here” to have the main Person approach you. Select any phrase in the command list and press TEST to try its action.

Menu and viewpoint phrases

“Show controls” opens the panel. Both “hide controls” and “hide menu” hide it. “Follow menu”, “pin menu” and “wrist menu” change its placement. “POV male”, “POV female” and “POV follow” switch the corresponding assigned views. Set up the Embody assignments in * settings first.

TV phrases

The four TV commands are “toggle TV playback”, “mute TV”, “maximize TV” and “next video”. Choose your screen on VOICE COMMANDS. Record, test and save the corresponding controls for that screen. For “next video”, record the player's next-video or playlist-next button under Play Next.

If recognition fails

First run the same command with TEST. If TEST also fails, check the selected action and its scene target. If TEST works but speech does not, check LISTENING, microphone availability and phrase recognition. RECONNECT on the voice page refreshes the listener. Avoid repeatedly speaking while another test action is still running.

08 Configure POV and TV controls

Assign viewpoints

Open * settings and assign characters to M POV, F POV and A POV. Each assigned character needs Embody. M POV represents the male view, F POV the female view, and A POV the follow or alternate view used by your setup. Select the appropriate buttons or voice phrases after assigning them. Save the VaM scene to retain those assignments.

Know the startup setting

Female player focus (0) + lip sync is a startup preference. When enabled, the code applies player eye focus, zero minimum engagement distance and lip sync to the assigned female Person, with startup verification before relinquishing control. Check this preference if your scene intentionally uses a different gaze setup.

Record a TV control

1. On the voice and TV page, press REFRESH TVS, then AVAILABLE TVS and choose the intended TV or monitor.
2. Choose Control: Pause / Play, Mute Volume, Maximize Screen or Play Next.
3. Press RECORD, then click that specific control on the TV screen.
4. Press TEST and verify the intended TV and action.
5. Press SAVE to keep the recording. Recording again replaces the previous recording for that control.
6. Repeat for each control you want to use, then save the map and VaM scene.

Keep recordings aligned

TV controls are recorded against a particular screen layout. Test again if the page, player layout or target TV changes. Select and test each TV explicitly when a scene has several screens. If Mute operates the wrong place, reselect the TV and record that control again rather than re-recording unrelated controls.

Audio is separate

Music Volume beside PLAY NEXT adjusts the scene music control. It is not the same as recording a web TV mute action. When diagnosing sound, identify whether it is scene music, a TV player, character audio or a separate plugin before changing a control.

09 Save and move your work

Save your progress

SAVE ACTIVITY commits the selected point's settings, and SAVE ROUTE commits the working route. Use SAVE SCENE in the header to write the named authoring map. SAVE MAP on VOICE COMMANDS does the same. Maps include floor boundaries, furniture cutouts, activity and P2 points, routes, saved commands, recorded TV touches and supported shared settings. Save the VaM scene as well for its atoms, plugins, POV assignments and panel settings.

Check a saved scene

1. Save the map under a name you will recognize.
2. Save a new VaM scene file.
3. Reload that scene.
4. Confirm the activity names, route order, voice commands, POV assignments and TV controls.
5. Try one complete arrival, activity and departure cycle so you know the setup is ready for your next session.

Use another computer

Install the Scene Painter VAR on the second computer. Copy your map JSON from Saves/PluginData/TrueLifeScenePainter/Scenes/ into the same folder in that VaM installation. Transfer your VaM scene and any assets you chose for it to bring over the room, people and trigger targets.

Install an update

Close VaM before replacing a package. Keep a backup of your current package and saved scene. Follow the new release's instructions and retain older package versions when an existing scene still references them. Reopen a copied scene after updating and check its activities, routes, voice commands and TV controls before continuing to edit.

Reuse a map in another scene

In the original scene, use SAVE SCENE, enter a name and press SAVE. Open another VaM environment and attach Floor to PlayerNavigationPanel and Suite to the main Person. Use the Scene chooser and LOAD SCENE to replace the current working map. Check the floor against the room and reconnect any missing people, poses or trigger targets. Your local map files are in Saves/PluginData/TrueLifeScenePainter/Scenes/ under your VaM folder. Loading the optional packaged example map keeps your current voice commands and voice triggers.

Optional scene

To try a prepared route, follow the instructions for the separate KiNeTiKMaN.TrueLifeScenePainterShowcase.5.var. In VaM's Scene Browser, open The Cyber Brothel and press START. Turn reflections off before pressing PLAY SCENE. You can build and play your own routes with the standalone plugin alone.

10 Troubleshooting and reference

The panel is missing

Try TL, show controls or the plugin button OPEN / RECENTER TRUE LIFE. Check that control panel exists on the intended Person. Use PANEL POSITION / SIZE and RECENTER if the panel is out of view. If the panel opens but controls are disabled, check Floor, Navigation and Remote components, then RECONNECT CONTROLS.

The character will not move

Check the reported status, intended Person, selected map, closed floor outline and destination inside the walkable region. Check cutouts and Furniture Clearance. Test a short movement between two simple points. If a pose or third-party plugin holds the Person, inspect the activity cleanup and release its intended control before departure.

An activity or route behaves unexpectedly

Confirm that the correct activity is selected and saved, then test its assignment by itself. For sequences, check Start activity, the selected route, route step order, Continue, Duration, Random and Continuous. Test an end trigger through an actual departure. Do not delete activity points merely because a route does not advance.

A saved scene is incomplete on another PC

Confirm that Scene Painter is installed and that you copied the VaM scene save and its map. If you added a room, clothing or a trigger target from another package, install that package on the second computer too. VaM's Package Manager can show which packages your scene needs.

If you are unsure where to start

Press STOP and read the status message. Check that the intended map and Person are selected. RECONNECT CONTROLS refreshes the links between Scene Painter components; voice RECONNECT refreshes listening; REFRESH TVS refreshes the screen list. Save your edits before resetting or loading another map. RESET SCENE and CONFIRM are used when you intentionally want to restart an authored scene flow.

Continue learning

Build a simple floor and two activities first, then add a route, voice commands and TV controls. Reopen the startup walkthrough from * settings and WELCOME / INSTRUCTIONS. FULL USER GUIDE opens this longer manual. On first use, the bundled HTML and PDF are copied to Saves/PluginData/TrueLifeScenePainter/Guide/Plugin1/ in your VaM folder. The HTML opens locally in VaM's browser; no online account is needed. VaM's browser must be enabled in your own security preferences. The PDF is available in that same folder for printing. Close Guide / Return to Scene Painter stays at the top of the HTML guide. It returns to the previous VaM UI and restores your panel without moving it. Esc is an alternative in VaM. The Scene Painter panel is hidden while the browser guide is open so it cannot cover the browser controls.

11 Header controls part 1

* settings

Opens the settings menu from any main page. The button is at the top right, immediately left of X. It contains POV assignments, panel placement, floor options, reconnect and guide controls.

X

Hides the panel. It does not stop playback, walking or voice listening. Use TL or show controls to bring it back.

Top arrows < and >

Move backward or forward through PLAY / MOVE, SCENE PAINTER, ROUTE CREATOR and VOICE COMMANDS. These arrows change the page, not the selected route step.

M POV and F POV

Toggle the assigned male or female Embody viewpoint. Assign the corresponding character in * settings first; that character needs Embody.

A POV

Toggles the assigned alternate or follow viewpoint through Embody. It uses your A POV assignment, not an automatically created camera.

12 Header controls part 2

Scene chooser

Chooses an available saved Scene Painter map. Selection alone does not replace the current map; press LOAD SCENE to load the choice.

Desktop and VR

Select the drawing input. Desktop uses the left mouse button. VR uses the selected hand's index trigger while aiming at the drawing surface.

NEW SCENE

Asks to clear the current authoring layout. CONFIRM begins a fresh working map; CANCEL keeps the current layout. Previously saved map files remain. Save edits first if you want to keep them.

LOAD SCENE

Replaces the current authoring layout with the map selected in Scene. Save current edits first. This loads Scene Painter map data, not a room or a complete VaM scene.

SAVE SCENE

Opens the map-name dialog. Enter a name and press SAVE to write the map and its shared settings locally. Reusing a name saves over that map; use a new name to keep another version. VaM scene saving remains separate.

13 Playback controls

Start activity

Chooses the starting activity. With no explicit choice, the display reads First activity / route start. Use this before playback when you want a particular starting point.

PLAY SCENE

Begins playback and navigation toward the selected start or route start. Requires a connected Floor, working navigation and reachable activities. Its label changes with playback state.

PAUSE and RESUME

These are the same main playback button in different states. PAUSE suspends current playback; RESUME continues it. They are not new routes or save commands.

STOP

Stops scene playback. Use it before editing an activity location or changing your layout. It does not close the panel or save edits.

PLAY NEXT

Requests the next activity without waiting for the current one to advance automatically. The current activity's departure cleanup still matters.

Random

Toggles random travel or activity choice. Leave it off while checking the exact order of an authored route.

Continuous

Toggles continuous playback. Enable it when you want the system to keep choosing and performing activities instead of finishing a single pass.

RESET SCENE

Asks to reload the last saved full VaM scene. CONFIRM discards unsaved scene changes and reloads that scene; CANCEL leaves it open. This is different from clearing a Scene Painter map. It requires a valid saved full scene.

14 Walking and visibility controls part 1

Step duration

Changes the duration of walking steps in seconds. Adjust gradually after testing basic navigation; this is not an activity hold timer.

Stride

Changes walking step length. Use small changes and observe the character's feet and reach before saving.

Foot lift

Changes how high the walking gait lifts a foot. It does not move the floor or raise every activity point.

Turn speed

Changes how quickly route travel turns. It does not change the saved facing direction of an individual activity.

Music Volume

Adjusts the linked scene music source when one is available. It is separate from web TV mute, character audio and other plugins' audio settings.

15 Walking and visibility controls part 2

Walk Ready

Applies the configured walking-ready pose at the character's current location. Use it to prepare or recover the character before walking; it does not reload the scene.

Return to VaM Start

Returns the character through the navigation component's original VaM-start action. It is a character recovery action, not SAVE SCENE or RESET SCENE.

Floor visibility

Shows or hides the floor and working-route visual group. Hiding the visuals does not delete the map or remove the navigation area.

Furniture visibility and Activities visibility

Furniture shows or hides cutout visuals; Activities shows or hides point and junction markers. These switches change visibility, not saved activity assignments.

HIDE ALL and SHOW ALL

Hide or reveal the authoring visual groups together. The button label changes to describe the next action. They do not hide the Scene Painter panel itself.

16 Drawing controls

Walkable Floor

Activates floor-boundary editing; pressing the active drawing function again turns that editing function off. Aim at the drawing surface and outline the area the character may use. Close the boundary at its start.

Furniture Cutouts

Activates obstacle cutout editing. Draw closed shapes around furniture or areas to exclude from the walkable region. This does not add or move furniture atoms.

Freehand

Chooses continuous tracing. Hold the left mouse button or selected controller's index trigger while following the desired boundary; release afterward. Join the outline back to its starting region.

Straight Edges

Chooses corner-by-corner drawing. Click or trigger once at each corner and near the first corner to close the outline. Recommended for a clean first floor.

UNDO

Reverses the last supported builder placement or deletion. It is an authoring-history control, not a global undo for every plugin setting, trigger edit or full scene action. Activity relocation is not added to this history.

REDO

Reapplies a supported builder-history change reversed with UNDO. A new edit can replace the redo branch.

DELETE

Deletes the selected builder item in the active editing category. In Activity Points it deletes the selected activity; in Furniture Cutouts it requires a selected cutout; in Walkable Zones it removes the walking floor. Check the current category before using it.

Placement

Toggles activity-point placement and selection. Aim at valid floor space and click to create a point; click near an existing point to select it. Use MOVE for relocating a selected point. Turning placement off prevents new points from being added accidentally.

17 Activity editing controls part 1

Activity chooser

Selects the existing activity whose settings you want to edit. Check its displayed name before changing actions, moving it or deleting it.

NAME beside Activity

Opens a name dialog for the selected activity. Enter a meaningful name and press SAVE. Route references use the activity's identity, so renaming is different from deleting and rebuilding it.

MOVE and CANCEL MOVE

MOVE arms relocation of the selected activity. Aim at its new valid floor position and left-click or use the selected VR controller's index trigger. The same point keeps its ID, action, facing, triggers and route membership. CANCEL MOVE abandons relocation. Save the map afterward; inspect the separate P2 point if the activity is paired.

Facing

Sets the selected activity's saved facing yaw. Use this for controlled rotation on desktop. It changes orientation, not the activity's location or camera viewpoint.

Duration seconds

Sets the activity's hold duration. Continue determines whether playback may advance afterward. This is separate from Step duration in walking settings.

18 Activity editing controls part 2

Activity Type

Selects location-only behavior, Animation, Pose or Trigger. The assignment button below changes to match your choice. Selecting a type does not itself choose the animation, pose or trigger action.

SELECT ACTIVITY TYPE FIRST

The inactive assignment prompt shown before a supported action type is chosen. Choose Activity Type first; the button becomes CHOOSE ANIMATION, CHOOSE POSE or EDIT TRIGGER.

CHOOSE ANIMATION

Opens the available built-in-animation list. Select an entry, return to the activity editor and press SAVE ACTIVITY. PREVIOUS and NEXT browse choices; CANCEL leaves the picker.

CHOOSE POSE

Opens VaM's pose picker. Choose the intended pose for the selected Person, then save the activity. Canceling the native picker returns you to the panel without choosing a new pose.

EDIT TRIGGER

Opens VaM's action editor for the activity's arrival trigger. Choose real atoms, receiver plugins and actions that exist in this scene. Trigger targets are references, not copies of those objects.

19 Activity completion and route links

END OF ACTIVITY TRIGGER OPTIONAL

Opens the selected activity's departure-cleanup trigger. Use it to stop animations or release links before moving away. Test the actual departure as well as arrival, including departures requested by voice.

Continue

With ON, the activity may advance after its hold according to playback rules. With OFF, the character remains until instructed to leave. An end trigger is cleanup before departure, not a replacement for Continue.

Loop Animation

Toggles looping for the selected built-in animation activity. It does not loop the entire route. Use Continuous on PLAY / MOVE for repeated overall playback.

Route chooser on Scene Painter

Chooses the route to which ADD TO ROUTE will add the selected activity. It does not create another activity point.

SAVE ACTIVITY

Commits the selected point's action and route-behavior settings to the working map. Save the map with SAVE SCENE or SAVE MAP to keep the complete layout on disk.

TEST ACTIVITY

Tests the selected point through the connected Floor activity action. Verify its pose, animation or trigger result before including it in a route.

ADD TO ROUTE

Adds the selected activity to the currently selected route or route draft. Use ROUTE CREATOR to inspect its step order, then SAVE ROUTE and save the map.

P2

Opens optional second-Person setup for the selected activity. P2 has its own destination point; both characters use the shared activity setup. The other Person needs the optional navigation plugin.

20 Route Creator controls

Route chooser and NAME

Choose the route to inspect or edit. NAME opens its naming dialog and saves the route definition under the supplied name. A route is an ordered list of references to existing activity points.

ADD ACTIVITY

Opens a chooser of saved activities and adds the selected activity as a route step. This reuses the activity point; it does not duplicate its position or action.

Route step rows

Select the route step you want to reorder or remove. The highlighted selection determines which step MOVE UP, MOVE DOWN or REMOVE STEP affects.

REMOVE STEP

Removes the selected step from the route. It does not delete that activity point from the map or from other routes.

Route arrows < and >

Browse the displayed route-step pages. They do not reorder steps; use MOVE UP or MOVE DOWN for that.

MOVE UP and MOVE DOWN

Move the selected route step earlier or later in the sequence. They change route order, not an activity's physical position. Save the route after arranging it.

TEST ROUTE

Starts playback of the selected route through Navigation. Check the whole sequence, including arrival, activity duration, Continue and departure triggers.

SAVE ROUTE

Saves the current route definition in the working map. Also save the scene map to preserve it as a local map file.

21 Voice command list controls part 1

Command rows

Select a phrase to highlight it, then press EDIT, TEST or DELETE. TEST runs the selected action. Loading one of your own saved maps restores its saved phrases and voice triggers. Reloading a saved VaM scene restores that scene's own commands.

Voice arrows < and >

Browse command-list pages. These do not change the main panel page or the route step order.

NEW

Opens an editor for a new voice command with its own phrase and action. Use SAVE COMMAND inside that editor when finished.

EDIT

Opens the selected command for editing. Select a command first; editing the phrase does not itself save a map file.

TEST

Executes the selected command without needing microphone recognition. If TEST fails too, check its assigned action and scene targets before troubleshooting the microphone.

22 Voice command list controls part 2

SAVE MAP

Opens the same map-name and save action as SAVE SCENE in the shared header. The map export includes the current voice commands and supported shared settings. Use it after editing commands to keep them in the map file.

DELETE

Removes the selected voice command from the current command list. It does not delete the target activity. Save the map to retain the changed command list.

RECONNECT

Restarts the voice listener when listening is enabled. If listening is off, it asks you to enable it. It is different from RECONNECT CONTROLS in * settings.

LISTENING ON and LISTENING OFF

Enables or disables spoken-command listening. Use the Windows microphone configured for this session. The displayed state reflects the listener. Mouse TEST is available independently.

23 Voice command editor controls

Phrase field

Select the text field and type a distinct phrase. On desktop, click in the field. In VR, select the field with the controller to use VaM's text input. Editing the phrase leaves the Scene Painter panel open. Press SAVE COMMAND to keep the draft in the command list.

Action Type selector

Chooses Animation, Pose, Trigger, Activity or Basic control. The action selector below changes to match. Choosing a type is not the same as assigning its target.

Action selector

For Animation choose a built-in animation; for Pose choose a pose; for Trigger configure native VaM actions; for Activity select an existing activity; for Basic control choose a predefined command such as scene playback, menu, POV or TV control.

WALK TO ME FIRST ON and OFF

When enabled, the character approaches your location before executing the assigned action. Requires working navigation and a reachable destination. Disable it for an action that should run immediately in place.

SAVE COMMAND

Validates and stores the edited phrase and action in the working command list. Then use SAVE MAP or SAVE SCENE to write that list into the map file.

TEST COMMAND

Tests the command currently being edited. Use it to check the selected action before relying on speech recognition. Be aware that a test can run an animation, trigger, movement or other assigned scene action.

CANCEL

Closes the command editor without committing the draft through SAVE COMMAND. Native pose and trigger pickers may have their own controls; return to the command editor to finish saving your command.

24 TV remote controls

REFRESH TVS

Refreshes available TV and monitor receivers. Use it after adding a screen or changing a scene. It does not record clicks or restore a missing web page.

AVAILABLE TVS and TV chooser

Opens the screen list. Choose the exact TV you want to configure. After selection the button shows the chosen TV name. Recheck this in scenes with several screens.

Control chooser

Selects Pause / Play, Mute Volume, Maximize Screen or Play Next for recording and testing. This selects a web-player control, not the scene playback control.

RECORD

Begins waiting for you to click the intended control on the selected TV. The button highlights while capture is active. Click the actual player button, wait for capture to finish, then use TEST and SAVE. It does not start scene playback.

TEST beside TV RECORD

Tests the current recording draft or saved action for the chosen TV and control. Observe the screen; an existing recording may be wrong after a player-layout change.

SAVE beside TV RECORD

Stores the captured recording for that TV control. Recording and saving again replaces that control's earlier recording. Save the map afterward to keep the complete Scene Painter configuration.

Pause Play and Mute Volume

The selected recorded TV actions are toggles. A repeated test may undo the previous test. They do not reliably report the web player's full internal state.

Maximize Screen and Play Next

Operate the corresponding recorded player controls. YouTube and other web players may change layout, requiring a new recording. Music Volume on PLAY / MOVE is separate.

25 Second Person controls

Second person chooser

Chooses the other Person associated with the selected activity. Add 03 Second Person OPTIONAL.cslist to that Person first; do not load a second full Suite just to provide P2 navigation.

PLACE / MOVE P2 POINT

Closes the dialog and arms placement of the selected activity's second-Person destination. Aim at the intended floor position and click or trigger. This point belongs to P2; it does not move the main activity point.

REMOVE P2 POINT

Clears the selected activity's paired destination. It does not delete the other Person atom. Save the activity and map after changing the pairing.

P2 STANDING POSE

Opens the pose picker for the selected second Person's standing-pose setting. It needs that Person's navigation component. Choose a suitable pose and save the map and full scene as appropriate for the paired setup.

CLOSE in P2 setup

Returns to the main page. It does not place a point, save the map or stop playback by itself.

P2 status text

Reports whether a paired Person and point are available. This is information, not a clickable placement button. The paired activity is coordinated after both participants arrive.

Moving a main activity with P2

MOVE preserves the main point's settings and route links. The separate P2 point remains at its own saved position. Inspect and, if needed, use PLACE / MOVE P2 POINT after relocating the main activity.

26 Settings menu controls

M POV F POV and A POV assignment selectors

Choose Embody-equipped characters for the three viewpoint buttons. Reopening settings refreshes the available character choices. One character cannot be assigned to multiple roles simultaneously.

Female player focus 0 plus lip sync

Enables the startup preference that applies player-directed gaze, zero minimum engagement distance and lip sync to the assigned female Person. Check it when coordinating with another gaze or lip-sync plugin.

PANEL POSITION / SIZE

Opens the position, rotation, depth and size adjustment dialog. This changes your panel, not the walkable floor or an activity point.

SCENE / FLOOR OPTIONS

Opens clearance and outline-processing settings, TV refresh and saved map/route deletion controls. These are separate from the main Scene Painter drawing tools.

RECONNECT CONTROLS

Re-discovers Floor, Navigation and TV Remote, then rebuilds the page bindings. Use it if controls remain inactive after installing the required components. It does not install missing plugins or repair missing third-party assets.

WELCOME / INSTRUCTIONS

Reopens the short startup walkthrough at its first page. It is separate from this in-depth manual.

FULL USER GUIDE

Copies the bundled HTML/PDF to Saves/PluginData/TrueLifeScenePainter/Guide/Plugin1 on first use and opens the local HTML in VaM's browser. It works offline without an online login. If VaM's browser is disabled, files remain local and a status message explains why it did not open. Close Guide / Return to Scene Painter stays at the top of the HTML guide. It returns to the previous VaM UI and restores your panel without moving it. Esc is an alternative in VaM. The Scene Painter panel is hidden while the browser guide is open so it cannot cover the browser controls.

CLOSE in settings

Closes settings and returns to the panel. Save the VaM scene to retain POV assignments and scene-specific preferences not stored in the authoring map.

27 Panel placement controls part 1

Panel horizontal LEFT and RIGHT

Shift the horizontal placement setting. Single arrows make a fine change; doubled arrows make a change ten times as large. These do not move an activity point.

Panel vertical DOWN and UP

Lower or raise the panel. In Pin mode this changes the current pinned position directly instead of re-centering it from the camera. Single and double arrows give fine and coarse changes.

Panel depth BACK and FORWARD

Change panel distance. In Pin mode depth adjustment moves the current panel toward or away from the view. In Wrist mode this row edits the wrist depth offset.

Panel pan LEFT and RIGHT

Adjust horizontal panel rotation. Fine changes are one degree; coarse changes are ten degrees. It does not alter the character's activity-facing direction.

Panel tilt UP and DOWN

Adjust vertical panel tilt. The directions describe tilting the panel, not translating its height. Use the vertical row when you want to lower or raise it.

28 Panel placement controls part 2

Size SMALLER and LARGER

Resize the panel. Fine changes are 0.01; coarse changes are 0.10 of the panel-height setting. Wrist mode uses its own size value. These controls do not scale characters or the environment.

RECENTER

Resets placement offsets and recenters the panel while retaining the selected panel mode. The TL recovery shortcut also restores visibility and applies its recovery alignment; it is useful if the panel is lost.

BACK and CLOSE

BACK returns to the settings menu. CLOSE, where shown, closes the placement dialog. Neither is a map save action.

RECONNECT CONTROLS and SCENE FLOOR OPTIONS

These shortcuts have the same functions as their settings-menu counterparts. Reconnecting keeps the panel carrier in place while refreshing control bindings.

29 Floor options controls

Furniture Clearance

Changes the clearance amount around excluded furniture areas used by navigation. Inspect the clearance display and retest a route after changing it.

Corner Rounding

Changes rounding of the working path geometry. This updates the working track; it does not replace your saved map until you save it.

Line Cleanup

Changes route wobble removal. Use it to reduce roughness from drawing, then inspect the result before saving.

Clearance buffer ON and OFF

Shows or hides clearance-buffer visuals. The visibility toggle does not disable the clearance calculation itself.

REFRESH TVS in floor options

Refreshes TV receivers exactly like the TV-page REFRESH TVS button. It does not save or record a control.

DELETE SELECTED SAVED SCENE

Asks to delete the selected saved Scene Painter map file. It does not delete a full VaM scene or the environment. Read the selected map and confirmation carefully; protected included maps cannot be deleted through this action.

DELETE SELECTED ROUTE

Asks to delete the selected route definition. It is different from REMOVE STEP, which only removes one step, and from DELETE on the drawing page, which acts on a builder item.

CLOSE in floor options

Closes this dialog. Save the map to preserve the floor settings you want to reuse.

30 Footer and popup controls part 1

FOLLOW

Keeps the panel in the same place in your view as you turn or look up or down. Use the placement controls to adjust the horizontal, vertical and depth offsets. PLAY / MOVE controls character walking.

PIN

Keeps the panel in the scene rather than continuously following your view. Pin mode starts centered on startup, then leaves subsequent placement adjustments pinned.

WRIST

Mounts the panel at the tracked left wrist in VR. Use gaze and the left-hand trigger for its supported wrist interaction. If the wrist is unavailable, the previous working mode is retained.

HIDE and TL

HIDE conceals the panel while playback and listening continue. Press TL once to show and center it in Pin mode in your current desktop or VR view. TL preserves panel size.

OPEN / RECENTER TRUE LIFE

This button in the main Person's plugin UI works like TL. Press it once to show a hidden or misplaced panel, centered in Pin mode at its current size.

HUD M POV F POV and A POV

These small HUD buttons call the same assigned Embody viewpoints as the header buttons. They require the same assignments.

31 Footer and popup controls part 2

Status detail area

Click the status area in the footer to read the full message. The visible footer message may be shortened. CLOSE dismisses the detail dialog.

Timer and scene name

These are readouts, not buttons. The timer shows remaining activity time or PAUSED when applicable; the scene name identifies the current authoring map.

Chooser rows and PREVIOUS NEXT

Selecting a popup row chooses that item. PREVIOUS and NEXT browse additional choices. CANCEL closes the popup without choosing another item. After selecting an animation or pose, finish with SAVE ACTIVITY or SAVE COMMAND in its owning editor.

Name dialog SAVE and CANCEL

Select the name field and type a nonempty name on one line. SAVE applies the name and runs the save named by the dialog (map, activity or route). CANCEL returns to the panel without applying the new name.

Confirmation CONFIRM and CANCEL

CONFIRM runs the action described in that confirmation; CANCEL leaves it unapplied. For RESET SCENE, CONFIRM reloads the last saved full scene and discards unsaved changes.

32 Welcome guide and control states

BACK and NEXT in the walkthrough

Browse the short setup pages. The standalone plugin starts with QUICK SETUP. NEXT explains the walkable floor, activities, voice and TV controls, the second Person and the settings menu.

GET STARTED and CLOSE

Close the walkthrough. GET STARTED is the final-page label; it does not automatically draw a floor or begin playback.

Don't show this again

Controls whether the welcome window opens automatically. You can still reopen it from * settings and WELCOME / INSTRUCTIONS. Save the VaM scene if you want this preference retained with that scene.

FULL USER GUIDE in the walkthrough

Opens the bundled local manual, with the same offline behavior as FULL USER GUIDE in settings. The adjacent CLOSE or GET STARTED button still closes the short walkthrough. Close Guide / Return to Scene Painter stays at the top of the HTML guide. It returns to the previous VaM UI and restores your panel without moving it. Esc is an alternative in VaM. The Scene Painter panel is hidden while the browser guide is open so it cannot cover the browser controls.

Hover and pressed appearance

Hover indicates the pointer is over a control. Press feedback indicates input is being received. A hover appearance alone does not prove the underlying action succeeded; check the status and resulting scene state.

Selected and ON appearance

Mode, toggle and selection controls stay highlighted while selected or enabled. Ordinary actions such as SAVE or TEST do not stay selected just because they ran. Labels such as ON/OFF, PAUSE/RESUME and CANCEL MOVE describe their current state or next action.

Unavailable controls

A control may be disabled when its receiver or required selection is missing. Verify the Floor on PlayerNavigationPanel, the main Person Suite and the optional second-Person component. Use RECONNECT CONTROLS after setup if needed; an inactive Floor-bound control is not proof that mouse input is broken.

Native VaM pickers

Pose and trigger buttons open VaM's own dialogs. Their choices depend on the assets and atoms in the current scene. The panel stays available while you use these pickers or type into a field. Complete or cancel the picker to continue editing. Opening FULL USER GUIDE temporarily hides the panel so you can reach the browser controls.