

OSSL REQUIREMENTS



⚠ ATTENTION: ENABLING OSSL FUNCTIONS FOR BLOODMOON

To ensure the proper functioning of BloodMoon systems (teleportation, animations, notecards, etc.), you must enable certain OpenSimulator (OSSL) functions.

If these functions are not enabled, key features of BloodMoon will not work correctly.

PARAMETERS TO ENABLE IN THE `osslenable.ini` FILE

Here are the essential settings to adjust for BloodMoon to work properly:

```
``ini
```

[OSSL]

```
# Enable the necessary OSSL functions for BloodMoon
```

```
AllowOSFunctions = true
```

```
# Allow notecard creation and animations
```

```
Allow_osMakeNotecard = true # Allows notecard creation for all avatars
```

```
Allow_osAvatarPlayAnimation = true # Allows avatars to play animations
```

```
Allow_osAvatarStopAnimation = true # Allows avatars to stop animations
```

```
# Allow teleportation of avatars
```

```
Allow_osTeleportOwner = true # Allows all avatars to teleport, not just Estate Manager and Owner
```

```
``
```

EXPLANATION OF PARAMETERS

1. `**`AllowOSFunctions = true`**`

Enables all the necessary OSSL functions for BloodMoon to work correctly in your region.

2. `**`Allow_osMakeNotecard = true`**`

Allows the creation of notecards (e.g., to store the avatar's UUID). This is essential for tracking information in BloodMoon.

3. `**`Allow_osAvatarPlayAnimation = true`**`

Allows avatars to play animations (e.g., for attacks or transformations in BloodMoon).

4. `**`Allow_osAvatarStopAnimation = true`**`

Allows avatars to stop animations after actions are completed (like an attack or vampire transformation).

5. `**`Allow_osTeleportOwner = true`**`

Allows all avatars (not just Estate Manager or Estate Owner) to teleport based on BloodMoon actions (waiting, moving, attacks).

Thank you for using BloodMoon!

Enjoy the night. 🌙 🩸

