BERDAV® system

<u>Modular Container</u>

Instructions Manual

The **BERDAV**®system *"Modular Container"* features a fully modular 20-foot ISO container,
providing an infinite ammount of possible setups for multiple purposes,
be it your office, shop, storage or even home.

This manual will help you getting familiar with the components and instructs you on how to positioning and linking them.

All components are 100% original mesh with a land impact (LI/PE) of 0.5 - 1 each.

The **BERDAV**®system *"Modular Container"* is made in Germany at our Berlin production plant.
BERDAV®system is part of the **BERDAV**®group.

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The Container Frame
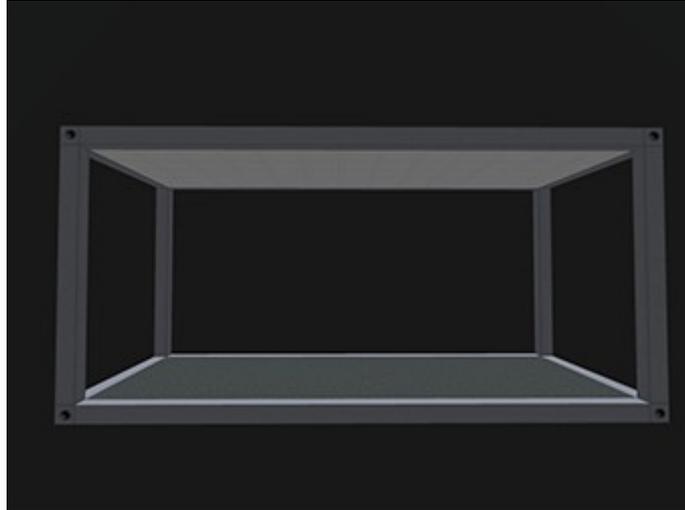
Land Impact: 1
Physics shape: "Prim"

3 mesh faces:
a) Framing
b) Floor
c) Ceiling

You can put your prefered textures on the Floor and Ceiling.
We do not recommend to change the texture of the Framing though.

The **Container Frame** is what you want to start with.
It is the core of the structure and you want to make it Root-Prim.

Rezz the **Container Frame** and **copy position** in the edit menu.

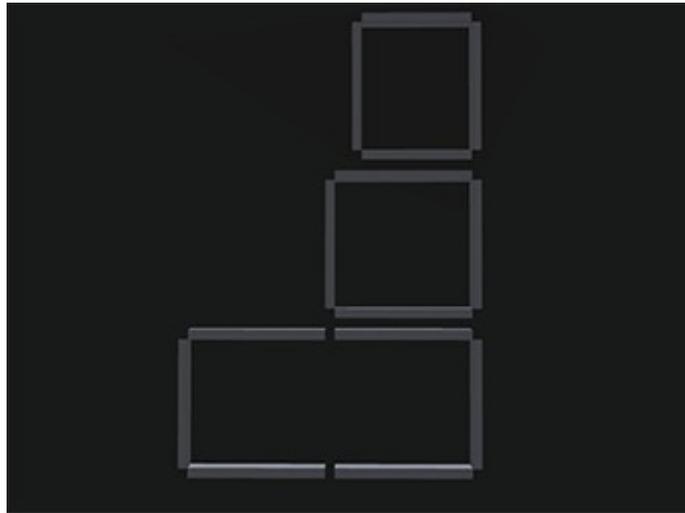Copy position of your Root-Prim will make positioning the other components a snap.

The Separating Frames

From top to bottom:

Separating Frame, transversed

Separating Frame short, along

Separating Frame long, along

Land Impact: 0.5 each
Physics shape: **"None"**

These parts help you divide space within your *"Modular Container"* and they also support the entire structure.
Paste position (in the edit menu. Remember, you **copied position** of your root-prim) will help you put them in place.
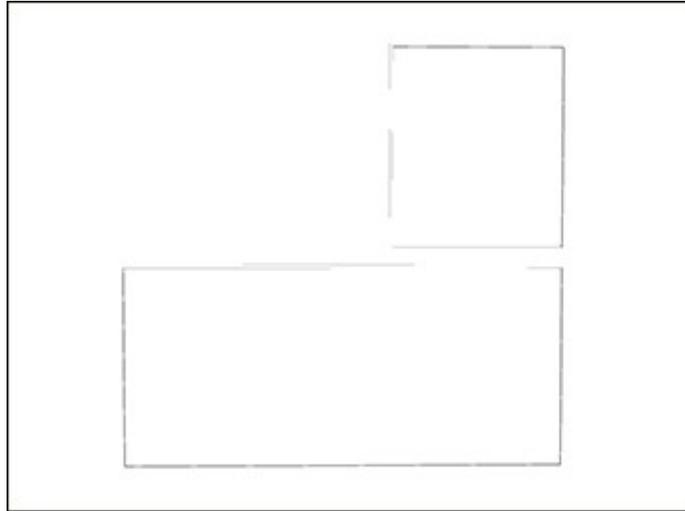
Once linked, you must set their physics shape to "None"!

The Sealings

From top to bottom:

Sealing, transversed
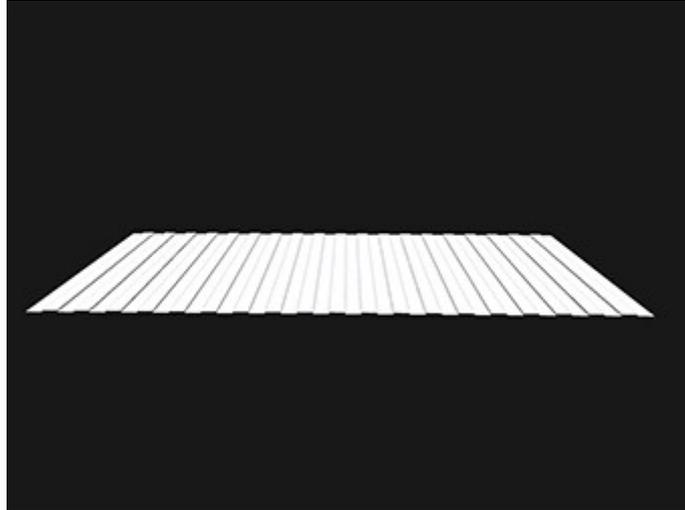
Sealing, along

Land Impact: 0.5 each
Physics shape: **"None"**

Whenever you put 2 or multiple *"Modular Containers"* together, a sealing needs to go between them to keep dirt, dust, wind and moisture outside.

Paste position (in the edit menu. Remember, you **copied position** of your root-prim) will help you put them in place.

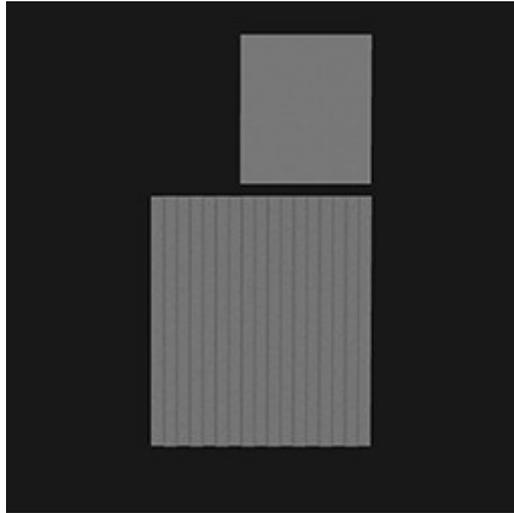**Once linked, you must set their physics shape to "None"!**

The Roof

Land Impact: 0.5
Physics shape: "Prim"

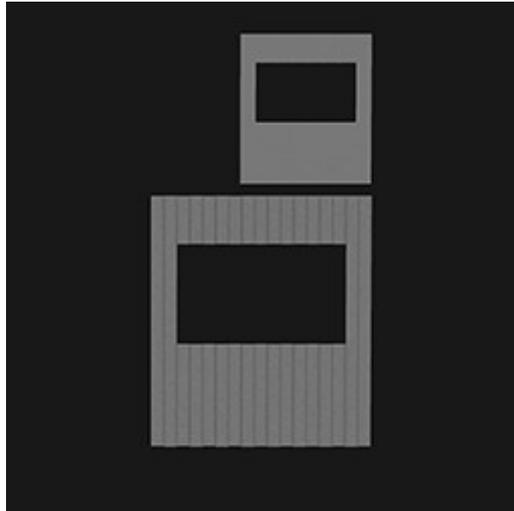Of course, your *"Modular Container"* needs a roof.

Paste position (in the edit menu. Remember, you **copied position** of your root-prim) will help you put the roof in place.
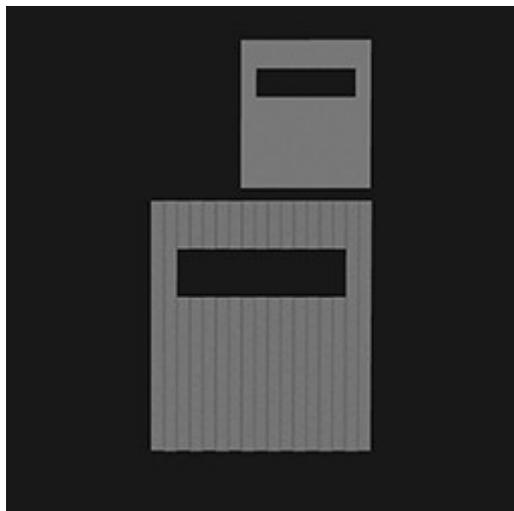
The End Walls

End Wall

End Wall /w Window

End Wall /w High Window

End Wall /w Door

End Wall /w Door, mirrored

Land Impact: 0.5 - 1 each
Physics shape: "Prim"

2 Mesh Faces:
a) Surface outside
b) Surface inside

You can put your prefered texture on the inside.
Apart from re-colouring, we do not recommend to change the texture of the outside.

Paste position (in the edit menu. Remember, you **copied position** of your root-prim) will
help you put the walls in place.

The Side Walls

Side Wall

Side Wall /w 2 Windows

Side Wall /w 2 High Windows

Side Wall /w Door

Side Wall /w Door, mirrored

Side Wall /w Door + Window

Side Wall /w Door + Window, mirrored

Side Wall /w 2 Doors

Land Impact: 0.5 - 1 each
Physics shape: "Prim"

2 Mesh Faces:
a) Surface outside
b) Surface inside

You can put your prefered texture on the inside.
Apart from re-colouring, we do not recommend to change the texture of the outside.

Paste position (in the edit menu. Remember, you **copied position** of your root-prim) will help you put the walls in place.
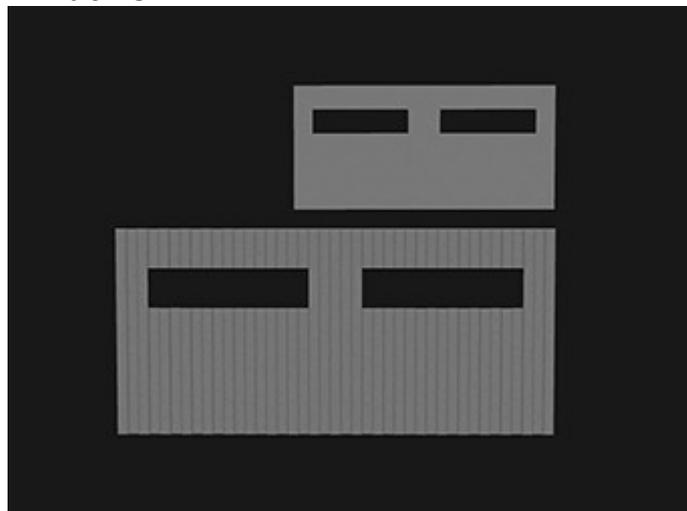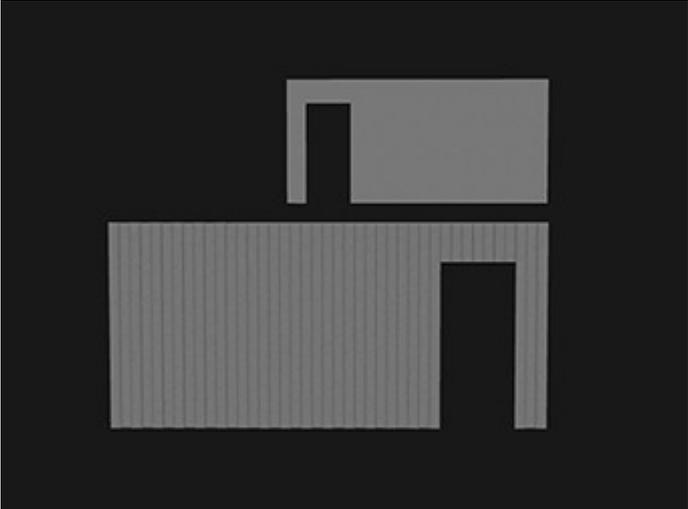
The Inside Walls

Inside Wall, transversed
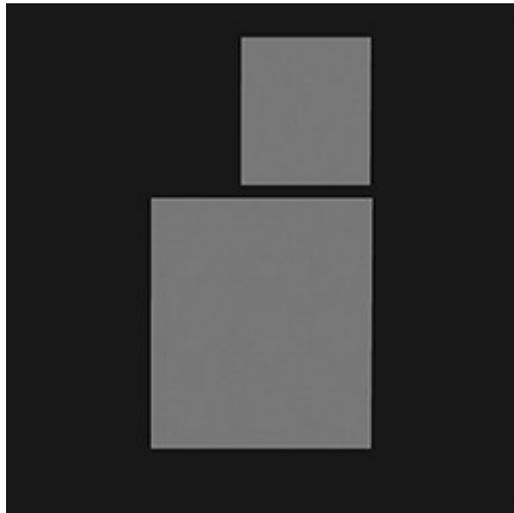
Inside Wall /w Door, transversed

Inside Wall /w Door, along

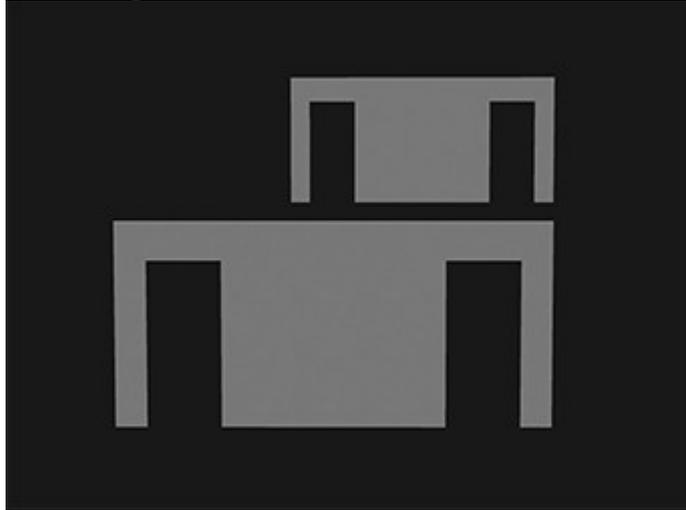**Inside Wall /w 2 Doors, along**

Land Impact: 0.5 - 1 each
Physics shape: "Prim"

2 Mesh Faces:
a) Surface outside
b) Surface inside

You can put your prefered texture on either side.

Paste position (in the edit menu. Remember, you **copied position** of your root-prim) will help you put the walls in place.

The Doors

From left to right:

Outside Door L

Outside Door R

Inside Door L

Inside Door R

Land Impact: 1 each (incl. their frames)
Physics shape: "Prim"

3 Mesh Faces:
a) Frame
b) Door
c) Ledge

Apart from re-colouring, we do not recommend to change the texture of the doors.

Put the doors manually in position.

The Doors are scripted and they open/close on touch (everyone).

Make sure the Doors are closed before you link them to the *"Modular Container"* !
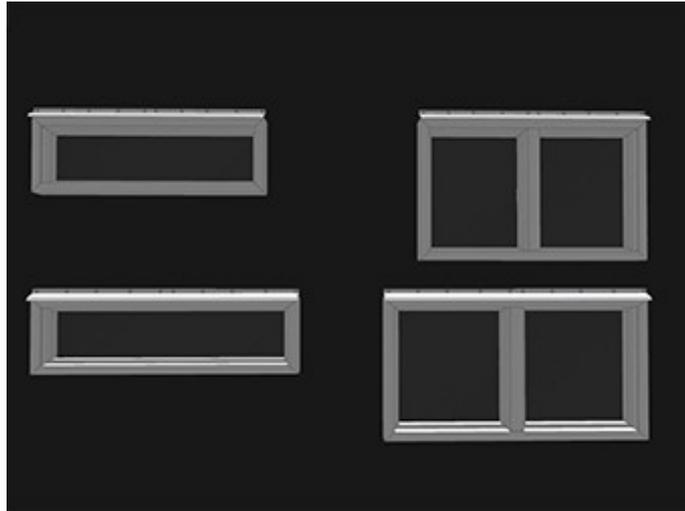
The Windows

From left to right, top to bottom:

High Window for End Wall

Doublewing Window for End Wall

High Window for Side Wall

Doublewing Window for Side Wall

Land Impact: 1 - 2 each (incl. their frames)
Physics shape: "Prim" (Frame)
            "None" (Window)

4 Mesh Faces:
a) Frame
b) Window
c) Glass
d) Ledge

Apart from re-colouring, we do not recommend to change the texture of the windows.

Put the windows manually in position.

The Windows are scripted and they open/close on touch (everyone).

**Make sure the Windows are closed
before you link them to the** *"Modular Container"* **!**

Root

You always want the **Container Frame** be Root-Prim.
In a linkset with multiple *"Modular Containers"*, make one of the **Container Frames** Root.

Root-Prim is the last selected prim before linking. It is the main prim of the linkset, so to speak.

easy positioning

Most of the *"Modular Container's"* components share 2 common axis.
This means:
When you **copy position** of your **Container Frame** (Root-Prim)
and **paste position** to **Walls**, **Frames**, **Sealings** and **Roof**, you only have to adjust them on one axis.

This way, for a proper fit
the **End Walls** only need moved on the **X**-axis;
the **Side Walls** only need moved on the **Y**-axis;
the **Frames** and **Sealings** only need moved on either the X- or the **Y**-axis;
the **Roof** only needs moved on the **Z**-axis.

Nontheless, manual positioning on all 3 axis is required for all **Windows** and **Doors**, which is the trickiest part, we admit.

modify

Most of the *"Modular Container's"* components support quick and easy re-texturing by simply drag and drop your prefered textures, such as the floor, ceiling or wallpapers on the inside of the walls.

Even tho we do not recommend to change the stock texture of the outside of the walls (the structured side), the doors and windows, roof and metal frames,
we do provide their texture files.
We yet recommend to re-colour them only, if neccessary.
Texture files come with your inventory folder with full permissions.

Do not scale or resize any component!

We do not make custom modifications of any kind to this modular set.