

RLV Isolation Cell Manual

Information:

- RLV Cell/Cage
- 2 LI
- copy / mod / no trans
- 100% mesh
- Size: 2.11 x 2.11 x 2.8m

Version History:

1.1:

- Blocking View is updated. Previous versions froze the viewer under certain circumstances.
- Transparent parts fade to black when Blocking View is enabled.
- 2 LI; previous version was 4 LI

1.0:

- Initial release.

Important notes:

This device needs Restrained Love Viewer functions and a working relay to work properly. Please visit the following website for more information about the Restrained Love Viewer: <http://realrestraint.blogspot.com>

Most collars have an integrated relay, however I recommend wearing a separate one: Please see below.

All dialogs have a time out of 30 seconds.

To be as light as possible on the simulator the device only check for timer expiration every 5 seconds, so there might be a slight delay between expiration of a timer and the action actually happening.

Installation & Configuration:

IMPORTANT:

DO NOT resize or unlink the cell.

Doing so will break the object and it won't function properly.

Setup:

To edit the configuration, open the notecard 'Settings'. The notecard has comments explaining every setting.

A "#" in front of a line prevents the script from reading it (use f.e. for notes).

To access the notecard: right click the cell -> edit -> open the "Content" tab -> open the "Settings" notecard.

Properties can be set inside the notecard:

Device Access Mode (integer):

- 0 = Public
- 1 = Group
- 2 = Owner Only

Master Keyholders (string):

Case sensitive list separated by |.

The owner is always master keyholder.

Example: MasterKeyholders = Gwen Setzer|Amelie Sawson

Key lease time in days (integer):

Time until a prisoner is considered escaped, in days.

Grants access to menu to everyone after 4 days by default.

Restrictions (string):

RLV restrictions to apply to victim(s).

DoorTimer (integer):

How long before the door autocloses in minutes. (0 = never)

RLV Zone setup:

Position and Dimensions of the RLV Zone, **do NOT change!**

Blinding Texture (key):

Texture to be applied on the prisoner's screen (black by default = blinding, RLVa only. With RLV the screen goes black, a texture cannot be applied).

There are 5 examples with different opacities.

Menu Functions:

Open / Close:

Open or close the door. Pretty straightforward :)

Lock / Unlock:

Locks the door and applies RLV restrictions on the victim(s).

This blocks flying, TPing, editing and rezzing objects, inventory, notecards, map and far touch by default.

When locked the device will remember the victim(s) and reply to relay pings as needed.

Take keys / Leave keys:

Taking the keys give you exclusive access to the device. To minimize maintenance (and prevent people from taking the keys and never coming back) the keys will be returned automatically after a certain time, but the door won't be unlocked. (default: 4 days)

RLV Menu:

Block IMs:

When active, will prevent the victim(s) from sending / receiving IMs.

Block Talk:

Mutes the victim.

Block Vision:

Sets the screen of the prisoner(s) black.

Timer:

Set the lock time here :)

The timer can be shown or hidden.

Timer by default is online time (timer pauses if all the prisoner log out, will keep counting if at least one prisoner is present)

Real-time mode will keep counting even if all prisoners logs out.

Status:

Display the name and status of the prisoner(s) (if appropriate)

Settings:

Update:

For now only gives version information about the scripts (Key Holders only...)

Zone Setup:

Set up the size of the area the cell scans to apply restrictions:

Rez:

Rezzes a cube of the size of the area.

Refresh:

Updates the values of the area after changing the size/position (Copy/paste those into the settings NC).

Clear:

Derezzes the cube.

IMPORTANT: WE DO NOT RECOMMEND TO CHANGE THESE SETTINGS! THE CELL COMES ALREADY CONFIGURED!

If you play with the settings anyway and it doesn't work anymore, just rez a new copy.

Hoping this device will bring you hours of enjoyment 😊

- Gwen Setzer & Amelie Sawson