

Wooden Pony Manual

Information:

- 4 LI
- copy / mod / no trans
- Materials enabled
- 100% Mesh

Version History:

1.11:

- Facial animations bug fixed

1.1:

- Pose adjustment menu for the sitter added

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 if you need a separate one, please see below.

All dialogs have a time out of 30 seconds.

To be as light as possible on the server 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.

Settings:

Settings can be found in the 'Settings' notecard.

MasterKeyholders: (string)

A list of persons who will be able to access the device, even if the key is taken.

Note that master keyholders are still subject to access mode restrictions.

List is case sensitive, names are separated by a '|'.
Example: MasterKeyholders = Gwen Setzer|Amelie Sawson

AccessMode:

(integer, values 0-2)

Set who can access the device.

3 settings are available:

- 0 - PUBLIC: Allow anyone to access the device.
- 1 - GROUP: Any person having the same active group as the device.
- 2 - OWNER: Owner only

TrapAccessMode:

(integer, values 0-2)

Set who can access the trap menu. (See AccessMode for details)

AutoLock:

(integer, values 0-1)

Device will automatically lock the victim. (Be careful with this !)

AutoStrip:

(integer, values 0-1)

Device will automatically strip the victim. :)

KeyLease:

(integer)

Set the 'lease' time for the keys, in days. Keys are automatically returned to the device after the delay expires.

Set to zero to be disable.

Position:

(vector)

Define this variable to override the default sit position. This must be non zero for the device to work.

Rotation:

(vector)

Define this variable to override the default sit rotation.

Facial Animations

(Can be empty or omitted to disable)

To enable facial animations enter the following values (enabled by default):

FacialAnimation = express_repulsed_emote

FacialAnimation2 = express_cry_emote

To disable facial animations enter # before each line:

#FacialAnimation = express_repulsed_emote

#FacialAnimation2 = express_cry_emote

Menu functions:

Capture:

Will scan for avatars equipped with a relay within 30 meters, you can choose then who to capture from the list :)

Timer:

This allows to adjust either the remaining time or the lock time (when no one is in the device).

The timer can be shown or hidden here.

Online Mode: Timer counts only if the victim is present on the device.

Real Time: Timer keeps counting even if the victim logs out.

Adjust:

Adjust the sit position of the victim.

Lock:

Will lock the victim on the device.

This blocks standing up, TPing, editing and rezzing objects, inventory, notecards, map and far touch.

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

Unlock:

Will lift all restrictions and unsit the victim as well

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. (default: 4 days)

Trap:

Set the range to look for victims. Select 'No trap' to disable trap mode. (Disabled by default)

Hoping this device will bring you hours of enjoyment ☺

- Gwen Setzer & Amelie Sawson