

# Prison Cell Concrete Manual

## Information:

- 2 LI
- Copy / Mod / No Trans
- 100% Mesh
- Materials enabled

## Version History:

### 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, edit the object and check 'Edit linked parts' then click on the door. Open the notecard 'Settings'.

Properties can be set inside the notecard:

### MasterKeyholders (string):

Case sensitive, comma separated list of people who can access the menu without the key.

**Note:** Master Keyholders are still subject to access control (PUBLIC, GROUP or OWNER, see below)

### KeyLease (integer):

The number of days people are allowed to keep the keys before it is automatically returned to the device.

Restrictions (string) : RLV restrictions to apply to victim(s).

### Autoclose:

time of the door in Minutes

### RLV Zone setup:

Sets the RLV zone, do NOT change!

## 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)

### Block IMs:

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

## 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)

Hoping this device will bring you hours of enjoyment 😊

- Gwen Setzer & Amelie Sawson