[GA] Cell Block I Manual

Information:

- 90 prims at rez
- 296 prims after setting up the building
- Size ca. 24 x 24 x 17 m
- mod / copy / no trans
- 100% Mesh
- Materials enabled
- Projector lights
- Ambient sounds
- 31 Keypad Cells with isolation features (4 LI each)
- 5 Glass Flat Cages (3 LI each)
- RLV
- Functional [Gentek] Delta Elevator (see https://ntbigroup.com/gentek/buildkit/delta/ and https://marketplace.secondlife.com/p/Delta-Elevator-Advanced-Customizable-Elevator-System-Personal/15062326)
- Alarm lights with sound

Contents:

- The Building: [GA] Cell Block I (copy, mod, 90 LI)
- Notecard with the elevator setup code (“Elevator Config”)
- Additional leashring: [GA] Wall Ring (copy, mod, 1 LI)
- Manual
- Landmark to the inworld store

Version History:

1.0:

- Initial Release

Important notes:

Please read this manual carefully.
This product 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:
In our inworld shop you will find a dispenser for the DEM relay.

Of course you can use any other RLV relay of your liking.
Dialogs of the cells have a time out of 30 seconds.
To be as light as possible on the server, the cells 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.

Do **NOT** unlink or link the cells, leashrings and elevator to other objects!
Doing this will break them and they won't work properly anymore.

Installation Pt. I:

- Rez the building ([GA] Cell Block I) where you want.
- After you placed the building, open the right door, you will notice that there is a yellow sign inside the room, pointing at a switch.
  This is the rezzer for the cells, leashrings, elevator and additional lights.

The Rezzer:

The rezzer system is relatively straightforward, but there are a few limitations to know of: The menu will only work for the object owner and each owner can have only one rezzer active per region.

The Buttons:

Rez:

Rez the cells, leashrings, elevator and lights.
After everything has rezzed, the yellow sign disappears.

Freeze:

Will remove all rezzer scripts from the objects

Clean:

Remove the rezzed parts (only if not frozen yet).

Move:

Will reposition the objects according to the position of the building (only if not frozen yet).

Installation Pt II:

- Click 'Rez' to rez the cells, leashrings, elevator and additional lights.
- If necessary, position the building by moving and rotating it, then use the 'Move' button.
- Once the steps above are finished, use the 'Freeze' button. This will reduce script count and therefore server lag.
- **Configure the elevator (see below!).**
- All done!

WARNING:

If you want to use more than one [GA] Cell Block I on your land, make sure you hit the "Freeze" button on your existing build before you rez a new one.
Otherwise the existing parts will be derezzed when using the rezzer!

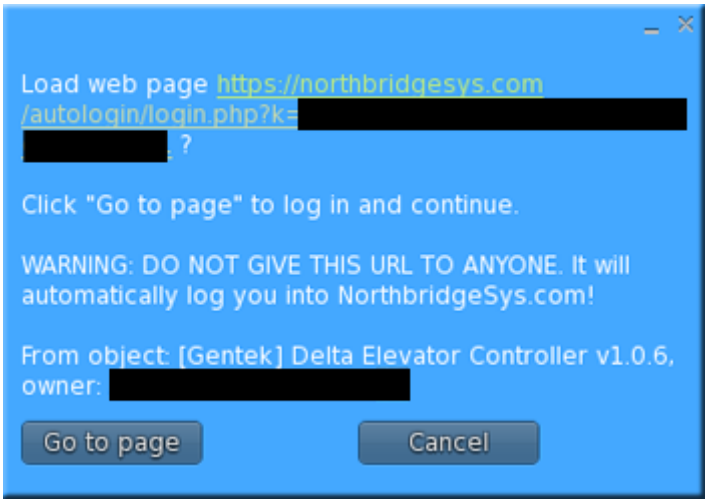
The Elevator:

The building comes with a [Gentek] Delta Elevator to move between the floors.
After everything is rezzed and in position, the elevator has to be configured.

NOTE: If the elevator is not configured, it will not work!
To configure the elevator, follow the steps below:

- In the room where the rezzer is located, you will also find a switch box with a LCD display and several buttons.

Press the green “Setup” button and open the website that will pop up.

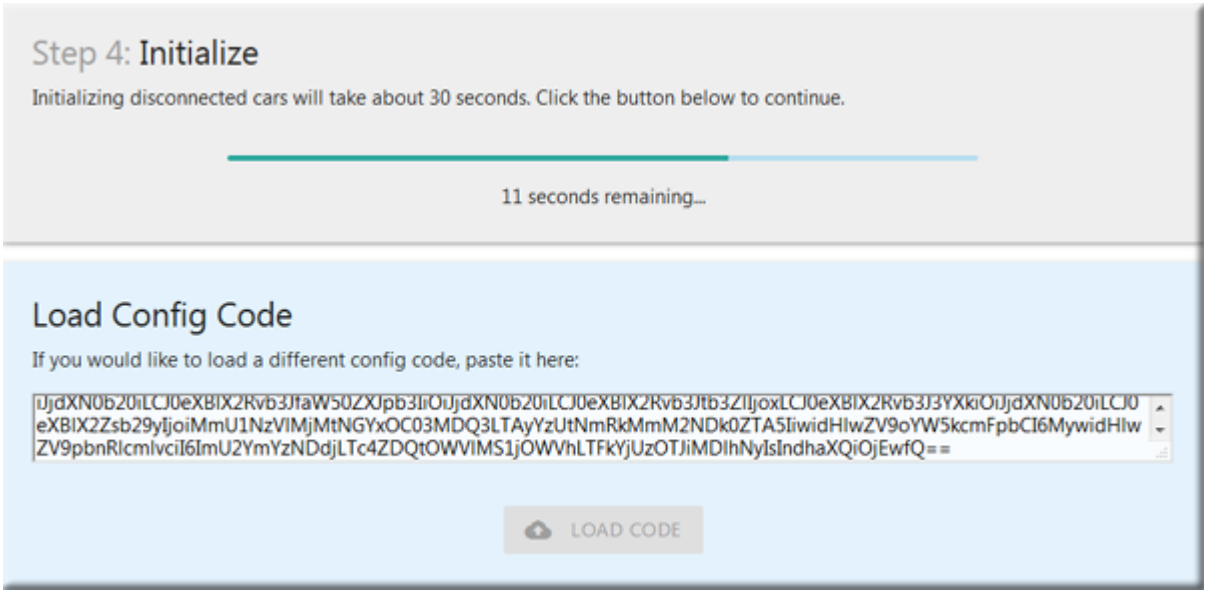


- On the website you find following steps:
  Step 1: Ensure All Elevator Cars are Rezzed & Renamed
  Step 2: Ensure All Doorways are Rezzed
  Step 3: Ensure Everything is Aligned Properly
  Step 4: Initialize
  Do NOT press the "Initialize" button!

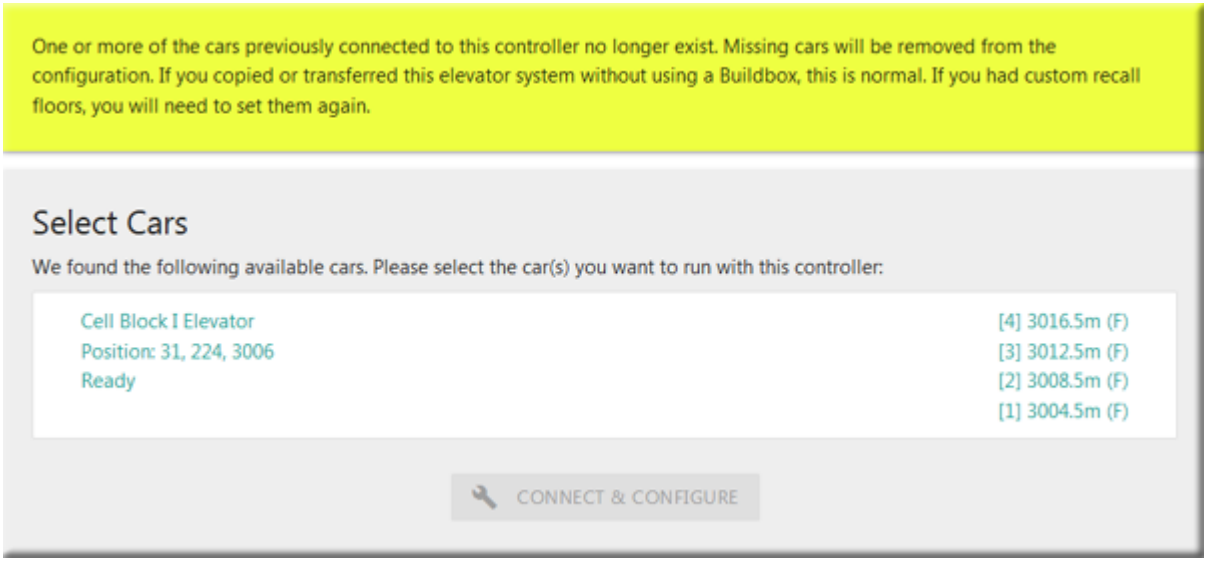
- Copy the text from the notecard "Elevator Config" using <ctrl>+<a> and <ctrl>+<c>

- Paste the text from the config notecard into the field "*Load Config Code*" using <ctrl>+<v>

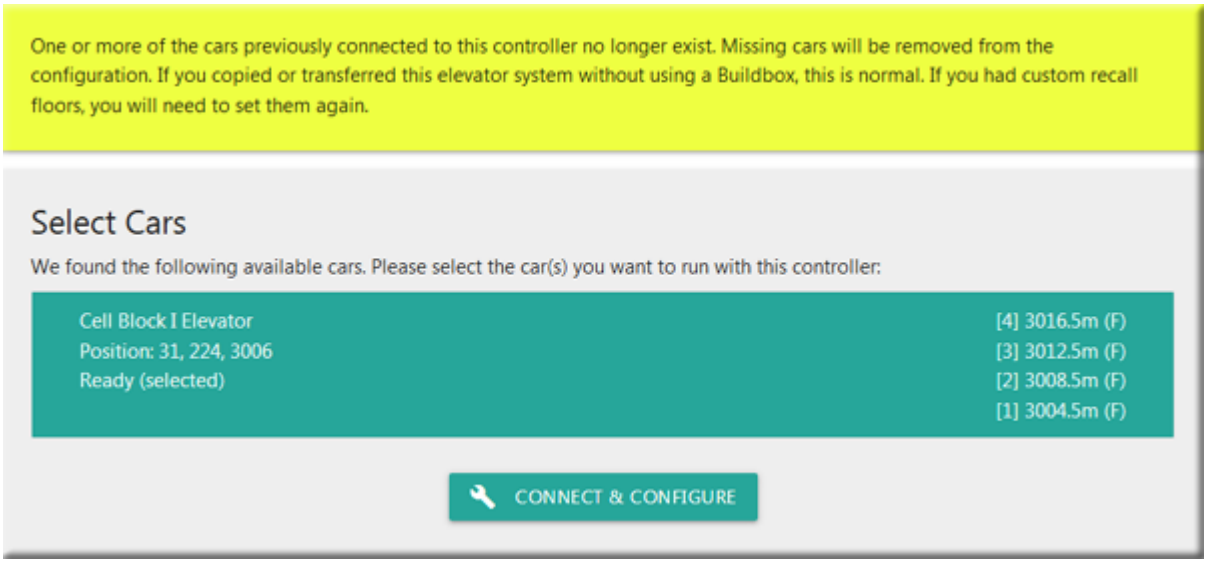
- Press the "Load Code" button, the initialization process begins. This takes about 30 seconds.



- You get a message on the website then, saying
  “One or more of the cars previously connected to this controller no longer exist. Missing cars will be removed from the configuration. If you copied or transferred this elevator system without using a Buildbox, this is normal. If you had custom recall floors, you will need to set them again.”
  Below:
  “Select Cars
  We found the following available cars. Please select the car(s) you want to run with this controller:”



  Click on the field, saying *“Cell Block I Elevator”*
  The field turns green



- Press the button “*Connect & Configure*”
- Scroll down and press “*Save & Start*”
- All done!

For a detailed manual for the elevator itself please visit https://ntbigroup.com/gentek/buildkit/delta/.

The Cells

There are 31 cells with isolation features.
Each cell provides a leashring and can be configured with a settings notecard.

How to use:

The cells are locked/unlocked with a numeric PIN.
This means that there is no "key" that can be taken; access to the cell can be shared by passing around the PIN.

When the cell is unlocked, you will have normal access to the menu, the LCD display is blank.
As soon as you press the *LOCK* button in the menu, a textbox shows up.
To lock the cell, enter a numeric PIN of your choice. The PIN can consist of up to 6 numeric characters (0-9, f.e. "123", "001100", "123456", ...).
To confirm and make sure that you entered the PIN you wanted, you are asked to enter the PIN again.
Confirm and the cell is locked and can only be accessed by entering the correct PIN.
The menu is open for 10 minutes after entering the correct PIN or locking the cell.

CAUTION:
Once the cell is locked, the keypad works like a real keypad!
The PIN to get access to the menu has to be entered DIRECTLY on the keypad!
Click the numbers on the keypad to enter your PIN and confirm by clicking the *ENTER* button.
When access is granted, click again to enter the menu.
Access is granted for 10 minutes before the PIN has to be entered again.
If you clicked wrong, you can go back by one digit with the *BACK* button.
The *CLEAR* button clears the display.

WARNING:
If the wrong PIN is entered 3 times, the cell enters security lockdown mode!
This means that the keypad is locked for further tries for a certain period of time ;)
The display shows "ERROR" until it is available again.

BE CAREFUL! Once the cell is locked, it can only be accessed/unlocked with the correct PIN!
DO NOT FORGET YOUR LOCKING PIN!

For better conveniency we recommend to zoom in the keypad when operating it.

Setup:

To edit the configuration, edit the cell and open the notecard 'Settings'.
Those properties can be set inside the notecard:

Device Access Mode

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

Master Keyholders

Case sensitive list separated by |.
The owner is always master keyholder.
Example: MasterKeyholders = Gwen Setzer|Amelie Sawson

EscapeTimer

Time until a prisoner is considered escaped, in days.
Grants access to menu to everyone after 4 days by default.

Master PIN

6 digits max, -1 to disable
WARNING: Do NOT use 0, this is unsafe, the cell can be accessed easily that way ;)

Secret Mode

When active, the PIN is hidden when entered (1 = active)

RLV

Restrictions to apply to prisoners
f.e.:
RLV=@rez=n|@showinv=n|@fartouch=n|@viewnote=n|@showworldmap=n|@showminimap=n

DoorTimer

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

DoorPosition, DoorMovement

Sliding door setup
DO NOT CHANGE THIS!
The cells are configured already.

Cell number and -group

Sets the number display on top of the cell.
Number: upper row
Group: lower row
Format: xx, f.e. 01, E5, 00
To disable the display add # to the property (f.e. #Number =).
For a blank use x (f.e. Number = xA).
Available characters: A, B, C, D, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, ,-

ZonePos, ZoneRot, ZoneSize

RLV Zone setup

DO NOT CHANGE THIS!
The cells are configured already.

Menu functions:

Open / Close

Open or close the door. Pretty straightforward :)

Timer...

Set a timer here, or disable a timer.
The timer works in online- and realtime mode.
If the timer is set to "Show", the remaining time in minutes is displayed on the LCD display.
If no timer is set or the timer is hidden, the display shows "------" when it is locked.

RLV

Set the additional restrictions here.

Block IMs:

Restricts sending and receiving IMs

Block Vision:

Sets the screen of the prisoner blurry

Block Talk:

Blocks local chat

Lock/Unlock

Lock:

The cell opens a textbox to enter a PIN (see above)

Unlock:

Unlocks the cell

Settings

Update:

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

RLV Zone:

Rezzes a box of the size of the RLV Zone. Do not change! (Key Holders only...)

Status

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

The Flat Cages:

There are 5 [GA] Flatcage Glass available at the entrance floor.

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.

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:

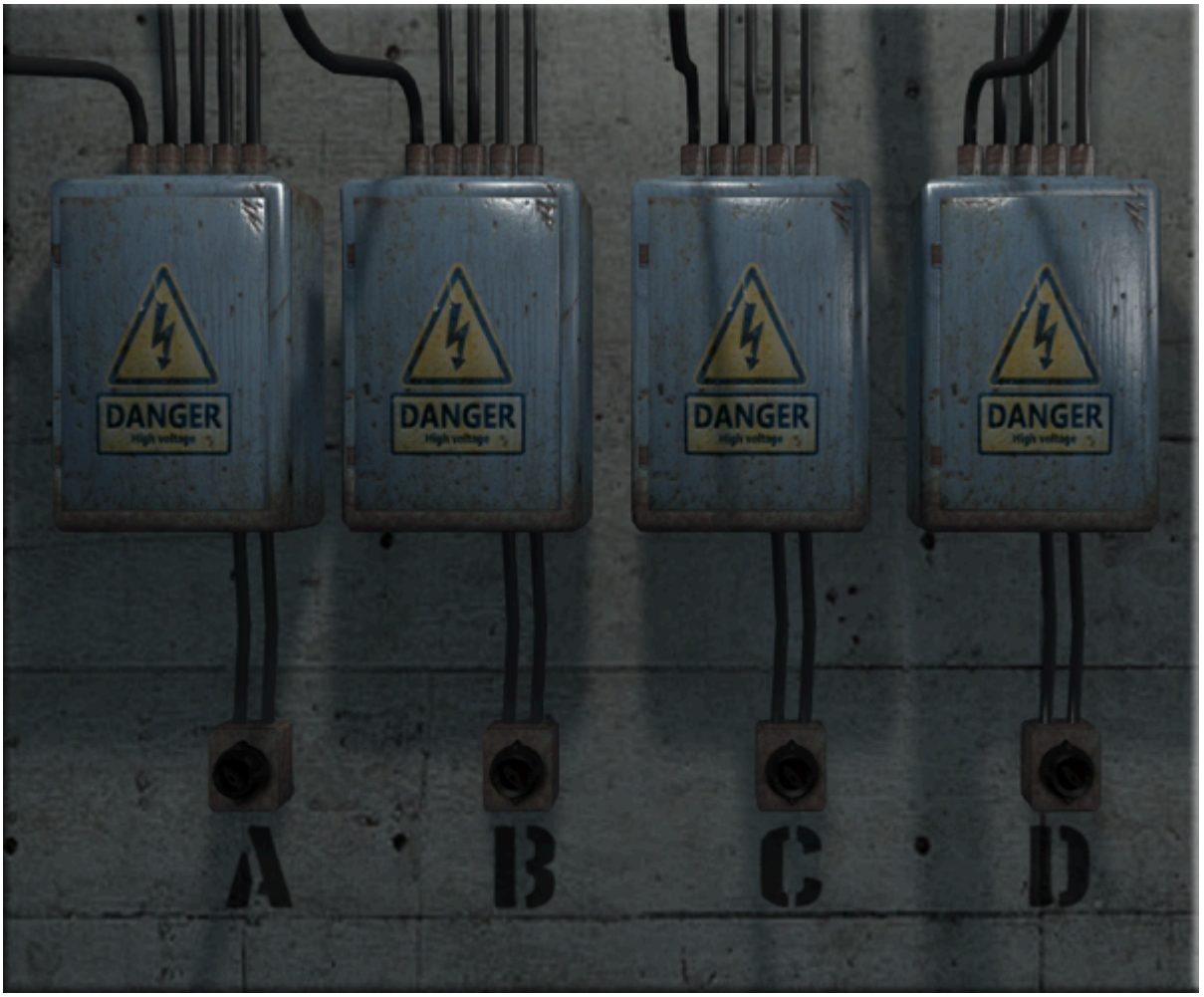
Taking the keys give you exclusive access to the device. To minimize maintenance (and prevent people from taking the keys and never coming back) the keys will be returned automatically after a certain time. (default: 4 days)

Trap:

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

The Lights:

On each floor there are ceiling lights.
At the basement floor there are 2 extra lights for the maintenance rooms.
The light switches for the ceiling lights are in the left room.
You will find the switch for the maintenance room lights in the right room, next to the rezzer.



Each floor can be individually configured with the settings notecard inside the corresponding switch.

To edit the settings cards, right click the building, select edit, check "Edit linked", click the lightswitch you want to edit and select the content tab.
Right click the settings notecard, select “open” and make your wished changes.
The switch resets automatically after saving your changes.
It is recommended to make a backup of the settings before changing them.

Please note that the default lightsettings are optimized for advanced graphics settings.
For optimal results with the default settings enable following options in your viewer:

- Advanced Lighting Model
- Ambient Occlusion
- Shadows: Sun/Moon + Projectors

The lamps work with the projector function, which creates a nice and realistic ambiance.
If you do not want to use the advanced graphics settings, you might want to adjust the light settings in the settings cards in the switches to achieve the wished results.

Settings:

Access (string)

Set the access level, case sensitive. Options are: public, group, owner

- public: everyone has access
- group: only the groupmembers with an active tag of the set group have access
- owner: only the owner has access

Sound when clicking the menu (string/key)

Enter a valid key of a soundfile.
SoundVol (float, 0 to 1), sets the soundvolume

SunThreshold (float)

Sets the threshold of the sunheight to turn on/off the lights.
This is necessary for automode. Negative values show night, positive values show day.
Default: 0.0

StartPollrate (integer)

Sets the interval to check the sunheight in minutes, default is 5.

MenuType (string)

Set the menutype, case sensitive. Options are: advanced, light

- advanced: set the timer intervals and hover text
- light: basic functions (on/off/auto)

StartUp Mode (string)

Defines if the device starts in Auto, On or Off state.
Options (case sensitive!):

- ON
- OFF
- AUTO

PRIM 01 - Set the parameters for Prim 01:

Name of the Prim in the linkset
f.e. PrimName_01 = NeonLightFloorD

Faces (integer, ALL_SIDES = -1)

DO NOT CHANGE!
Select 3 texturefaces on prim 1 to change when the light is on/off.

Object Glow when ON (float)

Useful feature for lightbulbs, set to 0.0 when using in a candle or chandelier. Settings for the 3 predefined texturefaces.

Object Glow when OFF (float)

see above.

Fullbright Setting when ON (0=off, 1=on)

Settings for the 3 predefined texturefaces.

Fullbright Setting when OFF (0=off, 1=on)

Settings for the 3 predefined texturefaces.

Light Color (vector)

Sets the light colour

Light Radius (float)

Sets the light radius

Light Intensity (float)

Intensity of the light

Light Falloff (float)

Sets the light falloff

Light status when ON (0=off, 1=on)

DO NOT CHANGE!
Define, if the prim emits light when light is on/off

Light status when OFF (0=off, 1=on)

DO NOT CHANGE!
See above.

ATTENTION: If you rename the lamps, make sure you replace the old name with the new name in the settings for the corresponding prim!
Otherwise your lamps will not work properly anymore!

NOTE: Automode does currently NOT work properly with non EEP viewers.

Menu functions:

By default clicking the switch opens the "light" version of the menu. This can be changed in the settings notecard, though.
The default menu contains only the basic functions:

On

Turns the light on

Off

Turns the light off (really now?)

Auto

Enables automode.
In automode the light is turned on automatically at night and turned off at day.

DONE

Closes the menu.

The advanced menu provides additional informations like check interval times and sunheight, it also adds a "Time"- and a "Reset" button.

The "Time" button opens the time menu.
You can select between 5 and 10 minutes to keep lag low.

There is also a "Test" button, which makes the device scan the sunheight in intervals of 20 seconds.

The "Reset" button resets the lamp.

[GA] Light / Alarm AddOn:

The wall lights are rezzed together with the cells and leashrings.
Like the ceiling lights they can be configured separately for each floor.
The light switches for the wall lights for floor A and B are in the left room, for floor C and D in the right room.
The switches are labeled “A2”, “B2”, “C2” and “D2”.

To edit the settings cards, right click the switch, select edit, check "Edit linked", click the lightswitch you want to edit and select the content tab.
Right click the settings notecard, select “open” and make your wished changes.
The switch resets automatically after saving your changes.
It is recommended to make a backup of the settings before changing them.

Emergency Buttons:

The alarm knobs are right to the elevator doors.
Clicking the knob starts the wall lights flashing red and plays a siren sound.
By default the alarm stops after 2 minutes (or by clicking the knob again of course).
You can set the time in the description field of the alarm knob.
(Right click the knob, select edit, check "Edit linked", click the knob you want to edit and enter the value in the description field of the knob.
Values are entered in seconds.
NOTE: You have to repeat this procedure for each floor!
(Timer settings are read from the active/pressed button)

ATTENTION: If you rename the lamps, make sure you replace the old name with the new name in the settings for the corresponding prim!
Otherwise your lamps will not work properly anymore!

Ambient Sounds:

Ambient sound can be set for each floor.
One vent on each floor at the elevator shaft brings up a menu when clicking it.
Turn here the ambient sound on/off.
The configuration is available in a settings notecard in the vent with the menu.
To edit the configuration, edit the building and check 'Edit linked parts' then click on the vent that provides the menu. Open the content tab, open the notecard 'Settings':

Access (string)

Set the access level, case sensitive. Options are: Public, Group, Owner

- Public: everyone has access
- Group: only the group members with an active tag of the set group have access
- Owner: only the owner has access

Soundvolume (float, 0.0-1.0)

Sets the volume of the sound.

Hoping this product will bring you hours of enjoyment ツ
- Gwen Setzer and Amelie Sawson