

RestrainedLife



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Ausgabe 1.5.1

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How to
command
your subs

The secrets of
RestrainedLife Viewer:
Use them right

Plugins: What they do

All Poses shown in Fotos

The Easy Domme:

The simple guide through all Amethyst Collars

Welcome!

For years SL has been a great playground for fantasy, roleplays, and alternative lifestyles. One of them is BDSM. Today we have a couple of good creators, that offer a wide range of restraints and products, which were good on their own. Just to mention some names, there are Marine Kelley with all her Real Restraints and the Lockable System, Amethyst Rosencrans with a perfect collar, Dari Caldwell with well made gags and arm binders, and many many more.

When Marine Kelley developed her own customization of the SL Viewer, all these different systems grew together... and Second Life became Restrained Life.

This guide will mainly show up all the possibilities and opportunities the Amethyst collar offers, but I will also add some notes about related stuff.

Amethyst Collar

The Amethyst Collar is created by Amethyst Rosencrans and the quasi-standard for BDSM lifestyle in SL. These collars are widely spread and most D/s couples use them. They are flexible due to a wide range of Plugins and Add-ons. The next twenty pages are about that.

Lockable System

The Lockable System is a single flexible script that allows one to "lock" an object, like Police Cuffs or Serious Steel Shackles on someone else's body. As of now, SL doesn't have an option to prevent someone from removing an attachment, so Lockable provides ways to notify a Dom/me when the sub has "accidentally" removed their restraint without permission. You may want to use the custom RestrainedLife viewer (published and maintained by Marine Kelley) to render your locked restraints totally undetachable (and other nasty features) but it is not required in order to use this system.

This System is brought to SL by Marine Kelley; she has made the life of Dom/mes in SL much easier and lets the subs feel the power of them much better.

RestrainedLife Viewer (RLV)

This is a custom viewer that is aimed at BDSM fans in SL who wish to enhance their experience by letting other people (such as their owners) take control of some of their abilities. In order to use its features, the Dom/me has to operate items (typically restraints) that the sub wears, but only the sub needs to use this viewer in that situation. Here is what a Dom/me can do to a sub who uses this viewer :

- Make an item undetachable (once locked, the sub has absolutely no way to detach it unless they relog with a different viewer or the item is unlocked)
- Prevent sending or receiving IMs, sending or receiving chat (with exceptions if needed)
- Prevent teleporting (from the map, a landmark, or by a friend, w. exceptions if needed)
- Prevent rezzing, editing, using inventory, reading notecards, sending messages on non-public channels (again with exceptions if needed)

... and lots more

These features cleverly used together, make the sub truly *feel* the power of their Dom/me.

RLV-Relay

The RLV Relay is a neat Add-On to the RLV viewer. Simply said, it lets others (people or objects) control your avatar. For example, a cage could communicate with that relay and prevent that you can unsit from a position or escape in any way. A good Relay is made by Susan Davieau, but there are other good products on the market (free).

Amethyst Collar Commands,

For easier use I have collected different NCs and put them together, grouped and formatted them, so you can print them out and have them ready to domme your sub. Included you find:

1. Common owner commands
2. Leash holder commands
3. Commands of the following free Amethyst Plugins (V. 4.x):
 - **Amethyst Hide Show Script** – Adds .hide and .show commands to hide and show the collar.
 - **Amethyst Speak Script** – Adds commands to speak for the sub, and allows the owner to see what the sub says.
 - **Amethyst Text Script** – Sets floating text and color above the sub.
 - **Amethyst Tracer Script** – Tells the sub when the owner is online, and reports on the sub's activity to the Owner.
 - **Amethyst RestrainedLife Script** – Integrated in V. 7.x of the collar itself. Adds commands to limit the sub's actions when using the Restrained Life Viewer (RLV). RLV Plugin Commands are shown in red. Get the RestrainedLife viewer from: <http://www.erestraint.com/realrestraint/>

Glossary:

[sub] The submissive wearing the collar
[unowned] The submissive if there is no primary
[all] Submissive, Primary and Secondary Owners
[any] Anyone within chat distance
[] Nothing means: Owner and most Secondwners

Owner

.owner <name> - Give your sub to a new owner. Issuing this command will result in removing yourself as primary owner and the specified person becoming the primary owner. Additionally the name is case sensitive.

.newowner – Remove the primary and secondary owners from the collar. Issuing this command will result in freeing your sub.

.secowner <name> - Define a secondary owner, which has a more limited set of commands from the primary owner. The secondary owner must be nearby to be added to the collar. The sub can be set as a secondary owner, allowing the sub more freedom (change colors of collar, stop owner initiated animations). Additionally the name is case sensitive.

.remowner <name> - Remove a secondary owner that has already been added to the collar. Additionally the name is case sensitive.

.clearowners –Remove all Secondary Owners.

.listowners – Shows who the primary and secondary owners are..

.secondaries on – Command has moved into **flags**.

.secondaries off - Command has moved into **flags**

Tip: If you own more than one sub, create a gesture automate the collar initiation process. You can add the necessary commands line for line, followed by 1 sec pause between the commands. So you can easy combine .channel #, ,lock, .rlv on, .label Your name and end with .prefix auto. So you have more time to domme your subs !

General Commands

.help – Shows a help notecard.

.menu – Display the owner's menu to choose commands.

.givehud – Causes the collar to give you a copy of the Sensations Generic HUD which can be used to control the collar and AO, amongst other things

Additional Note: Sending commands with an asterix (*) instead of the normal prefix will cause all subs with Amethyst Collars that you are owner or secondary owner on to execute.

Preferences and Setup

.prefix <name> <prefix> - Change the command prefix, by default it is "." Issuing *prefix with no parameters will announce all prefixes.

.prefix auto - Special format of the .prefix command above that will set all collars your have access on to the sub's initials lowercase.

.channel # - Sets an alternate listening channel so commands can be issued on a non-public channel.

Issuing .channel -1 when an alternate channel is available will cause the public listener's removal.

Issuing .channel 0 will reopen the public listener.

Issuing .channel with no parameters will show the current alternate channel.

.lock - Locks the collar in place, if the sub removes the collar you will receive an IM informing you. In RLV it is now impossible to remove the collar

.rlv on – enables the RestrainedLife Viewer commands (see the RLV section of this guide)

.rlv off – disables the RestrainedLife Viewer commands

.safeword - adds a safeword to the collar, allowing you to escape from positions if you panic. To use the safeword type the prefix and the safeword. For instance ".safeword ruby" would set the safeword to "ruby" and then to use it you would type ".ruby"

.safeword nc - enables non-consensual mode. This means that the sub will not have a safeword to get out of positions the owner puts it into, and additionally the .owner and .newowner commands are disabled if the sub has an owner. Therefore, if the sub is using RLV it will not be able to free itself from its owner and it will not be able to escape positions its owner puts it into.

.unlock - Unlocks the collar so it can be removed without notification.

.update - Sends an update request to the update server. If an update is needed scripts will be updated. WARNING: Scripts will reset. To use this command you must be at the Sensations Super Store.

.version - is now an alias for .memory to hopefully simplify people trying to find the version.

.viewer - Tells the issuer what version of the RestrainedLife viewer was detected.

Flags – individual collar customization

. flags - This command lets an unowned sub or primary owner enable individual commands or groups of commands for the sub and secondary owners.

Type: sub or secondary Flags: comma separated flags (listed below) add a '-' before the flag name to remove the flag.

Example:

.flags sub res - will give the sub access to the RLV commands

.flags secondary res - will give secondaries access to the RLV commands

.flags secondary -res - will remove secondaries' access to the RLV commands

List of flags:

Flag	Resulting action
chan	Can change the alternate channel.
rel	Can issue .release when someone else started the animation.
anim	Can override a running animation started by someone else.
lock	Can lock and unlock the collar.
color	Can change the collar colors: .color, .edgecolor, .labelcolor etc.
walk	Can stop an AO animation with the .walk command.
aoanim	Can override an AO animation started by someone else.
cage	Can cage and uncage.
remote	Can issue commands remotely.
leash	Can change leash mode and leash check settings.
unleash	Can change unleash mode and settings if the issuer is not holding the leash.
grabpost	Can enable grabbing and posting even if already leashed.
res	Can operate RestrainedLife restrictions.
bell	Can hide/show and otherwise operate the bell.
text	Can issue text plugin commands.
hide	Can hide and show the collar.
prefix	Can change the collar prefix.
sound	Can change the sound settings and volume.
label	Can change the collar label.
ao	Can issue AO related commands.
.flags	with no parameter: view the active flags

Look and design

- .color <color>** - Sets the color of the collar to the specified color. Accepts the LSL RGB values as well as the following: silver, white, grey, red, yellow, blue, purple, green, cyan, pink, black, orange, baby blue
- .label <text>** - Changes the text on the collar to the specified text. There is a 12 character limit. This command with no parameters will revert the text to the sub's name.
- .labelcolor <color>** - Sets the color of the collar label text to the specified color. (see above)
- .edgecolor <color>** - Sets the color of the collar top and bottom bands to the specified color. (see above)
- .bell show** - Show the bell and activate the jingling sound when the sub moves.
- .bell hide** - Hide the bell and deactivate the jingling sound when the sub moves.
- .bell color <color>** - Sets the color of the bell to the specified color. (see above)
- .bell volume #** - Changes the bell jingle volume. # should be from 0 (off) to 10 (loudest)
- .hide** - Hides all the prims of the collar [all]
- .show** - Shows all the prims of the collar [all]
- .text <text>** - Set floating text [unowned]
- .textcolor <color>** - Set the floating text color [unowned]

Revoking commands

- .clearall** - Disable all RestrainedLife restrictions for the sub
- .clearexcept** - Clears all specified RLV exceptions from the list
- .follow** - Revokes the .stand command so the sub can move again.
- .grab** – unleashes the sub when grabbed (same as .unleash)
- .release** - Releases the sub from the issued animation command (like kneel, nadu, etc.)
- .resume** - When using a leash holder you resume to self control, so your keys control yourself again.
- .stopanim** - Stops an animation in progress before the animation time.
- .uncage** - Removes a cage created by the .cage command.
- .unleash** - Disconnects the sub's leash.
- .walk** - Allows the sub to walk normally again. (Revokes crawl, pony, bind)

Hint for commands of the RestrainedLife plugin: most commands come with on and off, for ex. deaf on and deaf off. "on" is the restriction, "off" revokes and enables the sub again.

Cage & rezzing

- .cage** - Rez a cage around your sub.
- .cage <object>** - Change the object rezzed for the .cage command.
- .uncage** - Removes a cage created by the previous command.

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Leashing

.grab - Takes the sub's leash.

To connect a leash to the sub the owner needs only click the collar and use the Grab button or type .grab. The leash will connect to a leash holder if the leasher is holding one, otherwise it will connect to the center of the avatar.

.leashmode - Toggles leashing of the sub by non-owners.

.leashcheck - Toggles the leash check on rez. Allows subs to remain leashed even after teleport/relog, but may cause dangling leashes.

.giveleash - Gives you a set of left and right handed leash holders. Remote Control - See the leash holder help to control your sub remotely.

.release - Update the particle target of the leash (for example in the case of a lost leash holder)

.post - Prepares the sub to be leashed to a post. (click on a post after issuing this command) Issuing with the parameter "auto" will automatically rez a post if wearing a current leash holder.

When the sub is leashed, the following commands are available:

.length # - Sets the leash to # meters.

.yank - Pulls the leash bringing the sub to you.

.unleash - Disconnects the sub's leash.

When using a Amethyst leashholder, the following commands are available:

.control <name> - Take control of your sub <name> with your keyboard.

.resume - Resumes self control, so your keys control yourself again.

.leashhelp - Show this note you are looking at.

Other

.sound <state> - Toggles "yes" sounds can be: Off, Master or Mistress

.papers <optional name> - Look at the sub's papers if no name is specified, or show them to the name specified. Additionally the name is case sensitive.

.sensowner - Toggles Sensations Owners. When on any Amethyst/Sensations parts will be made out of reach and the owners and secondary owners will be added to the allow lists. (off by default)

Trace and Control (needs trace plugin installed)

.trace on - Begins tracing the slave

.trace off - Stops tracing the slave

.trace target - No parameters for Instant Message or an email address for email

.trace compound - Toggles compounding of messages (for better performance)

Interface & Interaction

- .rlv on** – enables the RestrainLife Viewer commands (see the RLV section of this guide)
- .rlv off** – disables the RestrainLife Viewer commands
- .edit on** - Restrict the use of the build and edit windows
- .edit off** - Remove the edit restriction from the previous command
- .rez on** - Restrict the ability of the wearer to rez items from inventory
- .rez off** - Remove the rez restriction from the previous command
- .inventory on** - Restrict the ability of the wearer to access their inventory
- .inventory off** - Remove the inventory restriction from the previous command
- .viewnote on** - Restrict the ability of the wearer to view notecards
- .viewnote off** - Remove the view notecard restriction from the previous command
- .fartouch on** - Restrict the ability of the wearer to touch things more than a few meters away
- .fartouch off** - Remove the fartouch restriction from the previous command
- .worldmap on** - Restrict the ability of the wearer to view the world map
- .worldmap off** - Remove the view world map restriction from the previous command
- .minimap on** - Restrict the ability of the wearer to view the mini map
- .minimap off** - Remove the view mini map restriction from the previous command
- .sit <object>** - Forces the wearer to sit on the specified object The object sat on will be the closest object with the specified name (case sensitive).
- .unsit on** - Restrict the ability of the wearer to stand when sitting
- .unsit off** - Remove the unsit restriction from the previous command
- .sitlim on** - Restrict the use of sitting to a reasonable distance so the wearer can't escape
- .sitlim off** - Remove the sit limit restriction from the previous command
- .location on** - Restrict the ability of the wearer to view their location.
- .location off** - Remove the view location restriction from the previous command.
- .names on** - Restrict the ability of the wearer to view the names of those around them.
- .names off** - Remove the names restriction from the previous command.

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RLV Menues (HUD)

There are two main menus for the RestrainedLife plugin, the Restraint... menu is used for toggling restrictions on and off. The Add/Remove... menu is used for adding and removing clothes and attachments. Most of the menu is dedicated to removing clothes and attachments.

The Shared... menu is used for adding and removing things from the submissive's shared inventory (#RLV) folder. This version supports tiered levels (subfolders) so when you select an Item from the root folder... you are presented with 6 options (Add, Remove, Subfolder, Add All, Remove All and Parent).

Add - Will add all items at the current level to the sub's avatar.

Remove - Will remove all items at the current level to sub's avatar.

Subfolder - Will examine the current level for subfolders and display them. If no subfolders are found it will drop you back to the previous level.

Add All - Will add all items at the current level and in any subfolders as well. This can be very dangerous and only do it when you know what you are doing.

Remove All - Will remove all items at the current level and in any subfolders as well.

Parent - Will return you to the previous menu to examine other items.

To move back up the tree to a previous level use the Up Level... menu item.

Outfit

.remove <item> - Removes an item of clothing or an attachment

Possible items: shirt, jacket, pants, skirt, underpants, undershirt, shoes, gloves, socks

.addoutfit on - Restrict the ability of the wearer to wear clothing from inventory

.addoutfit off - Remove the wear clothing restriction from the previous command

The above commands can optionally take a 3rd clothing parameter to only limit that clothing.

.remoutfit on - Restrict the ability of the wearer to remove clothing from their avatar

.remoutfit off - Remove the remove clothing restriction from the previous command These commands can optionally take a third clothing parameter to only limit that clothing.

.folder add <name> - Add all items from a shared inventory folder with given name

.folder rem <name> - Remove all items from a shared inventory folder with given name

.getinv - Displays a list of shared inventory folders. (for use with the above commands)

Chat and Messaging (needs speak and / or RLV plugin)

- .say <text>** - Say text as if you were the sub (sort of)
- .tattle on** - Turns tattling on (owner hears the sub's chat) This works only on chat, not on IM !!
- .tattle off** - Turns tattling off
- .mute on** - Mute the collar wearer so they can't speak publicly
- .mute off** - Unmute them from the previous command
- .deaf on** - Deafen the collar wearer so they can't hear publicly spoken text
- .deaf off** - Undeafen them from the previous command
- .deaf add <av>** - Add a deaf exception for the avatar specified by <av>
- .deaf rem <av>** - Remove a deaf exception for the avatar specified by <av>
- .immute on** - Mute the IMs of the collar wearer so they can't message people
- .immute off** - Unmute them from the previous command
- .immute add <av>** - Add an IM mute exception for the avatar specified by <av>
- .immute rem <av>** - Remove an IM mute exception for the avatar specified by <av>
- .imdeaf on** - Deafen the IMs of the collar wearer so they can't get messages
- .imdeaf off** - Undeafen them from the previous command
- .imdeaf add <av>** - Add an IM deaf exception for the avatar specified by <av>
- .imdeaf rem <av>** - Remove an IM deaf exception for the avatar specified by <av>
- .sendchan on** - Restrict the ability of the wearer to send messages to alternate channels
- .sendchan off** - Remove the alternate channel restriction from the previous command - These commands can optionally take a third channel parameter to limit only that channel.

Teleporting & Moving

- .forcetp sim x/y/z** - Forces teleport to specified sim and coordinates.
If coordinates are not specified 128/128/0 is used. (middle of the sim)
- .tplm on** - Restrict the use of landmarks for the wearer cannot teleport
- .tplm off** - Remove the landmark teleport restriction from the previous command
- .tpmap on** - Restrict the use of the map for the wearer cannot teleport
- .tpmap off** - Remove the map teleport restriction from the previous command
- .tplure on** - Restrict the use of teleport offers so the wearer cannot teleport
- .tplure off** - Remove the offer teleport restriction from the previous command
- .tplure add <av>** - Add a teleport offer exception for the avatar specified by <av>
- .tplure rem <av>** - Remove a teleport offer exception for the avatar specified by <av>
- .fly on** - Restrict the ability of the wearer from being able to fly
- .fly off** - Remove the flying restriction from the previous command

Spoil your sub

.resall - Enable **all** RLV restrictions for the sub

.clearall - Disable all restrictions for the sub

Animations

.list - Displays a browsable list of animations loaded into the collar, allowing you to choose one. See appendix for pictures of all animations

.hug - Demand a hug from your sub.

.kiss - Demand a kiss from your sub.

.animtime <seconds> - Sets the hug/kiss/etc animation time. Use 0 for infinity.

.stopanim - Stops an animation in progress before the animation time.

.stand - Stops the sub from moving.

.follow - Revokes the **.stand** command so the sub can move again.

.next - Switch to the next animation in the list.

.<animname> - Animate the sub, when invoked by an owner only another owner can release the sub from the animation. See appendix for pictures of all animations

.release - Releases the sub from the issued animation command.

.crawl - Force the sub to crawl instead of walk.

.pony - Force the sub to use Pony girl animations instead of the standard walk.

.bind - Force the sub to walk with their hands bound behind their back.

.walk - Allows the sub to walk normally again. (Revokes the three previous commands)

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Animation Override

The collar can disable the override when necessary and includes a special overrides. Before proceeding you should drop your AO animations in, modify the “*Default Anims” notecard appropriately and type .ao reset. The Collar can then be your primary animation override. If you don't want this AO functionality the script can be safely removed from the collar. (.walk, .crawl and .bind will no longer function) To enable and disable the AO use .ao on and .ao off.

.ao reset - Resets the animation override causing it to reload *Default Anims.

.ao on - Turns the animation override on.

.ao off - Turns the animation override off.

.ao siton - Turns the sit override on. The sit override can be enabled and disabled separately to help with poseballs.

.ao sitoff - Turns the sit override off. Turn this off when you are going to be using furniture but want the AO otherwise on.

.ao nextstand - Switches to the next standing animation in the list (if any).

.ao curanim - Displays the currently playing AO animation.

.animset NotecardNname - Load a different animation set. There are three sets included, the default empty set. *Male Anims and *Female Anims.

Animations may be added to the collar by dropping the collar on the ground and dragging in the new animations. You use them by issuing the prefix and the animation name together. For example if you added an animation named "dance" and the prefix is "." the command would be: “.dance”

Animation pairs such as the hug and kiss can be added to the collar in a similar manner. You require a minimum of two animations and can use three. The first is a gender neutral outside animation to be played by the person you are targeting. For this example we will use the name "anim" for the gender neutral target animation. Either an "anim-feminine" or "anim-masculine" is then required to complete the pair for the animation you will play. If the gender is set to female it will try to use "anim-feminine" and if it does not find one it will use "anim" for both. If the gender is set to male it will try to use "anim-masculine" and if it does not find one it will use "anim" for both. To initiate the animation pair you type: “.anim <target name>”

List of all Animations



Bara



Belly



Belly2



Bellydance (anim)



Bendover



Bendover2



Bendover3



Bind



Bind kneel



Bind still



Bow



Bowarmback

List of all Animations (Cont. 2)



Boots (lickin)



Bondage



Bracelets



Chained



Cleaning



Crawl (anim)



Crawl still



Cuffs



Display



Dog



Doggie (anim)



Dollay

List of all Animations (Cont. 3)



Goreanbow



Hair



Handsup



Karta



Kneel



Kneel2



Leash



Lesha



Lips



Lowbow



Nadu

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List of all Animations (Cont. 4)



Naduw



Naduw2



Naduw3



Open



Open2



Open3



Plead



Pleasure



Pony (walk)



Powerwalk (walk)



Preen



Sexywalk (walk)

List of all Animations (Cont. 5)



Shacklestand



Sheen



Shesleen



Sit



Sleep



Spank



Spankself (anim)



Squirm



Submission



Submit



Submitstand



Subwaiting

List of all Animations (Cont. 6)



Sula



Sula-ki



Touch



Tower



Whip



Whip2

Thanks to my lovely subs Trevize Yalin, Cord Beattie and Kloud Klaar for the fotos

Mouselook Hints

Mouselook! It's a relatively recent trend in the SL bondage scene, and what a delicious way to augment the feeling of being bound... to be trapped in the first person view rather than being a "free" third person able to camera wander around without restriction. The mouselook is difficult to bear sometimes, though, when you don't know how to do any of the things you are used to doing in SL. The fact is, you can do most things in mouselook that you can do in the normal third person view if you know how, but it takes a little extra learning to get the hang of it.

The Secret:

If you hold down [Alt], you can use your mouse normally while in mouselook! (Not in RLV)

You can use this to build, edit, control dialogs, etc. Just ignore that your mouse cursor is a magnifying glass thing and use it normally.

The shortcuts

Your menus are all gone, so you need to use keyboard shortcuts instead!

Communication:

Communicate	Ctrl + T (for text message?)
Chat History	Ctrl + H
Friends List	Ctrl + Shift + F
Chat bar (if needed)	Enter
Shout	Ctrl+Enter

Other windows:

Inventory	Ctrl + I
Search	Ctrl + F
Build	B (Not in RLV)
Snapshot	Ctrl+Shift+S
World Map	Ctrl+M
Mlni Map	Ctrl + Shift + M

Camera Controls: (work both in mouselook and normal view)

Zoom In:	Ctrl+ 0
Zoom Out:	Ctrl + 8
Zoom Default:	Ctrl + 9

Misc:

Show/Hide HUD	Alt+Shift+H
Run	Ctrl + R

Movement:

While in mouselook it is much easier to use the WASD keys to move for most people!

W:	Forward	E:	Jump/Fly up
A:	Strafe Left	C:	Squat/Fly down
S:	Backward		
D:	Strafe Right		

There are many other shortcuts beyond those listed here, you can find them just by looking at the menus if there's something you need frequently just look it up while you're not in mouselook!

When using RLV, more restrictions apply, not all shortcuts work!

Read on, and also visit <http://realrestraint.blogspot.com/2008/08/objects-sharing-tutorial.html> for a tutorial explaining how to share folders properly, both with mod and no-mod objects.

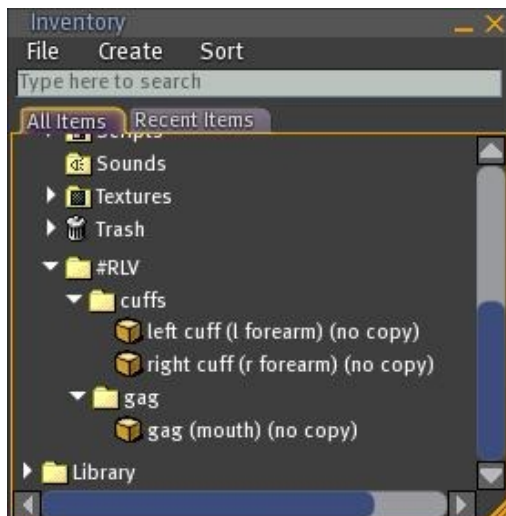
Since v1.11, the viewer can "share" some of your items with scripts in world in order to let them force you to attach, detach and list what you have shared.

"Share" does NOT mean they will be taken by other people if they want to (some of the items may be no-transfer anyway), but only that they can force YOU to wear / unwear them at will through the use of a script YOUR restraints contain. They will remain in your inventory.

To do this :

- Create a folder named "#RLV" (without the quotes) directly under "My Inventory" (right-click on "My Inventory", select "New Folder"). We'll call this folder the "shared root".
- Move a folder containing restraints or other attachments directly into this new folder.
- Wear the contents of that folder, that's it !

So it would look like this :



For example : If you're owning a set of RR Straps and want to share them, just move the folder "Straps BOXED" under the shared root.

Either wear all the items of the folders you have just moved (one folder at a time !) or rename your items yourself, so that each item name contains the name of the target attachment point. For example : "left cuff (l forearm)", "right ankle cuff (r lower leg)". Please note that no-modify items are a bit more complex to share, because they cannot be renamed either by you or by the viewer. More on that below.

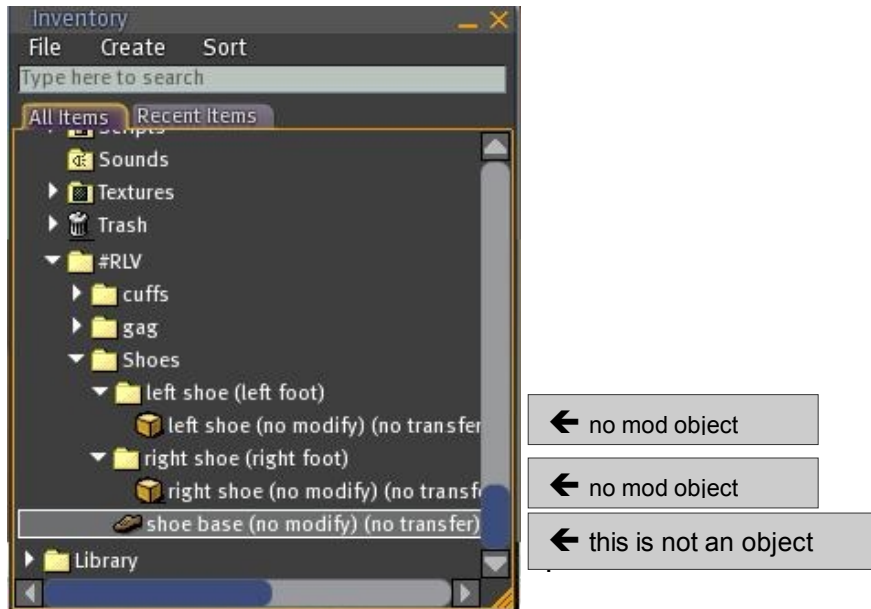
The attachment point name is the same as the one you find in the "Attach To" menu of your inventory, and is case insensitive (for example : "chest", "skull", "stomach", "left ear", "r upper arm"...). If you wear the item without renaming it first it will be renamed automatically, but only if it is in a shared folder, and does not contain any attachment point name already, and is mod. If you want to wear it on another attachment point, you'll need to rename it by hand first.

Pieces of clothing are treated exactly the same way (in fact they can even be put in the folder of a set of restraints and be worn with the same command). Shoes, for instance, are a good example of mixed outfits : some attachments and the Shoes layer. Clothes are NOT renamed automatically when worn, since their very type decides where they are to be worn (skirt, jacket, undershirt...).

How to share no modify items

As you already know, no-mod items cannot be renamed so the technique is a bit more complex. Create a sub-folder inside the outfit folder (such as "cuffs" in the example above), put ONE no-modify item in it. When wearing the object, you'll see the folder itself be renamed (that's why you must not put more than one object inside it). So if your outfit contains several no-mod objects, you'll need to create as many folders and put the no-mod objects in them, one in each folder.

Example with no-modify shoes :



Gotchas:

- Do NOT put a comma (',') in the name of the folders under the shared root or it would screw the list up.
- Don't forget to rename the items in the shared folders (or to wear these items at least once to have them be renamed automatically) or the force attach command will appear to do nothing at all.
- Avoid cluttering the shared root with many folders, since some scripts may rely on the list they got with the @getinv command and chat messages are limited to 1023 characters. Choose wisely, and use short names. But with 9 characters per folder name average, you can expect to have about 100 folders available.
- The first word of the code is "silly".
- Remember to put no-modify items in sub-folders, one each, so their names can be used by the viewer to find out where to attach them. They can't be shared like modify items since they can't be renamed, and the outfit folder itself will not be renamed (since it contains several items).
- There is a shared folder item limit to the Amethyst RLV plugin. If a folder contains more than 12 items, it issues a warning to the sub recommending the use of subfolders.

Useful Links

SL – Sensations, the home of all the Sensations and Amethyst products

<http://slsensations.com/>

Sensations – Collar Help file online:

Most of the here explained commands you can find on this site

<http://buysensations.com/help/collar.html>

Marine Kelley's blog about Real Restraint. Here you'll find a lot about her developments and the RLV-Viewer. A must.

<http://realrestraint.blogspot.com/>

Download the RestrainedLife Viewer here:

<http://www.erestraint.com/realrestraint/>

Boy Lane's Blog – She developed an alternate viewer (**Cool Viewer**) that is based on RLV.

<http://my.opera.com/boylane/blog/>

How to install Cool Viewe:

<http://www.darishaus.com/site/forums/viewtopic.php?f=18&t=16>

Dari's Haus – the creator of famous restraints:

<http://dariencaldwell.wordpress.com/>

Virtual BDSM – A lot of interesting news and articles about BDSM in SL

<http://www.virtual-bdsm.com/>

Download the newest Version of this guide:

<http://www.myway.de/klipklaar/>

Colofon - Impressum



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Based on Notecards and publications of Amethyst Rosencrans, Marine Kelley, Susan Daviau, Sensations and other people, and of course my own work.

Any mistakes? E-mail to: Klip.Klaar [AT] gmail.com

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RestrainedLife Viewer, Serious Shackles and Real Restraints are
SLTrademarks and products of Marine Kelley. I thank you both for your good work, which make life for
Dommies much easier and for subs much more, errr..., fun.

Thanks to my lovely subs Trevize Yalin and Cord Beattie, and Kloud, that bastard, for the photos

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