~ ❤ ❤ ~CC~ Clockwork Key Help File ❤ ❤ ~

Thank you for buying this Clockwork Cuties product. ~CC~ strives to help immerse you into whatever world you have put together for yourself and others, and this product is no exception. With the addition of this fully functioned clockwork key, you will have what is needed to be, or to have the Clockwork Doll you always wanted.

Feature list

Restrictions on 'Wind down'
- Blocks Chat
- Blocks Teleports
- Hides Normal and Mini maps
- Hides current location
- Hides Avatar Names
- Blocks ability to move [Non RLV]

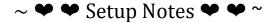### ~SSS~ Spring Simulation System
- Every action counts!
- From standing to flying, every Avatar action draws from the spring at different rates.
- Maximum spring wind of 24 hours
- Every Doll has a personally calculated and unique wind-up rate.
- Energy Transfer between ~CC~ Key dolls
- No true way to know exact time left adding to the fun

Dolly Dress-up
- Easily Dress and undress your Doll with the click of a button
- Promotes good outfit and organizational habits.

Other Great features
- Sounds and Animations
- Public and Closed access modes
- Access List
- Texture Change ability! Choose from Brass, Iron and Silver.

~ ❤ ❤ Setup Notes ❤ ❤ ~

Be sure to have someone nearby to wind you up!

Upon first wearing your new key you'll find yourself helpless and unwound! As you're unable to wind yourself you'll need to set your key to allow others to. First, double click your key to bring up

the main menu, from there click the button marked "Public" to open yourself for winding, from there anyone may wind you as instructed below.

~ ❤ ❤ SSS in Depth❤ ❤ ~

The ~CC~ Spring Simulation System or, SSS is designed to better simulate the limitations and quirks one would find with a traditional gear driven spring wound clockwork construction, this section will outline those features in depth.

1. Starting with winding we bring a more interactive feel with our menu-less and "Timeless" based wind-up method, further expanding on this concept we have given each and every doll it's own personally calculated wind-up rate. That means, between ~CC~ keys and script changes, the doll's rate will always stay the same.

2. The SSS calculates energy used for nearly every action an Avatar can make further adding to the feel of being powered by a finite resource. Just standing around will use less energy than heavy activity.

3. *Energy transfer between two ~CC~ dolls is also simulated by the SSS meaning that if one doll winds another their mainspring will lose the amount of potential energy given to the recipient.

~ ❤ ❤ Winding the Doll ❤ ❤ ~

Simply click and hold the Doll's Key to Wind the doll up. The longer you hold the mouse button down the more tension is stored in the mainspring. (Like Dragging an icon around your Desktop)

Tip!: If you want to be "playful" short winds are best.

The Unwound State: In the unwound state the Doll slumps over unable to move, and if using a RLV enabled viewer, will be further restricted until wound back up.

~ ❤ ❤ Owners and access control ❤ ❤ ~

Setting an owner: To set an owner simply select 'owner' from the main menu and then select the AV within range. Owners have exclusive access to your key, even in non public mode, and have the ability to 'lock' it.

Access Modes: The key has two 'access' modes. Public mode, which allows anyone to wind-up the Doll and private mode, which only allows those on the access list to wind-up the doll. To toggle access modes enter the key's main menu and select the "Public" button.

~ ❤ ❤ Locking the Key ❤ ❤ ~

The key has the ability to be locked by anyone on the access list, to do so simply access the key menu with a double click and select the "Lock" button. When locked the key will state so on the main menu as well as the box on the button being checked.

~ ❤ ❤ Dolly Dress Up! ❤ ❤ ~

Under a RLV enabled viewer, the Doll is allowed to be dressed up with ease. Simply select the "Dress up" button from the main menu and then Wardrobe, finally select an outfit! Buttons marked << and >> allow you to see the next page if available.

Getting outfits Ready for Dress-up: The ~CC~ Key is designed to look under the #RLV folder for a sub-folder named Dress up. It will ignore all other sub-folders.

Example: #RLV\Dressup\Pink dress

~ ❤ ❤ Key "Movement" ❤ ❤ ~

The Key Rotation can be toggled between a sweeping movement and a "ticking" one. Simply select "Wind Type" From the main menu this toggles the key's movement accordingly.

~ ❤ ❤ Questions Help and Contact ❤ ❤ ~

As always, we at Clockwork Cuties are here to help. If you are lost, or curious about a feature, or just want advice on use, we are here. You can feel free to contact Miss Honoka Watanabe or Rune Ixchel directly, or any of the Clockwork Cuties staff you see in person.

~ ❤ ❤ Tips & Hints ❤ ❤ ~

- If your double click doesn't work the first time try again. Sim and client lag can be factors in a failed attempt.
- A full 24 hour Wind will take quite a while to achieve.
- Some say if you watch your key you can guesstimate your mainspring.

~ ❤ ❤ Credits ❤ ❤ ~

Concept design: Honoka Watanabe
Primwork: Honoka Watanabe
Amazing Scripting: Ninane Youshikawa

Original ~CC~ Ad design: Rosemarie Gears
Document Proofreading: Rune Ixchel

And a very special thanks to all of you from us here at ~CC~!

~Honoka & the ~CC~ Staff~