InkWelle WatchDog Monitor v.1.2
Part of the InkWelle Security Product Line

* An Important Part of Your SL Security System *

The InkWelle WatchDog Monitor scans a spherical area up to 96 meters and notifies the owner when it detects new people. It is highly configurable and easy to use - the default settings should be fine for most uses.

For more information about Security products by InkWelle, including a FAQ, please visit www.inkwelle.com/security

Other SL Security products are also available. For more information please IM Katie Welles. For technical support, please IM Don Jano.

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1.1 Intended Uses

WatchDog will notify you of people in the vicinity of your home and will keep a record of people that visit while you are away.

1.2 Features

- Can be controlled by the owner or by group members
- Configured via chat, notecard, and menu
- Will use Whisper, Say or IM to notify you
- Set logging on or off, with optional timestamp
- Configure whether to record only unique visits (within a certain interval), or each visit per person
- Ignore lists for specific people or for the group
- Optionally will play a sound when new people are detected

1.3 General Usage Notes

- Touch the object and it will open a menu
- Note that only a touch from the owner or a group member will trigger this response.
- Keep in mind that anyone with permission to modify the object can change the configuration.
- All commands and arguments (other than avatar names) are not case-sensitive.
- By default, the WatchDog does not operate on chat unless you set a chat channel in the notecard.

1.4 Example Use Scenarios

#1) You have a house and want to be alerted if anyone TPs into another room, or is standing around just outside the walls. Rez the security system at or near the center of your house. Set the scan diameter to be a bit bigger than your house, and set the notify method to IM or whisper. The WatchDog will alert you if anyone comes near your house.

#2) Chat travels 20 meters. To ensure private conversations, set the WatchDog's scan radius to 25 or 30 meters and it will let you know if anyone else is in earshot.

#3) You just bought a nice little parcel on a quiet island, and would like to be alerted if any of your new neighbors drop by so you can greet them. As you sit on your balcony, you enable the Jano WatchDog Security System. With the radius set to 60 meters, you will easily notice any visitors that drop in nearby.

1.5 Known Limitations

- No SL security product can protect your privacy if someone is using a spybot or other spying tool. For (theoretically total) private chatting, IM is recommended.

- There are ways to move an avatar's "camera" very long distances, so this device is no guarantee against visual observation!

- (If you are getting the feeling that true 100% privacy is very hard to come by in SL, you are correct!)

- If more than 20 people are within the scanning radius, some will not be noticed due to limitations inherent in the Second Life scanning objects. This can be overcome by using multiple scanners, but this product is intended for use in situations where large groups are not present.

2.1 Initial Setup

A full description of the configuration commands is given in section 3.2 later in this notecard. All commands are sent to the WatchDog on chat, via menu, or by editing the Configuration notecard in the object. By default the WatchDog will listen for chat commands unless you specify a chat channel in the configuration notecard.

Following are simple instructions to set the WatchDog to start watching your home:

1. Set the WatchDog object on your property. If you are on group-owned land, set the group properly but Do Not Deed the Object! The placement of the WatchDog depends on what you want to guard. In many cases the best position is near the center of the home or land that you want to watch. It will automatically be "On" when you place it.

2. Set the scan radius for the WatchDog. Touch the object to get a menu, click on the "Radius >>" button, then select the appropriate range. WatchDog will scan a radius up to 96 meters.

3. Tell the WatchDog how you want it to communicate with you. In this example, the WatchDog is set to use IM to notify the owner of visitors. Touch the object to get a menu, click on the "Notify >>" button, then select the appropriate method.

2.2 WatchDog's Lists

The WatchDog maintains three separate lists: the remembered list, the ignore list, and the log.

- The Remembered List is the list of people who the WatchDog has seen but not yet "forgotten" based on the interval set with the "forget" command.

- The Ignore List is the list of avatars you give WatchDog to tell it who to ignore and not log or announce in any way.

- The Log is the list of all visitors detected by WatchDog's scans. This list is cleared or entries in the list are deleted if the script is reset, when the length of the list reaches its set maximum, or the log is cleared by command.

3.1   How to Command the WatchDog

There are three ways to send commands to the WatchDog: in chat, by modifying then saving the WatchDog's configuration notecard, or by menu. Some commands such as Notify and Radius are available on the menu as well as in the configuration notecard. Note that the setting you make *last* is the one that will be in effect. For example, if you use the Menu to set Radius to 20, then go into the Configuration Notecard and set Radius to 30, the setting of 30 is the one that will be in effect.

3.1.1   Using Chat Commands

By default the WatchDog does NOT listen for commands on chat unless you specify a chat channel in the configuration notecard. To issue a command in chat, begin the command with a slash ("/") and the channel number. For example: /1 reset

3.1.2   Using the Configuration Notecard

The configuration notecard is called "Watchdog Configuration" and is stored in the contents folder of the WatchDog object. The changes you make to the configuration notecard are detected automatically when the notecard is saved. This will result in the WatchDog being enabled, even if it had been turned off before the notecard was edited. To issue a command using the configuration notecard, just put the command in the notecard with no slash.

For example: radius 35

If the first character on a line in the configuration notecard is a '#', then that line is considered to be a comment and will not be processed.

Please refer to the Sample Configuration Notecard that came with the WatchDog for examples of using the configuration notecard.

3.1.3   Using WatchDog's Menu

A subset of WatchDog's commands are available via a menu. Touch the WatchDog object to access the menu. Note that when the menu comes up, you should make your selection within 2 minutes. After that time, any menu choice will be ignored and you'll have to bring the menu up again. Following is a list of the menu buttons and the result of clicking them:

- **Radius** >>: Brings up a menu from which you select the radius for WatchDog to scan for avatars
- **Notify** >>: Specify the method you want WatchDog to use to tell you about a detected avatar. Select IM, OwnerSay, Off, Whisper, or Say (Please see "Notify" in the command reference for more information)
- **Off**: Deactivates the WatchDog (When the WatchDog is Off, this button is changed to 'On')
- **Status**: Reports a listing of WatchDog's current status and settings
- **Reset**: Resets all the settings and lists
- **Help**: Opens this notecard
- **Scan Now**: Runs an immediate scan and reports any avatars detected.
- **Log**: Lists the times and names of the entire log of detected avatars
- **Clear Log**: Clears the Log

3.2 Configuration Commands: Overview

Following is a quick reference of what can be configured and what command to use. Please see "Command Reference" later in this notecard for details of each command, sorted alphabetically.

3.2.1 Notecard Commands

- **Channel**: Sets the channel that the WatchDog will use for communications from you.
- **Radius**: Sets the size of the spherical area to be scanned.
- **Scan**: Sets how often the WatchDog scans.
- **Forget**: Sets the interval between visits in order for the WatchDog to log the next visit by a person. (This feature prevents logging a visitor repeatedly as they move in and out of the scan area.)
- **GroupControl**: Sets whether other group members can configure or access WatchDog.
- **IgnoreGroup**: Enables and disables notifying of group members.
- **Ignore**: Add someone to the list of people who will not be logged.
- **Log**: Configure the log, including adding timestamp, and setting the maximum number of entries
- **Notify**: Sets whether the WatchDog notifies the owner each time a visitor is detected and controls the notification method (IM, Chat whisper, or Normal chat)
- **Volume**: Sets whether the WatchDog should make a sound when sending notifications and sets the sound volume.

3.2.2 Chat Commands

- **On**: Tells the WatchDog to begin scanning.
- **Off**: Tells the WatchDog to stop scanning.
- **Reset**: Resets and restarts the scanner.
- **Status**: Displays current status and settings.
- **ScanNow**: Immediately scans and whispers results.

3.3 Command Reference

Following is an alphabetic list of all WatchDog commands.

Note that within the command descriptions, a vertical line is put between possible arguments within the brackets. When you enter a command, do NOT include the brackets or the vertical lines.

allowgroup <on | off>

If set to 'on', all people who are members of the same group as the WatchDog

will be ignored (i.e. they will not be announced or logged).

If set to 'off', then all avatars when be detected, including group members.

Default is 'off' (announces group members).

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channel <n>

'n' is a channel number from 1 to 2,147,483,647. (Can not be set to zero.)

This sets the chat channel that the WatchDog listens for commands on. By default, WatchDog does not listen for chat unless you set a channel.

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clearLog

This erases and resets the current log of detected avatars. (Also see the following related commands: log and logTimestamp)

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forget <n>

'n' is the value in seconds for how often the "remembered" list of people is cleared. (Note that this does not clear the log.)

The "remembered" list is used to prevent noticing the same person over and over in a short period of time. When this amount of time has passed since the person was last within scanning range, they will be removed from the "remembered" list.

This will cause them to again be announced and/or logged when they next enter the scanned radius. Default is 300 seconds (i.e. 5 minutes).

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groupcontrol < on | off >

This controls whether or not all group members can configure and interact

with the device. This has no effect if the WatchDog's group is not set.

If set to 'on', then any group member can control the WatchDog.

If set to 'off' then only the Owner can.

Default is 'on' (Owner and Group can control the device)

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ignore <avatar name>

This places the named avatar on an "ignore" list. They will not be announced or logged when they enter the scanned radius. They will stay on this list until the device is reset.

Note that the avatar's name must be entered *exactly*, including letter case. For example, "joe smith" is not the same as "Joe Smith"!

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log

This lists the current log of detected avatars. Note that the maximum number of entries that WatchDog logs is 30. The next entry logged after the 30th will push the first entry off -- so that your list will always show the last 30 visitors, with the most recent visitor listed first. (Also see the following related commands: clearLog and logTimestamp)

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logTimeStamp

Set to on or off to indicate if you want each entry in the log to include a time stamp. Note that this will return the date and time in GMT. (Also see the following related commands: log and clearLog)

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notify <off | whisper | say | im | ownersay>

This controls the method that the device employs to announce people that enter the scanned radius. Default is 'whisper'

* off - No announce. (This mode only makes sense if logging is enabled)
* whisper – Whisper on chat channel 0
* say - Say on chat channel 0
* im - IM the Owner (there will be a 2-second delay to prevent spamming)
* ownersay - Owner Say.

Owner Say is similar to IM with the following exceptions:

a) Sends an IM to the owner only if the owner is in the same sim as the WatchDog at the time of the announcement.

b) No 2-second delay.

c) Will only send to the owner, cannot be used to send to anyone else, including group members.

d) Won't queue up or be delivered via email if the owner is offline.

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off

Turns the device off. No scanning, announcing, or logging is performed. The WatchDog will still respond to all commands in this state.

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on

Turns the device on. The WatchDog will begin scanning for people and announcing and/or logging their presence as it has been configured. This is the default state after the device is reset or when rezzed for the first time.

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radius <n>

'n' is an integer from 2 – 96.
This allows setting the spherical radius (in meters) that the device scans for the presence of other avatars. Default is 30 meters.

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reset

Resets the device. This will clear all lists, including the log and ignore list. All configuration options are set to the defaults and the configuration notecard is re-read.

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scan <n>

'n' is an integer from 5 - 300.
This is the interval between scans in seconds. To help prevent server lag, this interval should be as large as it can be and still give you the notification or logging that you need. For logging visitors that tend to stay for minutes, this interval could be 60 or 90. Default is 5 seconds.

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scanNow

The device will immediately run a scan and will whisper the names of all avatars that are in range.

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status

The device will whisper the current configuration settings as well as the contents of the "ignore" list.

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volume <n>

'n' is a floating-point number from 0.0 to 1.0. The allows setting the volume at which the announcement sound is played. 0.0 is completely muted, and 1.0 is full volume. Default value is 1.0

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4.1 Watchdog Sounds:

The WatchDog will play an alert sound each time a new avatar is detected if the "volume" setting is set to anything above zero. You can have the WatchDog play any sound. To load a new sound, simply copy the sound file into the object's content folder.

NOTE If there is more than one sound file in the folder, WatchDog will play the first one in the list as it appears alphabetically.

To turn off the sound feature, simply set the volume to zero (0).

4.2 Changing the WatchDog Object

It is easy to select a different look for the WatchDog product by moving its contents into the contents of another object. Note that it is important that you are the owner of the object that you move the security products into.

Follow these steps:

1. Right click on the original object and choose "Open," then click the "Copy to Inventory" button. It will give you a message saying that some items are not transferable and will be moved. Select OK. This will create a folder in the root level of your inventory that has the same name as the WatchDog item you copied from.

2. Rez the new object. Go into edit mode then open the Contents tab. Copy ALL the items that were in the original security object into this new object.

3. Be sure to name the product something other than "Object" so you will be able to find it in your Inventory!

* *Important: Do not rename any scripts or notecards! **

4.3 Combining the WatchDog and EasyZap Products

If you run both the WatchDog and EasyZap products, you can combine them into a single object if you wish. The scripts will not interfere with each other, however when you touch the object, it will bring up both menus. Simply follow the directions given for "Changing the WatchDog Object," placing the contents of both products into a single object.