GETZAPPED! Teleport System

On the surface this seems like a simple sit or experience type teleport system. It is designed to be simple to set up and to allow a user to select destinations and teleport around your SIM in several ways but includes lots of advanced features Such as:

-   Experience enabled for automatic teleporting. This works with the "GETZAPPED! Submission and Seduction" experience though you can alter the included experience relay (and joiner) so this system will work with any enabled experience in your SIM that is configured to allow TP.

-   Allows for access to TP locations via the gate itself (location selection arrows), a paged menu, or via chat commands (some people have no touch).

-   Uses TP sit cages for more capabilities. These will automatically be used if the person that wants to teleport is not in the experience.

    +   The cages will allow RLV aware TP. Doing everything possible to allow a restricted person to TP within the SIM.

    +   Cages allow TP via chat command (/13tpme) or via sit or via walking into (if user can't touch or sit)

    +   You can grab a person and force them to sit in the cage and thus be teleported.

-   Each TP location has white listing security. They can be set for public access, group access, or access based on a list of allowed avatars by SL name.

-   Integrates with a "GETZAPPED! Cell Server" for centralized TP Gate control, access security and the ability to lock and unlock gates at will.

-   Each gate allows you to put in a image that represents the destination it allows access to.

-   Gate is editable to allow you to fit it where you need it.

-   Set up can be as simple as rezzing a new gate, renaming it, and adding what picture you want to use for it. All gates will automatically integrate together.

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***   SETUP

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Quick Setup:

-   Unpack the teleporter package

- Place the Experience relay somewhere in your region

- Name a copy of the gate in inventory (this is easiest though you can rename it after rezzing) with the destination name you want.

- Rez the gate where you what it (rename if if you have not already done so with the destination name you want) and adjust its position as you see fit.

- Reset the gate to have it integrated into the system right away. Each time you refresh or reset a gate it automatically re-integrates with the entire system.

Advanced setup:

You can customize the teleporter system a few ways:

- If you are confused or need help contact Zaphod Plutonian.

- Changing the description in the gate and then reseting (DO NOT CHANGE THESE UNLESS YOU UNDERSTAND WHAT YOU ARE DOING!):

   + Each gate has a description in it of the form <TP System Channel>:<Experiance Channel>:<Gate Type>

   +   <TP System Channel> - set this to a number (large negative number is best). To set up a set of gates to network. This lets you establish multiple isolated TP gate systems in the same sim. All gates with the same channel will be part of the same network.

   +   <Experiance Channel> - set this to a number (large negative number is best). To set up a set of gates to network. This customizes the channel used for the experience relay. This number MUST be the same as the number set in the relay description.

   +   <Gate Type> - DO NOT CHANGE OR DELETE THIS. Your gate most likely will break.

- Once you customize the setting in your gate reset it.

- Setting the destination Texture.

   +   Each gate can have its own destination texture. When you buy it the texture is called "Under Constructionenglish"

   +   Delete the texture "Under Constructionenglish" and put your own texture in the gate.

   +   Do NOT remove or change the names of the other textures in the gate.

   +   Reset the gate

- Sold with mod privileges so you can tailor it to your SIM. Note that the destination faces will automatically be reset so changing them will be futile. So confine changes to:

   +   Use your own arrow textures

+ Use your own instruction texture. This would be in the bottom panel of the wall gate and on the base of the stand alone gate. For the stand up gate the bottom texture is usually altered to match the surface the gate it is on.

+ Set textures and colors for edges

+ Resize the gate

Relay

- You can move the scripts for the relay into another prim/object you own.

- Set the description of the new relay object to match the channel that the relay operates on (shipped set to -8877788). This has to be the same as the relay channel used by all your gates.

- Click the new relay object and press reset from the menu.

Hack: Anyone who has a gate in the SIM with the same 'TP System Channel' will integrate into your TP network. Not all features may work.

Security:

Security for the gates can be handled 3 ways:

- Locally through an access list in the TP Gate. A note card called "AccessList" that you place in the gate. If you do not have "AccessList" in your gate then it will try to get access permissions from a "GETZAPPED! Cell Server". If there is no server, or no entry for the gate in the server then the gate will be set to public access. Access lists are set up ONLY after a reset or a gate being rezed in world. This is to cut down on lag.

- Remotely through the "GETZAPPED" cell access server device.

- Remotely through a security access panel. The security access panel is a device you can give to people so they can control gate access to their homes and private areas. A note card called "AccessList" that you place in the gate. If you do not have "AccessList" in your gate then it will try to get access permissions from a "GETZAPPED! Cell Server". If there is no server, or no entry for the gate in the server then the gate will be set to public access. Access lists are set up ONLY after a reset or a gate being rezed in world. This is to cut down on lag.

Local Gate Security Setup:

- If there is no "AccessList" note card in your gate then it will try to access a "GETZAPPED! Cell Server". If there is no "GETZAPPED! Cell Server" in the SIM then gate access will default to public.

- If you put an "AccessList" in your gate then you must add the names of the avatars with access to the note card. If there are no names or entries in the note then there is no one has access.

- Create a note card called "AccessList" or edit one that already exists in your gate

    + Any line that starts with '//' is a comment and will be ignored.

    + Add the names of all the people that have access to this gate. Put only 1 name on each line.

        - To make the gate public add the word "Public" to the AccessList.

        - To make the gate (as a destination) accessible only to the group associated with the gate add the word "Group" to the AccessList. This also can be done in a GETZAPPED! Cell Server if you use one.

- Edit your gate (in world) and copy "AccessList" into it if it is not already inside the gate.

"GETZAPPED! Cell Server" Gate Security Setup:

- Delete the "AccessList" in the gate.

- Refer to instructions that came with your "GETZAPPED! Cell Server" to configure security.

Note you can create these note cards in you inventory then drop them in the gates as you see fit.

Security Panel Setup:

- Rez the panel then place it within 10 meters of the gate

- Change the description of the panel:

   Format: <TPGATE CHANNEL>:<TPGATE NAME>:<STATE>

   - <TPGATE CHANNEL> - This is the channel of the tp gate system. Must match the channel used for the gate.

    <TPGATE NAME> - This is the name of the gate the security panel is for. Must be EXACT

    <STATE> - This is the default state for the security "On" or "Off"

- Edit the "AccessList" in the panel as desired.

    + Any line that starts with '//' is a comment and will be ignored.

    + Add the names of all the people that have access to this gate. Put only 1 name on each line.

        - To make the gate public add the word "Public" to the AccessList.

        - To make the gate (as a destination) accessible only to the group associated with the gate add the word "Group" to the AccessList. This also can be done in a GETZAPPED! Cell Server if you use one.

- Reset the panel

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***   USE

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Basic gate use:

If the user has touch:

- /13help - To get basic instructions

- Use the arrows to select the destination.

- To get a menu (not required):

    - Click and hold on the destination image for more than 2 seconds and release to get a menu.

    - Click on the instruction sign or the gate base to get a menu

- Once the destination is selected walk into the gate to TP

    +   If you are not in the experience you will be sent an experience invite and a sit cage will appear.

    +   If you are in the experience you will be TPed to your destination.

If the user does not have touch:

- You can use chat commands to access the gate:

    +   /13help - To get basic instructions

    +   /13menu   - to get a menu

    +   /13next - to show/set next destination

    +   /13prev   - to show previous destination

    +   /13tp   - to TP to the set/displayed destination

- Once the destination is selected walk into the gate to TP

    +   If you are not in the experience you will be sent an experience invite and a sit cage will appear.

    +   If you are in the experience you will be TPed to your destination.

Using the TP Cage:

- When the cage is rezed you just sit in it to go to the destination.

- The cage will examine a persons RLV settings and try to get around them enough to allow for the transport but a totally restricted person may not be moved

- If you have RLV on and an active relay once you walk into the cage it will try to force sit and transport.

- Entering /13tpme will force sit the person that says it and transport them.

- Right click and select touch. This allows you to pick a target within 15 meters force sit them and transport them.

Menus from the gate:

Public Menu

This menu is for all your users.

<Numbers> - Each number corresponds to a destination. Pick a number to select a destination. A Cage will be rezzed above the gate. Sit in it to teleport.

More   - To see more destinations.

Quit   - To leave this menu.

Help   - Gets this help note card.

Grab   - Attempt to grab a Nearby Person and use experience to teleport them. This will pop up a list of people to grab.

Setup   - (OWNER ONLY) To open the owner menu.

Owner Menu

This menu is for gate owners only.

Access - Lists who has access to the gate.

Dest   - List all destinations available.

Reset   - Resets this TP gate.

Quit   - Quits out of this menu.

Refresh - Refreshes all gates in the network

Help   - Gets this help note card.

Using the security Panel:

Click to get a menu;

Alarm Off/On   -   Click to turn the alarm off or on. The texture on the secuirty panel will change to indicate the status.

GATE UNLOCK   -   Click to unlock the Gate

GATE LOCK   -   Click to lock the Gate

Help   -   Click to show instructions in chat

Quit   -   Click to quit this menu

AccessList   -   Click to display who has access to this area

UpdateGate   -   Click to send access list update to gate(s) within 10 meters

Note the gate when locked will not allow people to use it as an exit. If it is locked it will act as a one way door. People can come in but they cannot leave using that gate.

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***   NOTES

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How the Experience support works:

How the RLV support works:

If the person who touches or steps on the gate has RLV running, when the TP cage rezzes it detects the restrictions they are under. If they are restricted to touch a force sitter will try to make them sit in the cage and teleport. If they are Touch and sit restricted it will offer them a TP to a location to the

destination. If they have a HUD based touch restriction (like for MD, and RR cuffs and ropes) then the user just needs to type "/13tpme" in chat and they will be force sat or offered a TP to the location based on their current restriction. If the user has both sit and TP to location restricted the gate will apologize for not being able to help them and the cage will disappear.

That's it have fun!

Any problems contact Zaphod Plutonian

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