

# Covey Roleplay Sim Control System

## Introduction

The Covey Roleplay Sim Control System is a full-featured set of tools to help those running roleplay regions. It features the following:

- Access controls
- Experience Teleports
- Doors (Two breakable modes)
- Greeters/Warnings/Trap with an API to allow add-ons
- Multiple (Connected) Region configurations
- Multiple Groups
- Region End User Licence Agreements with enforcement option
- Rules Delivery
- Local Message Relay (to a repeater in the same sim)
- Multi Region Message Relay
- Local Relays

## Introduction – How it works

The whole system connects to a server. The server has the following lists.

- Rules: Avatars that agreed to the sim rules.
- Users: Avatars are allowed to use items connected to the server.
- Admins: Avatars can change settings on items connected to the server.
- Banned: Avatars are banned from using items connected to the server.
- Groups: Groups are given user-level access items connected to the server.

Multiple servers can be set down, each with one or more groups assigned. This allows different roleplay groups in the same region to have their own access lists, rules and groups. Each server is assigned a number, and items connected to that server must be set to the same server number. There is also a region relay for connected sims.

## Introduction – Connected Sims

The region relay is functional when one roleplay group spans multiple regions. If the access lists are updated in one area, the updated information is relayed to the server with a matching server number in the connected region through the relay. That server then updates all items connected to it.

## Introduction - Access Controls

The following access options can be set for all items: everyone, everyone except banned, List, Group (multiple), Group and list.

## Introduction - Props

The Covey Role Play system comes with props you can use. They are all PBR and standard materials are enabled so that they will work with newer and older viewers. However, the scripts can be added to your items if you prefer. Use of the props is optional.

## Using Your Own Items

First, drop in the 'Set LinksetData Defaults' script to use your items. It will tell you they are set and self-delete. Then add in the scripts for the item you are creating.

## Roleplay Server



**The server is the heart of the Covey Roleplay system. There are three parts to the server.**

- **Server**
- **Groups (must be a child prim of the server)**
- **Region Relay**

**The images below were taken in the Firestorm Viewer using the Vintage skin. If you use a different viewer or skin, you may see things differently visually, but the process remains the same.**

## Roleplay Server – The Server

<p>Manwa Pastorelli's 'Covey Role Play Server'</p> <p>ServerNumber = 0</p> <p>Information Folder Name = Sandbox Decorus</p> <p>regionInformation</p> <div><div>InfoName</div><div>UserName</div><div>ServerNo</div><div>Access</div><div>ResetDoors</div><div>Ignore</div></div>	<p>The server allows you to set the server number, access lists and groups.</p>
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## Roleplay Server – Info Name

<p>Manwa Pastorelli's 'Covey Role Play Server'</p> <p>Enter the name for the sim infor to be delivered under</p> <input type="text"/> <p><input type="button" value="Submit"/> <input type="button" value="Ignore"/></p>	<p>Allows you to set the folder name delivered to users when the rules are requested. If no name is set, it defaults to the region name.</p>
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## Roleplay Server – Username

This displays the avatar name (not display) name of the avatar using the menu in local chat.

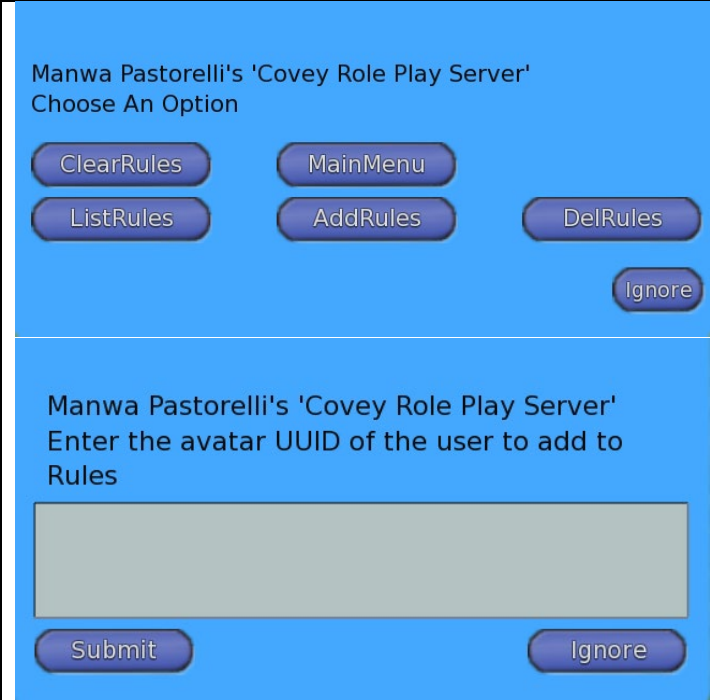
## Roleplay Server – Server Number

<p>Manwa Pastorelli's 'Covey Role Play Server'</p> <p>Enter the server number here, values from 0 to 999</p> <input type="text"/> <p><input type="button" value="Submit"/> <input type="button" value="Ignore"/></p>	<p>This option allows you to set a number for this server. All items that connect to this server must be set to the same number. If no number is set, it defaults to zero.</p>
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## Roleplay Server – Access

<p>Manwa Pastorelli's 'Covey Role Play Server'</p> <p>Choose An Option</p> <p><input type="button" value="RuleAccess"/> <input type="button" value="MainMenu"/> <input type="button" value="Done"/></p> <p><input type="button" value="UserAccess"/> <input type="button" value="AdminAcces"/> <input type="button" value="BanAccess"/></p> <p><input type="button" value="Ignore"/></p>	<p>Each menu lets you clear the list, display the list and add or remove avatars.</p>
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## Roleplay Server – Edit Access List

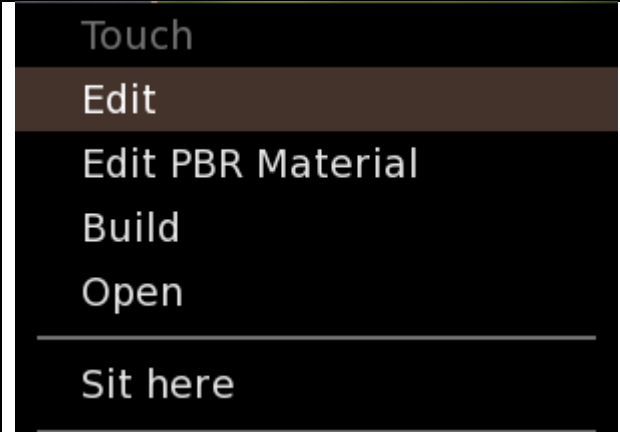



	<p>Each of the edit access list menus is laid out the same way with the following options:</p> <ul style="list-style-type: none"><li>• Clear: Empties this access list</li><li>• List: Displays the list in local chat (avoid this with rules if there are a lot in the list)</li><li>• Add: Adds a new avatar to the list</li><li>• Delete: Deletes an avatar from the list</li></ul> <p>The add and delete options then bring up another menu. Copy and paste the avatar UUID (key) into the popup box and click submit</p>
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## Roleplay Server – Groups


	<p>Covey Roleplay servers can have one or more groups assigned that are given user-level access to items connected to them.</p>
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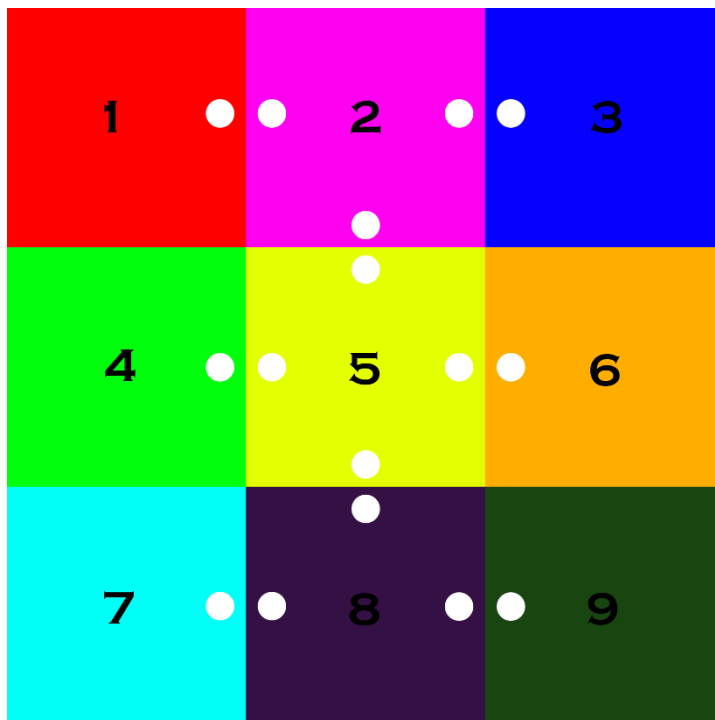
## Roleplay Server – Set the Group

The group item must be set to the group you wish to add access to. Then, it must be linked to the server so that the server remains the root prim.

	<ol style="list-style-type: none"> <li>1. Right-click on the object and then choose Edit from the menu.</li> </ol>
	<ol style="list-style-type: none"> <li>2. Click on the button to choose the group.</li> <li>3. Choose the group from the list.</li> <li>4. Click Ok</li> </ol>
	<ol style="list-style-type: none"> <li>5. Edit the group object again, then hold down the CTRL key and left-click on the server. Both items will be highlighted. It is essential to make sure you select the server last.</li> <li>6. Click on the Link button.</li> </ol>
	<ol style="list-style-type: none"> <li>7. If you have done this correctly, the server will be highlighted in yellow, and the group object, now a child of the server, will be in a different colour.</li> </ol>

## Roleplay Server – Multi Region Setup – Region Relay

	Region relays should be set less than 10m apart, with one relay on each side of the SIM border. The diagram below is an example of a 3x3 cluster of sims.
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In the diagram above, each coloured box represents a region. The white dots are region relays.

Each relay must be within 10m of the relay in the other region. However, if you have three relays, all within 10m of each other, this will cause an infinite communication loop. The best practice is to avoid putting relays in the corners of sims and place them along the midpoint of each border.

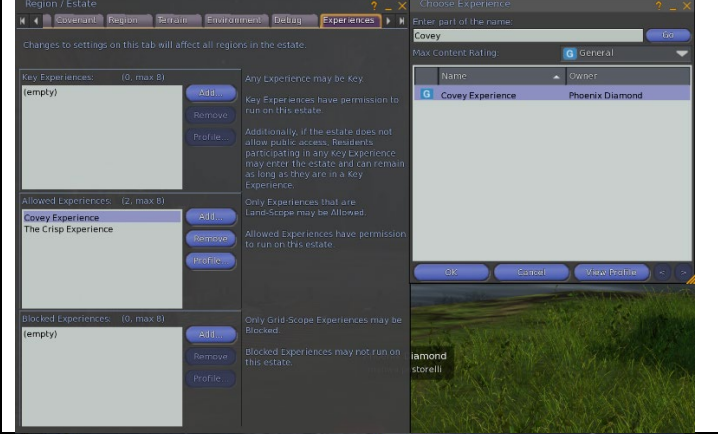
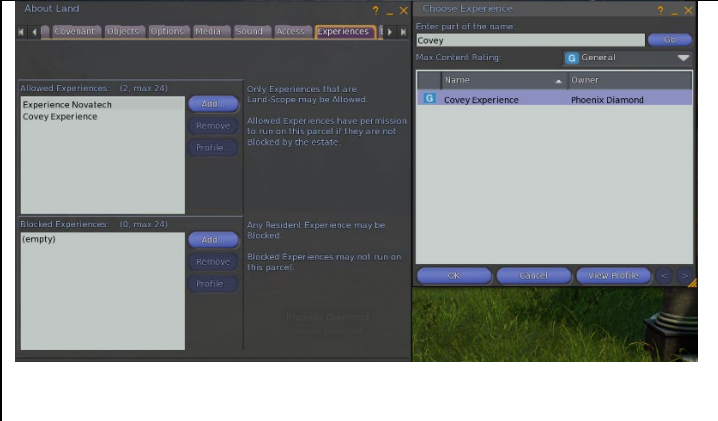
It is important to note that when clustering sims like this, there are no region relays between 1:4, 3:6, 4:7 or 6:9. Adding relays on those borders would potentially create an infinite communication loop.



# Experience Teleports

	<h3>Covey Experience Teleport Features</h3> <ul style="list-style-type: none"> <li>• Use Landmarks</li> <li>• Use Sim Position</li> <li>• Use Global (Grid) Position</li> <li>• Set the Look At position for the avatar after teleport.</li> <li>• Rules Enforcement (EULA)</li> <li>• Access Settings <ul style="list-style-type: none"> <li>○ Everyone</li> <li>○ Everyone Except Bans</li> <li>○ List – Set by the server</li> <li>○ Groups – Set by the server.</li> <li>○ List and Group</li> </ul> </li> <li>• Message on Teleport (can be disabled)</li> <li>• Message delivery name</li> <li>• Server Number Choice</li> </ul> <p>To use the experience teleports, the Covey Experience must be added to either the estate or the parcel.</p>
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## Experience Teleports – Adding to the Estate or Parcel

	<ol style="list-style-type: none"> <li>1. World Menu, Region Details</li> <li>2. Experiences Tab</li> <li>3. Under Allowed Experiences, click Add</li> <li>4. Type in Covey in the search box</li> <li>5. Click on the Covey Experience to select it, then click ok.</li> </ol>
	<ol style="list-style-type: none"> <li>1. World Menu, Parcel Details</li> <li>2. Experiences Tab</li> <li>3. Under Allowed Experiences, click Add</li> <li>4. Type in Covey in the search box</li> <li>5. Click on the Covey Experience to select it, then click ok.</li> </ol>

## Experience Teleports – Configuration

### Experience Teleports – Main Menu

<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Settings:</p> <p>Connect To Server No. = 0</p> <p>Access Type = Everyone</p> <p>Message Name = NPC</p> <p>Range = Shout</p> <p>RulesEnforcement = Off</p> <p>Message =</p> <p>Welcome to our sim</p> <div><div>TpOptions</div><div>Reset</div><div>Message</div><div>Range</div><div>RulesEnf</div><div>Access</div><div>Server</div><div>Name</div><div>Ignore</div></div>	<ul style="list-style-type: none"><li>• Teleport Options</li><li>• Message (message sent to avatars on teleport)</li><li>• Range (range of the message delivery)</li><li>• Rules Enforcement (on/off)</li><li>• Access (who can use the item)</li><li>• Server (server number the item connects to)</li><li>• Name (name the item delivers messages as)</li></ul>
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### Experience Teleports – Teleport Options

<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Settings</p> <p>TpMode = Landmark</p> <p>Landmark Name =</p> <p>Global Position =</p> <p>Sim Position =</p> <p>Look At Position =</p> <p>Environment Name = Environment</p> <p>Message With Tp = Off</p> <div><div>SndMsgOn</div><div>SndMsgOff</div><div>MainMenu</div><div>SetPos</div><div>SetLookAt</div><div>SetEnv</div><div>TpMode</div><div>Set-LM</div><div>SetGlobal</div><div>Ignore</div></div>	<ul style="list-style-type: none"><li>• SndMessageOn: Messages on</li><li>• SndMessageOff: Messages off</li><li>• SetPos: Sets the position within the sim to land at</li><li>• SetLookAt: Sets the look-at position after the teleport</li><li>• SetEnv: Sets the environment asset to use</li><li>• TpMode: Sets the teleport mode</li><li>• Set-LM: Sets the landmark to use</li><li>• SetGlobal: Sets the global (grid) coordinates of the destination region</li></ul>
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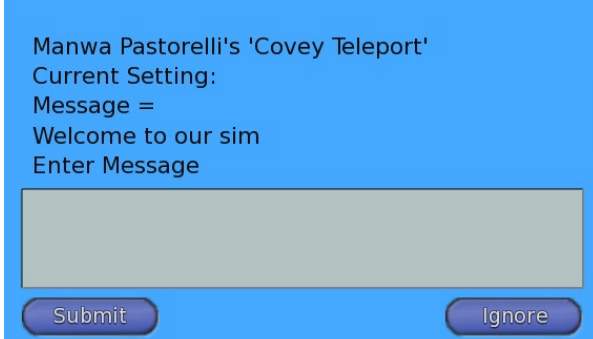


<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting TpMode = Landmark</p> <p>MainMenu</p> <p>Landmark GlobalCo TpOptions</p> <p>Ignore</p>	<p>Experience Teleports – Teleport Mode Menu</p> <ul style="list-style-type: none"> <li>Landmark: Sets the name of the landmark to use</li> <li>GlobalCo: Sets the grid coordinates for global positioning</li> </ul>
<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting: Sim Position = Enter Vector &lt;x,y,z&gt;.</p> <p>Submit Ignore</p>	<p>Experience Teleports – SetPos (Region Position)</p> <p>Enter a vector within the region where the avatar should land.</p> <p>&lt;x,y,z&gt;</p>
<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting: Look At Position = Enter Vector for Look At &lt;x,y,z&gt;.</p> <p>Submit Ignore</p>	<p>Experience Teleports – Set Look-At Position</p> <p>Enter a vector within the region that the avatar should face when they land.</p> <p>&lt;x,y,z&gt;</p>
<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting: Environment Name = Environment Enter Name</p> <p>Submit Ignore</p>	<p>Experience Teleports – Set Environment</p> <p>This lets you set the name of an environment asset within the teleports inventory that should be applied to the avatar teleporting.</p>
<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting: Message = Welcome to our sim Enter LM Name</p> <p>Submit Ignore</p>	<p>Experience Teleports – Set Landmark</p> <p>Enter the name of the Landmark in the objects inventory that should be used as the destination.</p>

## Experience Teleports – Range

	<ul style="list-style-type: none"><li>• MultiSim: Delivers to all avatars on all connected SIMs.</li><li>• Region: Delivers to all avatars on this SIM</li><li>• Relay: Delivers to Local Relays on this SIM.</li><li>• Toucher: Delivers to only the avatar using the teleport.</li><li>• Shout: Local Chat - 96m</li><li>• Say: Local Chat – 20m</li><li>• Whisper: Local Chat 10m</li></ul>
	<p><i>Experience Teleports – Rules Enforcement</i></p> <ul style="list-style-type: none"><li>• RulesOn: This option only allows avatars that have agreed to the sim rules to teleport. If they have not, the system will deliver a copy of the rules and ask them to agree to them. If they agree, the avatar is teleported.</li><li>• RulesOff: Turns off rules enforcement</li></ul>

## Experience Teleports – Message

	<p>Sets the message to be delivered when an avatar teleports.</p> <p>This is turned on and off in the TpOptions menu.</p>
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## Experience Teleports – Server

<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting: Server No. = 0 Enter Number (0 to 999)</p> <input type="text"/> <p><input type="button" value="Submit"/> <input type="button" value="Ignore"/></p>	<p>This sets the number of the server to which the teleport connects.</p> <p>If none is set, it defaults to zero.</p>
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## Experience Teleports – Name

<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting: Message Name = NPC Enter name</p> <input type="text"/> <p><input type="button" value="Submit"/> <input type="button" value="Ignore"/></p>	<p>This sets the name of the landmark in the inventory used as a destination for teleport.</p> <p>This will only be used if the teleport mode is set to landmark.</p>
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# Roleplay Doors



## **Role Play Doors Features**

- 3 Breakable modes
  - Roleplay
  - Physical (arrows or similar)
  - Both
- 3 Operation Modes
  - Click
  - Collision
  - Both
- Multiple breakers/repairers (increases speed)
- Operation Distance Control (how close an avatar needs to be to use the door)
- Leave Range Checks
- Downed detection (ZCS Meter)
- Access Controls
  - Everyone
  - Everyone Except Banned (set by the server)
  - List – Set by the server
  - Groups – Set by the server
  - Groups and List
  - Owner
- Works with mesh and prim doors
- Set Rotation amount
- Set Rotation edge
- Set damage limits (speed)
- Relative strength between role play breaking and physical damage controls

## Roleplay Doors – Configuration

You can access the door's admin menu by clicking and holding the mouse button down for over two seconds before releasing it.

### Roleplay Doors – Main Menu

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Current Settings: Server = 0 Door Close Range: 5 CloseTime: 0 Operation Method: Operation Method: Click Rotation Angle: 90 Rotation Axis: Z Rotation Edge: -ve Speed: 10 Access Type: Everyone Operation Method: Click DamageMaxHits: 200 Physical Damage: Off Door Breaking: Off Door Break Multiplier: 30</p> <p>RP Options    UserMenu    DoorReset</p> <p>Movement    Options    Access</p> <p>Ignore</p>	<ul style="list-style-type: none"><li>• RpOptions: Max damage and physical damage.</li><li>• UserMenu: Displays the men given to regular users</li><li>• DoorReset: resets the door</li><li>• Movement:</li><li>• Options: Damage and breaking settings</li><li>• Access: Sets the access level for everyone except bants, owner, list, group, group, and list.</li></ul>
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### RpOptions – Menu

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Current Settings:DamageMaxHits: 200 Physical Damage: Off Door Breaking: Off Door Break Multiplier: 30 Select From</p> <p>Damage    DoorBreak    MainMenu</p> <p>Ignore</p>	<ul style="list-style-type: none"><li>• Damage<ul style="list-style-type: none"><li>○ Sets the max damage</li><li>○ Turns physical damage on and off</li></ul></li><li>• DoorBreak<ul style="list-style-type: none"><li>○ Turns breaking on and off</li><li>○ Sets the damage multiplier</li></ul></li></ul>
<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Select From</p> <p>RP Options    MainMenu</p> <p>MaxDamage    PhysiOn    PhysiOff</p> <p>Ignore</p>	<h4>Damage Menu</h4> <ul style="list-style-type: none"><li>• MaxDamage: Sets the maximum number of hits a door can take before it breaks</li><li>• PhysiOn: Turns on physical damage</li><li>• PhysiOff: Turns off physical damage</li></ul>

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)' Select From</p> <p>MainMenu BreakOn BreakOff Multpyer Ignore</p>	<h3>Door Break Menu</h3> <ul style="list-style-type: none"> <li>• BreakOn: Turns breaking on</li> <li>• BreakOff: Turns breaking off</li> <li>• Multpyer: Sets how much stronger role play breaking is than physical damage.</li> </ul>
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### User Menu

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)' Select Action</p> <p>Knock UseDoor BreakDoor Ignore</p>	<p>This option gives an admin user the exact menu a regular user will see.</p> <p>If the door is damaged, this will also show the repair door.</p> <ul style="list-style-type: none"> <li>• Knock: Emotes knocking and plays the sound</li> <li>• UserDoor: Opens or Closes the door</li> <li>• BreakDoor: Starts the breaking process</li> <li>• RepairDoor: Starts the repairing process</li> </ul>
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### Movement – Menu

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)' Current Settings: Rotation Angle: 90 Rotation Axis: Z Rotation Edge: -ve Speed: 10 Select From</p> <p>Speed SetStartPos MainMenu RotAxis RotAngle RotEdg +/- Ignore</p>	<ul style="list-style-type: none"> <li>• Speed: Controls how fast the door moves</li> <li>• SetStartPos: Sets the position of the door before movement</li> <li>• RotAxis: Sets which axis the door rotates around</li> <li>• RotAngle: Sets how many degrees the door rotates</li> <li>• RotEdge: Alternates which side of the door is the pivot point.</li> </ul>
<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)' Enter Speed value, good values range from 0.5 to 5</p> <p>Submit Ignore</p>	<h3>Speed – Menu</h3> <p>Please enter a positive number; it can be a decimal</p> <p>Good values from 0.5 to 5</p>



<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Please choose from the following options</p> <p>MainMenu</p> <p>X-Axis Y-Axis Z-Axis</p> <p>Ignore</p>	<p>Rotation Axis – Menu</p> <ul style="list-style-type: none"> <li>• X-Axis</li> <li>• Y-Axis</li> <li>• Z-Axis</li> </ul>
<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Enter Your Desired Rotation Angle Here</p> <p>Submit</p> <p>Ignore</p>	<p>Rotation Angle – Menu</p> <p>Sets how many degrees the door should rotate around.</p>

### Door Options – Menu

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Select From</p> <p>OppMethod MainMenu</p> <p>MaxRange CloseTime Server</p> <p>Ignore</p>	<ul style="list-style-type: none"> <li>• OppMethod: Click, Collision or both</li> <li>• MaxRange: Maximum distance an avatar can be to use the door. This also controls the leave range</li> <li>• CloseTime: Delay for closing after the avatar leaves range. Setting zero will mean immediately.</li> <li>• Server: Sets the server number the door connects to.</li> </ul>
<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Select From</p> <p>Options MainMenu</p> <p>Click Colissions Both</p> <p>Ignore</p>	<p>Operation Method – Menu</p> <ul style="list-style-type: none"> <li>• Click: Sets to click only</li> <li>• Collision: Sets to collision only</li> <li>• Both: Turns both on</li> </ul>
<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Enter the Maximum range an avi can go after opening the door before it closes behind them again</p> <p>Submit</p> <p>Ignore</p>	<p>Operation Method – Menu</p> <p>Enter the maximum range in meters from which the avatar can use the door.</p> <p>This also controls the leave range option.</p>

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Enter how long the door should stay open before auto closing in seconds. This will only happen if an avi says stood next to the door after opening it. Otherwise it will be based on when the Avi leaves your set range. Entering a value of 0 will mean never.</p> <div></div> <div>SubmitIgnore</div>	<p><b>Close Time – Menu</b></p> <p>Enter the number of seconds delay between an avatar leaving range and the door closing.</p> <p>Setting zero will mean it closes immediately.</p>
<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Enter the server number here, values from 0 to 999</p> <div></div> <div>SubmitIgnore</div>	<p><b>Server – Menu</b></p> <p>Enter the server number this door should connect to.</p>


### Access – Menu

<p>Manwa Pastorelli's 'Covey Panel Door Glass (High Quality)'</p> <p>Current Settings: Access Type: Everyone</p> <p>Select From:</p> <div>MainMenuListEveryoneOwnerGroupsAllExBanGroup+ListIgnore</div>	<ul style="list-style-type: none"> <li>• Owner</li> <li>• All Except Banned – from server</li> <li>• Everyone</li> <li>• List – from the server</li> <li>• Groups – from the server</li> <li>• Groups and List</li> </ul>
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### ColType – Menu

<p>Manwa Pastorelli's 'Covey Teleport'</p> <p>Current Setting</p> <p>Collision Type: PassThrough</p> <div>PassThroughSolidIgnore</div>	<ul style="list-style-type: none"> <li>• Pass Through</li> <li>• Solid</li> </ul>
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## Roleplay Greeter/Warning

	 <p>The Roleplay Greeter/Warning is a versatile script with many uses. It can signal trade bells, fires, and items you walk through. The warning system can also warn about avatars that are not allowed.</p> <p>Combined with an NPC visual, this is an excellent way of dealing with intruders. Since it emits roleplay, it can also be used for roleplay traps.</p> <p>There is an API that lets users make additional scripts for when the greeter/warning has been triggered.</p> <p>Full access controls and communication ranges; toucher, whisper, say, shout, local relay, multi sim relay.</p> <p>API using linked messages to other controls can be added, such as the fire colour change in the Fire Pit.</p>
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## Roleplay Greeter/Warning Configuration

The admin menu for the greeter/warning is accessed by performing a long hold. Click on the item and press the button for more than 2s before releasing it.

## Greeting Mode:

Anyone in the current access settings triggers the item.

## Warning Mode:

Anyone not in the current access settings triggers the item.

## Greeter/Warning Main Menu

<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>Current Settings:</p> <p>Connect To Server No. = 0</p> <p>Access Type = Everyone</p> <p>Operation Method = Operation Method: Click</p> <p>Message Name = NPC</p> <p>Range = Shout</p> <p>Pause Time = 300</p> <p>Mode = Greet</p> <p>Collision Type = PassThrough</p> <p>Message =</p> <p>Welcome to our sim</p> <p>Mode      OppMethod      ColType</p> <p>Message      Range      Time</p> <p>Access      Server      Name</p> <p>Ignore</p>	<ul style="list-style-type: none"><li>• Mode:<ul style="list-style-type: none"><li>○ Greet</li><li>○ Warn</li></ul></li><li>• OppMethod<ul style="list-style-type: none"><li>○</li></ul></li><li>• ColType</li><li>• Message</li><li>• Range</li><li>• Time</li><li>• Access</li><li>• Server</li><li>• Name</li></ul>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting:</p> <p>Mode = Greet</p> <p>Select The Mode</p> <p>Greet      Warn      MainMenu</p> <p>Ignore</p>	<p><i>Greeter/Warning Mode Menu</i></p> <ul style="list-style-type: none"><li>• Greet: anyone in the access settings triggers the item</li><li>• Warn: anyone not in the access settings triggers the item.</li></ul>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting:</p> <p>Operation Method =</p> <p>Select from</p> <p>MainMenu</p> <p>Click      Colissions      Both</p> <p>Ignore</p>	<p><i>Greeter/Warning Operation Method Menu</i></p> <ul style="list-style-type: none"><li>• Click: Click only</li><li>• Collisions: Collision only</li><li>• Both: Both clicks and collisions trigger the item</li></ul>
<p>Manwa Pastorelli's 'Covey Warning'</p> <p>CurrentSetting:</p> <p>Collision Type = PassThrough</p> <p>Select Collision Type</p> <p>MainMenu</p> <p>PassThrough      WalkOn      Solid</p> <p>Ignore</p>	<p><i>Greeter/Warning Collision Type Menu</i></p> <p>Settings only count if collisions are turned on.</p> <ul style="list-style-type: none"><li>• PassThrough: Triggers when the avatar leaves the collision object</li><li>• WalkOn: Triggers when the avatar enters the object</li></ul>

	<ul style="list-style-type: none"> <li>• Solid: Triggers when the avatar hits the solid object.</li> </ul>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting: Message = Welcome to our sim</p> <p>Enter the message you wish to be shouted</p> <div></div> <p>Submit Ignore</p>	<p><i>Greeter/Warning Message Menu</i></p> <p>Sets the message that is delivered when the item is triggered.</p> <p>Type the message to be delivered when the object is triggered and click submit.</p>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting: Range = Shout Select Range</p> <div> <div>MultiSim</div> <div>MainMenu</div> <div>Shout</div> <div>Region</div> <div>Relay</div> <div>Toucher</div> <div>Whisper</div> <div>Say</div> <div>Ignore</div> </div>	<p><i>Greeter/Warning Range Menu</i></p> <ul style="list-style-type: none"> <li>• Toucher: message only the avatar that clicked or collided</li> <li>• Whisper: Local Chat – 10m</li> <li>• Say: Local Chat – 20m</li> <li>• Shout: Local Chat – 96m</li> <li>• Region: All avatars in the region</li> <li>• Relay: Sends to local relays in region</li> <li>• MultiSim: All avatars on this and connected regions.</li> </ul>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting: Pause Time = 300 Enter seconds to pause after a message</p> <div></div> <p>Submit Ignore</p>	<p><i>Greeter/Warning Range Menu</i></p> <p>After the greeter/warning is triggered, there is a delay before it can be triggered again. This allows you to set the delay in seconds.</p>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting: Access Type = Everyone Select From</p> <div> <div>List</div> <div>Owner</div> <div>MainMenu</div> <div>Everyone</div> <div>Groups</div> <div>Group+List</div> <div>Ignore</div> </div>	<p><i>Greeter/Warning Access Menu</i></p> <p>In Greet mode, everyone is the setting triggers the item</p> <p>In Warning mode, everyone except those in the setting triggers the item.</p> <ul style="list-style-type: none"> <li>• Everyone</li> <li>• Owner</li> <li>• List – Set by the server</li> <li>• Groups – Set by the server</li> </ul>

	<ul style="list-style-type: none"> <li>Groups and List</li> </ul>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting: Server No. = 0 Enter Number (0 to 999)</p> <div></div> <div>SubmitIgnore</div>	<p><i>Greeter/Warning Server Menu</i></p> <p>Sets the server number that this object connects to</p> <p>Enter the number and click submit.</p>
<p>Manwa Pastorelli's 'Covey Greeter / Warning'</p> <p>CurrentSetting: Enter Name you wish to appear when a message is sent</p> <div></div> <div>SubmitIgnore</div>	<p><i>Greeter/Warning Name Menu</i></p> <p>Sets the name that is displayed when messages are delivered to avatars.</p> <p>Type the name and click submit.</p>

## Warning/Greeter Api

The API sends the following linked messages when the item is triggered and untriggered.

```
llMessageLinked(LINK_THIS, 1, "TriggeredFalse", NULL_KEY);
```

```
llMessageLinked(LINK_THIS, 1, "TriggeredTrue", NULL_KEY);
```



## Rules Giver



The rules givers' primary function is to deliver rules via the server.

It can work based on clicks or sensors.

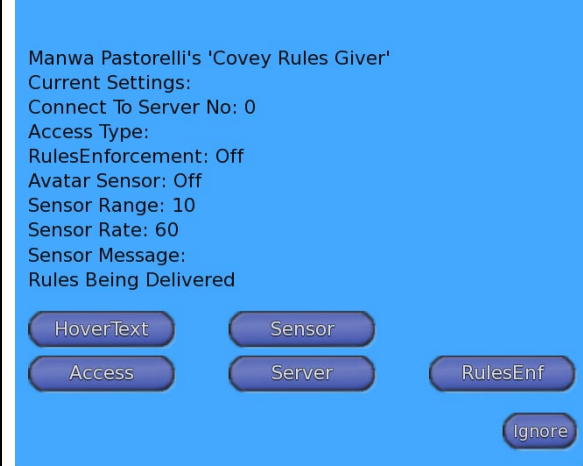
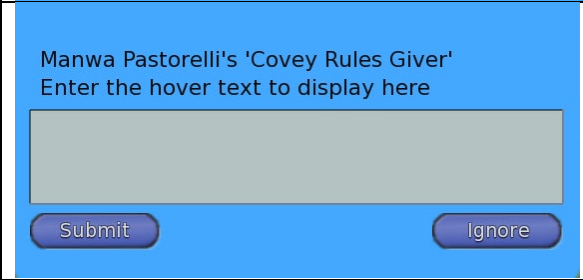
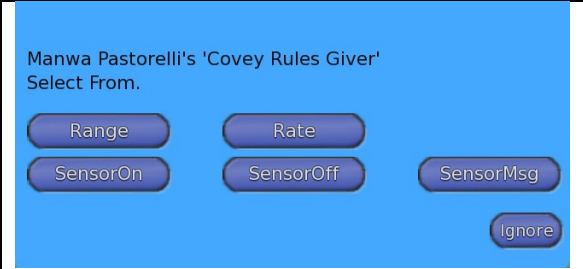
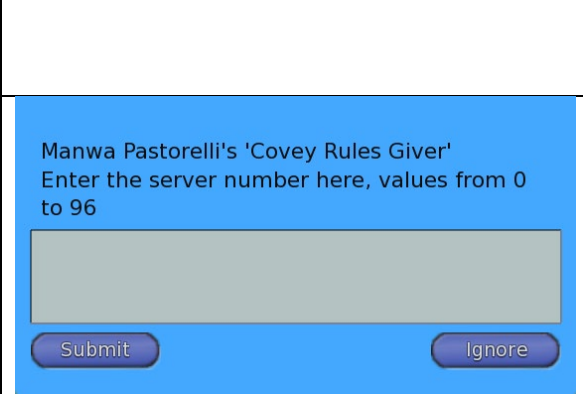
Like all products in this set, it has access settings and must be connected to a server.

When rules enforcement is turned on, it will ask anyone who has not accepted the rules to do so when they are delivered.

The hover text can be set.

## Rules Giver Configuration

Access to the admin menu is via a long touch. Click and hold the mouse for 2s or longer, then release.

	<h3>Rules Giver Main Menu</h3> <ul style="list-style-type: none"><li>• Hover Text</li><li>• Sensor</li><li>• Access</li><li>• Server</li><li>• RulesEnf</li></ul>
	<h3>Rules Giver Hover Text Menu</h3> <p>Sets the hover text. Enter the text to display and click submit.</p>
	<h3>Rules Giver Sensor Menu</h3> <ul style="list-style-type: none"><li>• Range</li><li>• Rate</li><li>• SensorOn</li><li>• SensorOff</li><li>• SensorMsg</li></ul>
	<h3><i>Rules Giver Sensor Menu</i></h3> <p>It lets you set the range in the sensor detects avatars.</p> <p>The valid range is 0 to 99</p>

<p>Manwa Pastorelli's 'Covey Rules Giver'</p> <p>Please Select The People you want to have access to open the door</p> <div> <div>MainMenu</div> <div>List</div> <div>Owner</div> <div>Everyone</div> <div>Groups</div> <div>AllExBan</div> <div>Group+List</div> <div>Ignore</div> </div>	<h3>Rules Giver Access Menu</h3> <ul style="list-style-type: none"> <li>• Owner</li> <li>• Everyone</li> <li>• All Except Banned</li> <li>• List</li> <li>• Groups</li> <li>• Groups + List</li> </ul>
<p>Manwa Pastorelli's 'Covey Rules Giver'</p> <p>Enter the server number here, values from 0 to 999</p> <div> <input type="text"/> <div>Submit</div> <div>Ignore</div> </div>	<h3>Rules Giver Server Menu</h3> <p>Sets the server number to which this object connects.</p> <p>Enter the number and click submit.</p>
<p>Manwa Pastorelli's 'Covey Rules Giver'</p> <p>Please select the mode</p> <div> <div>RulesOn</div> <div>RulesOff</div> <div>MainMenu</div> <div>Ignore</div> </div>	<h3>Rules Enforcement Menu</h3> <p>When rules enforcement is on, if someone requests the rules and they have not already agreed to them. They will also be asked to agree to the rules.</p> <ul style="list-style-type: none"> <li>• RulesOn: Turns rules enforcement on.</li> <li>• RulesOff: Turns rules enforcement off.</li> </ul>