• When adding a Kool Server to control your Kool Doors, you gain centralized access, multi-groups and roles, and advanced roleplay options like key stealing and lockpick repair. The server can also accept doors owned by others.

• The server is copyable. Rez one server per city, camp, or roleplay entity who needs specific access. You can have multiple servers in the same sim, each managing its own set of doors. You may also keep some doors in standalone mode (not connected to a server), with their own access lists.

• Please contact Kool Mekanic for any questions or suggestions. You have free support. You can also request help in 'Kool door Users' group.

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QUICK START
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- Rez a Kool Server where you wish, it works sim wide.
- Click the server to get the setup menu.
- Set the access and other options.
- Connect your doors to the server (see below).


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SETUP MENU
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[Server]
Choose a unique server number on the sim among all your servers (RP or CasperLet add-on). If it is your first server, keep default 1. Then connect each door to this server, or use [Force] to connect remaining Alone doors.

[Shared]
To allow others to connect their Kool Doors to your server:
1. Enable [Shared] here
2. Tell others to ensure their doors are of the same group than your server prim
3. They can select your server from their doors setup menu [Control / Server]
Note: The Share checkbox in Build Editor is unrelated.

[Access]
Set who is allowed in Normal mode: Groups and Roles, Names, Friends (when owner on sim). You can also ban names or set time limit. To allow everyone, or inverse the access, see the menu [Mode].
[Access / Group]
Add new groups (your active group, the prim group, or enter keys), or manage the current group and optional roles. Roles are recognized by their Title (group tag above avatars). If no roles are specified, all roles are allowed.
[Access / Group / Roles / only/except]: Switch between allowing only these roles, or excluding them.
[Access / Names]
Manage avatars who have access (permanent or temporary), whatever their group tag.
Add names by scanning around you or enter directly the SL names.
[Access / Bans]
Manage avatars who are dennied access (permanent or temporary), even if they belong to an allowed group. A banned avatars cannot open a door, nor lockpick or

steal keys (OOC ban).

[Admins]
Admins can setup this server and its connected doors (admins of server 1 can also setup doors set to Access=Alone). Ideally you would add your staff members.

[RP options]
RolePlay options apply to all connected doors
- Language for RP menus
- Text: show time & name on picked/broken doors
- Repair: Auto-repair picked/broken doors after a delay
- Factor: Time to keep picked/broken unrepairable
- Steal: enable key steal. Enemy can steal a key from their closest person. After getting the steal menu in door range, enemy can return to the victim (up to 96 m from the door) to click [Steal]. If [Bind check] is enabled, no validation is asked to bound victims. Keys are restored after the duration (unless stolen back). You can also restore keys immediately via main menu [Reset]
- Bind: bound avatars cannot use doors and are stolen without validation. Bound or downed avatars are recognized by their meter animations. Select your sim combat meter. If not below, choose Custom and edit the server notecard 'Meter anims'
- Mouselook: Aborts lockpick if avatar enters mouselook to fight
- Limit repair: Only users with access may repair lockpicked doors. Else everyone can repair.

[Mode]
Normal access mode allows names and groups (prim color: white). You can override it with two modes:
- Inverted: For games like CTF. Blocks normally allowed users and permits others (fuchsia)
- Everyone: Allows access to all (green)
Note: Changing the mode also restores stolen keys and repairs picked doors!

[Clean]
Clean after a raid or list picked doors and key steals.
- Picked: Repair & close lockpicked/broken doors
- Steals: Restore all stolen keys
Note: Changing the mode also restores stolen keys and repair picked doors!

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TIPS
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- NEVER link the server! This could affect its storage.
- You can resize the server, but don't change its shape or textures. They are set by the script to show the server number and shared status.
- Leave the server prim inherit the land group to avoid auto-return, if active on your sim. The prim group is also used as a security filter when sharing your server with others.
- Kool Server v3 works only with Kool RP Door v3 (not included in this box). If you have Kool Builder doors, upgrade them first using the door auto-updater.

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DIFFERENCES WITH VERSION 2
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- No more extra prims: Groups are now added by UUID via the menu.
- The 3 meters interval between servers is no longer needed; you can stack v3
servers in a pile.
- Roles support: Allow/deny access based on group tags (title).
- No cache: v3 reacts instantly to group/bind changes (with up to 3s delay
between repeated clicks due to anti-spam).
- Simplified names & admins management: No notecard editing. Use the menu to
scan nearby avatars or enter names.
- Shared servers & cross-owner: Others can connect their Kool Doors to your
server (if you enable sharing).
- Game mode: Revert access for CTF, block usual users, allow others.
- Simplified steal: Closest captive is auto-selected and can be auto-stolen.
- Bind check: Bound/downed avatars can't use doors and are stolen without
validation. Meter-based detection via server notecard.
- Mouselook check: Aborts lockpick if user enters mouselook.
- Repair all lockpicked doors from the server, or set auto-repair delay.
- New numbering: Kool Server uses 1–99; CasperLet add-on uses 101–399.
- Adding names from any door is no longer there, use the server menu.
- The Code option is no more in the server. It should come back as a separated
device (keypad).
- Kool Door v2 needs to be updated to v3.
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