



# InkWelle EasyZap DoorMan

## Part of the InkWelle Security Product Line

\* An Important Part of Your SL Security System - made especially for renters \*

The InkWelle EasyZap DoorMan is the solution for owners of rental units to allow tenants to have security devices yet retain some measure of control. The device scans a spherical area up to a maximum range set by the landlord or owner (up to 96 meters) and ejects or teleports home unwanted visitors after a warning. Controlled entirely via chat and menu.

For more information about Security products by InkWelle, including a Support FAQ, please visit [www.inkwelle.com/security](http://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*

Give your tenants a way to protect their privacy! Set up the EasyZap DoorMan in your rental units and set the maximum radius to protect. When each unit is rented, configure the EasyZap DoorMan with the name of the Tenant. The Tenant will control the EasyZap DoorMan and will receive all its messages, however the Landlord and the Owner cannot be ejected and will

always have the ability to reset it. When the Tenant moves out, the Landlord or Owner resets the device to be used by the next Tenant.

There are 3 possible categories of people who can control the EasyZap Doorman:

- Owner: This is the person who rezzes the object, so is set at rez time. This person is treated as a Landlord but is not included on the Landlord list.
- Landlords: Set via chat by the Owner or a Landlord. Only Landlords can add new landlords, reset the device, or set the maximum radius.
- Tenants: Set via chat by a Landlord or a Tenant

## 1.2 Features

- Once an avatar is within the scanned radius, if they are candidates for ejection they are warned about being ejected. If they do not leave, they are ejected.
- Can be controlled by the Owner, by those who are designated as Landlords, and by those designated as Tenants.
- When an intruder is detected, the EasyZap DoorMan presents a convenient dialog to one of the tenants that is present so the intruder can easily be added to the Allow list if so desired.
- Configured via chat and menu only - no notecards
- Will use Whisper to notify the Tenant of the actions it is taking (Note that Whisper text has a range of 10 meters)
- Warning message can be customized by the Tenant.
- Maintains an "Allow" list of up to 20 people who will *not* be ejected, as well as a "Ban" list of people who are *always* ejected without warning.

## 1.3 Known Limitations

If more than 16 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, such as homes or apartments.

## 2.1 Setting Up

A full description of the configuration commands is given in section 3.2 later in this document. All commands are sent to the EasyZap DoorMan by chat or by menu.

By default the EasyZap DoorMan listens for chat commands on chat channel 1. Because the EasyZap DoorMan will only respond to chat from those who are the Owner, Landlords, or Tenants, it is not necessary to ensure that all your EasyZap DoorMan units are set to different chat channels.

Following are simple instructions to set up the EasyZap DoorMan. All commands (other than avatar names) are not case-sensitive.

### 2.1.1 Owner:

- Rez: Rez the EasyZap DoorMan
- Deed: Deed the EasyZap DoorMan to the land that your rental units are on - but this **MUST** be land that YOU own or land owned by a group in which you are an Owner or Officer.
- Set Landlord: Set the Landlord using the "landlord" chat command: `/1 landlord avatar name` replacing "avatar name" with the name of the landlord. An Owner can be set as a Landlord, but it is not necessary, as Owners have the same access as Landlords.

## 2.1.2 Landlord or Owner:

- Position the unit. Place the EasyZap DoorMan in a place in the rental unit where it will be out of the way. The ideal place is as near the center of the rental unit as possible. If it is a two-storey unit, then consider placing it on the ceiling of the first floor.
- Set maximum radius. Determine the spherical radius that the EasyZap DoorMan should protect. This should be a radius that will protect the single rental unit without infringing on the space in another rental unit or other land. The maximum radius is set using the "maxradius" chat command: `/1 maxradius n` replacing "n" with the number of meters.  
  
\*\*\* NOTE: The included InkWelle RangeFinder product was included with your EasyZap Doorman to assist you in determining the optimum radius \*\*\*
- Set Tenant. When the rental unit is rented, give your new renter control of the EasyZap DoorMan using the "tenant" chat command: `/1 tenant avatar name` replacing "avatar name" with the name of the new tenant. (The Tenant may then add additional tenants to the list.)
- Prepare for the next tenant. When your tenant moves out, you prepare the unit for the next tenant by using the "NewTenant" chat command: `/1 newtenant`  
This command resets all the settings EXCEPT for Owner, Landlords, and MaxRadius.

## 2.1.3 Tenant:

- Set additional Tenants. (Optional) The Landlord or Owner will add the primary Tenant to the EasyZap DoorMan. The Tenant can add up to four additional tenants - such as partners or roommates - to the EasyZap DoorMan using the "tenant" command: `/1 tenant avatar name` replacing "avatar name" with the name of the new tenants.
- Turn it on. Turn the EasyZap DoorMan on. Touch the EasyZap DoorMan to get a menu, then click on the "On" button. (Alternatively, you can use the "on" command in chat.)
- Set the warning. Set your warning message using the "warningmsg" chat command: `/1 warningmsg text` replacing "text" with the actual text of your warning. There is no limit to the length of this message, but the shorter the better! Your Landlord might have a rule about this. ALL avatars detected by the same (other than the Owner, Landlord, and Tenants) will receive this warning when detected unless they are on your list of allowed avatars. If they do not leave they will be ejected.  
  
\*\*\* NOTE: When an intruder is detected, if a Tenant is in range, a dialog will appear that will let the intruder easily be added to the "Allow" list if so desired. Only a Tenant will get this dialog. Since your Allow list cannot hold more than 20 names, you should occasionally use the "unallow" command to clear off people who should only be allowed temporarily. Use the "Status" menu item for a list of everyone on your Allow list\*\*\*
- "Allow" your friends. Add avatars to your list of avatars who should NOT be ejected by using the "allow" chat command: `/1 allow avatar name` replacing "avatar name" with the name of the person to allow (be sure to spell it right and match case!).
- Set the zap mode. Touch the EasyZap DoorMan to get a menu, click on the "Mode >>" button, then select the mode that you want to set. By default, the mode is set to Test, where it will warn but not actually eject.

There are more things you can do with the EasyZap DoorMan, such as keep a list of "Banned" avatars - who are people who should be ejected immediately without warning; remove people from your allow list, are check the status of the EasyZap DoorMan. Please see section 3.2 for a full command reference.

## 2.2 EasyZap DoorMan's Lists

The EasyZap DoorMan maintains four separate lists: Landlords, Tenants, Allow, and Ban.

- The Landlord List is the list of people (in addition to the Owner) who are able to control all the features of the EasyZap DoorMan including resetting it and setting the maximum radius. This list can only be maintained by the Owner or a Landlord. Add people to this list with the "landlord" command. (Please see section 3.2 for a full command reference.)
- The Tenants List is the list of the Tenants who are able to command the EasyZap DoorMan and who will receive the EasyZap DoorMan's messages. Add Tenants to the list with the "tenant" command, and remove people from the list using the "untenant" command. (Please see section 3.2 for a full command reference.)
- The Allow List is the list of avatars that the EasyZap DoorMan will allow to be within the protected sphere. To add people to this list, use the "allow" command. To remove people from this list, you can either use the "unallow" command, or you can clear the entire list using the "clearallow" command. (Please see section 3.2 for a full command reference.)
- The Ban List is the list of those avatars who will *always* be ejected without even being given a warning. (Think of this as your list of jerks or enemies!) To add people to this list, use the "ban" command. To remove people from this list, use the "unban" command. (Please see section 3.2 for a full command reference.)

## 3.1 How to Command the EasyZap DoorMan

There are two ways to send commands to the EasyZap DoorMan: in chat or via menu. Some commands, such as Status and Help, are available via both methods. Please see the "Command Reference" in section 3.2 of this manual for details of each command, sorted alphabetically.

### 3.1.1 Using Chat Commands

By default the EasyZap DoorMan listens for chat commands on chat channel 1. Because the EasyZap DoorMan will only respond to chat from those who are the Owner, Landlords, or Tenants, it is not necessary to ensure that all your EasyZap DoorMan units are set to different chat channels.

The chat channel can be reset by any valid user (Owner, Landlord, or Tenant) using the "channel" command. It can be changed to any channel except channel 0.

To issue a command in chat, begin the command with a slash ("/") and the channel number. For example, to issue the "status" command on chat channel 1, you would enter: `/1 status`. If the channel is changed to 3, then you enter: `/3 status`.

### 3.1.2 Using the Menu

A subset of EasyZap DoorMan's commands are available via a menu. Touch the EasyZap DoorMan object to access the menu.



## 3.2 Command Reference

Following is an alphabetic list of all EasyZap DoorMan commands. Note that within the command descriptions, vertical lines are put between possible arguments within the brackets. When you enter a command, do NOT include the brackets or the vertical lines. Also note that the avatar's name must be entered *exactly*, including letter case, when adding them to lists. For example, "joe smith" is not the same as "Joe Smith"! However this is not the case when REMOVING names from lists. Please see the note in section 3.3 Notes later in this manual for detailed information.

**allow** <avatar name>

'avatar name' is the name of the avatar to add to the Allow list. People added to your Allow List will not be ejected when they enter the scanned radius. Avatars will remain on the list until they are removed using the "unallow" or the "clearallow" commands. You can allow more than one avatar at a time by typing "allow" followed by the avatar names. There can be up to 20 names in the Allow list. Please see the note about "partial matching" in section 3.3 later in this manual for detailed information. (Chat Only)

-----//-----

**ban** <avatar name>

'avatar name' is the name of the avatar to add to the Ban list. People on this list will always be ejected *without prior warning* when they enter the scanned radius. Avatars will remain on the list until they are removed using the "unban" command. (Chat Only)

-----//-----

**channel** <n>

'n' is a chat channel from 1 to 2,147,483,647. (Zero is not allowed.) This sets the chat channel that the EasyZap DoorMan listens for commands on. The default is chat channel 1. (Chat Only)

-----//-----

**clearallow**

This command will completely clear the Allow List of all avatar names. It does not affect the Owner, Landlord, or Tenant lists. (Chat Only)

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**ejectSpeed** <slow | medium | fast | now>

If set to 'now', the avatar will be ejected within 2 seconds of being detected with NO WARNING given. The default is 'medium'. (Menu Only)

If 'fast', a warning is given and the avatar will be ejected within 10 seconds.

If 'medium', a warning is given and the avatar will be ejected within 30 seconds.

If 'slow', a warning is given and the avatar will be ejected within 60 seconds.

**\*\*Note that setting the EjectSpeed to "Now" will require more frequent scanning, which will result in an increased server load. Only use the Now setting when necessary.**

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**forgettime** <n>

n is the number of seconds. This is the amount of time after which an intruder will be forgotten and treated as a "new" intruder. Once a person has been ejected, he is put on an "Eject list" and if he returns he will be ejected on sight with no warning. With the forgettime command, you set the period of time after which a person is removed from the Eject list. (Menu Only)

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**help**

This command will display a short summary of the basic commands for controlling the EasyZap DoorMan. (Menu or Chat)

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**landlord** <avatar name>

*This command may be issued by the Owner or Landlord only.* 'avatar name' is the name to add to the Landlord list. They will have full control over the EasyZap DoorMan. Avatars will remain on the list until the EasyZap DoorMan is reset or they are removed using the "unlandlord" command. (Chat Only)

-----//-----

**maxradius** <n>

'n' is an integer from 2 - 96. *This command may be issued by the Owner or Landlord only.* This sets the maximum spherical radius (in meters) that the device can scan for the presence of other avatars. Tenants can reset the radius, but they cannot exceed the maximum set with this command. Default is 10 meters. (Chat Only)

-----//-----

**Mode** <test | eject | tp>

This controls the method used to remove the intruder from the protected area. (MenuOnly)

\* Test - No ejection actually occurs. This setting allows Tenants to test the unit while setting it up the unit prior to "going live". All messages and warning are delivered, but the actual eject operation is skipped.

\* Eject - Uses the SL "eject" method to re-locate the intruder to an area just outside your land.

\* TP - The intruder is teleported to their "home" location.

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**newrenter**

*This command may be issued by the Owner or Landlord only.* This will clear all lists *except* the Owner, Landlords, and MaxRadius. This command clears the data from the former tenant in preparation for the house or apartment to be rented to a new renter. (Chat Only)

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**notify** <off | whisper | say >

This controls the method that EasyZap DoorMan uses to notify the Tenants that someone has entered the scanned radius. Default is 'whisper' (Menu Only)

\* off - No announce.

\* whisper - Whisper on chat channel 0 (readable within 10 meters)

\* say - Say on chat channel 0(readable within 20 meters)

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**off**

Turns the device off. No ejection is performed. The EasyZap DoorMan will still respond to all commands in this state. This is the default state after the device is reset or when rezed for the first time. (Menu or Chat)

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**on**

Turns the device on. The EasyZap DoorMan will begin scanning for people to eject as it has been configured. (Menu or Chat)

-----//-----

**radius** <n>

'n' is an integer from 2 - 96. This sets the spherical radius (in meters) that the device scans for the presence of avatars. Avatars that meet the configured ejection criteria (e.g. not a Tenant, Owner, or Landlord, and not on the allowed list) will be warned and ejected. (Menu or Chat)

Note that your scan radius is limited by the maximum set by the Landlord.

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### **status**

The device will whisper the current configuration settings as well as the contents of the "allow" list. (Menu or Chat)

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### **tenant** <avatar name>

'avatar name' is the name of the avatar to add to the Tenant list. People on this list will receive notifications from EasyZap DoorMan and be able to control the EasyZap DoorMan settings. Avatars will remain on the list until they are removed using the "untenant" command or the unit is reset. (Chat Only)

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### **unallow** <avatar name>

'avatar name' is the name of the avatar to remove from the "Allow" list. (Chat Only)

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### **unban** <avatar name>

'avatar name' is the name of the avatar to remove from the "Ban" list. (Chat Only)

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### **unlandlord** <avatar name>

'avatar name' is the name of the avatar to remove from the "Landlord" list. (Chat Only)

-----//-----

### **untenant** <avatar name>

'avatar name' is the name of the avatar to remove from the "Tenant" list. (Chat Only)

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### **warndelay** <n>

'n' is the number of seconds that go by from the time an avatar is detected and the warning is sent. In most cases you will want to delay at least 4-5 seconds to allow for those people who are just flying by. Default is 20 seconds. (Menu Only)

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### **warningMsg** <message>

Sets the text of the message that will be given when warning an intruder about their upcoming ejection. This text will be followed by information on how much time remains before ejection occurs. There is not a limit to the length of the message, but note that an exceptionally long message would be impractical and an unnecessary use of memory. (Chat Only)

Defaults to: WARNING! You are in a private area. Please exit this area.

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## 3.3 Notes

### 3.3.1 Avatar Names: Partial Matching and Case Sensitivity

For all commands that expect an avatar name for input to **ADD** that name to a list—such as **allow**, or **guest**—the avatar name must be exact as to spelling and case. For example, “don jano” and “Don Jano” would be considered two entirely different names.

However, for all commands that expect an avatar name for input to **REMOVE** that name from a list—such as “**unallow**” or “**unban**”—are case-insensitive and allow for partial character matching. For example, if you want to remove Don Jano from your allow list, you could type any of the following avatar names after the unallow command: Don Jano, don jano, DON JANO, d jano, don j, on ano, etc.

Note that you must take care if you have avatars on your list with similar names. For example, if you only typed “don j” in the above example, it would match every avatar with the first name containing “don” and a last name containing a “j” from your allow list. Multiple matches result in a warning message and **NONE** of the matching names being removed.

### 3.3.2 Adding Multiple Avatar Names

For all commands that expect an avatar name for input to **ADD** that name to a list—such as **allow**, or **tenant**—you can more than one name at a time by listing all the avatar names with one or more spaces between them. For example, the following command will add two people to the “Allow” list: */4 allow Don Jano Katie Welles*

### 3.3.3 About InkWelle’s Other Ejector Systems

The EasyZap DoorMan is a product in the InkWelle Security Products line that was designed specifically for use by renters on rented land. The reason a rent-specific product was necessary is because SL’s ejection feature will **ONLY** work if the object that issues it is deeded to the land it is on - something which is problematic for renters. We hope you find this product useful! Note that if you decide to buy land, there are other InkWelle products available with additional functionality. Please come by the InkWelle store and check them out!