NOTE: THIS PRODUCT HAS BEEN REPLACED BY THE INKWELLE SUPERZAP PRODUCT.
An upgrade discount is available. Contact Katie Welles in SL for details.

InkWelle EasyZap Ejector v.1.3
Part of the InkWelle Security Product Line

* An Important Part of Your SL Security System *

The InkWelle EasyZap Ejector scans a spherical area up to 96 meters and ejects or teleports home anyone other than those that you permit after a warning. It is easy to use, with just the right amount of configuration options - 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

EasyZap will help you keep intruders away from areas of your choosing without the use of red "ban" lines.

1.2 Features

- Can be controlled by the owner or by group members
- Configured via chat, notecard, and menu
- Will use Whisper to notify you of actions it is taking
- Allow lists for specific people or for the group

1.3 General Usage Notes

- Touch the object and it will open a menu
- 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.
- By default, the EasyZap does NOT listen for commands on chat unless a chat channel is specified in the configuration notecard.
- All commands and arguments (other than avatar names) are not case-sensitive.
- If there is a sound file in the EasyZap object, it will play that sound when it ejects someone. To make it silent, remove the sound file.
- 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. They are placed on a temporary list that holds a maximum of 10 entries—when the 11th entry is made, the 1st entry is removed to make room, and so on. As long as the avatar is on the list, if they re-enter the radius they will be immediately ejected.
- When an avatar is warned about an impended ejection, the warning is repeated at 10-second intervals.

1.4 Example Use Scenarios

You have a house and want to eject anyone who enters that is not on the approved list, set the scan diameter to be a bit bigger than your house. The EasyZap will eject anyone who comes near or inside your house.

1.5 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.

1.6 Group Land

If your land is group owned, make sure that the EasyZap object's group is set properly. Note that by default, other members of your group will have access to configure your security item using the menu or chat. If desired you can limit their access in the Configuration Notecard. Finally, you may wish to set your security product to ignore members your group in its scans.

To Deed, Or Not To Deed: In most cases, the product will work fine without Deeding. However, there have been some anomalous cases where SL quirks have caused unreliable results in undeeded products on group-owned land. If you experience unreliability, then you will need to Deed your object to the group.

If You Deed: It is crucial that you ensure that you have enabled group access to the object prior to deeding it. A deeded object is not able to communicate via Chat or OwnerSay. If you want to receive communications from your security product via one of these methods, set the Notify method to Say, then rez the Repeater object that was provided with the product.

The Repeater: The repeater listens for chat from the EasyZap and IMs or OwnerSays the messages it hears to the owner. Click on the repeater object to toggle it on and off and between IM and OwnerSay methods.

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 EasyZap on chat, by menu, or by editing the Configuration notecard in the object. By default the EasyZap does NOT listen for chat commands unless a chat channel is set in the configuration notecard.

Following are simple instructions to set the EasyZap to start protecting your home:

1. If your land is group owned, make sure that the EasyZap object's group is set properly. *Please do NOT deed the EasyZap to your group unless you first read section 1.6 of this document!* Note that by default, other members of your group will have access to configure your security item using the menu or chat. You may wish to set your security product to ignore members your group in its scans.

2. Set the EasyZap object on your property. The placement of the EasyZap 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.

3. Turn the EasyZap on. Touch the object to get a menu, then click on the "On" button.

4. Set the scan radius for the EasyZap. Touch the object to get a menu, click on the "Radius >>" button, then select the appropriate range. EasyZap will scan a radius up to 96 meters. If the exact radius you want to scan is not settable via menu, then see the directions later in this notecard on how to set radius in the Configuration notecard.

5. Set the zap mode. Touch the object 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.

Once you are confident that the placement and radius are correct, set the mode to either Eject or TP (teleport).

2.2 EasyZap's Lists

The EasyZap maintains two separate lists: the 'Allow' list and the 'Ejected' log.

- The Allow List is the list of avatars that the EasyZap will allow to be within the protected sphere.

- The Ejected Log is the list of all visitors who were ejected by EasyZap. This list is cleared if the script is reset, or when the length of the list reaches its set maximum of 20 entries. Note that each ejection event count as separate entries.

3.1 How to Command the EasyZap

There are three ways to send commands to the EasyZap: in chat, by modifying then saving the EasyZap's configuration notecard, and via 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 EasyZap does not listen for chat commands unless a chat channel is set in the Configuration notecard (where 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 list command on chat channel 2, you would enter: /2 list

3.1.2 Using the Configuration Notecard

The configuration notecard is called "EasyZap Configuration" and is stored in the contents folder of the EasyZap object. The changes you make to the configuration notecard are detected automatically when the notecard is saved.

To issue a command using the configuration notecard, just put the command in the notecard with no slash. For example: radius 40

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 Configuration notecard that came with the EasyZap for examples.

3.1.3 Using EasyZap's Menu

A subset of EasyZap's commands are available via a menu. Touch the EasyZap object to access the menu. Following is a list of the menu buttons and the result of clicking them:

- **On**: Activates the Easy Zap (When the EasyZap is On, this button is changed to 'Off')
- **Mode** >>: Select EasyZap's mode: Test, Eject, or TP.

- **Radius** >>: Brings up a menu from which you select the radius for EasyZap to scan for avatars
- **Notify** >>: Specify the method you want EasyZap 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)
- **Status**: Reports a listing of EasyZap's current status and settings
- **Reset**: Resets all the settings and lists
- **Help**: Opens this notecard
- **Warnings**: Lists the avatar name of the 10 most recent warnings given.
- **Ejections**: Lists the times and avatar names of the 20 most recent Ejections
- **Clear Log**: Clears the Ejections Log

3.2 Configuration Commands: Overview

Unlike many other SL security objects, the EasyZap is highly configurable. 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 Set-up Commands - Notecard
- **Channel**: Sets the channel that the EasyZap will use for communications from you.
- **EjectSpeed**: Sets how quickly unwanted guests are ejected,
- **Notify**: Sets whether the EasyZap notifies the owner each time a visitor is detected and controls the notification method (IM, Chat whisper, or Normal chat)
- **Radius**: Sets the size of the spherical area to be scanned.
- **ZapMode**: Sets the method of removal for the intruder
- Allow: Add someone to the list of people who will not be ejected. (Note that this command is available via chat also. See "Allow" in section 3.3 for more information.)
- **WarningMsg**: Sets the message that will be given when warning an intruder about their upcoming ejection.
- **GroupControl**: Sets whether other group members can configure or access EasyZap.
- **AllowGroup**: Enables and disables allowing group members.

3.2.2 Control Commands - Chat
- **On**: Tells the EasyZap to begin scanning.
- **Off**: Tells the EasyZap to stop scanning.
- **Allow**: Add someone to the list of people who will not be ejected. (Note that this command is available via notecard also. See "Allow" in section 3.3 for more information.)

- **Reset**: Resets and restarts the scanner.
- **Status**: Displays current status and settings.
- **Ejections**: Displays the log of avatars who were ejected.
- **Warnings**: Displays the list of avatars who have received warnings.
- **Help**: Gives this help notecard.

3.3   Command Reference

Following is an alphabetic list of all EasyZap 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.

allow <avatar name>

This places the named avatar on an "allowed" list. They will not be ejected when they enter the scanned radius. Avatars added to the list via the notecard will stay on this list until you remove them. Avatars added to the list via chat will remain on the list only 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"!

Example:

"allow Don Jano"

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allowgroup <on | off>

If set to 'on', all people who are members of the same group as the EasyZap will be allowed (i.e. they will not be ejected).

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

Default is 'on' (allow group members).

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channel <n>

'n' is a channel number from 1 to 2,147,483,647. (Zero is not an allowable channel.) This sets the chat channel that the EasyZap listens for commands on.

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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.

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.

The default is 'medium'

**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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ejections

Display the Ejections log. The log is limited to 20 entries.

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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 EasyZap's group is not set.

If set to 'on', then any group member can control the EasyZap.
If set to 'off' then only the Owner can.
Default is 'on' (Owner and Group can control the device)

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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.
 * whisper – Whisper on chat channel 0
 * say - Say on chat channel 0
 * im - IM the Owner after a 2-second delay
 * ownersay - Owner Say (see below)

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 EasyZap 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.

Note that if your object is deeded to group, you must use the Repeater object to receive IM or OwnerSay communications. Choose "Say," then place the repeater within 20 meters of the EasyZap. Click on the repeater to turn it on or off, and to toggle between IM and OwnerSay. It will listen for chat from the EasyZap and will IM or OwnerSay it to the owner

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off

Turns the device off. No ejection or logging is performed. The EasyZap will still respond to all commands in this state. This is the default state after the device is reset or when rezzed for the first time.

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on

Turns the device on. The EasyZap will begin scanning for people to eject as it has been configured.

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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. Avatars that meet the configured ejection criteria (e.g. not in the group, not on the allowed list) will be warned and ejected.

Caution - although the actual ejection action can only affect someone who is over your land, the warnings are delivered inside the radius, regardless of land ownership. Be sure that the radius does not overlap onto your neighbors land!

Default is 10 meters.

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reset

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

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status

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

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warningMsg <message>

Sets 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.

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

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warnings

The device will whisper the names of all people that are currently on the list of avatars who were warned about being ejected.

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ZapMode <test | eject | tp>

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

 * Test - No ejection actually occurs. This is meant to allow being sure that the setup of the EasyZap is as desired before "going live". All messages and warning are delivered, it is just the actual eject operation that is skipped.

 * Eject - Use the SL "eject" method. The intruder is forcibly re-located to an area just outside your land.

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

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4.1 Changing the EasyZap Object

It is easy to select a different look for the EasyZap 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 EasyZap 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! **

4.2 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 EasyZap Object," placing the contents of both products into a single object.