

Virtual Master version 3.2 User guide

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Introduction:

This is a program designed for play with dominance and submission. The program enables a sub to design his/her own "virtual master" or "virtual mistress" to which he/she can report, confess, ask permissions, ask instructions etc. Or it enables a master or mistress to set up a set of rules for a sub, who can send reports back to the master/mistress.

WARNING:

No guarantees, use it at your own risk. The program is made for fun and I take no responsibility for how it is used.

License:

The program is freeware.

System requirements:

Windows 95 or later or Windows NT or later.

The program is only developed and tested on Windows. However, I have been told that it works fine on Linux using WINE and on Mac using Parallels.

Homepage:

<http://www.virmst.eu/>

Yahoo group:

<http://groups.yahoo.com/group/VirMst>

This group is a great forum for discussions and questions about the program. This is also the place where I announce new versions and where you can download beta versions when available.

Documentation:

This document describes how to install and use the Virtual Master program.

The file **Script Writing Manual 3.2.pdf** describes how you can make your own scripts.

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Installation

Installation:

Unzip into the folder, from which you want to run the program. If you have received a script from your master, copy your masters script to the same folder.

Uninstall:

Delete the directory with all files.

Getting started:

I suggest you get start by looking at the program in sub mode. Start with one of the sample demo scripts. There are two scripts shipped with the program, demo-female.ini for female slaves and demo-male.ini for male slaves. The two scripts are identical, except for clothing stuff. If you are a sub and have received a script from your Master, then you should use that file, otherwise use one of the sample scripts.

Start the program

Start the program by double clicking on **virmst3.exe**.

First time you start the program, it will ask you to select a script to open. Select the script you want to use. The following explanation assumes that you use one of the sample scripts, but with a few differences it will apply to any script.

When starting for the first time, you will see a few pop ups with instructions for you. We will return to that later. Click OK to the pop ups, and you will see the main screen.

Note: Virtual Master version 3 can only be used to run scripts designed for version 3. Scripts made for version 1 or 2 must be run with a version 2 of Virtual Master.

The main screen

The program has a menu at the top.

Program status

Then follows the current status of the program. The status tells what you have reported you are doing right now, and should always be correct. The initial status is "Normal". You will be in this status whenever you are not doing anything special that the program knows about. If you have received a script from your master, the initial status may be different. The status decides which reports you can make and which permissions you can ask.

Instructions window

Then there is a window, which may display some instructions for you. If there are no special instructions, the window is empty.

Merits

Below the instructions window you find a number labelled “Merits” and a bar. The merits are a measure for how well you are doing, how satisfied your master/mistress is with you.

You start with a merit score of 500. (If you received a file from your Master, this number may have changed). Each day you are given one or more merit points. When you do something good, your merits may rise. When you do something bad or when you are allowed pleasures, your merits may fall. When you are punished, your merits may rise. If your merits are good, you may be allowed a lot of things, when they are poor, you are not allowed very much.

You can see your merits at the bottom of the screen, as a number and visually on a sliding bar. When your merits are good, the bar is green, when they are not so good, the bar is yellow or red. If your merits fall out of the bar, it will turn black.

To make life more pleasant, you want your merits to be high!

Closing the program

The program can be closed at any time. When you start the program again, it will resume the status it had before closing. But the program can (of course) not act on timer events or launch pop ups when it is closed. So the program should be running all the time you are available to your master/mistress.

The menu

Rules

Start with taking a look at the rules, you have to follow.

Click on the Rules menu, then on Permissions. The program now shows what you have to ask permission to do.

Click on the Rules menu, then on Reports. The program now shows in which cases you have to report to the virtual master.

Click on the Rules menu, then on Confessions. The program now shows what you have to confess to the virtual master.

Click on the Rules menu, then on Clothing. The program now shows the situations you have to ask clothing instructions for.

Click on the Rules menu, then on Instructions. The program now shows the situations you have to ask special instructions for.

Communication

The communication menu is the way you communicate with your virtual master. It's here you ask for permission or for instructions, and it's here you give information to your master.

Permissions

You have to ask permissions to do certain things.

Click on the Communications menu and then on Ask permission. The program shows a dialog box where you can get a list of permissions to ask. Choose a permission and click on the Ask button (or press Enter).

The program may grant you permission, or it might not. If you don't get permission immediately, the program may inform you that it will let you know when you may. If that is the case, then just wait! If you are just denied permission, you can ask again later. But beware! If you ask again too soon, you may prolong the time it takes before you get the permission. When denying a permission, the program decides when it will let you have permission. If you ask again after that time, you may be granted permission. But if you ask before the time decided, the program may postpone the time.

If your merits are low, you may never get permission, if they are high your chances are better.

The status may change when you get permission.

Reports

A lot of times during the day you will have to report to your virtual master, what you are doing.

Click on the Communications menu and then on Report. The program shows a dialogue box where you can get a list of reports. Choose a report and click on the Report button (or press Enter). You may experience that the program asks you a question when you make a report. Answer the question and click OK.

When you make a report, often the status will change to reflect your report.

Confessions

If you feel you have something to confess, you may do so.

Click on the Communications menu and then on Confess. The program shows a dialogue box where you can get a list of confessions. choose a confession and click on the Confess button (or press Enter). You may experience that the program asks you a question when you make a confession. Answer the question and click OK. You may be punished for what you confessed. See later about punishments.

Clothing instructions

In some situations you must ask your virtual master what to wear.

Click on the Communication menu and then on Ask for clothing instructions. The program shows a dialogue box where you can get a list of the situations, where you have to ask instructions for what to wear. Try it out. If you ask for clothing instructions twice for the same situation the same day, the program may be set to give the same or a different answer. The next day you will get another answer (unless chance chooses it to be identical).

Other instructions

It's not only clothes, you have to ask instructions for. There may be other situations that your virtual master requires you to ask instructions for.

Click on the Communication menu and then on Ask for other instructions. The program shows a dialogue box where you can get a list of the situations, where you have to ask instructions. Try it out. If you ask for other instructions twice for the same situation the same day, the program may be set to give the same or a different answer. The next day you will get another answer (unless chance chooses it to be identical).

Ask for a punishment

This option you will probably try to avoid. You ask for a punishment and your virtual master/mistress will give you one. You are obliged to carry out the punishment. The only reason you would want to do this in real life, is if your merit points are desperately low. After you have carried out the punishment given, you will receive some merit points to help your score.

If you have received a script from your master/mistress, you may not have this opportunity.

Report clothing

You must report to your virtual master/mistress what you're wearing. The clothing report seems rather complicated until you get to know it. However, once you get the idea, it's rather simple.

Click on the Communications menu and then on Report clothing. A new window will open.

Understanding the report clothing window.

The report clothing window might seem a bit complicated in the beginning. Once you get the idea, it is rather simple. The window reflects two “collections” of clothes: The clothes you own (your wardrobe) and the clothes you wear right now.

The left side of this window is labelled “You are wearing”. This must show the clothes you are wearing right now.

The right side of the window is labelled “Clothes available”. This is your “wardrobe”. At the top is a type field, where you can choose a type of clothes. You can compare this to selecting a drawer or closet where you keep a certain kind of clothes.

The first time you see this window, both collections will be empty. The program has no way of knowing what you are wearing or which clothes you own, unless you tell it. So that's what you have to do now. You don't need to describe your whole wardrobe from the beginning, you can do it when it is needed.

What you have to do now is describe what you are wearing. First you must add the clothes to your wardrobe, then you must tell that you are wearing the clothes you just added.

An example:

Let's say that you are a woman and you are wearing:

- white thong panties
- a white bra
- pantyhose
- a T-shirt
- a tight black skirt below the knees
- black shoes with 2" heels

The panties:

1. Look at the right side of the window. Just below "Clothes available" there is a drop down box labelled "type". It may already show "panties". If it doesn't, use the drop down box to select "panties".
2. Click on the "Add new" button. A new window will open. Here you can describe the panties.
3. Click on the empty space to the right of "Name" (just below the word "panties") and type "White thong panties". The name you give here is what you see when you select your clothes, so make sure that is enough to identify this kind of panties to you.
4. Click on the empty space to the right of "Colour" and type "white".
5. Click on the empty space to the right of "Style" and type "Thong".
6. Click on the empty space to the right of "Description" and type "White lacy thong panties" or whatever you find appropriate.
7. When finished, click the Save button.
8. The description window closes and "white thong panties" have now been added to your wardrobe.
9. Click on the line "white thong panties" to select it and then click the Select button. This will add "white thong panties" to the box labelled "You are wearing".

The bra:

1. Return to the drop down box labelled "type" and use it so select "bra".
2. Click on the "Add new" button.
3. Fill out the form like this:
Name: White push up bra

Colour: white
Style: push up
Description: you may leave this empty, if you have nothing to add

4. Click the Save button.
5. Click the Select button.

The skirt:

1. Return to the drop down box labelled “type” and use it so select “skirt”.
2. Click on the “Add new” button.
3. Fill out the form. When you get to the Style field, you will notice that it is a drop down box. Use it to select “Tight”.
In the same way, select the length “Below knee”.
Note that if you can not find the correct style in the drop down box, you can write anything you like in this field. In the length field, however, you can only chose between the choices in the drop down box. Sometimes the drop down box is just a help, other times you must chose one of the given values.
4. Click the Save button.
5. Click the Select button.

Add the rest of the clothes in the same way.

Finish the report

When you have entered all the clothes you are wearing and selected them, click on the Report button.

Changing clothes

When you change clothes, you must report it. Add the new clothes as described above. You only have to describe each cloth item once, the program will keep it in the wardrobe so you can reuse it

Remove the clothes you are not wearing any more by clicking on it in the *left* column and then click the Remove button. Do not use the Delete button on the right side, as it will remove the cloth item completely from your wardrobe.

Add pictures of your clothes

If you have pictures of your clothes, you can add them to the program. When editing the description, you can click on the Add picture button and select a picture. You will then be able to see a small copy of the picture when you report your clothes.

Assignments

Assignments are tasks you are supposed to do. It can be housework, it can be training or it can be punishments, if you have been punished for bad behaviour.

Click on the Assignments menu. Then a window will show up, showing the assignments that your master/mistress expects you to do, if any. Click on one of the assignments. You will see that either the Start button, the Done button or both becomes active. Use the Start button to tell the master that you now start the assignment. Use the Done button to tell that you have finished the assignment. In both cases the assignment window will close.

When you have finished an assignment you have started, you must tell it to your master. Click on the Assignments menu again. It now only shows one assignment, the active one. If you have finished it, click Done. If for some reason you don't want to finish it now, click on the Abort button. The assignment will stay in the list and you must start over at some other time.

Note that each assignment have a deadline. This is the time you are supposed to have finished the assignment. If you haven't, you will be reminded and may be punished for being late.

The File menu

The file menu contains some general submenus.

View report

Click on the Files menu and then click View report. The program will ask what report to view. Choose the file report.txt which is already suggested, and click Open.

Everything you do in the program is recorded in a report. This is the report you are looking at now.

Make new report

Click on the Files menu and then click Make new report. The program will tell you that it have created a new report. The new report is a report of what you have been doing until now. You can use View report to view the new report file.

This option is intended to be used if you have an email master. Then you can use this option and send the report to your master. If you are only playing with the program, you have no use for this option. If you write a script for yourself and intend to use it for a long time, you should make a new report once in a while. Maybe once a week. Otherwise you may slow the program down, as the current report becomes larger and larger.

Encrypt script

This option is intended to use if you are a master creating a script for a sub. You can the encrypt the script and send the encrypted script to the sub. Then the sub is unable to cheat by looking in the script.

If you're only playing with the program, you have no use for this option.

Se the file “Script writing manual.pdf” for a description of how to make your own scripts.

Delete status file

If you are playing with Virtual Master to get to know the program, or if you are testing a script you are writing, you will need to start over once in a while. Use this option to delete the status file and the current report file. By doing this, you will delete all history (except report files made with Make new report) and start over next time you start Virtual Master.

When you choose this option, the program will terminate. When you restart it, you will be asked to select a script again and everything will be forgotten.

Other facilities

Punishments.

You may be punished. When you are punished, the Virtual Master will present you with a punishment or a list of punishments. You may be given the option to accept or decline. If you decline, you will be presented with another punishment (or list of punishments), but 20% more severe. You can't decline forever, so be careful. You may end up with a punishment you really don't want and much more severe than necessary.

When you are sentenced a punishment, your merit score will fall. When the punishment is completed, you will get your merit points back.

If you click on the Assignments menu, you will see a list of punishments and jobs you need to do. See [Assignments](#).

You may ask to be punished, to improve your merits. Click on the Assignments menu and then on "Ask for punishment". When you have completed the punishment you asked for, your merit score will raise. See also [Ask for a punishment](#).

Jobs

The program may assign you jobs to do. They must be completed before a specified deadline. See also [Assignments](#).

Line writing

The program can ask you to write lines. Either as a punishment or simply as mental training. Line writing will show as [Assignments](#).

When writing lines, you must think of it as writing with ink on paper. Each sheet of paper must contain 10 lines. They must all be neatly written and without errors. If there is one error on the page, it can not be used. It must be discarded, and you must write a new page.

When you start a line writing assignment, you will be presented for a virtual paper. On the top right you can see which page you are on and how many pages must be written. The same for lines. Below that, you can see the line you must write. And below that is a box where you can write your line. Then there are three buttons.

- The *Submit* button enters the line you have just written.
- The *Discard page* button discards the page you are currently on and lets you start over on that page.
- The *Abort* button stops the whole process. The assignment will not be done and you must start over at another time.

On the bottom half of the page you can see the lines you have written on this page.

How to do it:

1. Click with the cursor in the box labelled “Enter your line”.
2. Write your line using the keyboard. Write it exactly as shown on the top of the page. Be careful not to make typing errors. You can not use the arrow keys or the delete or backspace keys. Neither can you cut or paste content.
3. When the line is finished, click on the Submit button. Then continue with the next line. When the page is full, the program will accept or reject it. If the page is accepted, you automatic start on the next page. When all pages are accepted, the window will close.

If you make a typing error, there's only one thing to do: Click the Discard page button and start over on the page. You can continue writing lines on that page, but it will never be accepted. All pages must be error free.

Pop ups

You will discover that the program once in a while pops up with an order for you. Or it may ask a question. Or give you an undeserved punishment. This is the Pop up facility, where the master/mistress can give you orders to remind you of him/her. Or it could be used as a control that you are at home and available. The time passed before you click OK is recorded. If you respond too slow, you may be punished.

Signin

If you get permission to watch TV, you will notice a counter counting down and a Reset button appears in the lower right corner of the main screen. This is because you must "check in" at least every 30 minutes to show that you are still present. This means that you must use the program every 30 minutes. If you have nothing else to use the program for, then you must at least click the Reset button to show you are still there.

Master report.

A report of your behaviour is made for your Master. If your Master allows, you can view the report yourself.

Click on the File menu, then on View report. The program shows a dialogue box with a list of report files. Choose one and click the Open button.

See [View report](#).

If you are a sub and must send a report to an e-mail Master, you will have to make a new report. Click on the File menu, then on Make new report. The program will inform you of the name of the new report. Send the file of that name to you Master.

See [Make new report](#).

Start over

If you want to forget what has happened so far and start over, you must delete your status. The easy way to do this is from within the program to use the menu File and then Delete status file. See [Delete status file](#).

You can do it manually by deleting the files **vm3stat.vms** and/or **vm3stat.vmt**.

Feedback:

Without feedback the program will never develop. Please report back to the **Yahoo group Virtual Master** (<http://groups.yahoo.com/group/VirMst/>) or to **sven.brg@gmail.com** with

- comments
- bugs
- suggestions
- requests for new functions
- your own designed scripts to be used as inspiration (please upload to the Yahoo group Virtual Master).

Have fun with your virtual master or mistress!

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