This is the official documentation about OpenCollar DressUp app. OpenCollar is an open-source collar for Second Life.

The code and documentation are available following this link : https://github.com/EmmaVenus2005/Emma-s-Open-Collar/tree/main

oc_dressuptest.lsl is a script that communicates with my server to store data (outfits). It remains under my licence, but may be used for free within Open Collar project, feel free to contact me. I don't provide any kind of guarantee.

For any issue, contact me inworld, my username is EmmaVenus2005. You may also raise an issue or feature request on my GitHub.

Who am I ?

My name is Emma, and I'm thrilled by the idea that others might have some control over what I'm wearing, or that I could have an elegant system to manage it all myself. When I first joined Second Life, I quickly got an Open Collar and enjoyed experimenting with it. However, I found that it lacked the flexibility and organization I wanted. Often, people who had control would accidentally remove essential elements, like alpha layers without the corresponding clothing item, body parts, or even end up stacking multiple tops in a way that didn't look right.

Since I have a background in development, I decided to create my own application to address these issues. My app DressUp, brings a more structured approach. After organizing the folders correctly, anyone granted control won't have to worry about making a mess. For instance, if you swap tops, all other items in that category are automatically removed, and everything necessary (like alphas and HUDs) is worn with just one click.

Moreover, DressUp offers additional flexibility through flags that tailor each category's behavior. For instance, the "**mandatory**" flag can be applied to hair to prevent it from being removed, while still allowing it to be swapped with other hairstyles. The "**multiple**" flag is useful for combining several accessories at once, like different earrings or bracelets. Additionally, the "**hidegenitals**" flag automatically hides specific body parts when at least an item from the category is worn, avoiding glitches through clothing parts.
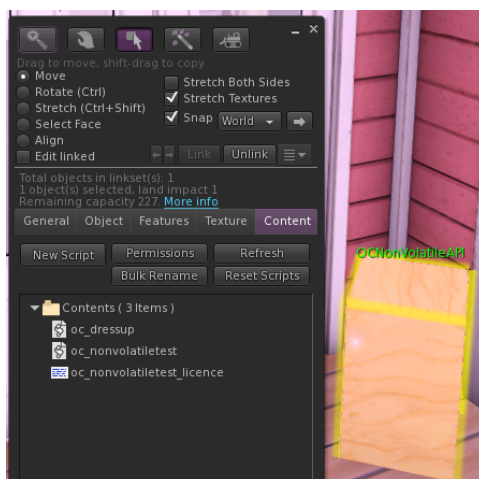
These flags provide refined control over your avatar's look and help prevent wardrobe mishaps. More details about each flag are provided later in the documentation, for an in-depth understanding of their specific uses. Of course this is a key feature that will have many new options in the future.

How to install the app ?

In first place, you need to ensure to use a RLV compatible viewer. You may have a look at this link to find compatible viewers : https://wiki.secondlife.com/wiki/Third_Party_Viewer_Directory

Then, you need an up-to-date Open Collar. To get started with Open Collar, simply visit the official Open Collar website at **opencollar.cc**. There, you'll find up-to-date information on Open Collar destinations within Second Life, where you can pick up an official collar or accessory. These official locations ensure you're getting the latest, supported version with access to full customization options and compatibility with DressUp and other apps !

Last step, you need to get the files for the DressUp app. At the moment I write these lines, my app is not included in the official Open Collar. I hope this will be the case in the future, but this will need an approval from the official team, and of course a lot of feedback from the testers. You may find these files at my home, at the following inworld location : http://maps.secondlife.com/secondlife/Lifeboat/164/57/23

Use right-click - Edit, and then switch to the Content tab, and copy the files somewhere in your inventory. Then, do the same with your collar, and move the files inside.
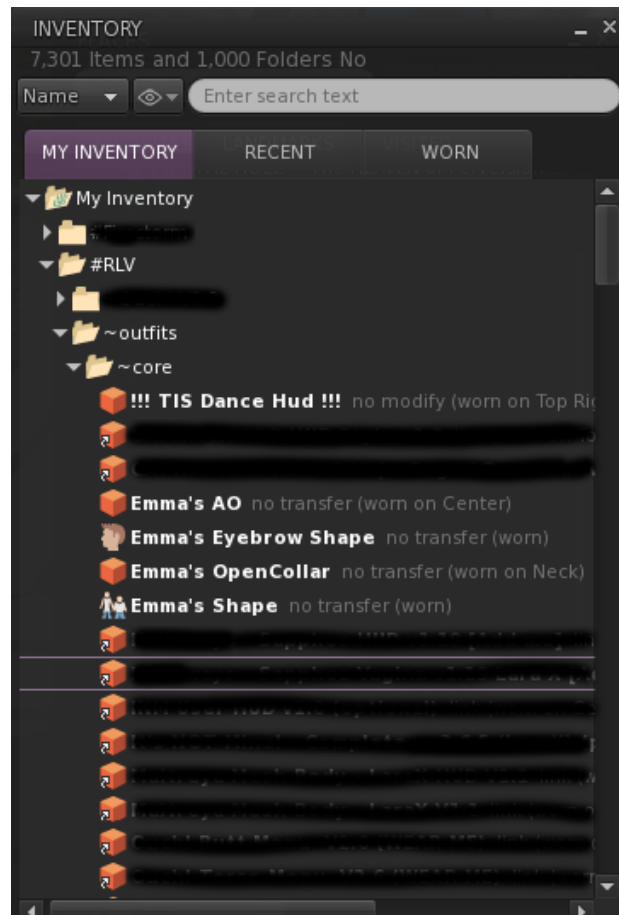
How to organize your folders ?

Now that your app is installed, you will need to organize your folders in order that the app may work.

1. Organize Core Items

The DressUp app doesn't actually use the **~core** folder; instead, it operates inversely, impacting only the items organized within its designated **~wearings** folder. However, the **~core** folder is used by Outfits, another Open Collar app, and I strongly recommend keeping it. Maintaining this organization across all apps not only promotes consistency but also provides a clear overview of items that should always remain worn.

Use the **folder #RLV/~outfits/~core** for essential body parts or items you want to keep untouched. Place items like your skin, shape, or any essential HUDs here to ensure they remain worn, even during outfit changes or stripping actions. You can use inventory links within this folder, which is especially useful for keeping together elements that belong to the same mod package. Single items, however, can be placed directly in the core folder.

The official Outfits documentation can be found following this link : https://opencollar.cc/docs/Outfits

2. Create Category Folders

Begin by creating a folder **#RLV/~wearings/**. Each subfolder within **~wearings** represents a clothing category, such as **Tops**, **Pants**, or **Accessories**.
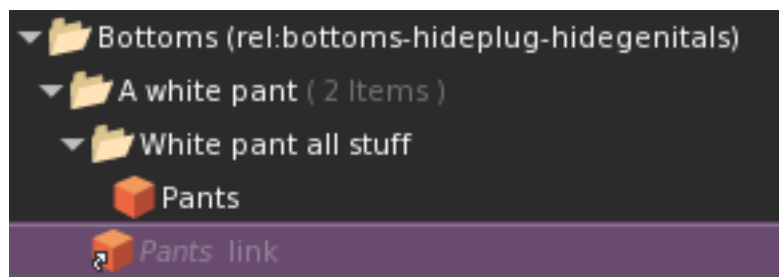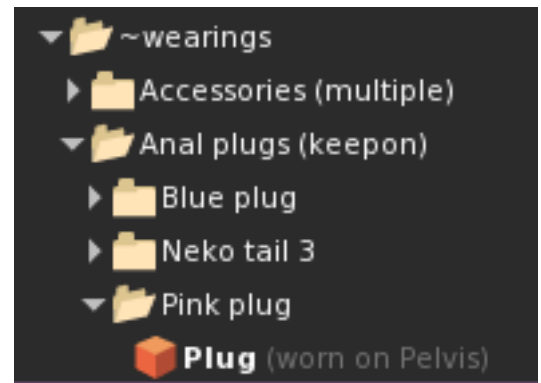
Each category may have one or multiple flags. To add flags, simply add them into parenthesis, separated by a - (minus), if there are multiple. You will have something like *Category (flag1-flag2)*.

You may create as many categories as you want, but as a starting point, I suggest you to create the following subfolders :

Accessories (multiple), Anal plugs (keepon), Bottoms (hideplug-hidegenitals), Dresses, Shoes, Tops, Undies (hideplug-hidegenitals).

Each of those categories contain another level of subfolders, which are the actual clothing pieces. Each of them should contain all necessary components like alpha layers, HUDs, or the clothing pieces themselves. This ensures everything required is worn at once without missing items. The items may be links (see below).

In this example, we have a category Anal plugs with 3 items.

If you have an item that comes with some additional stuff that you want to keep, but doesn't all have to be worn, you may keep it as a subfolder, those will be ignored. You could then have links that point at the items you want to wear / attach for this clothing piece. In this example, you keep all what comes with the clothe (HUDs, versions for other bodies, …) under the hood, without them being accidentally worn.

What does the flags mean ?

The flags are the main feature of DressUp and are meant to automate some actions or restrict from doing things wrong. Please find the details about the available flags :

Mandatory: This flag makes certain items (like hair) non-removable, even when stripped completely. It ensures that these items always remain worn, but may be swapped with other in an individual context.

Multiple: Perfect for accessories, this flag allows several items within a category (e.g., earrings, bracelets) to be worn simultaneously. Each piece can be added or removed independently.

Keepon: Items flagged with keepon, such as anal plugs or cuffs, remain on even during a full strip. These are more items that don't belong directly to an outfit.

Hidegenitals: For categories like underwear, any worn item automatically hides compatible genital parts to avoid visual clipping. Effective when a piece of clothing is worn from at least one of a flagged category.
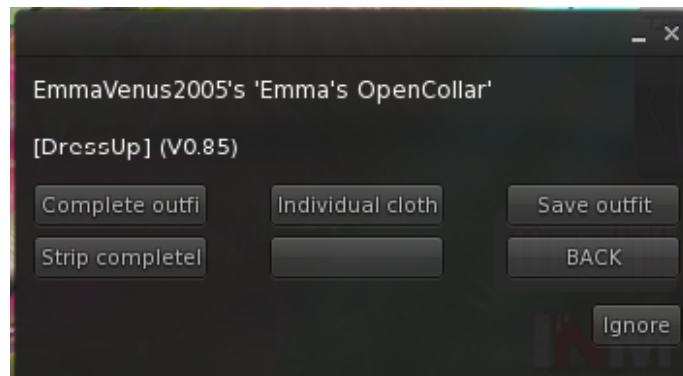
Hideplug: Similar to **hidegenitals**, this flag hides compatible anal plugs if an item from the category is worn. I made a simple script for my plug, that is available on my GitHub, and may be used freely : https://github.com/EmmaVenus2005/Emma-s-Open-Collar/blob/main/Accessory Communication/Version 1.0/plug_hide.lsl

With these flags in place, you gain refined control over every aspect of your avatar's look, while minimizing the risk of accidental wardrobe mishaps. I'm also working on expanding compatibility, so that more items and body parts work seamlessly with these flags.
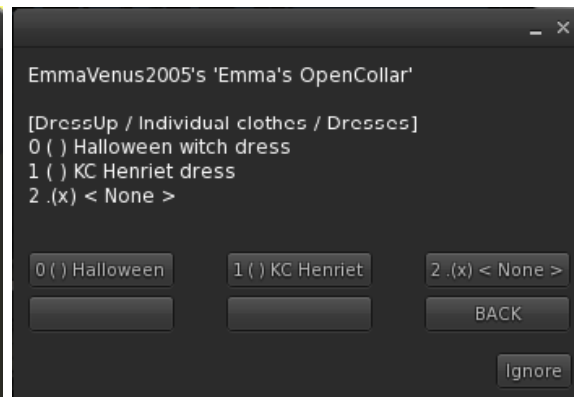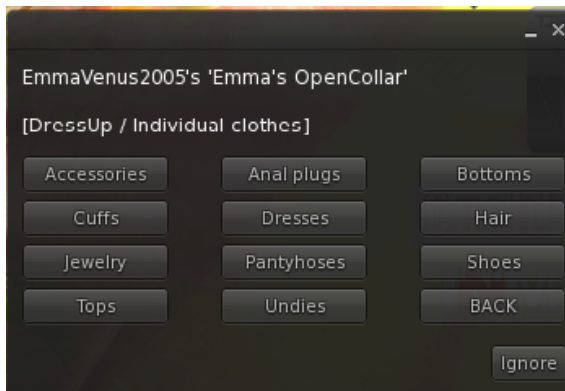
How to use it ?

When you touch the collar (or an owner or truster), the main menu opens. Click on app, and search for DressUp. If it doesn't appear, try to detach and reattach the collar. On DressUp main menu, you can choose following options :

1. Complete outfits, which allows you to wear a complete outfit in one click. Actually, these outfits are pointing to elements that are located in **~wearings**. DressUp won't be able to manage clothing pieces outside of this folder. The complete outfits uses a dedicated server to store the data. This is an early version, and even though I can't give any guarantee about service quality or data loss, I will do all I can to avoid it, and work on a perene solution.

2. Individual clothes option lets you browse through the categories. Once a category is selected, you can view the currently worn item from that category and switch it out (or choose *<None>* if the category is not flagged as **mandatory**). Wearing an item from that category will automatically detach any previously worn piece, ensuring that multiple layers are not worn at the same time.
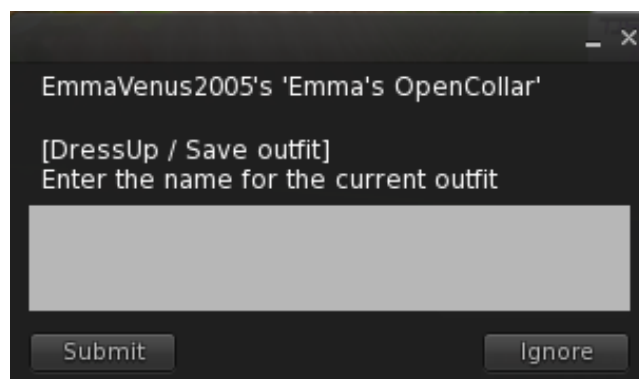
If the category is flagged as **multiple**, you have the flexibility to wear or remove each individual item independently. This means that clicking on an item will toggle its state: if it is currently worn, it will be removed, and if it is not worn, it will be added. This provides a high degree of customization, allowing you to manage each piece within the category without affecting the others.

3. Strip completely allows you to remove all items from your avatar with a single click. Items from categories flagged as **mandatory** or **keepon** will be excluded. To prevent accidental use, a confirmation step is required before the stripping process begins, providing an added layer of security and helping you avoid unintentionally removing your clothing in situations where it would be inappropriate or undesirable.

4. Save outfit is an option that is only available for the owner, and allows you to save the currently worn outfit. This works only if all worn items are organized in the **~wearings** folder. Elements from categories that are flagged as **mandatory** or **keepon** are excluded, since those are not really part of an outfit (e.g : haircuts or anal plugs categories). You will have to enter the outfit name, click on *Submit*, and that's it.

Upcoming in the Next Version:

1. In the current version, I use (x) or ( ) indicators to show whether an item is worn, but I plan to implement more interactive "real" buttons to enhance usability, similar to those found in other applications.

2. Additionally, I'm introducing a related category feature using tags, like **rel:catexample**. Here's how it works: suppose you have a Bottoms category that includes both pants and skirts. This setup works well for removing pants when you put on a skirt, which is the intended behavior. However, if the Bottoms category is flagged as **hidegenitals** or **hideplug**, this might be appropriate for pants but not for skirts.

While you could create separate Pants and Skirts categories, this approach has drawbacks: wearing pants wouldn't automatically remove a skirt and vice versa. With the new related category feature, you can flag both Pants and Skirts as rel:bottoms. When you wear a skirt, it will not only remove other items in the Skirts category but also any item in the related Pants category.

3. Introducing a **resetfeet** flag, that may reset the feet shape to flat. This may not be easy because of several bodies that work differently.

4. I will work on an external HUD, like a website where you may manage your clothing, that will be much more intuitive than a HUD, or the dialog box.

5. Sometimes the directory reading messes up, I will introduce double-checks on folder readings, which is a bit challenging due to the way that RLV works.

6. Introduce a Delete outfit function.

7. Add 'hidenipples" flag, to avoid glitches with those.

I'd love to hear any suggestions or bug reports you might have as I work to improve the app ! Feel free to raise your requests on my GitHub : https://github.com/EmmaVenus2005/Emma-s-Open-Collar/issues

Have fun, Em