RLGL-Player Manual
Version 0.7

Augustulus

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Contents

1   Disclaimer

This software is still in development and there might be bugs. Some of them might even harm your system, so USE AT YOUR OWN RISK. Also this manual targets only version 0.7 of the software. There might be changes in later versions that are not documented or changed here.

This document was written by a nonnative English person and also in a hurry. If something is unclear feel free to ask.

2   Installation

If you got the files from mega.nz, you don't need to do anything other than to copy the files to your disk.

If you got the source files from github.com, you'll need to build the project first. I assume that you already know how to do this, so I don't go into detail here.

RLGL-Player only runs on Windows at the moment and .NET Framework 4.7.2 is needed. So far it is tested only on Windows 10. The player relies on the vlc media player libraries. Normally the needed ones are already included, but in case you encounter some errors, you might need to install vlc media player.

3   Getting Started

After you've successfully installed RLGL-Player on your system you can start it by simply double clicking **RLGL-Player.exe** and the following window should appear:

Figure 1: The main window of RLGL-Player.

By clicking on **File → Load** or pressing **Ctrl + O** you can open a new dialog to create a video queue. By pressing the button **Load...** one or multiple videos can be added to the queue. By selecting an item in the queue its position can be changed or it can be deleted from the queue by pressing the corresponding button **Up**, **Down** or **Remove**. By pressing the button **Start** the queue will be finalized and the first video will begin to play immediately. All videos of the queue will play without a break in between and the session will end with the last video. There is also an option to shuffle the videos randomly at the beginning. To use this simply check the checkbox next to start and by clicking on **Start** the program will randomize the order of the queued videos. There are currently 6 video formats supported: avi, flv, mkv, mov, mp4, wmv.
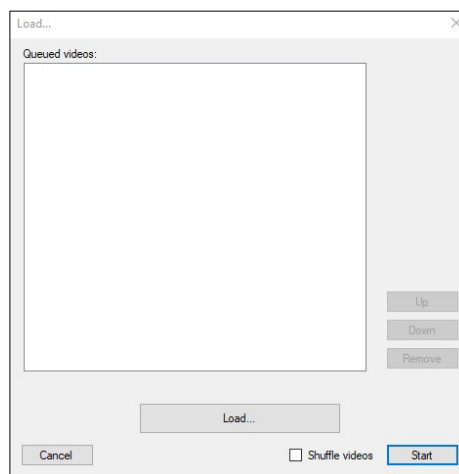

Figure 2: The load dialog of RLGL-Player.

In case you have custom censor data for a video this will automatically loaded, too. Please keep in mind that the file with the custom censor data needs to have the same filename than the video file and also has to be in the same directory than the video file. You can look at section 4 if you want to know more about showing censorbars at your videos and section 5 if you want to know more about creating custom censor data.

While the video is playing the overlay will change. The gray border around the video player will be displayed in green when you're in a green light phase and at the bottom appears a hint, that you might stroke now. When the player switches to a red light phase the border will change its color accordingly and also the hint will alter to indicate that you have to get your hands off.

The only way to interact with the video is currently to change its volume. You can do this by moving the slider in the lower left corner of the window. By default it is set to a volume of 100 and can be altered between 0 and 100. Note that this will only change the volume of the video. All other sounds are **not** effected by this!

You can always load a new video if you want. You don't have to wait until a video has finished. The current playing video will then be stopped and the new video will be played from the beginning.

That's all you need to know to start playing, but I recommend that you go on and configure RLGL-Player to your liking for maximum fun.

4 Preferences

By clicking on **File → Preferences** or pressing **Ctrl + P** you can access the Preferences-dialog. Here you can alter the software to fit more your playing style more. You should see the following dialog:
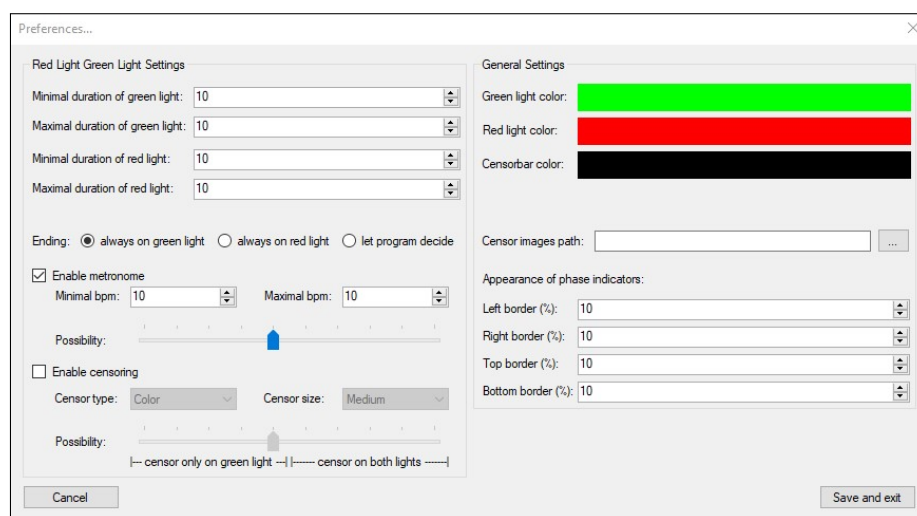

Figure 3: The preferences dialog.

On the left side you can alter the progression of a red light green light game and on the ride side you can alter the general appearance of the software.

Starting with the left side: First you can alter the duration of the green phase and of the red phase by changing the values for their minimal and maximal duration. Both values are in seconds. You can't set a higher minimal value than the maximal value is or set a lower maximal value than your minimal value. If you try it, the other value will be changed accordingly. You can set values between 10 seconds and 3600 seconds for each phase. In case that the minimal and maximal values differ will the software select a random value between these borders every time a new phase starts. This will make it unpredictable for you how long you are allowed to stroke or how long you have to wait.

Next is the ending: Here you have 3 options. You can always end the video on a green light and have permission to orgasm, you can always end the video on a red light and will be denied or you can let the software decide. This way it is randomized if you can orgasm or not. The last phase will also at least have the duration specified by the minimum value of the according phase.

Next you can enable a metronome if you want timed strokes during your green light phase. If you do it, you have the option to set a range of speed you want the metronome to have. The speed is measured in **beats per minute** (**bpm**) and can be in the range of 10 - 250 bpm. With the possibility slider you can

define how likely it will be that a metronome starts playing, with only 10% chance with the slider at the left end and 100% chances at the right end. Since the activation of the metronome is randomly selected, you might have sessions where the metronome is played less than your set value or even more. Only with the setting at 100% you can be sure that every green light phase will have a metronome.

Last you can enable censoring. If you do this parts of the video will be censored for you. This option is for all that are not allowed to see nudity or simply get off on the thought of not being able to see certain parts. There are currently 2 types of censorbars available: **Color** and **Image**. If you use Color all censorbars will be shown in a plain colored form e.g. black. If you use Image there will be images from your disc drawn on the censorbars. In case there is no custom censor data for a video available only one censorbar is drawn at a fixed position. I recommend using this with custom censor data. You can also select your favorite size of censorbars:

- **Small** censorbars will have a size between 10 - 30% of video width and height

- **Medium** censorbars will have a size between 30 - 50% of video width and height

- **Big** censorbars will have a size between 40 - 60% of video width and height

- **Unfair** censorbars will have a size between 80 - 96% of video width and height

The possibility of showing a censorbar works a little bit different than the metronome. There are two parts here. If you set the slider to something in the first half you will only get censorbars while in a green light phase. So setting it to the maximal value of that part will get you always a censorbar when on green light but never on red light. If you also want to have censorbars in a red light phase, you have to set the slider in the second half. Note that setting the slider in the second half will also alter the possibility to show censorbars in green light phases. If you set the slider close to the middle you will only have a small chance to have censorbars in both phases and if you set the slider to the maximal value, you will have always censorbars. You should experiment with it a bit, to see how it works. Also note that showing censorbars is also randomized, so you might end up with less censorbars than expected or with much more but over the long run the chance of showing up a censorbar should be somewhere near your selected possibility.

The right side of the dialog has some more general settings. By clicking on one of the colored boxes you can set a custom color for the green light phase, the red light phase and the censorbars. The color set for the censorbars will not be used in case you selected **Image** as censor type. Then the path specified under **Censor images path** will be used to load images. Currently there are only images with file format jpg, png and bmp supported. In case no suitable image is found in the specified directory the software will automatically fall back to use the color. You can set the path either by manually typing it or by clicking at the button next to the inputbox.

Lastly there are four inputboxes where you can define the size of the borders

around the video player. By default they are set to 10% of the window size. This size can be reduced to 0% for the left, right and top border and to 4% for the bottom border. This way the video can be maximized as much as possible.

If you save your changes they will be available to the software as soon as a new phase starts. This way you can even change your settings in the middle of a video. Every time you close the software your preferences will be written to a file locally. You may edit this file if you want, but I don't recommend it! The software is designed in such a way that you keep your preferences even if there is some update to the file format. So, you don't have to worry to lose something.

That's all you need to know for your personal experience. In case you want to have custom censor data for your videos, you should read the next section also.

5 Censor Editor

In case you want to create custom censor data for your videos, you can do it by clicking on **Editor → Censor Editor** or by pressing **Ctrl + E**. This will take you to the following window:
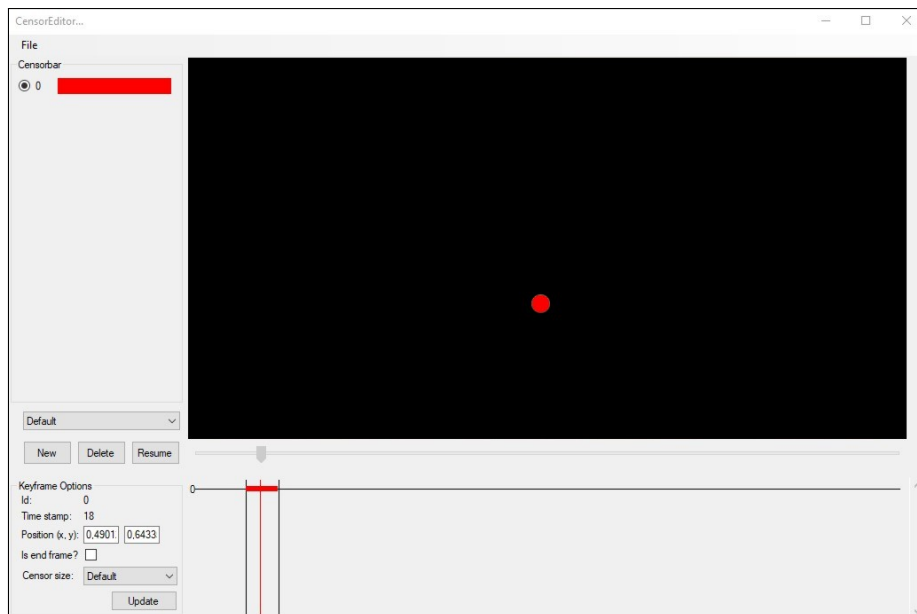

Figure 4: The censor editor of RLGL-Player.

With **File → New** or by pressing **Ctrl + N** you can create new data for a specific video. First you'll need to select a video. The video will then be loaded and played in an endless loop for you to edit directly. Also a first censorbar labeled 0 will be automatically added.

You can also load existing censor data by clicking on **File → Load** or by pressing **Ctrl + O**. You also need to select the video you want to edit and the existing data will automatically loaded. In case that there is no existing censor data this will behave just like creating new censor data and initializes a blank layout.

If you need more censorbars in your video, you can add them by clicking on the button **New**. There is no limit on how many censorbars you use, but a lot of censorbars might slow down the software.

You can change the color of the different censorbars by clicking on the colored rectangle next to each label. These colors have no use while normally playing the video later. They are only there to help you differentiate them in the editor. You switch between different censorbars by clicking on the radio-button next to each censorbar label. If you click the button **Delete** the currently selected censorbar will be deleted and all set keyframes will be lost.

By double clicking on the video you set a keyframe for the censorbar at the current time of the video. The center of the censorbar will be exactly where you clicked. This is displayed by a colored dot over the video. If you place a second keyframe later there will be an interpolated transition of the censorbar between these two points later. If you go back in the video you will also see this interpolation and you can adjust it by adding more keyframes. By default the size of the censorbar will be dependent from the users preferences, but if you wish you can override this and set a fixed size by selecting another value in the dropdown-field above the buttons. Note that every new keyframe that is placed will have it's size set to this value!

For better editing you can pause/resume the video by hitting **space** or by using the **Play/Resume**-button. If **space** is not working, the focus of the window is not set correctly. To repair this simply use the button one time and all should working fine.

Keyframes will automatically chained together. If you want to change that, you have to update a keyframe manually in the options. Therefor you can click on a keyframe in the keyframe view under the video. You don't have to be exact. If no keyframe is hit the next one to the right will be automatically selected. A selected keyframe will be displayed as a red line instead of the normal black ones. Note that only the keyframes from the currently selected censorbar will be shown in the view. If you want to edit another censorbar you have to select this first. You can see the id and the time stamp of the selected keyframe in the **Keyframe Options**. You can also edit the position of the center of this censorbar. Note that the coordinates are relative between 0.0 and 1.0 and the origin of the coordinate system is the upper left corner of the video player. You can also set this keyframe as an end frame. This means that there will be no interpolation to the next keyframe and no censorbar will be drawn later. Lastly you can change the size of this specific censorbar if you want. After you're done adjusting you have to update the keyframe by clicking on **Update**. Only then will the changes final.

You can safe your changes anytime you want by clicking **File → Save** or by pressing **Ctrl + S** and you can always edit/append existing data. The censor data will be stored in a separate file that has the same name as the video file.

You can change the name of the video file later, but you also have to rename the file with the censor data to have it correctly linked. Otherwise the player might not find the right data.

This way you can also share your custom censor data for a video to another user that has the same video by only sending the censor data and not the whole video.

That's all you need to know for creating your own censor data. You can also look into the technical aspects in the next section if you want some more inside into the file formats used in this software.

6 Technical Details

Here you can find a description of the preferences file and the structure of the censor data files.

6.1 Preferences.config

The preferences.config file is stored as a text file and you can easily change it, if you want, but I encourage you to do it only inside the software. If you really want to mess with it I recommend that you store a copy of the file somewhere else to revert any changes you might have done to it later. Currently the version of this file is **2**.

Each line of the file stores a single value. These are in the correct order:

- Version of the file. Starting with "v." and followed by the current version of the file.

- Maximal duration of the green phase. This has to be a natural number!

- Maximal duration of the red phase. This has to be a natural number!

- Minimal duration of the green phase. This has to be a natural number!

- Minimal duration of the red phase. This has to be a natural number!

- The ending of the video. This is currently one of 0, 1 or 2.

- Value indicating if the metronome is enabled.

- Minimal bpm the metronome plays. This has to be a natural number!

- Maximal bpm the metronome plays. This has to be a natural number!

- The possibility the a metronome will be played. This has to be a natural number between 1 and 10!

- The transparency of the green light color. This has to be a natural number!

- The amount of red in the green light color. This has to be a natural number!

- The amount of green in the green light color. This has to be a natural number!

- The amount of blue in the green light color. This has to be a natural number!

- The transparency of the red light color. This has to be a natural number!

- The amount of red in the red light color. This has to be a natural number!

- The amount of green in the red light color. This has to be a natural number!

- The amount of blue in the red light color. This has to be a natural number!

- Value indicating if censorbars are enabled.

- The method used for censoring. This is currently 0 or 1.

- The size of the censorbars. This is currently 0, 1, 2 or 3.

- The probability of a censorbar showing up. This has to be a natural number between 1 and 10!

- The transparency of the censorbar color. This has to be a natural number!

- The amount of red in the censorbar color. This has to be a natural number!

- The amount of green in the censorbar color. This has to be a natural number!

- The amount of blue in the censorbar color. This has to be a natural number!

- A path to the images used for censoring.

- The percentage of the left border of the main dialog. Integer values between 0 and 10 are expected.

- The percentage of the right border of the main dialog. Integer values between 0 and 10 are expected.

- The percentage of the top border of the main dialog. Integer values between 0 and 10 are expected.

- The percentage of the bottom border of the main dialog. Integer values between 4 and 10 are expected.

6.2 Censor Data Files

The censor data files are encoded binary so you can't read them with a text editor. But the structure is as follows:

Each file starts with a 16 bit number indicating the version. This is currently a simple 1. It is followed by a 64 bit floating point number representing the duration of the video and the number of censorbars as 32 bit.

Next is an array of all censorbar ids. This has a size of 32 bit times the number of censorbars. After that each censorbar color is stored. This is done by storing first the id of the censorbar and afterwards the colorvalue mapped to a 32 bit value. This way each element has a size of 64 bit.

Last are all keyframes stored. The keyframes are ordered by their corresponding censorbar id. So, first for each list of keyframes is the censorbar id and the number of frames stored. This has a size of 64 bit. Afterwards are all keyframes. Each keyframe has 209 bit length. Starting with the id, followed by the time pos. Both 32 bit. Next is a boolean value indicating whether this is an end frame or not. Followed by a 16 bit representation of the censorsize and lastly are 4 32 bit floating point numbers for the x and y position of the censorbar and the movement vector used for interpolating to the next keyframe.