



Intrusive Thoughts

Part I: Basic Setup



First Steps

- ❖ After unpacking your purchase, wear the included slave device once yourself.
- ❖ Put on the Intrusive Thoughts Master HUD.
- ❖ Open the included Intrusive Thoughts Configuration notecard.
- ❖ Let's go through this notecard section by section.

Name and Identity Settings

- ❖ Settings in this first section affect the way the HUD will refer to you, your captured objects, and your prey.
- ❖ OBJECTPREFIX should be set to the possessive form of your name. For example “Hana’s” or “Alice’s”. Any time you objectify or eat someone, this will automatically be appended to the front of the name you define for them.
- ❖ NAME should be set to, well, your name. Later on, when setting up your “spoofs”, this is what will be used to refer to you.
- ❖ FOOD should be set to what term you wish to refer to your food with.
- ❖ If all you want to do is to get started capturing and eating people, skip to the final page.

Objectification Settings

- ❖ There is only one setting in this section: BALL.
- ❖ This setting controls whether someone is hidden from view by pushing them under the ground (which leaves their nametag visible), or by making them completely disappear.
- ❖ In most cases, the default setting is just fine, you can always change this even after objectifying someone. But should you wish for your victims to be hidden completely by default, change this to “BALL = 2”

Spoof Settings: What is a Spoof?

- ❖ Spoofs are the lines the HUD will say when you objectify, eat, or possess someone.
- ❖ You don't have to change any of these, since they come with basic default settings.
- ❖ When creating a spoof, there are a few “magical” words that will be automatically replaced. They are:
 - ❖ %ME% – This will be replaced with your name.
 - ❖ %VIC% – This will be replaced with your victim’s name.
 - ❖ %OBJ% – This will be replaced with what your victim is becoming.
 - ❖ %TAR% – This, only used for put on and put down, will be replaced with the name of the furniture you are taking someone from or storing someone in.
- ❖ Because notecard lines are limited to 255 characters, you can split long lines. If you end a notecard line with the character ‘\’, the next line will be read as if it were part of the same line. You can chain multiple lines together to form a longer line like this.
- ❖ You can leave any spoof empty, and the HUD will simply not say anything when you take the accompanying action.

Spoof Settings: Objectification

- ❖ Objectification has four spoofs: CAPTURE, RELEASE, PUTON and PUTDOWN.
- ❖ The CAPTURE spoof is said whenever you objectify someone.
- ❖ The RELEASE spoof is said whenever you release someone from objectification.
- ❖ The PUTON spoof is said whenever you pick someone up from a piece of furniture.
- ❖ The PUTDOWN spoof is said whenever you put someone down as a piece of furniture.
- ❖ It is possible to have special CAPTURE and RELEASE spoofs for *specific* objects. For example, if you want to have a special capture spoof that is only used when you turn someone into boots, add a spoof for it like this: CAPTURE:BOOTS = ...

Spoof Settings: Vore and Possession

- ❖ Vore and Possession have two spoofs each: One for capture and one for release.
- ❖ The VORE spoof is said whenever you eat someone.
- ❖ The UNVORE spoof is said whenever you release someone from being eaten.
- ❖ The POSSESS spoof is said when you possess someone.
- ❖ And the UNPOSSESS spoof is said when you release someone from your control.

Teleportation Settings

- ❖ The teleportation section allows you to add easy named teleports to your Master HUD.
- ❖ You can add as many destinations as you want (the script can fit about fifty).
- ❖ You do not *have* to define a teleportation in the notecard to use it. You can also drop a landmark onto the HUD, or just teleport to an SLURL.
- ❖ Teleportation destinations are defined one per line in the following format:
 - ❖ TP = SHORTNAME,REGION,X,Y,Z
- ❖ So, the example given in the notecard, which goes to the NRI store, creates a teleport named nri, in the region Bedos, at xyz coordinates 97, 99, 901.

Master RLV Relay Settings

- ❖ The Master HUD contains an RLV relay which is unlike any other on the market. It gives you full control over which exact restrictions can be applied to you, and it allows you to individually override restrictions, as well as take control away from the RLV device at any time.
- ❖ The first setting, RELAYMODE, can be set to ask, group, or auto. In ask mode you will be asked before any device is granted access to your relay. In group mode, devices that share a group with yourself will be granted automatic access. And in auto mode, everyone will be granted automatic access.
- ❖ In addition to this, you can add as many RELAYALLOWED lines as you want. Each line adds 1 avatar uuid that will be automatically allowed access to your RLV relay. If you uncomment the example given, that person would be the creator of the IT system.

Master RLV Relay Filters

- ❖ The IT Master RLV Relay includes a powerful feature known as filters. Each line defined here will “filter out” any RLV commands that match a defined filter.
- ❖ You don’t have to define your filters in the notecard, it’s possible to do it from the RLV menu in the HUD later, but it’s easier for when you update your IT system if you do so.
- ❖ To write your own filters requires some knowledge of how RLV works, and is described in the manual notecard, but several pre-made filters such as “block_im”, “block_blur”, and “block_overlay” are available to add as relayfilter lines.

Putting it in the HUD

- ❖ After you're done, save your notecard. Do not rename it since the name is important.
- ❖ Now simply click and drag it onto your HUD and it will be automatically loaded. You do not need to take off the HUD for this.
- ❖ The HUD will have flipped open, and it's now ready to go. We'll go over how to actually use the HUD in the next chapter.
- ❖ If you want to change the configuration, simply modify your notecard and drag it onto the HUD again, making sure the RLV relay is off and you do not have anyone objectified, eaten, or possessed at that time.
- ❖ Save this notecard somewhere. You don't have to fill it out again if you update IT. Just drop the one you made now onto the new HUD. If something gets added to the notecard, it will be mentioned in the release notes.