

Internal Structure

This is a body plugin designed to showcase internal structures. Currently, it is only compatible with the eBody Reborn.

Features

Divided into **Open Version** and **Internal Version**:

- **Open Version:** Uses the official eBody script to automatically hide and apply skin textures.
- **Internal Version:** Includes only the skeleton and internal organs, with slight size differences to avoid clipping during extensive movements.
- Parts: Skeleton (independent sternum), internal organs, and a beating heart.
- Use the HUD to control the visibility of parts, heart rate, and heartbeat volume.
- Integrated with the **Project Arousal** interface, where the heart rate changes according to arousal levels. Supports custom speed levels, volume, and activation.
- Open editing permissions and supports script extension development with provided interfaces.

Requirements

eBody Reborn body

- **Incompatible:** V-Tech, WaifuBoobs, mound, Juicy, Sensations Boobs, and other components related to hiding the upper body.
- **Compatible:** Sensations Ass, Sensations Vagina, MAZE, etc.

Project Arousal

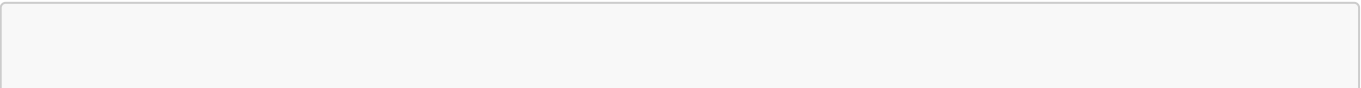
You can adjust configuration parameters at the root of the object to achieve the desired effect (simply modify the file name).

The format is `.ISPA {variable} {value}`.

*PS: Values cannot contain spaces.

Variable	Default	Description
AVAILABLE	1	Whether the Project Arousal feature is active
LEVEL	0,50,180,200,250,300	LEVEL is divided into 7 levels, corresponding to arousal levels 0~400 in PA.
VOLUME	0,10,15,25,40,60,90	The heartbeat volume for each of the 6 levels.

The numbers in the LEVEL list represent the "arousal level required to reach this level." It is more like a description of intervals, and actually omits the two extreme values of 0 and 400. LEVEL is judged from right to left.



```
// .ISPA LEVEL 0,50,180,200,250,300
LEVEL      0   1   2   3   4   5   6
Arousal [0]---0---50---180---200---250---300---[400]
```

Here’s an example: You can set it up like this, where the heartbeat level will be LEVEL-4 when the arousal is less than 250.

```
// .ISPA LEVEL 0,0,0,0,250,300
LEVEL      0   1   2   3   4   5   6
Arousal [0]---0---0---0---0---250---300---[400]
```

In the following example, the heartbeat level will remain at the normal LEVEL-2 for most arousal levels (0~340), and will slightly increase during climax (>340). Since exceeding 400 makes it impossible to reach that level, you can set it as high as you want.

```
// .ISPA LEVEL 0,0,340,500,800,10000000
LEVEL      0   1   2   3   4   5   6
Arousal [0]---0---0---340---500---800---10000000---[400 =_|||]
```

Extensions

The state machine is entirely managed by linkset data. Modify or listen to them to extend functionality.

LSD Variable	Type	Values	Default	Description
__STAT__	integer	0~7	7	See below
__LEVEL__	integer	0~6	2	0~7 gradually increases heart rate, 0 is default
__VOLUME__	integer	0~100	0	0~100 gradually increases volume. Default is muted to avoid disturbing others, can be set in the HUD.

About __STAT__

Value	Description
0x1	Bones (hiding bones will also hide the sternum)
0x2	Sternum (showing the sternum will also show bones)
0x4	Internal organs

Examples

Control Heart Rate

```
integer LEVEL = 5;  
llLinksetDataWrite("__LEVEL__", (string)LEVEL);
```

Get Current Heartbeat Volume

```
integer VOLUME = (integer)llLinksetDataRead("__VOLUME__");
```

Listen for State Changes

```
linkset_data(integer action, string name, string value)  
{  
    if (action == LINKSETDATA_UPDATE) {  
        if(name == "__STAT__") {  
            integer stat = (integer)value;  
        }  
    }  
}
```