

# Internal Structure

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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 <b>0~400</b> 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	0~6 gradually increases heart rate, 0 is not beating
__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;  
        }  
    }  
}
```