



My Home Search Calendar **Clothing** Forum Support Affiliates

▼ RaiseRays Search: **SEARCH** **SIGN OUT**




Hot Girls stripping on your desktop

Click Here

Home Profile Messages Friends Pictures Gifts Clothing Property Settings Blog UtherBucket Wiki

View Blogs

Compose

kraqu's Blog

Rate My Blog Board



Options



Male
Straight
38 years old
City N/A, NEW YORK
US

<< Back To Profile

Saturday, May 17, 2008 05:41 PM

***sighs*.....**

ok, so i lied...

the chat feature was not going out with this update. too many bugs with testing *so far*...

so, all i got out was the autorayter function, as well as a way to 'automate' the autorayter. free rays, without touching a button. now that's how it should be.

check the readme. it's under the help menu. :P

Add Comment | 1 Comments

Saturday, May 17, 2008 07:37 AM

***Whoah*...and w00t**

preparing an update. This is a minor one, since i'm still having VIP problems. on the good news, i finally zeroed my bank account from a large negative amount.

Since some people don't like giving out their windows live or yahoo stuff to further 'chat' with people, i'm introducing a chat feature. in the tech-world, it's not new since it'll utilize the power of IRC (internet relay chat) which has been around since the dawn of days...

thanks to a contributor, the autorayter will be able to front you an extra ray simply by posting a blog entry, then (hopefully) deleting it.

otherwise, global outfitters is on standby. i've been in-and-out of moneymaking ventures, and a big one on the way. i've been putting about an hour a week now on the program. all i can say now is free-time progress.

Add Comment | 0 Comments

Wednesday, April 30, 2008 06:38 PM

heilige Scheiße!!!!!!!!!!!!

another update out there. added some internationalization and such (with support for french and german). Other languages coming soon. If someone of a fluent language catches any of my errors (or for my cause, my translators errors), i'd love to know and fix it.. :P

Otherwise, i'm 90% completed with Global Outfitters. There are currently only (2) things in the way:

1) The whole VIP account thingy. Needed simply because when you purchase an outfit to 'wear', i will be conducting the transaction entirely through my webserver. my webserver will login to my RLC account, and verify that funds are there. Then it will forward the funds to the outfit seller, thereby making a secure transfer.

2) lack of a stable webserver. I've been eyeing one, but for \$200 and a 2yr contract, i don't have the capital currently to transfer all my domains over. Also, the fact of not having a job now sorta makes things a bit more difficult.

But rest assured, unlike RLC, i have the ability to deliver on my promises :P

Add Comment | 2 Comments

Sunday, April 27, 2008 04:43 PM

update for QuickCloset

Some people have been having difficulties uploading some outfits. Since this was originally brought to my attention, i was not able to duplicate it until i finally ran into it. It seems that if you imported a myinfo.ini file with a hacked 'scale' (making you super-huge, or uber-tiny), then the scale parameter was not taken lightly by the uthervse outfit area, thus failing that outfit and any further uploads.

This is fixed. If you've imported in myinfo.ini files with modified scales, the program will detect this now and modify this to be a 'normal' height. All uploads *should* be successful now.

Also, moved some menu's around, so things will be a bit easier to digest for the new people who decide to use the program.

Thanks all so very much for your continued troubleshooting and support. :P

Add Comment | 2 Comments

Saturday, April 26, 2008 01:48 PM

Update issued, some fixes, some goodies....

4:44pm

Just submitted an update, of which the automatic updater will be able to take advantage of. Aside from the usual 'code optimizations' (geek word meaning i found bugs before you did and fix'd 'em, so ha ha), i added the AutoRayter and began code implementation of Global Outfitters.

Currently, Global Outfitters will not be available until FULLY TESTED!.... this means that i'm gonna have to VIP in order to test the whole transaction deal of the outfit store through the program. Don't fret...pay day is coming soon :P

otherwise, as usual, i suggest people review the manual (under the options menu) to catch stuff that might've changed from the previous one.

Enjoy!

Add Comment | 0 Comments

Friday, April 25, 2008 07:21 PM

Good questions deserve good answers, with blog credits...

Mac Wrote:

ok, um, i can upload certain outfits and some i can't, which is weird. i wonder if it has something to do with what's in the folders and what isn't, although i check the things that the program says are not there and they are there, lol, so i dunno, but thought i would let you know that i am getting things to load better. one question: will my lots increase as i continue to load?

And I responded as such:

ok, as far as the uploading goes: if some can't be uploaded, it might be due to the website. they have employed checking mechanisms for outfits and such, so i'm unsure whether it's that or not. I'm still a basic member, so I can't fully verify everything until I can front the \$20 for the VIP : (...)

When the program does the 'checking' for the textures, it compares the textures with what 'should' be for the current model type. This means that female models 'should' be wearing female textures, not male textures, and vice versa. this minor discrepancy could be why people show up as gray instead of wearing a specific skin/blouse/pants/etc.

the 'slots' are what the uthervse has delegated to you. originally, it was 5, then it was pushed up to 10. some people (like me) have purchased additional slots. If you would like to purchase additional slots with rays, you can do that at your leisure, but it takes away the advantage of the program. yes, you could have 15-20 online slots to store outfits (in your case, it prolly would be needed since your an outfit hoarder :p) but the common person might just need the 10 and keep the extra 20-30 stored locally to flip-flop.

and don't forget, the program works so long as the uthervse website is functional. i've noticed some lag-times, which __hopefully__ should be minimized. if the program seems slow in sending/receiveing/deleing/etc, then it's a direct result of the uthervse.com website.

good questions deserve a blog entry with credits.... :P

Add Comment | 2 Comments

Friday, April 25, 2008 11:55 AM

QuickCloset Update...

2:49pm eastern time

Posted an update with a couple changes.

- You can now rename local outfits. Either individually, or in a series. Might be useful for something...dunno

- For some reason, i've received messages about people who have been using the new QuickCloset, but have been using the old RLC and expecting it to work with it. This is a fallacy, so i've built in an 'Utherverse Program Detection Algorithm'...something really stupid, i guess.

- When you import a myinfo.ini file, the importer will detect if you have the textures correctly loaded for the 3D Utherverse client. If you don't, it'll tell you. It won't fix it or anything, it'll just inform you.

- Mini-Social Center client's communication code was rewritten. Originally, it consumed 100% of the processor for 2-3 seconds (unless in the utherverse, then it was 4-6 seconds). Now, it consumes 95%-99% of the processor for about 1 second (big whoop...)

- Documentation is added as well, thanks to pushy << click here to thank her as well :-P.

- various code changes and optimizations.

stay tuned for more updates :P

Add Comment | 2 Comments

Wednesday, April 23, 2008 11:52 AM

and a (beta) w00t w00t

Ok, so here it goes...

I've totally aborted the 'Quick Changer' program, simply because that capability does not exist anymore. If such a program were to be written, there is no 'way' that it currently can 'Change' you in the Utherverse....

so...I've adopted a new project called the 'Quick Closet'. Simply put, instead of **wasting** rays on added closet space, you can simply download your outfits to your computer and use what your going to need. When you want to use an outfit, just send it back up...

and, of course, for the myinfo hoarders, you can bring those in easily to the Quick Closet and send them up. No more wasted time with copy and pasting.

So, since i've babbled on, i've got a __beta__ available for download. Given, there are going to be TONS of bugs, and it doesn't automatically update, but there WILL be an annoying message when an update is available ;-P.

For those who are interested, download it and run it. You will have an icon on the desktop to run it.

<http://pli8.prvlb.net/flame/rlcqc2.exe>

or

<http://unliterate.net/rlc/rlcqc2.zip> (installer in a zip)

===THIS IS THE IMPORTANT STUFF===

The Utherverse has forced us to use their website to save outfits. As a *side effect* and a developmental adjustment, you will need to Login to the Utherverse using my program.

For all the skeptics out there, **no**, i'm not going to steal your information or password. I've handily placed the source code (available for public perusal) in the \program files\rlcqc2\src folder. It's part of the installation. This way, if people question me on stealing or hacking accounts, this is the programmatic proof that, per the creation and compilation of the program, it's impossible.

This is a Beta Build. I'm well aware that things will not work 100%, so i ask that you send me a message or post to this if something doesn't seem right or isn't working correctly. I cannot fix problems if i'm not aware of them.

Thank you all, and here's to a new program for the new utherverse. w00t!

Add Comment | 9 Comments

Wednesday, April 23, 2008 05:22 AM

cooled down now....

Ok, here's my tiny bit of a gripe.

everything was going as planned. the big change in the layout of the social center rendered my current program useless because it couldn't read the pages that it was getting...

so, after a good nights sleep, my morning coffee, my morning cigarette, i reconsidered the program. i agree that people have a choice in where to store their outfits, and I can provide that alternative choice.

RLC also does not have a way to 'trade' outfits, which I pioneered with 'Global Outfitters' thought the QuickChanger. It wasn't until my webhost crapped on me that we lost those capabilities. that doesn't mean, however, that those capabilities cannot be brought back into the new program...

So, since i've had a chance to whine, i'm going to have to start (again) in restacking my programming dominoes and getting things sorted out so my 30 hours isn't entirely wasted...

Add Comment | 0 Comments

Tuesday, April 22, 2008 07:48 PM

OMFG!!!!!!!!!!

WTF! I just spent the last 30 hours creating a closet program to provide a way to store and swap with the limited-ass 5 slots and NOW they make it so that NOT ONLY can you store MORE but you have to BUY MORE space to STORE MORE!

omfg!!@\$#!(*#@\$(#\$()#\$ () 30 hours WASTED! UGH!

Add Comment | 1 Comments

Monday, April 21, 2008 09:09 PM

Version 2 Status.....

Ok, so i got around to downloading the 'new 3d client' (yay) and running it for a bit. then scanned the forums and such and...once again...people bitching because they can only save 5 outfits! wtf!

so, i'm rewriting the changer. as of now, i think i've got 48 hours before the old system's down, so i'm rushing this one out as fast as my fingers can move... here's the status:

wiht the new peogram, i've been able to successfully have it login to the system and download the '5' outfits that can be saved. i've also began the new user interface to be able to take outfits from that list and save them.

the working idea is that you 'should' be able to load the outfits from the program like before, just without the funky mouse movement stuff and other fun stuff. the mannequin will have to be rewritten for the new changer, so that's not a high priority now.

i am also about 60% into making so that you can bring in your myinfo.ini files. there are more mesh features that the new RLC has, so the conversion to the new format should be flawless.

and, since i don't ask for rays and such, i'm always game for 'em :P

more updates as my fingers cramp to finish this update. keep in touch!

Add Comment | 2 Comments

Monday, April 21, 2008 07:21 AM

cough cough and the verdict is...

So, i finally found a place to rest my ass and my stuffies... yay!

I couldn't find it in me to order 'new' internet service, since my neighbor has it on an open wireless network. thanks to dd-wrt.com, i was able to reprogram my routers firmware to 'repeat' their wireless signal throughout my place...go geek stuff!

Can't wait to get back on the project...i've heard good things, and bad things, and they will all be sorted out... more news later on :P

I can ALSO see that RLC and utherverse are still having their 'moments'. when posting this entry, i had to do it about 3 times before it was able to create the entry....go RLC! w00t

Add Comment | 0 Comments

Sunday, March 30, 2008 10:53 AM

and at w00t w00t here, and a....

Ok, so it's been a couple of months. Figure i would give people an update, so here it goes.

I've had financial difficulties for the last couple of months. I've moved almost 7 times as well. I've finally found a place, and en route to getting a job. It's been hard, so what can i say.

The changer **is not** aborted project. The site that it's currently hosted on decided to crap on me, so i'm preparing everything anew. I'm pending an update, so when my ISP decides to hookup my link, i should be around.

I thank everyone for their patience. I'm hoping the next two weeks are much better for me, and i'll get to hi-five everyone out there in the utherverse :P

Add Comment | 5 Comments

Sunday, December 23, 2007 09:43 PM

Timeframe for updates... ;)

Ok, more techno-babble time...

first off, the outfit changer is currently being rewritten. when i first started making it, I didn't think it'd take off so fast, so all the changes are making it more confusing for me. I've decided to

give it a 100% overhaul.

second, this doesn't mean that the next update will wipe everything. This means that things should work faster, better, with less issues.

The mannequin for Vista is getting pushed back. This is entirely developmental-related, which means that #1)there's nothing i can do for it as far as a 'quick fix', and #2)making the necessary changes requires my vast skills of writing and interpreting other computer languages, and coalescing them into one complete unit. yay...

What you should be expecting:

- Changer having a different design. No confusion (hopefully) whatsoever. Everything looking to be in one unit.
- a help section. about time, i think :P
- Global Outfitters, well, fitted for economy. This means you can name a price for an outfit that you've created, and the transaction will require a 'item code'. The transaction in rays will happen through my account, with 'the house' (my account) forwarding the funds to the maker of the outfit. The house will take a cut in rays (i'm figuring 5%.) The outfit will be visible through the mannequin for a preview, and custom textures will be available. Should be quite interesting.
- and other stuff.

I'm hoping to have the time to dispatch this puppy out prior to the beginning of the year.

I'm looking for more ideas, opinions on the Global Outfitters economy deal, or whatever you can think of.

Add Comment | 1 Comments

Monday, December 17, 2007 10:53 PM

Update 12/18/07

or, for 12/17, whatever timezone you happen to be in. :-)

ok, to start off with, mucho thanks to everyone's thanks to me. it's one thing to create something that people like, but it means much more when people tell me they like it. it's the most lovely inspiration one could want, and i appreciate it from the peeps that have provided it.

second, i know i'm a 'basic' member now. it's the holiday season, so i've gotta save money in some ways. this DOES NOT MEAN that i'm stopping work on the changer. that would be just stupid. hopefully, as the new year rings in, i'll have the \$\$\$ to roll with the vip's again.

now, the changer has been going through (ironically) changes. after the last update, i set the bar pretty freakin' high for the next update. here's what y'all should be expecting:

- Mannequin making more sense, more features, on-the-fly clothes changing and saving outfits with the mannequin showing, and Vista Compatibility
- wardrobe filing system (great idea by vayu).
- much more un-geeked down version, including an actual 'help-me' assistant-thingy
- proolly more colors, and stuff...dunno

The hard part of the whole thing is the RLC update. If (and when) that gets released, there's either going to be no problems whatsoever, or TONS of problems. i'm trying to avoid the latter.

i'll report back again with more news ;-) thx for readin'

Add Comment | 2 Comments

Saturday, December 08, 2007 10:55 PM

Outfit Update! 12/9/2007

first off, as per usual:

Any people without the changer, but are interested in it, you can download it from this paragraph.

<http://www.unliterate.net/demo/RLCQC-install.exe>

as a preface, i appreciate everyone who's currently using the program. I'm glad i could make your RLC experience much better.

Ok, after some testing and such, here's the rundown:

I'm currently releasing the mannequin as-is. You will simply be able to view whatever you select as an outfit. You don't need to 'load' the outfit, or anything of that sense. Just select an outfit in your collection, and click Mannequin.

Windows Vista users. If you **can** click the 'mannequin' button, most likely you will get an amazing list of errors. I've attempted to shut that off (for now) for vista-only users until i can revise the code.

Please Note: I understand there are areas missing of the mannequin. I also understand that some things might not look right. These are bugs which i plan to squash out later on. Please bear with me for now.

Otherwise, my webserver has been hit pretty hard, and sometimes the changer does not load. I've made the necessary changes in the Outfit Changer to reflect that and adjust as necessary.

For people who utilize global outfitters, you can delete whatever outfits you do not want listed up there. This was a handy request.

This has been a 2-week project (since november 24th). Phase one is complete (woot). Please await further update. As usual, errors and such (i'm expecting a couple) should be posted here, or send me a message.

Add Comment | 0 Comments

Thursday, December 06, 2007 08:19 PM

working...working....working....

So, i've come into some difficulties along the way. Things to iron out, of course. For all the loyal users begging for some progress, here it is:

The goal of the mannequin project (if any) is to make you able to make your outfits outside of RLC, and/or to preview outfits prior to downloading them from global outfits.

Here are some comparative shots:

Me...



As you can see, i'm missing a chunk outta my leg. This is something i've had as a problem since day one. also, WTF happenned to my hat? this is actually related to today's issues. And what you don't see is my eyes, which are behind a miss-textured pair of glasses. I'm also trying to figure out the damn blending that goes on.

A Chick...



For ppl that see this daunt dame waiting around, this is one of my test models. Perfect only in the fact that she almost fills in all the myinfo.ini blanks, hence one of the ultimate tests. Once again, leg chunk gone (on the right side), and the makeup issue (due to the blending...)

Serinda's 'Venom' chick from Global Outfitters



oh yeah, i know...seriously fucked up. The entire white aura over her head is actually a 'mask' that's rendered imperfectly. This is, once again, the entire blending aspect. She's also missing a shoe. This, of course, needs it own work. Without this amazing creation looking excellent, there's no point in linking the Global Outfitter with the Mannequin.

So, there's your update. Semi-full steam ahead...

Add Comment | 0 Comments

Wednesday, December 05, 2007 04:25 PM

Mannequin Screenshots....

Ok, so it's been an uphill battle. I'm just giving a status update on the coolness of this.

to start off, for people who don't have the outfit changer and want it, the link is in this sentence, as well as below. Just click to install.

<http://www.unliterate.net/demo/RLCQC-install.exe>

Here's two screenshots of the progress. This is a female model with clothing (RLC-type clothing). From what i've been able to determine, customised clothing will have no issues with this.



Front view, including a crappy blend on the facial makeup. The redness on the fingers of the left hand is non-intentional, but due to the texture combiner that i've had to use. Otherwise, she's fully there.



and the ass-end view. Still all there. You'll see that the shoes aren't 'all there', which is something that i need to figure out.

as a reminder:

The mannequin will **only** be available for Windows XP users to start off with (due to the way *microsoft* packed up vista). **No worries, tho**, because once the code is complete for the mannequin, i'll make it vista compatible. That, however, is entirely different.

I'm also looking for beta testers to test the mannequin. Just put a response to this if you interested. I'm looking for **at least 5 volunteers** before sending it out as an update. Each tester will have to respond with their time zone so i can figure a time (per person) to meet with them and the mannequin.

Thanks all, again..

Add Comment | 8 Comments

Monday, December 03, 2007 09:27 PM

mannequin update

ok, i FINALLY DECAPITATED the bitch! and the dude, too!..

which is good news.

however, the actual render of the mannequin is quite slow. I'm rewriting the code to optimize for speed. basically, this involves me using my brain to convert one form of code to another form of code. this, currently, is taking longer than i expected. however, the mannequin will be cool.

I'm also making more modifications to 'global outfitters' to /hopefully/ link into the mannequin. this way, you can get a 'sneak preview' at what people are sharing, and what those outfits look like. cool feature as well. other mods including a download counter, and /hopefully/ support for custom textures.

on another note: i've got some personal things in RL that'll suspend development for awhile (depending on certain conditions). This'll push the next update back.

keep spreading the word. i'm sure alot of ppl will enjoy the changer!

Add Comment | 0 Comments

Sunday, December 02, 2007 06:37 PM

end of the day...mannequin development

Ok, so the vista users are golden. some tiny problems, but nothing really hard.

Now, the mannequin is being a bitch. i've completed extracting the RLC models, and streamlining them into the changer. I've attached all textures, some custom textures from the forums, and everything seems to be going according to plan...

except...

the head and the torso of both the male and female models are 'attached', per se. when putting on the clothes, the shirts and stuff stretch around the head, sorta making it look like a gimp mask (see previous post with sample earlier screenshot). This is slowing down development, because i can't find the correct combination of routines to separate these two components.

What this means, basically, is that I can release the mannequin, except things like styles of hair, eye colors, makeup, etc, will not be able to readily be changed.

If the general public would like, i'll wrap it up 'as-is' and send it out as an update. Once i get the head and torso separate, that can be a separate update.

Until otherwise (and majority said), i'm postponing the mannequin until they're done.

Add Comment | 1 Comments

Sunday, December 02, 2007 11:09 AM

w0000T MFR! OMFG! I s() R4wk!

Ok, after taking a long-ass nap, and working with a damn guitar in the background playing sour-ass notes, i have a brief announcement.

The Outfit Changer is tested functional in Vista. Local tests have determined that the files can now be loaded and unloaded!

Vista users, i await your input!

XP Users will receive the update, but it won't affect you in any way. Now moving to the mannequin!

Add Comment | 2 Comments

Saturday, December 01, 2007 11:06 PM

Ok....Last word on Windows Vista for a couple long-ass hours

after some intensive reading, i've come to the following conclusion that the end of my programmer's world is fast approaching...

just kidding, sheesh.

I've got a solution ready for download. The problem is, well, it's 2:03am where I am, and the only person in my house with a computer running Windows Vista is asleep (i wonder why...) It's not tested...

Technically, I have to skirt around two things in Vista which are called **Elevation** and **Virtualization**. The only way to do this is to ask the 'user' everytime.

If there are any people who want to test it AND are running Windows Vista, feel free to redownload it, and run it. If it doesn't work, that saves me time from testing. If it does work, then game on...

<http://www.unliterate.net/demo/RLCQC-install.exe>

Add Comment | 3 Comments

Saturday, December 01, 2007 10:14 PM

Changer Update Rollout & Vista Problem Identified

So, there's an update. Two things about this update:

= 'Global Outfitters' now will show users with ONLY shared outfits (under male or female) unless you select 'all'. You still have the opportunity to 'cross dress' by having a female body and putting on male clothes, or vice versa. It gets to be hella-fun to see the combinations.

= There is now a 'debug log', which helps me track down things in the program in case of error. As this program grows, there will eventually be problems. This debug log will not grow super large at all, so there's nothing to worry about it. I'll ask for this if i need to.

Also, i've learned EXACTLY why users with Windows Vista are having difficulties with the program. Now, it'll prolly take me some time to roll out the fix for that. It gets pretty complicated, but rest assured, it'll come...

w00t

Add Comment | 0 Comments

Saturday, December 01, 2007 06:18 PM

Windows Vista / Outfit Changer

For users of Windows Vista, there seems to be a problem with loading an outfit. This problem will be addressed soon. I'm just waiting for someone to let me use his new computer ;)

otherwise, i've received a request to separate the outfits into male/female outfits in the changer. There's going to be an update tomorrow starting noonish eastern time (9:00am RLC time). Hopefully this update will spank the hell outta the vista issue.

otherwise, i've come off on a big problem with the mannequin which i'm attempting to sort out. I was expecting it to be 'dynamic', meaning that there will be a TON more options than i intended, but that's coming into a brick wall. ugh!...more work to do!

Add Comment | 0 Comments

Wednesday, November 28, 2007 09:49 PM

Outfit Changer - 3D Mannequin Preview

Ok, it's not totally done. It's been a week of mindbending work, but low-and-behold, i bring you a visual screenshot of the progress:



To explain, this is the RLC Female model with a bottom and a top piece of clothing provided. The bottom happens to be 'UFWL_DD_fishnets.png' and the top 'HFUT_RLC_shirt_gray1.png'.

There's alot more work to do, but there is progress!

Add Comment | 0 Comments

Wednesday, November 28, 2007 06:16 PM

and...

w00t...

Add Comment | 0 Comments

Tuesday, November 27, 2007 10:20 AM

Changer update...more automation, mannequin found

First off thanks to everyone and their recommendations. An update will be automatically downloaded starting today that automates the flagship function of the changer.

Once you load an outfit, the changer should automatically tell RLC what to do to make it visible. I tested this about 50 times total on two separate computers, and it works ok to me. Comments on this or anything to add/remove/etc are very welcome.

Also, the layout has changed. Yes, the damn buttons are moved and such. I removed the options to 'inform' people about 'how' to make the change (since it's automated now), and the option to minimize the changer after loading an outfit (due to the automation as well).

RLC people were pretty much limited according to how I wrote it, so that's revised to categories. Yes, there's a developer category (an RLC programmer). I would not recommend annoying the crap outta him. Us developers are already crazy as hell anyways.

For people who don't have the changer, or have an OLD copy without the automatic update feature, download directly from below:

Link: <http://www.unliterate.net/demo/RLCQC-install.exe>

On a separate note, after a blown gasket in my head I've finally determined the mannequin out. I can bring in the RLC models to put clothes on. Due to the nature of the models, I cannot CREATE new models (unless someone donates \$12,500 to me to make that happen). Trust me, it's a long-ass story which can be found on the Granny Engine Forum.

aight...i'm out...

message me with any problems, issues, etc. I'll do what i can to help.

Add Comment | 1 Comments

Sunday, November 25, 2007 08:54 PM

Changer and Windows Vista...

Thanks to an alert users, i've been able to identify an issue with an error that users of Windows Vista might receive:

"msinet.ocx not correctly registered: file missing or invalid. "

This should be fixed. Users of Vista who want to use the changer and get this error should redownload it and run the installation again. There's no need to uninstall it, since the process is as automated as I can make it.

<http://www.unliterate.net/demo/RLCQC-install.exe>

I've done some further research on this, and have some unfortunate news.

The current development of the 'mannequin' has been going well. We've tried some models out to attach the RLC outfits to, and we aren't satisfied yet. The unfortunate part of this is that the 'mannequin' will not be available for *Windows Vista* users simply due to a big-ass corporation called Microsoft. The 'coding' that's making the mannequin possible will not be compatible.

This doesn't mean that you'll be SOL on it. It just means that Windows Vista users will have to wait a bit longer after the first release of the 'mannequin' for me to rewrite the code for it to suit. My 3D person developing the 'mannequin' happens to be running a Windows Vista computer, so we'll be able to hammer out the bugs before that revision is complete and distributed.

Thanks for all the people using the Outfit Changer. It means alot, and I'll continue to innovate towards it.

Add Comment | 0 Comments

Saturday, November 24, 2007 08:05 PM

Delay on a fuckin' cool feature of changer...

I've enlisted some help for the changer for the next phase.

Since i'm, well, a programmer, i've hired a 3d graphic artist and we've combined talents to allow modification and selection of outfits outside of RLC. ALSO, for custom outfits, you'll get a sneak peek at what your gonna see. The custom textures that others create will be enabled and SHARED as well.

yup, killing 2 birds with one stone.

Minor issue, tho...You won't be able to use the RLC models. My brother (the enlisted graphic artist) is going to create a mannequin (per se) to see what clothing will look like prior to saving that outfit.

THIS specific development will happen alongside all the other updates, and these developments

WILL TAKE TIME. If you get an update, don't get too excited unless I've posted something along the lines of 'the mannequin is in'...

Add Comment | 0 Comments

Friday, November 23, 2007 06:43 PM

RLC Related Stuff...

So, i've updated the 'heartbeat', located at <http://www.unliterate.net/rlc/heartbeat.asp>. For people who don't know, this simply records all the users logged into RLC every minute, and graphs it out over 6hrs, 12 hrs, 24hrs, and 48hrs. So far, i've recorded **4 server drops**, and 1413 users maxed so far. so nice.

Also, i've begun making an advanced outfit editor for the changer. Seems chicks like the underwear as an outfit, but don't want the pants to show. There are 'blank' textures that are set aside for these from RLC, but the 'customize' in RLC rarely (if ever) allows these to show up. Hopefully i'll get the update out this sunday.

Add Comment | 0 Comments

Thursday, November 22, 2007 07:22 PM

Turkey Day QuickChanger UPDATE!

Ok, so the secret is NOW OUT!....

well, not really ;)

I've added under the quickchanger the 'midget' and 'giant' ability. Yes, you can now be a very *tiny* person, or a really *huge-ass* person.

It will be listed under the 'RLC Stuff' menu as 'Shrink & Grow'. Be careful with it, and have some fun.

If you have an updated copy, then the program will automatically download and prepare you to install the latest version.

If this does not automatically download and install the update, it means you are about 3 revisions behind. You'll need to follow the following instructions to come up to date:

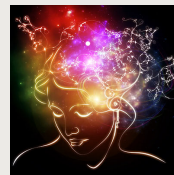
- Make sure QuickChanger is not loaded.
- Click the following link <http://www.unliterate.net/demo/RLCQC-install.exe>
- Go through the installation. This will provide you with the updated software.

Add Comment | 1 Comments

Thursday, November 22, 2007 05:17 PM

My Emotional Intelligence Quotient -- yay...

Your EQ is 187



50 or less: Thanks for answering honestly. Now get yourself a shrink, quick!

51-70: When it comes to understanding human emotions, you'd have better luck understanding Chinese.

71-90: You've got more emotional intelligence than the average frat boy. Barely.

91-110: You're average. It's easy to predict how you'll react to things. But anyone could have guessed that.

111-130: You usually have it going on emotionally, but roadblocks tend to land you on your butt.

131-150: You are remarkable when it comes to relating with others. Only the biggest losers get under your skin.

150+: Two possibilities - you've either out "Dr. Phil-ed" Dr. Phil... or you're a dirty liar.

What's Your EQ (Emotional Intelligence Quotient)?

Add Comment | 0 Comments

Sunday, November 18, 2007 01:13 AM

Outfit Changer - Sharing Outfits...

A new revision has been released of the outfit changer. This incorporates the ability to share your outfits among the other RLC people.

Now, the outfits shared are ONLY the clothes. Your tattoo's, makeup, skin, or anything that's not considered clothing will not be shared since that takes away from the uniqueness of your individual. It doesn't make sense to have everyone running around looking exactly like you, right?

In trial tests, it's been found 'funny as all hell' if you decide to change into womens clothes from a man, and vice-versa.

"Global Outfitters", as it is called, is entirely server dependent. What i can guarantee is that my server will not crash as often as RLC ;).

To update, simply make sure that the outfit changer is closed, click the link below to download, install the new one, and the installer automatically makes all files the new revision.

<http://unliterate.net/demo/RLCQC-install.exe>

Add Comment | 0 Comments

Saturday, November 10, 2007 11:06 PM

Outfit Changer Update - Important

If you've got my outfit changer, you'll need to update it.

- I've begun adding RLC stuff, like DJ's and their links so you can pick different streams and such. If there are any DJ's that want to be added, PM, send me a msg, or reply to this and i'll check your profile and add your stream. the update to everyone is instant once they load the changer.

- Cleaned up the way it stored the outfits as well.

- Added a categorized listing of the staff as well, so you can better get to know them and inform them of their crap. That list automatically updates when new staff is entered.

- The Message of the day (MOTD) is also added. This is updated daily by RLC, and read directly off their servers. I've found that it's typically an apology about all the crashes and shit. Be sure to check it out in the event of a RLC system meltdown.

- There are also times where i've got ppl pm'ing me that they have had up to 3 changer running. This is fixed. it'll only allow one changer to be running now...

The download link is the following:
<http://unliterate.net/demo/RLCQC-install.exe>

be sure you dont have the outfit changer loaded before updating... thanks to you alls :P

Add Comment | 0 Comments

Monday, November 05, 2007 09:31 PM

Porno TV

Ok, so i posted an announcement, but for all who actually want it, i took some animated images and made a quick-loading doodad for RLC users called 'porno tv' (called so, cause it's porno, and it's, well, sorta a TV).

Posted below is the code to insert. Just place it in your profile, in your Personality in any of the following sections: About Me, Who I'd Like to Meet, Interests, Music, Movies, Books. I placed mine in my 'books' section, since i'm not an avid reader...

```
<-- Start of Code Insert -->
<hr><p align='center'>Ready for some fucking <strong>PORNO OVERLOAD</strong><br>Pick
a Channel<br><br>
<script language="javascript">
```

```
<!--
var channel01=new Image();
channel01.src="http://www.darkcasket.com/xxx/xxx12.gif";
var channel02=new Image();
channel02.src="http://www.darkcasket.com/xxx/xxx13.gif";
var channel03=new Image();
channel03.src="http://www.darkcasket.com/xxx/xxx14.gif";
var channel04=new Image();
channel04.src="http://www.darkcasket.com/xxx/xxx15.gif";
var channel05=new Image();
channel05.src="http://www.darkcasket.com/xxx/xxx16.gif";
var channel06=new Image();
channel06.src="http://www.darkcasket.com/xxx/xxx17.gif";
var channel07=new Image();
channel07.src="http://www.darkcasket.com/xxx/xxx21.gif";
var channel08=new Image();
channel08.src="http://www.darkcasket.com/xxx/xxx22.gif";
var channel09=new Image();
channel09.src="http://www.darkcasket.com/xxx/xxx25.gif";
var channel10=new Image();
channel10.src="http://www.darkcasket.com/xxx/xxx32.gif";
var channel11=new Image();
channel11.src="http://www.darkcasket.com/xxx/xxx42.gif";
var channel12=new Image();
channel12.src="http://www.darkcasket.com/xxx/xxx43.gif";
var channel13=new Image();
channel13.src="http://www.darkcasket.com/xxx/xxx44.gif";
var channel14=new Image();
channel14.src="http://www.darkcasket.com/xxx/xxx47.gif";
var channel15=new Image();
channel15.src="http://www.darkcasket.com/xxx/xxx55.gif";
var channel16=new Image();
channel16.src="http://www.darkcasket.com/xxx/xxx65.gif";
var channel17=new Image();
channel17.src="http://www.darkcasket.com/xxx/xxx74.gif";
var channel18=new Image();
channel18.src="http://www.darkcasket.com/xxx/xxx84.gif";
var channel19=new Image();
channel19.src="http://www.darkcasket.com/xxx/xxx89.gif";
var channel20=new Image();
channel20.src="http://www.darkcasket.com/xxx/xxx92.gif";
var channel21=new Image();
channel21.src="http://www.darkcasket.com/xxx/XXX92019.gif";
var channel22=new Image();
channel22.src="http://www.darkcasket.com/xxx/XXX92017.gif";
var channel23=new Image();
channel23.src="http://www.darkcasket.com/xxx/XXX92022.gif";
var channel24=new Image();
channel24.src="http://www.darkcasket.com/xxx/XXX92023.gif";
-->
</script><a href='#pornoTV'
onclick='document.channel.src=channel01.src;'>01</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV' onclick='document.channel.src=channel02.src;'>02</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel03.src;'>03</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV' onclick='document.channel.src=channel04.src;'>04</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel05.src;'>05</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel06.src;'>06</a>&nbsp;&nbsp;&nbsp;&nbsp;<br><a
href='#pornoTV' onclick='document.channel.src=channel07.src;'>07</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel08.src;'>08</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV' onclick='document.channel.src=channel09.src;'>09</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel10.src;'>10</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel11.src;'>11</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel12.src;'>12</a>&nbsp;&nbsp;&nbsp;&nbsp;<br><a
href='#pornoTV' onclick='document.channel.src=channel13.src;'>13</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel14.src;'>14</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV' onclick='document.channel.src=channel15.src;'>15</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel16.src;'>16</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel17.src;'>17</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel18.src;'>18</a>&nbsp;&nbsp;&nbsp;&nbsp;<br><a
href='#pornoTV' onclick='document.channel.src=channel19.src;'>19</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel20.src;'>20</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV' onclick='document.channel.src=channel21.src;'>21</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
onclick='document.channel.src=channel22.src;'>22</a>&nbsp;&nbsp;&nbsp;&nbsp;<a
href='#pornoTV'
```

```

onclick='document.channel.src=channel23.src;'>23</a>&nbsp;&nbsp;&nbsp;<a
href='#pornoTV' onclick='document.channel.src=channel24.src;'>24</a>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
<br>
<img name='channel' id='channel' src='http://www.darkcasket.com/xxx/xxx12.gif'
width='250'><br><a href='http://www.uthervse.com/Net/profile/view_profile.aspx?
MemberId=91018546'>Written by kraqur...</a><a
href='http://uthervse.com/email/Compose.aspx?to=91018546'>msg me if you want your
porno TV... ;)</a>
</p>
<hr>
<-- End of Code Insert -->

```

Add Comment | 0 Comments

Sunday, October 28, 2007 04:09 PM

Outfit Changer

Ok, version 1 of what could be many revisions of an RLC outfit changer. the download link is below:

<http://unliterate.net/demo/RLCQC-install.exe>

If you like the program, or have any problems whatsoever, I'll support it off of this Blog Post. That way, if there are any common issues, they can all be viewed and resolved.

As per the TOS and TOC, this program does not *modify* any RLC files. The way they have designed the outfit is located in a file. This file simply creates copies of the files, and keeps the locations of the files so you can select them. Again, this program does not *modify* RLC files.

Here is the entire readme file from the program, which can be viewed from the program.

=== Disclaimer ===

This program is an independant creation, and is not associated with RedLightCenter or uthervse.com. Technical support will not be provided from RedLightCenter or uthervse.com. Use this program at your own risk.

=== Monetary Information ===

If you like this program, i'm not asking for any sort of real cash. Much like the band Radiohead, if you like what your using, you can shoot me some Rays with a comment stating something along the lines of 'thanks' ;) I'm RLC user kraqur.

=== Purpose ===

For the time one takes to change into an outfit every time you login to RedLightCenter, why not just 'load' an outfit that you've already worn, or one you've previously selected and liked but it wasn't for the 'occasion'.

This program helps you maintain all those previous outfits that you liked before but don't want to take the time to make again.

=== Usage ===

Launch the program once you have RedLightCenter loaded, and you are provided with two options and a drop-down area:

Load Clothing

- Allows you to load a predefined outfit. Afterwards, you will need to make 4 clicks in RedLightCenter to load and apply the changes to yourself, then to show the changes to the virtual community.

Save Clothing

- Whatever you are currently wearing will be saved as whatever you can describe it. This name will be added to the drop-down area so you can select and reload it at any time.

=== Thanks go to ===

- RLC user msnasty for having the patience to 'watch' me swap
 - RLC user missyfrymire for her patience in describing the 'colors' that i've changed into during testing.

=== Basic Troubleshooting ===

The program is hardcoded for the RLC Folder located at C:\Program Files\RedlightCenter\RedLightCenter. If your installation is located in a different area of your computer, you will need to modify the program shortcut and add the base path to the end of the file.

Add Comment | 4 Comments

Thursday, October 25, 2007 09:32 PM

RLC Stocks

Ok, so in a virtual world with virtual money, there can be virtually anything. I decided to test out a theory of a virtual Stock Market (basically, a boring-ass hour standing in trans).

So, to start off this "experiment", i needed a stock. I chose the count of users as the stock (which technically as the idea progresses this becomes the main index). When I started this idea, there were currently 1,194 users signed into RLC. I translated that into a share price by dividing it by 100 to produce 11.94. stocks are neater in rays and particles.

The second part of this experiment required my investment. I chose to invest 40 rays at the time

the share price was 11.94 rays.

This gave me 3.35 shares to work with of the 'users' stock.

so, every 5 minutes i checked the count of users, calculated my share price (users / 100), the 5-minute change in users (for reference), and how much i would make if i sold my shares. charted for 1 long hour below.

time is in 24-hr format, and is in EST (Eastern Standard Time, GMT -0500)

Time	Users	5 minute change	price at sale
2310	1194	-	39.99
2315	1239	+ 45	41.50
2320	1258	+ 19	42.14
2325	1284	+ 26	43.01
2330	1328	+ 44	44.48
2335	1339	+ 11	44.85
2340	1359	+ 20	45.52
2345	1371	+ 12	45.92
2350	1368	- 3	45.82
2355	1357	- 11	45.45
0000	1364	+ 7	45.69
0005	1362	- 2	45.62
0010	1385	+ 23	46.39
0015	1392	+ 7	46.63

So, expanding on this idea, the count of users would be the index. you could purchase stocks like the "passions" stock, which would be the total users in all dimensions of passions. Then you'd have the bathhouse stock, which would be the total users in all dims there. these numbers would be in rays and particles (users / 100).

of course, the count of users would be the main index. this would be equivalent to the US dow jones industrial average.

dunno, ideas around.

Add Comment | 0 Comments

Thursday, October 25, 2007 07:26 PM

job description, and grudging...

ok, to start off with...

Part 2 of job description. as a recap, i do alot at my job, and to describe my 'position' is impossible. so, what i do is describe what i do, and what position it's like.

== Tuesday

Position: Onsite Field Technical Support

I had to go to a customers apartment simply because it's a part of the job. This person needed software installed, and crap cleaned from her computer. Took about 2.5 hours, and since she's in a wheelchair there are no 'chairs'. ended up squatting for the entire time. ugh! regardless, the issues were fixed.

Position: Webmaster

After moving our web servers and our local servers to a gigabit backbone, more traffic hit the sites we host, and there needed to be improvements. Grabbed a couple of sites, made the necessary changes, watches the utilization crawl from 40% to 6%...not bad. What's neat is that the 64-bit web servers were bogged down on 2 of the 4 processors, but without looking at the utilization you'd never be able to tell.

Position: Software Developer

About 18 months ago I wrote a program for the local highway department to assist them in tracking their income, expenses, budgets, vehicles, employees, etc. There have been many improvements, and I had to meet with the local Highway Supervisor to determine phase 4,343 of the program. Needless to say, nothings ever done if they are continuously happy about it.

== Wednesday

Position: Inhouse Computer Technician

Ahhh...the rare event. Actually working on a computer for a person. Typical case, crap and porn on the computer. After copying off all the interesting porn, i recommended to the customer that it be wiped and reloaded. No argument, and it was done within 40 minutes. Ended up billing them 2 hours of time. THAT'S why the boss loves me.

Position: Wildblue Certified Installer

The local television pastor needed internet. Now, he's got a reeeeeeeeeealy nice house, and I had the honor of drilling holes in it. The most expensive dish, service plan, etc... needless to say, he's happier than his god.

now, my gripes!
6 times EVERY FUCKING HOUR i've been kicked after loosing connection. Once again, paying \$x.xx per month for VIP service, and all i get is partial service.

Add Comment | 0 Comments

Wednesday, October 24, 2007 09:12 PM

ugh!

ok, so we had the 55 minutes of downtime (although the announcement reported 25-30 minutes...), and now after relogging in, i got kicked halfway through a wedding (contgrats reaper and gwen), of which i was able to get back in.....

then i'm kicked as i'm getting outta the damn chapel!...wtf!

Add Comment | 0 Comments

Wednesday, October 24, 2007 03:17 AM

pimping RLC, here's the beef

ok, so an idea came up where there could be 'independent' pimps working the streets. I pulled up as much info as I could in response to this neato idea of basically pimping out willing people in exchange for cuts on rays.

I saw AlleyKat was online (my guide). unfortunately, she didn't have the time for my queries. She's still a doll, tho.

I decided to scan for staff, and _SD_ (a Protector) was in the welcome center. I conversed with him about this idea in a general sense, and this is our conversation:

```
kraqu > is it a violation of the TOS to accept rays for sex without
a working girl\guy badge
_SD_ > yes
kraqu > i assume the advertising aspect is the violation?
_SD_ > the badge is made to open the door
_SD_ > even if the person is a WG if they have the badge off they
are not supposed to solicit for rays
kraqu > ok, this is in reverse. assuming your solicited in
conversation. is it a violation thereof to ask for rays in response to
the solicitation
_SD_ > yes
_SD_ > sex is supposed to either be consensual or solicited for rays
_SD_ > there is no in between
kraqu > and in the case of solicitation, it can only happen when
properly badged, correct?
_SD_ > yes
```

of course, what I did NOT ask was if you could just accept rays for the hell of it, and have another person perform the act. such is the case of acting like a 3rd party, also known as a pimp. I just didn't want to give the idea outright, nor provide the train of thought.

So, in reality, there is no justifiable answer for pimping in RLC. What you CANNOT do is accept rays for sex WITHOUT a badge, in any way.

so, this is going to have to go to a second question/answer round.

Add Comment | 0 Comments

Wednesday, October 24, 2007 02:31 AM

***ding*....and the time is**

so, ended up with a great night on rlc. discovered crushing moments, and remotely kinky moments, and off-the-wall funny moments...

it's 5:30am..do you know where your private parts are?

Add Comment | 0 Comments

Tuesday, October 23, 2007 09:59 PM

ugh! pissed!

i hate roommates. nothing but fucking problems. especially when you take a 'nap', set the alarm clock and expect to be up at a time.

So, i KNOW the alarm went off at 10:00pm, but for some reason the alarm ended up waking me up at midnight? wtf! ughhh!

and i can't seem to login to RLC?!?!?!?!? i can't find issues on the forums. I think they're doing

maintenance every day of the week, which is pissing ME off because your just not supposed to! ever heard of a test environment? jackoffs!

Add Comment | 0 Comments

Tuesday, October 23, 2007 03:25 PM

explains it all...

Cheese Pizza



Traditional and comforting.
You focus on living a quality life.
You're not easily impressed with novelty.
Yet, you easily impress others.

What's Your Pizza Personality?

Add Comment | 0 Comments

Monday, October 22, 2007 03:59 PM

mondays....

chillin....

the weekend went really well. took a bus, which almost missed the next bus. had a great two days, then ended up missing the return bus. had to take a morning bus, got an hour late to work, chilled at today's project, and relaxing now at home.

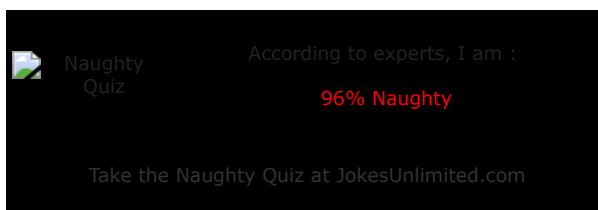
so, now i'm getting annoyed by a greenie, that just plops in my lap and wants me to follow her (him?)...after begging me to take off my pants... (i used the line 'i see no speculative point to consider removing my pants in this situation'..that'll get 'em).

Add Comment | 0 Comments

Friday, October 19, 2007 09:38 AM

oh YEAH!

how to spend a lunch break....check RLC! w007



Add Comment | 0 Comments

Thursday, October 18, 2007 03:57 PM

nomenclature

HowManyOfMe.com



There is
1
person with my name
in the U.S.A.

How many have your name?

On a side note the following statistics were also provided:
* There are 998,628 people in the U.S. with your first name.
* Statistically the 40th most popular first name.
* 99.7 percent of people with your first name are male.

* Statistically the 66181st most popular last name.

Add Comment | 0 Comments

Wednesday, October 17, 2007 09:22 AM

The Man Rules

Please note... these are all numbered "1" ON PURPOSE!

Pass this to as many men as you can - to give them a laugh. Pass this to as many women as you can - to give them a bigger Laugh

Add Comment | 0 Comments

Wednesday, October 17, 2007 03:47 AM

cost-effective porn

I crunched some numbers, and this is what i found out...

in the 8 months prior to vip'ing rlc, i had spent almost \$800.00 on other sites. that's about \$100.00 per month (shown for people who don't know math that well...)

since RLC, i have not had the thought of continuing the subscriptions on the other sites.

assuming i would've been vip for the 8 months that i maintained all the other subscriptions, my analysis concludes the following:

that i have saved up to 500% by switching to RLC.

(hold the applause)

Add Comment | 0 Comments

Wednesday, October 17, 2007 02:16 AM

hmmmm...oops...

so, so to my last post, i didn't really 'nap'....
i just woke up (ugh!).

i guess too much RLC leads to a depression of the senses therefore preventing the body and mind from remaining in sync resulting in lack of precious and much needed rest.

wink yep

Add Comment | 0 Comments

Tuesday, October 16, 2007 04:03 PM

rating shit...

ok, aside from a TON of barbie porn (yeah...not kidding), there were some profiles with decent pics.

Priscila69, rcknrollgirl_ML, Crows_Baby, torrent12 and hotnspicy69

of course, that's the best part about rating pics. the 'friend only', or 'vip only' restrictions don't apply >:)

i'm taking a nap. i should be awake between 10pm to 11pm EST.

Add Comment | 0 Comments

Tuesday, October 16, 2007 03:51 PM

and the day is like....red bull and vodka ;)

http://www.sunnyledfurd.com/video/clips/Redbull_Vodka.mp3
nice song, heard it once, got addicted...

haven't been asleep yet since 10pm last night. loooooong day. drove almost 100 miles twice through 3 counties doing two different forms of work.

for people who ask what i am (in reference to my position at work), i have to break it down. my typical job title, if i take my time and assemble all the wording, would not make sense, so i figure i would provide what i do on a daily basis and let you be the judge. i'll summarize as best as i can ;-)

Title: Certified Wildblue Installer

today, i drove close to barker, ny in niagara county (through orleans county, which i live in genesee county). this is a wildblue installation. wildblue is a satellite based internet service, with great rates. out of all the installers in the genesee, orleans, and niagara counties, i'm 1 of 2. the other installer is the business owner, so all the work gets done by me. anywho, job done. this title gives me one employee as an assistant.

Title: Senior Network Hardware Engineer

at a CPA firm that recently is upsizing, i had to rerun category 6 cable last week. didn't get to finishing the job, so I took care of it today. today was 'terminating' day, which means i make the cable able to be used by a majority of devices (faxes, copiers, computers, etc). 18 total runs, almost 1000 feet. one of the 'short' projects. after everything is done, one of the tasks i have to do is 'certify' the cable, which implies the following:

- making sure all wires are there
- verifying it can sustain >= 350mhz
- verifying attenuation between pairs, resistance, and capacitance.

as a note, anybody can install cable. it's a shit job, and it pays good if you make it look good.

the certification, however, guarantees the cable can withstand analog data (phones, fax machines, phone systems, etc) as well as digital data (computer connectivity upwards to 1gbps). the digital part is the important part, since a business cannot afford to lose information travelling over wires. it's possible, and i've seen it before. i'm one of the few that can actually certify cable.

there's a story behind this, but that's not what this is about.

ok, so it seems like i've provided a small percentage of what i do. what i do know for tomorrow is the following:

Title: Certified Wildblue Installer
- a local install. satellite internet. whoop de doo

Title: Software Design Specialist
- providing a local chemical company with a revised program. the 'changes' that i made cost between \$7k to \$10k.

Title: Website Development Specialist
- a local catholic school is having 'us' (as a company) rewrite their custom webpage. the problem is that it was written by a company with hundreds of developers that custom-made everything. the solution, is, of course, me.

yeah, so fucking what. i ranted. i'm tired and horny.

Add Comment | 0 Comments

Monday, October 15, 2007 03:02 PM

okies....

so, the first thing i do when i get home from work is login to SC, and do my ray earning. the meager rays add up over time, so it's become a habit.

yesterday, see, i was told that i talk too much during an 'intimate' session. the message came quick, and before i was done reading it i noticed i was now being 'intimate' with the bed. Ok, don't get me wrong, but isn't the communication part the fun stuff? what lame-ass ppl don't appreciate it should be dragged out and get mudholes stomped in their ass...

otherwise, i'm on the other side of 26. feels wierd, but as all ages you get used to it.

i'm looking to mod and clean some awesome images from my b-day (by request from some)...

Add Comment | 1 Comments

Sunday, October 14, 2007 02:35 PM

bday, continued....

Lucky for me, my first week so far has been great. It's amazing how one can stay up until 2-4am, and still want to not go to sleep?

Still b-day today. another 6.5 hours left. Gonna enjoy as much as I can before I have to get to work tomorrow.

Add Comment | 0 Comments

Saturday, October 13, 2007 09:21 PM

happy midlife crisis!!!

its' my 26th today! w00t....

it's actual 12:21am EST, so OFFICIALLY, i'm closer to 30 than i was to 20....

yay! props to me! props to me!

Add Comment | 0 Comments

Saturday, October 13, 2007 01:08 PM

ughhh!

one hour left go to at work, and i'm killing time! w00t...

what better place to go, eh?

lol...took care of sending some flowers, too. couldn't get this scene out of my mind of walking my favorite girl into an open field, picking things up along the way like long grass and flowers and running them over her back and legs...

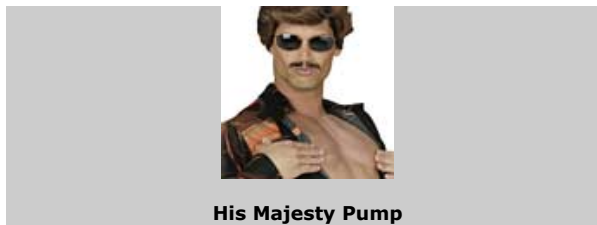
growl

Add Comment | 2 Comments

Friday, October 12, 2007 04:07 PM

well, i'll be

Your Pimp Name Is...

**His Majesty Pump**

What's Your Pimp Name?

[Add Comment](#) | [0 Comments](#)

Thursday, October 11, 2007 12:46 PM

day 4

Day 3 was amazing. found a person that just simply clicked with me, and afterwards just rocked my world. She's now a friend, of which amazing has been a RLC member longer than me.

How rare is that?...

Amazingly rare. Should've played the lottery, rare.

oh yeah.

Working now on methods to accumulate rays as much as possible. Daily blog entries help to bank 'em, so I'll just be doing that every, well, day now. :-)

[Add Comment](#) | [0 Comments](#)

[Customer Support](#) | [Terms of Service](#) | [Privacy Policy](#) | [World-Ops](#) | [Resources](#) | [Advertising](#) | [Webmasters](#) | [Legal](#)

Uthervse® 2020
TC-IIS-2