

CasperSecurityOrbInfo.docx

Casper's documentation on the Security Orb are at

[https://wiki.casperdns.com/index.php/CasperSafe\\_Security\\_Orb](https://wiki.casperdns.com/index.php/CasperSafe_Security_Orb)

There are two pages of options for the Casper safe. When you rent, you are placed as a SUBADMIN in the orb and can configure certain options. I've set the options to the following when setting up the units.

The Orb is assigned a group for it to reference with options. The local group is, Thunderchild Gallery Workshop. The parcel setting will allow a different group to be set on the orb. If you have your own group you'd like the orb set to, let us know.

Floating Text	This turns the radar on and off. Having the radar on will use more script time and processing.
Disallow by default	When on, this will eject anyone who's not on the access list.
Discreet mode	When on, this slows down the timers to reduce lag. It won't be as responsive, but it will be kinder to region resources.
Eject from parcel	When on, this will eject unwanted visitors after the warning period has ended.
Teleport Home	When on, this will teleport unwanted visitors to their home point.
Add to parcel ban list	When on, this will add ejected avatars to the parcel's land ban list (not the ban list in the orb).
Warning Time	This controls how long the avatar can stay before being ejected, if eject mode is on. In "Warning mode" (which is the default, if there is no Enforcer present and/or properly deeded) this is how long before CasperSafe sends another warning to the intruding avatar. The shipped default is 30 seconds, and may be reduced to 10 seconds for normal operation. When in lockdown mode, there is no warning time.
Age Limit	When on, you configure the minimum number of days of account age before avatars are allowed in to the protected area.

Script Limit	When on, you configure the maximum amount of scripts an avatar may be wearing/using before they are allowed in to the protected area.
Visitor Tracking	When on, this tracks visitors and sends visitor data to the CasperTech website. Visitors cannot (currently) be filtered by admin/subadmin/guest levels; access list data is not sent to the website. You must have an <a href="#">area defined</a> before tracking will actually take place. (The orb needs to know where to keep watch.)
Group members are guests	When on, allows members of the group the orb is rezzed under into the protected area. "Guest" access does not include any part of orb menus.
Group members are subadmins	When on, allows members of the group the orb is rezzed under both into the protected area <b>and</b> gives them subadmin access to the orb itself.
Limit detection to current parcel	When on, this limits detection ranges to within the borders of the parcel the orb is rezzed on. This prevents things like the orb's ejecting/banning from affecting users on other (unrelated) parcels.
Return prims when ejected	When on, uses the scripted prim autoreturn feature. This is not recommended in combination with group detection, because people often forget their group tag when they try to rez objects.
Don't send notifications to admins	When on, this prevents the orb from sending notifications to users on the "Admin" access level. By default, all messages are delivered via IIRegionSay to prevent IM's from capping while you are offline. (If IM notifications are preferred, there is an optional script in the orb's shipping crate that will do this.)
Don't send notifications to subadmins	When on, this prevents the orb from sending notifications to users on the "SubAdmin" access level. By default, all messages are delivered via IIRegionSay to prevent IM's from capping while you are offline. (If IM notifications are preferred, there is an optional script in the orb's shipping crate that will do this.)
Send notifications to guests	When on, this will send notifications to users on the "Guest" access level. By default they don't receive notifications.

No-Fly Zone	When on, the flying avatar is warned. If "Eject" is on, then the user is ejected from the area. If "Teleport Home" is on, then the user is teleported home. There is no height limit on flight detection.
Render Weight Limit	When on, you set the maximum avatar complexity that individual avatars should be at. Users above that point will be warned. If "Eject" is on, then the user is ejected from the area. If "Teleport Home" is on, then the user is teleported home.