

KOCK.ROCKS BiPOLAR RADIO DESCRIPTION

Revised: 02/14/22

<http://kock.rocks>

<http://kock.rocks:8000/play>

KOCK.ROCKS



KOCK.rocks BiPolar Radio

1. [KOCK.rocks](http://kock.rocks) is a Non-Commercial Amateur Internet Radio Station operated in Albuquerque, NM, U.S.A..
2. Shoutcast directory at <https://directory.shoutcast.com>. Search for "kock"
3. KOCK.rocks BiPolar Radio (KOCK) located in the Triasm Region, Satori Continent, North-West Peninsula. This is the inWorld home for the Internet radio station, <http://kock.rocks>.
4. Music streams for all parcels is KOCK.
5. You can enjoy KOCK too. In-world, at home or work, while doing G-rated stuff and XXX rated stuff is the best.
6. Enjoy some KOCK, because Big KOCK is more fun.
7. BiPolar Radio, it doesn't hurt to be bipolar, but it might help.
8. You're listening to Kock, K O C K Albuquerque New Mexico USA, home of the international balloon fiesta. Where you can get naturally high and naturally high!
9. You know why the chicken crossed the road? Because there was KOCK on the other side.
10. If you think the music is talking to you, just twist up another one and wait for the next message.
11. For the extreme variety of music, hop on KOCK.ROCKS.
12. Albuquerque, New Mexico, U.S.A. is also known as the Duck City.
13. Home of the National Nuclear Museum.

My, how the ~~Zombie Apocalypse~~—COVID Pandemic has changed plans and life. Future plans include becoming a Low Power FM (LP-FM) broadcast station in Duke City. Currently, a bug is in the way of several things.

History Background

College, everything starts in college, brewing, growing your own, tech giants. Some things are made in high school, ceramic bongos from pottery, metal power hitters from shop and that aluminum coke can bong from economics class. But the really good stuff starts in college, for the serious that is.

KOCK.rocks has Punky Rooster. Something American and looks good as a tattoo

America has developed her own styles over years. This is the result of America being the melting pot of the World.

There has been a wide variety of music and sounds that gets streamed from KOCK.rocks since inception. KOCK has been an Internet Radio station since 1996, Moving forwards, there's a lot of work to do before moving to a Low Power (LP) FM station, Variety is the Spice of Life, KOCK.rocks is on a mission to remind America that America is as the World and to show the World Harmony through Diversity.

I've had what I called my bipolar stream up since college days at DeVry, Institute of Technology in Kansas City, Missouri. I named it KOCK and added as /kockrocks to my personal site that resulted from another assignment. It was cheap enough to grabbed a domain for S&Gs, (shits and grins) just to take my assignments serious. There just weren't any domains that I wanted to follow with "kock dot ..." existing at that time. It stayed that way for some time until August 6, 2014, when the Domain .rocks became available.



I had Thunderchild.net for some time before the "dot rocks" domain name was out, and it happened just at the right time I wanted to get more fully engaged in music and musical ambitions. The project is called "KOCK.rocks BiPolar Radio" and is publicly posted here at this site, <http://kock.rocks/> with an associated live stream(s) posted at <http://SHOUTcast.com/>. At a future time, KOCK.rocks will file as a non-profit LLC to obtain the LPFM broadcasting license.

The Triasm Region

I got serious with the in-world Second Life on April 20, 2020. Pretty much wound up moving several focuses to the SL. Of course, KOCK is one of them. The home base landed in the Mida region and KOCK found a roost on a lake. Thought it use to be far, then the texture collections sat up in the Akhsharumova Region. All along Route 8.

Triasm, KOCK.rocks BiPolar Radio is where I plan to have all artwork and goods featuring KOCK.rocks, Punky Rooster and any resulting characterizations of my friends and KOCK Buddies and Lovers. .

KOCK is the second largest parcel in the set. Ha! You though it was gonna be the biggest, That would be egotistical of me. Besides, my SuperEgo is the largest.

The parcel's landing point is:

<http://maps.secondlife.com/secondlife/Triasm/187/31/53>

The Large Parking Lot has a elevated helicopter pad, a teleport tube to the Space Station Fighting KOCK (at 3,900 meters) entry to the splash down pool (falling eggs from the space station) and the north side grounds. The landing point for that is: <http://maps.secondlife.com/secondlife/Triasm/94/115/62>



West view of KOCK's South side on the lake front



North view of KOCK Parking lot and grounds on north side of Route-8

Items and things on Site

Swimming Pool

The Splash Down Pool and Swimming Pool use Mesh water by and have a FREE swim HUD. You can get the HUD through one of the affiliate vendors nearby. There may also be a Web Browser Touch Pad next to it with the exact product page on SL MP. You can click on it to get into the browser then hit the double window to open it in your preferred browser to purchase.



Swimming Linden Waters

The Beach is connected to "Linden Water," same as the ocean and other bodies of water at this level, the water world. There is a FREE HUD in a Golden Ball with the float text above it "FREE SWIM HUD FOR ALL LINDEN WATERS".



Flying

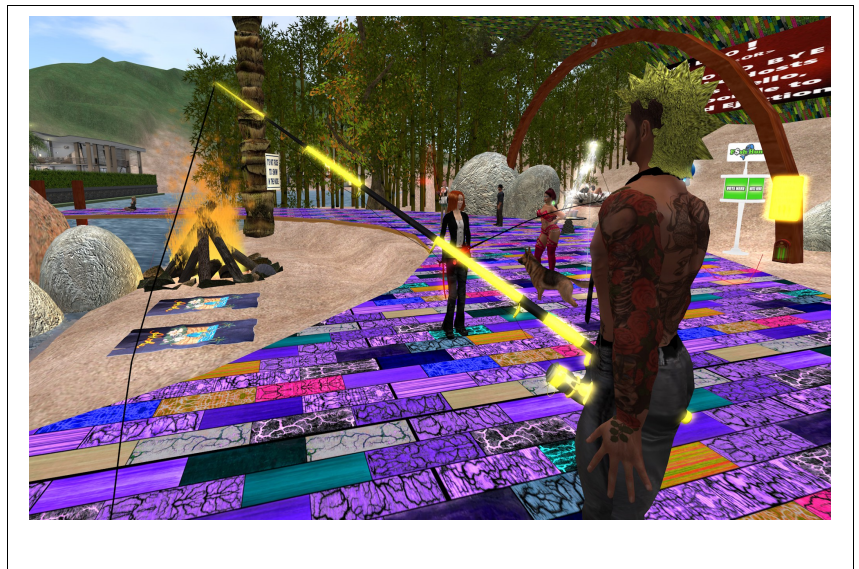
There is a Phoenix pontoon ultralight you can rezz and fly off in. Since you might be over water here or larger bodies just to the north, you might want a swim HUD for the ocean. There are some other toys there as well.



Site seeing in an air/water craft is enjoyable at decent speeds. If you prefer a land only ultralight, there is one on an elevated grid iron deck on the north parking lot. There is a lift near the vehicle rez box to take to the top.

Linden Gold Hunting and Fishing

Linden Gold Hunt and Fishing are hosted on site. Take time to snag some fish or hunt, enjoy the music stream and chill.



Game Deck

One of the first things I checked out in the virtual world were games, pool tables and air hockey were among them. KOCK has one each of the pool tables you can res and check out. The rezzers are collecting on a long shelf on the back NW wall. One rezzer does all the pool tables. I'll be adding more game scenes.



There's generally one Battleship game out. A tournament rezzer will set up several tables for a larger group. You can find Mahjong, Chess, Checkers and backgammon sets at the KOCK Pit area.

Grid Tours

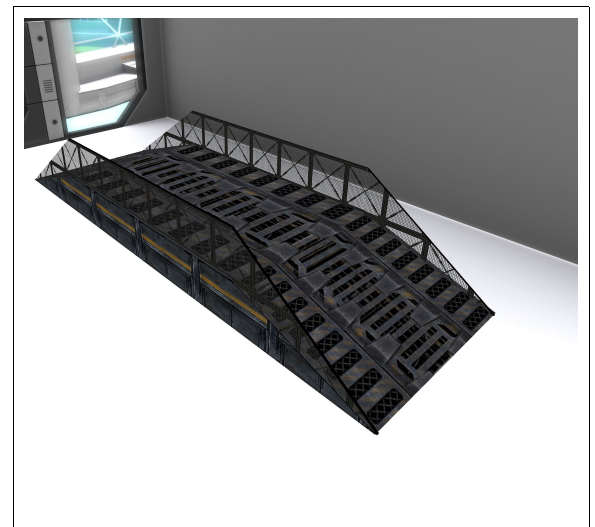
There is a bus stop for the Gridhound Bus Lines. Touch the round sign to get information. Iris Virtual Enterprises runs grid tours and has an office in Milda at the SS Thunderchild. There is a shuttle to that station from the SS Fighting KOCK. The shuttle is at

the end of the Double Domes. Take the tube to the station and go to the right and all the way to the other end. Enter the bay and touch the launching platform for a shuttle. Take Tour one.

Tours two and three are for local sites. The will have an information stand for the tours of both stations and more nearby.

TECH ON SITE

There are various teleport and relocation technologies on site, some for specific purposes. Some of the tech on site works via an experience. You'll be asked permission to accept the experience when you first use the tech. Casper Technologies provides the main sales systems, teleport tech, security and records. There are specific tech for AFK and Alternate Agent Detection. Kool Mechanic provides doors and interfaces to Casper. Kool Rez is used for deploying and retrieving objects and scenes. If you have questions or issues, please address them to AJ in world. There are status and message boards for all staff members and help.



We keep a variety of games available. Games include working pool and air hockey tables. Working group Monitors provide web browsers in some areas.

There are several variety of group games in SL. The document Games and Points of Interest will update you on the groups and games we host on site.

ON-SITE BEHAVIOR

- This is a moderate area, keep adult activities inside. Nudity is allowed without erections.
- No grieving, bashing or hateful activities allowed.
- People playing games need to read the rules and info in the Info Hub area. This will tell you what you need to know to avoid being banned by the Orbs or a game master.
- Everyone is considered a responsible adult and treated as such regardless of your avatar form.
- Flying is allowed for everyone on the parcel with the exceptions noted in the Game Info.
- Voice is allowed for everyone and between sections and other parcels. Please manage your voice controls and language accordingly.

ALL THINGS NOT ADDRESSED

If in doubt or you have a question, talk or chat with the owner or other staff member.

PRIMARY DOCUMENTS LINKS

<http://sl.thunderchild.net/doc/TCGWS-DocPrimeLinks.pdf>

STAFF

General Administrator: AJ Leibengeist

Station Manager: Iris Herouin

Superintendent: bearofboogie