OWNER'S MANUAL / KC LOVE RING

The complete guide.

KC Love Ring + Companion HUD for Second Life

Start here • The Ring • The Companion HUD • How they work together • Walkthroughs • Technical reference
Based on the KC Love Ring Poster v1.0.0. In-world captures and recreated menu examples are labeled throughout.

A partner ring for Second Life. Not a collar. Not a leash-club. A ring.

> **FEATURES AT A GLANCE**
> Grab • Hold • Sit • Cam • Track • Lock. One ring, one HUD. Set permissions for each friend.

Give consent ONCE. After that, it just works.

THE 30-SECOND VERSION

	The Ring	The Companion HUD
What it is	The brain. Worn on your finger. Holds your friend list, permissions, and all the features.	A quick-action remote for one partner at a time.
Best for	Managing everyone, setting rules, the full menu	Tapping a button while you're actually with someone
Stores	Friend list, permissions, rez days, hold positions, last partner	Almost nothing - just its own look & settings
Works alone?	Yes. Every feature works with no HUD.	No. It talks to the ring, so it needs one.

> **NOTE**
> Golden rule: the ring is the boss. The HUD is just a very fast messenger. Take the HUD off and nothing in the ring breaks.

THE BIG PICTURE

Connection	How it travels
Your worn HUD ↔ KC-Bridge	Private channel -7391250 inside your own setup.
KC-Bridge ↔ ring scripts	Link messages reach RingCore, FriendTP, HoldHand, FriendStatus, SitWMe and Wearing.
Your ring ↔ friend's ring	Ring-to-ring channels -8765432 and -7654321.

Three conversations are happening, and each one is locked down:

1. HUD ↔ your ring - only you can talk to your own ring. A rezzed stranger-object can't hear the replies; the HUD has to be worn.

2. Your ring ↔ their ring - every message is checked: "is the sender an object really owned by the avatar it claims to be?" (spoofers get ignored).

3. Their ring has the final say. You ask, their ring decides, and if it says no you get a clear message back: "Ivy Moonvale's ring says no - they haven't switched that on for you."

PART 1 - THE RING

1.1 Opening the menu

You type	You get
/7 <ini>menu	Main menu
/7 <ini>sit	Sit With Me, skipping the menu
/7 <ini>wearing	Wearing? scanner
/7 <ini>holdhand	Hold Hand menu
/7 <ini>friends	Online/offline list in local chat

<ini> = first two letters of your first name, lowercase. Tara → ta, Ivy Moonvale → ka, Jesse → je.

(So /7 tamenu for Tara. Yes, it's that easy. No, you don't need to memorize anything else.)

1.2 The Main Menu - button by button

IN-WORLD SCREENSHOT / MAIN RING MENU



Button	What it does (plain English)
Lock Ring / Unlock Ring	Uses RLV to stop the ring from being detached. The label flips to show the action you'd take. Survives relogs - it re-locks itself ~5s after you log in.
Add Friend	Paste a friend's UUID. The ring looks up their name for you.
Friends	Your friends list → tap a name → their Friend Panel (see 1.3).
Sit With Me	Lists friends within 96 m → tap one → their ring shows furniture → they sit.
Wearing?	Pick any avatar within 96 m → get a list of everything they wear, with clickable creator links.
Tracker	Online-notification settings (Popup / Message).
Help	Versions (every script reports its version) · Help File (notecard).
Close	Closes the menu. The ring keeps running.

1.3 The Friend Panel - one stop per friend

Main Menu → Friends → [name]

MENU RECREATION / FRIENDS - IVY MOONVALE

Friends - Ivy Moonvale × –

Rez Day 2021-03-14 • Last offline 2h ago. Grab Hand means you lead. Hold Hand means you follow.

Back	**Grab Hand**	**Hold Hand**
Let Go	**Sit With Me**	**Set Position**
Settings		

Button	Meaning
Grab Hand	YOU lead, THEY follow. Instant. No sub-menu.
Hold Hand	YOU follow, THEY lead. Instant.
Let Go	Ends any active hold. Safe to tap even if nothing's active.
Sit With Me	Opens furniture list for them.
Set Position	Where they walk relative to you: Directly Behind · Beside Right · Beside Left · In Front
Settings	Jumps straight to this friend's permission switches (next section).

NOTE

Action buttons always show. They're things you do to them, so their ring decides. If it says no, you get told why - no mystery silence.

1.4 Permissions - the "give it once" system

MENU RECREATION / FRIEND PERMISSIONS

Friend permissions × –
Choose what this friend can do. Suspend pauses their permissions and keeps the saved choices.

Auto TP	**Auto TPMe**	**Sit With Me**
Tracking	**Hold Hands**	**Suspend**

Friends → [name] → Settings

Every friend gets their own switches on your ring. They control what that friend is allowed to do to you.

Switch	If ON, they can…
Auto TP	Teleport you to them - your ring auto-accepts their offers
Auto TPMe	Request a teleport - your ring auto-answers their requests
Sit With Me	Sit you on furniture
Tracking	(You'll be notified when they come online/offline)
Hold Hands	Hold your hand - works both directions (lead you or follow you). One toggle.
Suspend	Pause everything above without losing the settings

The philosophy (straight from T):

> **NOTE**
> Once that right is set, it stays. That is the ONLY permission needed. No popups. No "are you sure?" boxes. You give it ONCE.

1.5 HOLD HAND - the star of the show

The 60-second walkthrough

Step	Ring-to-ring walkthrough
1 / Request	Tara selects Grab Hand for Ivy Moonvale. Tara's ring sends HH_REQUEST (follow me).
2 / Check	Ivy Moonvale's ring checks the friend entry, Hold Hands permission and whether it is suspended.
3 / Accept	Ivy Moonvale's ring sends HH_ACCEPTED. Tara sees "Leading Ivy Moonvale" and Ivy Moonvale sees "Tara is leading - holding hands!"
4 / Walk	Leader sends HH_POS once a second. Follower sends HH_ALIVE every five seconds.
5 / Release	Tara taps Let Go. Her ring sends HH_RELEASED and Ivy Moonvale sees "Tara let go of your hand."

The fine print (the good kind)

• Smooth physics. The follower is gently pulled to an anchor spot - no jerky teleport-snapping.

• Either person can TP away at any time. This is a partner ring, not a control system.

• Dead-leader safety: if the leader crashes/logs/TPs out, the follower auto-releases after ~10 seconds. Nobody gets stuck.

• Too far away? Follower ignores anchors >20 m away; two in a row = auto-release.

• Region change = auto-release.

• Remembers positions per friend. Ivy Moonvale always walks beside your right if that's what you picked.

• Swap directions cleanly. Tap the opposite button with the same partner and it flips - no blocking.

• One leader, one follower. On purpose.

1.6 THE TRACKER

MENU RECREATION / TRACKER

Tracker × –

Choose how you want to hear when a tracked friend comes online or goes offline.

Popup	Message

Polls Second Life every ~25 seconds for each friend with Tracking ON.

EXAMPLE / LOCAL CHAT NOTIFICATION

Ivy Moonvale is ONLINE

Feature	Detail
Message	3-line banner in local chat (ON by default)
Popup	Dialog box with OK (OFF by default)
Silent first poll	No spam when you log in. Then you get a status list once it finishes: [online] online / [offline] offline (last seen 3h ago)
Rez-day reminders	7 days before, and on the day
Sound	Optional. Upload a chime, name it exactly kt_notify, drop it in the ring. Delete it to mute.

NOTE

SL limit, not a bug: online status only works for people on your actual SL friends list with "can see when I'm online" enabled.

1.7 LOCK, UPDATE, THE OTHER STUFF

Lock	RLV @detach=n. State is saved and re-applied on login.
Wireless updater	Separate box/HUD owned by you. Touch → Update. One-time random PIN, 120 s window, same-owner only. Pushes all scripts while the ring stays on your finger. Friends & settings survive untouched.
Update check	After an update the ring prints a report: which scripts changed, which are unchanged (green = healthy).
Owner transfer	New owner? Friend list and every kt_ setting is wiped automatically. Clean slate.
No-script parcels	The ring asks for zero movement controls, so it keeps running where scripts are restricted.

PART 2 - THE COMPANION HUD

2.1 The idea

The ring manages everyone. The HUD is for the person you're with right now.

IN-WORLD HUD / FICTIONAL FRIEND NAMES



• Center circle = your partner's SL profile photo, with a green/red online indicator.

• Orbit buttons = one-tap shortcuts. They always act on the partner already picked. They never ask "who?" (the one exception: if nobody is picked yet, it opens the picker first, then does what you tapped).

• The HUD remembers your partner - saved on the ring, so after a relog the photo and target come right back.

• If Linden's web server has a bad day (HTTP 502), it retries 3× and keeps showing the last good photo. Your partner doesn't turn into a blank circle because SL sneezed.

2.2 The orbit buttons

Prim name	Button	Tap to…
KC_Hold	Hold Hand	Opens a small adaptive box (below)
KC_Sit	Sit With Me	Starts Sit With Me to your partner
KC_Cam	Cam Share	Opens the camera menu
KC_Settings	Settings	HUD's own settings
KC_RingMenu	Ring Menu	Pops open the ring's main menu - the HUD's door back to the big menu

The adaptive Hold Hand box

It changes depending on whether you're already holding hands:

MENU RECREATION / HOLD HAND - IDLE

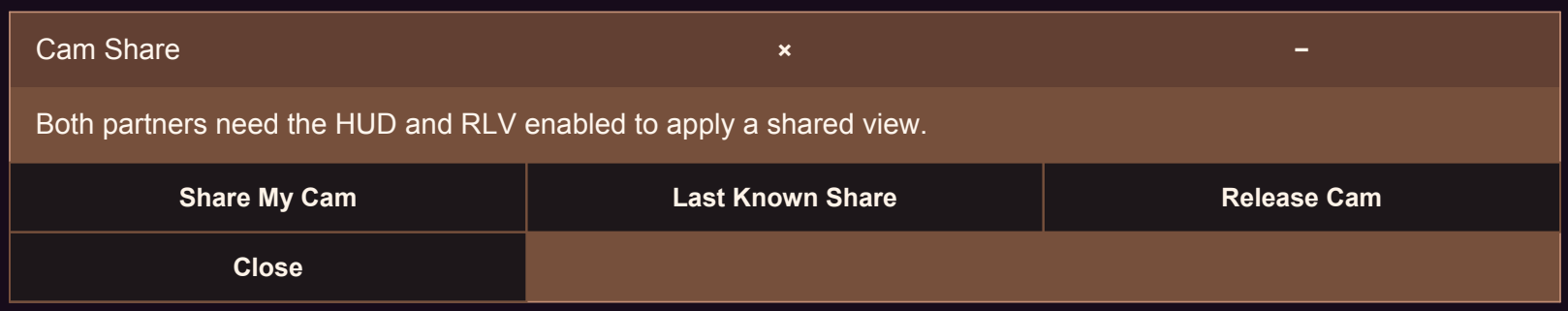


MENU RECREATION / HOLD HAND - ACTIVE

Position → Behind · Right Side · Left Side · In Front (current one is ticked [selected]). Position is the leader's choice; if you're leading, it applies instantly.

Cam Share

MENU RECREATION / CAM SHARE



Share your camera view with your partner so they see what you see.

Button	Does
Share My Cam	Sends your current camera to your partner
Last Known Share	Re-applies the last view you received
Release Cam	Gives their camera back to them
Close	Closes the menu

> **NOTE**
> Both people need the HUD (with KC-CamShare) and RLV on for the view to apply.

> **NOTE**
> (Adapted from the KithCart HUD cam-share script - same camera math, but locked to one partner.)

2.3 The center circle

MENU RECREATION / MORE

More	×	–
Tap the center when a partner is selected.		
Pick Partner	**Clear Partner**	**Who's On**
Is Partner On?	**What Can I Do?**	**Hand Status**

Situation	Tap the center →
No partner yet	Friend picker (nearby friends)
Partner picked	The "More" menu:

More-menu button	Plain English
Pick Partner	Choose who the buttons act on
Clear Partner	Forget them (and their cached photo)
Who's On	Which of your friends are online right now
Is Partner On?	Is your partner online?
What Can I Do?	What their ring currently lets you do (teleport / sit / track / hold hands)
Hand Status	Are you holding hands right now?

(Switching partners takes a tap on the center + a pick on purpose - so a stray tap never swaps your person.)

2.4 HUD Settings

MENU RECREATION / HUD SETTINGS

HUD Settings	×	–
Choose hover text, refresh, color and attachment settings.		
Names	**Text**	**Refresh**
Color…	**Lock HUD**	**Save Image**

Saved on the HUD itself - they're few and not friend-specific.

Setting	Options
Names [green]/[red]	Show online friends' names in the floating text
Text [green]/[red]	Show the floating text at all
Refresh	30 / 60 / 120 / 300 s - faster = a bit more work for the ring
Color…	Hover-text color: Rose Gold · Pink · Lavender · White · Gold · Mint · Sky · Coral
Lock HUD [green]/[red]	RLV-locks the HUD itself so it can't be removed
Save Image	Saves the HUD's current art as its normal look (clear your partner first so it saves the badge, not their face)

Legend: [green] = on · [red] = off. (No "ON/OFF" words - the dots say it.)

PART 3 - HOW THE RING AND HUD WORK TOGETHER

3.1 One tap, end to end

"I tap Hold Hand → Lead on the HUD." Here's the whole journey:

Step	What is sent
1 / HUD → Bridge	HUD|42|lead|<partner key>. Bridge checks rate limit and friend membership.
2 / Bridge → HoldHand	Link message 93007 with on.
3 / Bridge → HUD	KCR|42|ACK|ok: the ring received the command.
4 / Ring → partner's ring	HoldHand sends HH_REQUEST; partner's ring responds HH_ACCEPTED.
5 / HoldHand → Bridge	State leading|<key> via link message 93030.
6 / Bridge → HUD	KCR|0|EVT|hh|leading|<key>. HUD shows green for the active hold.

The "ok" you first get just means "my ring accepted the command". The outcome (accepted / declined / busy / timed out) arrives a moment later as an event. That's why the HUD button only goes green when it's really happening.

3.2 Who does what

Task	HUD does	Bridge does	Ring does
Show partner photo	Fetches the picture from SL	-	-
Remember partner	Asks to save	Stores in kt_hud_partner	Keeps it in LSD
Online check	Asks	Asks FriendStatus	Polls SL
Hold Hand	Sends lead/follow/letgo	Relays to HoldHand	Talks to their ring
Sit With Me	Sends sit	Relays to RingCore	Sends KC_CTRL to their ring
Position	Sends pos:behind etc.	Relays + stores	HoldHand applies it
Open ring menu	Sends menu	Relays to RingCore	Shows main menu
Cam Share	Does it itself (own script)	-	-
Permissions	Never stored	-	The ring is the only source of truth

3.3 The safety net

Layer	Protection
HUD → ring	Must be a worn HUD owned by you; ring checks llGetOwnerKey(id). 6 commands/second max.
Ring → ring	Sender must be an object owned by the claimed avatar. Their permission bits decide.
Updates	Same-owner only · random PIN · 120 s expiry · throttled
Version mix-ups	Older rings ignore extra fields; unknown protocol versions answer badproto politely
Owner change	Wipes all kt_ data on the ring

PART 4 - GUIDED WALKTHROUGHS

Walkthrough A - "I just got the ring"

1. Wear the ring. Wait a few seconds for RLV to warm up.
2. Type /7 <ini>menu (e.g. /7 tamenu). Menu pops up.
3. Tap Add Friend and paste your friend's UUID. Name auto-fills.

4. Tap Friends → [their name] → Settings and flip on what you're comfortable with for them (Tracking, Hold Hands, Sit With Me…).

5. Success looks like: the friend appears in your Friends list, and - if Tracking is on - you get a status list in chat within ~25 s.

6. Optional: Lock Ring if you don't want it coming off by accident.

> **NOTE**
> They need a ring too, and they need to add you + switch on what they're happy with. Permissions are per-ring, per-direction.

Walkthrough B - "Let's hold hands"

1. Make sure both rings have Hold Hands ON for each other (Settings).

2. You: Friends → [them] → Grab Hand.

3. Success looks like: "Leading Ivy Moonvale " for you, "Tara is leading - holding hands!" for them.

4. Walk! Use Set Position to change where they stand (Behind / Right / Left / In Front).

5. End it with Let Go (either person can).

If it didn't work: read the message. "…haven't switched Hold Hands on for you" → they need to flip it. "Not available right now" → they're already holding hands with someone.

Walkthrough C - "Sit with me"

1. Main menu → Sit With Me.

2. Pick a friend from the "who's nearby" list (≤96 m).

3. Their ring shows a list of nearby furniture → they pick → RLV sits them.

4. Success looks like: your friend sits down. If not, you get the "ring says no" line.

Walkthrough D - "Setting up the HUD"

1. Wear the Companion HUD (it must be an attachment).

2. Tap the center circle → pick your partner from the nearby-friends list.

3. Success looks like: their profile photo fills the circle, tinted [green] if online.

4. Tap an orbit button - e.g. Hold Hand → Lead. The button goes green while it's active; open the box again for Let Go.

5. Relog. Your partner comes back by itself - it's remembered on the ring.

6. For Cam Share: both of you wear the HUD, RLV on → → Share My Cam.

Walkthrough E - "Something's off"

Symptom	Likely cause	Fix
Friend always shows offline	They're not on your SL friends list / can't-see-online is off	SL limit - add them as an SL friend
HUD does nothing	HUD isn't worn / ring isn't running	Wear it; check /7 <ini>menu works
"Ring says no"	They haven't enabled it for you	Ask them to flip it in Settings
Blank partner photo	Linden web hiccup	Wait - it retries 3×
Hold Hand won't start	Already holding with someone, or suspended	Let Go, check Settings
Wrong versions?	-	Help → Versions

PART 5 - CHEAT SHEET

Control	What to remember
Chat	/7 <ini>menu. Other suffixes: sit, wearing, holdhand, friends.
Ring	Main → Friends → name → Friend Panel. Grab means you lead. Hold means you follow. Let Go, Sit, Position and Settings are here.
HUD	Center shows your partner's photo and online state (green/red). Tap for menu. Orbit: Hold, Sit, Cam, Settings, Ring Menu.
Permissions	Set permissions once per friend. The receiving ring checks whether it has granted the action.

Reference: channels & codes

Channel	Used for
7	Your chat triggers
-8765432	Ring ↔ ring remote actions (sit, caps)
-7654321	Hold Hand protocol
-7391250	HUD ↔ Bridge
-9234567	Wireless updater

Reference: script roster

Ring scripts	Version
KC-RingCore	v2.9.3
KC-FriendTP	v1.6.16
KC-FriendStatus	v1.2.21
KC-HoldHand	v2.4.0
KC-SitWMe	v1.2.11
KC-Wearing	v1.0.6
KC-Bridge	v1.5.0
KC-UpdateCheck	v1.0.0
KC-UpdaterRecv	v1.1.0

HUD scripts	Version	Goes in
KC-HUD	v0.8.6	Root prim (center circle)
KC-CamShare	v1.0.0	Root prim (center circle)
(orbit buttons)	script-less	Child prims named KC_Hold KC_Sit KC_Cam KC_Settings KC_RingMenu

Updater	Version
KC-Updater	v1.0.15

Built by T & Obi · KaTara Misc LSL

One ring. One HUD. One very patient partner.