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Title:my_pet
Sex: Female T Male T Trans T
Require:
Limits:
;Position training task with a pet play theme
;
;Images with Daz3D
;Repetitions 5 standard + max 5 from high level fitness ( each repetition is
2 poses)
;Time to get in position 14 seconds (+5 if picture is taken)
;Review pictures are taken randomly, 1 chance in 5
;
;----- Variables -----
;temp1 loopvar
settemp1:
;temp2 current position
settemp2:1
;temp3 how many repetitions
settemp3:0
;temp5 sound test
settemp5:'no'
;temp6 puppy or kitten
settemp6:
;temp7 pet sounds
settemp7:
;temp8 should picture be taken
settemp8:
;temp9, random chance to use toys or face
settemp9:0
;
;-----
;
;turn peerreview on
peerreview:true
;
;----- Begin task -----
image:taskimg/backgrounds/Apartment_1.jpg
image2:taskimg//Default/Jennifer_Happy.png
;
show:Well, well, well, my obedient little pet. It seems you've been waiting
for this moment, haven't you? I can see the anticipation in your eyes, that
hunger to serve and please. You know what's expected of you, don't you, my
dear pet?
button:Yes DTITLE
show:Now, my precious toy, it's time for you to make a choice. Would you
like to be a playful, loyal puppy, always eager to please and follow my
every command? Or perhaps you'd prefer to be a seductive, elusive kitten,
ready to pounce and tempt me with your feline charm? Tell me, pet, which
role stirs the deepest desires within you?
choice:Puppy, Kitty
if:(LASTASK==1)
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    settemp6:'puppy'
    settemp7:'woof'
    show:You are now TEMP6 SNAME.
fi:
if:(LASTASK==2)
    settemp6:'kitty'
    settemp7:'miauw'
    show:You are now TEMP6 SNAME.
fi:
;
button:Ok
show:Good choice, my obedient one. Today, you will begin your training in
earnest. You will learn to respond to my every command, without hesitation.
Are you ready to embrace your new role and become the perfect pet, eager to
obey and please your DTITLE?
button:Yes  DTITLE
;
;Preparations
show:Pets don't wear clothes, do they? No, they don't. So, get naked for me
now.
button:Naked
;
;Preparation collar (random requirement)
call:UseToy
if:(TEMP9 < 50)
    show:Do you own a collar, my pet?
    choice:Yes, No
    if:(LASTASK==1)
        show:Now, go, fetch it, and and wear it proudly for me.
        log:Slave has a collar
        button:Collared DTITLE
    fi:
    if:(LASTASK==2)
        show:Thats unfortunate.
        button:Sorry DTITLE DNAME
    fi:
fi:
;
;Preparation buttplug (random requirement)
call:UseToy
if:(TEMP9 < 50 && T_BUTTPLUG)
    show:My pet, I see you have a buttplug. I want you to wear it for me,
    right now. Place it where it belongs, and show me that you are committed to
    pleasing your DTITLE.
    button:Plugged DTITLE
    log:Slave has a buttplug
fi:
;
;Preparation humbler (random requirement)
call:UseToy
if:(TEMP9 < 50)
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show:Do you own a humbler TEMP6?
choice:Yes, No
if:(LASTASK==1)
  if:(INCHASTITY)
    show:Tell me, my devoted pet, can you handle wearing both a humbler
and a chastity device simultaneously? The more you endure for your DTITLE,
the greater your reward will be. Are you up for the challenge?
    choice:Yes, No
    if:(LASTASK==1)
      show:Good TEMP6. Then put on your humbler.
      button:Humbler on DTITLE
      show:That humbler does look quite fetching on your balls, my pet.
Your DTITLE is pleased with your commitment to please.
      log:Slave has a humbler
      button:Thank you DTITLE
    fi:
    if:(LASTASK==2)
      ;Slave can't wear a humbler and chastity device together
      show:That's a pity. It would have been amazing to watch your
stretched-out balls do the poses.
      button:Sorry DTITLE
    fi:
  else:
    show:Good TEMP6. Put on your humbler.
    button:Humbler on DTITLE
    show:That humbler does look quite fetching on your balls, my pet. Your
DTITLE is pleased with your commitment to please.
    log:Slave has a humbler
    button:Thank you DTITLE
  fi:
fi:
if:(LASTASK==2)
  ;slave doesn't own a humbler
fi:
fi:
;
;Preparation talking
show:Now, my pet, remember that pets don't speak with words. But they can
still make sounds to communicate and express themselves. A puppy might whine
or bark, while a kitten might purr or mewl.
button:Yes DTITLE
show:Since you've chosen to be a TEMP6, my dear pet, it's time to
demonstrate your TEMP6 sounds. Show me your enthusiasm, let out some playful
TEMP7s. <br><br><br> TEMP7 TEMP7 TEMP7
wait:15
show:Good TEMP6. From now on you are going to answer my questions with one
'TEMP7' for a yes and two 'TEMP7' for a no. Understand?
choice:TEMP7, TEMP7 TEMP7
if:(LASTASK==1)
  show:Good TEMP6.
  wait:5
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fi:
if:(LASTASK==2)
  image2:taskimg//Default/Jennifer_Angry.png
  show:Bad TEMP6. <br> I will explain again slowly.
  wait:5
  show:One 'TEMP7' for a yes.
  wait:5
  show:Two 'TEMP7' for a no.
  wait:5
  show:Understood TEMP6?
  button:TEMP7
  show:Good, then we can proceed.
  wait:5
  image2:taskimg//Default/Jennifer_Happy.png
fi:
;
;Extra task if slave has high face level (random requirement)
call:UseToy
if:(TEMP9 < 50 && L_FACE > 2)
  log:Slave must have his tongue out when his face is visible.
  show:As a good and obedient pup when I see your face you must have your
tongue out for the duration of the task.
  button:Tongue out
fi:
;
;Test sound
show:Make sure your sound is turned on. Let's test if you can here me.
button:TEMP7
while:('TEMP5' == 'no')
  button:Test sound
  speakjen>Hello TEMP6
  show:Did you here me?
  choice:TEMP7, TEMP7 TEMP7, (Only bell)
  if:(LASTASK == 1)
    show:Very good.
    settemp5:'yes'
    wait:5
  fi:
  if:(LASTASK == 2)
    show:Try again. <br>(If it's not possible to get the voice commands
working, then choose the third option. This will use the bell signal to
indicate new commands. The commands are also always visible on the screen.)
    wait:5
  fi:
  if:(LASTASK == 3)
    settemp5:'onlybell'
  fi:
endwhile:
;
show:You look absolutely delightful as a puppy, my obedient pet. Now, get
down on your hands and knees, just like a loyal pup. Turn around and present
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your ass to me and allow me to capture this moment. I want to remember your
submission and devotion for all time.
button:Picture (wait 10)
wait:10
log:Naked slave on hand and knees showing his ass. Items slave must be
wearing are logged above and must be visible in this or later pictures.
cam:temp
sound:bell.wav
;
;Explanation task
show:Good puppy, it's time to begin your training. Get ready to learn and
serve.
button:TEMP7
;
show:On your hands and knees, my loyal puppy. Follow your DTITLE closely.
(crawl on hands and knees until the screen changes)
;
wait:10
image:taskimg/backgrounds/blackbackground1920x960.jpg
image2:taskimg/tasks/puppy/puppy_00.png
sound:bell.wav
show:Today, my dear pet, you won't be alone in your training. Another puppy
will join us to help guide you.
button:Woof
;Training of the positions
log:Example of the positions
ilog:taskimg/tasks/puppy/puppy_all.jpg
call:Training
image2:taskimg/tasks/puppy/puppy_00.png
;
;Training phase completed
show:All right, my eager puppy, it's time to bring your training to the
test. I want to see that you can perform all the positions we've learned
correctly. <br> Get in the wait position.(Make sure your camera is
positioned to do all positions in)
button:TEMP7
;
;More repetitions if the slave has high fitness limit, now max 5
if:(L_FITNESS > 3)
    show:You are a TEMP6 in good condition, I like that. You deserve some
extra repetitions.
    settemp3:Math.floor((Math.random() * 5) + 1)
    button:TEMP7
fi:
;
;Actual test in the loop
wait:5
call:Loops
sound:bell.wav
;
;Ask if the slave performed as expected and ending task
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show:Enough training for today. Did you do all positions correct?
choice:TEMP7, TEMP7 TEMP7
if:(LASTASK == 1)
    log:Slave declares all positions were performed correctly.
    show:Well done, my devoted TEMP6. I'm impressed that you performed all the
positions flawlessly.
    button:Thank you DTITLE
fi:
if:(LASTASK == 2)
    log:Slave admits not all positions were performed correctly, please give a
low rating or even mark the task as failed!
    show:You did not perform all positions correctly as expected. You will be
punished for your errors.
    button:Sorry DTITLE
fi:
show:I hope to see you again soon my little TEMP6.
button:Bye DTITLE
;
;----- End task -----
;
;----- Start Functions -----
;
;----- Loops -----
function:Loops
    ;How many positions are repeated, minimum 5
    settemp3:(TEMP3 + 5)
    while:(TEMP3 > 0)
        ;Wich position must be displayed
        call:Choice
        ;Slave should get in position
        call:Position
        settemp3:(TEMP3 -1)
        ;Back start position, TEMP2 value 0
        settemp2:0
        call:Position
    endwhile:
end:
;----- End loops -----
;
;----- Position -----
;What position should the slave be in, determined through the function
choice
function:Position
    ;Review picture, chance 1 in 5
    settemp8:Math.floor((Math.random() * 5) + 1)
    if:(TEMP2==0)
        image2:taskimg/tasks/puppy/puppy_00.png
        speakjen:Wait
        show:<br><br><br><br><br><h2> Wait.
        if:('TEMP5' == 'onlybell')
            sound:bell.wav
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    fi:
    if:(TEMP8 == 5)
        assign:logText:'Slave should be in wait position (next picture)'
    fi:
fi:
if:(TEMP2==1)
    image2:taskimg/tasks/puppy/puppy_03.png
    speakjen:Paws
    show:<br><br><br><br><br><h2> Paws.
    if:('TEMP5' == 'onlybell')
        sound:bell.wav
    fi:
    if:(TEMP8 == 5)
        assign:logText:'Slave should be in paws position (next picture)'
    fi:
fi:
if:(TEMP2==2)
    image2:taskimg/tasks/puppy/puppy_01.png
    speakjen:Stand
    show:<br><br><br><br><br><h2> Stand.
    if:('TEMP5' == 'onlybell')
        sound:bell.wav
    fi:
    if:(TEMP8 == 5)
        assign:logText:'Slave should be in stand position (next picture)'
    fi:
fi:
if:(TEMP2==3)
    image2:taskimg/tasks/puppy/puppy_02.png
    speakjen:Roll
    show:<br><br><br><br><br><h2> Roll.
    if:('TEMP5' == 'onlybell')
        sound:bell.wav
    fi:
    if:(TEMP8 == 5)
        assign:logText:'Slave should be in roll position (next picture)'
    fi:
fi:
if:(TEMP2==4)
    image2:taskimg/tasks/puppy/puppy_04.png
    speakjen:Wiggle
    show:<br><br><br><br><br><h2> Wiggle.
    if:('TEMP5' == 'onlybell')
        sound:bell.wav
    fi:
    if:(TEMP8 == 5)
        assign:logText:'Slave should be in wiggle tail position (next
picture)'
    fi:
fi:
if:(TEMP2==5)

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image2:taskimg/tasks/puppy/puppy_05.png
speakjen:Down
show:<br><br><br><br><br><h2> Down.
if:('TEMP5' == 'onlybell')
    sound:bell.wav
fi:
if:(TEMP8 == 5)
    assign:logText:'Slave should be in down position (next picture)'
fi:
fi:
if:(TEMP2==6)
    image2:taskimg/tasks/puppy/puppy_06.png
    speakjen:Peeing
    show:<br><br><br><br><br><h2> Peeing.
    if:('TEMP5' == 'onlybell')
        sound:bell.wav
    fi:
    if:(TEMP8 == 5)
        assign:logText:'Slave should be in peeing position (next picture)'
    fi:
    fi:
    call:Time
end:
;----- End position -----
;
;----- Time -----
;TimeBar to get in position
function:Time
    ;Timer on the left side
    settemp1:14
    loop:TEMP1
        showbar:(LOOPVAR * 7)
        wait:1
    endloop:
    if:(TEMP8 == 5)
        log:$logText
        cam:temp
        wait:1
    fi:
    hidebar:
end:
;----- End time -----
;
;----- Choice -----
;There are 6 different positions not including start position
function:Choice
    settemp2:Math.floor((Math.random() * 6) + 1)
end:
;----- End choice -----
;
;----- Training -----
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;Training for all the different positions
function:Training
  show:The first position you must learn is the 'wait' position. You sit on
your hands and knees looking at your DTITLE. Just like a patient TEMP6
waiting for the next command. Whenever I explain something you assume the
'wait' position. Get in the 'wait' position now my pet.
  button:TEMP7
  ;Position paws up
  show:Now, my devoted TEMP6, it's time to learn the 'paws' position. When I
say 'paws,' I want you to sit back on your knees with your knees apart, and
form your hands into paw-like shapes. <br> Let's practice.
  image2:taskimg/tasks/puppy/puppy_03.png
  button:Paws
  call:Position
  sound:bell.wav
  settemp2:(TEMP2+1)
  ;Position show
  show:Now, my eager TEMP6, let's learn the 'stand' position. When I say
'stand,' I want you to squat down, resting on your haunches with your knees
apart, and form your hands into paw-like shapes. Let's practice.
  image2:taskimg/tasks/puppy/puppy_01.png
  button:Stand
  call:Position
  sound:bell.wav
  settemp2:(TEMP2 +1)
  ;Position roll
  show:Now, my playful TEMP6, it's time to learn the 'roll' position. When I
say 'roll', I want you to roll onto your back, just like a happy and
submissive TEMP6 enjoying a belly rub. Let's practice.
  image2:taskimg/tasks/puppy/puppy_02.png
  button:Roll
  call:Position
  sound:bell.wav
  settemp2:(TEMP2+1)
  ;Position wiggle tail
  show:Now, my obedient TEMP6, let's learn the 'wiggle' position. When I say
'wiggle', I want you to stand on your hands and feets and wag your bottom
playfully, just like a happy TEMP6 showing excitement and enthusiasm. Let's
practice.
  image2:taskimg/tasks/puppy/puppy_04.png
  button:Wiggle
  call:Position
  sound:bell.wav
  settemp2:(TEMP2+1)
  ;Position down
  show:Now, my devoted TEMP6, it's time to learn the 'down' position. When i
say 'down', I want you to lower your body to the ground and rest your head
on the floor. <br>Let's practice.
  image2:taskimg/tasks/puppy/puppy_05.png
  button:Down
  call:Position
```

```
sound:bell.wav
settemp2:(TEMP2+1)
;Position peeing
show:Now, my playful TEMP6, let's talk about the 'peeing' position.When I
say 'peeing', I want you to playfully mimic a TEMP6 marking its territory.
Lift one leg as if you're peeing on the spot. <br>Let's give it a try.
image2:taskimg/tasks/puppy/puppy_06.png
button:Peeing
call:Position
sound:bell.wav
settemp2:(TEMP2+ 1)
;
end:
;----- End training -----
;Wich toys must the slave use or show face
;
function:UseToy
    settemp9:(Math.floor((Math.random() * 100) + 1))
end:
;
```

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