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Title:pishock_punishment_1
Sex: Female T Male T Trans T
Require:
Limits:
; Pishock punishment (to be integrated into the punishment for failing a
task)

;=====
;===== defining variables =====
;=====
use:gen
capture:hide

assign:totalPishockMinutes:60
assign:maxAdditionalMinutes:30
assign:todoPishockMinutes:$totalPishockMinutes
if: HAS_PENIS
    assign:preferedPishockLocation:'balls'
else:
    assign:preferedPishockLocation:'pussy'
fi:

if:(S_IDENTIFY > 3)
    assign:he1:'she'
    assign:he2:'she'
    assign:heCap1:'She'
    assign:heCap2:'She'
    assign:his1:'her'
    assign:his2:'her'
    assign:him1:'her'
    assign:him2:'her'
    assign:himsel1:'herself'
fi:

if:(S_IDENTIFY == 3)
    assign:he1:'they'
    assign:he2:'they'
    assign:heCap1:'They'
    assign:heCap2:'They'
    assign:his1:'their'
    assign:his2:'their'
    assign:him1:'them'
    assign:him2:'them'
    assign:himsel1:'themselves'
fi:

if:(S_IDENTIFY < 3)
    assign:he1:'he'
    assign:he2:'he'
    assign:heCap1:'He'
    assign:heCap2:'He'
```

```
    assign:his1:'his'
    assign:his2:'his'
    assign:him1:'him'
    assign:him2:'him'
    assign:himself1:'himself'
fi:

;=====
;===== defining functions =====
;=====

;-----
function:setup0
;-----
    image:taskimg/court3.jpg
    show:Do you have a pishock device available and already a pishock account?
    choice:Yes,No
    if: LASTASK == 1
        call:setupSound
        call:setup1
    fi:
end:

;-----
function:setupSound
;-----
    show:Make sure that your sound is turned on, you need to hear when your
punishment is done.
    button:Play test sound
    label:startOfPlayTestSoundAgainLabel
    speakjen:Do you hear me?
    choice:Yes I heard you,No please play it again
    if: LASTASK == 2
        goto:startOfPlayTestSoundAgainLabel
    fi:
end:

;-----
function:setup1
;-----
    if: HAS_PENIS
        show:Ok, then let's setup your punishment. First attach the pishock to
your body. For example your balls, but if you cannot handle that, any other
place below your waist is ok. Adjust the cam, so that the pishock stays in
my view until your punishment is done.
    else:
        show:Ok, then let's setup your punishment. First attach the pishock to
your body. It would be preferred if you could somehow press it on your pussy,
but if you cannot handle that, any other place below your waist is ok.
Adjust the cam, so that the pishock stays in my view until your punishment
is done.
```

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fi:
button:Pishock attached
cam:save:latest_temp_expose_pishock_pic
asktext:Where did you attach it? Just enter the place so that it makes
sense in a sentence like 'The pishock is attached to the ???', e.g. enter
<b>$preferredPishockLocation</b>
assign:pishockLocation:'LASTASK'
show:Click on the button to open <b>xtoys.app</b> in another browser tab
button:Open link
log:pishock attached to the $pishockLocation
web:https://xtoys.app
show:Now you can login or create an account. But this is optional, it also
works as a guest.
button:Ok
image:taskimg/pishock/pi_pun_1.jpg
show:In the top right corner click on the plus and add a pishock collar to
the session.
button:Added pishock
image:taskimg/pishock/pi_pun_2.jpg
show:Now connect your pi-shock by clicking on the connect icon in the top
left corner. Check the checkmarks and click on PISHOCK LOGIN and CONNECT
ACCOUNT to connect your pishock account. Set the shock maximum and the
vibrate maximum to something you can bear and click CONNECT SHOCKER
button:Connected my pi-shock
image:taskimg/court3.jpg
show:Test if the shocking works, otherwise try to connect again
button:The shock works
image:taskimg/pishock/pi_pun_3.jpg
show:Now let's start the session. Click on the globe icon in the top right
corner and select Host Session. Make sure that the Public checkbox is
selected, and the pishock control is set to Everyone. Then add a text in the
SESSION INFO box similar to the following and click on HOST but don't close
the popup yet.<p><b>This slave is being punished, feel free to use the
pishock that is attached to $his1 $pishockLocation as much as you like. Only
use short shocks (1 sec or below), long ones are not effective.<p>$heCap1
has to be at public mercy for $totalPishockMinutes minutes, but if anyone is
still in the session $he1 has to continue beyond that time for max. another
$maxAdditionalMinutes minutes.<p>$heCap2 has agreed to the max. shock level,
so you can use any level you like.</b>
button:Set public check and Info and clicked HOST
image:taskimg/pishock/pi_pun_4.jpg
asktext:Copy the <b>Session Code</b> and enter it here. (If you've
accidentally closed the popup, you can open it again by clicking on the
globe icon again)
assign:xtoysSessionCode:'LASTASK'
image:taskimg/pishock/pi_pun_5.jpg
asktext:Copy the <b>User Name</b> and enter it here. (If you've
accidentally closed the popup, you can open it again by clicking on the
globe icon again)
assign:xtoysUserName:'LASTASK'
expose:latest_temp_expose_pishock_pic:1
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image:taskimg/court3.jpg
show:Your punishment session begins now. I will let you know once it's
over.
show:I've sent this to everybody, in case somebody wants to join the
session and contribute to your punishment.<p><b>SNAME ($xtoysUserName) is
punished for $todoPishockMinutesmin with a pishock attached to $his1
$pishockLocation. To shock $him1, please visit
xtoys.app/session/$xtoysSessionCode (see the temp exposed gallery for
details)</b>
broadcast:SNAME ($xtoysUserName) is punished for $todoPishockMinutesmin
with a pishock attached to $his1 $pishockLocation. To shock $him1, please
visit xtoys.app/session/$xtoysSessionCode (see the temp exposed gallery for
details)
button:Gulp
image:taskimg/jury1.jpg
speakjen:Your punishment session begins now.
show:You may now close the x-toys session popup.
wait:10
exptext:SNAME ($xtoysUserName) is punished for $todoPishockMinutesmin with
a pishock attached to $his1 $pishockLocation. Please contribute some shocks
to $his2 punishment (no login required) via
xtoys.app/session/$xtoysSessionCode
label:startOfPishockPunishmentLoop
wait:60
show:Stay like that ($todoPishockMinutes minutes left)
assign:todoPishockMinutes:$todoPishockMinutes-1
if: $todoPishockMinutes > 0
  goto:startOfPishockPunishmentLoop
fi:
image:taskimg/court3.jpg
speakjen:Your time is up, but you may only end the x toys session if
nobody is connected anymore.
settempl:$maxAdditionalMinutes
assign:waitingText:'Your time is up, but you may only end the x toys
session if nobody is connected anymore. If somebody is still in the session,
you have to continue until nobody is in the session anymore. The session
cannot be extended by more than an additional $maxAdditionalMinutes minutes
like this though. You do not have to push the button in that case. At the
end of the additional minutes I will notify you.'
;
assign:additionalMinutesLeft:$maxAdditionalMinutes
label:additionalTimeLoopStart
show:$waitingText ($additionalMinutesLeft minutes left)
wbutton:60:Nobody is connected anymore
assign:additionalMinutesLeft:$additionalMinutesLeft-1
if: $additionalMinutesLeft > 0 && LASTASK != 0
  goto:additionalTimeLoopStart
fi:
;
if: LASTASK == 0
  show:Alright, you may take off the pi-shock and end the xtoys session.
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```
You are free to go, $snick.  
  else:  
    speakjen:The additional $maxAdditionalMinutes minutes are over.  
    show:The additional $maxAdditionalMinutes minutes are over, you may take  
off the pi-shock and end the xtoys session. You are free to go, $snick.  
  fi:  
    button:Thank you, Miss Benz  
end:  
  
;===== start of the task =====  
;===== start of the task =====  
;===== start of the task =====  
call:setup0  
;
```

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