

Tease A.I. - Commands, Filter & Keywords

Commands:

Name	Syntax	Remarks	Example	Patch
@AcceptAnswer	-	<p>MUST BE USED IN CONJUNCTION WITH A MULTIPLE CHOICE BRANCH.</p> <p>These are sections in the script where the domme will wait for a specific response. The scripter may choose as many different reponses as they like by putting them in brackets and separating them with commas. It's important to note that [yes] and [no] are System responses used in Multiple Choice Branches. The program will accept any response for these that the user has set up in their Yes and No key phrases. When a response is found, the domme says the line after that response, then moves to the next line after @DifferentAnswer or @AcceptAnswer.</p>	<p>Do you like sports? [yes] Me too! [no] Ah well, some people don't [baseball] I guess that is the only way you get to second base anymore #Lol [wrestling, lucha] Me too, I think luchadores are mysterious and sexy #EmoteHappy [golf, bowling, darts] Kinda boring, but okay #Lol [pocket pool] Let me rephrase #EmoteFlustered Do you like any <i>real</i> sports? @LoopAnswer @AcceptAnswer Okay then Moving on Let's get to some teasing!</p>	Official 54.9
@AddContact1 @AddContact2 @AddContact3	-	<p>The @AddContact1 Command lets the program know that Contact 1 is now active in the group.</p> <p>Note: When this Command is used, Tease AI will automatically output a system message that Contact 1 has joined the room on the next line.</p> <p>When any Contact is in the chatroom, different scripts will be used in certain situations:</p> <p>GlitterTaunts_1.txt instead of StrokeTaunts_1.txt GlitterTaunts_2.txt instead of StrokeTaunts_2.txt</p>	<p>#Contact1 is about to join us #SubName @AddContact1</p>	Official 54.9

		<p>GlitterTaunts_3.txt instead of StrokeTaunts_3.txt GroupEdge.txt instead of Edge.txt GroupHoldTheEdge.txt instead of HoldTheEdge.txt</p>		
@AddDomme	-	<p>The @AddDomme Command is used to put the domme back in the chat room after removing her from a Glitter group with @RemoveDomme.</p>	<p>Okay, I'm back. Hope my friends haven't been giving you too much trouble #SubName #Grin @AddDomme</p>	Official 54.9
@AddEdgeHoldTime		<p>The @AddEdgeHoldTime Command adds a random amount of time for the user to hold their current edge.</p> <p>The amount of time added is determined by the user's minimum and maximum Hold Edge Time settings in the Sub Settings tab.</p> <p>For example, if the user's settings for holding the edge are between 3 and 5 minutes, then @AddEdgeHoldTime will add between 3 and 5 minutes to their current edge.</p>	<p>I think I'm going to make you hold this edge even longer than I planned to @AddEdgeHoldTime</p>	Official 54.9
@AddEdgeHoldTime()	(amount)	<p>The @AddEdgeHoldTime() Command allows you to add a specified amount of time for the user to hold their current edge.</p> <p>The default is in seconds, but you can use Minutes and Hours as well. For example:</p> <p>@AddEdgeHoldTime(60) - would add 60 seconds to the user's current edge hold. @AddEdgeHoldTime(3 Minutes) - would add 3 minutes to the user's current edge hold. @AddEdgeHoldTime(2 Hours) - would add 2 hours to the user's current edge hold.</p> <p>You can also set a time range using a comma. For example:</p> <p>@AddEdgeHoldTime(3 Minutes, 10 Minutes) - would add between 3 and 5 minutes to the user's current edge hold.</p>	<p>I think you need to hold this edge for at least three more minutes #Grin @AddEdgeHoldTime(3 Minutes)</p>	Official 54.9

@AddStrokeTime	-	<p>The @AddStrokeTime Command adds a random amount of time to the user's current Taunt cycle.</p> <p>The amount of time added is determined by the user's Tease Cycle setting in the Range Settings tab.</p> <p>For example, if the user's settings for Taunt Cycles are between 3 and 5 minutes, then @AddStrokeTime will add between 3 and 5 minutes to the current Taunt cycle.</p>	I think you need to stroke a little longer for me this time @AddStrokeTime	Official 54.9
@AddStrokeTime()	(amount)	<p>The @AddStrokeTime() Command allows you to add a specified amount of time to the user's current Taunt cycle.</p> <p>The default is in seconds, but you can use Minutes and Hours as well. For example:</p> <p>@AddStrokeTime(60) - would add 60 seconds to the user's current Taunt cycle. @AddStrokeTime(3 Minutes) - would add 3 minutes to the user's current Taunt cycle. @AddStrokeTime(2 Hours) - would add 2 hours to the user's current Taunt cycle.</p> <p>You can also set a time range using a comma. For example:</p> <p>@AddStrokeTime(3 Minutes, 10 Minutes) - would add between 3 and 5 minutes to the user's current Taunt cycle.</p>	I was gonna let you stop, but I think you can keep stroking for at least five more minutes instead @AddStrokeTime(5 Minutes)	Official 54.9
@AddTeaseTime	-	<p>The @AddTeaseTime Command adds a random amount of time to the user's current session.</p> <p>The amount of time added is determined by the user's Tease Length settings in the Range Settings tab.</p> <p>For example, if the user's settings for Tease Length are between 30 minutes and 1 hour, then @AddTeaseTime will add between 30 minutes and 1 hour to the current session.</p>	I feel like making this an extra long session #GeneralTime @AddTeaseTime	Official 54.9

@AddTeaseTime()	(amount)	<p>The @AddTeaseTime() Command allows you to add a specified amount of time to the user's current session.</p> <p>Use Minutes and Hours to specify duration. For example:</p> <p>@AddTeaseTime(30 Minutes) - would add 30 minutes to the user's current session. @AddTeaseTime(2 Hours) - would add 2 hours to the user's current session.</p> <p>You can also set a time range using a comma. For example:</p> <p>@AddTeaseTime(30 Minutes, 2 Hours) - would add between 30 minutes and 2 hours to the user's current session.</p>	<p>I think I'm gonna add another hour to our session today @AddTeaseTime(1 Hour)</p>	Official 54.9
@AddTokens()	(amount and type)	<p>The amount and type of tokens are specified in parentheses.</p> <p>You can also use commas to give more than one kind of token at once.</p>	<p>I gave you 10 silver tokens @AddTokens(10 Silver) - This would add 10 Silver tokens</p> <p>I gave you some tokens #SubName @AddTokens(10 Bronze, 2 Gold) - This would add 10 bronze and 2 gold tokens</p>	Official 54.9
@AFKOff	-	<p>The @AFKOff Command is used to cancel @AFKOn and restore the domme's ability to respond to the user.</p>	<p>Okay, I'm back @AFKOff</p>	Official 54.9
@AFKOn	-	<p>The @AFKOn Command disables the domme's ability to respond.</p> <p>Scripts will still progress, even it has the domme speaking lines. She just won't respond to things the user types.</p>	<p>I'll be right back, but you can look at this slideshow while I'm gone @AFKOn</p>	Official 54.9
@ApathyLevelDown	-	<p>The @ApathyLevelDown Command will lower the domme's current Apathy Level by 1.</p> <p>If the domme's Apathy Level is already 1, then no change will occur.</p>	<p>I'll try to keep your limits in mind a little better #SubName @ApathyLevelDown</p>	Official 54.9

		The domme will have her normal value once the program is restarted.		
@ApathyLevelUp	-	<p>The @ApathyLevelUp Command will raise the domme's current Apathy Level by 1.</p> <p>If the domme's Apathy Level is already 5, then no change will occur.</p> <p>The domme will have her normal value once the program is restarted.</p>	I feel like being a little more cruel than usual tonight #SubName @ApathyLevelUp	Official 54.9
@BadMood()	(GotoLine)	<p>The @BadMood() Command will go to the line specified in parentheses if the domme is in a bad mood.</p> <p>Look at the following example:</p> <p>What do I feel like doing to you #GeneralTime? @BadMood(Heavy Ballbusting)</p> <p>If the domme is in a bad mood, then this will go to the line (Heavy Ballbusting).</p>	What do I feel like doing to you #GeneralTime? @BadMood(Heavy Ballbusting)	Official 54.9
@BallTorture+1	-	<p>The @BallTorture+1 Command adds 1 to Tease AI's internal count of the number of Ball Torture instances for the current session.</p> <p>The program automatically raises this number for @CBTBalls, but this is useful for adding to the count when ball torture occurs outside of @CBTBalls.</p> <p>It is not strictly mandatory to use this Command when such ball torture occurs, but it can help the overall experience when working with multiple scripts.</p>	For that answer, I think you should punch yourself hard in the #Balls right now #EmoteFlustered @BallTorture+1	Official 54.9
@BookmarkLink	-	The @BookmarkLink Command is used to remember where	We'll get back to this in a second, start	Official 54.9

		<p>the current Link script is about to stop, and return to the same Link at that location after the next Module ends.</p> <p><code>@BookmarkLink</code> MUST be used in the line above the <code>@End</code> Command, along with the <code>@StartStroking</code> Command.</p> <p>The script will resume its place immediately after that <code>@End</code> Command when the Link script is called again after the next Module.</p> <p>Multiple <code>@BookmarkLink</code> Commands may be used in the same script.</p>	<p>stroking for now <code>@StartStroking</code> <code>@BookmarkLink</code></p>	
<code>@BookmarkModule</code>	-	<p>The <code>@BookmarkModule</code> Command is used to remember where the current Module is about to stop, and return to the same Module at that location after the next Taunt cycle ends.</p> <p><code>@BookmarkModule</code> MUST be used in the line above the <code>@End</code> Command.</p> <p>The script will resume its place immediately after that <code>@End</code> Command when the Module is called again after the next Taunt cycle.</p> <p>When a Module resumes its place, the domme will automatically tell the user to stop stroking first. You do not need to include those instructions.</p> <p>Multiple <code>@BookmarkModule</code> Commands may be used in the same script.</p>	<p>I'm gonna make you bust your balls again as soon as you're done stroking this round <code>@BookmarkModule</code></p>	Official 54.9
<code>@Call()</code>	<p>(<code><relativepath></code>), (<code><relativepath></code>, <code><gotoline></code>)</p>	<p>The <code>@Call()</code> Command allows you to leave the linear script you're in and begin running another script in the location specified.</p> <p>For example, <code>@Call(Modules\PicturesSolo_85.txt)</code> would</p>	<p>I changed my mind about this, I'm just gonna bust your #Balls instead #Lol <code>@Call(Custom\My</code> <code>Username\Ballbreaker_1.txt)</code></p>	Official 54.9

		<p>immediately move the domme to the first line of that script and the program would continue from there. You can specify any location you like, as long as it exists in the currently Personality's directories, eg @Call(Custom\My Username\Ballbreaker_1.txt)</p> <p>You can also use a comma to specify a specific line to start from:</p> <p>For example, @Call(Custom\My Username\Ballbreaker_1.txt, Made Domme Angry) would move to the file Custom\My Username\Ballbreaker_1.txt and begin from the line (Made Domme Angry). When using a comma to specify location to jump to, make sure that you do not put it in its own set of parentheses, just the location word or phrase only.</p>		
@CallRandom()	(<relativepath>)	<p>The @CallRandom() Command allows you to leave the linear script you're in and begin running a random script from the directory specified.</p> <p>For example, @CallRandom(Custom\UserName\Random) would move to the directory Custom\My Username\Random\ and randomly select a script located there. It would start at the first line of that script and move forward from there.</p> <p>When using @CallRandom(), you cannot use a comma to specify a specific jumping point as you can with @Call().</p>	I changed my mind, I want to try something else with you right now @Call(Custom\My Username\Random)	Official 54.9
@CallReturn()	(<relativepath>), (<relativepath>,<gotoline>)	<p>Calls a different script and returns to current script or taunt cycle when completed. Restores sub's state.</p> <p>When a script is called however, the domme will not offer any automatic instructions. So if the user is stroking when the called script starts, the program will still consider the user to be stroking. If you need the user to stop for a called</p>	You seriously have to pee...now?! @CallReturn(Custom\Return\Had to pee.txt)	Official 54.9

script, consider using the Command Filter `@Stroking` to insert a line that will only be viewed if the user is stroking, such as:

```
@Stroking Go ahead and stop stroking @StopStroking
```

When creating called scripts, consider using Command Filters to ensure that they work for whatever situation the user might be in when your script is called.

For example, `@CallReturn(Custom\Return\Had to pee.txt)` would call the script `Custom\Return\Had to pee.txt` in the user's current domme location.

You can also use a comma to specify a line to jump to once the called script starts.

For example, `@CallReturn(Custom\Return\Had to pee.txt, Go Before We Start)` - This would call the script `Custom\Return\Had to pee.txt`, and begin from the line (Go Before We Start)

When a script is called with `@CallReturn()`, Tease AI will automatically remember the place the user left off and what they were doing. When the called script ends with `@End`, the domme will automatically have the user resume what they were doing before the script was called.

MODES ARE NOT RESTORED ON RETURN IN CURRENT BUILD.

Vocabularies (These are used, when sub was doing something before `@CallReturn()` was called:

```
#Return_CBTBalls, #Return_CBTCock, #Return_Chastity,  
#Return_Edging, #Return_Holding, #Return_Rest,  
#Return_Stroking
```

@CamSnapFolder[]	[x\y\z]	<p>This starts a timer of 10 seconds, this is needed because depending on the different hardware (webcam) it can take a while till a webcam is ready to take pictures.</p> <p>Once the 10 seconds are over it takes a snapshot and saves it to the folder-path specified with [XXX\YYY\ZZZ].</p> <p>The Images folder of Tease AI is always the base folder, i.e. you have TeaseAI.exe in C:\tai\hot5\TeaseAI.exe then it would be saved in C:\tai\hot5\Images\myPersonalityName\camshots\kneeling\</p> <p>Non existing folders will be created automatically, also the filename will be created automatically, i.e. Webcamshot_2018_01_17__9_10_56.jpg</p> <p>So, with @CamSnapFolder pictures will always have a unique name, so they will never be overwritten, the disadvantage is that you could display them only with @ShowImage[myPersonalityName\camshots\kneeling*.jpg]</p>	@CamSnapFolder[myPersonalityName\camshots\kneeling]	Unofficial 55.4 (Only)
@CamSnapFile[]	[x\y\z\filename.jpg]	<p>The same as @CamSnapFolder[XXX\YYY\ZZZ] but you have a specific name for the picture.</p> <p>Advantage: You can display that specific named picture with @ShowImage[myPersonalityName\camshots\toys\mytoy01.jpg]</p> <p>Disadvantage: Every time the script with that command in it runs, it will always overwrite the last saved picture with the same name.</p>	@CamSnapFile[myPersonalityName\camshots\toys\mytoy01.jpg]	Unofficial 55.4 (Only)
@CameMode()	<p>(Goto, <gotoline>),</p> <p>(Video, <gotoline>),</p> <p>(Message, text),</p> <p>(Normal)</p>	<p>Sets a mode that will resolve if the user says "Came", "I Came", "Just Came" or "I just came".</p> <p>@CameMode() allows you perform a specific action if the user says one of the exact following expressions while CameMode is active:</p> <p>"Came", "I Came", "Just Came" or "I just came".</p> <p>Case doesn't matter, but @Camemode() will only pick up those four exact phrases. So "I just came" would activate it,</p>	<p>Get to the edge for me @Edge(Orgasm)</p> <p>@CameMode(Goto, User Came)</p> <p>(Loop)</p> <p>I want you to feel good</p> <p>Make yourself feel so good for me</p> <p>You deserve all that pleasure</p> <p>I want you to make yourself cum for me</p> <p>#SubName @Goto(Loop)</p> <p>(User Came)</p> <p>I hope that felt incredible for you</p> <p>Who knows how many chances you're</p>	Official 54.9

		<p>"But I just came yesterday" would not.</p> <p>There are three ways to use @CameMode():</p> <p>@CameMode(Goto, GotoLine)</p> <p>Goto mode will go to the specified GotoLine if the user enters one of the above phrases.</p> <p>@CameMode(Video, GotoLine)</p> <p>Video mode will stop a currently playing video if the user enters one of the above phrases and go to the specified GotoLine. If the video ends or is stopped first, the Video mode will be cleared and the script will move to the next line as usual.</p> <p>@CameMode(Message, MessageText)</p> <p>Message mode will have the program process one of the above "I came" phrases as whatever text is specified as MessageText.</p> <p>You can clear @CameMode with @CameMode(Normal).</p>	<p>going to get? *grin*</p> <p>@End</p> <p>You better cum before this video stops</p> <p>@PlayVideo(60) @CameMode(Video, Came In Time)</p> <p>You didn't make it #SubName</p> <p>And now I'm going to have to punish you</p> <p>#CBTBalls</p> <p>I hope you learned your lesson</p> <p>@End</p> <p>(Came In Time)</p> <p>Looks like you made it</p> <p>Good job #SubName</p> <p>@End</p> <p>Here's what you need to know about me</p> <p>@CameMode(Message, You're a Bitch)</p> <p>I hate it when men cum, it's a slap in my face</p> <p>If you cum, you might as well be saying</p> <p>I'm a bitch</p>	
@CBT	-	<p>The @CBT Command will start a CBT routine that focuses on both cock and ball smacks.</p> <p>The following files should exist in [Tease AI Root Folder]\Scripts\[Personality]\CBT\:</p> <p>CBTBalls.txt CBTBalls_First.txt CBTCock.txt CBTCock_First.txt</p> <p>The first instruction will be taken randomly from either</p>	<p>I think it's time for a little cock and ball torture @CBT</p>	Official 54.9

		<p>CBT\CBTCock_First.txt or CBT\CBTBalls_First.txt.</p> <p>All subsequent instructions will be taken randomly from either CBT\CBTCock.txt or CBT\CBTBalls.txt.</p> <p>After each instruction, the domme will wait for user response before she gives the next.</p> <p>If the user response connects with a Response file, the domme will give a response before issuing the next instruction.</p> <p>When the domme has finished the CBT routine, the script will continue as normal.</p>		
@CBTBalls	-	<p>Begins a CBT routine that focuses on ball smacks.</p> <p>See @CBT for all remarks.</p>	I want to smack those #Balls around a little bit @CBTBalls	Official 54.9
@CBTCock	-	<p>The @CBTCock Command will start a CBT routine that focuses on cock smacks.</p> <p>See @CBT for all remarks.</p>	I want to abuse that #Cock a little bit @CBTCock	Official 54.9
@ChanceXX()	##(<gotoline>)	<p>The @ChanceXX() Command gives a chance to either jump to the line specified, or move to the next line as normal. The odds of jumping to the specified line are indicated in the Command itself.</p> <p>For example, @Chance50(Edge For Me Again) would have a 50% chance of jumping to the line (Edge For Me Again).</p> <p>The number following "@Chance" must be a two-digit number between 01 and 99.</p>	There's a small chance I'm going to make you ruin an orgasm for me @Chance05(Make You Ruin It)	Official 54.9
@ChangeVar[]	[VariableName] = [Value1] + [Valu	The @ChangeVar[] Command is used to change the value of a new or existing Variable.	I want you to give me three times as many strokes as last time	Official 54.9

	e2]	<p>For example, <code>@ChangeVar[StrokeAmount]=[StrokeAmount]+[100]</code> would add 100 to the current value of "StrokeAmount" and save it.</p> <p>If "StrokeAmount" did not previously exist, then it would be created with a value of 100 in this case, since nothing + 100 equals 100.</p> <p>You can use <code>@ChangeVar[]</code> to add, subtract, multiply or divide with the operators +, -, * and /.</p> <p>More than one <code>@ChangeVar[]</code> Command can be used per line.</p>	<code>@ChangeVar[StrokeAmount]=[StrokeAmount]*[3]</code>	
@ChastityOff	-	<p>The <code>@ChastityOff</code> Command is used to let the program know that the user is no longer locked in a chastity device.</p> <p>This state will remain active across playthroughs until the <code>@ChastityOn</code> Command is used.</p>	All right #SubName, go ahead and take off that chastity cage @ChastityOff	Official 54.9
@ChastityOn	-	<p>The <code>@ChastityOn</code> Command is used to let the program know that the user is now locked in a chastity device.</p> <p>This state will remain active across playthroughs until the <code>@ChastityOff</code> Command is used.</p> <p>When the user is in the Chastity state, Tease AI will only run Start, Module, Link and End scripts that end with "_CHASTITY". For example, ChastityStart_CHASTITY.txt</p> <p>During the Taunt cycle, the domme will pull from the following files instead of the usual Stroke Taunts:</p> <p>ChastityTaunts_1.txt ChastityTaunts_2.txt ChastityTaunts_3.txt</p>	I want you to lock that #Cock up in your chastity cage right now @ChastityOn	Official 54.9

@ChatImage[]	[<relativepath>]	<p>Displays a local image in the chat text itself, as opposed to the main picture window.</p> <p>@ChatImage[1885\smile.jpg] - would display the image [Tease AI Root Folder]\Images\1885\smile.jpg on the domme's current line in chat.</p> <p>You can also use commas to force the pictures dimensions, using width then height. BOTH width and height must be specified if you use this function. For example:</p> <p>@ChatImage[1885\smile.jpg, 18, 18] - would display the image [Tease AI Root Folder]\Images\1885\smile.jpg resized to 18x18 on the domme's current line in chat.</p> <p>Image locations specified in brackets are relative to "[Tease AI Root Folder]\Images\".</p>	<p>I'm so fucking wicked @ChatImage[Emotes\evilgrin.jpg]</p>	Official 54.9
@CheckBnB	-	<p>Jumps to (No BnB) if no Boobs or Butt images are available.</p> <p>When both Boobs and Butts images are available, the script will continue to the next line as normal.</p>	<p>I came up with this great game showing you some tits and ass @CheckBnB Here's how to play... I hope you had fun! @End (No BnB) But you don't have any pictures I can use :(Oh well, let's do something else @End</p>	Official 54.9

<p>@CheckDate()</p>	<p>(DateName),</p> <p>(DateName, Interval),</p> <p>(DateName, Interval 1, Interval 2)</p>	<p>The @CheckDate() Command Filter is only valid if the specified date Variable meets the specified conditions. The available formats are as follows:</p> <p>@CheckDate(DateName)</p> <p>@CheckDate(DateName, Interval)</p> <p>@CheckDate(DateName, Interval 1, Interval 2)</p> <p>@CheckDate(NextOrgasm) - Is valid if the current time and date has passed the date set for the Variable "NextOrgasm".</p> <p>@CheckDate(SYS_LastOrgasm, 2 Weeks) - Is valid if the current time and date is more than 2 weeks away from the date set for the Variable "SYS_LastOrgasm".</p> <p>@CheckDate(SYS_LastOrgasm, 2 Weeks, 2 Months) - Is valid if the current time and date is between 2 weeks and 2 Months away from the date set for the Variable "SYS_LastOrgasm".</p> <p>When specifying time intervals, you may use Seconds, Minutes, Hours, Days, Weeks, Months and Years. Pluralization and capitalization do not matter.</p>	<p>@CheckDate(SYS_LastOrgasm, 1 Month) I love knowing that you haven't cum in over a month #Grin</p>	<p>Official 54.9</p>
<p>@CheckFile()</p>	<p>(<absolutePath>, <gotoline>),</p> <p>(<absolutePath>, <gotoline>, <gotoline>)</p>	<p>Checks whether a file exists on a user's computer, then goes to the appropriate line in the script if it does or doesn't.</p> <p>When it comes to script exchange, this Command is most useful when it involves Variables. For instance, the domme could ask the user where his favorite porn video is located using @InputVar[FavoritePornVideo], and the user can drag and drop that video into the chatbox. That would enter the video's filepath, which would then be saved as the Variable "FavoritePornVideo".</p> <p>No directory check included. A missing directory will cause an unhandled DirectoryNotFoundException.</p>	<p>@CheckFile(C\Porn.avi, Porn File Exists) would jump to the line (Porn File Exists)</p> <p>@CheckFile(#Var[FavoritePornVideo], Porn File Exists) would jump to the line (Porn File Exists) if the information stored in the Variable FavoritePornVideo is a valid file location. If it is not a valid file location, the script continues to the next line as normal.</p> <p>@CheckFile(#Var[FavoritePornVideo], Porn File Exists, Porn File Does Not Exist) - The script will still jump to the line (Porn</p>	<p>Official 54.9</p>

		No possibility to check for relative paths.	File Exists) if FavoritePornVideo is a valid location, but in this case it will jump to the line (Porn File Does Not Exist) if it is not.	
@CheckFlag()	<p>(<flag gotoline>),</p> <p>@CheckFlag(<flag>,<gotoline>)</p>	<p>The @CheckFlag() Command checks to see if a Flag has previously been created by @SetFlag() or @TempFlag(), and goes to the appropriate line if it has.</p> <p>For example, @CheckFlag(HadGameInstructions) will move to the line (HadGameInstructions) if the Flag "HadGameInstructions" was previously created.</p> <p>You can also use a comma to specify which line to go to.</p> <p>For example, @CheckFlag(HadGameInstructions, Playing Again) will move to the line (Playing Again) if the Flag "HadGameInstructions" was previously created.</p> <p>When specifying a line to go to in a @CheckFlag() Command, never put it in its own parentheses.</p> <p>For example, @CheckFlag(HadGameInstructions, Playing Again) is correct. @CheckFlag(HadGameInstructions, (Playing Again)) is incorrect.</p> <p>You can use more than one @CheckFlag() Command per line. Tease AI will move to the line indicated by the last @CheckFlag() Command that was valid.</p>	I want to play a little game @CheckFlag(HadGameInstructions)	Official 54.9
@CheckJOIVideo	-	<p>Jumps to (No JOI Found) if no JOI videos are available.</p> <p>If JOI videos are available, the script will continue as normal.</p>		Official 54.9
@CheckPlayVideo	-	If @PlayVideoNoWait is used, sometimes you need to know		Sweet 56.12

		during the script if the video keeps playing or not. When you call this function, if the video is ended, the script goes to the Goto tag (Video Ended) you must have inserted in the script. If not ended, the scripts keeps going normally		
@CheckRiskyPick	-	System Command used to operate the game Risky Pick.		Official 54.9
@CheckStrokingState	-	Jumps to (Sub Stroking) or (Sub Not Stroking), depending on sub's stroking state.		Official 54.9
@CheckVideo @CheckVideo()	(genre)	<p>Jumps to (Videos Found) or (No Videos Found), depending on the availability of video files.</p> <p>@CheckVideo only checks whether or not Videos exist, not whether they've been selected.</p> <p>It can be used now for checking video by genre. Depending if you have the video or not, @CheckVideo will do a Goto to ([Video Genre] Videos Found) if you have the genre being checked or to (No [Video Genre] Videos Found) if you haven't.</p>	<p>I want to make you sit through a sexy video @CheckVideo</p> <p>(Videos Found) You can stroke if you want, but don't cum @PlayVideo The video's over, so stop stroking now @End</p> <p>(No Videos Found) But you don't have any! Oh well, let's do something else @End</p> <p>Have you some hardcore movies #PetName ? @CheckVideo(hardcore) (HARDCORE Videos Found) Nice we will have some fun ! (No HARDCORE Videos Found) Too bad...</p>	<p>Official 54.9</p> <p>Sweet 56.12 (Updated)</p>
@ChooseRiskyPick	-	System Command used to operate the game Risky Pick.		Official 54.9
@ClearChat	-	Clears the main chat window and Side Chat	<p>You're actually not half bad #SubName Oh my god, I can't believe I just complimented you @NullResponse @ClearChat</p>	Official 54.9

			Hehe, and there goes the evidence	
@ClearModes	-	<p>Clears any active modes and returns them to normal.</p> <p>Clears all modes for @CameMode(), @RuinMode(), @EdgeMode(), @YesMode() and @NoMode().</p>		Official 54.9
@ClearRiskyLabels	-	System Command used to operate the game Risky Pick.		Official 54.9
@ClearWorship	-	<p>Removes the target of the Worship mode (Ass, Boobs or Pussy) without deactivating Worship mode itself.</p> <p>To deactivate Worship mode, use @WorshipOff.</p>	<p>Let's take the focus off my ass for a bit @ClearWorship But you still need to worship me some more</p>	Official 54.9
@CloseRiskyPick	-	System Command used to operate the game Risky Pick.		Official 54.9
@CockTorture+1	-	<p>The @CockTorture+1 Command adds 1 to Tease AI's internal count of the number of Cock Torture instances for the current session.</p> <p>The program automatically raises this number for @CBTCock, but this is useful for adding to the count when cock torture occurs outside of @CBTCock.</p> <p>It is not strictly mandatory to use this Command when such cock torture occurs, but it can help the overall experience when working with multiple scripts.</p>	<p>I think you should give your #Cock several hard slaps to calm down from that edge #Grin @CockTorture+1</p>	Official 54.9
@ContinueSession	-	<p>Used during an End script to guarantee that the session will continue.</p> <p>@ContinueSession will not activate if the user has "Denial Always Ends Tease" or "Orgasm Always Ends Tease" checked.</p>	<p>I bet you enjoyed that orgasm But I don't want you to bask in that pleasure for too long @ContinueSession</p>	Official 54.9
@CountVar[]	[VariableName]	<p>Connects a timer to a specified Variable that will change its value by 1 every second.</p> <p>@CountVar[VarName] - Begins a timer that adds 1 to</p>	<p>I wonder how long it would take you to edge for me @SetVar[EdgeTime]=[0] Let's find out, get to the edge right now @Edge(NoHold) @CountVar[EdgeTime]</p>	Official 54.9

		<p>VarName every second</p> <p>@CountVar[VarName, down] - Begins a timer that subtracts 1 from VarName every second</p> <p>@CountVar[VarName, stop] - Stops any timer associated with VarName (up or down)</p>	<p>@NullResponse @RapidCodeOn @CountVar[EdgeTime, stop] It took you @ShowVar[EdgeTime] seconds to edge for me</p>	
@CustomMode()	<p>(text, Goto, <gotoline>),</p> <p>(text, Video, <gotoline>),</p> <p>(Normal)</p>	<p>Sets a mode that will resolve if the user says the specified word or phrase.</p> <p>@CustomMode() allows you to perform a specific action if the user says the specified text while @CustomMode() is active.</p> <p>CustomMode() can now use Vocabulary files. For example, @CustomMode(#Finished, Goto, Finished Task) would goto the line (Finished Task) if the user said any of the lines inside #Finished</p> <p>There are two ways to use @CustomMode():</p> <p>@CustomMode(text, Goto, GotoLine)</p> <p>Goto mode will go to the specified GotoLine if the user enters the text specified in parentheses.</p> <p>@CustomMode(text, Video, GotoLine)</p> <p>Video mode will stop a currently playing video if the user enters the text specified in parentheses and go to the specified GotoLine. If the video ends or is stopped first, the Video mode will be cleared and the script will move to the next line as usual.</p> <p>You can clear @CustomMode() with @CustomMode(text, Normal).</p>	<p>Guess what animal I'm thinking of before time runs out @CustomMode(horse, Goto, Guessed Horse) I wonder if you're actually going to guess It's not that hard I haven't heard the right animal yet Time's running out Better guess now Sorry, time's up @CustomMode(horse, Normal) Guess I'll have to punish you now @CBTBalls I was thinking of a horse by the way @End (Guessed Horse) That's it, I was thinking of a horse! I'll reward you by not punishing you this time :) @End</p>	Official 54.9

<p>@CustomTask()</p>	<p>(CustomTaskName)</p>	<p>The @CustomTask() Command will start a custom routine similar to @CBTBalls or @CBTCock.</p> <p>As a scripter, you'll create one-line instructions and save them as:</p> <p>Custom\Tasks\TaskName_First.txt Custom\Tasks\TaskName.txt</p> <p>For example, if you created a Custom Task called Spanking.txt:</p> <p>The first instruction will be taken randomly from Custom\Tasks\Spanking_First.txt.</p> <p>All subsequent instructions will be taken randomly from Custom\Tasks\Spanking.txt.</p> <p>After each instruction, the domme will wait for user response before she gives the next.</p> <p>If the user response connects with a Response file, the domme will give a response before issuing the next instruction.</p> <p>When the domme has finished the routine, the script will continue as normal.</p>	<p>I think you need a spanking #SubName @CustomTask(Spanking)</p>	<p>Official 54.9</p>
<p>@DecideEdge</p>	<p>-</p>	<p>@DecideEdge is used to have the domme decide to either make the user hold the edge, or simply stop stroking.</p> <p>This Command should only be used in Linear scripts that occur after the user has reported being on the edge.</p> <p>The most common examples are Modules that end in _EDGING.txt, but there are other possible places to use @DecideEdge as well, such as Avoid the Edge scripts.</p>	<p>Already close #SubName? @DecideEdge</p>	<p>Official 54.9</p>

		Vocabularies: #HoldTheEdge, #StopStrokingEdge		
@DecideOrgasm	-	<p>When the @DecideOrgasm Command is used, the next @Edge-related Command will ultimately result in the domme telling the user to cum, ruin or stop stroking completely.</p> <p>@DecideOrgasm can ONLY be used in End scripts.</p> <p>When a line includes @DecideOrgasm, the domme will decide if the user should cum, ruin or be denied based on their personal settings. The program will then jump to one of the following lines:</p> <p>(Orgasm Deny) (Orgasm Allow) (Orgasm Ruin)</p> <p>From there, the next @Edge-related Command will ultimately result in whatever the domme decided. Please look at the End script included with Wicked Tease to view this process in greater detail.</p> <p>End scripts that include @DecideOrgasm MUST include the Goto lines (Orgasm Deny), (Orgasm Allow) and (Orgasm Ruin).</p> <p>While the @DecideOrgasm Command can help you write scripts that cater to each user's preferences, it is not strictly necessary to include it in End scripts. If you wish, you can write End scripts that simply end in denial, only end in multiple ruins, etc, that do not involve the @DecideOrgasm Command at all.</p> <p>Vocabularies:</p>	Time to find out if you get to cum @DecideOrgasm	Official 54.9

		#CumForMe, #RuinYourOrgasm, #StopStroking		
@DecideOrgasm()	(<gotoline>, <gotoline>, <gotoline>)	<p>Makes the domme decide if and how the user can have an orgasm based on their domme settings. This works the same way as @DecideOrgasm, while allowing custom gotolines.</p> <p>This command allows you to set custom gotolines for allowed, ruined and denied orgasms, specified in that order: Allowed GotoLine first, Ruined GotoLine second and Denied GotoLine third.</p> <p>@DecideOrgasm() is extremely useful if you want to have more than one orgasm decision per script. This lets you set orgasm decision paths with different tones, such as having different reactions to the orgasm result based on the domme's mood.</p> <p>Vocabularies: #CumForMe, #RuinYourOrgasm, #StopStroking</p>	@DecideOrgasm(Allowed to Cum, Made to Ruin, Denied Orgasm) - In this case, if the domme has decided the user can cum, the script will move to (Allowed to Cum). If she decides to ruin, it will move to (Made to Ruin). And it will move to (Denied Orgasm) if she decides to deny. From there the next @Edge-related Command will end with an orgasm, ruined or denial depending on the domme's decision.	Official 54.9
@DecreaseOrgasmChance	-	<p>Lowers the frequency that the domme will allow orgasms by one setting.</p> <p>For example, if the domme is currently set to "Sometimes Allows" orgasms, then @DecreaseOrgasmChance will lower the setting to "Rarely Allows".</p> <p>This change will last between sessions or until the user manually adjusts the setting.</p> <p>@DecreaseOrgasmChance will be ignored if the domme's setting is "Never Allows".</p>	I think you better get used to cumming less often from now on @DecreaseOrgasmChance	Official 54.9
@DecreaseRuinChance	-	<p>Lowers the frequency that the domme will ruin orgasms by one setting.</p> <p>For example, if the domme is currently set to "Sometimes</p>		Official 54.9

		<p>Ruins" orgasms, then @DecreaseRuinChance will lower the setting to "Rarely Ruins".</p> <p>This change will last between sessions or until the user manually adjusts the setting.</p> <p>@DecreaseRuinChance will be ignored if the domme's setting is "Never Ruins".</p>		
@DeleteFlag()	(FlagName)	<p>The @DeleteFlag() Command deletes specified Flags in "System\Flags\" and "System\Flags\Temp\".</p> <p>You can use multiple @DeleteFlag() Commands in the same line to delete multiple Flags at once.</p> <p>For example, @DeleteFlag(Flag1) @DeleteFlag(Flag2)</p> <p>You can also delete multiple Flags at once by separating them in single @DeleteFlag() Commands with a comma.</p> <p>For example, @DeleteFlag(Flag1, Flag2, Flag3).</p> <p>Flags are created with the @SetFlag() and @TempFlag Commands.</p>	<p>Okay, I guess I'm not mad at you anymore @DeleteFlag(AngeredDomme)</p>	Official 54.9
@DeleteImage	-	<p>Removes all references to the current displayed image as well as the file itself.</p> <p>Option "Allow Domme to Delete Local Media" has to be enabled.</p> <p>The current displayed image is removed from file system, all URL-files, DislikedImageURLs.txt, LikedImageURLs.txt and LocalImageTags.txt. Images in domme or contact folders and their subfolders are not affected.</p> <p>Local files deleted this way are permanently deleted, they</p>		Official 54.9

		are not sent to the Recycle Bin.		
@DeleteLocalImage	-	<p>The @DeleteLocalImage Command permanently deletes the last applicable local picture displayed by the domme.</p> <p>Option "Allow Domme to Delete Local Media" has to be enabled.</p> <p>Applicable local images include images displayed via: @ShowLocalImage Genre images, such as @ShowHardcoreImage, @ShowCaptionsImage, etc @Slideshow() Local @ShowBoobsImage and @ShowButtImage files @ImageTag() @ShowTaggedImage - This Command is considered defunct as of Patch 48, but is still considered an applicable local picture for @DeleteLocalImage.</p> <p>Images from the Domme's Slideshow folders will never be applicable for @DeleteLocalImage.</p> <p>Files deleted this way are permanently deleted, they are not sent to the Recycle Bin.</p> <p>If the user does not have "Allow Domme to Delete Local Media" checked, then the program will remove the image from the chat window, but it will not be deleted from the hard drive.</p>	Say goodbye to this picture, cause it's gone forever @DeleteLocalImage	Official 54.9
@DeleteVar[]	[VarName]	<p>The @DeleteVar[] Command deletes specified Variables in System\Variables</p> <p>You can use multiple @DeleteVar[] Commands in the same line to delete multiple Variables at once.</p>	That was a pretty intense round of edges just now #Grin @DeleteVar[EdgeCount]	Official 54.9

		<p>For example, @DeleteVar[Var1] @DeleteVar[Var2]</p> <p>You can also delete multiple Variables at once by separating them in single @DeleteVar[] Commands with a comma.</p> <p>For example, @DeleteVar[Var1, Var2, Var3].</p> <p>Variables are created and/or modified with the @SetVar[], @ChangeVar[], @InputVar[] and @RoundVar[] Commands.</p>		
@DifferentAnswer	-	<p>Must be used in conjunction with a Multiple Choice Branch.</p> <p>@DifferentAnswer is used to mark the end of a Multiple Choice Branch. If the user does not enter any of the options given in the Multiple Choice Branch, the domme will say whatever is written after @DifferentAnswer and wait for a new response.</p> <p>Multiple Choice Branches - These are sections in the script where the domme will wait for a specific response. The scripter may choose as many different reponses as they like by putting them in brackets and separating them with commas. It's important to note that [yes] and [no] are System responses used in Multiple Choice Branches. The program will accept any response for these that the user has set up in their Yes and No key phrases. When a response is found, the domme says the line after that response, then moves to the next line after @DifferentAnswer or @AcceptAnswer.</p>	<p>Do you like me? [yes] I'm glad to hear it! [no] You suck :P @DifferentAnswer Yes or no, #SubName?</p>	Official 54.9
@DislikeBlogImage	-	<p>The @DislikeBlogImage Command takes the URL of the most recently viewed blog image and adds it to DislikedImageURLS.txt.</p> <p>Disliked image URLs are stored in [Tease AI Root Directory]\Images\System\DislikedImageURLS.txt.</p>	<p>Do you like this picture at all? @ShowBlogImage [yes] You have weird taste lol [no] Okay, I'll remember that *grin* @DislikeBlogImage @DifferentAnswer Yes or no?</p>	Official 54.9

@DommeAvatarReset	-	Resets to the original Domme avatar after @DommeAvatarTemp[] is being used.	@NullResponse @DommeAvatarReset	Unofficial 55.7
@DommeAvatarTemp[]	[FilePath]	Works like @DommeNameTemp().	@DommeAvatarTemp[wttai\Eat-it-4-Emma\start.jpg]	Unofficial 55.7
@DommeLevelDown	-	The @DommeLevelDown Command will lower the domme's current Level by 1. If the domme's Level is already 1, then no change will occur. The domme will have her normal value once the program is restarted.	Maybe I should take it a little easier on you #GeneralTime @DommeLevelDown	Official 54.9
@DommeLevelUp	-	The @DommeLevelUp Command will raise the domme's current Level by 1. If the domme's Level is already 5, then no change will occur. The domme will have her normal value once the program is restarted.	I think I'm going to be a little rougher with you #GeneralTime #Grin @DommeLevelUp	Official 54.9
@DommeNameReset	-	Resets to the original domme name after @DommeNameTemp() have been used.	@NullResponse @DommeNameReset	Unofficial 55.7
@DommeNameTemp()	(Name)	This changes ONLY the name of the domme, nothing else. -> This is important, ... you have to deal with the pictures are shown on your own, ... means you would have to display a picture, lock it, let her type text... unlock it, show the next picture and so on. That is made with 'Webtease to TAI' in mind. There you can have the pictures of the webtease be shown all the time. The pro on this is that you can deliver a script with a 'new' mistress, without that the user has to change any contacts or	@Stroking #StopStroking @StopStroking (0001) Well hello there my little strokepets. @ShowImage[wttai\Eat-it-4-Emma\start.jpg] @LockImages @RapidCodeOn @NullResponse @UnlockImages (0002) As a Lady, I would normally introduce myself.@ShowImage[wttai\Eat-it-4-Emma\2.jpg] @LockImages Bla bla...	Unofficial 55.7

		<p>other settings or such. (In the past sometimes even the @SystemMessage command was 'misused' in some scripts to 'implement' a new mistress/contact, this could be a better alternative to do that).</p> <p>Adding the @NullResponse @DommeNameTemp(Emma) would make it look like that 'Emma' is the domme now. (You will have a 'Emma is typing...' output as well). The name of the original domme will be reseted when you use the '@DommeNameReset' command or when TAI is closing.</p>	@RapidCodeOn @NullResponse @UnlockImages	
@DommeTag()	(tag), (tag 1, tag 2)	<p>The @DommeTag() Filter Command is valid if the current Domme Slideshow has at least one image that matches the tags specified in parentheses.</p> <p>For example, @DommeTag(Naked, Boobs) - This would be valid if the current Domme Slideshow has at least one image that has been tagged with both "Boobs" and "Naked".</p> <p>At least one tag is required for this Filter Command, but up to three may be used.</p> <p>Update: All Contacts and Domme are able to use @DommeTag().</p>	@DommeTag(Boobs, Naked) Keep stroking and let my #Boobs drive you crazy #Grin @Contact2 "Your text to display" @DommeTag(Face, NotFeet)	Official 54.9 Unofficial 54.6 (Updated)
@DommeTagFirst()	(tag 1, tag 2)	This function will show images with the first tag at least, then try to find the others tags if they exist.	Hi slave @DomTagFirst(Face,CloseUp) Come close to my face, right now	Sweet 56.2
@DommeTagAny()	(tag 1, tag 2)	Will choose a domme image having at least one of the specified tags.		Official 54.9 Unofficial 55.3 (Updated)
@DommeTagOr()		Will check against tags in the order that they're listed	@DommeTagOr(Naked,FullyDressed) -->	Official 54.9

		(dariobrun) @ImageTagOr(): Will check against tags in the order that they're listed	will show fully dressed images only if it doesn't find naked images @DommeTagOr(Fully Dressed,Naked)--> will show naked images only if it doesn't find fully dressed images	
@Edge	-	<p>The @Edge Command begins a series of Edge Taunts while the user starts to get close to the edge.</p> <p>The following files should exist in [Tease AI Root Folder]\Scripts\[Personality]\Stroke\Edge:</p> <p>Edge.txt</p> <p>When the user says they're close after an @Edge Command, the domme will either tell them to stop stroking or stay there and hold it.</p> <p>Once the user has been allowed to stop, the script will continue as normal.</p> <p>Vocabularies: #HoldTheEdge, #StopStroking, #StopStrokingEdge</p>	Get to the edge for me #SubName @Edge	Official 54.9
@Edge()	(option), (option 1, option 2)	<p>The @Edge() Command begins a series of Edge Taunts while the user starts to get close to the edge. Options can be specified to determine the nature of the edge once it is reached.</p> <p>The @Edge() Command is used to indicate that the user has been told by the domme to edge, just like @Edge currently does. However, @Edge() allows you to put any combination of the following modifiers in parentheses for different results when the user indicates they are on the edge:</p> <p>Hold - User will be told to hold it NoHold - User will be told to stop stroking</p>		Official 54.9

		<p>Orgasm - User will be told to cum Ruin - User will be told to ruin RuinTaunts - Enables @RuinTaunt Command Filter (used in Edge.txt and HoldTheEdge.txt) for lines that taunt the user about the orgasm they're about to ruin LongHold - User will be made to hold a long edge ExtremeHold - User will be made to hold an extreme edge HoldTaunts - Enables @LongHold or @ExtremeHold Taunts (used in Edge.txt and HoldTheEdge.txt) for lines that taunt the user about how long the edge they're about to hold/holding is going to be</p> <p>These Modifiers may be used in any combination:</p> <p>@Edge(Orgasm, NoHold) - User will be told to cum when they reach the edge @Edge(Ruin, Hold) - User will be told to hold an edge, and afterwards told to ruin their orgasms @Edge(Orgasm, LongHold, HoldTaunts) - User will be told to hold a long edge then allowed to cum; @LongHold Taunts will be active</p> <p>The program will disregard any combinations that don't make sense, such as:</p> <p>@Edge(Orgasm, Ruin) - The program disregards "Ruin" regardless of order @Edge(Hold, NoHold) - The program disregards "Hold" regardless of order @Edge(Hold, RuinTaunts) User will be told to hold the edge, @RuinTaunt Command Filters will not be activated as no Ruin modifier was included</p> <p>Vocabularies: #HoldTheEdge, #StopStroking, #StopStrokingEdge</p>		
@EdgeMode()	(Goto,	Sets a mode that will resolve if the user reports being on the	I want you to stroke for these pictures I	Official 54.9

	<p><gotoline>),</p> <p>(Video, <gotoline>),</p> <p>(Message, text)</p> <p>(Normal)</p>	<p>edge.</p> <p>@EdgeMode() allows you to perform a specific action if the user reports being on the edge while @EdgeMode() is active.</p> <p>There are three ways to use @EdgeMode():</p> <p>@EdgeMode(Goto, GotoLine)</p> <p>Goto mode will go to the specified GotoLine if the user reports being on the edge.</p> <p>@EdgeMode(Video, GotoLine)</p> <p>Video mode will stop a currently playing video if the user reports being on the edge and go to the specified GotoLine. If the video ends or is stopped first, the Video mode will be cleared and the script will move to the next line as usual.</p> <p>@EdgeMode(Message, MessageText)</p> <p>Message mode will have the program process a report of being on the edge as whatever text is specified as MessageText.</p> <p>You can clear @EdgeMode with @EdgeMode(Normal).</p>	<p>found...</p> <p>But don't you dare get close</p> <p>@EdgeMode(Goto, Got Close)</p> <p>Here's the first one @ShowBlogImage</p> <p>I thought this one was really hot</p> <p>@ShowBlogImage</p> <p>...</p> <p>...</p> <p>Okay, that's all of them you can stop stroking now @EdgeMode(Normal)</p> <p>Good job holding back from the edge :)</p> <p>@End</p> <p>(Got Close)</p> <p>Dammit I told you not to get close!</p> <p>Since you can't stroke that cock like I ask... I'll just make you smack it around instead</p> <p>@CBTCock</p> <p>I suggest you edge before this video stops</p> <p>@PlayVideo(30) @EdgeMode(Video, Edge For Video)</p> <p>Dammit I told you not to edge</p> <p>Stop stroking and prepare to be punished</p> <p>@CBTBalls</p> <p>I hope that teaches you a lesson</p> <p>@End</p> <p>(Edged For Video)</p> <p>Good, stop stroking now</p> <p>@End</p>	
@EdgingHold	-	<p>The @EdgingDecide Command is used to have the domme make the user hold the edge.</p> <p>This Command should only be used in Linear scripts that occur after the user has reported being on the edge.</p> <p>The most common examples are Modules that end in</p>	<p>Since you can't keep yourself from getting close, you may as well stay there</p> <p>@EdgingHold</p>	Official 54.9

		<p>_EDGING.txt, but there are other possible places to use @EdgingDecide as well, such as Avoid the Edge scripts.</p> <p>Vocabularies: #HoldTheEdge, #StopStroking, #StopStrokingEdge</p>		
@EdgingStop	-	<p>The @EdgingStop Command is used to have the domme make the user stop stroking.</p> <p>This Command should only be used in Linear scripts that occur after the user has reported being on the edge.</p> <p>The most common examples are Modules that end in _EDGING.txt, but there are other possible places to use @EdgingDecide as well, such as Avoid the Edge scripts.</p> <p>Vocabularies: #StopStroking</p>	<p>You're on the edge right now? @EdgingStop</p>	Official 54.9
@EmoteMessage	-	<p>The @EmoteMessage Command is used to turn the line into an emote message.</p> <p>When the @EmoteMessage Command is used, the "Domme is typing" notification will still appear, but the message will appear by itself in the Domme's color in italics. For example:</p> <p>@EmoteMessage #DomName laughs - This will output "Emma laughs" (or whatever the user's domme name is), and it will be italicized to represent an emote.</p> <p>This is useful for creating a more chat like experience.</p>	@EmoteMessage #DomName laughs	Official 54.9
@End	-	<p>The @End Command is used to signify the end of a script and let Tease AI know to move on to the next type of script in the tease cycle.</p> <p>All Linear scripts MUST contain at least one @End Command.</p>	@End	Official 54.9

		No other Commands or text should be used on a line with the @End Command.		
@EndTaunts	-	<p>Ends the current Taunt cycle.</p> <p>Should only be used in scripts where the user is stroking, such as StrokeTaunts and the Stroking section of Response files.</p> <p>When @EndTaunts is used during a Taunt Cycle, Tease AI will immediately move on to a random Module.</p>	Let's cut to the chase @EndTaunts	Official 54.9
@EndTease	-	<p>The @EndTease Command ends the tease session and resets Tease AI.</p> <p>You must still include the @End Command on the line after the one containing the @EndTease Command.</p>	<p>I've had enough of your attitude #SubName, I'm leaving right now @EndTease @End</p>	Official 54.9
@ExtremeHold()		<p>The @ExtremeHold() Command is used to set the chance that the current edge will result in an Extreme hold.</p> <p>Must be used in the same line with an @Edge or @Edge() Command.</p> <p>Look at the following example:</p> <p>Get to the edge for me #SubName You may or may not be there for a very, very long time @Edge(Hold) @ExtremeHold(25) #LetTheEdgeFade</p> <p>This gives a 25% chance that the edge the user will hold will be an Extreme hold.</p>	<p>You may be in for a very rough time with this next edge Or maybe not, maybe I'll be merciful I guess we'll know soon enough Get to the edge @Edge(Hold) @ExtremeHold(50)</p>	Official 54.9
@FinalRiskyPick	-	System Command used to operate the game Risky Pick.		Official 54.9

@FinishTease	-	The @FinishTease Command will make Tease AI move to an End script as soon as the next Module ends, no matter how long it's been since the tease started.	You need to cum that badly? Okay, I'll wrap this up soon @FinishTease	Official 54.9
@FollowUp()	(text), ##(text)	<p>The @FollowUp() Command allows you to have the domme follow up any line with a second line.</p> <p>Look at the following example:</p> <p>Aww this is making you ache? @FollowUp(Too fucking bad!)</p> <p>This will make the domme say "Aww this is making you ache?", and then she'll follow that up right away with the new line "Too fucking bad!".</p> <p>You can also use @FollowUpXX to set a random chance that the follow up will occur.</p> <p>For example:</p> <p>It's going to feel so good when you finally get to cum @FollowUp50(IF you get to cum)</p> <p>In this case, "It's going to feel so good when you finally get to cum" would have a 50% chance of being followed up with "IF you get to cum".</p>	<p>I don't care if this makes you ache @FollowUp(I just care that you do what I say)</p> <p>I've never seen such a useless cock @FollowUp50(Or such a small one for that matter)</p>	Official 54.9
@Force	-	Although @LockImages is used, you may need to force a video to play or an image to be displayed once without using @UnlockImages. @Force allows it. @LockImages will still apply for next lines of the script		Sweet 56.12
@ForceTypo	-	<p>The @ForceTypo Command forces the domme to make a typo on the line in which it is used.</p> <p>@ForceTypo won't cause typos in instances where the program is preventing them.</p>	I can't type for shit #GeneralTime @ForceTypo	Official 54.9

@GiveUpCheck	-	<p>@GiveUpCheck is a System Command that decides whether the user is allowed to give up their current task.</p> <p>This Command is mainly used for the System Response file "GiveUp.txt". If you use it, make sure it's for a Response file where the user has asked to give up.</p> <p>The decision is based on the domme's Apathy Level.</p> <p>A domme with an Apathy Level of 1 will always allow the user to give up, while a domme with an Apathy Level of 5 never will.</p> <p>If the user is allowed to give up, the program will stop whatever's going on and move to a Link script. If the Tease countdown has expired, it will move to an End script instead.</p>	@GiveUpCheck	Official 54.9
@Glitter()	(Glitter_Script_Name)	<p>The @Glitter() Command allows you to specify a script from the domme's Apps\Glitter\Script directory, which will then immediately play out in the Glitter app.</p> <p>For example, @Glitter(HowBigShouldCocksBe) would run the Glitter script in Apps\Glitter\Script\HowBigShouldCocksBe.txt.</p>	I should ask my friends what they think @Glitter(HowBigShouldCocksBe)	Official 54.9
@GoodMood()	(<gotoline>)	<p>The @GoodMood() Command will go to the line specified in parentheses if the domme is in a good mood.</p> <p>Look at the following example:</p> <p>What do I feel like doing to you #GeneralTime? @GoodMood(Light Stroking)</p> <p>If the domme is in a good mood, then this will go to the line (Light Stroking).</p>	What do I feel like doing to you #GeneralTime? @GoodMood(Light Stroking)	Official 54.9

@Goto()	<p>(<gotoline>),</p> <p>(<gotoline>,<gotoline>,<gotoline>),</p> <p>(<gotoline>,<gotoline>,<gotoline>,<gotoline>),</p> <p>(<gotoline>,<gotoline>,<gotoline>,<gotoline>,<gotoline>),</p>	<p>Used to jump to a different line in the current script.</p> <p>To make a script go to a different line, first specify a Gotoline with the @Goto() Command. For example:</p> <p>I'll explain the rules to you @Goto(Explain Rules)</p> <p>The script will then search for the line (Explain Rules) and then proceed from there.</p> <p>You can also specify multiple Gotolines in the same @Goto() Command, separated by a comma. In this case, the program will randomly jump to one of the specified Gotolines. For example:</p> <p>I wonder which task I should give you today @Goto(Task 1, Task 2, Task 3)</p> <p>In this case, there is an equal chance of the script moving to (Task 1), (Task 2) or (Task 3).</p>	<p>Do you have a moment to talk? [yes] Great @Goto(Moment To Talk) [no] Nevermind then @DifferentAnswer Yes or no? We'll just get right back to the teasing @End (Moment To Talk) Okay, here's what's on my mind... That was a good talk! @End</p> <p>How will I punish you #GeneralTime? @Goto(Punishment 1, Punishment 2, Punishment 3)</p> <p>(Punishment 1) I think you should smack your balls for me @CBTBalls I hope that was painful @End</p> <p>(Punishment 2) I think you should smack your cock for me @CBTCock I hope that hurt @End</p> <p>(Punishment 3) I think we'll skip the punishment and get right back to the teasing @End</p>	Official 54.9
@GotoDommeApathy	-	Jumps to a specific line based on user's domme apathy setting.	<p>How many edges should I make you do now that you've reached your limit? @GotoDommeApathy</p>	Official 54.9

		<p>Target lines: (ApathyLevel1), (ApathyLevel2), (ApathyLevel3), (ApathyLevel4), (ApathyLevel5)</p>	(ApathyLevel1) Just 3 should do @SetVar[EdgeCount]=[3] @Goto(Edges Set) (ApathyLevel2) 5 sounds like a good number @SetVar[EdgeCount]=[5] @Goto(Edges Set) (ApathyLevel3) I think an even 10 should do it @SetVar[EdgeCount]=[10] @Goto(Edges Set) (ApathyLevel4) I feel like making you give me about 15 @SetVar[EdgeCount]=[15] @Goto(Edges Set) (ApathyLevel5) Let's see how you feel after 25 edges @SetVar[EdgeCount]=[25] @Goto(Edges Set) (Edges Set) Start edging for me @Edge @MultipleEdges(#Var[EdgeCount], 10)	
@GotoDommeLevel	-	<p>Jumps to a specific line based on user's domme level setting.</p> <p>Same as @GotoDommeApathy</p>		Official 54.9
@GotoDommeOrgasm	-	<p>Jumps to a specified line based on user's domme orgasm setting.</p> <p>Same as @GotoDommeApathy with Always, Often, Sometimes, Rarely, Never Allows</p>		Official 54.9
@GotoDommeRuin	-	<p>Jumps to a specified line based on user's domme ruin setting.</p>		Official 54.9

		Same as @GotoDommeApathy with Always, Often, Sometimes, Rarely, Never Ruins		
@GotoSlideshow	-	<p>The @GotoSlideshow Command will go to a specific line in the script depending on what kind of image was last displayed by the current slideshow.</p> <p>For example, if the current image is a hentai image, then @GotoSlideshow will go to the line in the script that says (Hentai)</p> <p>Target lines: Hardcore, Softcore, Lesbian, Blowjob, Femdom, Lezdom, Hentai, Gay, Maledom, Captions, General, Boobs, Butts</p>		Official 54.9
@If[]	[VariableName] <[Value]Then(<goto line>)	<p>The @If[] Command allows you to compare Variables and go to a specified line if the statement is true.</p> <p>For example, @If[StrokeTotal]>[1000]Then(Thousand Strokes) would check if the Variable "StrokeTotal" is greater than 1000, and go to (Thousand Strokes) if so.</p> <p>The @If[] Command can compare any combination of Variables and numeric values with = (or ==), <>, >, <, >= and <= .</p> <p>String Variables can be compared with = (or ==) and <></p> <p>More than one @If[] Command can be used per line. Tease AI will move to the line specified by whichever true statement happened last in the line.</p>	Let's see if you owe me any more strokes @If[StrokeTotal]<[StrokeAmount]Then(More Strokes)	Official 54.9
@ImageTag()	(tag), (tag 1, tag 2)	<p>The @ImageTag() Filter Command is valid if at least one of the user's local images have been tagged with tags matching the ones specified in parentheses.</p> <p>For example, @ImageTag(Chastity, Spanking) - This would be</p>	@ImageTag(Chastity, Spanking) This just goes to show how many ways you can make a sub squirm #Grin	Official 54.9 Unofficial 54.5

		<p>valid if at least one of the user's local images have been tagged with both "Chastity" and "Spanking".</p> <p>At least one tag is required for this Filter Command, but up to three may be used.</p> <p>Update: Displays the image. Up to 3 tags are allowed.</p>		
@ImageTagFirst()	(tag 1, tag 2)	This functions will show images with the first tag at least, then try to find the others tags if exist.		Sweet 56.2
@ImageTagAny()	(tag 1, tag 2)	Will choose an image having at least one of the specified tags		Official 54.9
@ImageTagOr()				Official 54.9
@IncreaseOrgasmChance	-	<p>Raises the frequency that the domme will allow orgasms by one setting.</p> <p>For example, if the domme is currently set to "Sometimes Allows" orgasms, then @IncreaseOrgasmChance will raise the setting to "Often Allows".</p> <p>This change will last between sessions or until the user manually adjusts the setting.</p> <p>@IncreaseOrgasmChance will be ignored if the domme's setting is "Always Allows".</p>	I think I'm going to start letting you cum a little more often from now on @IncreaseOrgasmChance	Official 54.9
@IncreaseRuinChance	-	<p>Raises the frequency that the domme will ruin orgasms by one setting.</p> <p>For example, if the domme is currently set to "Sometimes Ruins" orgasms, then @IncreaseRuinChance will raise the setting to "Often Ruins".</p> <p>This change will last between sessions or until the user</p>	You can expect to start ruining a lot more of your orgasms from now on @IncreaseRuinChance	Official 54.9

		<p>manually adjusts the setting.</p> <p>@IncreaseRuinChance will be ignored if the domme's setting is "Always Ruins".</p>		
@InputVar[]	[VariableName]	<p>The @InputVar[] Command stops script progression and waits for the user to input his next message. Whatever the user types next will be saved as a Variable named whatever you specify in the brackets.</p> <p>For example, if the script's line was "What's your favorite food? @InputVar[FavoriteFood]", and the user typed "lo mein", then "lo mein" would be saved as the Variable "FavoriteFood".</p> <p>If the user has checked "Show Icon During Input Questions" in the General Settings tab, then the domme's question will be accompanied by a small question mark icon to let the user know that their next response will be saved verbatim.</p> <p>@InputVar[] will pause Linear Scripts, as well as countdowns and taunts for Stroking, Edging and Holding The Edge.</p>	<p>What's your favorite song of all time? @InputVar[FavoriteSong]</p>	Official 54.9
@Interrupt()	(FileName)	<p>The @Interrupt() Command will break out of the current routine and load a specified script from the Interrupt folder.</p> <p>For example, @Interrupt(Insulted) will load the script located at Interrupt\Insulted.txt.</p>	<p>Did you seriously just call me a bitch? @Interrupt(Insulted.txt)</p>	Official 54.9
@InterruptLongEdge	-	<p>The user has enabled Long Edge Interrupts.</p> <p>This Command interrupts the current cycle with a Long Edge Interrupt script.</p>	@InterruptLongEdge Okay, you've been trying to edge long enough	Official 54.9
@InterruptsOff	-	The @InterruptsOff Command turns off the ability for the user to Interrupt into a different script.	Let me tell you something important for a bit #SubName @InterruptsOff	Official 54.9

		<p>If the user says something that would normally trigger an Interrupt (whether a system Interrupt or randomly pulled from a Response, etc), the domme will say a line from Vocabulary\#SYS_InterruptsOff.txt instead.</p> <p>Vocabularies: #SYS_InterruptsOff</p>		
@InterruptsOn	-	The @InterruptsOn Command disables the effect of @InterruptsOff and allows Tease AI to process Interrupts as usual.	All right, that's all I wanted to say about that @InterruptsOn	Official 54.9
@InterruptStartStroking	-	<p>The @InterruptStartStroking Command will break out of a routine and load a random script from Interrupt\Start Stroking.</p> <p>@InterruptStartStroking is a System Command that should generally only be used in Vocabulary\Responses\System\StartStroking.txt.</p>	@NullResponse @InterruptStartStroking	Official 54.9
@JumpVideo @JumpVideo()	<p>(##)</p> <p>## = Percentage of playing time</p>	<p>Jumps to a random point in a video.</p> <p>@JumpVideo should only be used while a video is playing, or in the same line that starts a video.</p> <p>If there is a video currently playing, @JumpVideo will jump to a new point in the video somewhere between 10% and 60% of its run time.</p> <p>If @JumpVideo is used in the same line as @PlayVideo, @PlayVideo() or @PlayVideo[], then the video will start at a random position between 10 and 60% instead of the beginning or specified by you.</p> <p>Can be used alone in a line. If a video is currently playing, it will do a jump. If not, nothing happens. Useful if you call @PlayVideoNoWait or in a taunt file during a game.</p>	<p>I want you to stroke until this clip finishes @PlayVideo @JumpVideo</p> <p>Let's look at some movie together #SubName @PlayVideoNoWait It's too slow... I want some action @JumpVideo(60)</p>	<p>Official 54.9</p> <p>Sweet 56.12 (Updated)</p>

<p>@JumpVideoDown @JumpVideoUp</p>	-	<p>You can use these function if you've called @PlayVideoNoWait before. It will go forward (if @JumpVideoUp) or backward (if @JumpVideoDown) in the clip currently playing depending on the number put between parenthesis (number = % length).</p>	<p>I've a clip for you #PetName @PlayVideoNoWait(hardcore) @JumpVideo I bet you like it #Grin @Wait(20) Well you seem to love this action much, let's see it again lol @JumpVideoDown(10)</p>	Sweet 56.12
<p>@LikeBlogImage</p>	-	<p>The @LikeBlogImage Command takes the URL of the most recently viewed blog image and adds it to LikedImageURLS.txt.</p> <p>Liked image URLs are stored in [Tease AI Root Directory]\Images\System\LikedImageURLS.txt.</p>	<p>Don't you think this picture is amazing? @ShowBlogImage [yes] Okay, I'll remember that *grin* @LikeBlogImage [no] You have no taste :P @DifferentAnswer Yes or no?</p>	Official 54.9
<p>@LockImages</p>	-	<p>The @LockImages Command prevents the Domme Slideshow from moving forward or back when set to "Tease" or "Timed".</p> <p>It will also prevent the program from displaying pictures through List type scripts, such as Stroke Taunts that use @ShowBlogImage, or Responses that use @ShowFemdomImage, etc. Manual operation of Domme Slideshow images is still allowed.</p> <p>Images are automatically unlocked whenever Tease AI moves into a Link script, an End script, any Interrupt occurs (including Long Edge and Start Stroking) or when the sub gives up.</p> <p>If used, new images can't be shown until @UnlockImage is called. Now, same for videos, they can't be played anymore.</p> <p>@Force allows an exception for the line it is in.</p>	<p>Just stare at this sexy ass for a while @LockImages @ShowButtImage</p>	<p>Official 54.9 Sweet 56.12 (Updated)</p>
<p>@LockVideo</p>	-	<p>Prevents Tease AI from switching back to an image when a video ends.</p>	<p>I'll play you a few video clips But you can only stroke if you see naked</p>	Official 54.9

		<p>This is useful for times when you want to play multiple videos in a row for whatever reason without the domme slideshow popping up in between.</p>	<p>tits on the screen *grin*</p> <p>Here we go @PlayVideo(30) @JumpVideo @LockVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo</p> <p>Okay that's enough @UnlockVideo</p> <p>I wonder how much you actually got to stroke?</p>	
@LongHold()	(XX)	<p>The @LongHold() Command is used to set the chance that the current edge will result in a Long hold.</p> <p>Look at the following example:</p> <p>Get to the edge for me #SubName You may or may not be there for quite a while @Edge(Hold) @LongHold(25) #LetTheEdgeFade</p> <p>This gives a 25% chance that the edge the user will hold will be a Long hold.</p>	<p>You might not appreciate this next edge But then again, maybe it won't be so bad I guess we'll know soon enough Get to the edge @Edge(Hold) @LongHold(50)</p>	Official 54.9
@LoopAnswer	-	<p>Only used in a line that's part of a Mutiple Choice Branch. The domme will say the line containing @LoopAnswer then wait for a different response.</p> <p>Must be used in conjunction with a Multiple Choice Branch.</p> <p>Multiple Choice Branches - These are sections in the script where the domme will wait for a specific response. The scripiter may choose as many different responses as they like</p>	<p>Do you like pie? [yes] Me too! [no] Boo, who doesn't like pie! [why] Just answer the question! @LoopAnswer @DifferentAnswer Yes or no?</p>	Official 54.9

		<p>by putting them in brackets and separating them with commas. It's important to note that [yes] and [no] are System responses used in Multiple Choice Branches. The program will accept any response for these that the user has set up in their Yes and No key phrases. When a response is found, the domme says the line after that response, then moves to the next line after @DifferentAnswer or @AcceptAnswer.</p>		
<p>@MetronomeDown @MetronomeOff @MetronomeOn() @MetronomeUp</p>	<p>(pace), (#Random(pace 1, pace 2)) or (pace 1, pace 2)</p>	<p>@MetronomeOn(x) where x is the pace you want to use You can use the number you want for x but just to give an indication , note that : x = 50 , slow pace x = 100 , medium pace x = 150 , fast pace</p> <p>A tip : use the #Random to define a random pace for your metronome. Example : @MetronomeOn(#Random(50,100)) which selects randomly a speed between 50 and 100</p> <p>It works like @StartStroking except it doesn't launch a random stroking session. You can keep going with the text you want in the script.</p> <p>Avoid to use @StartStroking together with @MetronomeOn(X), that would lead to 2 metronomes playing at the same time.</p> <p>You can even change the pace as you want with derived functions : @MetronomeUp(x) where x means how fast you want to accelerate the pace @MetronomeDown(x) where x means how slow you want to decelerate the pace @MetronomeOff which stops the metronome and without it the metronome runs forever (unless you use @MetronomeLimit())</p>	<p>Time to go back to stroking #PetName @MetronomeOn(60) Nice, I enjoy when you obey my command and follow the pace I give you But you are too slow... go faster @MetronomeUp(40) It's better now Well stop it, I want you to be frustrated @MetronomeOff</p>	<p>Unofficial 55.5 Sweet 56.12 (Integrated)</p>

@MetronomeLimit()	(amount)	Plays a certain number of clicks and then stops the metronome.	@MetronomeLimit(10) means from that point on the metronome plays 10 times and then stops.	Unofficial 55.4
@MoodBest	-	Sets the domme's mood to maximum value.	You've really gone above and beyond to please me #GeneralTime @MoodBest	Official 54.9
@MoodDown	-	The @MoodDown Command will lower the domme's mood by 1 point. If the domme's mood value is below the low range that the user has set for the Domme Mood Index, then the domme will be in a bad mood. The domme's mood value cannot go below 1.	You have some fucking nerve to talk to me like that #EmoteFlustered @MoodDown	Official 54.9
@MoodUp	-	The @MoodUp Command will raise the domme's mood by 1 point. If the domme's mood value is above the high range that the user has set for the Domme Mood Index, then the domme will be in a good mood. The domme's mood value cannot go above 10.	I'm really impressed by how well you handled that #SubName #EmoteHappy @MoodUp	Official 54.9
@MoodWorst	-	Set the domme's mood to minimum value.	That does it, now I'm fucking pissed off @MoodWorst	Official 54.9
@MultipleEdges()	(amount, interval), (amount, interval, chance)	The @MultipleEdges() Command lets you mark any @Edge Command as one that will require multiple edges before the tease will progress as usual. Must be used in a line with @Edge or @Edge(). The interval dictates how much rest the user will have between stopping one edge and beginning the next. Think of it like a webtease instruction to edge 10 times with a 5	You're going to give me 15 edges with a 5 second break in between Get started @Edge @MultipleEdges(15, 5)	Official 54.9

		<p>second break in between, for example. But when using <code>@MultipleEdges()</code> in Tease AI, the domme instructs you through each one without having to keep track of the amount of edges or the time between each one.</p> <p>You can also specify what percentage chance the edge will turn into multiple edges. For example:</p> <p>Get to the edge <code>@Edge @MultipleEdges(10, 5, 25)</code></p> <p>In this case, there would be a 25% chance that the user would have to edge ten times with a 5 second break in between. There is a 75% chance it will just be treated as a single, normal edge.</p> <p>When a user finishes the edges, the final edge will resolve according to the <code>@Edge</code> Command in the line. So for example, if the <code>@Edge</code> Command was <code>@Edge(Hold)</code>, then the user would be instructed to hold the final edge.</p>		
<code>@NeutralMood()</code>	<code>(<gotoline>)</code>	<p>The <code>@NeutralMood()</code> Command will go to the line specified in parentheses if the domme is in a neutral mood.</p> <p>Look at the following example:</p> <p>What do I feel like doing to you #GeneralTime? <code>@NeutralMood(Usual Routine)</code></p> <p>If the domme is in a neutral mood, then this will go to the line (Usual Routine).</p>	<p>What do I feel like doing to you #GeneralTime? <code>@NeutralMood(Usual Routine)</code></p>	Official 54.9
<code>@NewDommeSlideshow</code>	-	<p>The <code>@NewDommeSlideshow</code> Command is used start a new slideshow for the domme.</p> <p>When <code>@NewDommeSlideshow</code> is used, a new slideshow will be randomly selected from the imageset directory the user has chosen for his domme.</p>	<p>I'm going to change into something even more stimulating <code>@NewDommeSlideshow</code></p>	Official 54.9

<code>@NoMode()</code>	(Goto, <gotoline>), (Video, <gotoline>)	<p>Sets a mode that will resolve if the user says one of his "No" expressions.</p> <p><code>@NoMode()</code> allows you perform a specific action if the user says one of his "No" expressions while <code>@NoMode()</code> is active.</p> <p>There are two ways to use <code>@NoMode()</code>:</p> <p><code>@NoMode(Goto, GotoLine)</code></p> <p>Goto mode will go to the specified GotoLine if the user says one of his "No" expressions.</p> <p><code>@NoMode(Video, GotoLine)</code></p> <p>Video mode will stop a currently playing video if the user says one of his "No" expressions and go to the specified GotoLine. If the video ends or is stopped first, the Video mode will be cleared and the script will move to the next line as usual.</p> <p>You can clear <code>@NoMode</code> with <code>@NoMode(Normal)</code>.</p>	<p>You belong to me <code>@NoMode(Goto, Punishment)</code> You will do whatever I say without question No matter how much it hurts No matter how much it makes you ache Without question And without delay That is your place <code>@NoMode(Normal)</code> <code>@End</code> (Punishment) Did you seriously just talk back to me? That does it <code>@CBTBalls</code> I hope you learned your lesson</p>	Official 54.9
<code>@NoTypo</code>	-	<p>The <code>@NoTypo</code> Command prevents the domme from making any typos on the line in which it is used.</p> <p><code>@NoTypo</code> is useful for especially teasing and taunting lines, to insure that any possible typos don't ruin the punch of their delivery.</p>	<p>You're going to regret being born with that <code>#Cock #GeneralTime #SubName</code> <code>@NoTypo</code></p>	Official 54.9
<code>@NullResponse</code>	-	<p>The <code>@NullResponse</code> Command is used to process Commands without outputting anything to the chat window.</p> <p>When Tease AI encounters a line with <code>@NullResponse</code>, it will process any other Commands and proceed to the next line.</p> <p>For Update: All filters have to be in front of <code>@NullResponse</code></p>	<p><code>@NullResponse @CheckFlag(EdgedToday, Already Edged Today)</code></p>	<p>Official 54.9 Unofficial 54.5 (Updated)</p>

		command to identify double used Filter/Command-statements		
<p>@OrgasmAllow @OrgasmDeny @OrgasmRuin</p>	-	<p>Causes the script to go to (Orgasm Allow), (Orgasm Deny) or (Orgasm Ruin) and lets the program know that the domme has allowed an orgasm.</p> <p>Orgasm decisions are usually handled in End scripts with the @DecideOrgasm Command. @OrgasmAllow allows you manually create permission to orgasm without using @DecideOrgasm.</p> <p>This is useful if you want to have multiple paths through an End script that don't rely on @DecideOrgasm.</p>	<p>It's time to decide whether you get to cum or not @GoodMood(Finish in Good Mood) @NullResponse @DecideOrgasm</p> <p>(Finish in Good Mood) Fuck, I'm in such a good mood that I'm just going to let you cum :) @OrgasmAllow</p> <p>(Orgasm Allow) Get that #Cock to the edge and prepare to feel fucking amazing @Edge I want you to enjoy this orgasm You deserve it @End</p> <p>(Orgasm Deny) Get to the edge right now @Edge Sorry #SubName, no cumming for you @End</p> <p>(Orgasm Ruin) Get to the edge right now @Edge I don't want you to feel any pleasure from this orgasm @End</p>	Official 54.9

@PlayAudio[]	[AudioPath]	<p>The @PlayAudio[] Command allows you to play specific audio located in the Audio directory in Tease AI's root folder.</p> <p>For example, @PlayAudio[1885\DommeMoans.mp3] would play the audio located in [Tease AI root folder]\Audio\1885\DommeMoans.mp3.</p> <p>Playing audio files in this way does not affect script progression.</p> <p>Every audio file is played by a new instance of the windows media player. So now you have 2 media players, the first (old/original) plays videos and gifs, but not the audio files anymore. And the second (new one) plays audios only. This has the effect that you can play a video (or gif) and at the same time an audio. That is what was done in the sweet-patch with the @PlayAudioNoWait[X], but there was a possible conflict: Audio file 1 @PlayAudioNoWait[tease\Tri\sound3.mp3] Audio file 2 @PlayAudio[tease\Tri\sound2.mp3] You would have end up with 2 files playing at the same time, and with some bad luck, it could have happened that while both playing the stroke-taunts could start. I once had that situation. Now you have only one media player that plays audios, it cannot happen anymore that 2 files are playing at the same time. Playing one sound stops the sound which was started before (if it's still running). Another positive effect is that you can change the volume of a video without it taking effect on the volume the sound files are played with.</p>	<p>God it turns me on to make you suffer like this @PlayAudio[1885\DommeMoan.mp3]</p>	<p>Official 54.9</p> <p>Sweet 56.2 (Updated)</p> <p>Unofficial 55.7 (Fixed)</p>
@PlayAudioNoWait	-	<p>Same function as PlayVideoNoWait but with audio. The difference is that the function uses another new media player so you can play audio files during a video called by</p>		Sweet 56.12

		@PlayVideoNoWait at the same time ! It could be very useful to make the domme taunt the sub during a video.		
@PlayAvoidTheEdge @PlayAvoidTheEdge()	(genre), (duration), (genre, duration)	<p>The @PlayAvoidTheEdge Command is used to begin a session of the Avoid the Edge video tease.</p> <p>Video\Avoid The Edge\Taunts.txt. Video\Avoid The Edge\Scripts\ - Punishment and cooldown scripts for edging during the video should go here.</p> <p>These file locations are relative to the root of each Personality located in the Scripts folder, NOT to the root directory of Tease AI itself.</p> <p>When the video has ended, script progression will resume as normal.</p> <p>If the user has not set or selected any Video paths, or Tease AI is unable to find any videos in those paths, then the script will just move on to the next line as normal.</p> <p>Avoid the Edge rules:</p> <p>The domme will play a video that the user has to watch to the end while stroking. While the video is playing, the domme will occasionally make taunts located in the file Video\Avoid The Edge\Taunts.txt. If the user reports being on the edge, the video will pause and a random script will run from Video\Avoid The Edge\Scripts. When that script has finished (usually after a punishment or some other kind of cooldown), the video will begin playing again. The game ends when the user reaches the end of the video.</p> <p>It is possible to give a genre and a duration with parenthesis like @PlayVideo.</p>	<p>I feel like playing Avoid the Edge @PlayAvoidTheEdge That was fun!</p> <p>I have a call, wait. Just play avoid the edge until I come back @PlayAvoidTheEdge(femdom,400) Ok call ended, let's take care of you again #PetName #Grin</p>	<p>Official 54.9</p> <p>Sweet 56.12 (Updated)</p>

@PlayAvoidTheEdge[]	[VideoPath]	<p>Begins a game of Avoid the Edge with the specified video.</p> <p>Begins a game of Avoid the Edge using the file specified in brackets.</p> <p>The path to the file is relative to [Tease AI Root Folder]\Video\</p>	<p>I think we should play Avoid the Edge Let's see if you can keep from getting close while her lips work that cock @PlayAvoidTheEdge[Blowjobs\SlowSuck.mp4]</p>	Official 54.9
@PlayCensorshipSucks	-	<p>The @PlayCensorshipSucks Command is used to begin a session of the Censorship Sucks video tease.</p> <p>Video\Censorship Sucks\CensorBarOff.txt - Lines the domme says as the Censorship Bar disappears.Video\Censorship Sucks\CensorBarOn.txt - Lines the domme says as the Censorship Bar appears.</p> <p>These file locations are relative to the root of each Personality located in the Scripts folder, NOT to the root directory of Tease AI itself.</p> <p>When the video has ended, script progression will resume as normal.</p> <p>If the user has not set or selected any Video paths, or Tease AI is unable to find any videos in those paths, then the script will just move on to the next line as normal..</p> <p>Censorship Sucks rules:</p> <p>The domme will play a video that the user has to watch to the end while stroking. While the video is playing, the user may stroke (but not orgasm) as long as nudity is visible on the screen. At periodic intervals, a Censorship Bar will appear randomly on the screen to try to make stroking more difficult. The domme has two different sets of taunts depending on whether the Censorship Bar has just appeared, or just been</p>	<p>Let's play Censorship Sucks @PlayCensorshipSucks That was fun!</p>	Official 54.9

		<p>removed. These files are:</p> <p>Video\Censorship Sucks\CensorBarOff.txt - Lines the domme says as the Censorship Bar disappears.</p> <p>Video\Censorship Sucks\CensorBarOn.txt - Lines the domme says as the Censorship Bar appears.</p> <p>The game ends when the user reaches the end of the video.</p>		
@PlayCensorshipSucks[]	[VideoPath]	<p>Begins a game of Censorship Sucks with the specified video.</p> <p>Begins a game of Censorship Sucks using the file specified in brackets.</p> <p>The path to the file is relative to [Tease AI Root Folder]\Video\</p>	<p>I think we should play Censorship Sucks Let's see how much you get to stroke to me #GeneralTime @PlayCensorshipSucks[Domme\CamSession.mp4]</p>	Official 54.9
@PlayCHVideo	-	<p>The @PlayCHVideo Command will play a random video from the location the user has specified as their CH directory.</p> <p>Script progression will be paused while the video is playing, and will resume when the video is over.</p> <p>If the user has not set or checked a valid directory, a "No CH videos found!" notification will appear and the program will continue as normal.</p>	<p>I think you should follow along with this video for a while @PlayCHVideo</p>	Official 54.9
@PlayJOIVideo	-	<p>The @PlayJOIVideo Command will play a random video from the location the user has specified as their JOI directory.</p> <p>Script progression will be paused while the video is playing, and will resume when the video is over.</p> <p>If the user has not set or checked a valid directory, a "No JOI videos found!" notification will appear and the program will continue as normal.</p>	<p>I think you should follow this girl's instructions for a few minutes #Grin @PlayJOIVideo</p>	Official 54.9

@PlaylistOff	-	The @PlaylistOff Command cancels any Playlists that are currently running and causes Tease AI to resume its normal tease cycle.	That was pretty fun, now let's mix things up a bit @PlaylistOff	Official 54.9
@PlayRedLightGreenLight @PlayRedLightGreenLight()	(genre), (duration), (genre, duration)	<p>The @PlayRedLightGreenLight Command is used to begin a session of the Red Light, Green Light video tease.</p> <p>Video\Red Light Green Light\Green Light.txt - Lines where the domme says "Green light".</p> <p>Video\Red Light Green Light\Red Light.txt - Lines where the domme says "Red light".</p> <p>Video\Red Light Green Light\Taunts.txt - Taunts the domme makes while the user is stroking.</p> <p>These file locations are relative to the root of each Personality located in the Scripts folder, NOT to the root directory of Tease AI itself.</p> <p>When the video has ended, script progression will resume as normal.</p> <p>If the user has not set or selected any Video paths, or Tease AI is unable to find any videos in those paths, then the script will just move on to the next line as normal...</p> <p>Red Light Green Light rules:</p> <p>The domme will play a video that the user has to watch to the end.</p> <p>When the domme says "Green Light", the user is allowed to stroke. When the domme says "Red Light", the video will pause and the user must stop stroking until the domme says "Green Light" again.</p> <p>Red Light Green Light uses three files, which are:</p>	<p>I feel like playing Red Light, Green Light with one of your videos @PlayRedLightGreenLight</p> <p>I have a call, wait. Just play avoid the edge until I come back @PlayRedLightGreenLight(femdom,400) Ok call ended, let's take care of you again #PetName #Grin</p>	<p>Official 54.9</p> <p>Sweet 56.12 (Updated)</p>

		<p>Video\Red Light Green Light\Green Light.txt - Lines where the domme says "Green light".</p> <p>Video\Red Light Green Light\Red Light.txt - Lines where the domme says "Red light".</p> <p>Video\Red Light Green Light\Taunts.txt - Taunts the domme makes while the user is stroking.</p> <p>The game ends when the user reaches the end of the video.</p> <p>Note: The above file locations are relative to the root of each Personality located in the Scripts folder, NOT to the root directory of Tease AI itself.</p> <p>it is possible to give a genre and a duration with parenthesis like @PlayVideo.</p>		
@PlayRedLightGreenLight[]	[VideoPath]	<p>Begins a game of Red Light, Green Light with the specified video.</p> <p>Begins a game of Red Light, Green Light using the file specified in brackets.</p> <p>The path to the file is relative to [Tease AI Root Folder]\Video\</p>	<p>I think we should play Red Light, Green Light</p> <p>Let's see how long you last with these ladies on the screen</p> <p>@PlayRedLightGreenLight[Lesbians\Shower.mp4]</p>	Official 54.9
@PlayRiskyPick	-	System Command used to operate the game Risky Pick.		Official 54.9
@PlayVideo	-	<p>The @PlayVideo Command plays a random video file from the user's set and selected local video paths.</p> <p>If the user hasn't set or selected any local video paths, or the program is unable to find any videos, then script progression will continue as normal.</p>	Here's a sexy video from your collection to watch @PlayVideo	Official 54.9
@PlayVideo()	(duration), (category),	The @PlayVideo Command plays a random video file from the user's set and selected local video paths for the specified duration.	<p>I'll let you stroke until this video ends</p> <p>@PlayVideo(10) @JumpVideo</p> <p>Aww, that wasn't much time was it lol</p>	<p>Official 54.9</p> <p>Sweet 56.12</p>

	(category, duration)	<p><code>@PlayVideo()</code> allows you to play a video for the amount of time specified in parentheses.</p> <p>For example, <code>@PlayVideo(15)</code> will play a random video for 15 seconds. When the 15 seconds are up, the video will stop and the tease will continue as normal.</p> <p>It can also be specified of which category a video is being played from with <code>@PlayVideo(softcore)</code> for example.</p> <p>Both can be combined with <code>@PlayVideo(hardcore, 30)</code>.</p> <p>Function can play JOI and CH genre, too. So <code>@PlayJOIVideo</code> and <code>@PlayCHVideo</code> is unnecessary from now on.</p> <p>This is especially good to combine with <code>@JumpVideo</code> to create shorter, randomized clips in your tease session.</p>		(Updated)
<code>@PlayVideo[]</code>	[VideoPath], [VideoPath, duration]	<p>The <code>@PlayVideo[]</code> Command allows you to play specific videos located in the Video directory in Tease AI's root folder.</p> <p>For example, <code>@PlayVideo[1885\ShowerLesbians.wmv]</code> would play the video located in [Tease AI root folder]\Video\1885\ShowerLesbians.wmv.</p> <p>Script progression will be paused while the video is playing, then resume as normal.</p> <p>Update: Can use length parameters, too.</p>	I want you to watch this video before we continue, you can stroke but don't touch <code>@PlayVideo[1885\ShowerLesbians.wmv]</code>	Official 54.9 Unofficial 55.3 (Updated)
<code>@PlayVideoNoWait</code>	-	<p>With that function in a script, TeaseAI will play a video but it will keep going through the script without waiting until the end of the video. Very interesting to make the domme play with the sub during the video. That function can be used the same way as <code>@PlayVideo</code>.</p>	I want you to get horny for me #PetName <code>@PlayVideoNoWait(softcore)</code> <code>@Wait(10)</code> Do you like that ? Maybe we can stop it now... or not... <code>@Wait(20)</code>	Sweet 56.12

		Can be stopped with @StopVideo.	Are you getting aroused now ? I think so :)	
@PornAllowedOff	-	<p>The @PornAllowedOff Command creates a System Flag named SYS_NoPornAllowed.</p> <p>When this Flag exists, the domme has restricted the user from looking at any porn. As such, the following Command Filters will automatically be filtered out:</p> <p>@ShowBlogImage @ShowLocalImage @ShowBoobsImage @ShowButtImage @ShowHardcoreImage @ShowSoftcoreImage @ShowLesbianImage @ShowBlowjobImage @ShowFemdomImage @ShowLezdomImage @ShowHentailImage @ShowGayImage @ShowMaledomImage @ShowCaptionsImage @ShowGeneralImage</p> <p>When creating Linear scripts, you can use the SYS_NoPornAllowed Flag in various ways to prevent the user from viewing porn if you wish.</p>	I've decided you're not allowed to look at porn until further notice @PornAllowedOff	Official 54.9
@PornAllowedOn	-	<p>The @PornAllowedOn Command deletes the System Flag named SYS_NoPornAllowed.</p> <p>When this Flag is deleted, the domme will no longer restrict the user from looking at any porn.</p>	I've decided you can go ahead and look at porn again @PornAllowedOn	Official 54.9
@RandomContact	-	Randomly assigns the line to one of the available Contacts in	I wonder how I should make you suffer for	Official 54.9

		<p>the room.</p> <p>When multiple Contacts are present in the room, you can use @RandomContact to assign a line to a random Contact.</p>	<p>us?</p> <p>@RandomContact I think you should make him edge all night</p>	
@RandomLink	-			Official 54.9
@RandomModule	-			Official 54.9
@RandomText() / @RT()	(text 1, text 2, text 3)	<p>Selects a random phrase from the pool specified in parantheses.</p> <p>@RandomText() allows you to enter a group of words or phrases separated by commas, and the domme will say one of them at random. For example:</p> <p>I bet @RandomText(your #Cock is in so much pain, I can make your #Cock suffer even more, you actually think your ache is bad)</p> <p>This will randomly return one of these possible lines:</p> <p>I bet your cock is in so much pain I bet I can make your cock suffer even more I bet you actually think your ache is bad</p> <p>If you want to use a comma in any phrase inside a @RandomText() Command, simply use "," instead of a single comma.</p> <p>The @RandomText() Command is extremely useful for creating variety in your scripts without having to make extensive use of #Keywords.</p> <p>The shorthand version of this Command may also be used: @RT()</p>	<p>@RandomText(Let me tell you something, I'll let you in on a little secret, Here's something you should know)</p> <p>@RandomText(even though you may not want to hear it, that's going to drive you insane, that's going to fill you with dread)</p> <p>@RandomText(You're going to be put through hell, You're going to ache like never before, This session is going to be very hard on you)</p> <p>@RandomText(But I don't care how much you suffer, But there will be no mercy whatsoever, But you're just gonna have to take it) :)</p>	Official 54.9

@RapidCodeOff	-	<p>The @RapidCodeOff Command is used to disable the effect of @RapidCodeOn.</p> <p>@RapidCodeOn disables itself automatically, so the use of @RapidCodeOff is never strictly necessary.</p>	@NullResponse @RapidCodeOff	Official 54.9
@RapidCodeOn	-	<p>The @RapidCodeOn Command is used to instantly process a series of @NullResponse lines.</p> <p>Sometimes while scripting, it becomes necessary to process several Commands over a series of @NullResponse lines. This can be time-consuming for the user however, as they have to wait for those lines to get processed one by one.</p> <p>The @RapidCodeOn Command causes the program to process every line instantly while still processing Commands, and will continue to do so until it reaches a line that does not include @NullResponse or is not a goto line.</p> <p>Since @RapidCodeOn disables itself in this manner, the use of @RapidCodeOff is never strictly necessary.</p>	@NullResponse @RapidCodeOn	Official 54.9
@RapidTextOff / @RTOff	-	<p>The @RapidTextOff Command will cancel the effect of @RapidTextOn and make the domme communicate at her normal pace.</p> <p>You may also use the shorthand version of this Command, @RTOff.</p>	<p>I'll let you have an orgasm #GeneralTime @RapidTextOn But don't get used to it... I'm not always going to be this nice @RapidTextOff</p>	Official 54.9
@RapidTextOn / @RTOOn	-	<p>The @RapidTextOn Command will make the domme type her messages in quick succession, rather than waiting several seconds between each one.</p> <p>This effect will last until cancelled by the @RapidTextOff Command (or its shorthand counterpart, @RTOff).</p> <p>You may also use the shorthand version of this Command,</p>	<p>I'll let you have an orgasm #GeneralTime @RapidTextOn But don't get used to it... I'm not always going to be this nice @RapidTextOff</p>	Official 54.9

		@RTO.		
@RemoveContact1 @RemoveContact2 @RemoveContact3	-	<p>The @RemoveContact1 Command removes Contact 1 from the chat room.</p> <p>When this Command is used, Tease AI will automatically output a system message that Contact 1 has left the room on the next line.</p> <p>When only the domme remains in the chat room, Tease AI will return to normal script usage.</p>	Contact1 I'm out, see you later @RemoveContact1	Official 54.9
@RemoveDomme	-	<p>The @RemoveDomme Command is used to remove the domme from the chat room.</p> <p>This Command should only be used when other Glitter Contacts have already been added into the room with @AddContact1, @AddContact2 and/or @AddContact3.</p>	I'll be back in a bit, I'm sure my friends will take good care of you #SubName @RemoveDomme	Official 54.9
@RemoveEdgeHoldTime	-	<p>The @RemoveEdgeHoldTime Command halves the amount of time remaining for the edge that the user is currently holding.</p> <p>User must be holding the edge.</p>	I think you could use an easier edge than what I was planning to make you hold @RemoveEdgeHoldTime	Official 54.9
@RemoveEdgeHoldTime()	(interval)	<p>The @RemoveEdgeHoldTime() Command allows you to remove a specified amount of time from the user's current edge holding.</p> <p>User must be holding the edge.</p> <p>The default is in seconds, but you can use Minutes and Hours as well. For example:</p> <p>@RemoveEdgeHoldTime(60) - would remove 60 seconds from the user's current edge holding. @RemoveEdgeHoldTime(3 Minutes) - would remove 3</p>	I think you could use an easier edge than what I was planning to make you hold @RemoveEdgeHoldTime(30)	Official 54.9

		<p>minutes from the user's current edge holding.</p> <p><code>@RemoveEdgeHoldTime(2 Hours)</code> - would remove 2 hours from the user's current edge holding.</p> <p>You can also set a time range using a comma. For example:</p> <p><code>@RemoveEdgeHoldTime(3 Minutes, 10 Minutes)</code> - would remove between 3 and 5 minutes from the user's current edge holding.</p>		
<code>@RemoveStrokeTime</code>	-	<p>The <code>@RemoveStrokeTime</code> Command halves the amount of time remaining in the user's current Taunt cycle.</p> <p>User must be stroking in a Taunt cycle.</p>	<p>I don't think I'm going to make you stroke as long as I usually do</p> <p><code>@RemoveStrokeTime</code></p>	Official 54.9
<code>@RemoveStrokeTime()</code>	(interval)	<p>The <code>@RemoveStrokeTime()</code> Command allows you to remove a specified amount of time from the user's current Taunt cycle.</p> <p>User must be stroking in a Taunt cycle.</p> <p>The <code>@RemoveStrokeTime()</code> Command allows you to remove a specified amount of time from the user's current Taunt cycle.</p> <p>The default is in seconds, but you can use Minutes and Hours as well. For example:</p> <p><code>@RemoveStrokeTime(60)</code> - would remove 60 seconds from the user's current Taunt cycle.</p> <p><code>@RemoveStrokeTime(3 Minutes)</code> - would remove 3 minutes from the user's current Taunt cycle.</p> <p><code>@RemoveStrokeTime(2 Hours)</code> - would remove 2 hours from the user's current Taunt cycle.</p> <p>You can also set a time range using a comma. For example:</p>	<p>I don't think I'm going to make you stroke as long as I usually do</p> <p><code>@RemoveStrokeTime(3 Minutes)</code></p>	Official 54.9

		<code>@RemoveStrokeTime(3 Minutes, 10 Minutes)</code> - would remove between 3 and 5 minutes from the user's current Taunt cycle.		
<code>@RemoveTeaseTime</code>	-	The <code>@RemoveTeaseTime</code> Command halves the amount of time remaining in the user's current tease session.	You're begging so much, I may have to end the session a little earlier #GeneralTime #Lol @RemoveTeaseTime	Official 54.9
<code>@RemoveTeaseTime()</code>	(interval)	<p>The <code>@RemoveTeaseTime()</code> Command allows you to remove a specified amount of time from the user's current tease session.</p> <p>The default is in seconds, but you can use Minutes and Hours as well. For example:</p> <p><code>@RemoveTeaseTime(60)</code> - would remove 60 seconds from the user's current tease session. <code>@RemoveTeaseTime(3 Minutes)</code> - would remove 3 minutes from the user's current tease session. <code>@RemoveTeaseTime(2 Hours)</code> - would remove 2 hours from the user's current tease session.</p> <p>You can also set a time range using a comma. For example:</p> <p><code>@RemoveTeaseTime(3 Minutes, 10 Minutes)</code> - would remove between 3 and 5 minutes from the user's current tease session.</p>	You're begging so much, I may have to end the session a little earlier #GeneralTime #Lol <code>@RemoveTeaseTime(20 Minutes)</code>	Official 54.9
<code>@RemoveTokens()</code>	(amount and type)	<p>The <code>@RemoveTokens()</code> Command is used to subtract tokens from the user's current balance.</p> <p>The amount and type of tokens are specified in parentheses. For example:</p> <p>I borrowed a few bronze tokens from you, sorry <code>@RemoveTokens(4 Bronze)</code> - This would remove 4 Bronze tokens</p>	I think you need to lose some tokens for talking back to me @RemoveTokens(50 Bronze)	Official 54.9

		<p>I took 10 silver tokens from you @RemoveTokens(10 Silver) - This would remove 10 Silver tokens</p> <p>You can also use commas to take more than one kind of token as once. For example:</p> <p>I took some tokens from you #SubName @RemoveTokens(10 Bronze, 2 Gold) - This would remove 10 bronze and 2 gold tokens.</p> <p>If the user's token total would be taken below 0, then their total will be 0.</p>		
<p>@ResponseNo() @ResponseYes()</p>	<p>(ResponseFileName)</p>	<p>Calls the specified Response file if the user says one of his "No" / "Yes" expressions.</p> <p>Look at the following example:</p> <p>I bet this picture makes you ache like crazy @ShowBlogImage</p> <p>If the user is trying to interact with the domme, she will only respond if his response matches a Response file. Saying "Yes Mistress" makes sense, but the domme won't respond to it as Yes/No replies generally won't do anything outside of Multiple Choice Branches. @ResponseNo() allows you to give the domme Response reactions to the user's "No" expressions. For example:</p> <p>I bet this picture makes you ache like crazy @ShowBlogImage @ResponseNo(I'm Not Aching)</p> <p>Then the program will treat the user using one of his "No" expressions as a match to the "I'm Not Aching.txt" Response File. So an exchange could now go like this:</p> <p>Domme: I bet this picture makes you ache like crazy</p>	<p>I bet you're aching like crazy right now @ResponseYes(I'm Aching) @ResponseNo(I'm Not Aching)</p>	<p>Official 54.9</p>

		<p>User: nope Dommet: Then you obviously haven't been stroking enough</p> <p>@ResponseYes() and @ResponseNo() can both be used in the same line if you wish. These Commands will only remain in effect until the domme moves to the next line or Taunt.</p>		
@RestrictOrgasm	-	<p>Prevents the user from having an orgasm during the End script for that session.</p> <p>At least one End script whose filename ends with <code>_RESTRICTED</code>.</p> <p>When orgasms are restricted by @RestrictOrgasm, Tease AI will end the session with a <code>_RESTRICTED</code> End script rather than a normal one.</p> <p>Scripts whose filenames end with "<code>_RESTRICTED</code>" are meant to be used when the user is not allowed to have a chance at an orgasm.</p> <p>@RestrictOrgasm will restrict orgasms only for the session in which it is used.</p>	That does it, you just lost any chance of cumming #GeneralTime @RestrictOrgasm	Official 54.9
@RestrictOrgasm()	<p>(duration),</p> <p>(duration, duration)</p> <p>[random time in between the two]</p>	<p>Prevents the user from having an orgasm during End scripts for the specified duration.</p> <p>At least one End script whose filename ends with <code>_RESTRICTED</code>.</p> <p>When orgasms are restricted by @RestrictOrgasm, Tease AI will end the session with a <code>_RESTRICTED</code> End script rather than a normal one.</p> <p>Scripts whose filenames end with "<code>_RESTRICTED</code>" are meant to be used when the user is not allowed to have a chance at an orgasm.</p>	<p>I don't long it's going to be until you can cum again...</p> <p>No longer than a month, but at least 2 weeks @RestrictOrgasm(2 Weeks, 1 Month)</p>	Official 54.9

		<p><code>@RestrictOrgasm()</code> will restrict orgasms for the duration specified in parentheses. For example:</p> <p>You've lost orgasm privileges for 2 weeks <code>@RestrictOrgasm(2 Weeks)</code></p> <p>In this case, Tease AI will only run <code>_RESTRICTED</code> End scripts for 2 weeks afterwards.</p> <p>You can also use a comma to set a random range. For example:</p> <p>I don't long it's going to be until you can cum again... No longer than a month, but at least 2 weeks <code>@RestrictOrgasm(2 Weeks, 1 Month)</code></p> <p>In this case, Tease AI will only run <code>_RESTRICTED</code> End scripts anywhere from 2 weeks to 1 month.</p> <p>When specifying durations, Minutes, Hours, Days, Weeks, Months or Years may be used.</p>		
<code>@ResumeAvoidTheEdge</code>	-	<p>The <code>@ResumeAvoidTheEdge</code> Command is used in <code>AvoidTheEdge</code> scripts to let the program know to resume playing the video and that the user is stroking again. It is basically used instead of the <code>@StartStroking</code> Command for these scripts.</p> <p><code>@ResumeAvoidTheEdge</code> should only be used in <code>Avoid The Edge</code> scripts located <code>Video\Avoid The Edge\Scripts</code>.</p>	Start stroking while I restart the video, and try to avoid the edge this time #Grin <code>@ResumeAvoidTheEdge</code>	Official 54.9
<code>@RevealLastCase</code>	-	System Command used to operate the game Risky Pick.		Official 54.9
<code>@RevealUserCode</code>	-	System Command used to operate the game Risky Pick.		Official 54.9
<code>@RiskyPayout</code>	-	System Command used to operate the game Risky Pick.		Official 54.9

@RiskyState	-	<p>System Command used to operate the game Risky Pick.</p> <p>Target lines: Risky Game, Risky Tease</p>		Official 54.9
@RoundVar[]		<p>The @RoundVar[] Command is used to take an existing Variable and round it by the amount specified.</p> <p>For example, @RoundVar[StrokeAmount]=[10] will round the Variable "StrokeAmount" by 10.</p> <p>@RoundVar[] will only round the and save the Variable, it will not display it.</p> <p>More than one @RoundVar[] Command can be used per line.</p>	<p>I wonder how many strokes you should do @SetVar[StrokeAmount]=[#Random(100, 250)] @RoundVar[StrokeAmount]=[10]</p>	Official 54.9
@RuinedMode()	<p>(Goto, <gotoline>),</p> <p>(Video, <gotoline>),</p> <p>(Message, text)</p>	<p>Sets a mode that will resolve if the user says "Ruined", "I Ruined", "Ruined it" or "I ruined it".</p> <p>@RuinedMode() allows you perform a specific action if the user reports having ruined their orgasm.Came" or "I just came".</p> <p>Case doesn't matter, but Ruined mode will only pick up those four exact phrases. So "I ruined" would activate it, "I think I ruined my carpet" would not. There are three ways to use @RuinedMode()</p> <p>@RuinedMode(Goto, GotoLine)</p> <p>Goto mode will go to the specified GotoLine if the user enters one of the above phrases.</p> <p>@RuinedMode(Video, GotoLine)</p> <p>Video mode will stop a currently playing video if the user enters one of the above phrases and go to the specified</p>	<p>Get to the edge for me @Edge(Ruin) @RuinedMode(Goto, User Ruined) (Loop) I don't want you to feel any pleasure at all Make yourself suffer as the cum drips out Think about how good it would feel But I don't want you to feel good I want you to hurry up and ruin it @Goto(Loop) (User Ruined) Poor baby... Finally made it over the edge... Only to have it completely ruined *grin* @End</p> <p>I want you to stroke during this entire video And if you end up cumming, you better ruin it @PlayVideo @RuinedMode(Video, Video Ruined) Good job</p>	Official 54.9

		<p>GotoLine. If the video ends or is stopped first, the Video mode will be cleared and the script will move to the next line as usual.</p> <p>@RuinedMode(Message, MessageText)</p> <p>Message mode will have the program process one of the above "I ruined" phrases as whatever text is specified as MessageText.</p> <p>You can clear @RuinedMode with @RuinedMode(Normal).</p>	<p>Looks like you know how to hold back for me @End (Video Ruined) All I ask for is a little self-control Oh well, I hope it was worth it A ruined orgasm is all you deserve if you can't follow instructions @End</p> <p>I'd hate it if you came while stroking for me right now @RuinedMode(Message, I'm a loser) Only a loser would do something like that And I know you're not a loser</p>	
@SendDailyTasks	-	<p>The @SendDailyTasks Command is used to simulate the domme sending the user a txt file of tasks to do for that day.</p> <p>The body of the txt file (including the tasks themselves) is pieced together from the scripts located in the domme's Tasks folder.</p> <p>There will be up to three sets of instructions included - The first section (Task_1.txt) is for morning tasks, the second (Task_2.txt) is for afternoon tasks, and the third (Task_3.txt) is for night tasks.</p> <p>If Tease AI considers it to be "afternoon" based on the user's set Wake Up time, then @SendDailyTasks will not include the morning task or the Link_1-2.txt file.</p> <p>If Tease AI considers it to be "night" based on the user's set Wake Up time, then @SendDailyTasks will not include the morning and afternoon task or the Link_1-2.txt and Link_2-3.txt files.</p>	<p>I'm sending you a list of instructions I want you to do #GeneralTime @SendDailyTasks</p>	Official 54.9

<p>@SetDate()</p>	<p>(VariableName, Time Amount)</p>	<p>The @SetDate() Command allows you to set a time and date that's a specified amount of time in the future from the current time and date.</p> <p>For example, @SetDate(EdgingStop, 1 Hour) would set a Variable called "EdgingStop" whose value is 1 hour away from the current time and date.</p> <p>As another example, @SetDate(NextOrgasmChance, 2 Weeks) would create a Variable called "NextOrgasmChance" whose value is 2 weeks from the current date.</p> <p>The available time increments are - Seconds, Minutes, Hours, Days, Weeks, Months and Years.</p> <p>When designating an amount of time, capitalization and pluralization do not matter.</p> <p>If no increment is specified, "Days" will be used.</p>	<p>That does it, you're on offline no-touch for 3 days @SetDate(OfflineNoTouch, 3 Days)</p>	<p>Official 54.9</p>
<p>@SetDomme()</p>	<p>(Domme\1\2\3\ Random)</p>	<p>Changes the active domme.</p> <p>@SetDomme() changes the name and slideshow of the current domme to one of the following choices:</p> <p>@SetDomme(1) - Changes the domme to Contact 1. @SetDomme(2) - Changes the domme to Contact 2. @SetDomme(3) - Changes the domme to Contact 3. @SetDomme(Domme) - Changes the domme to the default. @SetDomme(Random) - Changes the domme to a random domme.</p> <p>Contact names and directories will need to be set up by the user in Settings->Apps->Glitter.</p> <p>The Domme and Random Domme directories are set up by the user in Settings->General.</p>		<p>Official 54.9 Sweet 56.2 (Updated)</p>

		Update: Won't reload a new slideshow for the domme when used in sweet patch.		
@SetFlag()	(<flag>)	<p>The @SetFlag() Command creates a Flag in [Personality]\System\Flags.</p> <p>You can use multiple @SetFlag() Commands in the same line to set multiple Flags as once.</p> <p>For example, @SetFlag(Flag1) @SetFlag(Flag2)</p> <p>You can also set multiple Flags at once by separating them in single @SetFlag() Commands with a comma.</p> <p>For example, @SetFlag(Flag1, Flag2, Flag3).</p>	So now that you know how to play this game... @SetFlag(HadGameInstructions)	Official 54.9
@SetLink()	(FileName)	<p>The @SetLink() Command allows you to specify the next Link script that will be run.</p> <p>The Link script being set must exist in either Stroke\Link or Custom\Link.</p> <p>Normally when a Module ends, it will move to a random Link script located in the domme's Stroke\Link folder. @SetLink() allows you to specify what Link script will be used the next time the program moves to a Link script. For example:</p> <p>I think I'll show you some pictures when we're done with this @SetLink(LookAtPictures)</p> <p>This would run the LookAtPictures.txt script the next time a Link script is called.</p> <p>Link scripts set this way can be stored in Stroke\Link or Custom\Link from the Personality's root directory. Creating custom Link scripts is useful if wish to have them available to</p>	Wow, I was pretty rough on you just now I think I should give you a little breather before you start stroking again @SetLink(Breather) @End	Official 54.9

		call, but not to be in the Personality's normal rotation.		
@SetModule()	(FileName), (FileName, <gotoline>)	<p>The @SetModule() Command allows you to specify the next Module script that will be run.</p> <p>The Module script being set must exist in either Modules or Custom\Modules.</p> <p>Normally when a Taunt cycle ends, it will move to a random Module script located in the domme's Modules folder. @SetModule() allows you to specify what Module script will be used the next time the program moves to a Module script. For example:</p> <p>I'm so going to make you bust your balls when you're done stroking @SetModule(Ballbusting)</p> <p>This would run the Ballbusting.txt script the next time a Module script is called.</p> <p>You can also use a comma to specify a Gotoline to jump to when the Module is called. For example:</p> <p>I'm so going to make you bust your balls when you're done stroking @SetModule(Ballbusting, Warned About Ballbusting)</p> <p>In this case, when Ballbusting.txt is called, it will begin at the line after (Warned About Ballbusting).</p> <p>Module scripts set this way can be stored in Modules or Custom\Modules from the Personality's root directory. Creating custom Module scripts is useful if wish to have them available to call, but not to be in the Personality's normal rotation.</p>	I'm so going to make you bust your balls when you're done stroking @SetModule(Ballbusting)	Official 54.9
@SetMood()	(Best),	Sets the domme's mood to the specified relative or absolute		Unofficial 55.3

	(Good), (Neutral), (Bad), (Worst), (number)	value. You can also set the domme's mood to a number if you would like to use your own absolute mood system for your Personality. For example, @SetMood(1), @SetMood(5), @SetMood(10), etc.		
@SetVar[]	[VariableName] =[Amount]	The @SetVar[] Command is used to set a Variable and store it in System\Variables. Variable names CANNOT contain spaces or any character not supported by Windows file naming conventions: \ / : * ? " < > For example, @SetVar[MyNumber]=[12] would save the Variable "MyNumber" as a value of 12. You can also set string Variables this way, such as @SetVar[MyString]=[lasagna] Multiple @SetVar[] Commands may be used per line if you wish.	I want you to edge 5 times before we keep going @SetVar[EdgesOwed]=[5]	Official 54.9
@ShowBlogImage	-	The user has created and selected at least one URL File. Displays a random image from a URL File.	@ShowBlogImage Here's a sexy image for you to stroke to	Official 54.9
@ShowBlowjobImage @ShowBoobsImage @ShowButtImage @ShowCaptionsImage @ShowFemdomImage @ShowGayImage	-	The user has set and selected a Local Image path for Blowjob images. Displays a Blowjob image. Same for other categories.	@ShowBlowjobImage I bet you wish you could feel those lips wrapped around your #Cock	Official 54.9

@ShowGeneralImage @ShowHardcoreImage @ShowHentaiImage @ShowLesbianImage @ShowLezdomImage @ShowMaledomImage @ShowSoftcoreImage				
@ShowDislikedImage @ShowLikedImage	-	DislikedImageURLs.txt file has been created. Displays a random image whose URL has been saved to DislikedImageURLs.txt .	@ShowDislikedImage You better behave or I'll just show you pictures like this #GeneralTime	Official 54.9
@ShowImage	-	The @ShowImage Command displays a random image from one of the user's selected Local Image paths and URL Files.	So many pictures to torture you with #Grin @ShowImage	Official 54.9
@ShowImage[]	[Path\FileName]	The @ShowImage[] Command allows you to display specific images located in the Images directory in Tease AI's root folder. For example, @ShowImage[Mike85\chastitybelt.jpg] would show the picture located in [Tease AI root folder]\Images\Mike85\chastitybelt.jpg. This can be used to taunt with very specific images in the script, or even create Linear scripts with a more traditional webtease feel.	I'd love to keep you in a chastity belt like this one @ShowImage[Mike85\chastitybelt.jpg]	Official 54.9
@ShowLocalImage	-	The user has created and selected at least one valid Local Image path. Displays a random local image.	@ShowLocalImage When you saved this, I bet you didn't think it would get used against you #Lol	Official 54.9
@ShowLocalImage()				Official 54.9
@ShowTaggedImage	-			Official 54.9
@ShowVar[]	[VariableName]	The @ShowVar[] Command is used to show the value of an	You've given me @ShowVar[StrokeTotal]	Official 54.9

		<p>existing Variable.</p> <p>More than one @ShowVar[] Command can be used per line.</p>	<p>strokes so far</p>	
@Slideshow()	(genre)	<p>The @Slideshow() Command sets up a slideshow using picture genres and settings specified in parentheses.</p> <p>The following genres are valid slideshow options:</p> <p>Hardcore, Softcore, Lesbian, Blowjob, Femdom, Lezdom, Hentai, Gay, Maledom, Captions, General, Boobs, Butts</p> <p>For example, @Slideshow(Lesbian, Hentai) would set up a slideshow of the user's lesbian and hentai pictures.</p> <p>You can also specify the speed of the slideshow using "Fast" or "Slow". For example:</p> <p>@Slideshow(Lesbian, Hentai, Fast) would set up a slideshow that shows 3 images per second. @Slideshow(Lesbian, Hentai, Slow) would set up a slideshow that shows 1 image every 5 seconds.</p> <p>It should be noted that @Slideshow() merely initializes the slideshow and gets it ready. In order to actually start the slideshow, the @SlideshowOn Command must be used.</p> <p>Using @Slideshow() with URL File images will likely result in sluggish behavior, as images will not be able to download fast enough to keep up with the timer. It is advised to use local images when running scripts containing the @Slideshow() Command.</p>	<p>I'm putting together a lesbian and hentai slideshow for you @Slideshow(Lesbian, Hentai)</p>	<p>Official 54.9</p>
@SlideshowFirst	-	<p>The @SlideshowFirst Command displays the first image in any slideshow previously set up by the @Slideshow() Command.</p>	<p>Let's look at this slideshow from the beginning @SlideshowFirst</p>	<p>Official 54.9</p>

		This Command works best if the slideshow has not been activated by the @SlideshowOn Command.		
@SlideshowLast	-	The @SlideshowLast Command displays the last image in any slideshow previously set up by the @Slideshow() Command. This Command works best if the slideshow has not been activated by the @SlideshowOn Command.	Let's check out the last picture in this slideshow @SlideshowLast	Official 54.9
@SlideshowNext	-	The @SlideshowNext Command displays the next image in any slideshow previously set up by the @Slideshow() Command. This Command works best if the slideshow has not been activated by the @SlideshowOn Command.	Let's check out the next picture in this slideshow @SlideshowNext	Official 54.9
@SlideshowOff	-	The @SlideshowOff Command ends any currently running slideshow that was previously set up by the @Slideshow() Command.	Okay, I think those pictures have made you suffer enough #Lol @SlideshowOff	Official 54.9
@SlideshowOn	-	The @SlideshowOn Command begins a running slideshow that was previously set up by the @Slideshow() Command.	I hope you enjoy this sexy slideshow @SlideshowOn	Official 54.9
@SlideshowPrevious	-	The @SlideshowPrevious Command displays the previous image in any slideshow previously set up by the @Slideshow() Command. This Command works best if the slideshow has not been activated by the @SlideshowOn Command.	Let's check out that last picture again @SlideshowPrevious	Official 54.9
@SpeedUpCheck @SlowDownCheck	-	The @SpeedUpCheck / @SlowDownCheck Command is a System Command used to determine whether or not the domme will allow the user to speed up. When this Command is used, no text will be outputted to the screen. Instead, the domme will decide if the user can speed up or not and display that decision.	@SlowDownCheck	Official 54.9

		This Command should generally only be used in the SpeedUp.txt / SlowDown.txt System Response File.		
@StartStroking	-	<p>The @StartStroking Command begins the Stroke Taunt cycle and lets the program know that the user is stroking.</p> <p>At least one @StartStroking Command MUST be used in every Start and Link script.</p> <p>@StartStroking should generally only be used in Start and Link scripts.</p>	<p>Start stroking for me #SubName @StartStroking</p>	Official 54.9
@StartTaunts	-	<p>The @StartTaunts Command begins the Chastity Taunt cycle.</p> <p>At least one @StartTaunts Command MUST be used in every Start and Link script that ends with the user in chastity.</p> <p>When @StartTaunts is used, Taunts will be pulled from Stroke\ChastityTaunts_X.txt instead of Stroke\StrokeTaunts_X.txt.</p> <p>This allows the domme to tease users in chastity without having them stroke.</p> <p>@StartTaunts should generally only be used in Start and Link scripts that end with the user in chastity.</p>	<p>Let's see if I can make you squirm in that chastity cage #Grin @StartTaunts</p>	Official 54.9
@StopStroking	-	<p>The @StopStroking Command ends the Stroke Taunt cycle and lets the program know that the user is no longer stroking.</p> <p>Every Module MUST contain at least one @StopStroking Command or one @Edge-related Command.</p> <p>Every time a Module is called in Tease AI, the user will be stroking (he will also be on the edge in case of Modules ending in _EDGING).</p>	<p>Stop stroking #SubName @StopStroking</p>	Official 54.9

		<p>The user must be directed to stop stroking before the Module ends and moves on to a Link script, either with the @StopStroking Command or an @Edge-related Command.</p> <p>In the case of _EDGING Modules, the user can be ultimately be directed to stop with @StopStroking, @EdgingDecide or @EdgingHold.</p>		
@StopTaunts	-	<p>The @StopTaunts Command ends the Chastity Taunt cycle.</p> <p>Every Module that begins with the user in chastity MUST contain at least one @StopTaunts Command.</p>	It's so much fun making you squirm in that cage #Lol @StopTaunts	Official 54.9
@StopVideo	-	<p>Since there is now a function to play video with script going forward , we need a function to stop a video which is currently playing if needed in the script. @StopVideo does it.</p>	I think you've seen enough of that hottie #PetName @StopVideo	Sweet 56.12
@StrokeFaster @StrokeFastest @StrokeSlower @StrokeSlowest	-	<p>The @StrokeFaster Command speeds up the metronome and lets the program know that the user's stroking pace has increased.</p> <p>@StrokeFaster should generally only be used in Stroke Taunts and the [Stroking] section of Response files.</p> <p>@StrokeFaster will be filtered out of scripts when the user is stroking at max speed.</p> <p>Same for other commands.</p>	<p>Stroke a little bit faster for me @StrokeFaster</p> <p>Stroke a little bit slower for me @StrokeSlower</p> <p>Stroke as fast as possibly can for me @StrokeFastest</p> <p>Stroke as slow as you possibly can for me @StrokeSlowest</p>	Official 54.9
@SystemMessage	-	<p>When the @SystemMessage Command is used, the "Domme is typing" notification will not appear. Instead the text will be output to the screen by itself in bold, blue letters. This is useful for system-related messages such as:</p> <p>This is useful for system-related messages such as:</p>	@SystemMessage #DomName has joined the chat room	Official 54.9

		@SystemMessage #DomName has logged off		
@TempFlag()	(FlagName)	<p>The @TempFlag() Command creates a temporary Flag in [Personality]\System\Flags\Temp.</p> <p>These work like @SetFlag() Commands, except Flags set with @TempFlag() are deleted the next time Tease AI is restarted.</p> <p>You can use multiple @TempFlag() Commands in the same line to set multiple Flags at once.</p> <p>For example, @TempFlag(Flag1) @TempFlag(Flag2)</p> <p>You can also set multiple Flags at once by separating them in single @TempFlag() Commands with a comma.</p> <p>For example, @TempFlag(Flag1, Flag2, Flag3).</p>	I hope you enjoyed holding that edge @TempFlag(HeldEdgeThisSession)	Official 54.9
@Timeout()	(<number>, <gotoline>)	<p>The @Timeout() Command goes to the specified line if a specified number of seconds passes without input.</p> <p>Look at the following example:</p> <p>What's your favorite color #SubName? @InputVar[Favorite_Color] @Timeout(30, Forget I Asked)</p> <p>The program would move to the line (Forget I Asked) if the user took longer than 30 seconds to respond.</p> <p>You can also use @Timeout() with Multiple Choice Branches.</p>	<p>Do you like me #SubName? @Timeout(30, Why Is This Taking You So Long) [yes] Great! [no] Wtf @DifferentAnswer Yes or no #SubName? Now I know @End (Why Is This Taking You So Long) Why is this taking you so long?</p>	Official 54.9
@TyposOff @TyposOn	-	<p>The @TyposOff Command prevents the domme from making any typos until the @TyposOn Command is used.</p> <p>The @TyposOn Command re-enables the domme's ability to make typos if they have been disabled with the @TyposOff Command.</p>	<p>All right, let's go over some important stuff @TyposOff</p> <p>Good talk #SubName #EmoteHappy @TyposOn</p>	Official 54.9

@UnlockImages	-	The @UnlockImages Command allows the Domme Slideshow to resume functioning as normal after being locked with @LockImages, as well as allowing Commands that display images to be used in List type scripts.	You've stared at that picture long enough I think @UnlockImages	Official 54.9
@UnlockVideo	-	Deactivates @LockVideo and allows images to be displayed again.	I'll play you a few video clips But you can only stroke if you see naked tits on the screen *grin* Here we go @PlayVideo(30) @JumpVideo @LockVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo @NullResponse @PlayVideo(30) @JumpVideo Okay that's enough @UnlockVideo I wonder how much you actually got to stroke?	Official 54.9
@UpdateOrgasm	-	The @UpdateOrgasm Command updates the date of the user's last orgasm with the current date. The @UpdateOrgasm Command is only necessary when allowing the user to cum outside of the @DecideOrgasm process, as @DecideOrgasm records this change automatically.	I hope you enjoyed getting to cum for me @UpdateOrgasm	Official 54.9
@UpdateRuined	-	The @UpdateRuined Command updates the date of the user's last ruined orgasm with the current date. The @UpdateRuined Command is only necessary when ruining the user's orgasm outside of the @DecideOrgasm process, as @DecideOrgasm records this change automatically.	I bet you didn't expect to get ruined like that #Grin @UpdateRuined	Official 54.9

@VitalSubAssignment	-	<p>The user's VitalSub app is active and "Domme Assignments" is checked.</p> <p>Adds a random Exercise & Motivational goal from the list located in Apps\VitalSub\Assignments.txt.</p>	<p>@VitalSubAssignment I added a little something to your VitalSub goals today #Grin</p>	Official 54.9
@Wait()	(:number:)	<p>The @Wait() Command makes the script wait the number of seconds specified in parentheses before moving to the next line.</p> <p>Look at the following example:</p> <p>I want you to stare at these #Boobs for a minute @ShowBoobsImage @Wait(60)</p> <p>This would cause the program to wait for 60 seconds before moving to the next line.</p> <p>You can also include "Minutes" or "Hours" to specify minutes or hours. For example:</p> <p>Stare at this ass while I'm gone, BRB @ShowButtImage @AFKOn @Wait(2 Minutes)</p>	<p>I want you to stare at these #Boobs for a minute @ShowBoobsImage @Wait(60)</p>	Official 54.9
@WebcamVideo	-	<p>Shows what the webcam sees in a new window, if you have 2 monitors the new window will be displayed on the second monitor.</p> <p>There is no connection to the internet or such, all happens local on your computer.</p> <p>This feature makes most sense to use for testing if the user's webcam works correctly and to adjust the webcam picture.</p> <p>Don't use it together with @CamSnapFolder or @CamSnapFile, if you want to take a snapshot you would have to close the webcam video window before doing so.</p> <p>In case your webcam is working correctly outside of Tease AI but it doesn't work inside, then a possible reason could be</p>		Unofficial 55.4 (Only)

		<p>that you have more than one video capture device connected to your computer. Even then the webcam should be the device with the number 0, but well, ... who knows. So for that case and that case only there is a file called 'videosource.xml', you can open it up with a simple text-editor and change the number in the line <code><videosource>0</videosource></code> to 1, 2, 3 ...</p>		
@WebcamClose	-	Closes the Webcam window		Unofficial 55.4 (Only)
@Worship()	(Ass), (Boobs), (Pussy)	<p>The @Worship() Command will put Tease AI into worship mode for the body part specified in parentheses.</p> <p>The three available options are @Worship(Ass), @Worship(Boobs) and @Worship(Pussy). Setting a body part this way allows the @AssWorship, @BoobWorship and @PussyWorship Command Filters to work.</p> <p>When Worship mode is activated, the following effects will occur:</p> <p>Images will be locked - This allows you to show a body part with @DommeTag() and have the user "worship" it</p> <p>Metronome and stroking pace will be locked to the minimum value. This keeps all strokes as "worship strokes"</p> <p>Stroke Taunt Cycles will always last for the maximum amount of time set in the user's "Ranges" tab</p> <p>Worship mode will automatically be disabled during @StopStroking Commands, when the user stops holding an edge, or when an Interrupt occurs. It can also be deactivated with the @WorshipOff Command</p>	<p>@DommeTag(Ass) I hope you're ready to do some long, slow stroking to worship my ass @Worship(Ass) Start stroking @StartStroking @End</p>	Official 54.9

@WorshipOff	-	<p>Deactivates any active Worship mode.</p> <p>Worship modes are activated with the @Worship() and @WorshipOn Commands.</p>	<p>Okay, I think you've worshipped enough @WorshipOff</p>	Official 54.9
@WorshipOn	-	<p>The @WorshipOn Command will put Tease AI into worship mode without focusing on a specific body part.</p> <p>When Worship mode is activated, the following effects will occur:</p> <p>Images will be locked</p> <p>Metronome and stroking pace will be locked to the minimum value. This keeps all strokes as "worship strokes"</p> <p>Stroke Taunt Cycles will always last for the maximum amount of time set in the user's "Ranges" tab</p> <p>Worship mode will automatically be disabled during @StopStroking Commands, when the user stops holding an edge, or when an Interrupt occurs. It can also be deactivated with the @WorshipOff Command.</p>	<p>I think you need to give me some slow, torturous worship strokes now @WorshipOn Start stroking @StartStroking @End</p>	Official 54.9
@WritingTask()	(Line to be Written)	<p>The @WritingTask() Command generates a writing task for the user to complete.</p> <p>All scripts with the @WritingTask() Command MUST contain the Goto label (Failed Writing Task) to account for failing the task!</p> <p>Target lines: (Failed Writing Task)</p> <p>The line the user will have to write is determined by what's in parentheses. For example:</p>	<p>I think you need a reminder about who owns that #Cock @WritingTask(My #Cock belongs to #DomName) Well done! @End (Failed Writing Task) You failed miserably, so I think you should smack your balls for a while @CBTBalls I hope you learned your lesson @End</p>	Official 54.9

		<p><code>@WritingTask(My #Cock belongs to #DomName).</code></p> <p>The program will assign a number of times the line needs to be written based on the user's settings, and a random amount of mistakes that can be made before the task has been failed.</p> <p>During the task, the domme will not respond to anything the user says. Anything entered into the chat that does not exactly match the Writing Task line will be considered a mistake.</p> <p>If a user succeeds with the task, the program continues as normal.</p>		
<code>@WritingTaskRandom()</code>	<code>(#Vocabulary)</code>	<p>Assigns a random line for the user to write during each line of the writing task.</p> <p>To use <code>@WritingTaskRandom()</code>, specify a Vocabulary file in parentheses. Each line of the assignment will then be pulled at random from that file.</p>	<p>How many ways can you say that you worship me? I can think of a few for you to write down <code>@WritingTaskRandom(#WorshipYou)</code></p>	Official 54.9
<code>@YesMode()</code>	<p><code>(Goto, <gotoline>),</code></p> <p><code>(Video, <gotoline>),</code></p> <p><code>(Normal)</code></p>	<p>Sets a mode that will resolve if the user says one of his "Yes" expressions.</p> <p><code>@YesMode()</code> allows you perform a specific action if the user says one of his "Yes" expressions while <code>@YesMode()</code> is active.</p> <p>There are two ways to use <code>@YesMode()</code>:</p> <p><code>@YesMode(Goto, GotoLine)</code></p> <p>Goto mode will go to the specified GotoLine if the user says one of his "Yes" expressions.</p> <p><code>@YesMode(Video, GotoLine)</code></p>	<p>ou belong to me <code>@YesMode(Goto, Mood Up)</code> You will do whatever I say without question No matter how much it hurts No matter how much it makes you ache Without question And without delay That is your place <code>@YesMode(Normal)</code> <code>@End</code> (Mood Up) Such a good little pet You please me greatly <code>@MoodUp</code> <code>@End</code></p>	Official 54.9

		<p>Video mode will stop a currently playing video if the user says one of his "Yes" expressions and go to the specified GotoLine. If the video ends or is stopped first, the Video mode will be cleared and the script will move to the next line as usual.</p> <p>You can clear @YesMode with @YesMode(Normal).</p>	<p>Here's a video for you @PlayVideo @YesMode(Video, Interrupt Video) All right that's over, moving on @End (Interrupt Video) Nevermind Sounds like you were enjoying that a little too much lol @End</p>	
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Command Filters:

Name	Syntax	Remarks	Example	Patch
@1MinuteHold @2MinuteHold @3MinuteHold @4MinuteHold @5MinuteHold @10MinuteHold @15MinuteHold @20MinuteHold @30MinuteHold @45MinuteHold @60MinuteHold or @EdgeHeld()	(minutes), (min time, max time)	Valid if the user's current edge holding time is between one and two minutes. And so on for other filters. The user has been holding the edge longer than the amount of minutes specified in parentheses. For example: @EdgeHeld(5) - This would only be valid if the user has been holding the edge for at least 5 minutes. You can also use commas to specify a range. For example: @EdgeHeld(5, 10) - This would only be valid if the user has been holding the edge between 5 and 10 minutes.	@EdgeHeld(5) You've been holding that edge for over 5 minutes now #Grin	Official 54.9
@ACup @BCup @CCup @DCup @DDCup @DDD+Cup	-	The user's domme is an A Cup.	@ACup Just sit there and stare at my tiny tits #SubName	Official 54.9
@Afternoon @Morning @Night	-	It is currently afternoon according to the user's relative schedule determined by their Wake Up Time.	@Afternoon Maybe I should just spend the rest of the day tormenting you #Grin	Official 54.9
@AlwaysAllowsOrgasm @NeverAllowsOrgasm @NotAlwaysAllowsOrgasm @NotNeverAllowsOrgasm @OftenAllowsOrgasm @RarelyAllowsOrgasm	-	The user has set their domme to always allow an orgasm.	@AlwaysAllowsOrgasm At least you'll get to cum #GeneralTime	Official 54.9

@SometimesAllowsOrgasm				
@AlwaysRuinsOrgasm @NeverRuinsOrgasm @NotAlwaysRuinsOrgasm @NotNeverRuinsOrgasm @OftenRuinsOrgasm @RarelyRuinsOrgasm @SometimesRuinsOrgasm	-	The user has set their domme to always ruin an orgasm.	@AlwaysRuinsOrgasm You'll never feel a pleasurable orgasm again #SubName	Official 54.9
@ApathyLevel()	(level)	User has set domme's Apathy level to 1-5.	@ApathyLevel(1) Don't be afraid to tell me if this is too much for you	Official 54.9
@BadMood @GoodMood @NeutralMood @Mood()	- (Best), (Good), (Neutral), (Bad), (Worst)	The domme is currently in a bad mood. Update: Now being used with (). You can also use numbers to check the domme's mood to create your own absolute mood system for your Personality. For example, @Mood(1), @Mood(4), @Mood(10), etc	@BadMood I am so fucking aggravated right now #EmoteFlustered	Official 54.9 Unofficial 55.3 (Update)
@BallTorture	-	The user is has enabled Ball Torture in their Sub settings.	@BallTorture Better hope I don't feel like busting those #Balls instead of just filling them with cum #Lol	Official 54.9
@BallTorture0 @BallTorture1 @BallTorture2 @BallTorture3 @BallTorture4+	-	The user has endured no rounds of Ball Torture during the current session. Same applies for other number of rounds.	@BallTorture0 @BallTorture I haven't busted your #Balls yet #GeneralTime, maybe I should #Grin	Official 54.9
@BeforeTease @FirstRound @NotFirstRound	-	The user has not started stroking for the first time yet.	@BeforeTease If you think you're aching now, wait til you start stroking for me #GeneralTime #Grin	Official 54.9
@CBTLevel1 @CBTLevel2 @CBTLevel3		The user's CBT Level has been set to 1.	@CBTLevel1 You know I'll be gentle with your #Balls #SubName	Official 54.9

@CBTLevel4 @CBTLevel5				
@ChastityPA	-	The user has indicated that his chastity device requires a piercing.	@ChastityPA I love knowing how secure that chastity cage is thanks to your piercing	Official 54.9
@ChastitySpikes	-	The user has indicated that his chastity device has spikes.	@ChastitySpikes @InChastity Don't get too aroused in that cage, or all those little spikes are going to punish you for me #Grin	Official 54.9
@ChristmasDay @ChristmasEve @NewYearsDay @NewYearsEve	-	The current date is December 25th or the 24th respectively.	@ChristmasDay I think you should be more like Christmas and only cum once a year #Grin	Official 54.9
@CFNM	-	When used, it will only show lines with this Command Filter if the CFNM box is checked in the Domme Personality settings.		Official 54.9
@CockAverage @CockLarge @CockSmall	-	The user's Cock Size in inches is between the domme's minimum and maximum Average Dick Size.	@CockAverage I'm gonna make that unexceptional cock of yours feel some exceptional ache #Lol	Official 54.9
@CockTorture	-	The user is has enabled Cock Torture in their Sub settings.	@CockTorture Better hope I don't torture that #Cock tonight instead of just making you stroke it #Grin	Official 54.9
@CockTorture0 @CockTorture1 @CockTorture2 @CockTorture3 @CockTorture4+	-	The user has endured no rounds of Cock Torture during the current session.	@CockTorture0 @CockTorture I haven't really tortured your #Cock yet #GeneralTime, maybe I should #Grin	Official 54.9
@Contact1 @Contact2 @Contact3	-	Contact 1 has been added to the room.	@Contact1 I'm having so much fun teasing your sub, #DomName #Grin	Official 54.9

@ControlFlag()	(<flag>)	<p>If the Flag specified in @ControlFlag() exists, then ONLY those lines will be viable when filtering lines from scripts. Take this StrokeTaunts_1 script for example:</p> <pre>Keep stroking Keep going I want you to suffer @ControlFlag(Contact1Present) #Contact1 loves watching you stroke @ControlFlag(ImageOnlyRound) @ShowBlogImage</pre> <p>Compare to the following cases:</p> <p>Only Contact1Present flag exists - The only viable line is "#Contact1 loves watching you stroke"</p> <p>Only ImageOnlyRound flag exists - The only viable line is "@ShowBlogImage"</p> <p>Contact1Present and ImageOnlyRound both exist - The only viable lines are "#Contact1 loves watching you stroke" and "@ShowBlogImage"</p> <p>Neither Contact1Present or ImageOnlyRound exist - The only viable lines are "Keep stroking", "Keep going" and "I want you to suffer"</p>		Unofficial 55.3
@Crazy @Degrading @Sadistic @Supremacist @Vulgar	-	User has selected the "Crazy" trait for their domme.	@Crazy My friends always tell me that I'm not quite right in the head #Grin	Official 54.9
@DayOfWeek()	(day), (day, day)	<p>Will only show lines if the current day of the week is specified. * Usage: * @DayOfWeek(Friday) - Will only show the line if the current day is Friday * @DayOfWeek(Monday, Tuesday) - Will only show the line if the current day is Monday or Tuesday * @DayOfWeek(Monday, Not) - Will only show the line if the current day is NOT Monday * @DayOfWeek(Saturday, Sunday, Not) - Will only show the line if the current day is neither Saturday or Sunday</p>		Official 54.9
@DoesNotHaveChastity	-	The user has indicated that they do not own a chastity	@DoesNotHaveChastity You should get a	Official 54.9

		device.	chastity cage so I can keep that #Cock locked up nice and tight when you're offline #Grin	
@DommeLevel()	(level)	User's domme is Level 1-5.	@DommeLevel(1) I'll go easy on you #SubName	Official 54.9
@Edging @NotEdging	-	User is currently edging (getting close to the edge of orgasm).	@Edging Just worry about getting closer for me #SubName	Official 54.9
@Flag() @NotFlag() @FlagOr()	(<flag>)	<p>This Command Filter is only valid if the specified Flag exists. For example:</p> <p>@Flag(SubMarried) I wonder what your wife would say if she knew who really controls your #Cock #Grin</p> <p>This would only be valid if the Flag "SubMarried" exists in System\Flags or System\Flags\Temp.</p> <p>Check multiple flags and will read the line if any of them are present. For example, @FlagOr(Flag1, Flag2) - If Flag1 or Flag 2 exists, then Tease AI will read the line.</p>	@Flag(SubMarried) I wonder what your wife would say if she knew who really controls your #Cock #Grin	Official 54.9
@Group()	(identifiers)	<p>This Command Filter is only valid if one or more of the domme's Contacts have entered the room and the chat participants matches the group specified in parentheses.</p> <p>The identifiers used are:</p> <p>D - Domme 1 - Contact 1 2 - Contact 2 3 - Contact 3</p> <p>For example:</p> <p>@Group(D13) @Contact1 Too bad that #Contact2 is missing</p>	@Group(D13) @Contact1 Too bad that #Contact2 is missing out on the fun the three of us are having with #SubName #Lol	Official 54.9

		<p>out on the fun the three of us are having with #SubName #Lol</p> <p>This would only be valid if Contact 1 and Contact 3 were present in the chat room with the domme, but Contact 2 was not.</p>		
@HasChastity	-	The user has indicated that they own a chastity device.	@HasChastity I love knowing I can lock that #Cock up in a cage any time I want #Grin	Official 54.9
@HoldingTheEdge @NotHoldingTheEdge	-	User is currently holding the edge.	@HoldingTheEdge Just concentrate on holding that edge #SubName	Official 54.9
@HoldTaunt @LongTaunt @ExtremeTaunt	-	Will only display the line if the user is edging, will hold the edge once he reaches it and has been called by using "HoldTaunts" in the @Edge() Command. For example, @Edge(Hold, HoldTaunts). This is to allow the domme to taunt the user about the edge he's about to hold.		Official 54.9
@InChastity @NotInChastity	-	The user is currently locked in chastity.	@InChastity I hope your #Cock isn't trying to swell too much in that tight little cage #Grin	Official 54.9
@Info	-	Used for displaying a comment in the script, will never be displayed to the program.	@Info - Written by 1885.	Official 54.9
@LongEdge	-	<p>The user has been trying to get close to the edge for longer than the amount of time specified by his Long Edge Threshold.</p> <p>(In other words, his domme feels he has been trying to edge for too long)</p> <p>This Filter Command should ONLY be used for Edge Taunts.</p>	@LongEdge I know you can edge faster than this #SubName	Official 54.9
@OrgasmAllowed @OrgasmDenied	-	The domme has decided to allow the user's orgasm after the @DecideOrgasm Command.	@OrgasmAllowed I hope you enjoyed getting to cum #GeneralTime	Official 54.9

@OrgasmRuined				
@RuinTaunt		<p>The user is currently edging to a ruined orgasm.</p> <p>This Command Filter is only valid if the user is edging or holding the edge as a result of one of the following Commands:</p> <p>@EdgeToRuinNoSecret @EdgeToRuinNoHoldNoSecret @EdgeToRuinHoldNoSecret @EdgeToRuinHoldNoSecret()</p>	@RuinTaunt Get closer so I can make you ruin it #Grin	Official 54.9
@SelfOld @SelfYoung	-	<p>The domme's Age is above the value selected as her maximum Self Age Perception.</p> <p>(The domme is mature or considers herself old, wise or experienced)</p>	@SelfOld Don't try to worm your way out of this, I know every trick in the book	Official 54.9
@StrokeSpeedMax @StrokeSpeedMin	-	The user is stroking at the Maximum Stroking Pace they have set in the Metronome app.	@StrokeSpeedMax Keep rubbing that #Cock raw for me #SubName	Official 54.9
@Stroking @NotStroking	-	User is currently stroking.	@Stroking Just keep moving your hand over that #Cock and ache for me	Official 54.9
@SubBirthday	-	The current date matches the date the user has entered for their birthday.	@SubBirthday I bet all you want for your birthday is a nice big orgasm #Lol	Official 54.9
@SubCircumcised @SubNotCircumcised @SubNotPierced @SubPierced	-	The user has indicated he is circumcised.	@SubCircumcised Swirl your fingertip on that sensitive spot just beneath the head	Official 54.9
@SubOld @SubYoung	-	<p>The sub's Age is above the value selected as the domme's maximum Sub Age Perception.</p> <p>(The domme thinks the sub is wise, mature or over the hill)</p>	@SubOld Let's see if you can keep that #Cock up long enough for me to torture #GeneralTime	Official 54.9

@ValentinesDay	-	The current date is February 14th.	@ValentinesDay You're spending Valentine's Day with the only girl in this world who should matter to you anyway	Official 54.9
@Variable[]	[VarName]><=x	<p>This Command Filter is only valid if the specified Variable compares correctly to the specified value. For example:</p> <p>@Variable[EdgeCount]>[20] You've edged so much for me #GeneralTime I'm surprised you can even still touch that #Cock #Lol</p> <p>This would only be valid if the Variable "EdgeCount" is greater than 20.</p> <p>You can use the following methods of comparison for Integer Variables:</p> <p>=, <>, >, <, >=, <=</p> <p>You can use the following methods of comparison for String Variables:</p> <p>=, <></p>	@Variable[EdgeCount]>[20] You've edged so much for me #GeneralTime I'm surprised you can even still touch that #Cock #Lol	Official 54.9
@VideoBlowjob @VideoFemdom @VideoFemsub @VideoGeneral @VideoHardcore @VideoLesbian @VideoSoftcore	-	The user is watching a Blowjob video.	@VideoBlowjob Imagine that was your #Cock sliding between her lips right now	Official 54.9
@VideoBlowjobDomme @VideoFemdomDomme @VideoFemsubDomme @VideoGeneralDomme @VideoHardcoreDomme	-	The user is watching a Blowjob video featuring their domme.	@VideoBlowjobDomme I know you wish that was your #Cock sliding between my lips right now	Official 54.9

@VideoLesbianDomme @VideoSoftcoreDomme				
@VitalSup	-	The user's VitalSub app is active.	@VitalSub I hope you meet all your VitalSub goals today	Official 54.9

System Keywords:

#Balls	-	Replaced with synonyms for balls.	Vocabulary	Official 54.9
#BallsToPussy	-	Used to replace #Balls vocabulary file, when balls-to-pussy is enabled.		Official 54.9
#BBnB_Ass #BBnB_Boobs	-	Contains phrases used in #TnAFastSlidesResult when the last displayed image was a ass/boobs image.		Official 54.9
#BlogImageCount #BlowjobImageCount #BoobImageCount #BoobsImageCount #ButtImageCount #ButtsImageCount #CaptionsImageCount #FemdomImageCount #GayImageCount #GeneralImageCount #HardcoreImageCount #HentailImageCount #LesbianImageCount #LezdomImageCount #LocalImageCount #MaledomImageCount #SoftcoreImageCount	-	Replaced with the number of available blog/blowjob/etc. images.		Official 54.9
#BronzeTokens #GoldTokens #SilverTokens	-	Replaced with the number of Bronze/Silver/Gold Tokens the user currently has.	You currently have #BronzeTokens bronze tokens	Official 54.9
#Contact1 #Contact2 #Contact3	-	Replaced with the name of Contact 1 (set in Glitter settings).	#Contact1 said she wants to play with us #GeneralTime #Grin	Official 54.9
#Contact1Honofiric	-	Will be replaced with the honorific set for Contact 1 (set in		Official 54.9

#Contact2Honorific #Contact3Honorific		Glitter settings).		
#CumForMe	-	Contains full sentences allowing the user to have a full orgasm.	Vocabulary	Official 54.9
#CurrentDate	-	Replaced with the current date.	The current date is #CurrentDate	Official 54.9
#CurrentDay #CurrentMonth #CurrentYear	-	Replaced with the current day/month/year.	The current day is #CurrentDay	Official 54.9
#CurrentImage	-	Replaced with current displayed image filepath.		Official 54.9
#DateDifference()	(DateVar, Interval)	Replaced with a number representing the difference between now and the date specified using a specified interval. For example: #DateDifference(NoTouch, Days) - Would be replaced with the number of days between now and the date set in the Variable "NoTouch". When specifying an interval, you may use Seconds, Minutes, Hours, Days, Weeks, Months or Years.	You have #DateDifference(NoTouch, Days) days to go until you're allowed to touch yourself again	Official 54.9
#DislikedImageCount #LikedImageCount	-	Replaced with the number of available disliked images.		Official 54.9
#DomAge	-	Replaced with the domme's age.	I wished for an obedient sub to torment when I turned #DomAge, looks like my wish came true #Lol	Official 54.9
#DomApathy	-	Replaced with the domme's Apathy Level.	Get to the edge and get ready to hold it as long as I want @EdgeHold(#DomApathy Minutes)	Official 54.9
#DomAvgCockMax #DomAvgCockMin	-	Replaced with the domme's maximum average dick size amount.	#DomAvgCockMax inches isn't quite enough to impress me	Official 54.9

#DomBirthdayDay	-	Replaced with the domme's birth day (1-31).	@DomBirthday Since it's my birthday, you get to edge #DomBirthdayMonth times with a #DomBirthdayDay second break in between	Official 54.9
#DomBirthdayMonth	-	Replaced with the domme's birth month (1-12).	@DomBirthday Since it's my birthday, you get to edge #DomBirthdayMonth times with a #DomBirthdayDay second break in between	Official 54.9
#DomCup	-	Replaced with domme's cup size.		Official 54.9
#DomEyes	-	Replaced with the domme's eye color.	Look into these #DomEyes eyes and ask yourself if you see any mercy there #Grin	Official 54.9
#DomHair	-	Replaced with the domme's hair color.	Imagine feeling my #DomHairLength #DomHair hair tickling your #Cock as I held my mouth over it	Official 54.9
#DomHairLength	-	Replaced with the domme's hair length.	Imagine feeling my #DomHairLength #DomHair hair tickling your #Cock as I held my mouth over it	Official 54.9
#DomHonorific	-	Replaced with the honorific the user has entered for their domme in the Sub Settings menu. Will be replaced with the appropriate Contact\Random honorific if a different domme has been set for the session.	I want you to refer to me as #DomHonorific	Official 54.9
#DomLargeCockMin #DomSmallCockMax	-	Replaced with the value just above the domme's minimum average dick size amount.	@Variable[SubCockSize]=[#DomLargeCockMin] Your #Cock is just big enough to satisfy me #SubName	Official 54.9
#DomLevel	-	Replaced with the domme's Level.	I want you to smack your balls @ShowVar[BallSmack] times @ChangeVar[BallSmack]=[BallSmack]*[#DomLevel]	Official 54.9

#DomMood	-	Replaced with a number value 1-10 representing the domme's current mood.	On a scale of 1 to 10, I'd say my mood is about #DomMood	Official 54.9
#DomMoodMax #DomMoodMin	-	Replaced with a number value 1-10 representing the highest value of the domme's neutral mood range.	@NullResponse @ChangeVar[MoodStrokes]=[1000]\[#DomMoodMax]	Official 54.9
#DomName	-	Replaced with the name of the current domme name that the user has entered either in glitter settings or the main panel.	You're gonna regret the day you ever heard the name #DomName #Grin	Official 54.9
#DomSelfAgeMax #DomSelfAgeMin	-	Replaced with the domme's maximum self age perception.	Once you hit #DomSelfAgeMax, that's when you're over the hill	Official 54.9
#DomSubAgeMax #DomSubAgeMin	-	Replaced with the domme's maximum sub age perception.	#DomSubAgeMax is about as old as a guy can be before I feel like I'm dominating someone's grandfather #EmoteFlustered	Official 54.9
#GeneralTime	-	Replaced with "this morning", "today" or "tonight", depending on the user's current time. "tonight" - Between 6 pm and 3 am "this morning" - Between 4 am and 11 am "today" - Between 11 am and 6 pm	Hello #SubName, it's good to see you #GeneralTime	Official 54.9
#GlitterContact1 #GlitterContact2 #GlitterContact3	-	Replaced with the name of Contact 1 (set in Glitter settings).	#GlitterContact1	Official 54.9
#GoodAfternoonSub #GoodEveningSub #GoodMorningSub	-	Contains phrases to greet sub between 12 pm and 6 pm / 6pm and 3am / 4am and 12pm.	Vocabulary	Official 54.9
#GreetSub	-	Replaced with Keyword #GoodMorningSub, #GoodAfternoonSub or #GoodEveningSub, depending on the user's current time. Vocabularies:	#GreetSub	Official 54.9

		#GoodEveningSub, #GoodMorningSub, #GoodAfternoonSub		
#MainDom	-	Will display the name of the main dom in every scenario, for example while a random domme session.		Official 54.9
#OrgasmLockDate	-	If the user has locked in an orgasm limit, then this will be replaced by the date that the orgasm lock ends. If not, this will be replaced by "later".	Your orgasm limit will be over #OrgasmLockDate	Official 54.9
#PetName	-	Replaced with one of the pet names that the user has chosen for themselves. The pet name group used will depend on the domme's current mood.	Keep stroking for me #PetName	Official 54.9
#Random()	(number 1, number 2)	Replaced with a random number between the two values specified. For example: #Random(100, 500) - Would be replaced with a random number between 100 and 500.	I want you to give me #Random(100, 500) strokes right now	Official 54.9
#RandomRound5() #RandomRound10() #RandomRound100()	(number 1, number 2)	Replaced with a rounded random number between the two values specified. For example: #RandomRound5(100, 500) - Would be replaced with a random number between 100 and 500 that's then rounded by 5.	I want you to give me #RandomRound5(100, 500) strokes right now	Official 54.9
#RandomSlideshowCategory	-	Replaced with a random valid slideshow category from the user's set and selected local image paths. Mainly used to set up random slideshows with the @Slideshow() Command. For example, @Slideshow(#RandomSlideshowCategory).	I'm going to set up a slideshow for you @Slideshow(#RandomSlideshowCategory)	Official 54.9
#Return_CBTBalls	-	Used for @CallReturn() when sub was doing ball torture	Vocabulary	Official 54.9

#Return_CBTCock #Return_Chastity #Return_Edging #Return_Holding #Return_Rest #Return_Stroking		before @CallReturn() was called. Vocabulary		
#RuinYourOrgasm	-	Contains full sentences allowing the user to have a ruined orgasm.	Vocabulary	Official 54.9
#SessionCBTBalls #SessionCBTCock	-	Replaced with the number of times the user has experienced ball torture in the current session.	@Variable[#SessionCBTBalls]>[3] I've abused your #Balls so much #GeneralTime I'm amazed you haven't passed out yet #Lol	Official 54.9
#SessionEdges	-	Replaced with the number of times the user has edged in the current session.	You've edged #SessionEdges times so far this session	Official 54.9
#ShortName	-	Replaced with the domme's Short Name (set in Glitter settings).	@Contact1 What do you think we should do with #SubName tonight #ShortName?	Official 54.9
#SlideshowCount #SlideshowCurrent #SlideshowRemaining	-	Replaced with the number/current/remaining of images in the most recent slideshow created with @Slideshow().	Looks like this slideshow has #SlideshowCount pictures in it	Official 54.9
#StopStroking	-	Contains full sentences denying the user.	Vocabulary	Official 54.9
#SubAge	-	Replaced with the user's age.	It took #SubAge years to find me, but I'm sure you'll agree that the wait has been worth it #Grin	Official 54.9
#SubBirthdayDay	-	Replaced with the sub's birth day (1-31).	@SubBirthday Since it's your birthday, you get to edge #SubBirthdayMonth times with a #SubBirthdayDay second break in between	Official 54.9
#SubBirthdayMonth	-	Replaced with the sub's birth month (1-12).	@SubBirthday Since it's your birthday, you get to edge #SubBirthdayMonth	Official 54.9

			times with a #SubBirthdayDay second break in between	
#SubCockSize	-	Replaced with the sub's cock size in inches.	I'm going to turn your #Cock into #SubCockSize inches of solid ache #Grin	Official 54.9
#SubEyes	-	Replaced with the user's eye color.	I wish I could see the suffering in those #SubEyes eyes of yours #Grin	Official 54.9
#SubHair	-	Replaced with the user's hair color.	I wish I could grab that #SubHair hair of yours and pull your face between my thighs	Official 54.9
#SubName	-	Replaced with the name the user has entered for themselves in the avatar panel of the main window.	I'm going to tease you so bad #GeneralTime #SubName #Grin	Official 54.9
#SubWritingTaskMax #SubWritingTaskMin	-	Replaced with the Minimum Line Amount range value in the user's Sub settings.	I'm gonna want you to write something for me at least #SubWritingTaskMin times	Official 54.9
#SYS_HonorificPunish #SYS_CapitalizeHonorific #SYS_MissingHonorific	-	<p>If options are set to use and/or capitalize the Dommies honorific and the user fails to do so enough times, the domme will administer a CBT punishment</p> <p>Requires the following System Vocabulary files:</p> <p>#SYS_HonorificPunish - The domme admonishes you for not addressing her correctly (immediately precedes the punishment)</p> <p>#SYS_CapitalizeHonorific - The domme points out that she was not addressed correctly (immediately after failing to capitalize the honorific)</p> <p>#SYS_MissingHonorific - The domme points out that you did not use the honorific in such a way to get you to immediately correct yourself. This file replaces the hardcoded "what?" response that Tease AI used before.</p>		Official 54.9
#TagFurniture #TagGarment	-	Replaced with custom underwear tag text.		Official 54.9

#TagSexToy #TagTattoo #TagUnderwear		Keyword is only applicable in a line where a tagged image is displayed.		
#TnAFastSlidesResult	-	Replaced with vocabulary files #BBnB_Ass or #BBnB_Boobs, depending on the last displayed image of @TnAFastSlides, @TnASlides and @TnASlowSlides. Vocabularies: #BBnB_Ass, #BBnB_Boobs		Official 54.9
#Var[]	[VarName]	Replaced with the value of the Variable specified in brackets. For example: #Var[SaidNo] - Would be replaced with the value of the Variable "SaidNo".	You've said no to me #Var[SaidNo] times, that's #Var[SaidNo] too many #EmoteFlustered	Official 54.9