TECHDOM & CODE · CHAPTER 1

~$ open how-techdom-tools-work

How techdom tools work

A techdom tool automates something a platform already does, then dresses it up with a character, a sound and a game. Here's how the main families work, what each one takes from you, and why they break.

ENTRY T1 CATEGORY TECHDOM & CODE CHECKED 3 NOVEMBER 2026
READING 9 MIN SECTIONS 6



ls cover/ T1.webp

EVIDENCE ◆ Verified ◆ Vivian's field notes ◆ Unverified

This chapter is not advice for your situation.

IN 30 SECONDS

01 Most techdom tools automate one plain job: buying a gift, liking a post, opening a page.

02 The work goes into the wrapper: the character, the sound and the game around the payment.

03 Each family takes something different from you: money, attention, or control of your machine.

04 Tools break whenever the platform changes, and a silent break can charge the wrong amount.

05 The usual danger is a tool that works exactly as built, with a hidden total or no way out.

YOU WILL LEARN

- ✓ The main tool families and what each one does under the hood.
- ✓ What one cycle of an automatic gift tool looks like.
- ✓ How a wheel or a gacha-style wrapper turns a payment into a game.
- ✓ Why tools break, and what to retest after a change.
- ✓ Which tools reach into your accounts or your machine, and why those need the most care.

> *I've watched a lot of these tools run. Once you see the plain job under the game, you can see what it's asking you to hand over.*
>
> — VIVIAN

~/01-what-a-techdom-tool-is

What a techdom tool is

Techdom is findom where a tool acts for the dom, with the sub's agreement and a stop that always works. ◆ The kink itself and its limits are in Techdom. This chapter is about the machinery.

Almost every tool automates something a platform already does: buying a gift from a wishlist, liking a post, opening a page. The tool adds a character, a sound and a game. The payment part is simple, and most of the maker's hours go into the wrapper. ◆

A tool usually comes as a folder or a zip you load into your browser by hand, with a short readme and a promo picture. ◆ Chrome requires the extensions it lists to disclose how they handle user data. ◆ A tool you load by hand isn't in that listing, so all you have is the maker's word. ◆

~/02-three-things-a-tool-can-take

Three things a tool can take

The families differ in what they take from you: money, attention or control of your machine. The list goes from the least to the most. ◆

The main families

◆	What it does	What it takes from you	What breaks it
Automatic gift buyer	Buys gifts from a wishlist on a repeating cycle once started	Money, through your saved card	A changed wishlist page; a bank step
Auto-liker	Likes and reposts a dom's posts from your own social account	Attention, and your account's standing	A changed site; a flagged account
Wheel or spin	A spin lands on an amount, then you're sent to pay it	Money, one prompt at a time	A recreated item; a wrong link
Gacha-style	Each pull triggers a real purchase and gives you a card	Money, hidden inside a collection game	The purchase step; a hidden total
Hub	One app that bundles	Whatever its parts	One flaw reaches every

	What it does	What it takes from you	What breaks it
	several tools, a gallery and chats	take, all in one place	copy
Remote or screen tool	Lets another person see or drive your screen	Control of your machine	The connection; your own trust

The wheel is also called a spin. A gacha tool counts each pull as one draw. The scene calls the first two kinds autodrain and autodrone. Both are general scene words for a kind of tool, neither is a product name, and both can fit inside a hub. Other tools sit on the edges: blockers that keep you off a page, and rebrand links that switch your profile to a dom's look after you authorise an app. The rebrand link is harder to build than it looks. ◆

~/03-one-cycle-of-an-automatic-gift

One cycle of an automatic gift tool

An automatic gift buyer is a browser extension that works inside your own signed-in session. Once you start it, it buys items from the dom's wishlist on a repeating cycle while the page stays open, and a good one keeps its running totals on your computer only. It needs your real name shown as the sender and a card saved at checkout, because a gift with no name on it can't be thanked.

That also ties your legal identity to adult purchases on an account someone else controls.

One cycle, in plain words

1. **Start**

   You press the master switch. Nothing gets bought before that.

2. **Wait**

   The tool pauses for a time its maker chose.

3. **Buy**

   It asks the platform for one gift, using your signed-in session and your saved card.

4. **Bank**

   If your bank wants a verification, a careful tool waits for you. A careless one doesn’t.

5. **Confirm**

   The tool counts the gift only when the platform confirms the order.

6. **Count**

   The running total goes up and the cycle starts again.

7. **Stop**

   A failure, an unknown outcome or a press on stop ends the loop.

The wait is the main control. In tools like this a full cycle takes roughly 20 to 35 seconds, and other extensions wait about 3 to 10 seconds. Do the maths: USD 10.00 every 30 seconds is USD 1,200.00 in one hour. ◆ The shorter the wait, the less time you have to notice what's happening.

Most tools have a few fixed buttons: a standard amount, a cheaper one for people with less money, and a special one that changes how the payment or the first messages behave. Fixed small amounts keep each click small and quick. Read what every mode does before you start. A mode meant to be switched on only after several sends have gone through is a staged escalation, covered in Safe design. ◆

~/04-the-wheel-and-the-gacha-style

The wheel and the gacha-style wrapper

A wheel tool turns a payment into a spin. You spin, the number it lands on is an amount, and a prompt sends you to the matching item on the dom's wishlist to pay it. A rare low result can switch on a special mode, with a new theme, extra pop-ups and a respin where only higher amounts can come up. ◆

Each amount has to be tied to a wishlist item. A tool that finds items by name breaks when one is renamed or the page gets auto-translated, so careful makers store a direct link per amount. Links break too. If a wishlist was rebuilt and a link changed, the tool can charge the wrong amount without any warning. ◆ A silent mismatch like this costs real money, in either direction.

A gacha-style tool wraps the same purchase in a collection game. Each pull quietly triggers a real purchase, and the card you get depends on which gift was bought. The name is used mostly because everyone knows it. Variants include buying gems first at set prices, rarity tiers with shiny duplicates, and a waiting screen whose pop-up pictures hide how long the purchases take. ◆

What you see and what you pay

◆	What may happen underneath	What to ask
A multiplier such as 10x	The real total swings from a few dollars to hundreds	Is the total shown before the charge?
A waiting animation	Several purchases run behind it	How many purchases, and at what price each?
A cheap pull	A card that disappears unless you keep paying	What's the full cost over a month?
A collection game	Progress stored only inside the tool	What happens to my cards if I uninstall?

TRY IT

The wishlist was recreated

A dom recreated her wishlist items this morning. A spin tool that worked last week is about to run tonight. What do you do first?

A Start it, because it worked last week

Not this one. Last week proves nothing. A recreated item can leave an old link pointing somewhere else.

B Ask whether every option was retested, with the amount shown set against the amount charged

The right answer. Right. A broken link fails silently and can charge the wrong amount.

C Check only the biggest slice

Not this one. One wrong link is enough. Every option has to be tested after any change.

~/05-tools-that-reach-into-your

Tools that reach into your accounts or machine

An auto-liker acts inside your own social account. It likes or reposts the dom's posts while you do something else. Everything it does is done as you. If the platform flags the pattern, your account takes the hit, and the dom's doesn't. Whatever the maker promises, the platform's rules apply to your account and the risk is yours. ◆

A hub bundles several tools in one app. When it also offers remote actions, like making accounts follow, post or send, one flaw reaches every installed copy. If

you find a flaw like that, tell the maker and never use it. ◆

A remote or screen tool is the riskiest family. Some are built around consent: one connection from your computer to a server, a one-time request that reaches you, and nothing travels until you accept inside the program. Even so, a remote tool means trusting a stranger with your machine, and this wiki doesn't recommend it. ◆

RED FLAGS

A request to open a remote session

- You're asked to approve full control of your computer.
- You're asked to block your own keyboard and mouse, or to read out a connection code.
- The request comes at a moment of trust or pressure, with the words "so I can see for myself".

Counter. Say no and close the app. A US federal alert advises people not to give control of a computer or phone to a stranger. ◆ A remote-access vendor advises users not to give device access to anyone they do not know or trust. ◆ Full control exposes your files, saved passwords and accounts, and it's how a lot of scams start. Answering in writing covers almost anything they could need. ◆ See Check a tool before you install it.

~/06-why-tools-break-and-who-builds

Why tools break, and who builds them

Wishlist platforms change their pages often and keep patching the gap automatic buying relies on, so a tool can stop working for days. The purchase step is what keeps breaking, especially when card verification may or may not show up. Different tools break at different points, so one tool working tells you nothing about another. ◆

The browser adds its own limits. Chrome stops a Manifest V3 extension service worker after 30 seconds without activity. ◆ Events and extension API calls reset those timers, so you can't assume a background script runs nonstop. ◆

The bank's confirmation can reload the page, and a naive script then starts the payment again. A careful tool keeps a waiting-for-confirmation state instead of rerunning. Test builds make it worse. A test switch that skips the payment page, left on in a shipped build, puts everyone who runs it at risk. ◆

I haven't checked what any wishlist platform's terms say about automated buying. Read them before you install anything. ◆

Some makers float ways to hide the adult side from a card processor. I won't describe them. They break the processor's terms, and the usual result is a frozen balance or a closed account tied to a real identity. ◆

- `If a tool worked yesterday, it's safe today.`
+ A platform change or a new build can break it overnight, and a break can charge the wrong amount instead of nothing. ◆

- `A tool that works for one person works for everyone.`
+ A fault can show up for one user only, like a freeze at checkout when a payment fails, and a phone browser can behave differently from a desktop one. ◆

- `A polished tool is a tested tool.`
+ Polish is the wrapper. These days a tool can come out of a short brief to an AI assistant, and testing is the part that gets skipped. ◆

> `// Vivian's field notes`
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> *In my experience, makers watch each other's tools, and ideas get copied within weeks. Many tools are built one per dom, because in my experience many doms can't code. A running tool is also marketing: a short video of a send landing brings in messages that pictures alone don't.*
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Put together, that's the risk. A tool that holds your signed-in session and your saved card, runs on its own and shows no running total takes away the pause you'd normally have between decisions. The only brake left is the limit you set before you started. ◆ That's what Safe design is about.

If a tool already holds your money or your session, go to If you already sent. If spending has become hard to stop, go to Where to get help.

The families in one line

Automatic gift buyer

Buys gifts on a loop from your signed-in session. It takes money.

Auto-liker

Likes and reposts as you. It takes attention and puts your account at risk.

Wheel

A spin picks an amount, then you pay it. Retest every link after any change.

Gacha-style

Each pull is a real purchase. Ask for the total before the charge.

Remote tool

Another person drives your machine. Treat it as a red line.

REMEMBER IT

- A techdom tool automates one plain job and wraps it in a game.
- Money, attention and control of your machine are three different things to hand over.
- Tools break when a platform changes, and a silent break can charge the wrong amount.
- Retest every option after any change, with the amount shown set against the amount charged.
- Never give remote control of your computer to anyone.

SOURCES AND EVIDENCE

Check it

Every claim with its evidence level and its sources.

EVIDENCE LEVELS

◆ Verified	Checked against the original source.
◆ Reported	Stated by a serious secondary source read in full.
◆ Community	Widely said in the scene; no document proves it.
◆ Vivian's field notes	First-hand experience, not a study.
◆ Unverified	Plausible, not proven yet.

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Updated Privacy Policy & Secure Handling Requirements | Chrome Web Store - Program Policies | Chrome for Developers (https://developer.chrome.com/docs/webstore/program-policies/user-data-faq)

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Accessed 3 November 2026

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IC3 Issues Alert on Tech Support Fraud (https://www.cisa.gov/news-events/alerts/2018/03/29/ic3-issues-alert-tech-support-fraud)

Archive (https://web.archive.org/web/20250716102123/https://www.cisa.gov/news-events/alerts/2018/03/29/ic3-issues-alert-tech-support-fraud)

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TeamViewer and scamming (https://www.teamviewer.com/en/global/support/knowledge-base/teamviewer-remote/security/teamviewer-and-scamming/)

Archive (https://web.archive.org/web/20260519191922/https://www.teamviewer.com/en/global/support/knowledge-base/teamviewer-remote/security/teamviewer-and-scamming/)

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