

DreamWorld is a small Opensimulator world with a rideable horse in a Western town setting. It is a demonstration of an Opensim Setup program.

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INTRODUCTION

This document describes the steps to add content to a master copy of the world.

The system supports a special installer that will put a easy-to-use copy of a custom OpenSim and Firestorm viewer on a Windows machine.

Multiple copies of different simulations can be made and distributed via DVD, download, or thumb drive.

File Structure

These files are BIG! 1.21 gigabytes is typical. So you will need to grab some disk space and have patience while copying.

DVD vs. Thumb vs. Download: A DVD holds over 4 GB, but this not fit on a CD.

It will run off a 2 GB thumb drive directly. It can be installed to a hard drive and then copied to a Thumb drive, or installed from a thumb drive.

When mesh content is not used, a pre-configured Imprudence viewer can be installed to a thumb drive from www.simonastick.com. This version does not need to be installed, so the entire system can be copied to a Thumb drive, and run from the same drive without affecting your hard drive. However, this world uses mesh, so Firestorm is used.

File structure:

Each folder has specific purposes. Some are used for distribution, others hold source code or output from compilers..

- Application Files - auto generated by the compiler. Not for distribution
- DreamWorldFiles - Single "Sim On A Stick" for distribution
- DreamWorldFiles-4 sims - - Quad "Sim On A Stick"
- Firestorm - a Firestorm Viewer
- Installer - Source code for the setup.exe program

Required files

The following folders must be in any distributed zip, thumb, or DVD.

- \DreamWorldFiles
- \Firestorm
- \Setup
- How_To_Start_And_Login.txt

Any files that you place in the \DreamWorldFiles and \Setup folder will be copied to a folder on a selected hard drive. So If you want to include anything, put it there or in the root folder, manually.

Do not include any of my other folders! Those other folders contain other virtual worlds and the installer source code.

One-sim vs. Four- sim:

The folder "DreamWorldFiles" is currently a "Single Sim" western town and horse. The content of this folder can be changed to make any type of simulation you desire.



This folder is ALWAYS the system that is installed and it must exist on any release media along with \Setup and \Firestorm.

The folder "DreamWorldFiles-4 sims" contains the same ranch on one parcel. The other 3 sims are blank.

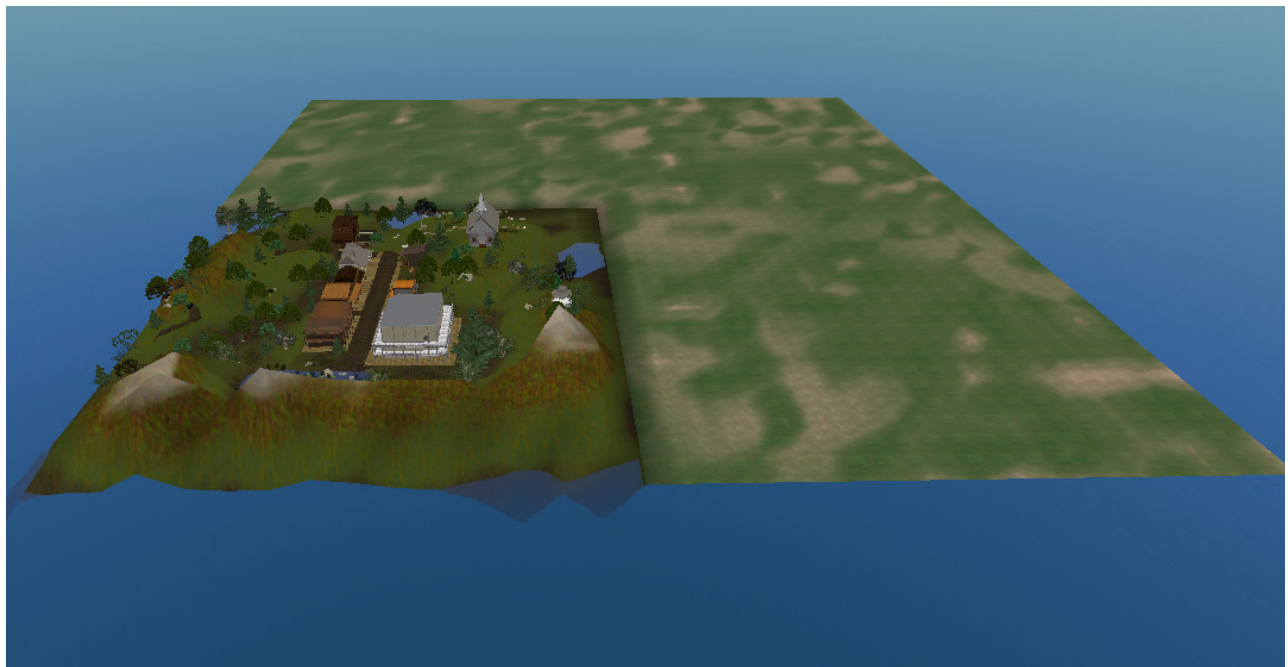
The 4-sim system can hold 4 oars. The regions are named :

SoaS 1.1

SoaS 1.2

SoaS 2.1

SoaS 2.2



Making A Different Installation:

Everything that makes a sim unique is located in a single folder "DreamWorldFiles". It is essentially a copy of the default SoaS installation with modifications to make it easy to install. The installer will not work without these modifications.

You can copy this folder, make changes to the copy, and copy it again to make more changes for different setups. When you have a completed simulation, you just copy the final folder to "DreamWorldFiles", and then burn a DVD, thumb drive, or zip file with the above listed folders.

Backups

Before you make any changes, you should make a backup copy of "DreamWorldFiles" and the "DreamWorldFiles-4 sims" folder. Copy or rename the folders. For example, rename "DreamWorldFiles" to "Virtual Horse Ranch Rev 1".

Do not use that folder for live work. It is a backup. Make a copy of it to "DreamWorldFiles" or another folder to work on it.

Workflow:

Let's assume you want to create a single-sim "Fantasy" sim. I would make a copy of the single sim folder "DreamWorldFiles" to a new folder, and name it "Fantasy rev 1". As I progress, I would copy "Fantasy rev 1" to "Fantasy rev 2" and use the later copies as progress is made. If I goof up (I do), I can always go back a rev.

You can always install and test the copy you made by copying it or renaming it to "DreamWorldFiles" and doing a full install.

It is better to work out of the copied folder, though. The reason I suggest you work out of other folders, even though it is a bit harder, is because you don't always know exactly which files to copy back. So I suggest you follow the this workflow procedure.

Go into the copied folder "Fantasy rev 1". Double click "mowes.exe". Navigate to "Fantasy rev 1\diva-r20232-b\bin", and double-click click "OpenSim.32BitLaunch.exe" for a 64-bit machine, or "OpenSim.exe" for a 32-bit machine.

You can then connect to it with a viewer. See the section "Connecting with Firestorm Viewer" for suggestions on how to do this.

When finished, you can copy the folder "Fantasy rev XZY" to "DreamWorldFiles", and publish it along with the other necessary folder.

Adding Content:

Adding Inventory:

You can transfer inventory between avatars by friending them, logging in as the recipient, and accepting. But there is an easier way: IAR files.

You can get IARs from <http://www.outworldz.com>

Lets assume you wish to save the folder "FULLAVATARS" from "Simona Stick" to disk.

Go the Opensim console and type

```
save iar Simona Stick Objects/FULLAVATARS 123 c:/tmp/FULLAVATARS.iar
```

This will save the folder Stick Objects/FULLAVATARS to c:/tmp/FULLAVATARS.iar (this assumes that "c:/tmp" folder is already there to save into).

Loading IARS is the reverse:

```
load iar Simona Stick Objects/FULLAVATARS 123 c:/tmp/FULLAVATARS.iar
```

Adding Sims

A simulator can be saved to disk as an OAR file. For a single sim, the syntax is:

```
save oar
```

This will back up to 'region.oar' in your ForEverVirtual\diva-r20232-b\bin folder

You can make it save to a file elsewhere, such as c:/tmp:

```
save oar c:/tmp/myNewBuild.oar
```

For 4-sim setups, you must first select which of the 4 regions to save or load to.

```
change region SoaS 1.1  
save oar c:/tmp/region1.oar
```

or:

```
change region Soas 1.2  
change region Soas 2.1  
change region Soas 2.2
```


The reverse can be done to load an OAR file:

```
change region SoaS 1.1
load oar c:/tmp/region1.oar
```

Connecting with Firestorm Viewer

You **MUST** use the special Firestorm version for OpenSim. (Phoenix also works, as does Imprudence (but it cannot see mesh) and many other viewers.

Firestorm has a specific version needed for this. You can also download it from the Phoenix web site.

The latest version must be located in "\Firestorm" on any distribution. When Firestorm issues an update, get the latest copy from the Phoenix web site. Save the latest one in the folder "\Phoenix" and name it "Phoenix_Firestorm.exe". This is a must-have file name, or the installer will break.

Permanent setup for Developers:

There are also two ways to get Firestorm to connect to this copy without running the installer. This makes it very easy to start any sim without having to install that sim first. Your sim is then directly copyable to the final "DreamWorldFiles" folder.

1) Make a new shortcut

Find your Phoenix Firestorm icon on your desktop or wherever you placed it.

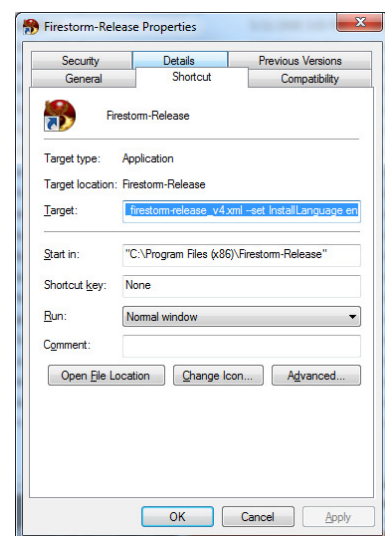
Right click, Copy, and Paste. Name this something distinct, such as "ForeverVirtual Test".

Right-click the copied icon and view it's properties as shown at the right:

Add the following text string to the very end of the "Target":

```
--loginuri http://127.0.0.1:9100
```

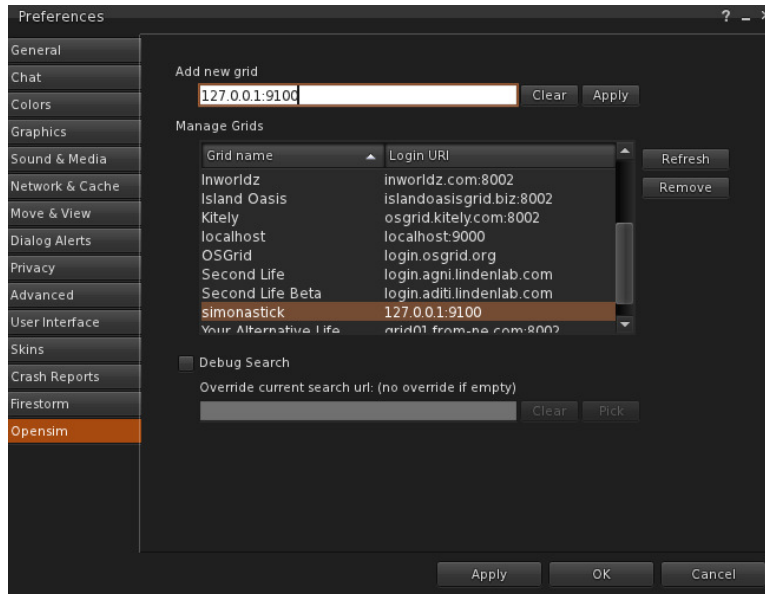
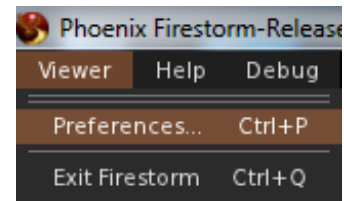
There must be a space separating this from the rest of the commands. Click OK. This icon will now launch the viewer and connect it directly to the ForEverVirtual grid.



2) Add it permanently to Firestorm

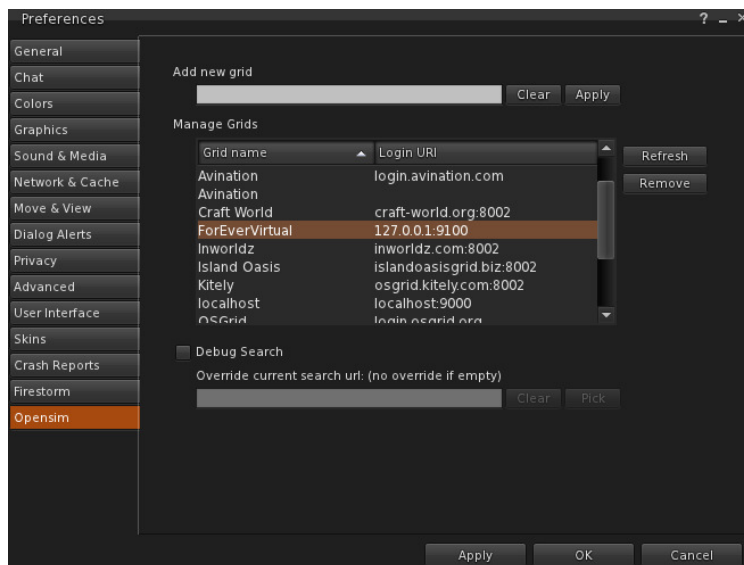
Load Firestorm. In the upper left is Viewer-Preferences (Ctrl-P).

Click the OpenSim button at the bottom. if you do not see this, you are using the wrong Firestorm.



Type the numbers 127.0.0.1:9100 and click 'Apply'.

The new grid ForEverVirtual should appear. You must be running Mowes and Opensim for this to happen.



Click OK.

3) Other grids:

In order to be able to login to grid other than Second Life, you may need to enable the Preferences → Advanced → Allow login to other grids.

You then select an alternate grid at the Firestorm login screen. If you cannot see the Grid Selector, press Shift-Ctrl-G. From the displayed list. Then you may select an alternate grid to log into, such as the "ForeverVirtual" grid.

Unfortunately, at this time, there is a known issue with the grid selector. In order to select a different grid from the one you last used, you may need to follow this process:

- Start the viewer normally
- Select the new grid you wish to log into
- Shut down (quit) the viewer with Ctrl-Q
- Restart the viewer
- Log in normally by supplying your user name and password.

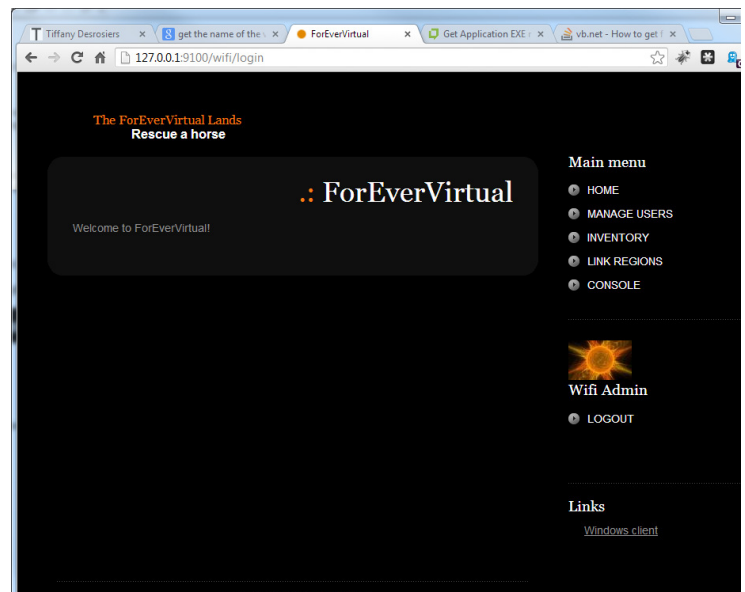
You can now select the new grid "ForeverVirtual" in the bottom right.

User Management:

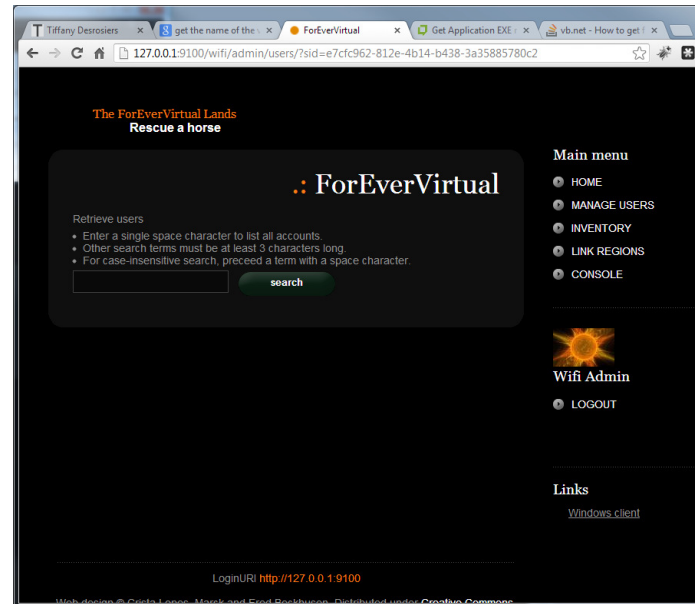
The User console is located at <http://127.0.0.1:9100/wifi>

The ADMIN account is used to manage all users (You can also use the DOS Opensim console but that is much harder)

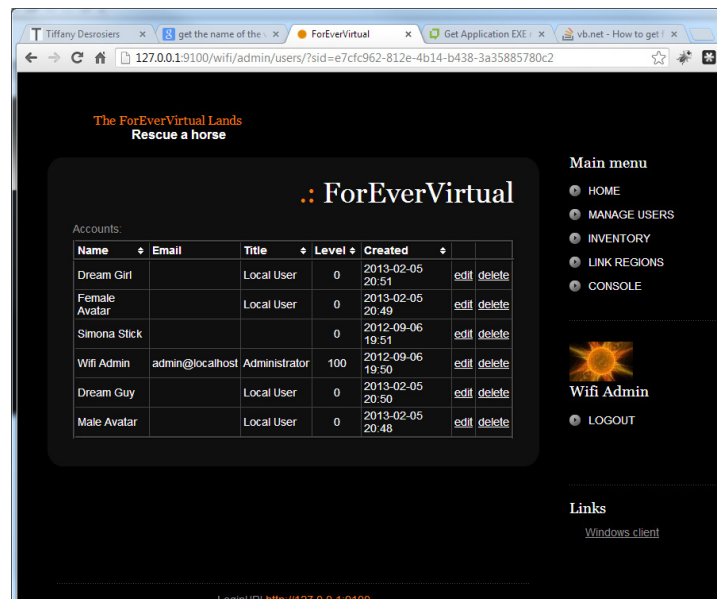
The name is "Wifi Admin" and the password is "secret"



Click "Manage Users" as shown:



Enter a 'space' and click Search:



Each user has a specific purpose:

1. Wifi Admin is the "god mode" for the web administration.
2. Simona Stick has a level of 100 (God mode). She is the "estate manager".
3. Female Avatar and Male Avatar are defaults. Whatever they are wearing and whatever is in their inventory is given to anyone who creates a New User.
4. Dream Guy and Dream Girl are what should be given out as a login ID to people who get this product. They have fewer rights and cannot break it easily.

Logging In:

Log in as Simona Stick, password 123 to work on anything. Simona has level 100 access, and can go into God mode.

You should appear next to the Western Town in a pretty patch of flowers next to a waterfall and riding a horse. Her "home" is set to there, and then logged out while the horse was attached. She is wearing "Professional Female 1" outfit and a set of jeans for horse riding.

The sim has several Windlight settings in various places. This is done by subdividing the land and adding the Windlight to the land description using this syntax:

```
/*Sky: "Annan Adored Realistic ambient" Water: "Pond"*/
```

I have set up a few of these. You can find them by turning on "View Land Lines". The graveyard will turn the skies dark. There is a small park on the riding trail where the skies turn colorful. The landing spot is a very small area set differently so that as soon as they move the skies brighten.

Inventory Access and Rights:

The Simona Stick master avatars all have 100 level access (Estate manager, and they can get into god mode)

They have already loaded a folder of animations, various sets of clothing, and some prim/sculpt animals to scatter about.

Horse:

The horse is worn on the Pelvis. For smaller or larger avatars, you resize it and shift it up and down to fit. Since the expected user base do not know anything about Inventory, you should always set the avatar back at Home and wear the horse before logging out and making a copy for this simulation.

You can change settings in the horse by clicking it.

- ✓ Unicorn/Horse - Switch between the two. When a unicorn, you can make the tip glow, or not. I suggest a Fantasy sim be made with it set to unicorn to give them a choice of DVD's or downloads or whatever.
- ✓ The mane and tail hair can be changed in color to match the coats
- ✓ There is a dust trail that can be turned on or off. I usually leave this on
- ✓ There is a fantasy ring than can appear when it walks or double-tap runs.
- ✓ There are 29 coats that can be changed.
- ✓ Eight Saddles can be set, including 'None' for bareback or static displays.
- ✓ If the horse is then detached and copied, it remembers the prior settings.

Some Second Life features, such as swimming, do not work in OpenSim. This version is not yet animated to do movements other than walk and run. They will be added later and sent as an IAR..

A separate document explains how to paint new coats on the horse.

The horse is not licensed to be sold or given away as an individual item. It must be a part of a complete system.

Finalizing a Build

- ✓ Double check the clothing and worn items for each avatar
- ✓ Check each avatars' home location
- ✓ Log in as Dream Guy and Dream Girl to test their settings.
- ✓ Delete everything "Adult " that may have been accidentally loaded in from a IAR
- ✓ Empty the trash

Rename the Installation

You can have more than one installation on a hard disk. It is highly recommended that you make the following simple change for each Virtual World.

Locate the file "\Setup\Start ForEverVirtualWorlds.exe". If you name this file "Start Virtual-Horse-Ranch.exe", the files will end up in C:\Virtual-Horse-Ranch. It always copies to the folder with the same name as between the first 'space' and the ".exe"

It is necessary to also edit the How_To_Start_And_Login.txt file so users will know that the folder has moved. This allows you to load and test each installation without having to delete an installed copy.

Please review the "How_To_Start_And_Login.txt" file for any special notes that may be needed.

Testing The Final Product

Navigate to \Setup and rename the file "Start ForEverVirtualWorlds.exe" to "Start TESTSIM". You can have many of these "TESTSIM" files. Only that one file needs to be renamed.

Double click the "Start TESTSIM.exe" and it will install a complete copy of whatever you have in "DreamWorldFiles" to "C:\ TESTSIM ".

You can then navigate to "C:\ TESTSIM ", click "Start TESTSIM.exe", and log in. Make any changes in the original folder, and re-install it and test again.

~ end ~