# How to Compile DreamGrid

Help files are Word docx's with style sheets and photos in made in View->Outline mode. The source is at https://github.com/Outworldz/DreamGridManuals.

The master word doc is "[Dreamgrid Manual.docx](https://github.com/Outworldz/DreamGridManuals/blob/main/Dreamgrid%20Manual.docx" \o "Dreamgrid Manual.docx)"  which has an automatic table of contents that makes the main manual with includes from about 70 other word docs.  These files get saved as "Web Page (filtered) in the Outworldzfiles\Help folder.

## Adding a new manual

For a NEW manual only, this procedure is necessary. After the manual is finished, saved turn on View Field codes. Go to Fuile->Options at the bottom left of Word.

Now go to the Quick Access Toolbar area of the Word Options dialog box. In the list of Categories, select Commands Not in the Ribbon. Scroll through the long list of commands and select View Field Codes from the list. Click Add.



Enable this by clicking the menu:



After clicking the {A} you just added, you see this:

Graphical user interface, text, application, website

Description automatically generated

These are all the manuals, in alphabetical order as a link.

For a new manual, highlight all the text in it. Go to the section (alphabetical order) in the DreamGrid Manual.docx. Do not paste it in. Use “ Paste Special”, “Paste Link” “Formated Text”:



A perl script "[Make\_zip\_v3.pl](https://github.com/Outworldz/DreamWorld/blob/V4/Make_zip_v3.pl)"  copies the web pages and adds them to both the main and backup Outworldz.com web sites.

## Opensim compile from the beginning

Make a folder and do a git clone from

git clone <git://opensimulator.org/git/opensim>

Search and replace all of these:

<TargetFrameworkVersion>v4.6</TargetFrameworkVersion>

with

<TargetFrameworkVersion>v4.8</TargetFrameworkVersion>

Also all v4\_6 to v4\_8 in the module folder (I used Noetpad++).

Then in all assemblies:

// <autogenerated />  
using System;  
using System.Reflection;  
 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.8", FrameworkDisplayName = ".NET Framework 4.8")]

I deleted all the above [assembly:...  lines.    In Visual Studio it compiles a bit, then throws errors on the next set. double click the error, delete the ones it shows,  compile, repeat, wash, rise. After about 10 passes all modules compile.

Table

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I ended up with one warning in WifiMain.cs Line 172, which is harmless. It is an extra exception parametee that is not used. You can safely ignore this, or just delete the parameter:

catch (InvalidOperatiblueonException e)

becomes

catch ()

## Icons

Add the icons to Robust, pCampbot and Opensim Properties:

Robust is server.ico.  pCampbot is cube\_yellow.ico, and Opensim is cube\_blue.ico.

You right click the name in the properties window and select "Properties". The type the name in.

Graphical user interface, text, application, email

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## jOpensim and other modules:

I can't compile eZombies, though. That's an interesting module with attacking zombies

I have not added jOpensim Money yet, or jOpensim 4 yet. This is still V 3.9.

We will need PHP8 for it. Curl has been replaced with a new curl which changes Search/Datasnapshot too.