# Modules

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**Bird module** makes flocks of birds possible. See the help manual on Birds. This must be enabled for birds to appear in a region.

**Enable Tides** makes the water level rise and fall in this region. See the help manual on Tides. This must be enabled for tide to appear in a region.

**Teleport Sign Enable** lets you use a standardized Outworldz Teleport Sign to direct visitors in your world. This sign is located in the Content-Inventory IAR Load and Save ->Local IAR menu. There are multiple variations of the sign.

**Outworldz Teleport System X64.iar** is a standardized sign for all uses. There is a 32 sign version as well.

**Disable all Gloebits** should stop the Gloebits system on this region.

**Disable Foreign Visitors** will prevent Hypergrid visitors from entering your region.

**Disable All Residents** will prevent all resident from entering your region. Only Estate managers or owners can get in.

**Skip Automatic OAR backup** will prevent the automatic OAR system from backing up this region.

**Announce visitors** will chat text to everyone for arrivals or departures.

The edit button will bring up a text editor:

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Any text typed in this window will be chatted to new visitors in this region.

The sequence {0} will be replaced with the avatar name. The sequence {1} will be replaced with the region name.