# Modules

Graphical user interface, text, application

Description automatically generated

**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 V2.5.iar** is a standardized sign for all uses.
* **Outworldz Teleport System V3.9.iar** is for testing of the Smart Start system and is subject to change.

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

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

**Disable 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 any arrivals or departures.