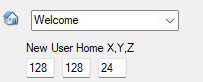
# Regions

**Region Settings** hold various defaults for all regions.

A screenshot of a computer

Description automatically generated

**Default region for visitors:** This is your “Welcome” region.Hypergrid visitors and people who log in for the first time get sent to this region. The region must be online.



**New User Home X, Y, Z:** Users that create accounts on the web page will land at this spot on your Welcome region. Their home is set here. Default: 128,128,24

**Add a Region:** will bring up a dialog form for adding a new region.



**Configure All Regions:** will open all regions for editing.



**Clear All Registrations:** You may get an error when you add a region where another region once existed or overlapped. This operation will remove all registrations of all regions from the database. All regions, including Smart Boot regions re-register when the grid is booted.



Why is this useful? crashed region will leave behind this registration, and you cannot place another region in the same spot. Pressing this will deregister all regions so all regions can be moved. This button deletes all regions from the “present and accounted for’, region table in Robust.

This requires that the grid not be running. See below for more details in **Troubleshooting.**

**Normalize Regions:** The Javascript web map requires that the lowerleft corner starts at 1000,1000. This will move all regions so that the chosen region is at 1000,1000. All regions maintain their relative positions.



Rearrange Regions takes you to a form where you may make your regions all move into a block.



Make Regions No Rez is a security feature. It sets all parcels to no Script, No Rez for visitors. This happens automatically when you load an OAR.



**Announce Visitors**: This is a global enable. Visitors that arrive in a region are chatted using Opensimulator’s Concierge module. The region must also have an override for “Announce Visitors” in the Modules section of the Region settings.

A close up of a sign

Description automatically generated

**Chat Channel:** The chat channel controls the distance each chat type stops working.



**Clear Satyr Farm** will delete all loose Satyr Farm items such as Tomato buckets or Water cans from any chosen region.



Bulk load is a form where you can load large numbers of oars at one time.

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**Edit Region:** will bring up a dialog form to edit the selected region.



## Treoubleshooting:

**Region Error:** if you add a region where another already exists, you may get this error.

2021-03-27 09:53:51,132 ERROR [GRID CONNECTOR]: Registration failed: Region overlaps another region when contacting http://192.168.2.139:8003/grid  
2021-03-27 09:53:51,137 ERROR [STARTUP]: Registration of region with grid failed, aborting startup due to Region overlaps another region    at OpenSim.Region.Framework.Scenes.Scene.RegisterRegionWithGrid() in C:\Opensim\Outworldz\_Dreamgrid\OutworldzFiles\Opensim\OpenSim\Region\Framework\Scenes\Scene.cs:line 2384  
   at OpenSim.OpenSimBase.CreateRegion(RegionInfo regionInfo, Boolean portadd\_flag, Boolean do\_post\_init, IScene& mscene) in C:\Opensim\Outworldz\_Dreamgrid\OutworldzFiles\Opensim\OpenSim\Region\Application\OpenSimBase.cs:line 499

Robust says:

09:59:23 - [GRID SERVICE]: Register region conflict in scope 00000000-0000-0000-0000-000000000000. Region overlaps another region

You can click the Deregister regions button to clear these.

Another solution is to deregister it by hand.  Go to robust and type this:

show regions < enter>

You get a list of all regions.

R.O.B.U.S.T.# show regions  
Name                  ID                                    Position     Size         Flags  
Region 1016, 1007     0e871ad3-41ec-4eb5-8aad-96d9b5561803  1016,1007    256x256      RegionOnline  
Region 1017, 1010     0f75a6ba-bbc0-4489-846d-a3aaa286c3ae  1017,1010    256x256      RegionOnline  
Region 1017, 1008     1b47af46-9364-4cde-909c-a3173d98291f  1017,1008    256x256      RegionOnline  
Region 1015, 1007     2302b841-11d3-4c2c-9ebb-0fce4c26beea  1015,1007    256x256      RegionOnline  
Region 1013, 1009     4e69b298-c084-466f-b450-f34fbffa2238  1013,1009    256x256      RegionOnline  
Region 1015, 1009     74f9d745-fa42-450b-96e5-0770eae37928  1015,1009    256x256      RegionOnline  
**Region 1016, 1009     a357ccd6-43d6-45ff-8563-35f09345908e  1016,1009    256x256      RegionOnline**Region 1017, 1007     c8775e97-ae1d-4164-8db8-ec205e46a148  1017,1007    256x256      RegionOnline  
Welcome               c91ceea4-77f5-40f6-afad-36f822097a4d  1016,1008    256x256      DefaultRegion, RegionOnline, DefaultHGRegion  
Region 1015, 1008     dce9b253-789f-497a-b040-7df958262c69  1015,1008    256x256      RegionOnline  
Region 1017, 1009     e819b0f7-86d7-4391-9064-67f6cb8708cd  1017,1009    256x256      RegionOnline  
Region 1016, 1017     eab4f2bb-c92f-42fe-be92-30b29ba5a61b  1016,1017    256x256      RegionOnline  
  
Find the region at the same coordinates as the one you are trying to boot.  The one that is conflicting on my test server is this one at 10156,1009

Region 1016, 1009     a357ccd6-43d6-45ff-8563-35f09345908e  1016,1009    256x256      RegionOnline

 This UUID is different than the one there previously. So it will not let the new region steal it.

Copy the UUID from, above: **a357ccd6-43d6-45ff-8563-35f09345908e**

Type in this:

**deregister region id <PASTE UUID HERE>**

R.O.B.U.S.T.# deregister region id a357ccd6-43d6-45ff-8563-35f09345908e  
Deregistered Region 1016, 1009 a357ccd6-43d6-45ff-8563-35f09345908e  
R.O.B.U.S.T.#