Smart Start

Smart Start regions shut down when no one is in them.   A Smart Start region appears as a dual blue arrow ’recycle’ icon in the Regions panel:

Graphical user interface, application, table

Description automatically generated

Smart start detects teleports.  When someone teleports into the system, or logs in, the system decides if their destination is already bootet.  If so, the teleport happens normally. But If the region is not ready, the system sends the avatar to a waiting area while the region is booted. When the original destination region is ready for logins, the avatar is teleported to the original destination.

# Enable Smart Start

Smart Start is disabled by default. You must first enable it in Setup->Settings->Smart Start:

Graphical user interface, text, application

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Enable Smart Start

The system can be set to power down the region when no one is in it. This length of time is from 15 seconds upward.

## Details

Smart Boot for any region is indicated by a blue pause icon on the Regions report :   ||

These regions will always boot once to register themselves.  The Smart Settings only go into effect when the entire grid restart, or Robust restarts and the Region restarts.

On all teleport requests such as a map search, a landmark, or Hypergrid teleport, the request is first intercepted in Opensim, and sent to DreamGrid.     It is sent Region UUID = "000-A" and DreamGrid returns  "UUID -000A" if the region is ready, or UUID = 000B, or other region UUID, if not ready.

You get a message in the viewer saying your region will be available in so many seconds. This is the recorded time it took to previously boot the sim.   There is a different time saved in a Map TIme variable if maps are enabled.  Ideally, maps are off for fastest boot time.

There is one missing teleport I have not yet coded for.  When you log in the first time, you cannot log into a offline Smart Boot enabled region.  If the region is online, the teleport is allowed to continue.

The region must be a) enabled to boot b) Smart Start is enabled globally, c) the region must be Smart Boot-enabled in its Modules section of the region setting for this region.  It then shows the Pause icon of || in the regions listings.   If this is set, the region will power up.   All 3 conditions must be met.

After the region reports it is ready, there needs to be a pause so  some internal things can finish up that cannot be detected before the teleport can occur.  The default delay is 15 seconds.  It depends on the PC speed, and other unknown factors, so you may be able to reduce this or may have to increase it. If you get a region booting up and then after it boots your viewer tells you it cannot connect, you need a larger timer in Setting-Smart Start.

Once DreamGrid determines the timer is finished, you will be located wherever you are (if still on the grid) and teleported to the destination. If you leave, the system will shut off the region.  The last teleport  always overrides the earlier on.  So if you try three different landmarks in a few seconds,  you will end up in the 3rd.

# Choose a Parking Region

If a region is offline and a teleport is initiated, the region will be booted. This may take more time than the viewer allows. The avatar is teleported to a waiting region, aka, a “Parking Region”. You may choose any Always-On region, such as your Welcome region, which is the Default.

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# Region Setup

You must enable Smart Start in the regions you want to remain powered down when no one needs them.

This can be enabled or disabled for any region.  Edit any region and set the Smart Start Checkbox to True. This goes into effect immediately.

If the region is running and no avatar in it, it will shut down within the time period you set.

Graphical user interface, application

Description automatically generated

Enable Smart Start

# Automatic Fill

Automatic Fill is an optional Feature for Smart Start. If enabled, anyone moving into a region will trigger an automatic fill of surrounding regions with the Landscaping and Trees/Plants modules.

In those screens you can choose water regions, as just one example. If set to water, your avatar can walk, fly, or boat across the entire expanse of your grid. Its literally an “Endless Sea”.

You should select an avatar that will own the Estate named “SimSurround”, which is the owner of these Regions.

Chart, box and whisker chart

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