



You can move around the scene using the joystick at the bottom of the screen. The bottom-left button will return you home to where you started. The bottom-right button puts you in presentation mode where all other users will come to you and follow you when you move. You can jump to other worlds by simply clicking on their cards.

### **About spaceport9684**

This will be a spaceport built with Croquet (Microverse World Builder). The name spaceport9684 refers to the default port used by the software.

To enable voice chat, add “?voiceChat=true” to the url.

This is work in progress: I hope it is working at this moment, but perhaps it isn't. If so, try again in one or two days.

Note that if you enter this microverse from the url given above you'll join a private session. To invite others to join, give them the full url of the session.

The spaceport is located on a long strip of land in the sea. The offices and social facilities will be on one beach side (near the hangar and the cars in the pictures). The launch pads will on the other beach side (near the rocket in the pictures).

The terrain is a modification of the terrain used in the Mythos demo by Croquet (see the credits and attributions therein). New land, water, and live grass that blows in the wind are generated procedurally where and when needed (so the long strip of land appears infinite). A side effect of this is that the terrain looks better when viewed in first person, otherwise some artifacts are visible.

I changed some parameters and used a new height map. The height map is a smooth gradient descending from a small elevation in the center to the sea on both sides, with some twirling noise added to make it more realistic.

In this hangar there are a few demos, including a demo of how to teleport to other Croquet microverses.

At this moment spaceport9684 is almost empty. I only added a few free 3D models. I plan to add custom 3D models and code.