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Project Wonderland Documentation Wiki

August 24, 2009, 11:07pm: Restoration of the wiki content is proceeding. At this point, most of the developer documentation has been restored, save a couple of tutorials. The remaining documentation to be restored focus on end users, content developers (artists), and sys admins. Special thanks to Maggie L for sending recovered data our way! I'll likely break for the evening shortly.

For Everyone

[Project Roadmap and Release Plan Estimates](#)

Our best guess at the timeframes for the upcoming releases and what will be included in them

[Multimedia Resources](#)

This page has a collection of videos, presentations, screenshots, and web resources on Project Wonderland.

For Users

[Launching the Client](#)

This tutorial describes how users launch the Project Wonderland client using Java(TM) Web Start.

For System Administrators

[Download and Install Wonderland](#)

Leads you step-by-step to download, install, configure, and run Project Wonderland..

[Firewall Configuration](#)

This tutorial describes how to configure Project Wonderland if your server is behind a firewall or NAT.

[Configuring Authentication](#)

This tutorial describes how to configure authentication for Project Wonderland.

For Content Developers

[Importing 3D Models](#)

This tutorial describes how to import 3D models into Project Wonderland.

[Assembling Worlds](#)

This tutorial describes how position, resize, and rotate Objects (Cells) in a world.

For Developers

[Download, Build, Configure, and Run from the Source Code](#)

This tutorial provides an introduction for all developers: how to download and compile the source code, configure the Wonderland distribution, and run both the server and client.

[Download, Build, and](#)

This tutorial describes how developers can download and

Deploy Optional Modules from the Source Code	compile the source code, and deploy the optional add-on modules.
Working with Modules	This tutorial describes the basics of the Project Wonderland module system and how to install modules.
Developing a New Cell	The primary means to extend Project Wonderland is by developing a new kind of Cell. There are a number of tutorials, from basic and advanced on this page. Beginning may first want to read Douglas Finnigan's tutorials (Part 1 , Part 2). The following four-part tutorial series goes in-depth for developers on how to create a new Cell: Part 1 , Part 2 , Part 3 , Part 4 .
Writing a Client or Server "Plugin"	A "plugin" is a piece of code bundled in a module that runs when either the client or server first starts up.
Developing a HUD-enabled module	This tutorial describes how to develop a module that displays a window on the HUD (Heads-up display).
Version 0.5 Technical Documents	A wiki containing technical documents and plans for Project Wonderland v0.5

For Students

Project Ideas for Students (and others)	An ever-growing list of Wonderland projects, organized by level-of-effort, suitable for students or others interesting in extending Wonderland.
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