

2025-04-30 Weekly Meeting 209 #529

indiebio started this conversation in Weekly Meetings



indiebio

2 weeks ago

Maintainer

Weekly Meeting 209 is happening on Wednesday, 30 April 2025 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar [here](#).

We'll be meeting in the omi-weekly-meeting channel of the [OMI Discord](#).
We regularly use the # omi-meeting-chat channel for text chat.

Agenda

check in, shootin' the breeze (add agenda points or notes as comments).

Demo's
working group updates: glTF, MSF, media, Virtual Worlds Museum, composable metaverse, experiments, brand strategy, new one?
add fun finds in the comments

Specific matters to discuss

Following conversation in media meeting: "When I come in for calls,
I still don't understand "who are all these people and what do they do"?
This is a problem for all newcomers to OMI."

what can we do about this? Can we make a "Who am I" board, like business cards?



1

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**indiebio** [2 weeks ago](#)

Maintainer

Author

edited ▾

ToxSam — looking for someone with godot experience to help me build a supermario 3d -like character controller,

toxSam has done a ton for open source avatars / interop / vrm in general btw ^ - jin

ToxSam — 08:40

oh yeah you can check my stuff here <https://www.opensourceavatars.com/en>

↑ 1

0 replies

**indiebio** [2 weeks ago](#)

Maintainer

Author

aaron new project!

glTF is only for 3D scenes. What about godot 4D? sooo 🥁

announcing: G4MF!

<https://github.com/godot-dimensions/godot-4d>

↑ 1

1 reply

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Maintainer

Author

comments and ideas from community:

- www.4dtoys.com
- so the idea is to take high dimensional data (like embeddings) down from 1000s to 2/3/(4/5) etc for visualization
<https://pair-code.github.io/understanding-umap/>
- also see nomic (<https://atlas.nomic.ai/>)
- Someone mentioned a 3D database tool in the past and any tools nowadays are not adequate to handle unstructured data.
- G4MF <https://github.com/godot-dimensions/g4mf>
- Godot 4D <https://github.com/godot-dimensions/godot-4d>

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Maintainer

Author

indiebio reflections:

Media strategy TODO

better phrase for physical world Thursdays? Physical thursdays sounds a bit too kinky, or fighty
expertise from grassroots, contributor perspectives ... research thinking

↑ 1

2 replies

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Author

e.g. Metaphor Mondays - Discuss: the metaverse is Zelda.

<https://www.youtube.com/watch?v=Rm8bH4zthGo>

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Author

<https://docs.google.com/spreadsheets/d/1e72N9ewYrScYyx33vbA5211U2Uzi7yFrVqbw7bgrUg/edit?usp=sharing>

**indiebio** 2 weeks ago

Maintainer

Author

Marketing: jimmy's newsletter is ready!

<https://discord.com/channels/887789163045335081/1207388761806217256/1367170562069364848>

from Discord channels.

Nice!

TODO: check that people who are mentioned are OK with how they are reflected, what they discussed. Also review the length of the text, for very productive months, perhaps edit and release in parts - keep a human in the loop!

↑ 1

0 replies

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Author

from jin:

AI news aggregator from X, github and Discord.

<https://github.com/bozp-pzob/ai-news>

e.g.

elizaOS Discord - 2025-04-28

elizaOS Discord - 2025-04-28 (continued)

Overall Discussion Highlights

Platform Development

- ElizaOS v2 Development:** Stan mentioned working on "v2" of the ElizaOS framework, though specific details were not shared.
- Plugin Integration Issues:** Multiple users reported problems with newly added plugins not appearing in the UI search, with `npmx elizaos start` suggested as a workaround.
- Documentation Build Problems:** Issues were reported with documentation builds on the v2-develop branch.
- Docker Optimization:** Questions raised about reducing the Docker image size for Eliza repo (currently 3.32GB).

Auto.fun Platform

- Launch Status:** The auto-fun marketing launch is scheduled to begin tomorrow, though the feature itself is not yet complete.
- Token Launch Confusion:** Community members discussed an anticipated token launch on the auto.fun platform, with confusion about whether FightFi (reportedly the first partner) was actually launching.
- Migration Issues:** Users reported problems migrating from Auto.fun to Solana, experiencing delays and complications.
- Wallet Connection Errors:** Multiple users encountered "WalletNotConnectedError" when attempting to create tokens on-chain.

AI Integration

- Model Provider Support:** Discussions about implementing Gemini as a model provider in Eliza, with suggestions to fork the OpenAI implementation and adapt it using Vercel AI's building blocks.
- Twitter Integration:** Issues reported with Twitter integration not posting tweets despite logs showing generation.
- MCP Plugin Functionality:** Confirmation that the Fleek MCP plugin works properly for connecting to Eliza.
- OpenRouter Updates:** Announcements about new providers, OAuth state parameter support, Gemini parallel tool calling, and the launch of Qwen3 models.

Community & Governance

- DAO Structure:** Multiple inquiries about the DAO's structure and governance, with Kenk explaining that governance is still in early stages.
- Contributor Rewards:** Questions about potential airdrops or rewards for contributors to ElizaOS, with mention of possible future retroactive rewards.
- Agent Integration:** Discussions about integrating agents into Auto.fun, with guidance on promotion and utility.

Key Questions & Answers

Technical

- Q:** How to fix a plugin not showing in the UI search?
A: Try using `npmx elizaos start` (answered by acul4688)
- Q:** Is there a Gemini plugin for the new CLI like there is for OpenAI and Anthropic?
A: No implementation exists yet; fork the OpenAI implementation and adapt it for Gemini using Vercel AI (answered by Carlos Rene)
- Q:** Has anyone successfully connected their MCP to Eliza using the Fleek MCP plugin?
A: Yes, it works fine (answered by Carlos Rene)
- Q:** Can Eliza do large scale scraping with Twitter as a replacement for purchasing the Twitter API?
A: Hard to not be detected, you can also use RSS feed (answered by MonteCrypto)

Platform & Governance

- Q:** How long does migration take?
A: It can take a few days (answered by Kenk)
- Q:** Where can I get more info on the DAO?
A: Take a read about daos.fun + the early days of the project (answered by Kenk)
- Q:** How does the governance work for the DAO?
A: There's no governance at the moment, there are a group of contributors who have been working on this with a view to utilize agents but it's very early (answered by Kenk)

- Q:** Is there some special airdrop or something for people contributing in ElizaOS framework?
A: There might be some retro rewards in the future but this is undefined (answered by Kenk)
- Community Help & Collaboration**
- Gemini Integration Guidance:**
Carlos Rene advised acul4688 on implementing Gemini as a model provider in Eliza by suggesting to fork the OpenAI implementation and adapt it for Gemini using Vercel AI.
 - Plugin Troubleshooting:**
acul4688 helped Carlos Rene with a plugin not showing in UI search by suggesting the use of `npmx elizaos start` as a workaround.
 - MCP Plugin Confirmation:**
Carlos Rene confirmed to acul4688 that the Fleek MCP plugin works properly for connecting to Eliza.
 - Migration Support:**
Kenk provided guidance to multiple users experiencing issues with Auto.fun to Solana migration, directing them to submit details through a Tally form for resolution.
 - Launch Interpretation:**
ryanthead helped Pyroman interpret FightFi's denial of launch by suggesting they might be trying to deter snipers.

Action Items

Technical Tasks

- Fix issue with plugins not appearing in UI search (mentioned by Carlos Rene)
- Investigate Twitter integration not posting tweets despite logs showing generation (mentioned by acul4688)
- Fix documentation build issues on v2-develop branch (mentioned by acul4688)
- Develop Gemini model provider plugin for Eliza (mentioned by acul4688)
- Optimize Docker image size for Eliza repo (mentioned by Mohit)
- Fix WalletNotConnectedError when creating tokens on-chain (mentioned by dEXploarer)
- Resolve incorrect token amounts in Quill LP (mentioned by fen sama)
- Process refunds for users who invested in fake LP pools during migration (mentioned by drkmtrr2)
- Fix migration delays from Auto.fun to Solana (mentioned by ryanthead)
- Investigate errors with fightbrawl where clicking "buy one Solana" gives only 1% (mentioned by Osint)
- Integration of ElevenLabs voice synthesis natively into Unity (mentioned by boom)
- Development of AI partner for scanning and buying trenches (mentioned by iprintmoney)

Documentation Needs

- Information about DAO structure and governance (mentioned by Mhardook)
- Usage guide for Eliza (mentioned by Lily Ayunda)
- Clarify what the profile "Points" feature is used for (mentioned by Simon)
- Explain the verification process (green check) (mentioned by Simon)
- Clarify the verification process for launches on the platform (mentioned by frank_grimes_sr)

Feature Requests

- Twitter scraping capabilities as an alternative to the API (mentioned by z1)
- Voting mechanism for token listings (mentioned by abhi_ironman)
- Consider improved MCP plugin implementation beyond Fleek's version (mentioned by Stan)
- Support for image uploads in AI Create section (mentioned by Simon)
- Add time range options to charts (mentioned by Simon)
- Add market cap display next to coins on mobile app (mentioned by uloze)

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4 replies



indiebio

2 weeks ago

Maintainer

Author

possible improvements, using: <https://www.remotion.dev/>



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Maintainer

Author

see this news video:
<https://discord.com/channels/887789163045335081/887789163502530613/1367181244860862504>



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Maintainer

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<https://github.com/madjin/remotion-experiments>

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info: clank tank morphing into the council from starwars ...

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Author

Solo update: working on PoC for high fidelity digital twins. Gaussing splatting in human avatars ... now working to get that integrated into Unity and /or Unreal

↑ 1

1 reply

**indiebio** [2 weeks ago](#)

Maintainer

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<https://splatter.app/> - from Cipr

Category



Weekly Meetings

Labels

None yet

1 participant

