Yes, the new implementation could include exact copies of the Virtools network building blocks.

They have the same signature or layout. This ensures a simple dll file replace and keeps all documentation valid.

In general you have this both changes:

* The Virtools Multi-User-Server-Module is not longer necessary. It will be replaced with a platform independent binary executable. This small console application can easily registered as service on the hosting machine, linux or windows. The registering of server instance is realized by human read-able configuration files(xml).
* The “Connect To Server” – building block’s parameter input “Modules” is not used anymore.
* Basically all the building blocks you know from the Virtools Multiuser Pack :
* Basically all the building blocks you know from the Virtools Multiuser Pack :
  + Send messages to a certain user or to all and attach parameters as you want.
  + Send entire arrays to a certain user or to all connected clients.
  + Distributed objects.
  + Running an embedded server inside your Virtools Dev.
* Running a dedicated server for windows as service
* Running a dedicated server for linux as service.
* Running an embedded server inside your Virtools Dev.
* Voice communication support
* Special support for our physic pack.
* Setting a behavior graph as additional callback for incoming packets.
* Sending of custom packets through building blocks, vsl or c++
* Basic and advanced compressing functionality through vsl, building blocks or c++
* o   Constraints like spring, Hinge, etc…

 o   Multiple Worlds. This allows you to have a sub universe without gravity within another universe.

 o   Template parameter from a xml file. Those parameters are used automatically when you don’t want to specify a certain parameter

      like stiffness or bounciness.

 o   Load/Save of complete simulations, rigid bodies.

 o   Different Interfaces. You have access to the physical objects via VSL or attributes

 o   Default parameter inheritance. When you’re not interested to set the rigid bodies parameter

 o   Explicit forward or backward stepping.

 o   Network support(through an update in march !)