

AWG Sandbox World

The goal of the AWG Sandbox World would be to provide an instanced world where users can easily create AWGs in a private environment, with world settings set according to the building world the AWG is being targeted at.

The world will utilize the instanced world plug-in architecture and the SDK to create a system where users enter the world in a public area. They are presented with in-world help for the system and a HUD for managing the system. The public area will be a common ground where all users first enter and can interact with each other. The world itself will not be larger than three coordinates in each direction for building.

The process begins when a user makes a building world selection from the HUD presented to them. They will be able to select one of the AWI ran public building worlds. They will then be placed into an instanced version of the world with the world attributes set to reflect those of the public building world the AWG is being created for. The user will then be able to build in this instanced version out to three coordinates in each direction.

To prevent this from becoming an infinite, permanent building world there are quite a few restrictions that will be implemented:

- Only those using the privilege password of the builder can view the current AWG being built for the specified world
- When no users no longer exist in a specific instance all work is deleted
- Building area is limited to a small area (6 by 6 total coordinates)

Once a user has completed construction of an AWG, they will be able to click a HUD button to Save the AWG. This will then cause the bot running the world to query the instance the user is in, generate a text file for storage, zip the file, and send a 3d overlay browser popup with a link to download the file.

Several advantages to this system are:

- Users will be able to work in private on AWGs
- Users will be able to combine multiple existing AWGs to create a larger AWGs without a text editor
- Users will be able to easily center AWGs without text editing or tweaking the selection location in the build window, as a dumped AWG will be centered according to ground zero in the instance
- Users will be able to build larger AWGs without having to modify their aworld.ini for the purpose of larger selections (this means less stress on the public building world servers)
- An in-world HUD will be provided to display how close the user is to the 1024 object limit imposed by AWGs

It is believed this would provide an invaluable tool for community members in the Active Worlds universe and the sandboxed environment would make it a useful tool that would prevent interference during the creation of the AWGs and to allow users to more aptly create and edit AWGs to share. The sandboxed environment would also prevent the world from becoming an infinitely sized public building world. This is only a general outline of the project, but more features can be added to assist in the creation of AWGs.