Visualising the Conflict

Second Life to OpenSim Transfer Process

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Introduction

As part of the project outputs it was stated that a back up of the Second Life island i.e., the objects and scripts which make up the island in addition to the 200 recreated memorials, should be backed up into OpenSim. OpenSim is essentially and open source version of Second Life, which is compatible with the Second Life client. Due to open source nature of OpenSim and the flexibility/extra controls as well as the associated costs being lower, OpenSim provides a suitable platform for a backup / identical instance of the Second Life island to be replicated.

As the Second Life to OpenSim object transfer requirement was specified, one avatar called ‘Bright Moonshadow’ was specifically created to become the sole content creator of the island development and the 200 re-created memorials. Previous knowledge of the Second Life to OpenSim object transfer indicated that in order to transfer objects between each platform, one avatar needs to be the sole creator and owner of objects for the following reasons.

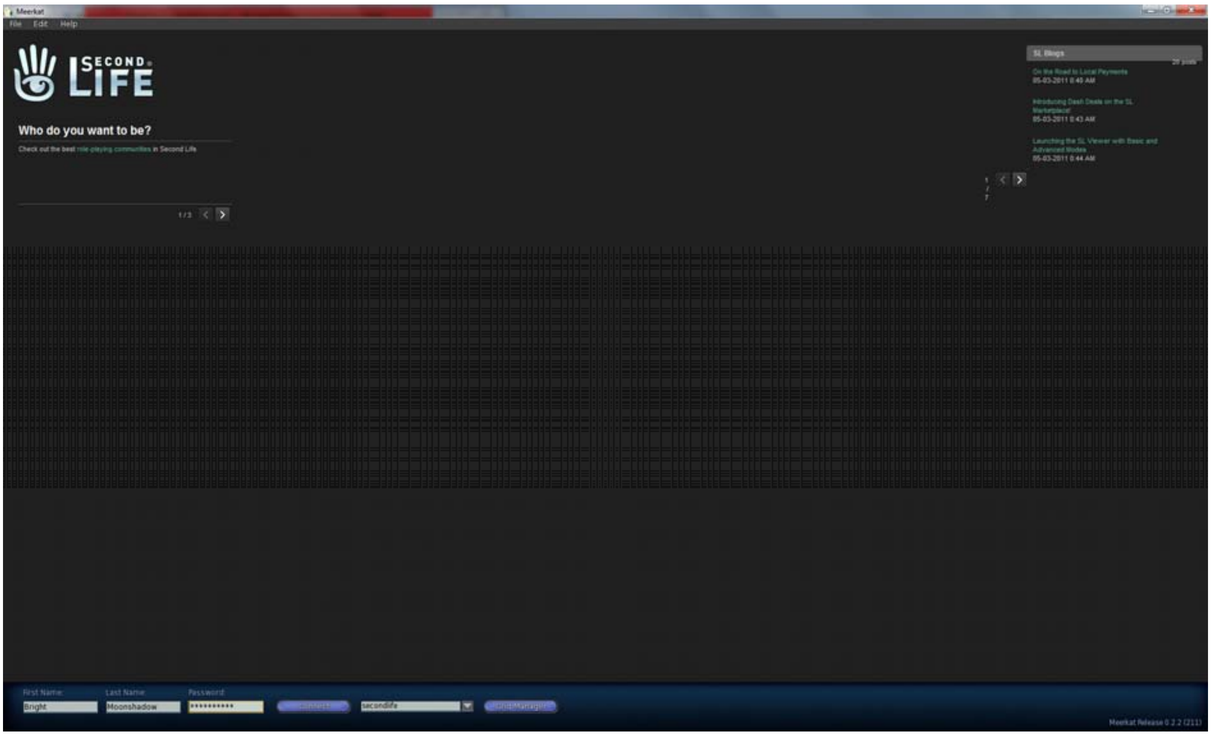
- If another avatar has created an object and either deeded/sold/ transferred the object to (*for example*) Bright Moonshadow, Bright Moonshadow would not have the rights to transfer that object between platforms.

- The use of textures/scripts/sounds/notecards/gestures/animations within objects, if a texture/script, was again, deeded/sold/transferred and applied to an object Bright Moonshadow has solely created and owned, by applying this texture/object which was not created by Bright Moonshadow the object would not be permitted to be transferred.

Second Life – OpenSim Transfer Process

Download the Meerkat Second Life Viewer
http://code.google.com/p/meerkat-viewer/downloads/list

Enter avatar first name, last name and password – ensure that Second Life is chosen from the drop down menu and login.



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First Name: Bright

Last Name: Moonshadow

Password: ***********

secondlife

Figure 1: Second Life Client

Select the object to be transfered from the inventory and rezz (drag from inventory to the ground in Second Life)

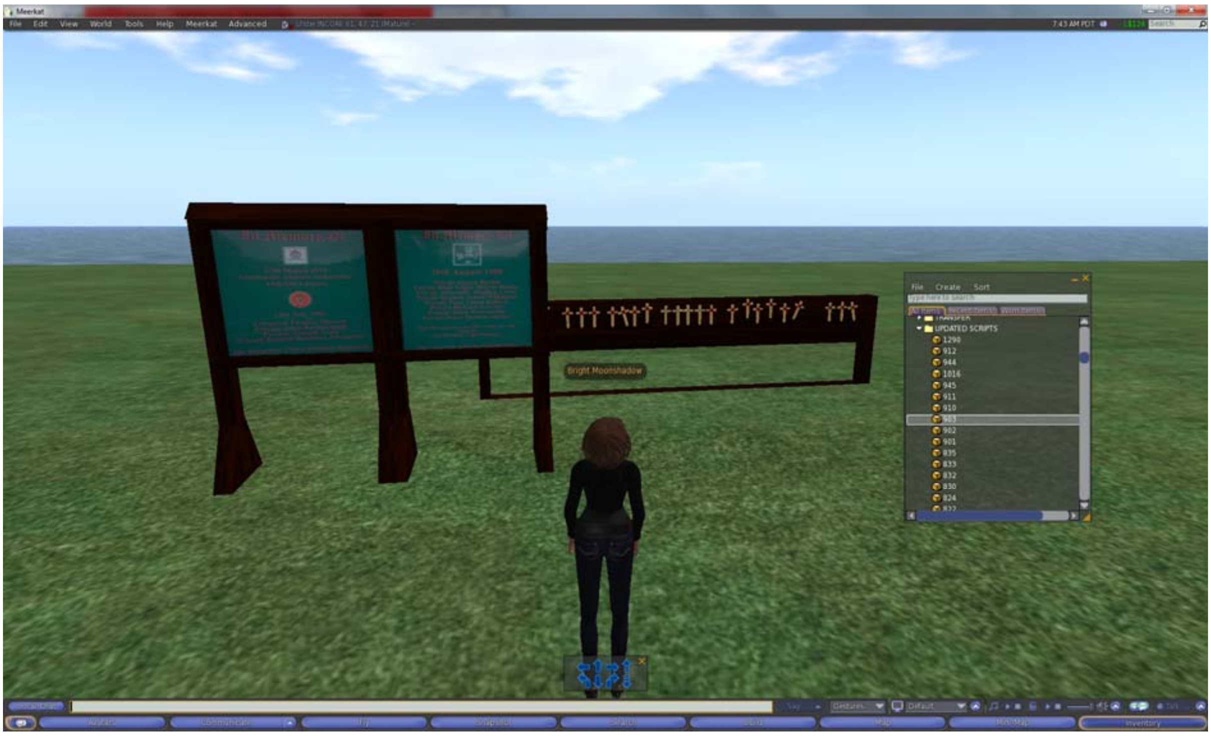


Figure 2: Second Life – Rezz the model

Right click the object from the pie menu and select more > more.

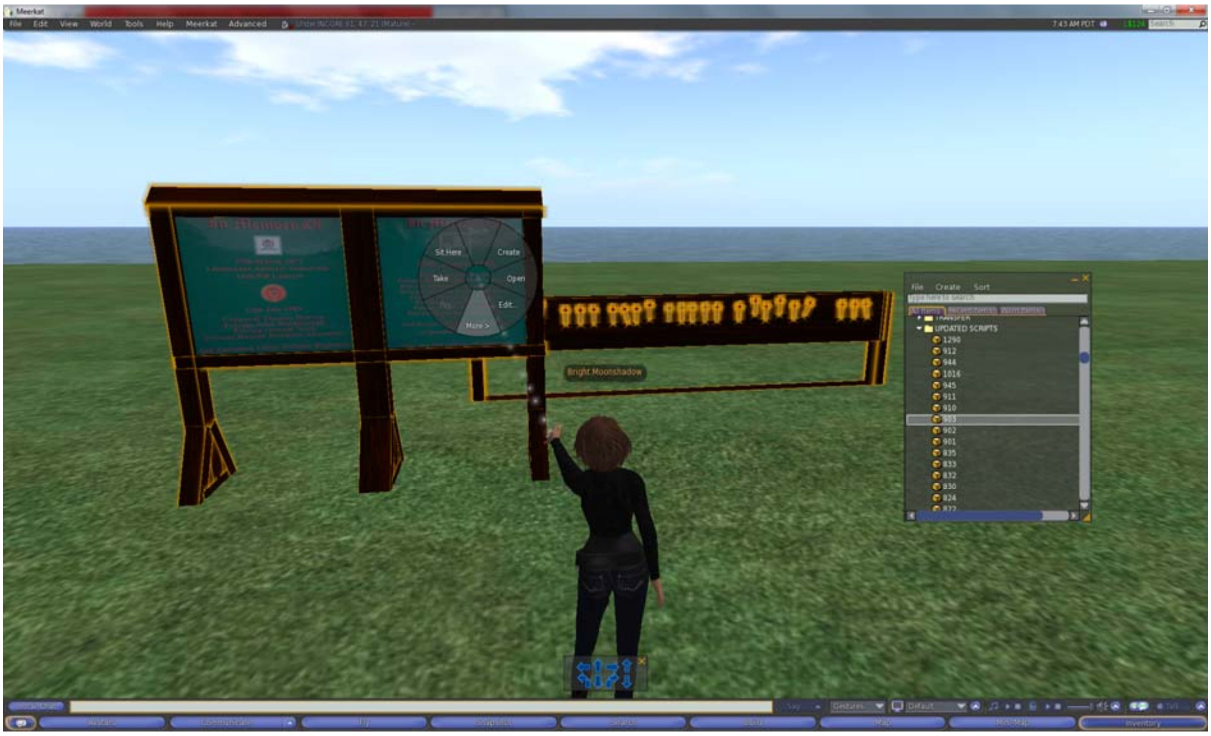


Figure 3: Second Life – Locating the backup menu

Select the option ‘Back up’.

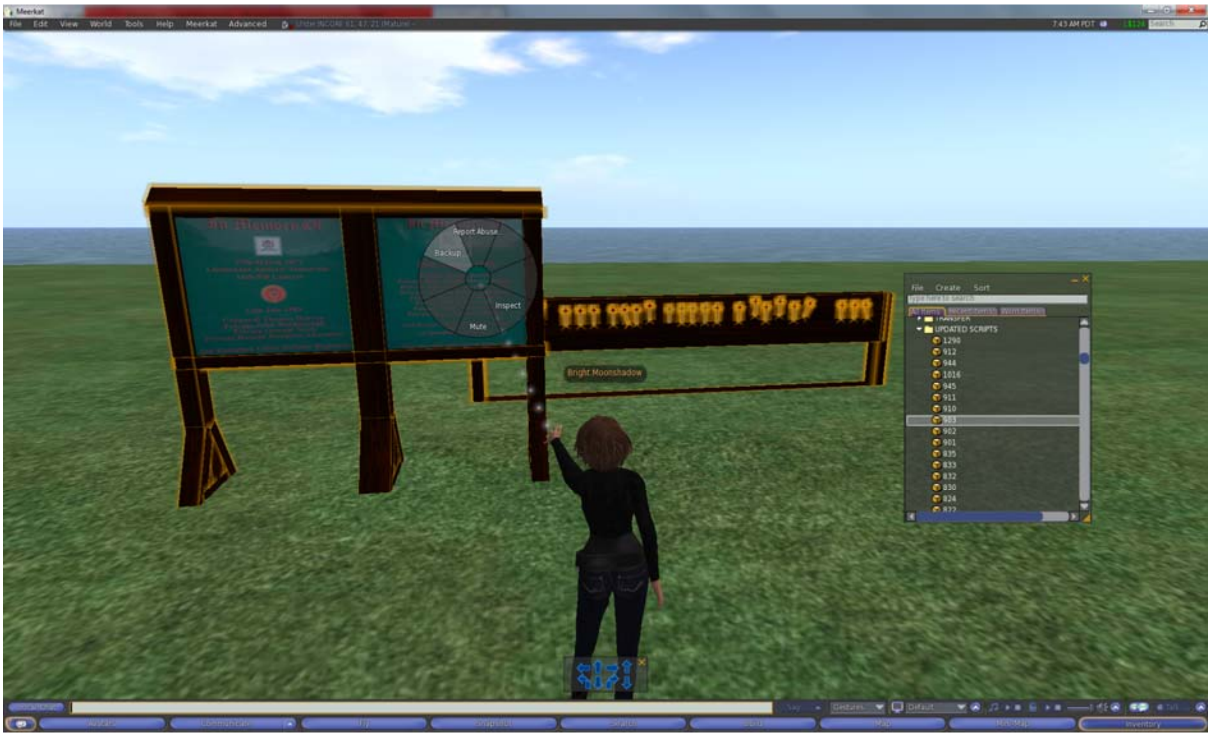
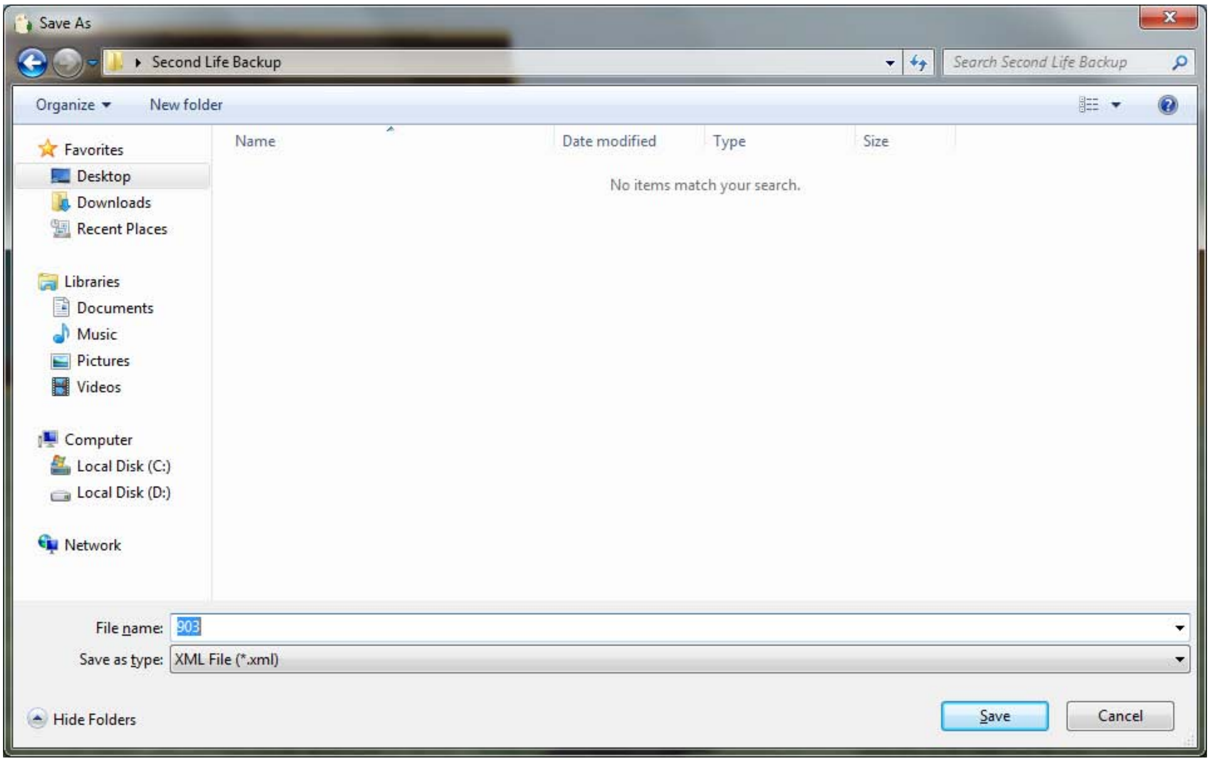


Figure 4: Second Life – Backing up the model

The user will now be required to save the .xml file (memorial numbering was kept consistent in the .xml files).



Name	Date modified	Type	Size

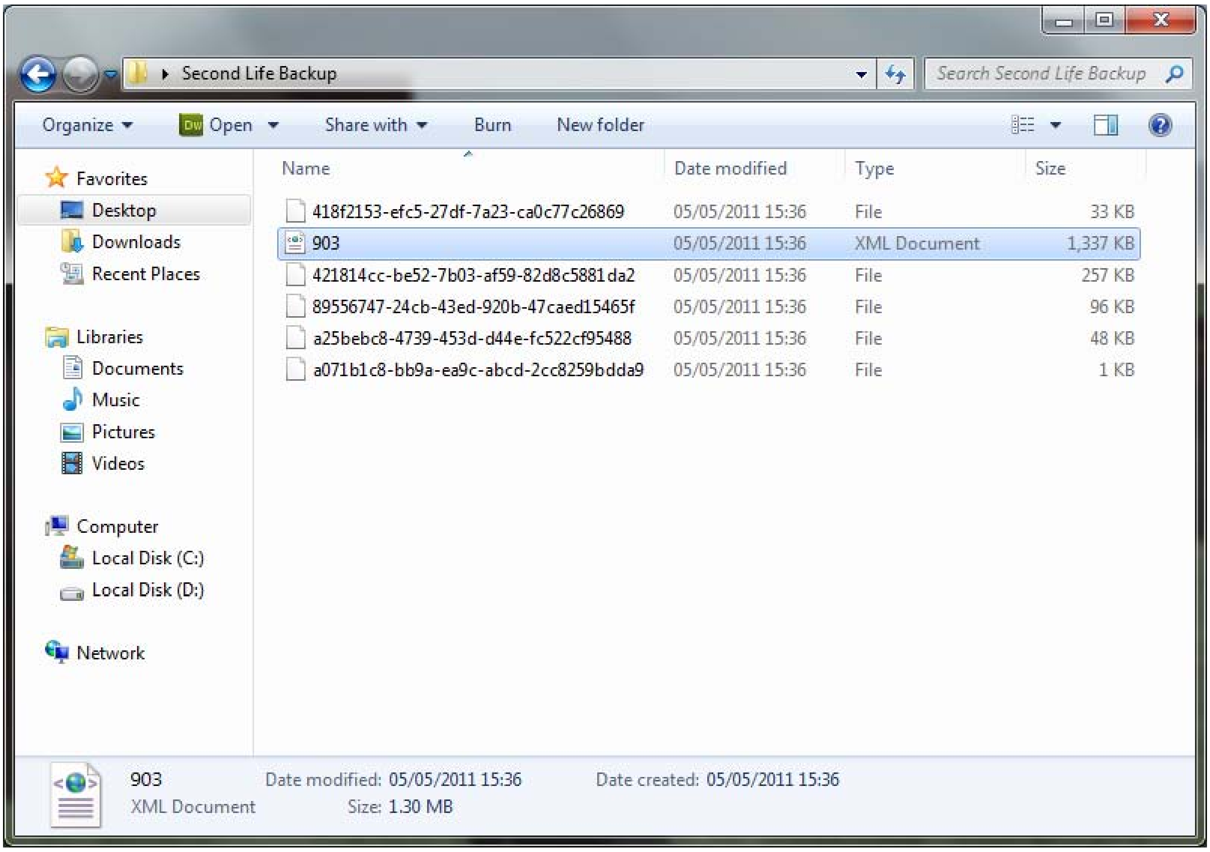
No items match your search.

File name: 903

Save as type: XML File (*.xml)

Figure 5: Backing Second Life – Saving the .xml file

Once the file is saved any related textures will be included with a UUID code.



Name	Date modified	Type	Size
418f2153-efc5-27df-7a23-ca0c77c26869	05/05/2011 15:36	File	33 KB
903	05/05/2011 15:36	XML Document	1,337 KB
421814cc-be52-7b03-af59-82d8c5881da2	05/05/2011 15:36	File	257 KB
89556747-24cb-43ed-920b-47caed15465f	05/05/2011 15:36	File	96 KB
a25bebc8-4739-453d-d44e-fc522cf95488	05/05/2011 15:36	File	48 KB
a071b1c8-bb9a-ea9c-abcd-2cc8259bdda9	05/05/2011 15:36	File	1 KB

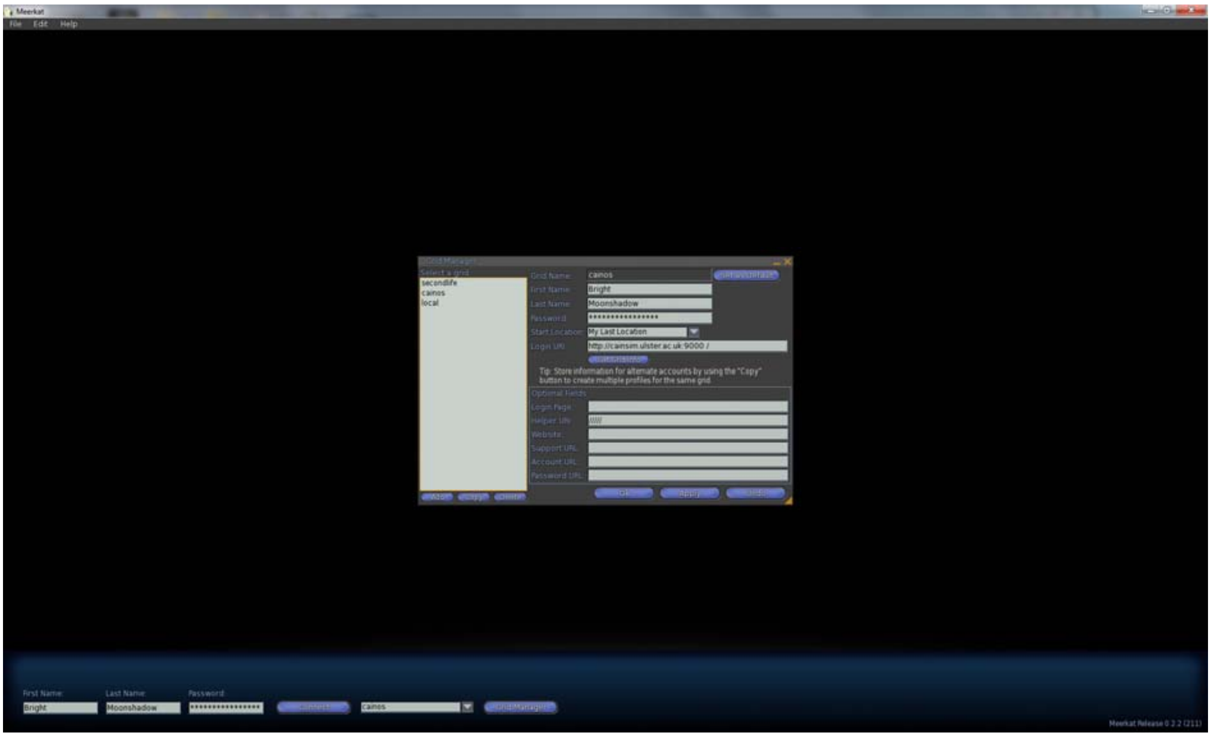
903 Date modified: 05/05/2011 15:36 Date created: 05/05/2011 15:36
XML Document Size: 1.30 MB

Figure 6: Second Life – Viewing the .xml file

This process was completed for 200 memorials. For the purposes of this documentation, the example of memorial 903 will be documented.

The next step moves onto the importing of exported .xml files into OpenSim.

Open the same installation of Meerkat, select grid manager and enter the required Login URL and OpenSim avatar information (for this example the avatar names are consistent).



Grid Name: cainos
First Name: Bright
Last Name: Moonshadow
Password: ****************
Start Location: My Last Location
Login URI: http://cainsim.ulster.ac.uk:9000 /

Tip: Store information for alternate accounts by using the "Copy" button to create multiple profiles for the same grid

Optional Fields
Login Page:
Helper URI: ////
Website:
Support URL:
Account URL:
Password URL:

First Name: Bright
Last Name: Moonshadow
Password: ****************
cainos

Figure 7: OpenSim Viewer

Locate file > Import > Upload texture and import.

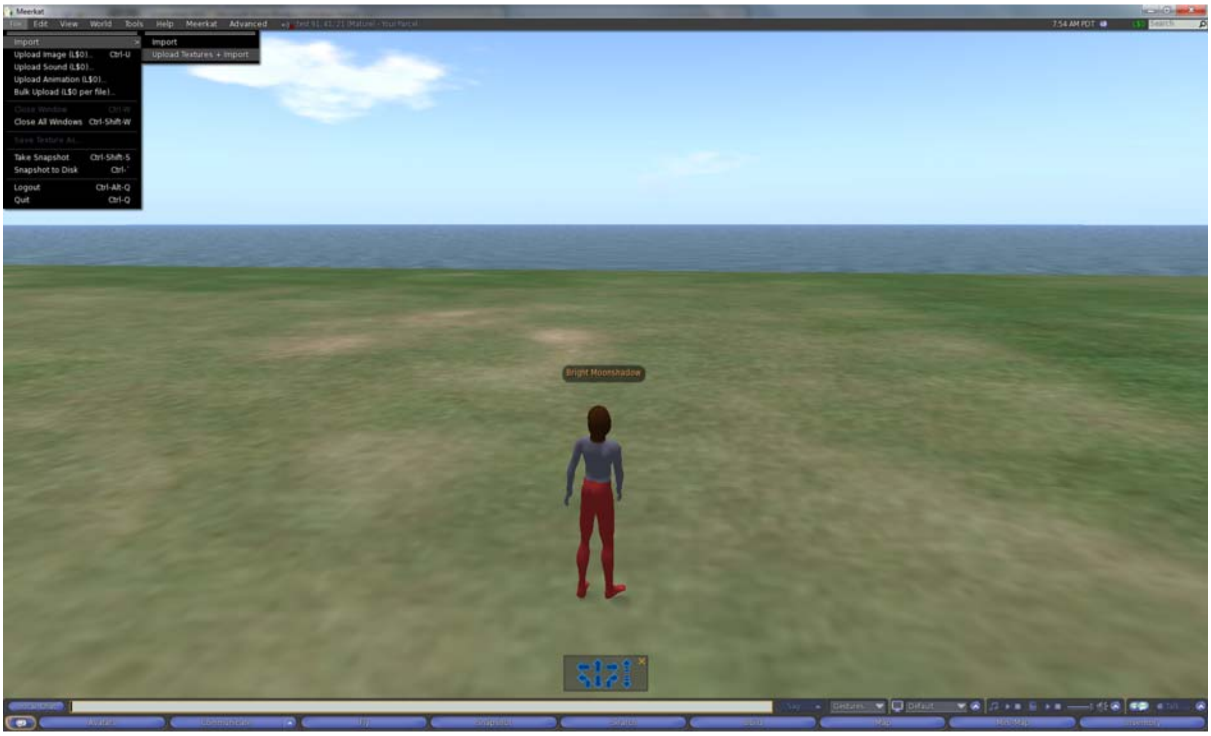
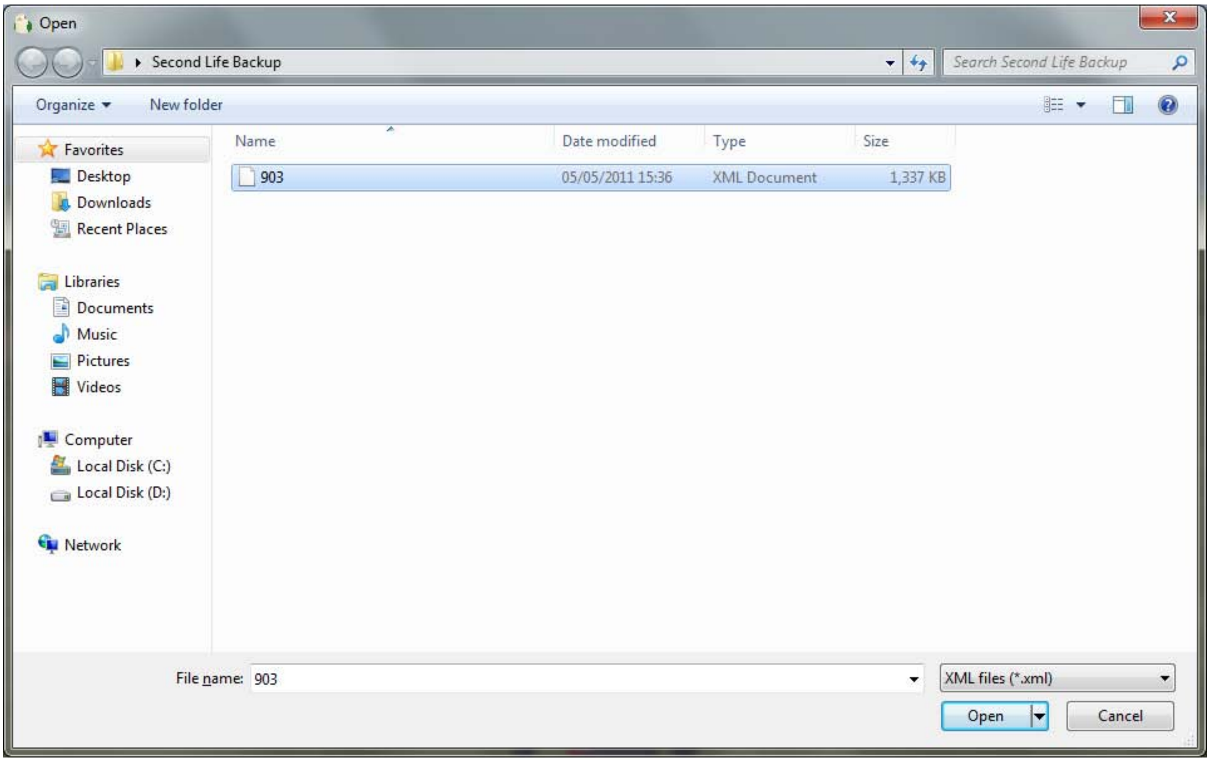


Figure 8: OpenSim – Uploading facility

Locate the .xml file (note: any associated textures will be attached with the object although they are not visible at this stage).



Name	Date modified	Type	Size
903	05/05/2011 15:36	XML Document	1,337 KB

File name: 903

XML files (*.xml)

Figure 9: OpenSim – Locating the .xml files

A single box will appear at first, the object will need a few seconds to rezz.

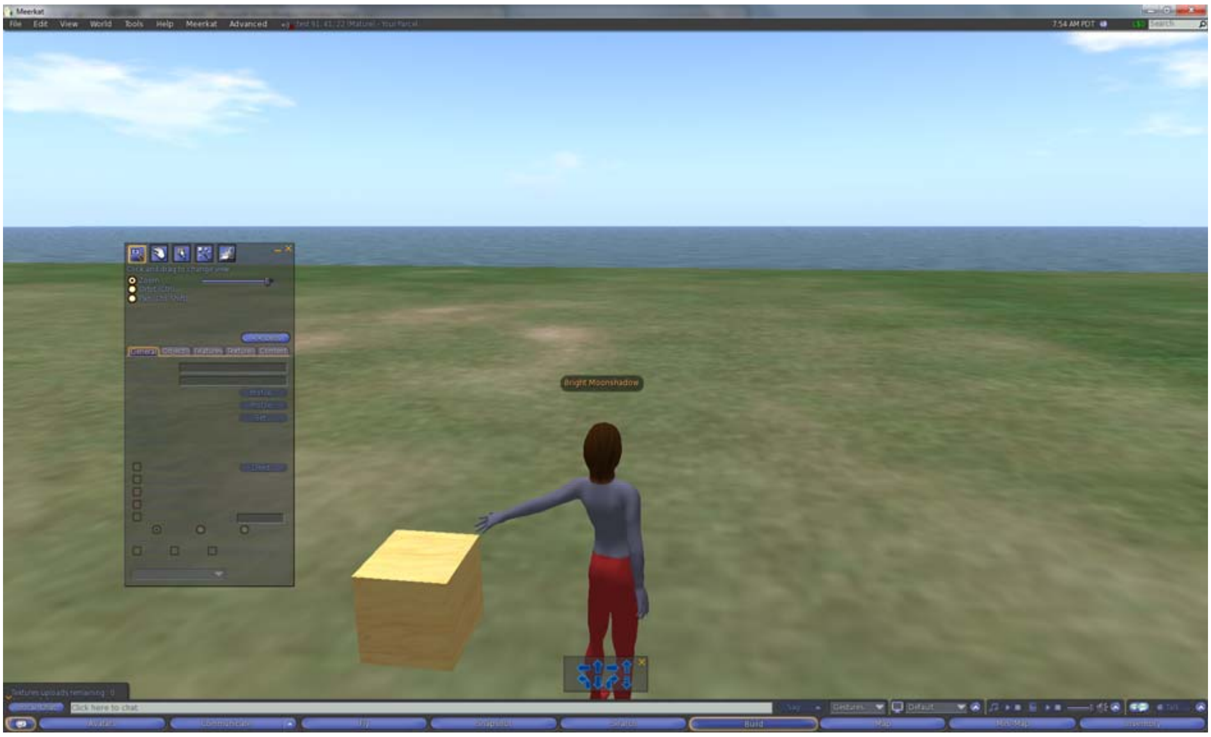


Figure 10: OpenSim – Start of rezzing process

The object will be presented in the same manner as it was exported from Second Life.

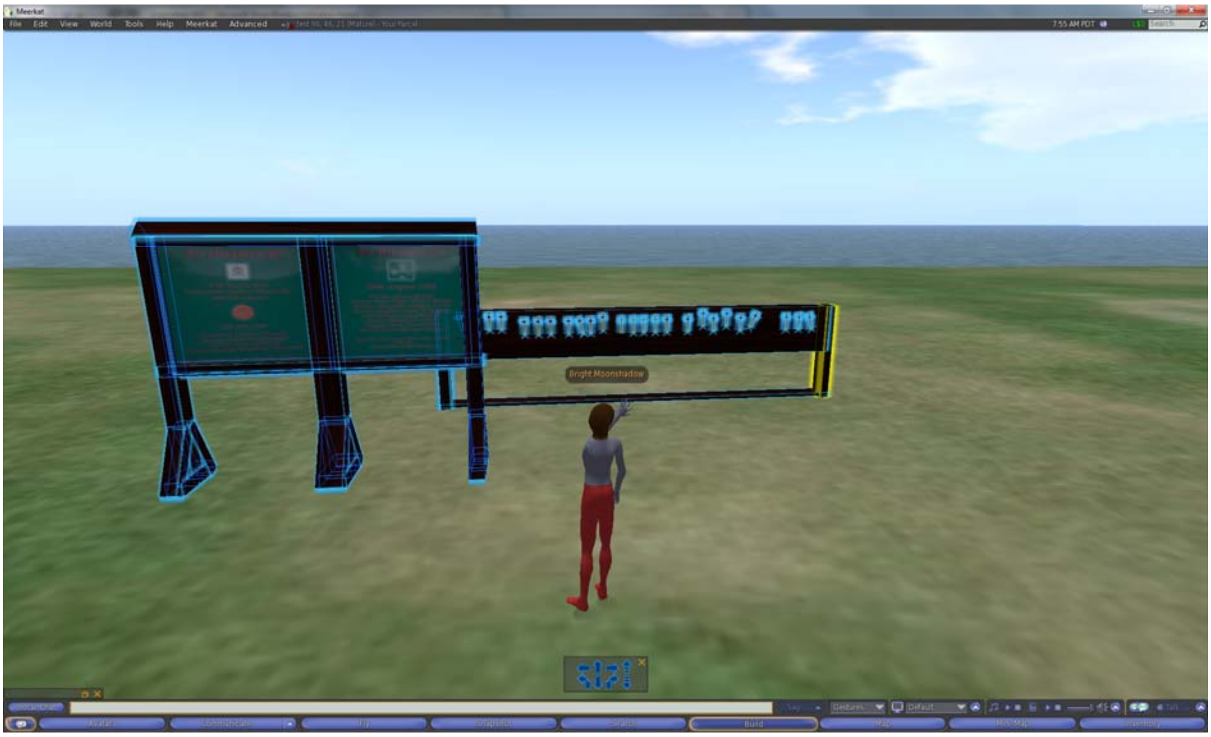


Figure 11: OpenSim – End of rezzing process

The object is stored with the same numbering structure as Second Life.

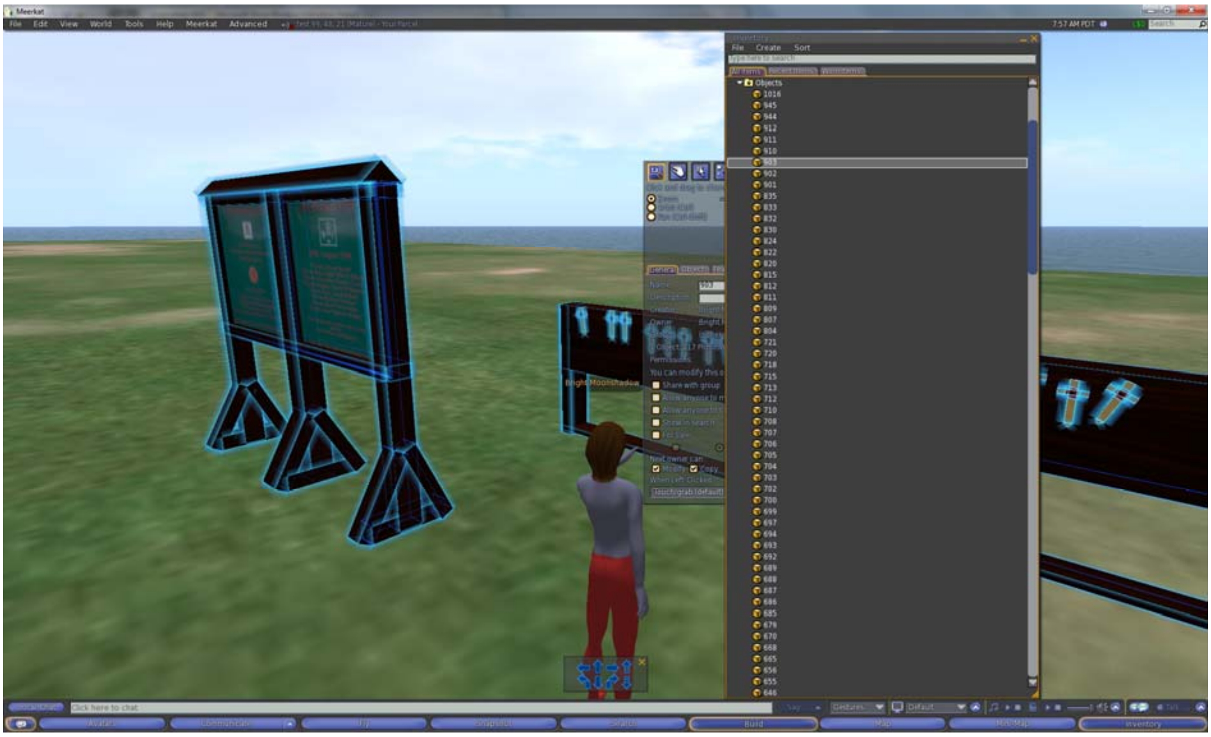


Figure 12: OpenSim – Numbering structures

This concludes the process of exporting objects from Second life to OpenSim. Please note that other options are available for transferring objects from Second Life to OpenSim - they include:

http://wiki.kokuaviewer.org/wiki/Imprudence:Downloads
http://www.secondinventory.com/