Virtual World Survey

SecondLife (proprietary), OpenSim, RealXtend
All in the SecondLife family/code-base
What platforms and services
How large/active a community
What attractive technologies
How to integrate media (flv, swf, etc.)
How to integrate sharing (browser, vnc, etc.)
SecondLife

- Very Large User Community (1,000's +)
- Many services/vendors
- Internal and pay html browsers
- Client-side Scripting
  - Linden Scripting Language (LSL)
- Linden hosted service
- Highly integrated Viewer
  - Multiple OS
OpenSim

- Multiple Viewer support
  - SL, Hippo, etc

- Server based on SL
  - Runs on 32bit Windows and Linux

- ModRex in development
  - RealXtend viewer integration with OpenSim

- BSD license
OpenSim

- Large Developer Community (100's to 1,000's)
- Scripting
  - Client-side LSL
- Collab Tools
  - HTML browser as surface texture
  - Skype
RealXtend Server

- Based on OpenSim
  - BSD License
- Small Dev Team (6) and Community (~200)
- Scripting
  - Server-side IronPython (allows swf and other media obj.)
  - Client-side LSL
- Windows centered Development
RealXtend viewer 0.4

- Highly Integrated with Server
  - GPL License
  - Planned Mac and Linux versions (0.45 or 0.5)
- High Graphics Req.
  - 3D Ogre Mesh
- Viewer additions
  - Flash Animations
  - Access to VNC
- Client-side LSL Scripting
RealXtend viewer Collab

- Can share desktop via VNC connection
  - Uses embedded TightVNC client
  - Can connect to TightVNC or RealVNC Server
- User of VNC Client controls displayed items
- Direct support for Skype
RealXtend viewer Collab (in-world browser)

- Can apply browser as a Texture to a prim
  - Slide presentation mashup via slideshare.net
  - YouTube video work-around
- Co-browsing capable via external website using php
# General Comparison

<table>
<thead>
<tr>
<th></th>
<th>Community</th>
<th>Collab Tools</th>
<th>Rendering</th>
<th>Add-ons/Scripting</th>
<th>Viewer/Server Integration</th>
</tr>
</thead>
<tbody>
<tr>
<td>SecondLife</td>
<td>Very Large</td>
<td>Commercial +free</td>
<td>High</td>
<td>Large, but most are commercial</td>
<td>High</td>
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<tr>
<td>OpenSim</td>
<td>Large</td>
<td>Lots of FOSS</td>
<td>Moderate</td>
<td>Large, most FOSS</td>
<td>Moderate</td>
</tr>
<tr>
<td>RealXtend</td>
<td>Small</td>
<td>OpenSim's base + additions</td>
<td>Highest</td>
<td>Open Sim's base + Server-side Python</td>
<td>High</td>
</tr>
</tbody>
</table>
Other Possible Candidates

- **Croquet**
  - VNC for collaboration

- **EduSim/Cobalt**
  - Import of Google 3D Warehouse models
  - Real World/Virtual World interfaces

- **Note:** SL and OpenSim may become interoperable, ModRex may become a plugin to OpenSim