THE HYPERGRID

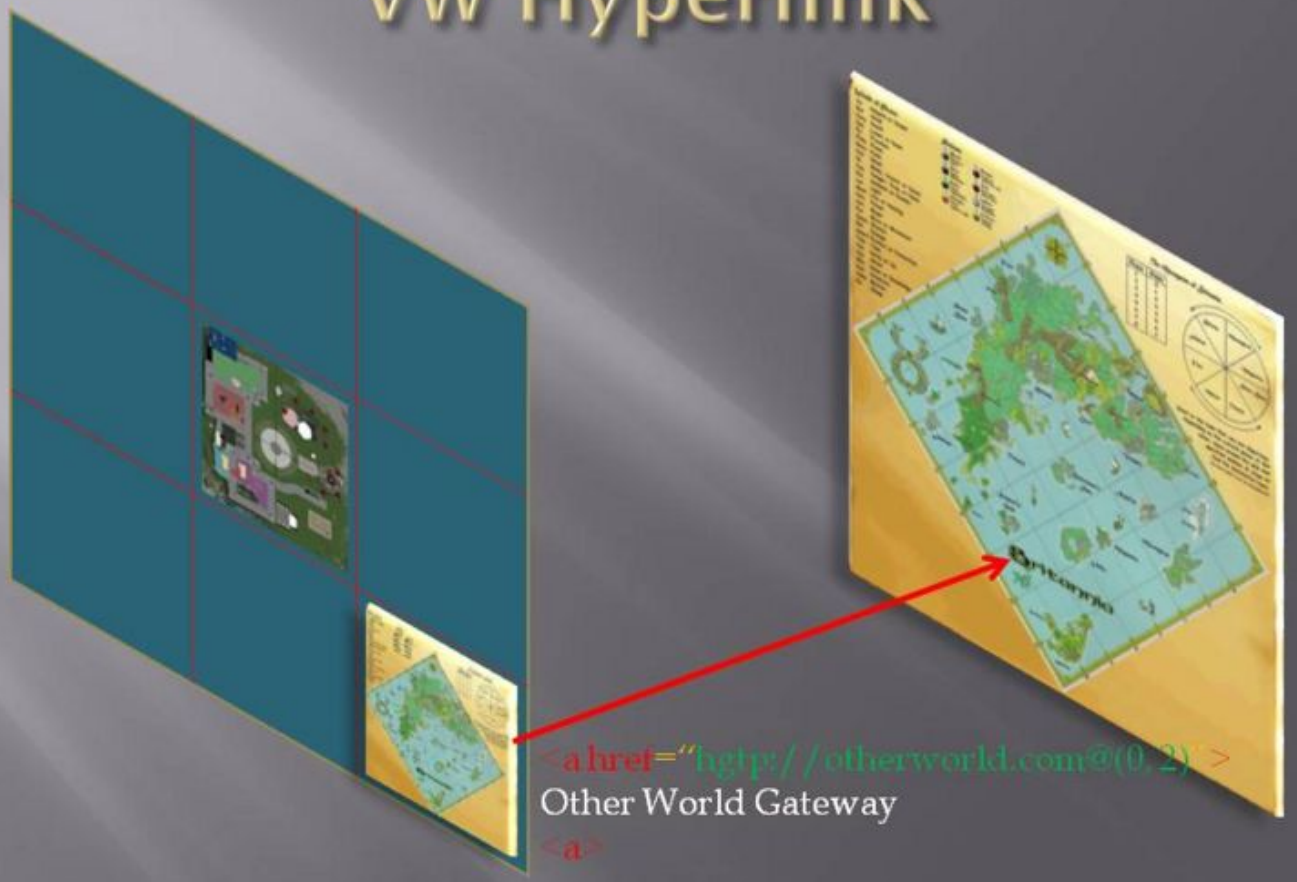
Diva Canto

OSCC'13

WHAT IS THE HYPERGRID?

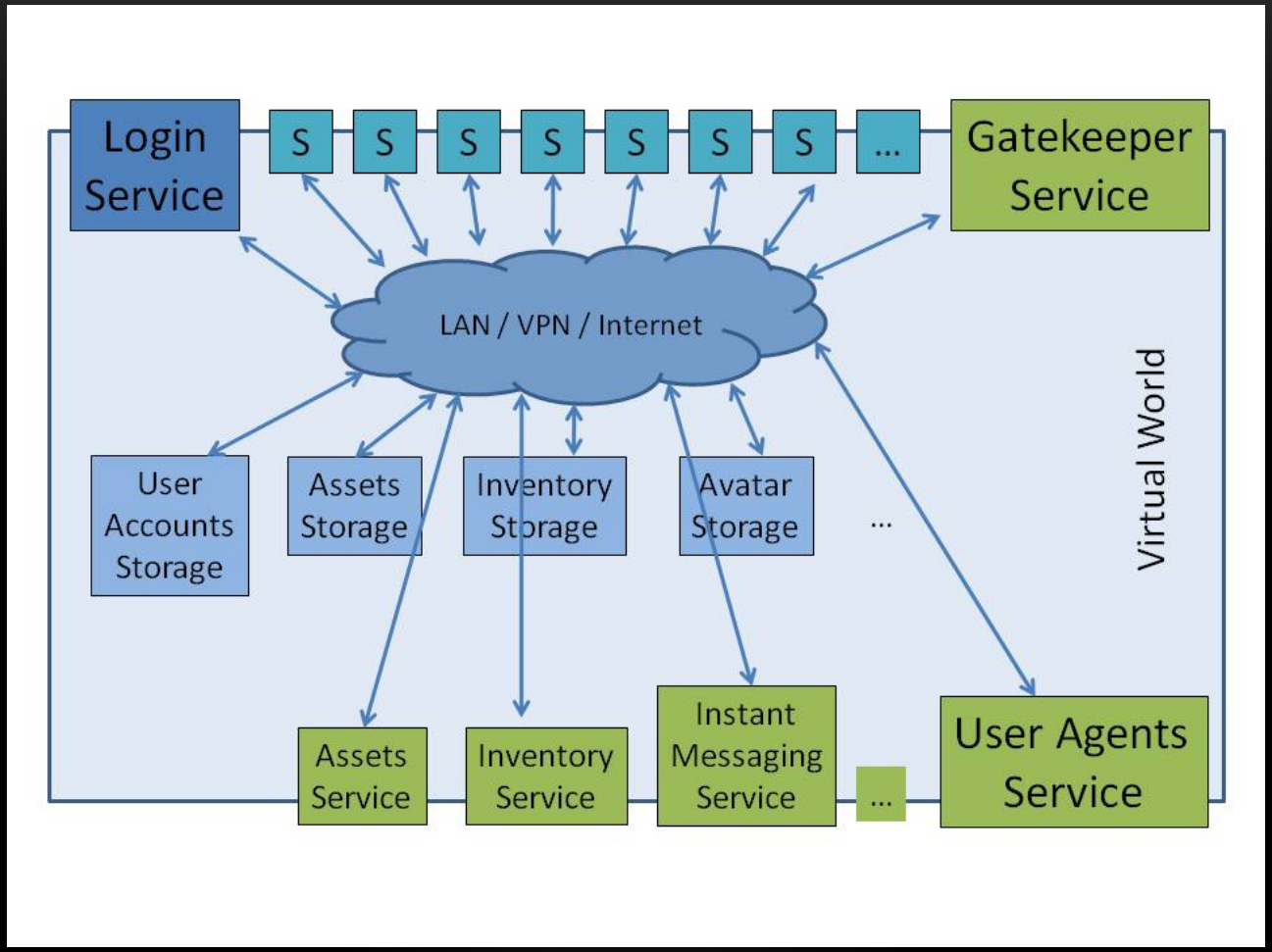
- Federation protocol
  - Optional services in OpenSim that allow you to link your world to other worlds and teleport seamlessly among them

VW Hyperlink



FAQ

- Q: Does this work between OpenSim and SL?
  - A: No
- Q: If I run OpenSim, do I get the Hypergrid on by default?
  - A: No
- Q: With the Hypergrid, can’t I be impersonated by someone else?
  - A: No. Your identity is verified with your home world.
- Q: With the Hypergrid, is my inventory protected?
  - A: Yes. Only items under “My Suitcase” are exposed to the Internet
- Q: With the Hypergrid, are my grid’s assets protected?
  - A: No, not yet, but you can impose tight access controls (e.g. no scripts can be accessed)
  - A2: Better ACLs on the roadmap for 2.5


Login Service
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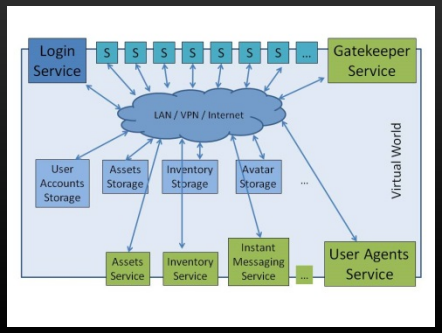
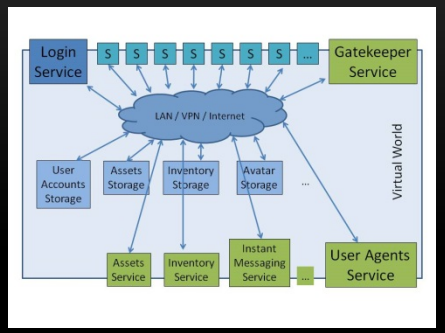
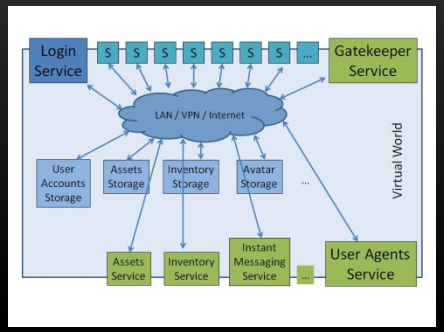
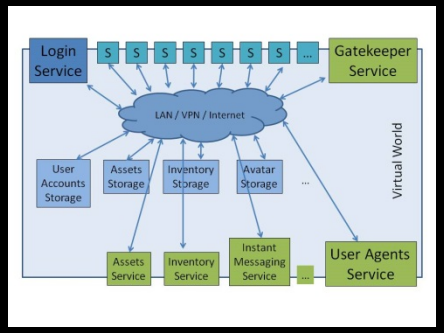
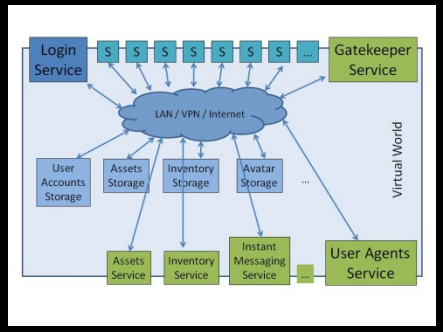
...
Gatekeeper Service
LAN / VPN / Internet
Virtual World
User Accounts Storage
Assets Storage
Inventory Storage
Avatar Storage
...
Assets Service
Inventory Service
Instant Messaging Service
...
User Agents Service

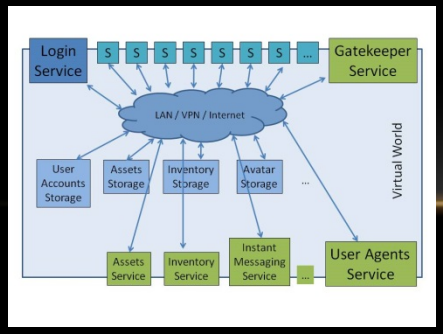












Federation of Virtual Worlds

HISTORY

- HG 1.0
  - Exploratory study in understanding the viewer's capabilities. No security whatsoever.
- HG 1.5
  - Identity protection
  - Better security in inventory
- HG 2.0 (current)
  - Identity protection
  - Secure inventory
  - Access control policies for users
  - Initial access control for assets