



Linden Lab

Presents

# The Private Estate Guide

The Essential At Home Guide

Congratulations! You have taken your first steps into an exciting new world: Private Island Ownership. Now what?

Well, there are lots of exciting new tools for you to use, land to be terraformed, castles and strongholds to be built, worlds to conquer.. so the Concierge Staff thought a hardcopy guide to private island basics was definitely in order.

## Private Island Billing

### How much does a private island cost?

- An initial US\$1,675 setup charge to create the island  
When the island is ordered you will be billed that initial setup fee on the credit card listed on your account.
- A monthly charge of US\$295 per month in land fees  
Every month (on the same day – usually the anniversary of the delivery date), you'll be billed this monthly fee for the previous month's use of the island.

### What if my funding source (credit card or Paypal) is declined?

This is something to avoid. If your charge is declined for an island fee (initial set up or monthly maintenance), your island will be disabled until payment is made. We're sorry, but we can't refund you for lost time if your island is disabled for nonpayment.

### Can I pay that initial US\$1,675 through some other means?

If you have a US\$ credit on your account (see your account pages on the website for an up to date balance), we will use this money first of all unless instructed otherwise. Anything that cannot be covered by your US\$ credit will be billed through the payment source listed on your Second Life account.

### Can someone else split the cost with me?

Sorry, no. At this time we can only bill one resident for the full amount - that resident is considered the island owner. It's not possible to bill multiple residents for an island.

### How does this affect my land use fees?

The good news is, it doesn't! Private island ownership and billing is completely separate from land use fees. Even if you own an island, your land use fees will bill on the same day of the month, for the same amount (based on how much land you've owned on the mainland).

Conversely, your island bills the same - US\$295 per month, whether you own land on the mainland or not. Basically, you pay land use fees for mainland property, and you pay island fees for any islands owned.

### Will I need to "tier up" to own an island?

This is another advantage of island living. Since private island ownership is separate from land use fees and "tiers", you don't need to alter your land use fee tier to purchase an island (yay!). Owning an island will not change your current land use fee tier; island fees and mainland land use fees will bill separately.

In addition, when deeding island land to a group – because islands do not use tier, that group will not need tier contributions from its members to hold island land in this way.

### What happens if I sell my land on the mainland and switch to a private island?

Since you owned land on the mainland, you'll be billed land use fees normally, on whatever date your land use fees are normally due.

**Please note: Second Life bills for "peak usage", so selling land means you still pay land use fees for it on your next bill date - even if you only owned it for 5 minutes of the first day of the billing cycle.**

Your island will bill its setup fee and monthly fees normally. So, if you sell all of your mainland property and purchase a private island, you'll be charged one last land use fee (for peak usage), your island setup fee, and monthly island fees from then on.

### Are there any discounts for owning multiple private islands?

No, there are not. Each island you order costs US\$1.675 to set up and US\$295 per month. But the good news is, it does not factor in to mainland land ownership.

### Can I pay for an Island for someone else?

Yes you can. An Island can have a payor who is a different person than the owner. When this is done, we consider the payor to be the rightful owner of the island, and that person has the right to do as they wish with it. The owner gains the controls they need to run the island, but although listed as owner, they do not have the right to sell or transfer it.

In any conflict of views between Owner and Payor, it is the Payor that has ultimate control – even down to removing the Owner entirely if they wish.

Please contact us if this is an arrangement you are interested in.

## Selling or Transferring a Private Island

### Can I sell my island to someone else?

Yes! Second Life is all about change and innovation, and if you are ready to move on, we can make it happen.

In case of an island transfer, Linden will charge the current owner US\$100 to transfer the island to another resident.

Any additional transactions (such as the buyer paying you for the island) are between the seller (you) and the buyer. The US\$295 monthly fee transfers with the island; the new owner picks up the billing on whatever day of the month it normally bills.

### Is there a fee for an island transfer?

The original Island owner will be charged US\$100 for the transfer of your island to another resident. This payment is for the back end work by Linden Lab including changing settings, billing transfer, changing the name, and returning the island to original Terraform (if desired by the new owner).

### Can Linden bill the new owner and pay me instead?

Unfortunately, we will be unable to take part in any transactions between residents regarding an island transfer, whether in Linden currency (L\$) or real world currency (US Dollars). If the new owner is paying you for the island transfer, they will need to pay you directly (with L\$ or through a service such as Paypal, etc).

### Can I sell part of the island?

Yes you can! As part of the 1.12 release, the land can be subdivided (by the Island owner at this writing, soon by land managers and group owners) and sold. You have the choice of allowing the land to be resold or controlling the resale. However, whether you sell off all or part of the parcels on the estate, the Island is still owned by you at the estate level. See covenants for further information

### What changes can be made to the island for the new owner?

For the new owner we can..

- Rename the island (free)

- Move it to a new location (free).. we can also restore the terrain to its original state if necessary.

### What happens to the monthly billing?

The new owner assumes the US\$295 per month billing, which is charged on the same day of the month as it was for the previous owner.

If the island bills on, say, the 12th of the month, it will continue to bill on the 12th of the month. This means that if the island is transferred on the 14th, the current owner pays the US\$295 for that month (as the current owner had the island when it billed). Consequently, if the island is transferred on the 10th, the new owner pays the US\$295 for the month (as the new owner had the island when it billed).

Note that in order to request transfer of an island be completed by a specific date, we do require a minimum of two business days' notice from both parties.

### How can I transfer my island?

Both you (the current owner) and the new owner will need to provide written confirmation for the transfer (that you accept the transfer fee, and they accept the island and its billing).

You will both need to email [concierge@secondlife.com](mailto:concierge@secondlife.com) with the name of the island, the current and new owners, and confirmation that you accept the charges for your account. Please include the island name and the phrase "Island Transfer" in the subject line

Again, to request the transfer be completed by a certain date, we require a minimum of two business days' notice by both parties.

### Will I receive traffic for the island I transferred?

You will receive daily traffic rewards for the days you own the island.

## Concierge Services

Who should I contact if I need help or support regarding my private island or estate?

The Second Life Concierge is here for the very purpose of helping out and answering questions. The best way to contact us is via email to [concierge@lindenlab.com](mailto:concierge@lindenlab.com). It helps a lot of you can email from the same email account that we have registered for you. You can also contact us via IM if you see concierge staff inworld, but do be patient as it can get very busy at times!

In addition, for more urgent issues you can call us directly on..

- The US concierge line 1-877.236.0711
- The US/Canadian toll free support line 1-800 961 6851
- The UK toll free support line (00) 800 722 00010
- The Australian toll free support line (0011) 800 722 00010
- The Linden Lab international direct number +1 (415) 243-9000

### Can I rename my private island?

Of course. We understand that sometimes what you envision for your land is not what it becomes, and a rename is a good way to reconcile those two visions. There is a US\$50 charge to rename an island.

The new island name must fall under the same naming guidelines below..

### Island and Estate Naming Guidelines

Island and estate names must be..

- No more than 3 words.
- Less than 20 characters (spaces are counted too).
- Must contain only alphanumeric characters; no punctuation please.
- Not already be in use (we will inform you if we discover a conflict).
- PG Rated.
- Cannot contain 'SL, Second Life, LL, Linden Lab' or similar wording that could give the impression of a direct association.
- Cannot be a real world City or Country name.

Island names are granted at the sole discretion of Linden Lab.

### Can I move my private island?

Yes, islands can be moved. Due to the flexible nature of Second Life we won't always be able to move your island to a specific location; however, we do offer island moves in order to attach your island to another island you own, or someone else's island.

To attach your island to another, both you and the other island owner must email [conciierge@secondlife.com](mailto:conciierge@secondlife.com) confirming that you wish for your islands to be attached. Please include the phrase "Island Move" along with the region name in the subject line of the email.

If your island is attached to someone else's, you will share visibility and access permissions. If someone has access to one of the islands, they will be able to cross over onto the other, even if they are on the denied list for that island.

You may also chose at some point to move your island away from one you are currently attached to. Although we cannot guarantee specific placements we can certainly relocate you.

There is a US\$150 charge to move an island. This fee is charged per island, for any movement. Attaching two islands together only requires one movement fee.

## Openspaces (void regions)

### What are Openspaces and what is the cost?

For those Island/Estate owners wishing to provide empty areas such as water, hills and forest - we are offering Openspaces, light use regions sometimes referred to as voids.

An order for an Openspace consists of 4 low prim regions for the same price as a normal private island - so USD\$1250 initial fee followed by USD\$295 per month thereafter. You cannot buy 2 or 6. They come in sets of four per order.

You must already own a normal island to be able to order Openspaces because they must be anchored to a normal existing Island that you own or be used in a series to create space between islands you own. In other words, they cannot be used to "float" space on their own.

Each of the four is limited to only 1875 prims.

### Why are they 'light use'?

Whereas normal private islands run on their own dedicated CPU, the Openspace regions run four per CPU: this limits their performance, as you would expect. Openspaces only ever share with other openspaces on a server.

It is therefore important to understand what these regions are; they are provided for light use only, not for building, living in, renting as homes or use for events. As a stretch of open water for boating or a scenic wooded area they are fine, but we do not advise more serious use than this and will not respond to performance issues reported should you not use them in this way.

We are happy to move openspaces when/if your regions move, but we do ask that you choose your initial placement carefully to avoid unnecessary work.

### How do I order an Openspace?

If you would like to place an Openspace order, please email [islands@lindenlab.com](mailto:islands@lindenlab.com) stating the following information..

- Your account name and your real name
- The four region names
- Whether they are to be PG or Mature
- The estate they should belong to
- The name of the existing island they will anchor to. Please also provide any other placement details that you wish to pass on.

By default Openspaces are delivered as open water with all land at 0 meters.

### Other rules relating to Openspaces

To continue to own Openspaces, you must also continue to own at least one normal island. If you transfer your last normal island, you must also transfer the Openspaces to someone eligible to own them or give them up, as you cannot own Openspaces on their own.

You can sell Openspaces to another resident if you wish (all four as a single transferable item) but the new owner will need to own a normal island already to be eligible to own them. The normal transfer fee of USD\$100 will be charged to the seller.

We recommend that all four Openspaces be held in the same estate.

If you wish to convert a normal island into Openspaces, you can do this so long as you still own at least one normal island after the conversion, for the Openspaces to be anchored to. Similarly you can convert Openspaces back into a normal island if you wish. Either way, there is a conversion charge of USD\$100.

If you wish to rename Openspaces, there is a charge of USD\$50 per region.

If you wish to move Openspaces there is a charge of USD\$150 per region.



## Rollbacks

### What are rollbacks?

All regions, including your island, will be automatically backed up at regular intervals throughout the day and we hold several days worth of these backup states. This saves everything about your island, the terrain, the land parcels, the builds, textures and settings. The only things not saved are avatars themselves.

This means that under certain circumstances your region can be rolled back to a previous state. In the event of a large and significant emergency, you can request a rollback via the Concierge service. Performing a rollback can have serious consequences and should therefore not be thought of as an Undo feature on your island; rather it is a safety mechanism to be used only when something goes very badly wrong.

**Rollbacks are performed at our discretion.**

### How do I request a rollback?

Only the island owner or estate manager can request a rollback.

The best way to request a rollback is to send an email to [concierge@lindenlab.com](mailto:concierge@lindenlab.com). Please explain what has happened and why you need the rollback, which region it is, and precisely how far back in time you would need to go to repair the situation. It helps if you provide the time in 24 hour format, and always SL Time rather than your local time. Please put the word Rollback and the region name in the subject line of your request email.

In addition you can contact members of the concierge team (Cyn, Jack or Fritz) in-world via IM – but they will still need an email from you as we need a record of the request.

We are not responsible for problems caused by estate managers requesting rollbacks against the island owners wishes. If they are trusted by you as estate managers, we will trust them for rollback requests.

Generally, rollbacks will not be processed for a time frame longer than 72 hours from the original event. Please be aware that we cannot rollback indefinitely. The longer you leave it before requesting the rollback, the more chance that we will not be able to do this for you, so do make the request as soon as the problem occurs.

### How long does a rollback take?

Rollback requests are processed in the order that they are received, with emergency requests taking precedent. Please note that rollbacks that are not time sensitive may take up to 2 business days to process.

## What does a rollback do, and why can it be bad?

The backups taken are exact copies of the state of the region at the exact moment it was saved. That is to say that everything about your island and the objects in it, as a snapshot in time, is saved away.

When we rollback, we essentially replace the Now with the Then. We set the island back to the exact state it was in when the backup was made and all changes, everything that has happened between the moment the save happened and now will be lost, undone or reset.

It is very important to understand what this means before you request a rollback. Some examples..

- People that were banned becoming unbanned, for all parcels and the estate itself.
- People granted access suddenly finding they are banned
- If there have been any land parcel changes, these will be undone.

If someone sold/gave up land to tier down, that land will suddenly belong to them again - potentially pushing them over their new tier once more.

If someone had tiered up and taken a parcel of land, they will suddenly find their land no longer theirs and their content gone. Their tier will remain the same, but they will have lost the land - leaving them out of pocket. If you have edited the parcel layouts, these will snap back and be undone, causing you to have to repeat that work.

- Objects that were placed (rezzed) in-world after the backup was taken, will be lost. Particularly bad if they are No Copy objects, as you will lose your only copy (they literally didn't exist when the backup was done).

Conversely, No Copy objects that were rezzed at the time of the backup but then subsequently taken back into your inventory will reappear where they were at that point in time.

**Deliberate use of rollbacks to obtain additional copies of NoCopy content can be considered abuse, and dealt with accordingly.**

- Any changes to builds themselves will be undone, textures reverted and prims reset to the state they were in at the point the backup was taken. This may mean recent tenants lose their prefab, or their furniture. It may mean that new sale items will disappear.
- Any terraforming that has been done will be undone and any recent changes to land textures will be lost.
- Script changes to objects performed after the backup point will be lost and scripted Vendors that were updated with new content since the backup was taken, will have those changes removed.

As you can see, rollbacks have significant issues associated with them and should only be requested when absolutely necessary.

## Private Islands and Groups

### Can I deed my private island to a group?

Yes you can; however, this process is handled slightly differently than on the mainland.

Ideally, the group you select should not own any land on the mainland. Since private island land and land on the mainland are handled differently, a group that owns both can be complicated greatly. This may also cause your group to lose certain features (such as traffic reporting) that are calculated differently for private islands and the mainland.

Private island land is non-billable; it doesn't fall under any of the normal mainland rules for land use fees, tiers, group land contributions, etc. Thus, you should not check the Owner Makes Contribution With Deed option, as the private island land requires no contribution.

The proper steps to follow to deed private island land to group:

- 1) Open the About Land dialog.
- 2) Set the land to the group you wish to deed to. As always, you must be an Officer in this group.
- 3) Click Allow Deed to Group, and click the Deed.. button.  
**Owner Makes Contribution With Deed should not be checked!**

### What can Group members/officers do on my group-owned private island land?

- Group officers will have full access to the About Land functions.
- Group officers cannot sell the land to anyone, as the land is non-transferable.
- Group officers will not gain access to the Estate tools.
- Group members can post Events on group-owned private island land.
- Group land on private islands can always be reclaimed by you (the island owner) at any time via the Reclaim Land option in About Land.

## Covenants and Estate Land Sales

Covenants come into play if you decide you wish to sell your land on your private estate. It is a way to set up zoning or other rules for land owners on your Estate. You can sell land on your Estate directly to other residents without a covenant, but we don't recommend it. To allow other residents to resell the land, there must be a covenant in place. If you wish to let the next parcel owner sell their parcel, click the "Enable Land Resell" box in the General tab of the Estate tools. Unless you enable this second step, parcels will only sell to the first person

(particular resident or anyone) that purchases it from you. If they no longer want the land they must release/abandon it at which point it reverts back to you. Whenever there is a covenant present on an estate you must agree to it to purchase a parcel whether the functionality to resell land is enabled or not.

Covenants are viewable at all times for the parcel owner in the Covenant tab of the About land menu.

To set or change the covenant, simply drop a new note card into the Covenant box. A prompt will ask you if you are certain. If you are, go ahead and confirm, the covenant will be reset.

*Note: As of August 23, 2006 release there is a small bug in the reset button, you can only reset your own covenants not those made by other managers or the owner. You can however still change the covenant by dropping a note card into the field.*

Estate managers can set parcels for sale and can change the covenant.

Unticking the Enable Land Sales box will cause parcels already set for sale by residents to no longer be For Sale.

#### [A word about covenants](#)

Covenants allow you to easily communicate to prospective buyers the terms and conditions of owning property on your estate, whether it be a single island or several. We recommend you do not change the terms of a covenant without informing your residents, as unpleasantness may result. Communications you may wish to have via Covenant with your residents include: payment information, zoning or theming of area, best ways to communicate with you as the estate owner, conditions under which you will remove them etc.

Estate owners and managers are still the final arbiters of the estate. Land owners on your estate may not request rollbacks or other technical support (restarts etc), but should contact you for those needs. This allows you to retain control of the estate and management yourself.

Currently parcels on private estates cannot be deeded to group by anyone but the estate owner, although they can be set to group. In addition, deeded land cannot be subdivided/joined, even by officers. The owner would have to reclaim it, reparcel and re-deed should this be needed.

**ALL OF THESE ISSUES ARE CURRENTLY UNDER REVIEW. CHANGES COMING SOON. WE WILL UPDATE THE GUIDE WHEN THEY SHIP (cyn30AUG06)**

## The Region/Estate Tools

The Region/Estate tools are available from your World Menu whilst on your island.

There are 5 tabs, General, Debug, Texture, Terrain and Estate. All of them apart from Estate deal with region specific options. The Estate tab also deals with options that affect the whole estate which may include many regions.

Throughout the tabs you will see small ? Buttons that provide further guidance.

### General Tab

**Block Terraform** - selects whether the land can be edited. This will generally be left checked; you can use the Edit Land option under your land parcel's About Land dialog to prevent others from terraforming the land (while still permitting you to do so).

**Block Fly** – Turns off flight across this region, even for parcels that have flight enabled.

**Allow Damage** – When ticked this region will be unsafe regardless of parcel settings. If unchecked, parcel owners can still set their parcel as unsafe.

**Restrict Pushing** – Limits the degree with which avatars can be pushed, therefore making it safer from griefers.

**Agent Limit** - specifies how many avatars (residents) can be at your private island at once. Any residents beyond this limit that try to arrive will be informed that the region is full. You can raise this value above its default of 40, but raising this can significantly (and may severely) reduce island performance. Alternatively, you can reduce this number to prevent incoming avatars from causing undue load on your island.

**Object Bonus** – This is not a way to increase the number of prims a region supports. That is fixed. There may however be times when you wish the default prims per meter for parcels to be higher than usual. This option needs to be used with caution because it can cause confusion; if raised the sum of the parcel prim limits will exceed the region limit of 15000.

A region in Second Life (65536m in size) supports 15000 prims. This equates to roughly 4.3 meters of land for every prim supported, hence a 512m parcel can support 117 prims.

If the Object Bonus were doubled to 2, that 512m parcel would support 234 prims. However, the overall prim limit of 15000 prims for the region remains (that cannot be changed) so in order to allow that parcel to be double primmed it

would be sensible to set aside an equivalent sized parcel that has no prims on it to balance this out.

So when would this be useful? Imagine that you have a region that is mainly wilderness, with just 4 parcels of 4096m cut into it for rental. Because so much of your island has nothing but trees on it, you would be able to increase the object bonus to allow those 4 parcels a much higher prim count than usual.

**Maturity** – Choose whether your region is PG or Mature rated.

**Teleport Home One User** - allows you to be selective if a specific resident has worn out their welcome. This command will allow you to send them back to their home location.

**Teleport Home All Users** - allows you to send everyone back to their home location, for example if you need to close the island for a while.

**Send Message to Region** - allows you to send a notification message to everyone in that region as a blue pop up in the top of their window.

**Manage Telehub** – See the section elsewhere in this Guide called 'Telehubs and Direct Teleport'.

## Debug Tab

**Disable Scripts** – Turns off all scripts on the region.

**Disable Collisions** – Stops objects from causing collisions on the region. Where you have a rogue physical object causing problems this can be useful to allow you to reach the object and remove it.

**Disable Physics** – Turns off physics on the region. This has the side affect of stopping avatars from moving around.

**The Return Scripted Objects tools** – Sometimes you may need remove scripted items belonging to a specific person. Choose them using the Choose Avatar button before then choosing to return all of their scripted objects or only those on other peoples land.

**Get Top Colliders** and **Get Top Scrips** – Both options produce a list of the physics or scripted objects and a measure of their load on the region. You can then see which items are causing the most load and if necessary return them or set a beacon to go investigate.

**Restart Region** and **Cancel Restart** – Allows you to force the region to save and restart. Any residents still in the region after the 2 minute countdown will be

disconnected. Whilst the countdown is ongoing, the Cancel button can abort the restart.

## Texture Tab

These controls are used to change the ground textures for different elevations on your island. They can be a little confusing at first.

The important thing to remember when first working with the Texture tools is that the top section and bottom section are separate, even though they appear to line up vertically.. the controls at the bottom are not acting on the textures set directly above.

At the top you will see 8 texture squares in two rows of four each. The top row is for base texture, the crudest detail level. The bottom row is for Detail textures – the high quality ones that most people will see once the island has rezzed for them.

You will see that on each row the textures are numbered 1 to 4. This is because islands have 4 levels of ground texture, from 1 at the lower elevations to 4 at the highest. So at each elevation level there is a Base and a Detail version of the texture you wish to use.

Because of this, it is usual to have something like..

1 (low)	2	3	4 (high)
Seabed Base	Beach Base	Grass Base	Mountaintop Base
Seabed Detail	Beach Detail	Grass Detail	Mountaintop Detail

**Base Textures** are blended to form the terrain for anyone using the None terrain detail option in their preferences. You can only use textures that are in 24-bit TGA format at a size of 128x128 pixels. For compatibility reasons, these textures should not be used anywhere else in Second Life (Glitches may be visible on your client if you see an object and terrain using the same texture.)

**Detail Textures** are blended to form the terrain for anyone using the Full terrain detail option in their preferences. You can only use textures that are in 24-bit TGA format at a size of 512x512 pixels. For compatibility reasons, these textures should not be used anywhere else in Second Life (Glitches may be visible on your client if you see an object and terrain using the same texture.)

**Note.. There are many terrain textures available in the Library section of your Inventory.**

So, once you have decided on the textures you want at the four land heights, and have dropped both a Base and Detail version of each into the texture slots

provided – you now need to decide over what range of heights you wish those textures to blend. This is done in the lower half of the texture screen.

You will see 4 pairs of numbers, a low and a high for each of the four corners of your island. This is because each corner can have the textures blending over a different range, with the island as a whole blended together toward the middle evenly from each corner. If the north of your island were much higher than the south, it would make sense therefore to set NE and NW with a higher High setting than the SE and SW ones.

The Low number sets the highest point that the Lowest texture will reach. Anything below that setting will be textured with texture 1.

The High number sets the lowest point that the Highest texture will reach. Anything above that setting will be textured with texture 4.

Textures 2 and 3 are then transitioned evenly between the Low and High points. Because of this blending between textures, the wider the range the more gradual the transitions become whereas the narrower the range, the more clear and defined the changes will be.

You must click the Apply button for your changes to be actioned.

#### A note on texture troubleshooting

If your terrain only shows one texture, and the minimap shows no terrain at all (only water), there may be a problem with your terrain texture choices. The first step is to make absolutely sure that your textures are in the correct format (128x128 for base, 512x512 for detail) and aren't being used elsewhere. If you need to, save a copy of your texture to disk (Save Texture As.. under the File menu) and re-upload it as a new copy.

If this doesn't work, try troubleshooting with the Library terrain textures, to see if there is an issue with the specific textures you're using. Also try dragging the textures from inventory directly to the Estate window, without using the Texture Picker.

Make sure your Texture Elevation Ranges are appropriate; setting the Low range to 60 won't work if your terrain never goes any higher than 30m. Make sure you clicked the Set button to confirm your changes!

If all else fails, log out of Second Life, then log back in to see if the terrain changes.



## Terrain Tab

**Water Height** - Lets you set the height at which water is shown. Keep in mind that the sea you can see outside of your island is at 20m, so if you set your water level differently you will see a gap when you swing the camera outside of the island and look back towards it. All mainland water is at 20m also.

**Terrain Raise/Lower Limits** – Sets the distance above or below the baked terrain level, that you can terraform to in this region.

**Bake Terrain** – This will set the current terrain as the default, such that the Revert Land tool will revert to this state when used.

**Region Sun / Phase Setting** – By default this region will use the estate wide settings for day/night phase, but if you wish you can uncheck this and set a specific phase for this region alone.

## Estate Tab

**Estate** – The estate name is listed here. This may be very different to the island/region name itself – this is normal.

**Estate Sun / Phase Settings** – This control allows you to set the day/night phase for this estate.

**Estate Managers list** - Any residents you assign as Estate Managers for you in this list will be able to access most of the same Estate tools that you can. They will not be able to deed land or access About Land as these are parcel level controls. They will be trusted by Linden Lab for rollback requests, so be certain to chose residents you trust.

**Fixed Sun Position** - locks the sun into your specified location in the sky.

**Mainland Visible From Here** - when checked allows residents on this island can see the mainland and teleport there. If cleared, residents cannot teleport to the mainland without a landmark, Home location or TP request from another resident.

**Visible From Mainland** allows residents on the mainland to see this estate on the Map. If the box is unchecked residents not on an Allowed list cannot see this island.

**Allow Direct Teleport** - Allows people to teleport directly to the island by clicking on it on the map. If you set a landing point on the parcel that will determine where exactly they will end up. You can also disable this (the default behavior) and use the traditional telehub method.

**Allowed Residents** - If Visible From Mainland is not checked, this list specifies which people are permitted to see and enter the island. If Visible From Mainland is checked, this list is used to specify residents who have permission to post events on your island.

**Allowed Groups** – Allows you to let members of specific groups have access to the island.

**Banned Residents** – Residents added to this list will not be able to access your island.

Please note.. In all cases, prohibited residents who have a landmark for the estate will get a message saying they are banned and cannot teleport in.

## Telehubs and Direct Teleport

There are two basic approaches to controlling where visitors to your islands appear. They are mutually exclusive. You can choose to use a Telehub to force all visitors to appear at a preset location or you can elect to allow them to teleport wherever they wish.

If you choose to use a Telehub, you must disable Allow Direct Teleport on the Estate tab of the estate tools as it will interfere with the telehub. In addition, you should clear any Landing Points that might be set for the parcels on your island (About Land.. Options tab) – as they too can cause the telehub to not behave correctly.

Equally if you choose to allow Point To Point teleporting, you should disable or remove any Telehub object that you have. You can however use parcel Land Points to give parcel level control as to where on the parcels people appear when they teleport in.

### Configuring Telehubs

Telehubs are controlled through your World Menu.. Region/Estate option, on the General tab. Here are some guidelines regarding telehubs..

- **Format:** The Telehub will reference an object in your estate. This can be any object, but generally, it should be phantom and raised slightly off the ground (as people will arrive in the center of it). Linden can provide a simple telehub object for you.. or you can use any prim. To connect your telehub: Click on the object, and select edit. In the World→ Region estate menu, go to the general tab. Click manage telehub. Click on add spawnpoint. Then click your telehub object again, and click Connect telehub. All set!
- **Movement:** The Telehub is saved as a bookmark to a specific object; it is not saved in the object itself. As a result, you may freely move your telehub object around; the telehub waypoint will move with it.

**However, if the object ever leaves the estate (for example, you accidentally Return it or Take it to inventory), the telehub waypoint will be lost, and you will need a new telehub created.**

- **Spawnpoints:** You can create multiple spawnpoints for your telehub. Incoming residents will arrive at one of the spawnpoints. To make spawnpoints, simply create blank cubes at each location you wish people to spawn at. Then, place the telehub object in the middle. Then save the spawnpoints and connect them to the telehub.

Spawnpoints are saved as offsets of the telehub (i.e. "two meters west and one meter north of the telehub"). As such, the objects used to create the spawnpoints may be deleted (though the telehub must remain as always). Moving the telehub moves all spawnpoints as a group.

Telehubs will not work on the island owner, estate managers - or where the land is group dedeed – on members of the group with the Create Landmarks ability. Those people will always be able to teleport around freely.

## Tips for Creating Height fields and Details on Terrain RAW Files

Land in Second Life is stored as a 2D grid of height values. This means the ground can never overlap, nor can there be holes through the ground. The grid has a resolution of 1m in each direction, resulting in 256x256 grid points (0 to 255 inclusive) per Simulator. It can be modified with the built-in terraforming tools or the LSL function `llModifyLand`. It can also be read using `llGround`. Land height between the grid points is interpolated, giving it a smooth look. The surface is textured, using multiple textures based on the land height and slope. Island owners can set their own ground textures and upload raw height maps in a special 13 channel RAW graphic file format (see below).

### Notes for Creating RAW files (Height Field Maps) for Second Life

As of Second Life v.1.3, terrain height fields are created and uploaded into a new simulator via a 13 channel .raw graphics file. Each channel in the file contains specific information represented by a gray color value between 0 (black) and 255 (white). The size in pixels of 1 simulator's .raw file is 256x256. A simulator is 256x256 meters, so the resolution of the .raw file is 1 square meter per pixel.

You can view a .raw file in Adobe Photoshop. When opening the file you are prompted for and must specify the height and width of the file size in pixels (256 x 256), as well as the number of channels (13). There should be no spaces in the raw file name since the raw file uploader utility can't handle spaces.

Here are how the 13 channels in the raw file are defined..

Channel Number	Gray Value Range	Description
1(red)	0-255	Height Field
2(green)	0-255	Height Multiply Factor
3(blue)	0-255	Water Height of sim in Meters
4	0-255	Land Parcels
5 (alpha 1)	0 or 255	For Sale land
6 (alpha 2)	0 or 255	Public Edit Object
7 (alpha 3)	0 or 255	Public Edit Land
8 (alpha 4)	0 or 255	Safe Land
9 (alpha 5)	0 or 255	Flying Allowed
10 (alpha 6)	0 or 255	Create Landmark
11 (alpha 7)	0 or 255	Outside Scripts Allowed
12 (alpha 8)	0-255	Original Height field
13 (alpha 9)	0-255	Original Height Multiply Factor

## Notes on Channels

A Second Life .raw file can be thought of as 13 greyscale images stacked up in one file. Each image is 256 pixels along each edge and there are 13 of them. The layers palette in Photoshop has a Channels tab that will show these and allow you to modify each of them – but note that the topmost channel is a composite RGB one so you will begin your edits on the second one down (channel 1 – red).

- Channel 1 (red) is the raw terrain height field data. In its simplest form it represents the ground height in meters of every point on the map, where black (grey level 0) is 0 meters high and white (grey level 255) is 255 meters high. However, the height of the terrain is often modified further by values in channel 2.
- Channel 2 (green) is a greyscale map that is used as a multiplier to scale the data in channel 1 resulting in the final height of each point on the map. The formula used to combine the 2 channels is not easily described. A gray value of 127 will act as a multiplier of 1 (no change), whilst higher values will increase the multiplier up to x 2 (doubled) at gray 255.
- Channel 3 (blue) is a gray value that sets the water height of the sim in meters. A sim can only have 1 water height, so fill the entire channel with 1 value. The default water level found in Second Life is 20 meters. This is the level of all "void" water, as well as the water level on the vast majority of existing sims. The water level can be set to other values on a per sim basis, but this should only be done in special cases since it leaves a noticeable vertical gap between sims whose visible water edges abut but are not at the same level. The water channel is not affected by the multiply channel, so the maximum height of water is 255.
- Channel 4 is parcel info. While you can always subdivide and create parcels using the in-world tools, it may be more convenient to draw the parcels in this channel. Gray value 0 represents existing owned parcels, so on new land make sure there is nothing set to 0 on this channel. A Value of 255 reserves parcels as "Linden Owned" and is used to set aside land for roads, waterways, telehubs, and other reserved land. Gray values of 1-254 represent user-ownable parcels to be auctioned. Each gray value represents a distinct parcel, so you can have up to 254 parcels specified per sim. Parcels in a sim that aren't connected but share the same gray value will be considered as part of the same parcel, so be careful. The resolution of parcels is in 4 square meters chunks of land, so even though the dimensions of the parcel channel is 256x256 pixels it is really only sampled at a resolution of 64x64.
- Channel 5 is a flag for if land is for sale or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel with 0.
- Channel 6 is a flag for if land allows public edit object or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel with 0.
- Channel 7 is a flag for if land allows public edit land or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel

with 0.

- Channel 8 is a flag for if land is safe or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel with 255.
- Channel 9 is a flag for if land allows flying or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel with 255.
- Channel 10 is a flag for if land allows landmarks to be set to it or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel with 0.
- Channel 11 is a flag for if land allows outside scripts or not. It should only have 2 values, 0 for no and 255 is yes. Default files for bulk sim upload fill this channel with 255.
- Channel 12 stores the pristine height of the land, similar to channel 1. It is accessed when in-world tools are used to "revert" land back to its unaltered state. When new land is bulk uploaded and after any additional modifications have been made, Content "bakes" the sim prior to auction. Baking places the resulting height field data here. It works in conjunction with channel 13.
- Channel 13 stores the pristine multiply factor of the land, similar to channel 2. In conjunction with channel 12, It is accessed when in-world tools are used to "revert" land back to its unaltered state. When new land is bulk uploaded and after any additional modifications have been made, Content "bakes" the sim prior to auction. Baking places the resulting multiply data here.

### Misc. Tips for Creating Terrain..

- While tempting, creating a 512 meter high mountain on a 256 square meter sim usually leads to disappointing results. Ground textures will be stretched and tiled unrealistically. Draw distance setting on most people's machines means that if they stood on top of the mountain they couldn't see the ground below. Artifacts in the skybox and frame rate slowdown due to lots of overlapping clouds viewed close up will be apparent.

Also steep cliffs often tessellate poorly resulting in jaggy terrain, and entire mountains may disappear when viewed from a distance due to the lower level of detail. Many of these artifacts can be reduced or avoided by keeping the range of the elevation in a sim to within 50-100 meters. Similarly, any radical changes in height over a short distance may exhibit some of these artifacts, so design accordingly.

- Many commercial and shareware tools exist for creating terrain files. Existing real world terrain data is also available from various sources that can be useful starting points for creating your own height fields.

- Blurring the terrain channel slightly often improves the visual quality of the ground in world.