

Vue Processes and Guidance for Island Purchases and Owners

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Process for ordering an island in the Vue Region

1. Establish region positioning and name (can be changed later for US\$50) and agree with VRPA.
2. Nominate the avatar that will "own" the island - this should be someone who is active as there are a few tasks only this avatar (or their replacement at US\$100 to change) can perform.
3. The owners of island that are adjacent to the chosen square must open a support ticket with Linden Labs specifically agreeing to the position you will use. They will give you one or more ticket numbers which you will need to quote in the order form.
4. Go to <http://secondlife.com> and log on as the avatar that will own the new island. Then go to the Island ordering page at <http://secondlife.com/community/land-islands.php>

Note the 4 basic island shapes that can be delivered initially. Select the one closest to your terraforming needs.

Use the "SPECIAL ORDER" button for an educationally priced island.

Organisation is "University of Edinburgh" (note no "The").

Choose annual maintenance.

Fill in the coupon code as EDUCATOR which is required to get the 50% discount on initial cost and maintenance.

You will be invoiced for island when it is delivered. You will be prompted to set up an account if this is your first island order from Linden Labs.

You can elect to pay by credit card or wire. Instructions for getting Linden Labs bank account details are provided via links in the order form and the e-mails confirming the purchase - please note US\$25 (check up to date cost) must be added for the wire transfer.

5. The order is processed, and after about 7-10 days will be accepted, and then sent to the technical staff at Linden Labs to allocate a server. This can take a further 7-14 days in our experience.
6. You are invoiced for the purchase price and first year maintenance when the island is delivered. You then have 30 days to pay. either by personal credit card or by wire transfer via the University. Remember that the University normally does not handle payments quickly so you may have to indicate its urgency. If you pay by wire make sure your avatar name is given as a reference, as well as the order number. Also ensure the University adds the required wire fee.
7. You can then begin to set up your island. Only the owner has access initially and it is not visible to others.
8. Decide on group name(s) to use to manage areas of the island.

9. Decide if there are to be other avatars set as "estate managers" - it is recommended at least one in addition to the owner is set to allow cover for most management functions if someone is absent.

Do initial terraforming, change terrain textures to comply with Vue agreements, and set the estate defaults for the region.

10. When you are ready, tick the box to make the region publicly visible. Welcome to the Second Life Grid.

Process to Deed Land to a Group

1. Set object autoreturn to 0 (i.e. never returned)
2. Deed the land to the group. Only owner of land (not an estate manager) seems to be able to do that.
3. Accept it for the group, and check its right. A group officer must do that. [We have found it best to add the island owner as an officer of the relevant group, at least temporarily, and then the island owner can deed the plot and accept for the group together.]
4. Now select all objects on the plot and "set" their group. You do not need to deed them to the group, you continue to own the objects with the right group set. You can deed specific objects to the group if that is wanted (e.g. this must be done for freeview screens as they must be OWNED by group to allow them to set the plot media texture).
5. Now strangely, all Linden plant objects on the plot are not selectable when you select everything! So you have to change the group of those separately.
6. Now some CAREFUL checks. Go to About land -> Object tab. Look at the objects and their owners. ALL should be either be owned by a group member and "set" to the correct group, or owned by the parcel owner (i.e. have been deeded to the group). Otherwise objects will disappear when autoreturn is set back on. If there are some that are owned by others it's likely they are plants, objects you lost high in the sky, deeded underground or did not select correctly at the earlier stage. You can let those autoreturn to save finding them! (this is a way to clear a plot to get rid of such lost objects) and then put everything back again.
7. Now set autoreturn to 5 minutes again and cross your fingers that nothing gets returned. They will get returned to their owner's "Lost and Found" folder if any item is not set to group.

Vue and Edinburgh University Region "Regulations"

The current regional plan covers a central area of 12 region squares centred on "Vue" and "Edinburgh University" with the 10 adjacent regions. Within this area, region names and uses are agreed with the Vue Regional Planning Authority (VRPA) to seek compatible developments. A few rules have been established to assist in managing this area cooperatively between multiple region owners and funders.

This document lists the guidance the VRPA have adopted for the region building to assist in coordination between Vue island owners. These are not meant to stifle innovation and creativity... just to get compatible developments between the various groups involved. They especially ensure consistency at the boundaries between regions. Let the VRPA know if any of these cause problems for your objectives and they can be discussed via the VRPA.

- a) Islands when purchased will have a commitment to 3 years of maintenance, and if not funded beyond that, should be offered to the VRPA for reallocation.

b) Island owners and funders are asked to confirm to the VRPA that the commitment will be for 3 years in the initial instance for maintaining the island, and that if the island, if not then required, will be offered to Vue members via the VRPA at no capital cost to see who can take over the maintenance.

c) Region names agreed with VRPA. Some have been named already:

E2 = Edinburgh Uplands

B3 = Vue West

d) Terrain textures, heights and flora

The core islands use the following textures

- Terrain Textures -> Beach Sand
- Terrain Textures -> Default Set -> Default Set Grass
- Terrain Textures -> NW Coastal -> NW Coastal Grass Clumpy
- Terrain Textures -> Default Set -> Default Set -> Default Mountain Rock

Default heights for the 4 corners of the regions is 8.0 to 40.0

General flora is Northern European in nature

Changes to these agreed heights is possible by agreement between adjacent island owners at each corner.

In general the highest elevation texture may be changed without affecting anyone else or the continuity across the region boundary.

The maximum height should though not dominate the main hill features on Vue and Edinburgh University (each at 45m). Sea level should be at the default 20m. The coastline should allow at least a small strip for circumnavigation.

Vue South and towards the SW should generally be a low lying beach zone. North of Edinburgh Uplands is generally a Northern style hilly zone.

e) Regions in the core areas should be established as follows:

1. No use of "do no enter" barred area
2. No skyboxes (without discussion with VRPA anyway and even then above 500m)
3. Sensible height constraints so as not to dominate over the topographical and iconic skyline buildings features on the core islands.
4. Allow any avatar to fly, create landmarks and build
5. Suggested object return period for non-authorized groups/individuals set to 5 minutes to allow for temporary box unpacking and movement of builds and non-temporary vehicles across the area.

f) Defaults for other non-core region should be:

- allow fly
- allow other residents to build
- allow residents to set landmarks
- set autoreturn to 5 minutes (this will be reset to no autoreturn every time you split, join or assign land unfortunately, so keep checking all plots after such changes in your region).

g) There are 18 surrounding regions around this core. 15 are reserved by current Vue owners who can coordinate between VRPA and any proposed new owners. 3 regions in the SE are under the control of "Bowling Green State". An area beyond that is loosely coordinated to try to ensure compatible developments. The whole area is zoned for educational uses by Linden Labs and is not open to normal region auctions and sales.