

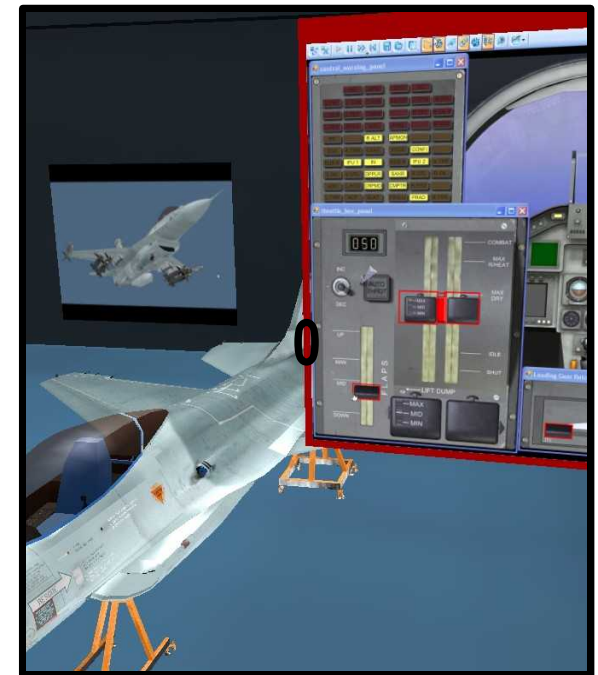
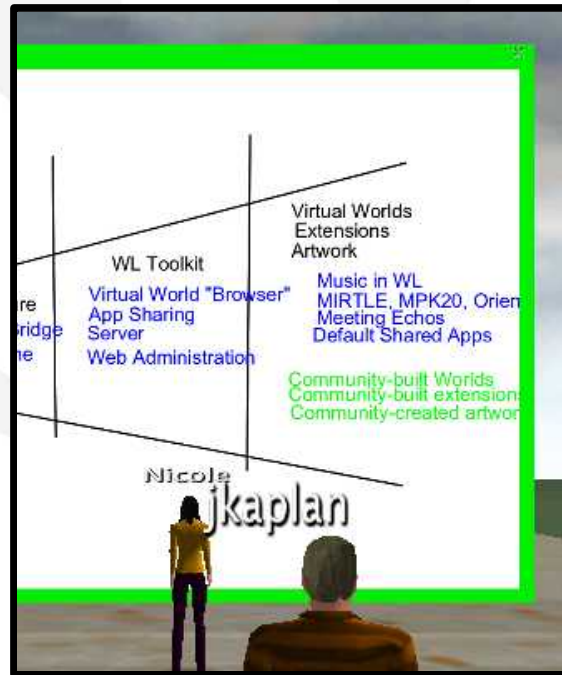


Extensible Virtual World Toolkit

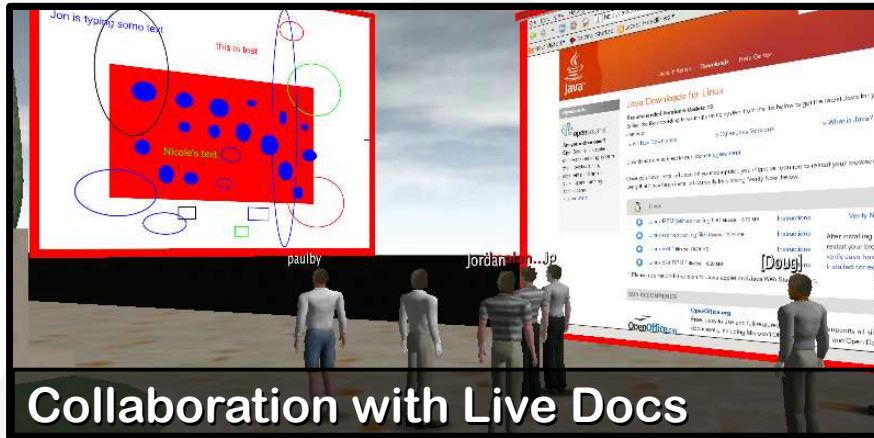


What is Open Wonderland?

100% Java, free, open-source toolkit for creating 3D immersive virtual worlds

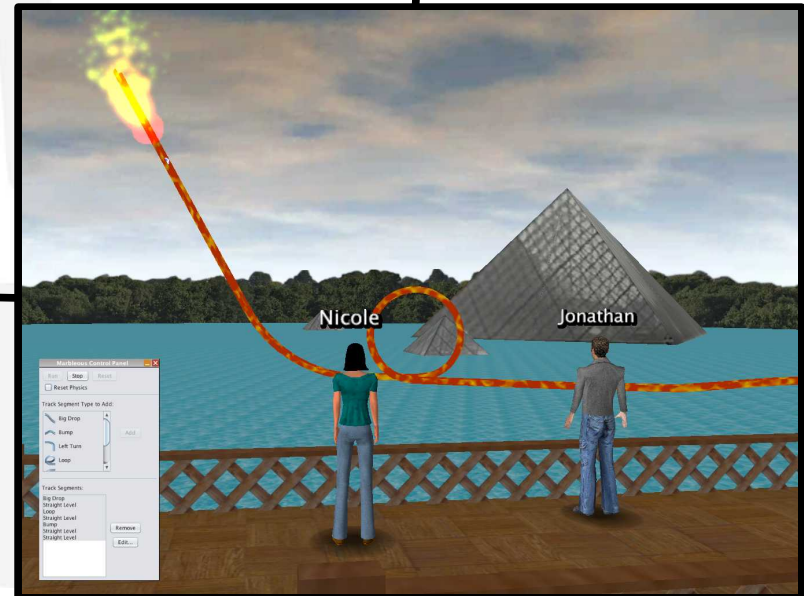
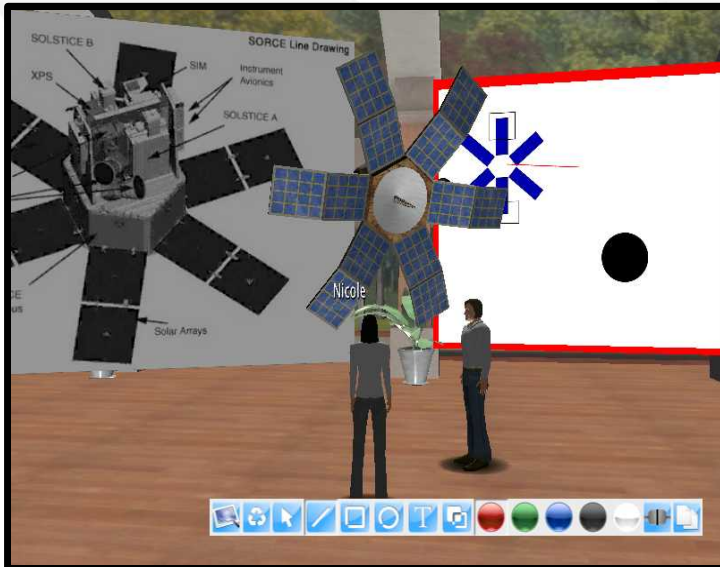
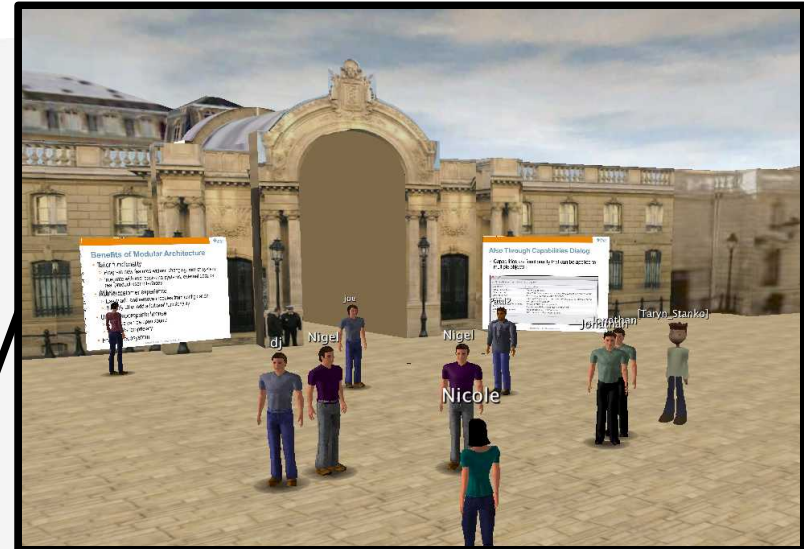


Use the Toolkit to Build Worlds for...



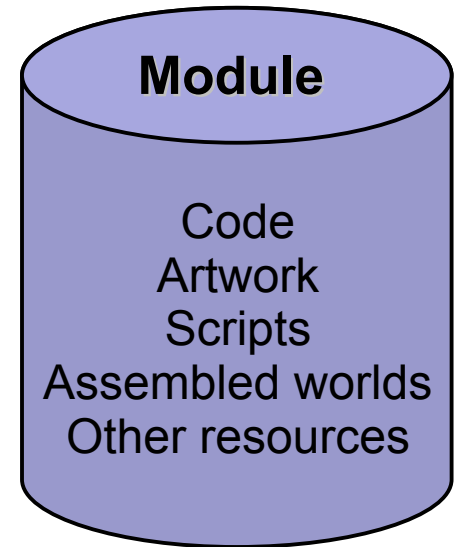
Vision

- 3D Web
 - > Federated, specialized virtual worlds
 - > Common way to express behavior across platforms (Java mobile code)



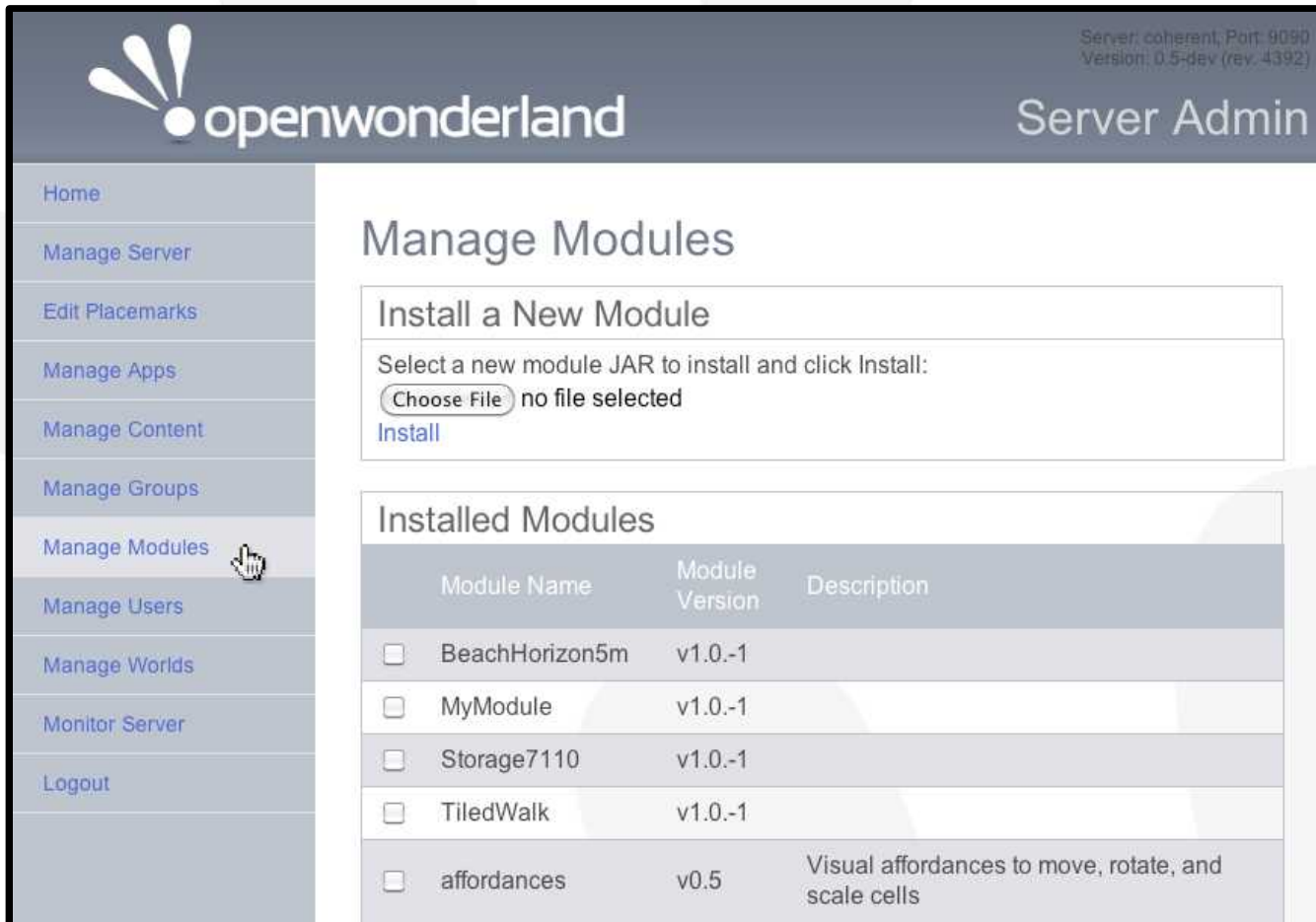
Modules for Extensibility

- Modules akin to “plug-ins”
- Mechanism for packaging & sharing Wonderland extensions
 - > Can contain code, artwork, audio, scripts, web management and web services
 - > Also world configurations for sharing whole worlds
 - > Deliver art assets via embedded HTTP server
 - > Packaged as archive (jar) files
- Modules can depend on other modules



Web-based Admin Console

- Add / remove modules from web UI



The screenshot displays the Open Wonderland Server Admin interface. The top navigation bar includes the Open Wonderland logo, the text "Server Admin", and server information: "Server: coherent, Port: 9090" and "Version: 0.5-dev (rev. 4392)". A left sidebar contains a menu with items: Home, Manage Server, Edit Placemarks, Manage Apps, Manage Content, Manage Groups, Manage Modules (highlighted with a mouse cursor), Manage Users, Manage Worlds, Monitor Server, and Logout.

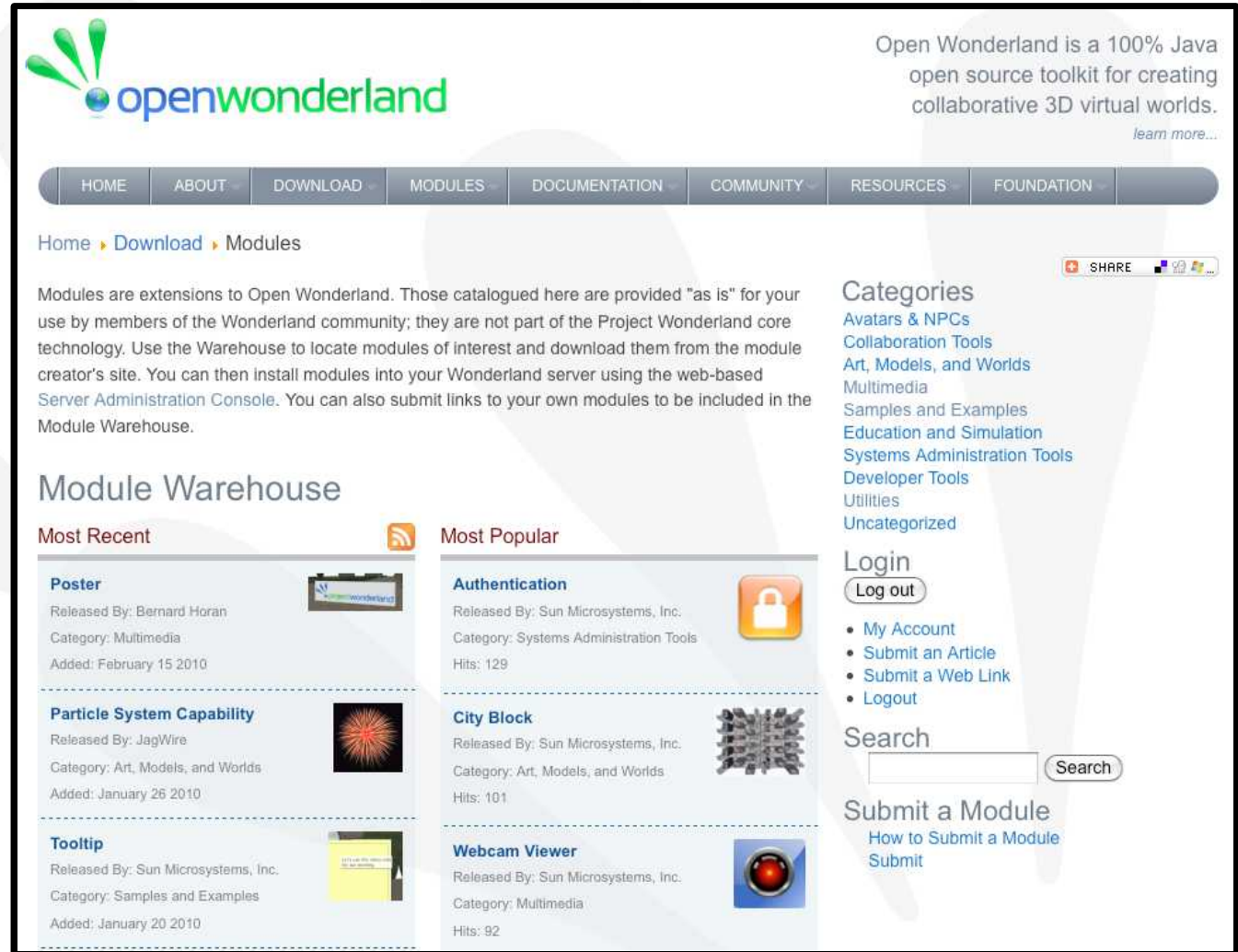
The main content area is titled "Manage Modules" and contains two sections:

- Install a New Module:** A form with the instruction "Select a new module JAR to install and click Install:". It features a "Choose File" button, the text "no file selected", and an "Install" link.
- Installed Modules:** A table listing currently installed modules.

Module Name	Module Version	Description
<input type="checkbox"/> BeachHorizon5m	v1.0.-1	
<input type="checkbox"/> MyModule	v1.0.-1	
<input type="checkbox"/> Storage7110	v1.0.-1	
<input type="checkbox"/> TiledWalk	v1.0.-1	
<input type="checkbox"/> affordances	v0.5	Visual affordances to move, rotate, and scale cells

Module Warehouse

- Browse
- Share
- Comment
- Rate



The screenshot shows the Open Wonderland Module Warehouse website. At the top, there is a navigation menu with links for HOME, ABOUT, DOWNLOAD, MODULES, DOCUMENTATION, COMMUNITY, RESOURCES, and FOUNDATION. The main content area is titled "Module Warehouse" and contains a description of modules, a "Most Recent" section with three items (Poster, Particle System Capability, Tooltip), and a "Most Popular" section with three items (Authentication, City Block, Webcam Viewer). On the right side, there are sections for "Categories" (listing various tool and example categories), "Login" (with a Log out button), "Search" (with a search input field and button), and "Submit a Module" (with a link to "How to Submit a Module" and a Submit button).


Open Wonderland is a 100% Java open source toolkit for creating collaborative 3D virtual worlds. [learn more...](#)


HOME ABOUT DOWNLOAD MODULES DOCUMENTATION COMMUNITY RESOURCES FOUNDATION


Home » Download » Modules


Modules are extensions to Open Wonderland. Those catalogued here are provided "as is" for your use by members of the Wonderland community; they are not part of the Project Wonderland core technology. Use the Warehouse to locate modules of interest and download them from the module creator's site. You can then install modules into your Wonderland server using the web-based [Server Administration Console](#). You can also submit links to your own modules to be included in the Module Warehouse.

Module Warehouse


Most Recent 


Poster 
Released By: Bernard Horan
Category: Multimedia
Added: February 15 2010


Particle System Capability 
Released By: JagWire
Category: Art, Models, and Worlds
Added: January 26 2010

Tooltip 
Released By: Sun Microsystems, Inc.
Category: Samples and Examples
Added: January 20 2010

Most Popular

Authentication 
Released By: Sun Microsystems, Inc.
Category: Systems Administration Tools
Hits: 129

City Block 
Released By: Sun Microsystems, Inc.
Category: Art, Models, and Worlds
Hits: 101

Webcam Viewer 
Released By: Sun Microsystems, Inc.
Category: Multimedia
Hits: 92


Categories
[Avatars & NPCs](#)
[Collaboration Tools](#)
[Art, Models, and Worlds](#)
[Multimedia](#)
[Samples and Examples](#)
[Education and Simulation](#)
[Systems Administration Tools](#)
[Developer Tools](#)
[Utilities](#)
[Uncategorized](#)

Login
[Log out](#)

- [My Account](#)
- [Submit an Article](#)
- [Submit a Web Link](#)
- [Logout](#)

Search
 [Search](#)

Submit a Module
[How to Submit a Module](#)
[Submit](#)

SHARE 

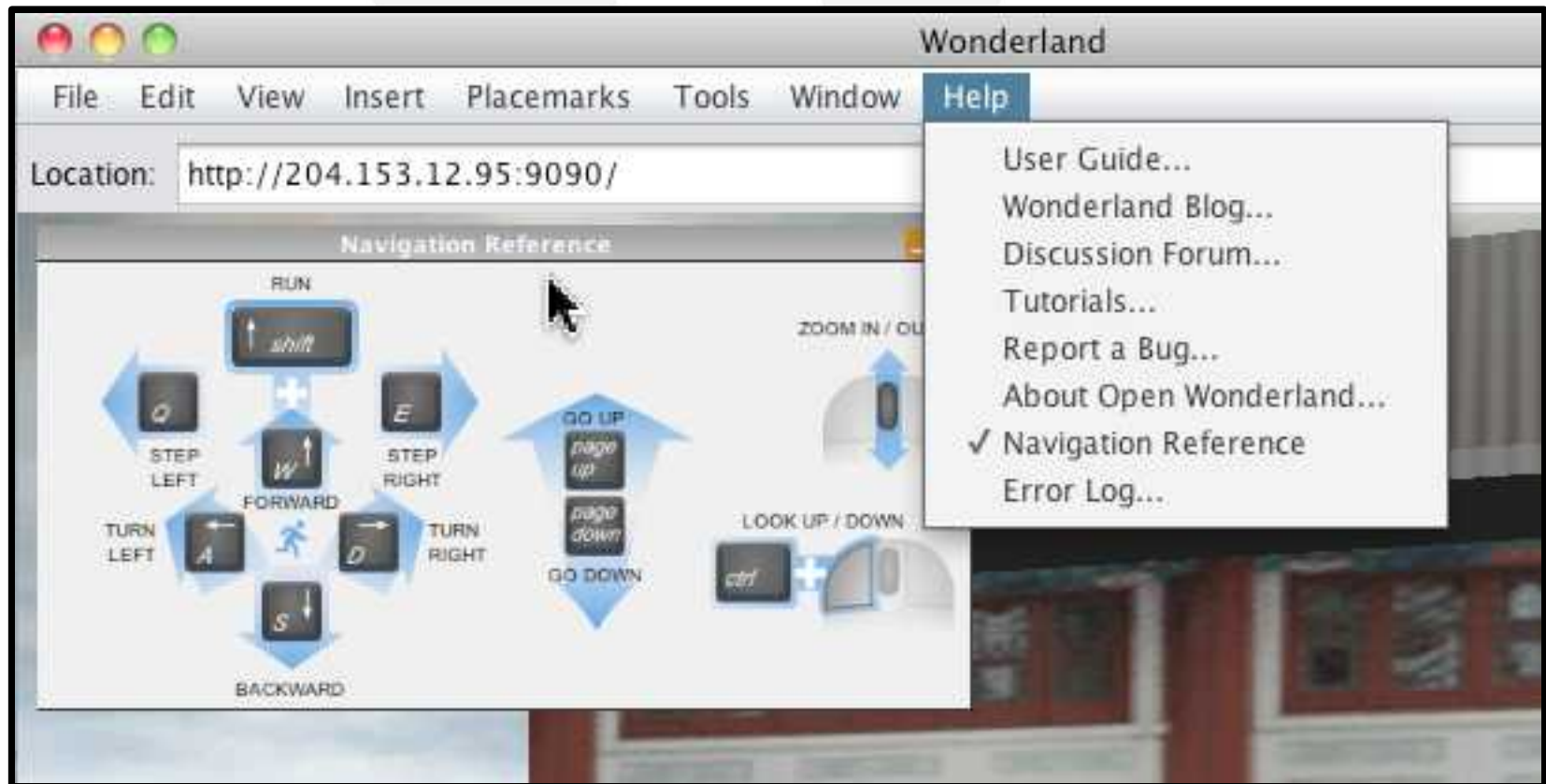
In-world Access to Modules

- Three primary places modules appear to end users
- Modules can add functionality to Insert Object palette
- Allows users to create multiple instances



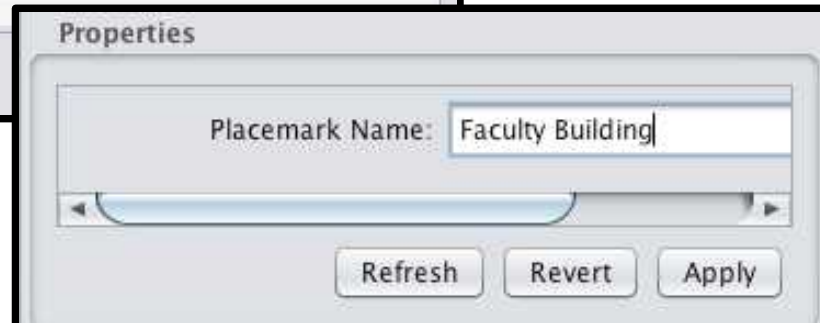
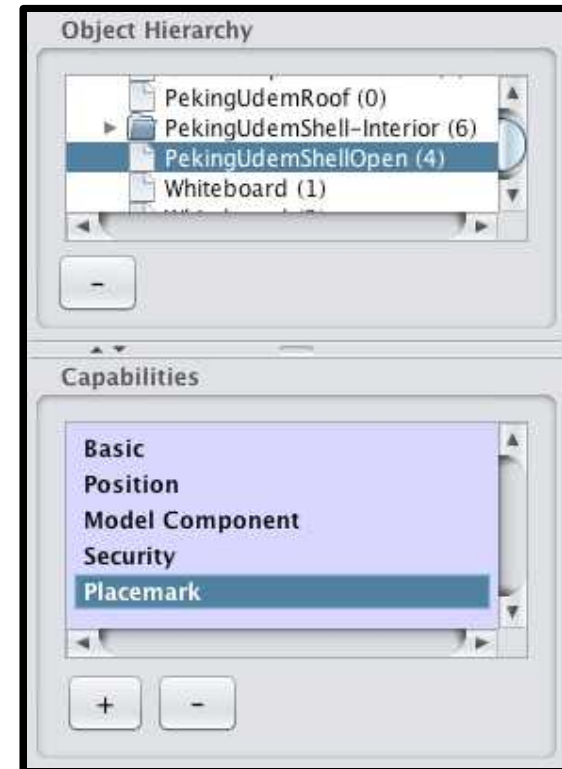
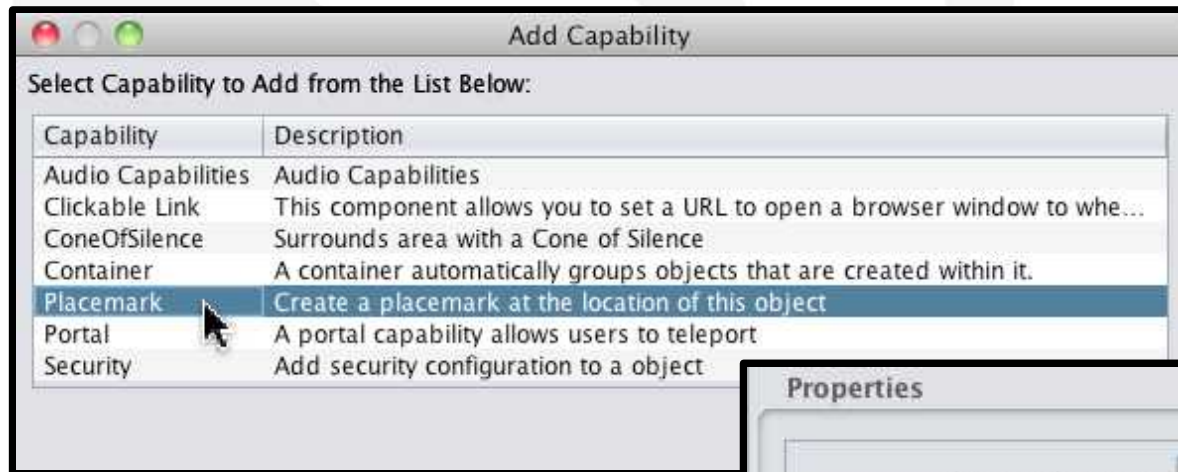
Modules can add Menu items

- New functionality appears in menu hierarchy



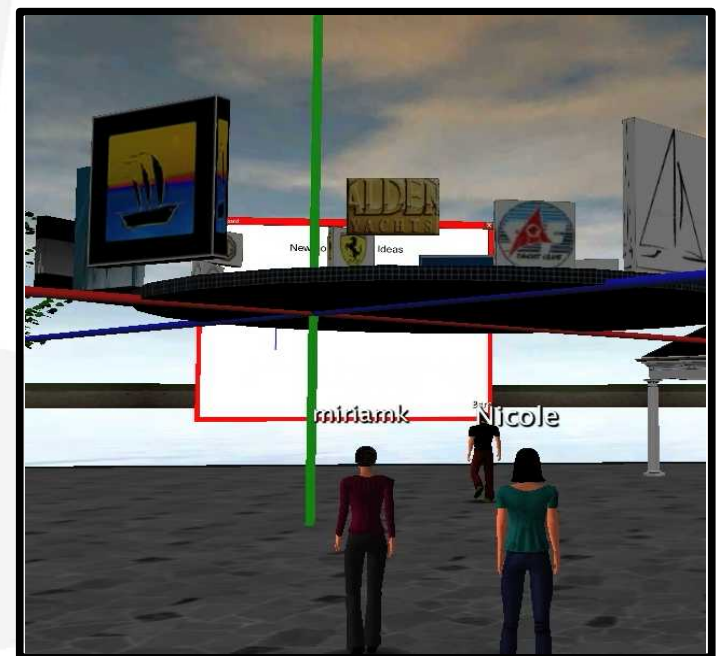
Also Through Capabilities Dialog

- Capabilities are functionality that can be applied to any in-world object
- Each can optionally include a property sheet



Capability Examples

- Audio
 - > Add recorded audio or audio stream
- Container
 - > Group objects; contained objects inherit properties



Security Capability

- Object-level security
- Combines nicely with
 - > Container
 - > Cone of Silence



Team member's view



Visitor's view

Benefits of Modular Architecture

- Tailor functionality
 - > Program new features without changing core of system
 - > Integrate with real back-end systems, external data, or real product user interfaces
- Refine customer experience
 - > Easily add and remove modules from configuration
 - > Simplify UI or add additional functionality
- Use the appropriate license
 - > Modules can be open source
 - > Or can be proprietary
- Enables ecosystem