

models for virtual world interaction

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virtual worlds

simulation happens where?

- traditionally, the virtual world is “co-simulated” on all client machines with the server detecting lag or cheating
- others simulate objects in a central server

the flat earth

- the “shape” of different virtual worlds may be arbitrary
- many systems are flat, with distinct simulation regions

where do things live?

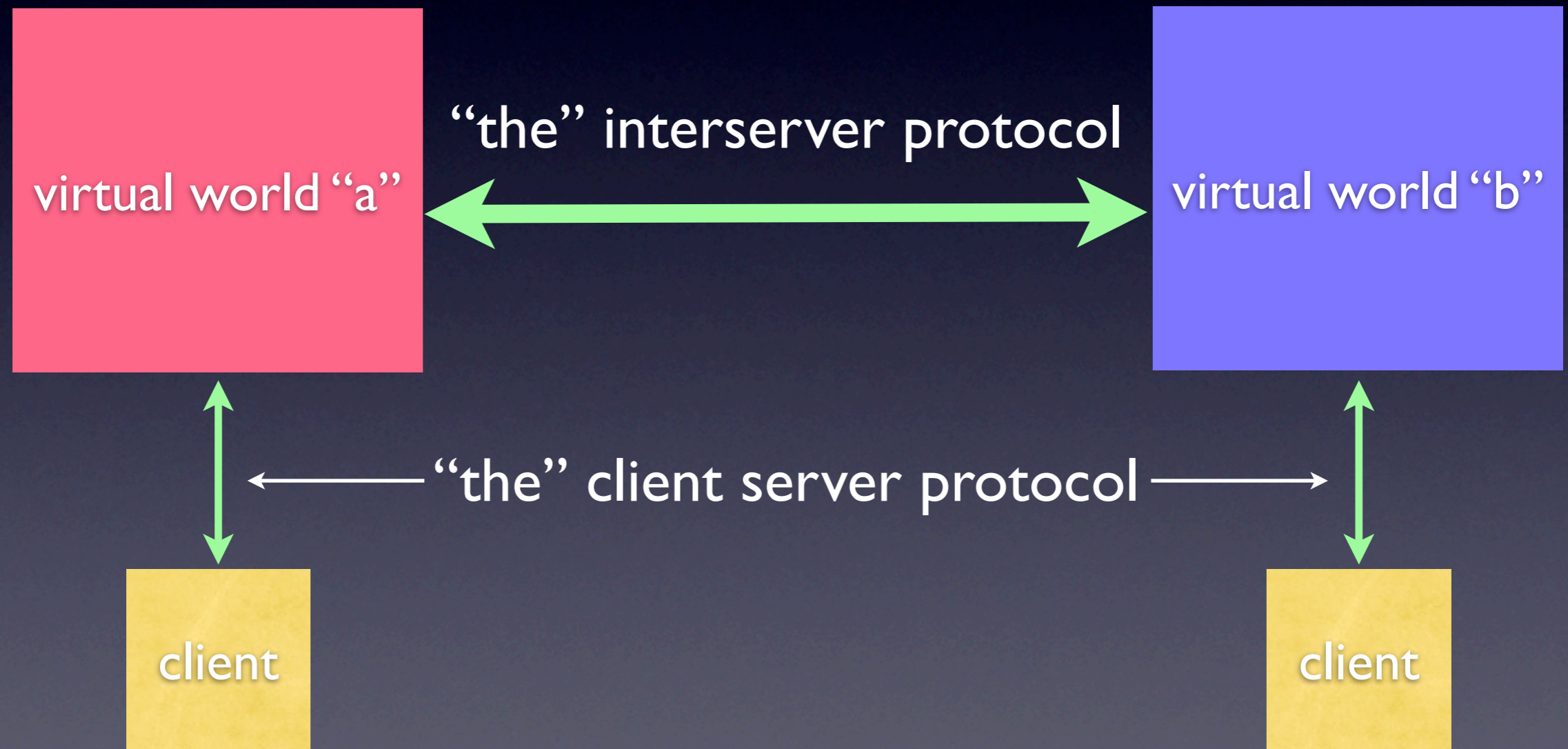
- it is not uncommon for digital assets (shapes, textures, etc.) to be pre-loaded on the client
- other systems store assets centrally
- still other systems store assets on clients, but provide a registry for where to find things

who talks to whom?

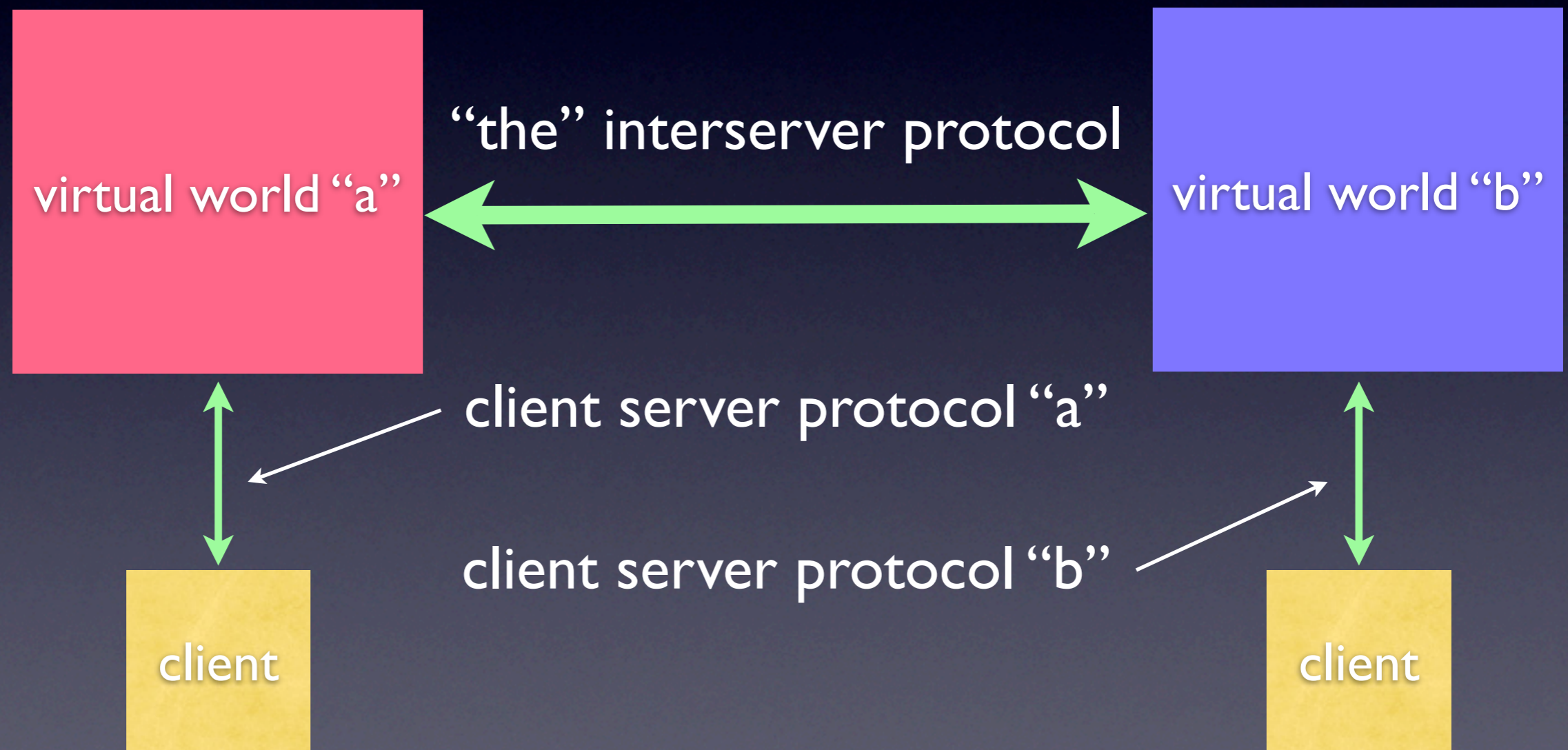
- some worlds are “sharded”
- this means that not every participant can talk to every other participant

how we talk

everyone speaks the same language



we only worry about server to server



we create a translator

