

Attracting users

Our community as a whole needs a sense of who we are and were someone on the internet as the attractive group we are, In other virtual platforms and aw supported systems open to public, they provide a front view of who's who in there and what the community hosted is about in a sense of presentation more than a few images of the fancy builds of a system for sale. Even with all the info on the home page it still seems too much like the corporation front and less as a community front.

But the overall responsibility falls on us, as the creators we are and the love to display our ingenuity and genius, we must also as citizens of this fine system be the one's that produce what attracts others and lead them to it and not rely on more than what and who we are. Many of us wait for this to be provided and many more of us must step up and provide it for others to enjoy.

I am sure there are many wonderful dreams ahead for the AW Browser, and few simple additions to the working wonders would help.

Features

1. UI - Telegram box enlarge text like chat box on scroll.
2. UI - Settings - Error check switches for picture, zip or texture missing.
3. UI - Save telegram to txt file in right click menu.
4. UI - Lock whisper to in name list when curser in whisper chat fill line, so no chance of miss whisper as long as in visible range. Presently always changes roster as other people enter and leave.
5. UI - Side view in look settings.
6. UI - Confirm join /invite Allow setting in Citizen privacy settings in contacts list.
7. Terrain - Cell division switch to make cells divided by 2-meter grids, producing smaller UV settings and finer leveling on selected areas.
8. Movers - Pick up movers ability to use many more tag locations and placements for other accessories then just 1, ability to set 2 shoes or gloves or tools to each hand.

Useful mostly for adding many more animations and objects on the avatar that would inspire more creators to make custom parts , clothing & accessories for our use within a worlds path. Pick up sequences needed for animating attachments or positions.

9. Movers - Mover eject locked locations to place user in place for eject position to land in next mover waiting or to stand on location not on top of the mover.
10. Movers - Mover model sequence effect on avatar type models to provide animation of parts as the mover moves and a way to make it stop animating on wait position of travel.
11. Movers - More sound control that triggers on motion of mover or wait in location to change effect of travel feel.
12. Movers - A way to increase / decrease mover speeds by user control.
13. Movers - If command actions can apply with in the mover object even in static waiting position by adding the action field back in object type.
14. Zones - Zones ability to link to movers providing environmental elements to mover use.
15. Zones - Block all sound, noise, media, mover sound, switch in zone to kill all outside sounds. Ambient sound will not block this yet of mover sound entering visual distance or outside noise triggers.
16. Zones - In Build mode: switch to show zones, by default zones won't show in area while building only their placers.
17. Zones - Zone switch to force camera collision within that zone's area so you can't be set out of the zone and lose the effect it is making by 3rd view to far zoomed out. Also a switch to not have zone effective unless avatar is in it actually and not also the view angle.
18. Building - Simple object Prim Builder added to the object edit box, simple generic parts from the prim list in a drop menu would work easily to seed if comman to world path. Or use of world created linked server side list as botmenu url is from world features.
19. Building - Scales smaller if possible. Vertex merging by scale to reduce loads allowing larger scale modeling for detail but has its ability to be less as scaled in world.
20. Building - Activate action temperament (*The manner of thinking, behaving, or reacting characteristic of a specific action*). The ability to click 1 object and animate a motion, then further clicks or commands would add on to that temp=on

Example: would be like click pushing a block across the floor 2 meters at a click and continuing travel by each click rather than return to original axis point.

21. Building - Scaling for create group awg files from actions, allowing that much more control by grouped gatherings to world paths.

22. Building - Particle emitter pre wait timers to count till function time from tag pe on, allowing better control of actions function through PE creation replacing lots of lines of timer info in astart commands.

23. Media - Drive detect of CD/DVD player and local media path in advanced settings, allowing user media format archives of use with in world links as self sources of resources and displays, also would provide hard drive access to installed resources downloaded for shows for faster performances of productions if desired by local media command.

These are but just a few ideas I come across as I create within this great system, many would not take any serious code changes but add in a bit more functionality to what we already have and need to do more.

Thank you for any interest and adjustments.
Comments always welcome.

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