NOTE: This is a discussion document that may never be implemented feel free to ply me with suggestions.

Proposal: This is an idea I want to kick around as a group project with an aim of helping Noob Age Builders.

Build a shared age called Training that will use whatever is the current version of Korman at this time this is Korman 0.80

Use a designated Sequence Prefix of 30000 because it does not clash and it has now been reserved as an Age called Training in the name of the Guild of Writers.

We use only open source tools and provide links to any tools used.

Blender 2.79b

Gimp 2.10.8

Inkspace 0.92.3

ConTEXT

PlasmaShop

VaultShop

PrpShop

Localization Editor

Meshroom

Set up the build space to a standard in such a way as it will sit on a USB/Thumb drive common entry point is circa 16Gb is inexpensive at this time and is widely available the finished project could be dumped as an ISO that could be written to the stick with rufus.

This stick build will enable the builder to move easily between computers where all or the resources will be portable.

Folder structure as follows

AgeFactory

ABM

Artwork

Assets

MOUL

PotS

Textfiles

Training

TrainingArchive

Where:

ABM a home for the trainee to save "Package Age" zip file for Ages Beyond Myst.

Artwork contains textures.

Assets contains blender and STL models for import.

Fonts has the D'ni Font.

MOUL a home for the trainee to save "Package Age" zip file for Myst Online uru Live.

PotS a home for the trainee to save "Package Age" zip file files for Path of the Shell.

Textfiles a home for any text assets.

Training a home for the various incremented builds of the Training.blend files.

TrainingArchive contains samples of the finished .blend files for each stage.

As each part is added to the age it gets documented in a Noob proof hand holding way and the age .blend files should be kept in an incremented fashion starting with Training00.blend an empty .blend file so that should the Noob screw their build they can open the age ready for first stage.

Where Training01.blend is the absolute minimum test age.

As well as making a complete stick build ISO I am looking into a basic cloud account probably something like some Google free space.

During the build process we have no undeclared assumptions while this may make the project long winded for experienced builders it will if done correctly leave a Noob builder with no unanswered questions or doubt as to what they need to do next.

The plan is to make use of a Destiny with instructions -LocalData build to test MOUL exports and an Installation of Complete Chronicles for exports of PotS with instructions. I am not sure if I can build Ages Beyond Myst but it is worth trying and the plan would be to have those working with an install of Drizzle.

Under XP I was able to get this to work with a Good old Games "GoG" install of complete chronicles Initially I was unable to get this to work with Windows10. I am lucky I have my original copy of Complete Chronicles but if we can figure out what is needed for Windows10 that is going to make life easier for the noob builder who is having issues getting a copy of Complete Chronicles. Since then I have managed to get Good Old Games to work but it does not make use of the wide screen.

I would like us to be in a position to document the build instructions and setup multiple Wiki pages in separate sections for:

Setting up the Training Age for XP

Setting up the Training Age for Windows10

Setting up the Training Age for MAC (although that is outside my experience)

**This is the list of age building steps**

**Training00.blend** our initial stage .blend with just the Lamp and Cube but with the Camera removed.

**Training01.blend** this is going to be our first exportable age it is going to be absolute basic so this is the detail.

We are going to modify the Cube and use this as a construction guide just like an engineering drawing would have faint construction lines. So, using Properties Select the Object Panel the one where the tab shows a cube with the cube selected in the 3D window. You need to scroll down to the display section. There is a selection box labelled “Maximum Draw Type:” we need this to have the selection “Wire” where the default is “Textured”.

Note: this is not the check box Wire. This will not be appearing in your export so we do not need to make any changes in the Physics panel. We do need to change its location and size with Using the 3D window properties panel set the dimensions to 16,16,16 and the location to 0,0,8 this should have our wire box of construction lines sitting square on the floor grid with the base size matching the floor grid.

Insert a Plane rename as FloorPlane we change the Dimensions of this plane to 16,16,0 Note: this is the Dimension value not the Scale value. We now give this FloorPlane a Material which we also name as FloorPlane with a colour that is a diffuse green with an intensity of 0.5 and insure the plane has a location of 0,0,0

We want to walk on this floor with our avatar so we need to visit the Physics Panel and add the collision modifier. In the collision Modifier we need to change the type to Triangular Mesh if we were to use Convex Hull we would not have a clearly defined edge to the surface. We need Blocks Avatars checked and Terrain checked Uncheck Blocks camera. We also need to insure we have it checked as a Plasma Object.

This plane is the same size as the floor grid. That floor grid will not appear in our age it is only there as an indicator to help model building. If you want you can switch this on or off using the check box in the 3D Properties side panel the one you toggle with the “n” key under this Display section you can toggle various properties and guides.

We now add an Empty of type Plain Axes to this we add a modifier in the Physics panel of type Spawn Point we change its name to TrainingLinkInPoint and move it to location 0,0,8 this also needs to be a Plasma Object.

The link in point needs to be above the floor surface so that when we do link in, we drop onto the collision surface if it is too low, we would not make the collision and would just fall through until we reached the panic link. The default direction is facing negative y and for now the direction the avatar faces is not important.

We convert the default Lamp of type which is currently of type Point and change its type to Sun and rename it SunLamp change the location to 8,8,16 and Rotation to 17°,30°,76°. Leave the power level at its default 1. We also set need to set this as a Plasma Object. This moves our lamp to one of the top corners of our guide box with its directionality pointing at the middle of the floor

If we now use the menu bar and choose File - SaveAs you will see a plus button this will increment the number at the end of the blender name if the box is red the name already exists and the button [Save As Blender File] will overwrite the existing file if the box is grey it will just create a new file.

Now if you look in your Properties panel (the main one) select the world button and you should be ready to export and test your age.

We will discuss [Package Age] later as this is when you will be preparing an age for export to somewhere like the Deep Island Shard.

Note: when you do go to test your age especially while the age you are working with is small like this Training age there is no requirement to close Blender provided you return and do not open a new copy. You will however need to close your test age between exports.

My setup has installations for Destiny, two versions that run on my LAN based dirtsand shard Minamalist and Enobmort. Note even though these installations are different they both run on the one dirtsand shard as they use the -LocalData at start up I have minimalist set up with a different Personal Age where Enobmort uses the normal Relto Personal Age. You can speed up things for testing using a LAN based dirtsand shard by adding

-PlayerId=xxxxx -Age=Training

after -LocalData in the target line in properties of your start up shortcut you do need a space after -LocalData before the -PlayerId and obviously you replace xxxxx with your player KI number after -Age= you can obviously add any other age you have loaded in your local dat folder even those that are Cyan ages. You do need to use the age name as it appears in that dat folder so if you want to go to Gahreesen you need to use the age name Garrison.

I am using Minamalist is an investigation to see how much of Cyans’ installation I can remove but still be able to run using Local Data.

I also have a Complete Chronicles original and a Good old Games installation of Complete Chronicles the original shows as “Myst Uru Complete Chronicles” where the Good old Games one shows as “Uru-Complete Chronicles” it is possible to have all of these as export options and [Export Age] will export to the one highlighted.

All of these co-exist on one PC that also has an install of Myst Online Uru Live (MOUL), Gehn and Minkata the only restriction being how much disk space you have free for these various installs.

Note: though if you do have multiple selections make sure the one you are testing is the one you exported the age into. In the past I have made the mistake of exporting an age and wondering why may changes have not appeared when I was looking at a different install. Doh!

If you are testing using a Complete Chronicles installation to get to your age use the command

/link testing

You can also set up your copy to automatically link to that age by setting the default with the command

/autolink training

Once set you will link out to training upon arriving at Relto but only when you start the game not when you use a Relto book or panic link within the game. You will also get the default message on how to disable this option.

The [Esc] key will toggle flymode with the space bar up and down in turn other movement keys apply.

If you are using a “Complete Chronicles” or a “Good Old Games” install for testing you are going to be opening and closing the game a lot. it is worth noting once you have the offline KI installed you can exit with /quit and even quicker with [Alt][F4]

Creating a shortcut to UruExplorer.exe on your desktop can also speed up starting as this will bypass Drizzle or the Cyan start window that offers additional options like support, the manual and the Myst Jigsaw puzzles.

If you are testing using Destiny or your own LAN Dirtsand Once you have that properly set up, run the game and press the “~” key to bring up the Plasma console.

NOTE: On some setups and keyboards typically the UK this is the apostrophy “ ' “ key unshifted @ key

Once you have the plasma Console open type

Net.LinkToAge training

To Link to your age. Note: none of this command is case sensitive. However, if you mistype the age name your game will sit in a black screen limbo searching for the misspelt age [Alt][F4] will kill the game and you can re launch and spell it correctly the next time. It will however tell you if you mistype the “Net.LinkToAge” part say for example you miss the space before the age name.

NOTE: you need to hit whatever key it is to select the Plasma Console a further two times to close the plasma console before you can continue.

[Shift] P will toggle flymode where [U] = Up [H] = Down [<] = Slide Left [>] = Slide Right Other movement keys apply as normal for Forwards, Back, Turn Left and Right.

Using this testing regime, you still have the option of [Alt][F4] as a quick exit.

Next stage **Training02.blend**

So, with Training01.blend open select File – SaveAs increment with the plus button so the name becomes Training02.blend and Click the button [Save As Blender File].

I am providing a granite floor texture this is an image I photographed myself so that we have no ownership rights to worry about. It is grey.jpg the optimum size of 512 x 512. You can replace this image with any image.

This is not set up as a tile image it is just a basic .jpg the file is kept in the Artwork folder in a sub directory called Rock.

There is an advantage in having all of your Artwork in a sub directory of the Age Factory called Artwork in that these resources are available as a common location.

In the past I had a Textures folder in a folder where I was keeping my age blend files this caused problems when I went to build a second age and wanted to reuse the texture resource in the new age. this meant either copying the Textures folder to that new age or linking to the other age to attach the texture.

Having a separate Artwork folder as a subdirectory of the Age Factory means that this is available to all of my age builds without duplication.

So, with your floor plane selected go to the Texture Panel this is the one selected with the red and white checkerboard panel. This will initially open with World selected in the three buttons at the top of the window you need to change this to the middle one the orange dot (on high resolution monitors this can look like a sphere) that is “Materials Textures”.

Click New and change the name to GreyGranite the type should already be “Image or Movie”

Scroll down to where it says Image you may need to use the triangular twisty to open up the panel and then click [Open] and navigate to the provided texture highlight and click [Open Image].

At this point you will not see any change in your 3D window

However, if you export and test your age you will see the texture has been applied to your green floor surface.

If you save your blender file at this point the colour will disappear from your floor but if you go to the header which if you have not flipped it to the top will be at the bottom of the 3D window next to the box that reads as [Object Mode] click the button on the right and you can click between various appearance modes for your 3D window these are:

Bounding Box

Wireframe

Solid

Texture

Material

Jumping between these will allow you to see the various components of the export.

At this time the Texture is a sub component of the green colour we made the floor if we had not provided a colour and just added the texture the floor would appear as the Grey we see in the texture.

In the 3D window with the floor selected use [Shift][d] to make a duplicate move this to Location 16,0,0 in the colour panel use the [x] box to delete the colour and add a new colour material without changing anything else go to the textures tab (Red and White checkerboard) select new This will open a box where you can rename the texture but at this point use the button on the left of the box and select the GreyGranite texture you used for the green section of floor.

When you duplicated the floor you also duplicated the Physics properties so this will already be a Plasma object with the Collision properties set as required. If you now export and test you will find you have extended the floor but now it has the texture of the GreyGranite without the colour.

Go back to your Blender file duplicate the new floor tile so that you have copies at the following locations.

16,-16,0

0,-16,0

-16,-16,0

16,16,0

-16,0,0

-16,16,0

0,16,0

16,16,0

Export and Test this should if you have followed the instructions surround your green floor with an expanded Grey Granite floor and if you are happy save your blender file to keep those changes.

You now have a further eight floor sections to experiment with textures and locations if you look in the Outliner panel you will see that Blender will have automatically named them FloorPlane.001 to FloorPlane.008 respectively.

Go to Save As increment the file name to Training03 and click [Save As Blender File]

Next stage **Training03.blend**

We are now going to create an upper deck and we are going to move some things around notably the light source and the link in point.

Before we start take a look in the Training folder you will see at least one file with the extension .ktc this is a cache file used during export and wile it will do no harm to delete it. It is worth leaving it in place as it speeds up the exporting process.

You may also see some copies of files with the extension .blend1 these are automatically generated backups created when you save during the building process if you are happy with your build state then there is no harm in deleting these.

Going through these notes and rebuilding your Training ages at the various stages will do no harm to your learning process and to be fair this is hardly a giant age involving vast hours of work. I am also a big advocate of incremental building this allows you to go back to an earlier build and re imagine your age.

Select one of your floor panels and duplicate this floor area a further four times we are going to resize this and relocate the duplicates using the following numbers

Location -24,16,16 Dimensions 32,48

Location 16,24,16 Dimensions 48,32

Location 24,-16,16 Dimensions 32,48

Location -16,-24,16 Dimensions 48,32

This will give you a new surface around the top edge of our original cube the one here we have the wire box as a construction guide.

Again, if we look in the Outline panel, we can see these have been automatically named

Floor Plane.009

Floor Plane.010

Floor Plane.011

Floor Plane.012

This is a default naming principal when you create duplicate objects in Blender keeping the name the same and adding an incremental .extension to the name.

We move our SunLamp to 24,24,48

The LinkIn Point to 24,24,24

We should Save Export and Test.

Now when we link in we will land on that upper deck we can drop to the lower level by walking over the edge in the centre don’t worry about the shadows around the edges of the planes and the shadow cast on the lower floor at this time as this is going to provide an environment to experiment with various lighting options at a later stage.

The various locations and sizes chosen means that our outer perimeter is a constant square and if you walk under the upper level you should find your extended lower level is still there. However once you drop to the lower level your only option to return to the upper is to use some non standard options like Flymode obviously in your end game you are going to need other options so lets use Save As increment and save the resultant Training04.blend by clicking [Save As Blender File] and we will look to adding a ladder to our lower level.

Next stage **Training04.blend**

Our first move should be to get our cursor to the correct location in the properties part of the 3D window locate the section for the 3D Cursor add the following values for x,y and z -7.8,-6,-1

Once we have the cursor in this location use [Shift][a] this is an alternative way to open the add menu at the bottom you will see plasma click on this and you will see the option ladder click onto this.

Before you make any changes look at your tool shelf to the left side of the 3D window if it is not visible hit the t key to toggle it on, at the bottom you should see some options to modify your new ladder. In this instance actually only need to change one value and that is the Height which we need to change to 16 you need to do this before you do anything else as this section of the tool shelf is reserved for your last action.

Before we export for testing, we need to make some changes as the created ladder has no colour texture and none of its elements are plasma objects.

The tool that creates the ladder was the fine work of Deledrius and this creates the result as a group with only the upper/lower entry and exit points as Plasma Objects by default all of the other objects in the group are actually just guides on where to place other objects you can just take each in turn make it a Plasma Object add a colour/texture and add a collision modifier in due course when you come to build your own age you can add finesse to this but for the time being we will just take each in turn as this will be good practice.

For the purposes of the training I am just going to make the ladder a new brown colour which I am going to call Brown for the want of a more inventive name.

Now we are going to add some more light to the situation so with the panel we want to locate the cursor at

-9,-6,15.8 and we are going to use a lamp of type point with an energy level of 10 at the same time convert your sun lamp to the same type point and adjust its value to 10.

We are now going to tinker with the floor Select your Green Floor in the Texture Panel you should still have the GreyGranite selected in the selection option bellow you have a selection option. That looks like the following



Hit the cross at the right-hand end then Click New and rename this texture as Red scroll down to the image section and click open navigate to Artwork-Rock-Red.png and then click [Open Image] Now select one of the other floor sections this time. Note: that the colour is named as Material as we did not change this when it was created. When you get to this selection box. Also notice: this is a .png and not a .jpg as it was before



You want to click the texture button on the Left and choose Red from the drop-down box that pops up.

Do a Save, Export and Test.

Now you will see the lighting is a lot moodier and the section of the floor with the green colour is still green with a texture from the new Red texture file however all of the sections that were previously GreyGranite are now the Red Granite and have the colour from the texture of the Red.png and this would have also been true if the .jpg had an element of colour.

Go back to your Blender file and select one of those previously grey floor sections and using the Material option that is the panel you select with the orange dot (sphere) button change that entry Material to read as Red. If you select any of the other Floor panels you will see that this has changed for all of them and you will see the number 12 this indicates that you have 12 objects that use this material.



You may be wondering why I have chosen to off set the ladder and to set the floor separation such that we need to change the default height for our ladder all of these are considerations for a later modification the floor separation gives headroom for later additions and the offset aids duplication.

Before we actually start modifying our ladder lets move it to layer two select all of the parts of the ladder easier if you use front view and use a border select then with your mouse cursor over the 3D window hit “m” then choose the second box on the top row of the pop up selector then wait for it to disappear or click away from the popup. If you are using a desktop PC and NOT a laptop emulating a numeric keypad you can use the number 2 key on the top row of your keyboard to make this selection.

It may be worth reviewing the information on working with layers in Blender 2.79 as there is a lot of detail on what layers are visible. Layering your age is a good way of keeping your blender age organised. In the current version of Blender available to Korman there are only twenty layers available. In due course we may move to Blender 2.8 there is no rush to this position. Blender 2.8 (Note: still in Beta) has the option of an almost infinite number of layers that you can rename but at this time we are using Blender 2.79. It is a good idea to keep your age elements on separate layers and to get in the habit sooner rather than later. If for no other reason than helping you understand your really complex age when you do come to build it.

With only the second layer selected it is now easier to take each element in turn make it a Plasma object give it a colour a texture or both then hide the object with the “h” key and you can use [Alt][h] to reveal all when you have completed the process I would also suggest making your Ladder\_Back, the Ladder\_Ground\_Upper and Ladder\_Ground\_Lower all collision Triangular Mesh and Terrain until you come to a position where fully understand ladders and how you will be using them in your own age.

Now that you have a basic setup you can do some lighting experimentation changing the type of light you have located behind your ladder Changing its type to Area illuminates your Avatar even if you are above it on the upper level Changing it to point stops this This setup will provide you with a simple age to help you understand the lighting environment. Note: Hemi is an unsupported light type for Korman export.

It is worth noting you are probably going to need to light your age twice once to light the environment then a second time in order to light your avatar inside that environment.

Save the file Then File-SaveAs increment so that it becomes Training05.blend [Save As Blender File].

Next stage Training05.blend

If you go look at the AgeFactory folder in assets you will find at least two .blend files Pedestal.blend and RoofLight.blend The Pedestal is a basic book pedestal I created from scratch and the RoofLight is a basic stylistic roof lighting bulkhead.

Both are pretty unassuming and we will use these to look at appending an object to your Training age.

Start by having Training05.blend open then in the 3Dwindow header select File-Append then navigate to that RoofLight.blend file and open choose Object select RoofLight and click [Append From Library] the new object will assume the location it had in the origination RoofLight.blend file.

As it happens this is a suitable location -16,16,15.8 it also brings with it a Material and a Texture and is already a Plasma Object. This makes it appear as a slightly yellowing roof light for the lower level Note this is not actually emitting any light on our scene. We need to duplicate this and add it to our lower floor ceiling space.

Select it use [Shift][d] to duplicate and place a copy at each of the following locations

-16,16,15.8 (The original)

0,16,15.8

16,16,15.8

16,0,15.8

-16,0,15.8

-16,-16,15.8

0,-16,15.8

16,-16,15.8

This places one above each the centre of each of the outer lower floor squares.

Now let’s do the same for our book Pedestal in the 3Dwindow header select File-Append then navigate to that Pedestal.blend file and open choose Object select Pedestal and click [Append From Library].

Ok let’s try a Save, Export and Test and look at our results.

It is all ok having our book pedestal but now we need a book to sit on it There are tons of objects in Thingiverse that are ready made to 3D print if you go to https://www.thingiverse.com and enter Book into the search and Note you do not need to join. You will eventually find Book by AlexRedd you could down load it but I have already added the .obj file to the assets folder and it is called Basic\_Book\_OBJECT.obj

So, lets try importing this into our blender file so header of the 3D window File – Import – Wavefront(.obj) Select Basic\_Book\_OBJECT.obj then click [Import OBJ] use the blue arrow just to pull it above the surface of your age and set your view to solid now this is far too big for your age so now we need to scale the object.

First let’s get into a start condition ready for scaling and in the process, we can orient it for our age.

Right click the object use [m] for move and then three on the top row of your keyboard to put it on the third layer still with the object selected look on your 3D window tool shelf on the left if its not visible you can toggle its appearance with the [t] key With the Tool Tab selected you should see the button [Set Origin] click and select Origin to Geometry this will place the origin for our new book object to its centre of mass and it will scale and position on and about this origin.

Set the location as 0,0,4.2 this will place it on the top of the pedestal.

Use [Shift][s] “Cursor to selected”

s .08 [Enter] this will scale the object as a reasonable size for the pedestal.

Adjust the rotation of the object so that x = 301 and y=180 this will angle and set the rotation of the book

We now use [Ctrl][a] “Rotation & Scale” this sets the object such that all of the new scale values are 1 and all of the rotation values are zero with the book in its current scale and rotation.

Check the object is a Plasma object Export and Test.

You should now have a plain grey book on the pedestal in due course we will give this a cover but for now we are going to make it a clickable book object.

With the book selected go to the Physics panel and add the Journal Modifier and before we change from the default settings Save, Export and Test

In the sample files I have included a poem by Rudyard Kipling fortunately log since out of copyright this is saved in plain text format open this file with some text editor, I suggest ConTEXT only because it is free to use open source.

Highlight the text and use [Ctrl][c] to copy to the clipboard Now you need to open a text panel in Blender and create a new Text object and then use [Ctrl][v] to past in the Gunga Din text.

At the top of this document type in the following

<font size=18 face=Tahoma color=000000>

Name this text block “Book01” the name could be anything as long as you remember what it is.

Now return to your Physics Panel and in that modifier, you should be able to use the button in the empty box below Text Translations and choose that Book01 entry.

By default, a journal object has a built-in clickable region you only need to change this if you want something different from the norm but for now just leave this blank.

Under Export Targets select all of the options your age will choose the correct one there are reasons for these as you could have a different Journal modifier for each version with different text for each one but at this learning stage, we are assuming you are going to use the same text for all.

Fancy stuff can come later.

At this point before export I have found if you are NOT using a MOUL export it is beneficial to look at the install folder for your game. We are talking about Path of the Shell, Complete Chronicles or Ages beyond Myst just look and check that there is a folder called ageresources Note: no space all lowercase this folder will be in the same place you find the avi, dat and SDL folders etc.

This folder is where blender is going to dump the text content.

Note: if you go into the avi folder and add the extension .old to the end of each of the files this will bypass the startup animations just remove the .old to get the animations back.

If nothing else this will speed up your testing.

Let us just assume you have done that and you have done a test export if you approach the book and click when you are provided the hotspot you should get a an open book with the Gunga Din text.

This book whilst reasonably complex consisting of 882 vertices and 880 faces if you are building a simple age with limited assets this is no big deal, however if you plan on having a really complicated and diverse age it may be worth considering scratch building a book and if you are prepared to have a thin looking volume it is possible to create a convincing model with as few as 8 vertices and 5 faces.

Start with a simple cube thin it down on the vertical axis then adjust the x and y such that it is the proportions you require and if it is sat on some surface you will not require the back face as this will never be seen.

Consider the number of pages of text you will be including this may give you a guide to the thickness of your perceived book. A thin volume showing a few pages is probably going to be more believable.

Later on, I plan on demonstrating using Photogrammetry in particular Meshroom to capture and create a book model using a real-life book this will be very convincing but will result in a complex model.

For now, use Save as and increment to create Training06.blend and we will investigate adding a realistic cover and adding graphics to our book [Save As Blender File].

Next stage Training06.blend

Select layer 3 using the number 3 key on the top row of your keyboard and hitting the home key should place this in the centre of your 3D window.

In the Artwork folder you will find an image called BookCover00.jpg this is the photograph of a very plain old book cover with no additions.

What I will describe here is how to modify this using Gimp this is a free to use open source graphics manipulation Gimp is actually an acronym of GNU Image Manipulation Program. This is cross platform and is available for Linux, Windows and OS X platforms.

Our first step will be to add a title to our jpg book image.

Open BookCover00.jpg and in gimp use the text tool to add a Title to the cover experiment with colour font etc. this will automatically add the text on its own layer and if you go wrong just delete the layer and start again.

When you are happy with your results use save as and use the xcf format to save your results xcf is Gimp’s own format like Photoshop where you can come back later and work with layers. This is as you may appreciate a lot cheaper than Photoshop with almost all of the same functionality. It will even open Photoshop files.

Now we need to export the new book cover as a new jpg file so that we can use it in Blender No mater what size you are going to use inside blender it is optimal to import graphics as 512 x 512 pixels or a multiple thereof.

So, go to Image-Scale Image and set this to 512 x 512 note you will have to break the chain link between image size with and height in order to stop it forcing width remaining proportional to height then click [Scale].

We now need to export this as a jpg or png either works so select File – Export you select the type by giving the export the appropriate file extension and if you choose png you can keep the same BookCover00 file name.

Close Gimp discarding changes this will mean you still have that xcf file if you want to have another book with a different title.

You should now have three files in the Book sub folder of your Artwork folder

BookCover00.jpg

BookCover.xcf

BookCover.png

In Blender with your Book selected go to the Physics tab and add an Image Library modifier and hit the Plus button to add a new entry this will add an [Open] button and with this you can navigate and select BookCover00.png this will add an entry BookCover00.hsm this is Blenders or more specifically the Korman/Plasma internal format for images.

We now need to tell the system to use this new image file as the cover for our book so at the top of our text entry that has the Gunga Din body of text we need to add the following:

<cover src=”BookCover00.hsm”>

This sits before and separate from the font statement <font size=18 face=Tahoma color=000000>

We can test this by Saving, Exporting and testing the results.

Do not expect this to change the cover on your book sitting on the pedestal you will not see this cover until you click to open the book and only then if you have Closed as your selection in your Journal modifier. No matter how accurately you have added the cover statement to your text it will only show if your Journal option has Closed selected as its Display Option.

Now let us look at adding the same image as a cover for your book pedestal object.

With our RawBook Object Selected if we look at its Material we will see this has been assigned a name initalShadingGroup and if you made more than one attempt it may have added numbers At this point change this Material name to GungaDinBook then select the Texture panel. Click [New] and rename this GungaDinBook.

Scroll down to the Image part and click [Open] and navigate to our BookCover00.png and click [Open Image]

Even though our 3D image remains unchanged if we Export and Test we will see the book on the pedestal does have the material appearance but we cannot see the title.

Let’s return to our Blender file and look at what we can do about this. With our RawBook object still selected hit the [Tab] key this will put Blender into edit mode and hit the [a] key till everything is unselected. We now need Blender in Face select mode to do this you need to look at the 3D header you need to be looking for these three buttons and you need to have the face (right) one selected.



Now you need to select the front cover faces of the book use the 2 and 8 key on the Numeric Pad to rotate the image to maximise the view hut [u] to unwrap and choose Project from View (Bounds) and at this point Export and re-Test.

Approach the book and look at this in first person if you have been following these instructions the book will appear to have a title but it will appear to be upside down.

So, let us return to our Blender file and note Export will have dropped you back into Object Mode so you need to hit your [tab] key where you should still have just your front cover faces selected.

We need to change one of your side panels to UV/Image Editor remember you are only a click away from returning it to whatever it was before I usually re purpose the Outline panel.

There is a small image selection on the UV/Image Editor panel with a button to its left hand end if you hover over this it will tell you it is the “Browse Image to be linked” if you click this one of your images should be BookCover00.png so select this and click somewhere in the UV Image window hit [a] to select all hit [r] to rotate and type 180.

Now Export and re-Test if you have managed to follow the instructions the first-person view of your book should now be the correct way up.

Let’s do a Save As Increment to Training07.blend [Save As Blender File].

Next stage Training07.blend

Let us now look at tinkering with our text and adding an image into that content.

Our first move is to add a new image to the image library we created for the cover image so we need to have our RawBook selected and be looking at the Physics panel we use the plus button then use the open to navigate to another image in the Artwork – Book folder and this one is WaterCarrier.png this is an old piece of artwork grabbed from the internet hacked into an image 256 x 256 with its colour removed while this is not strictly necessary by using old art and modifying this should be clear of any copywrite. On a technicality this is probably OK under “fair use” as it is specifically for training.

Now that we have our image loaded, we can modify our text entry so that the beginning looks like this.

<cover src="BookCover00.hsm">

<font size=24 face=Tahoma color=000000 ><p align=center>

Gunga Din

<img src="WaterCarrier.hsm" align=center resize=no>

<font size=18 face=Tahoma color=000000 ><p align=left>You may talk o' gin and beer

When you're quartered safe out 'ere,

An' you're sent to penny-fights an' Aldershot it;

But when it comes to slaughter

Let’s discuss what we have here. You should understand <cover src”BookCover00.hsm”>

So, we can jump in on the second line.

<font size=24 face=Tahoma color=000000 ><p align=center>

A font size of 24 point

We shall be using the Tahoma font.

It will have a colour Black this is the standard colour coding where each pair of digits represents the hex value for Red, Green and Blue in turn so ff0000 would be Red text 00ff00 would be Green text 0000ff would be Blue text 000000 is Black, ffffff is White etc. etc.

The <p align=center> has too be separate if you embed it in the first part it does not work but you have left, center and right.

As a result of this the title “Gunga Din” is Tahoma font 24 point black and centred.

The next section embeds our new image

<img src="WaterCarrier.hsm" align=center resize=no>

Image using the extension that was added when it was imported into the image library, Note the speech marks around the file name. we then tell it we will be wanting the imaged centred across the page and resize=no means we wish to maintain the original image aspect ratio.

Now we see another text specification.

<font size=18 face=Tahoma color=000000 ><p align=left>

This specifies the next section of text and this remains active until we specify otherwise.

There are some embedded handwriting fonts in Uru specifically Sharper and Yeesha and there may be ways of adding other fonts I have yet to find out about.

Again the <p align=left> has to be separate with colour and font size self explanatory.

Let’s do a Save As Increment to Training08.blend [Save As Blender File].

Next stage Training08.blend

just as we did for the Lectern/Book Pedestal grab a book for our Book pedestal scale and texture it append this to our age make it a live journal and add some dummy text which we will provide in the Textfile subfolder. Follow this with a discussion of changing the book font, the book aspect ratio, and additional books with additional text.

Create a new book object manually with a discussion of using Photogammetry and Meshroom to create a book from photographs of a real book. Replace the previous book

Add a 3D Wall to the lower level making it a collision having it appear on the upper level. Re discuss texture tiling unwrapping scaling orientation and emission values.

Next Stage Training09.blend

Play with a tile on the surface of this new wall where the texture has some transparency allowing the wall texture to show through as if this was some graffiti on this wall.

Next Stage training10.blend

Add a clickable button to this new wall and have it activate an avatar animation something simple like a shrug or yawn.

Next Stage Training11.blend

Modify the clickable to make it a link to another age

An original Uru Age

Your Relto

Avatar Customization

Back to the entry point of the current age

Nexus

Next Stage Training12.blend

Door animation

Now in no particular order

Floor with an unwrapped texture with a discussion about texture mapping unwrapping bump maps.

Add a fixed Panic Link a fixed number of units bellow the floor plane.

Bake the lighting so that the upper surface is has a generically lit surface but the lower has the floor beneath the hole lit as if it has light shining down through it when our avatar walks around, we have specifically lit areas.

Pages and Export implications

Nodework

Particle Systems

Existing Clothing Modification

New Clothing

Building and using a new personal age in place of Relto

Adding new Relto Pages

Creating new textures from photographs

Discuss modular build solutions and the use of a naming convention

Use of the Outliner Page and how naming conventions can help

Cavity walls and mesh interference

Building your own LAN Dirtsand Shard

Making your Dirtsand remote access and possibly Public

**==Age Building for Noobs==**

Let’s get this over with quickly “Noob” should in no way be considered derogatory we were all Noob (Newbies) to the world of Blender and age building at one point. There is an art of writing guides like this that’s inclusive and if the is anything here that needs clarification then ask. There are no stupid questions provided they apply.

This document is aimed at the person who wants to start learning about building Uru Ages using Blender. Where possible the aim is to hit the lowest common denominator and as such you may feel it patronising. Please don’t there are those that will totally need that level of hand holding.

That given you should at least have a passing familiarity with Blender and for now that is version 2.79b you will eventually need Korman 0.80 which is the add on plasma engine. Plus, there are some tools that you can have as an add on.

In the early days you will only need Blender 2.79b and then very quickly the Korman 0.80 addon and adding Korman will not affect the base install of Blender as they are fine coexisting. At this time Blender 2.80 is still down the road so make sure it is the 2.79 you install.

There are a lot of tutorials on Blender and it is worth noting if you are going to build an age in Blender using Korman it is probably worth spending some time getting used to creating and placing objects in the blender 3D workspace (window).

If you are totally new to Blender give yourself a chance so you are at least familiar with the layout and note Blender is totally customizable for example by default the location for any given panel (window) header is at the bottom but if you right click in blank space you can choose to have it flip to the to. If you cannot find blank space hover over the header and use the scroll wheel.

By default, Blender object selection is with a right mouse click but again this can be swapped in the user preferences.

OK there is a You Tube <https://www.youtube.com/watch?v=8hULmL9Ky94> this is basic and covers spawning (his term) for adding new objects and covers some of the customization. This is a good start point and he does cover making a short animation which will probably not be valid for age building it will give a small degree of satisfaction that you are at least partially familiar with Blender. Now this guy talks really quick but pause and replay till you get the basics.

Note also there are other YouTube videos if you do not like his stile look around there are others just as valid.

In the body of the text I have used UK English spelling but if it is on a button or a menu in the US format, I have stuck with what you should be looking for. Think Colour and Color.

**==Setting Up Your Age==**

The first thing you want to do is get the basic information for your Age. If you're intending to release your Age publicly, this includes finding and reserving an unused Sequence Prefixes.

<https://guildofwriters.org/wiki/Uru:CC_Sequence_Prefixes>

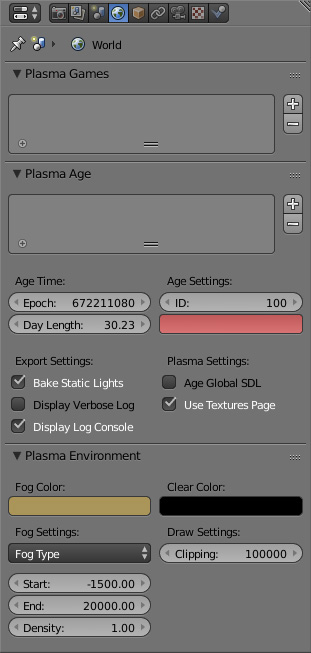
This is a link to the page that shows you loads of stuff about the Sequence Prefix. Basically, this is a reference number for the age you are building and every age within Uru needs a unique number for your copy of Uru.

Now if you are building an age for the first time and you are planning on running that age a local copy of Ages Beyond Myst (ABM), Path of the Shell (PotS) or Combined Chronicles (CC) or if you are using Destiny or your own build of dirtsand using the -LocalData switch then as long as the number is not the same as an already existing age then you are probably going to be fine.

The trouble comes with the suggested value of 100 there is a clash with this number somebody already claimed it. In your new found exuberance you use Drizzle you may grab a fan age that already uses that Sequence Prefix you have chosen.

I went digging and found the Sequence Prefix 30000 (Thirty Thousand) was not used so I reserved that for an age called Training. The plan is to keep that off the drizzle directory. Follow the directions at that link to get a prefix and avoid possible conflicts with other fan Ages. Like I suggested use 30000 for now call your age Training and you will be ok.

Switch one of your windows in Blender to “Properties”. Next, click on the “World” button. Under the “Plasma Age” panel, put your reserved sequence number probably that 30000 under “Age Settings:ID”. While there, be sure to check “Age Global SDL” and “Use Textures Page”. Note this screen shot needs those thing applying to it.



In this same panel, you can also set the length of your Age's day in hours for a day/night cycle.

While you are a Noob and this is your first age leave this alone it may be worth experimenting with at alter date but for now you can ignore this.

The “Plasma Games” panel can set which version(s) of the game to which you'd like to export.

Back at the top of the panel if you missed it. Just to confuse things this has changed from what it describes in the Wiki to the right of the window there is now a little toolbox button this button opens the Blender preferences page at the correct place.

Now on this page you will see your Plasma Games panel with a plus button Simply click on the “+” button to the right and navigate to the main directory of your URU/MOUL or ABM, PotS or CC installation this should be your test installation not the one you use to play online.

This is going to open a new blender navigation window you need to navigate to the folder with the install where you are going to play with your age now that is going to be a local copy of Ages Beyond Myst (ABM), Path of the Shell (PotS) or Combined Chronicles (CC) or an install for Destiny or your own build of a dirtsand shard.

The double dot .. will take you up one level in the hierarchy if you get lost hit the Cancel button and start again if you have entered something wrong highlight it by selecting and hit the minus “-“ button.

The navigation window shows “PhysX\_Setup.exe” just ignore that but do not change it this is just about navigating to

the folder and click “Add Plasma Game”.

Make sure the correct version of URU is selected for exporting (note that Korman usually detects this automatically). Next, add your Age's filename (preferably as one word) into the box just below your Age ID (it'll be red until you enter something) Using the word Training for now will avoid any problems.

NOTE at some point you are going to invent a name for your age that is not going to be Training and it will need its own “Prefix Sequence ” at that point you will probably need to tinker around finding a number and adding it to the Wiki page when that time comes and you need help ask on the forum someone will help you.

Training for now it is a safe name ignore that Wiki page and just use 30000 (Thirty-Thousand).

Just to say I have two entries in my version of the Plasma Game box one is an export to a Combined Chronicles folder which uses the PotS export option and a second that links to a Minamalist (Yes, I know the spelling is wrong I was in a hurry) which uses the MOUL export option.

Note you can have multiple installs of Uru and each one can have its own export here.

The point being it is valid to have both options and more if you want and need them. Once that's done, that panel will be all set.

The next box down is the “Plasma Age” panel is where you can add more "pages" to your Age. This is good for organizational purposes with larger and more complex Ages. You'll notice this is done for Cyan Ages such as Ae'gura (city) or Gahreesen (garrison). If nothing is here, everything will be exported to a default page.

You can add pages here but if you’re a Noob why add complexity to your life just be happy with the default page for now.

So, for the Noob age builder the following bit is lalala noise, feel free to ignore it and come back later.

To add a new page, simply press the “plus” symbol next to the window under the “Plasma Age” panel. You can rename it as well (letters and numbers ONLY, “NO spaces or special characters”).

So, for the Noob age builder the next bit is also lalala noise again feel free to ignore it and come back later. fog is a toy for the advanced user.

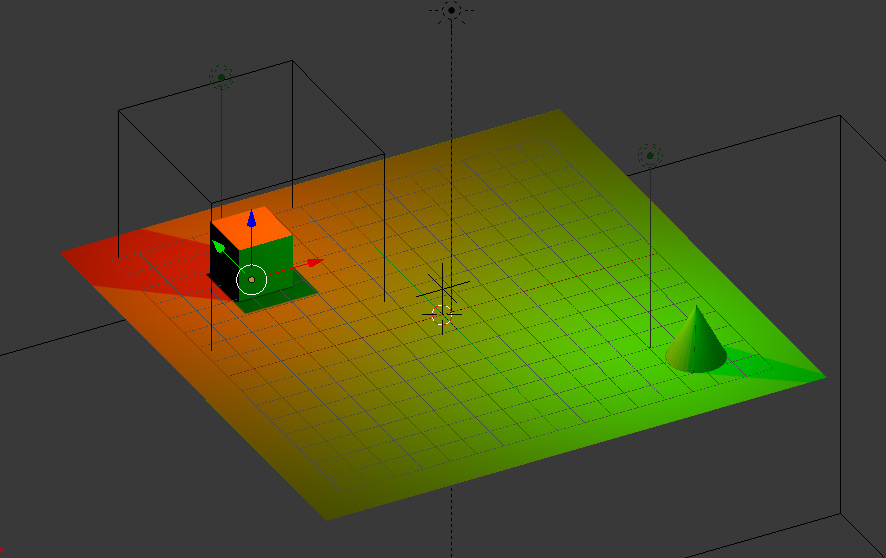
Under the “Plasma Environment” settings, you can set your fog colour and density. If you'd rather have no fog, click on “Fog Type”, the click “None”.

So, for the Noob age builder the next bit a sky is also lalala noise feel free to ignore this as well and come back later. it should be enough to know this is a possibility and something to be experimented with once you have an age working.

“Clear Color” sets the background colour of the "outside" of your Age should someone inadvertently see it. You can also use it in place of a sky dome if you don't mind one solid colour for a sky.

Who is going to inadvertently see the sky colour of your age when this is your first trial age?

**==Building a Test Age==**



This graphic shows the basic age with a few additional elements a cone and a cube with multiple lights and shadows grabbed from the Wiki but as a Noob this is more of a suggestion age so in its place we are going to suggest an absolute basic age to give you the confidence that you can export and test.

We will then build on this testing.age adding various elements and discuss their attributes one at a time so as to dispel any confusion.

**==Adding Terrain==**

For this demonstration, we'll use a simple plane as the "ground". Bring up your tool shelf in the “3D View” window by hovering the cursor there and pressing “t” this is a toggle so it will disappear if it is already open. Click the “Creat” tab (This is the Create tab but is misspelt in the Blender) and under that tab choose “Plane”.

The plane will be added wherever in the blender window your 3D cursor happened to be you can insure that location is the centre 0,0,0 by using [Shift][c]. A lot of this is about being familiar with the blender interface adding a new mesh and having it appear in the location you expect and being able to move it to some new location.

Just as the “t” key toggled the “Tool Shelf” the “n” key will allow you to modify the attributes of the currently selected object.

We are going to change its size this will make plane the same size as the grid floor and don’t worry that grid floor is not going to appear in your age and switching its visibility on or off is just a check box away.

I am going to start by pointing out details for your first testing age, the one to test if you can actually have an avatar walk about on a surface you actually going to need very little, so I am going to list them here.

1. You need to have somewhere to test, be that ABM, PotS, CC or Destiny or your own dirtsand
2. A mesh of type plane location 0,0,0 size 16, 16, 0 that has the following things set
   1. It must have a diffuse color I made mine green with an intensity of 0.5
   2. In the Physics panel this plane must be switched on as a Plasma Object
   3. In the Physics panel this plane must have a collision modifier with the following set
      1. Triangular Mesh (convex hull will not have the edge where you want it, discussed later)
      2. Blocks avatar checked
      3. Terrain checked
3. You must add an empty I used Plain Axes.
   1. In the Physics panel it needs to switched on as a Plasma Object
   2. In the Physics panel you need to add a modifier of type spawn point.
4. You must have a lamp use the default one and convert this to type sun if you have deleted it just add a new lamp of type Sun and put it above the plane.
   1. In the Physics panel set Plasma Object on.

Before I talk about what you will see if you miss out some of the above I will mention getting to your test age we are going to first talk about the ABM,PotS,CC export options



This is the table cropped from the Wiki page in your head change Save Option to Export Option as this is a better reflection of what you are doing. Of course, the last box also applies to Destiny and LAN dirtsand options.

For the non Destiny/dirtsand we will assume you have installed Drizzle and the run time Java it needs to play.

Kick off Drizzle and change server to the following

http://www.the-deep-island.de/uru-ages

Then you need to point the PotS folder the second box at the location you are going to be using for testing for PotS also ABM or CC.

Note: I got this to work with a Good Old Games install of Complete Chronicles but on a wide screen it only used the middle of the screen in the old aspect ration but it was ok for testing. There may be a way to get this to be wide screen if we figure it out, we can add notes here.

Click Get Latest List

From that list Download

Offline KI (required)

Age Information (required)

Official No-CD Patch

You can add fan ages from this but for the time being we are going to assume you are keen to build your first age so we do not want you distracted.

Now if you have used a Good Old Games install strictly speaking you do not need the last one the official No-CD patch but it does no harm to add it.

So you export your age fire up ABM,PotS,CC note you can use Launch Age from Drizzle but once you have the three items above loaded you can open your offline Uru without drizzle using the normal launch icon.

You will find it easier to work with if you have played the game to the point where you are in Relto having done the journey cloths in the Cleft and retrieved your KI. With the offline KI there are some shortcuts that will speed that up. We will not go into these here it is a distraction. Hey you are familiar with Uru how long is it going to take you to do the Cleft and get your KI.

At your Relto enter /link training and you should link to the age note the age name (None of the command is case sensitive).

Now lets talk about a dirtsand test regime drag a shortcut of plClient from your installed folder onto the desktop where you can rename it in Properties of the shortcut. Also in Properties on the end of the Target string append the following -LocalData note this comes after the closing speech marks

Now it is worth noting that I have both my Destiny and Minamalist folders for my dirtsand logins in the root of my C:> drive so I do not need to mess around with a path on that stuff appended.

So, let us assume you have exported your age as a MOUL export to your Destiny/dirtsand folder and you now open Destiny/dirtsand with the shortcut you made on the desktop.

The default start of Destiny or a LAN dirtsand drops you directly onto your relto just the same as MOUL so all you probably need to do is retrieve a KI. There is no requirement to complete the Cleft but you can if you want to.

In order to get to your age, you are going to need to use the “Plasma Console” now I am given to believe you use the ~ (tilde) key on American keyboards I am in the UK and on my keyboard, I open the “Plasma Console” with the apostrophe that is the one unshifted @ key on a UK keyboard.

This causes a problem if I want an apostrophe in my avatar name in my case J’Kla or in my KI text so for that apostrophe, I use the key below escape on a UK keyboard as this does not open the “Plasma Console” go figure.

In the plasma console I enter the following

net.linktoage training

After I link, I need to close that plasma console so I hit that unshifted @ apostrophe another two times. If I don’t even have the arrow keys for movement. I am assuming this is double hash for US keyboards. The first makes the Plasma Console window bigger the second closes and it will cycle through just keep pressing the key till it is closed.

Note the “Plasma Console” is totally case insensitive but if you miss type the destination you link out and are stuck in a black screen limbo where your game searches in vain for the miss typed age all you can do is hit [Alt][F4] to crash out and restart. There is no exit icon. This appears to cause no problems anyways.

It is worth mentioning you have flymode for both methods of testing but more about that later as it is probably not needed until you are looking at an age of increased complexity.

So, lets talk about what you see if you miss out some of the minimal items above from your super basic export age.

Miss of 1 and you won’t be able to test. It is not a lot of use exporting an age if you cannot test.

Miss out 2 adding the plane and your avatar will immediately start falling to a default panic link and this is also true if you miss off the collision modifier or fail to have the plane selected as a plasma object.

Miss off checking Terrain box in the collision modifier and your avatar will skate when you try to stop moving, think of it as adding friction to your floor surface. You may even slide over the edge.

Make the plane Convex Hull and not Triangular Mesh in the collision modifier you will be able to walk beyond the edge for some undefined distance but will still eventually fall to panic link.

Miss of the empty as a login point expect strangeness on a black screen.

Fail to give the plane a colour and you just won’t see it (Note it will be there and you will still be able to walk off of the edge and start falling).

In reality you do not need the light but your avatar will appear as a black shadow. Or at least look as if your avatar has been painted completely matt black.

The Wiki talks about adding a panic link if you do not add one it will NOT let you fall forever you will still panic link you will just have to wait. On my Training age on my dirtsand it took about ten seconds to kick in on my Complete Chronicles PotS it took nearer thirteen. Times may differ on other processors.

You can still leave this age from either test regime with your Relto book or you can crash out to desktop with [Alt][F4]. You can re open the “Plasma Console” or use the /link command in ABM,PotS,CC. There is a satisfaction walking off the edge and falling to Panic Link. On the off line versions you also have /quit command.

Now the notes in the Wiki talk about adding a texture and unwrapping and that is a lesson for reference but is not essential as a minimal requirement. It is something that has a lot more meaning when you have a real texture to test.

**==Panic Linking==**

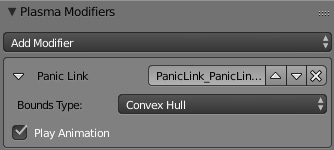
As I say adding a panic link is not essential as you will panic link out by default I am planning to play and test this.

What follows is the actual grab from the Wiki

What if we fall off this platform? We can add a “Panic Link Region”, useful for Linking the avatar out of hazards or if they somehow fall out of the Age.

For our example Age, we'll create a cube. Resize it and make it very large. Move it a short distance below the Age. To apply all the changes to the region, press “Ctrl+A” and then click “Rotation and Scale”.

Click on the “Physics” button of the “Properties” window, then click on “Add Modifier”, then “Panic Link”. “Convex Hull” is usually the best Bounds type, but if your panic region mesh is more complicated in shape, you can use “Triangle Mesh”.



If you'd prefer the avatar not grab for the Relto book when it falls, you can uncheck “Play Animation”.

**==Lighting==**

Lighting and Lightmapping are dark arts and this section is going to need a rewrite as there are a lot more options and description to add here.

Things are looking a little dark in here, so let's add a few lamps. The most common are “Point” lamps or a “Sun” lamp, but all should work with proper placement. Add any of these, choosing color, energy and location.

If you want any lamp to cast light on the avatar after export, you must check “Plasma Object” in the “Physics” panel in the “Properties” window.

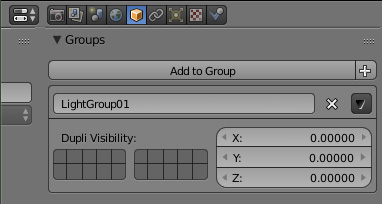
**==Lightmapping==**

Now that we have some lighting, we can also create lightmaps.

NOTE: Unlike PyPRP, you will not need to uncheck all textures before this process. In fact, doing so will keep them from exporting at all.

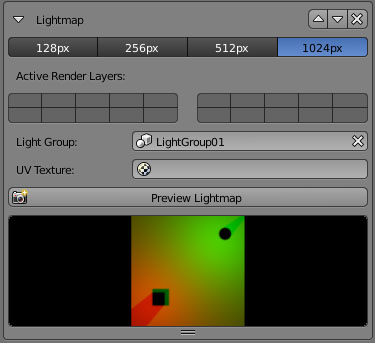
By default, only lights with “Plasma Object” unchecked will cast on to a lightmap, but they won't cast light on the avatar upon export, which won't look realistic.

To create a lightmap and light the avatar, we must first have all lights we want to cast light put into a group. Select the first light and click on the “Object” button (orange box) in the “Properties” window.



Under the “Groups” panel, click on the + next to “Add to Group” to create a new group. Name it something you'll remember in the form below. Select each lamp you want included in the group, click the “Add to Group” button and select your light group. All the lights in the group should now have a green outline in the 3D window.

Next, select your ground plane. Go back to the “Physics” panel and click “Add Modifier->Lightmap”.



In this new panel, you can select the size of the lightmap image. For larger and/or more complex objects, it's best to choose a larger size (1024px).

Note the “Active Render Layers” section. Here, you can choose what objects on which layers will affect the lightmap.

Next, choose your Light Group from earlier (if you don't, only non-Plasma Object lights will project on to the surface).

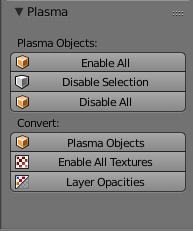
You can leave your UV Texture blank. Otherwise, if you already have a Lightmap UV map, you can choose that instead.

To see if the lightmap will turn out the way you like, you can click “Preview Lightmap”. If it doesn't look right, you can change the settings and UV mapping.

**==Final Preparation==**

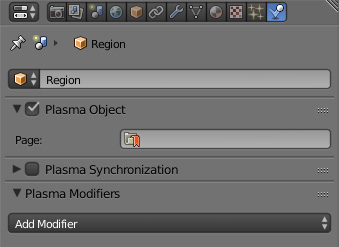
You can save time and jump to **==The Easy Method==** further down this document.

Now that we have an Age with all the basics, it's time to export!



First, you want to make sure all objects will export. Open the “Tools” panel (T) in the 3D window and click the Tools tab. Under “Enable All”, choose “Plasma Objects”.

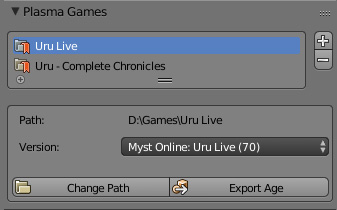
If you'd prefer something not be exported, you can choose it in the 3D window and uncheck “Plasma Object” in the “Physics” panel of the “Properties” window.



**==Exporting==**

As of version 0.07, there are now two ways to export:

**==The Easy Method==**



You should have added your various versions of URU to the ''Plasma Games'' panel during the on the World panel, you should be ready to export using said panel.

Simply click on the version of URU you'd like to export to and click the ''Export Age'' button.

**==The Original Method==**

Forget this original method when we went to release Korman 0.70 the Easy Method was added and the original method was stable until we went to Korman 0.80 While the Original method sort of works it does throw up problems. Stick with the New Easy Method.

NOTE: While the Original method will still work some people have had issues with Journals so if you plan to have Journals it is probably advisable to use the new method.

The filename of your Age should also be fairly unique to avoid conflicts with other Ages. It's also best to keep it as one word with no spaces. Underscoring the name, like “GuildPub\_Writers”, is also not a good idea as it may create problems with the Age's Python coding.

One string of letters and numbers, with no special characters or spaces, is the best way to name the AGE file.

Type in your filename of choice, with .age at the end instead of .blend. Save your Age into the “dat” folder of your chosen URU installation.

The following is the extract on setting up Destiny culled from the Wiki I believe I covered al of this earlier.

To set up the client, read this Destiny forum thread

https://destiny.mystler.eu/viewtopic.php?f=4&t=3 https://destiny.mystler.eu/viewtopic.php?f=4&t=3].

Once you have that properly set up, run the game and press the “~” key to bring up the Plasma console.

NOTE: On some setups and keyboards typically the UK this is the apostrophy “ ' “ key unshifted @ key

Type “Net.LinkToAge YourAgeName” to Link to your Age.

NOTE: you need to hit whatever key it is a further two times to close the plasma console before you can continue.

[Shift] P will toggle flymode where [U] = Up [H] = Down [<] = Slide Left [>] = Slide Right Other movement keys apply as normal.

NOTE: at this time Destiny does not work as an age server this is also true for the current build instructions of Dirtsand but it does support the MOUL export from Korman so this method can be used to test ages exported in this way.