

[12:21] 57 Miles: Giff, would you like to start?

[12:21] Forseti Svarog: sure

[12:21] John Zhaoying shouts: Okay ... if you're going to use text, everyone should move one seat further down towards the stage.

[12:21] Forseti Svarog: i will be a lot less efficient this way but let me give it a shot

[12:21] Forseti Svarog: To give you a quick intro, The Electric Sheep company has long been known as a consulting company for virtual worlds, but our business goals always included building a consumer software business. Our goal is to create technologies to make virtual worlds easier to use and make information flow more efficiently.

[12:21] Aegir Giha: we only have 4 speakers right, we can press stop and play 4 times, just change the stream 4 times

[12:21] Forseti Svarog: We are launching a new brand around these consumer technologies called OnRez, with the first step launching next Tuesday. Shopping has always been important to us, which is why we bought SLBoutique in early 2006, but while we focused on our consulting business SLBoutique was neglected.

[12:22] Forseti Svarog: That changed early this year when we looked closely at the technology and decided we needed to overhaul the entire SLBoutique system.

[12:22] Forseti Svarog: on tuesday we're launching Shop OnRez. Our goal overall is to make shopping easier wherever you are, and to make life a lot easier for the small businesses of SL.

[12:23] Rosmairta Kilara: And hopefully support Macs better

[12:23] Tammy Nowotny: oosp

[12:23] Forseti Svarog: We've made a lot of changes to make the whole thing more robust, to make deliveries more stable, and the whole thing better functioning. SL has some tricky things around object deliveries that took some finagling.

[12:24] Tammy Nowotny: rebooting

[12:25] Forseti Svarog: What really interests me though is how we're trying to bridge the Web and SL (as some others are as well). We provide a single place for a seller to load their goods, we now provide scripted vendors so they can sell those goods on the Web or in their stores. We provide search capabilities so that you can walk into a store and search right for the item you want.

[12:25] Club Elite Dance Plus Watch (AFO) -M whispers: *(Club Elite Dance Plus Max)* v.2006(v1.0F)

[12:25] Rissa Maidstone: 61 in Sim, we're doing well

[12:26] Forseti Svarog: The in world shopping can take the form of a scripted vendor specific to a seller, or a general OnRez shopping HUD, or a shopping kiosk you can put up.

[12:26] Scrypte Writer: *

[12:26] Forseti Svarog: Frankly I view HUDs as rather crude, so we're also working on the open source SL client to see how we can improve shopping by embedding functionality right in the experience

[12:26] Forseti Svarog: but HUDs are the best we have right now!

[12:27] Robbie Kiama: :)

[12:28] Kliger Dinkin: Is the typical SL user going to have several clients, one for every 'vendor'?... If I'm following your model correctly

[12:28] Forseti Svarog: in a few weeks we'll also be relaunching the second life search engine. Linden Lab is also working on one, and I look forward to what they come up with, but we are going to go ahead and try to put out some better Web search capabilities than currently exists right now

[12:28] Forseti Svarog: Kliger -- more likely you'll have one client and you can choose what apps or plugins to load

[12:28] Kliger Dinkin: That's a HUD? right?

[12:29] Forseti Svarog: well a HUD is built on prims and LSL and it's text display and input capabilities are rough, to be extremely kind

[12:29] Hank Hoodoo: lolz

[12:29] Forseti Svarog: i'd like to see more widget type functionality

[12:29] Forseti Svarog: but that's not a tomorrow thing. we're months away from that

[12:30] Forseti Svarog: but my view of all of this is that we need Linden Lab to improve the SL performance and scalability -- make what we have now better, but we also need to see innovation on top of this platform

[12:30] Kliger Dinkin: can you talk more about the search, that's what s the mostinteresting and needed

[12:30] Forseti Svarog: the Web has amazing tools like last.fm and facebook apps

[12:30] Forseti Svarog: that bring people together and make information flow efficiently

[12:30] Forseti Svarog: SL needs those capabilities -- it needs a more seamless flow between Web and virtual world

[12:31] Forseti Svarog: Search at the start will be fairly simple -- just like altavista back in 1994 for the web

[12:31] Elzbieta Meili: I read something about a virtual shopping system coming into place to share content between worlds, like SL and There... do you have plans to integrate into something like that?

[12:31] Forseti Svarog: we spider the grid, and index the data, and put it up for people to search

[12:32] Forseti Svarog: we limit what we index to products for sale, land parcel descriptions that are listed in Find > PLaces, and people's profiles that have "publish to web " checked

[12:32] Forseti Svarog: and we will make opting out (or further opting in) easy

[12:32] Forseti Svarog: as before, banning the avatar "Grid Shepherd" acts as a robots.txt in world and we know to stay off that parcel

[12:33] Liam Kanno is Offline

[12:33] Forseti Svarog: we decided not to change that since the community now understands that mechanism

[12:33] 57 Miles: Do we have any Questions for Forseti?

[12:33] You: How does unified communications fit into that Giff?

[12:33] 57 Miles: Anyone like to ask something?

[12:33] Forseti Svarog: unified communications?

[12:33] Riech Corinthian: hoten do you spider agrip?

[12:33] Valkyrie Eclipse: Will sboutique be replaced then?

[12:33] You: yes.. you said SL needs a seamless flow

[12:33] Riech Corinthian: heh

[12:33] Forseti Svarog: we spider every few days I think

[12:34] Felix Wakmann: I've been curious about opening an API for vendors.. some kind of standard. Have you thought about that?

[12:34] You: with the web

[12:34] Riech Corinthian: how often do you spider a grid

[12:34] Club Elite Dance Plus Watch (AFO) -M whispers: *(Club Elite Dance Plus Max)* v.2006(v1.0F)

[12:34] Riech Corinthian: ty

[12:34] Forseti Svarog: SL Boutique will be replaced on Tuesday. it goes down on Monday and we migrate everything over (balances, goods for sale, accounts)

[12:34] Anjin Meili: if you offer vendors, would you offer minimal commissions to store owners who give you space for a global vendor?

[12:34] Tammy Nowotny: something which actually works wd be nice for vendors

[12:34] Forseti Svarog: yes i agree tammy

[12:34] Anjin Meili: like a few % on every sale, to give them incentive for the shop space?

[12:34] Forseti Svarog: trust me -- the last few months of watching SLBoutique struggle have been painful

[12:35] Forseti Svarog: the new site has both browsing and searching capabilities, and much better tools for sellers. MUCH. it's like a breath of fresh air to me

[12:35] 57 Miles: ok

[12:35] Anjin Meili: coming from someone who has tried to use it

[12:35] Tammy Nowotny: this may have been covered before... but will Shop OnRez only work when the grid and the host boxes are up?

[12:35] Anjin Meili: i can agree Forseti :)

[12:35] Forseti Svarog: i don't want to jabber on for too long -- 57 you want me to pause here?

[12:36] 57 Miles: Ok, yes thanks Giff

[12:36] 57 Miles: that was fantastic!

[12:36] Forseti Svarog: happy to continue either way

[12:36] Jade Lily: Anjin, I can take your question about the commissions.

[12:36] 57 Miles: everyone, please say Yeh! for Giff

[12:36] Forseti Svarog: we don't take commission

[12:36] You: /claps

[12:36] 57 Miles: Next UP

[12:36] Ziggy Figaro: /claps

[12:36] Robbie Kiama: tjhanks Giff

[12:36] Scarlett Qi claps

[12:36] Hank Hoodoo: Yeh!

[12:36] dinee Ghia: *claps*

[12:36] Ziggy Figaro: w00t!
[12:36] Forseti Svarog: thank you all, and i hope you like the site when it goes live
[12:36] Rosmairta Kilara: Yay
[12:36] Grace McDunnough: Thanks :)
[12:36] Tammy Nowotny: yay!
[12:36] Shred McMillan: Great job, Giff.
[12:36] Riech Corinthian: gl
[12:37] Ziggy Figaro: Always glad to have more opportunities to shop....
[12:37] 57 Miles: I would like to introduce you all to Robbie Kiama. Many of you already know him, and im very pleased that he's chosen the Metaversed Geek Meet to realease MetaMart 4!
[12:37] 57 Miles: Robbie? have at it....
[12:37] You: woot
[12:37] Ziggy Figaro: Hi, Robbie!
[12:37] Robbie Kiama: Hello Everybody
[12:37] Robbie Kiama: Thanks for having me today
[12:37] Robbie Kiama: Let me first tell you about meta mart and how it was started
[12:38] Robbie Kiama: first of all we are all about making solutions
[12:38] Raven Singer: omg all I do is shop now , more new ways *sighs* < is shoppin Queen
[12:38] Robbie Kiama: I hope you will agree with me that back in 2005 it was hard to find stuff in SL
[12:38] Valkyrie Eclipse: 2007 even
[12:38] Raven Singer: yes it was
[12:38] Raven Singer: I remember well
[12:38] Robbie Kiama: Because you had to Travel all the places to search for quality items
[12:39] Robbie Kiama: and that's when the iodea came - to do a Store that walks up to you and not vice ve3rsa
[12:39] Robbie Kiama: so In 2006 we introduced I think a revolutionary system - Store i=on a HUD
[12:39] Elzbiet Meili: your store has legs?
[12:39] Robbie Kiama: it was slow and laggy
[12:39] Robbie Kiama: then we have thought aA LOT
[12:40] Robbie Kiama: did lot of research and figured out - that Search is greatly needed
[12:40] Robbie Kiama: in 2007 Januuary we introduced first Store in a HUD that allows SEARCH
[12:41] Robbie Kiama: in 2007 march we thought that Comunity is extremely important and introduced MEta MArt with Comunity Ratings
[12:41] Robbie Kiama: So TODAY we are releasing new solution
[12:41] Robbie Kiama: and I think this will be extremely great for the comunity
[12:42] Robbie Kiama: I hope you will agree with me - that one of the most fun things in Second Life is Seeing cool places
[12:42] Robbie Kiama: and I thing finding one isn't that easy of a task
[12:42] Robbie Kiama: especialy for a newbies
[12:42] 57 Miles: ??
[12:42] 57 Miles: lol
[12:42] Tex Rhode: that is one of the really nice things about Things To Do
[12:43] Robbie Kiama: Thwere are lots of great places in SL
[12:43] Robbie Kiama: but it's just so hard to find
[12:43] Robbie Kiama: so we are introducing a new service metaTravel
[12:43] Elzbiet Meili: definitely - the world needs to know there *is* more to do that casinos or porn clubs.
[12:44] Forseti Svarog: cool robbie, can't wait to see it
[12:44] Robbie Kiama: it will allow comunity to post their favorite Landmarks, put them in their favorite lists, search for anybody elsees landmarks, Rate landmarks, tag them,
[12:44] Riech Corinthian: sl will take a long time losing that image
[12:44] Robbie Kiama: And all for free :)
[12:44] Jeffronius Batra: Cool!
[12:44] Robbie Kiama: and on top of that - extremely easy to use
[12:45] Aegir Giha: good robbie ^^
[12:45] Robbie Kiama: I will put up a poster that will be dispensing the HUD\'s with 57 Miles permission (| later)
[12:45] Robbie Kiama: any one of you who would like to see it - will be able to get it today
[12:45] Elzbiet Meili: woohoo!
[12:45] Millenomi Ewry: can't wait to try

[12:45] Robbie Kiama: we are starting 2 week betatesting phase
[12:45] Mushroom Balut: nice!
[12:45] Raven Singer: WooT
[12:45] Lexi Brooks: great
[12:45] Robbie Kiama: so PLEASE guive us FEEDBACK
[12:45] Raven Singer: HooHoo!!!!
[12:45] Scarlett Qi: Neat! Will they be available at newbie connection places as well?
[12:46] Robbie Kiama: Hope you guys will like it
[12:46] Riech Corinthian: im all for anything ... that will steer new players to the other half of sl
[12:46] Robbie Kiama: at some
[12:47] Robbie Kiama: Scarlet - newbie places will be be able to choose it if theyu want to participate, but we are working ion it right now
[12:47] Forseti Svarog: /how does it compare to sloog and gridmarker robbie?
[12:47] Elzbiet Meili: nice dropping in, roffe :P
[12:47] Grace McDunnough: / That was my question Fors
[12:47] RoffleLa Mayo: :)
[12:47] Aleister Kronos is Online
[12:47] Robbie Kiama: It's fully User uinterface drivven, extremely easy to use- you will be able to see it today - judgement is yours
[12:48] Elzbiet Meili: Robbie - <http://www.metaversemart.com/> - is there more info there?
[12:48] Robbie Kiama: hope this answers your Q Forseti
[12:48] Robbie Kiama: we don't have any info about it yet on our website
[12:48] Robbie Kiama: because today it's going into beta phase
[12:48] Robbie Kiama: any Questions?
[12:48] Elzbiet Meili: ahh ok
[12:49] Tex Rhode: can casino people put their LMs into it?
[12:49] Scarlett Qi: If someone wishes to try it, where could we send them to pick up a copy?
[12:49] Robbie Kiama: to me :)
[12:49] Elzbiet Meili: i think he's going to drop a poster later
[12:49] Scarlett Qi: OK thank you
[12:49] 57 Miles: Robbier can put up a dispenser here guys
[12:49] Tammy Nowotny: the website has info on where else to get a HUD
[12:50] RoffleLa Mayo: the lag monster hates me
[12:50] 57 Miles: OK, so thankyou Robbie!
[12:50] Tex Rhode: can metaTravel be spammed ?
[12:50] 57 Miles: Everyone, give Robbie a big hand.
[12:50] 57 Miles: thanks robbie!
[12:50] Tammy Nowotny claps
[12:50] dinee Ghia: *claps*
[12:50] Scarlett Qi claps
[12:50] Grace McDunnough: Thanks Robbie!
[12:50] You: thanky Rob!
[12:50] Robbie Kiama: Thank you everybody
[12:50] Robbie Kiama: Anybody who wishes to see it - contact me please
[12:50] LauraMoncur Lundquist: I'm clapping
[12:51] Forseti Svarog: can't wait to see it robbie
[12:51] 57 Miles: OK guys, last, but certainly not leaset.....
[12:51] Kliger Dinkin: /bookmark
[12:51] 57 Miles: I'd like to welcome Anjin Meili, how does cool stuff with Sculpties
[12:51] Kliger Dinkin: meetup tech
[12:51] 57 Miles: and all kinds of other thngs!
[12:51] 57 Miles: he has some very cool stuff to show you today (i hope)
[12:51] Tammy Nowotny applauds
[12:51] Anjin Meili: heh, Hi folks.. hope everyone is having fun.
[12:51] 57 Miles: Anjin, all yours
[12:51] Anjin Meili: Before I get started, I want to point out that we will be giving away a free copy of the tool we discuss today to anyone who askes, just IM Elzbiet Meili, shes sitting righ in the front row and ask her to send you one. Sorry, I didnt have time to slap up a vendor!
[12:52] Anjin Meili: so just give her an im, and im sure she will be busy, but she will pass them out

[12:52] Anjin Meili: When I first jumped on the Grid, I felt that having a model of a parcel I was building on to be highly valuable. My first mapping system first rezzed blocks, 1 for every 4x4 meter parcel, into a chunky lego map looking affair. This was refined to using polygons, but that took two prims for every 4x4 meter parcel. To map a full sim required 10,000 primitives... Not exactly usable for anything more than "Woohoo!!! Check this out man!"

[12:52] Anjin Meili: I recall when I heard about sculpties... I told my wife, Elzbieta, that they would solve my problem. I could use them to create the terrain! I was too young to play on the beta grid though, so had to just wait until they made the main grid. But as soon as they made it, within the first hour, we had our first sculpted maps.

[12:52] Anjin Meili: oh, yes... Um. please don't rez them here!

[12:52] Anjin Meili: I recall us popping over here to Dr Dobbs island, and using the LSL Logo sandbox to rez a mapping pod and make maps of this Island. The same day Sculpties were released to Second Life.

[12:52] Anjin Meili: As one cannot make a sculptie on grid, the challenge was to provide an easy to use system that integrated with a backend capable of making the finished textures. We worked hard to build such a system, and made the on grid piece so simple, we feel it's akin to buying a can of coke. You open the box, pop the top, and when it's done, the probe dies and nothing is left but a URL to a finished map sculptie.

[12:53] Anjin Meili: so... our gadget makes these sculpted maps. Lemmie dig one out and toss it up here real quick

[12:53] Anjin Meili: hrm, well I'm in the right groups, but I don't have rez perms

[12:53] Elzbieta Meili: have patience - might take a moment for me to catch up to you all.. :)

[12:53] Aleister Kronos is Offline

[12:55] Aleister Kronos is Online

[12:55] Anjin Meili: we have a slogan for it

[12:55] Anjin Meili: Map your Sim, in just one Prim!

[12:55] Anjin Meili: heh

[12:55] Kliger Dinkin: lol

[12:55] Anjin Meili: the idea is to produce products that have no interface

[12:55] Anjin Meili: no commands, no dialogs, no controls at all

[12:55] Anjin Meili: the user pulls it out of inventory, it does its job, and then quietly cleans up and dies

[12:55] Scope Cleaver: "The map is the territory" hehe

[12:56] Anjin Meili: like a can of coke

[12:56] Grace McDunnough: Hehe Scope

[12:56] Tammy Nowotny: too bad we can't have spherical islands in SL

[12:56] Anjin Meili: it's a consumable, use it once, throw it away

[12:56] Jeffronius Batra: Wow, very nicely done.

[12:56] Tammy Nowotny: cool!

[12:56] Rissa Maidstone: Love that Anjin!

[12:56] Forseti Svarog: very cool

[12:56] Anjin Meili: now, this code is open source as well

[12:56] 57 Miles: That is 'ing awesome Anjin!

[12:56] Anjin Meili: if folks want it, just come have a chat with us in talakin

[12:56] Jeffronius Batra: Great!

[12:56] Anjin Meili: funny thing is

[12:56] Goldie Katsu: yeah this is cool

[12:57] Anjin Meili: we have mapped over 2000 sims

[12:57] Anjin Meili: and only three people have asked for the source

[12:57] Anjin Meili: this tells you the level of ease most second life citizens want

[12:57] Grace McDunnough: Awesome Anjin!

[12:57] Jeffronius Batra: So does this mean that you could create a sim with a map of all of the other sims?

[12:57] Anjin Meili: we have a slew of other products based around sculpties as well

[12:58] Anjin Meili: oh yes!

[12:58] Anjin Meili: James Gill, now retired from SL, has produced a full train set!

[12:58] Anjin Meili: image

[12:58] Anjin Meili: imagine

[12:58] Anjin Meili: a model train set, built out of sim maps of a Second Life train line

[12:58] Anjin Meili: it even has a little train chugging around on top

[12:58] Jeffronius Batra: Worlds in worlds

[12:58] Anjin Meili: I think 57 Miles will be showing that off to folks at a wander meet later
[12:58] Millenomi Ewry: Little SL :)
[12:58] Anjin Meili: i recall John exclaiming that it would be cool to fill a sim
[12:59] Anjin Meili: 15000 sim maps would fit in one simulator
[12:59] Anjin Meili: and we have already given the code and methods to NOAA
[12:59] Anjin Meili: you can guess what thats gonna do to that weather map
[12:59] Anjin Meili: because the system works for Real Life DEM data as well!
[12:59] Tammy Nowotny: oooh...
[12:59] Aleister Kronos is Offline
[13:00] Tammy Nowotny could have used that about 12 yrs ago when she worked for the Corps of Engn eers!
[13:00] Goldie Katsu: wow!
[13:00] Felix Wakmann: and then.. you would have to make a map.. of hte sim with the maps :-)
[13:00] Tammy Nowotny: (of course it wdn't have run on the hardware I had back then)
[13:00] Millenomi Ewry: beyond cool.
[13:00] Aleister Kronos is Online
[13:00] Anjin Meili: this is mt st helens
[13:00] Scarlett Qi: So cool.
[13:00] Millenomi Ewry: this is a thing you can't do on the web :)
[13:00] Jeffronius Batra: The various folks who sell pre-built SL islands are going to love this.
[13:01] Forseti Svarog: great work anjin
[13:01] Anjin Meili: i made this particular one because Rissa was pondering how it could aid real life buidlders to scope and plan complex builds like rail lines
[13:01] Anjin Meili: well, estate owners are the ones who love and hate it
[13:01] 57 Miles: yeh, it's beautiful --- 57 is bowled over lol
[13:01] Elzbiet Meili gave you Boxed Terrain Sculpted Mapping System* for the geeks.
[13:01] Anjin Meili: see, some feel that they need to 'copyright' thier land designs
[13:02] Anjin Meili: of course, many just dont understand that its open source, and the code required really is only about 15 lines on each side, in LSL and any server side language
[13:02] Anjin Meili: and anyone who can run scripts on a given sim, anyplace in a sim
[13:02] Anjin Meili: can capture the hieght data
[13:02] Riech Corinthian: the shape of a coke bottle is protected
[13:02] Anjin Meili: so, any questsion:)
[13:03] Anjin Meili: now, i just call it like a can of coke
[13:03] Anjin Meili: cause its a consumable gadget
[13:03] Anjin Meili: it actually looks like a wee mushroom :)
[13:03] Millenomi Ewry: I believe Reich meant that they *do* have a right to protect their own creations :)
[13:03] Anjin Meili: it can take from 2 minutes to 12 hours depending on the spoeed and health of your sim
[13:03] Riech Corinthian: yes Millenomi
[13:03] Anjin Meili: Dr Dobbs island here can do it in 3 minutes when noone else is around
[13:04] Tammy Nowotny: this tool shd make that easier... the design is copyrighted as soon as you create in fixed form. you can use this as a record of it
[13:04] Anjin Meili: Millenomi, sure, but, to do that, in this case, you must make your entire sim NO Scripts
[13:04] Riech Corinthian: wow factor of 10..grats
[13:04] Elzbiet Meili: Ok, I think I am caught up - if I inadvertently closed an IM, and you haven't received one yet - IM me again, please.
[13:04] Anjin Meili: questions?
[13:05] Lord Coalcliff: does this allow mapping of smaller areas ?
[13:05] Anjin Meili: yes!
[13:05] Anjin Meili: the data collected is for each square meter of a sim
[13:05] Riech Corinthian: is there a group for the users of this?
[13:05] Anjin Meili: a sculpty only has a 32x32 grid anyhow, so the 256x256 samples is excessive
[13:05] Anjin Meili: but this means you can get higher detail by making multiple sculpty maps
[13:05] Lord Coalcliff: :)
[13:05] Anjin Meili: peopel use these for all kinds of things
[13:06] Anjin Meili: estate/island info kiosks!
[13:06] Anjin Meili: with tp points and floating text

[13:06] Anjin Meili: rental groups use them to allow easy visualization of a build
[13:06] Anjin Meili: NOAA will be showing the entire continental US in sculpties
[13:06] Rissa Maidstone: Anjin, totally amazing...
[13:06] Grace McDunnough: Great stuff Anjin :)
[13:07] Anjin Meili: Thanks!
[13:07] You: This has to be the ubergadget of the year
[13:07] Pius Noel: Absolutely great! Read about it today, but didn't believe.
[13:07] Anjin Meili: take them home to play!
[13:07] 57 Miles: Ok, thanks Anjin!
[13:07] 57 Miles: Anyone have questions for Anjin?
[13:08] Anjin Meili: and please, dont rez them on Dr Dobbs island here :)
[13:08] Anjin Meili: i hope you all enjoy the pods, they are only usable onetime, so choose the sim you map carefully!
[13:08] Grace McDunnough: Yes
[13:08] Rissa Maidstone: Where can we buy this?
[13:08] Grace McDunnough: Could this be used to make a sculptie of an avatar?
[13:08] 57 Miles: you can get it for free rissa :)
[13:08] 57 Miles: just IM Elzbeit
[13:08] Anjin Meili: we have vendors around, rofflela handles marketing this
[13:08] Rissa Maidstone: Gah..you should be selling it for fat bucks!
[13:08] Anjin Meili: soon it will be on Electric Sheeps new sales system :)
[13:08] Anjin Meili: :)
[13:08] Anjin Meili: we sell it for 100 lindens
[13:09] Rissa Maidstone coughs
[13:09] Anjin Meili: and give away the source so anyone can play if they wish
[13:09] Rissa Maidstone: I'd recommend upping it to 5k
[13:09] Dennis Slocombe is Offline
[13:09] Rissa Maidstone grins
[13:09] Rissa Maidstone is hushing.
[13:09] Anjin Meili: hehe
[13:09] Grace McDunnough: Rissa must own stock ...
[13:09] Rissa Maidstone: Nope
[13:09] Forseti Svarog: LOL
[13:09] Anjin Meili: we do sell a product for 5K
[13:09] Rissa Maidstone: Its a damn good product
[13:09] Anjin Meili: but it takes too long to demo for this venue :)
[13:10] Grace McDunnough: Hey Anjin - could you use this tech to map and make avatar sculpties?
[13:10] Anjin Meili: not this tech
[13:10] Anjin Meili: we can use this tech for other things though
[13:10] Rissa Maidstone: That's the 5k one isn't it?
[13:10] Anjin Meili: like I use it for importing MRI data
[13:10] Anjin Meili: also we do Bas Reliefs
[13:10] Anjin Meili: using the same data engine
[13:10] Rosmairta Kilara: oh cool
[13:10] Anjin Meili: and Fonts!
[13:10] Rissa Maidstone: sweet!
[13:10] Anjin Meili: i think we have the only 3d sculpted font set out there
[13:11] Jeffronius Batra: I have a scan of my brain, can I import that?
[13:11] Anjin Meili: a full set of lower, upper, numbers and symbols, all sculpted, the data engine for this tool made them
[13:11] Grace McDunnough: LOL Jeff
[13:11] Anjin Meili: yes, i can import it
[13:11] Raven Singer: yeah and it does my heart good to see people sharing
[13:11] Forseti Svarog: jeff, you want to crash the asset server?
[13:11] Riech Corinthian: can you make a sculpty of sopunds?
[13:11] Anjin Meili: John asked for that weeks back so i, um, worked on it specifically
[13:11] Grace McDunnough: Hehe
[13:11] Riech Corinthian: sounds*
[13:12] Anjin Meili: any other queries?
[13:12] Dennis Slocombe is Online

[13:12] Rosmairta Kilara: Does it do only one sim or can it map an island complex/
[13:12] Rosmairta Kilara: complex?
[13:12] Damanios Thetan is Offline
[13:12] Keystone Bouchard: i might have missed the answer, but do you get the texture to apply over the sculpty from the map?
[13:12] Anjin Meili: use one per sim for as many in the complex :)
[13:12] Rosmairta Kilara: I'm thinking for TP maps
[13:12] Rosmairta Kilara: Okay, cool
[13:12] Anjin Meili: linden labs mapAPI()
[13:12] Anjin Meili: or cut and past from screen shots
[13:13] Tammy Nowotny: is this a 1-time only gadget you gave each of us or can we use it many times?
[13:13] Anjin Meili: there is a read me in the packing you all got
[13:13] Anjin Meili: one time only, thats how we sell it
[13:13] Rosmairta Kilara: where should we get it?
[13:13] Anjin Meili: this is because it takes about a meg of data per run
[13:13] Damanios Thetan is Online
[13:13] Grace McDunnough: This place is humming with geek adrenaline .. lol
[13:13] Tammy Nowotny nods
[13:13] Rosmairta Kilara: *grin* Yep
[13:13] Anjin Meili: so to give up an unlimited use copy would end up being greeted like babler does on the second week of the month 'Sorry, used up all your bandwidth!'
[13:13] 57 Miles: even in text Grace :)
[13:13] Anjin Meili: cept up, it would be my bandwidth :)
[13:13] 57 Miles: dont you just love it?
[13:14] 57 Miles: Ok
[13:14] Damanios Thetan is Offline
[13:14] 57 Miles: So
[13:14] 57 Miles: THankyou ANJIN!
[13:14] Damanios Thetan is Online
[13:14] Robbie Kiama: thanks you Anjin
[13:14] Anjin Meili: Rosmairta, im Elzbiet, Rofflala mayo, or myself, and we will direct
[13:14] 57 Miles: Everyone, please give Anjin a HUGE applause
[13:14] Anjin Meili: thanks as well to everyone!
[13:14] Scarlett Qi claps
[13:14] 57 Miles: He did great! :)
[13:14] Grace McDunnough: Thanks Anjin!
[13:14] Robbie Kiama: Extremely Great stuff
[13:14] Aja Tenk: /clap
[13:14] LauraMoncur Lundquist: clap
[13:14] Goldie Katsu applauds
[13:14] Rosmairta Kilara: yay
[13:14] Lexi Brooks: /clap
[13:14] Tammy Nowotny: yayyy
[13:14] Tex Rhode: clap clap clap
[13:14] 57 Miles: Thankyou for coming everyone! Im so sorry about the tech problems at the beginning. The Dobb's folks tell me they are working on a more robust solution (not that this was their fault, it was mine..) so next time it should all work out a lot better :)
[13:15] dinee Ghia: *claps*
[13:15] 57 Miles: Thankyou to our presenters! Robbie, Giff and Anjin -- Fox had to bow out, as his presentation was not sutied to text, but we hope to have him back another time!
[13:15] Robbie Kiama: I wanted to came in here - and tell everybody that we have a NEW HUD dispenser for anyubody who wants it
[13:15] Keystone Bouchard: claps - thanks!
[13:15] Robbie Kiama: it's right behind m,me
[13:15] 57 Miles: Please do join the Metaversed Group inworld. And also, our fun adventure group, Things To Do!
[13:15] 57 Miles: The Metaversed Geek Meet's are co sponsored by our friends and Dr Dobb's and InformationWeek, thanks guys!

[13:16] 57 Miles: Have a great weekend everyone. The guys will stick around for a moment if you need to talk to them.

[13:16] Forseti Svarog: thanks 57

[13:16] Grace McDunnough: Thanks much 57

[13:16] Goldie Katsu: Thanks 57

[13:16] Scarlett Qi: Thank you! Terrific session!

[13:16] You: The wrap up is available at <http://blog.mindblizzard.com/2007/07/geek-meet-gadgeteers-edition-2.html>

[13:16] Elzbiet Meili: pk, last chance - i'm caught up again!

[13:16] Felix Wakmann: Thanks for a great session.!

[13:16] 57 Miles: my pleasure. thanks for sticking with us when it all went south :)

[13:16] dinee Ghia: awesome session.. all of you :)

[13:16] Elzbiet Meili: BTW...

[13:16] Forseti Svarog: and bearing with our typing speeds lol

[13:17] 57 Miles: lol

[13:17] 57 Miles: i typed ahead :) cut and pase is yourr friend!

[13:17] Elzbiet Meili: we have just put up a website and forum this week, for SnurbO'Matic discussion, as well as the mapper and anything else coming our way..

[13:17] 57 Miles: if you'd like to speak with any of the panelsits, do IM them guys. or juust use open chat of course

[13:17] Elzbiet Meili: getting the link, one sec...

[13:17] 57 Miles: we're here for a few mins more

[13:17] Rissa Maidstone: or voice :)

[13:18] Tammy Nowotny: TYVM guys!

[13:18] 57 Miles: oh cool elzbiet!

[13:18] Rissa Maidstone: Great job :)

[13:18] Elzbiet Meili: <http://forum.skyhighatry.com/>

[13:18] Tammy Nowotny: if someone uses voice can we all hear it, or do we need a voice enabled client?

[13:18] Elzbiet Meili: like i said, it's new, so still under development

[13:18] Kliger Dinkin: thnx 57 and everyone that presented... great session

[13:18] Goedeke Messmer: You need a voice enable client to hear, even if you don't plan to speak.

[13:18] Elzbiet Meili: we welcome any comments or suggestions, as well as your participation!

[13:18] Anjin Meili: hey rissa, ask your crew to look at Asterix

[13:19] Rosmairta Kilara: Thanks everyone and thanks 57 as always for organizing!

[13:19] Rissa Maidstone: I will

[13:19] Rissa Maidstone grins.

[13:19] Rissa Maidstone: You bet

[13:19] Anjin Meili: rissa, it will let you offer voice confing to your audio stream :)

[13:19] Whack Oh: yes.. thanks to all..!

[13:19] Tammy Nowotny: I downlaoded the FL viewer but it had to upgrade to what seems to be the old one I was already using

[13:19] metaHUD owned by Rissa Maidstone gave you '!- metaHUD -!' (<http://slurl.com/secondlife/Dr%20Dobbs%20Island/230/124/24>).

[13:19] Rissa Maidstone: Nice!

[13:20] Tex Rhode: Second Life 1.18.0 (129) Jul 17 2007 16:02:01 (Second Life Release)

[13:20] Tex Rhode: most recent version, I believe

[13:20] Anjin Meili: im using the most current but hear no voice

[13:20] Tammy Nowotny: I have: 1.18.0 (6) Jul 11 2007 11:37:00

[13:20] Rissa Maidstone: Great meeting...I must go for a bit all, take care :) 57 if you need me, you have my contact stuffs

[13:21] RoffleLa Mayo: :D

[13:21] Anjin Meili: thank you dear elzbiet for handling that passing out of toys so wonderfully!

[13:22] Elzbiet Meili: hehe, you're welcome

[13:22] Elzbiet Meili: i can't wait to read what i missed here

[13:22] Results Tiki: lol

[13:22] RoffleLa Mayo: i saved a transcript :)

[13:22] Grace McDunnough: Good to see everyone - I am off. Cheers 57 and thanks again :)