OGPX

context, please!

- OGP is an application layer wire protocol suite for virtual worlds.

- OGP work started as a public project to "open up" Second Life (tm).

- OGP is **not** the existing Second Life(tm) legacy protocol.

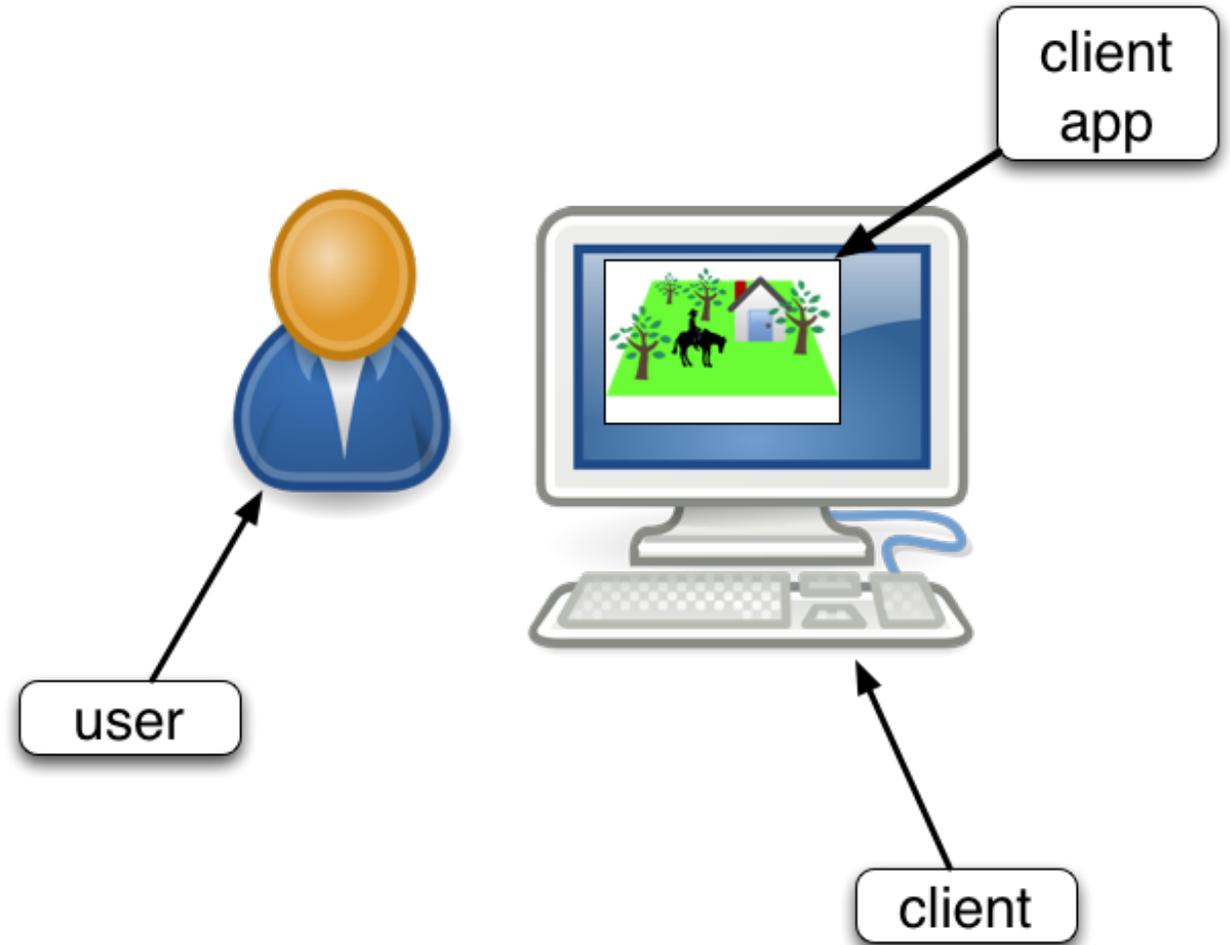- OGP makes assumptions about virtual worlds it describes.

virtual world? wha?

- a 3d simulation of physical objects

- includes places, people and things

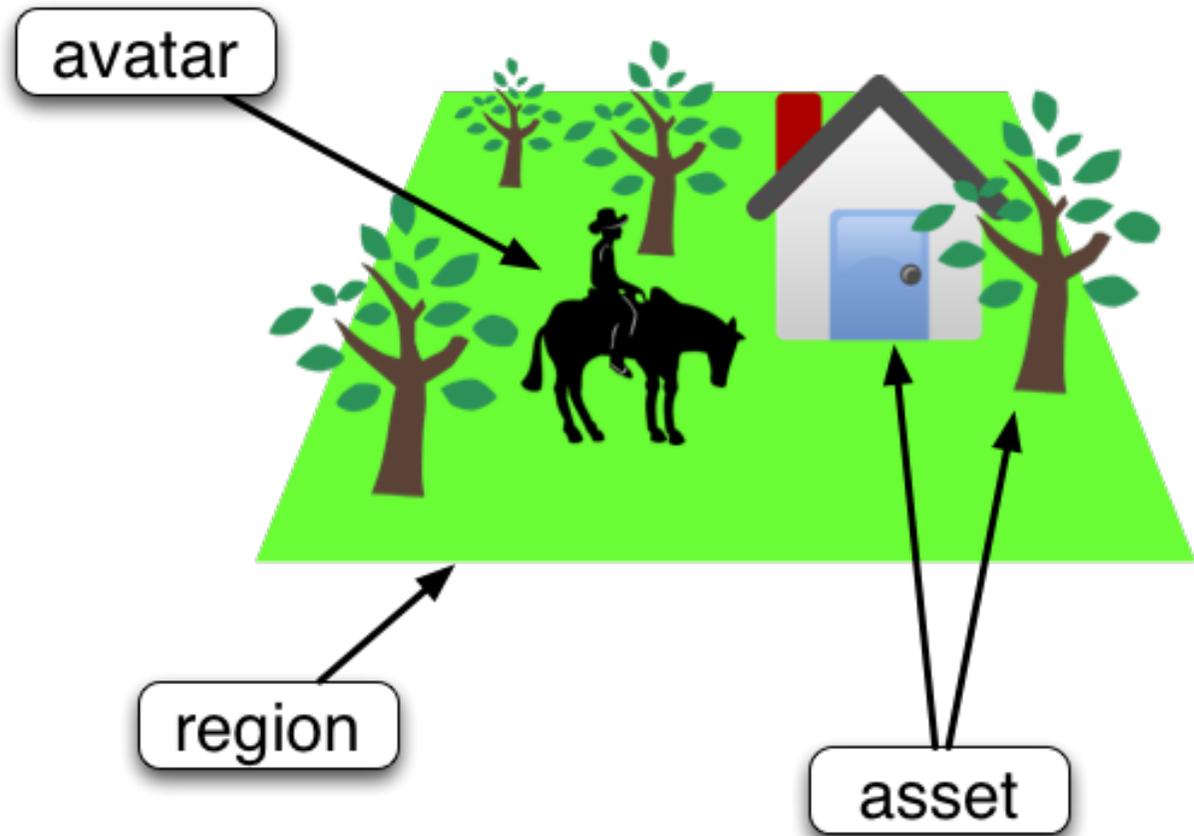- all participants see the same thing

some terms

- user

- client application

- client

client app

user

client

some terms

- avatar

- region

- asset

OGP Virtual World Characteristics

- the virtual world doesn't go away when no one's looking

- like the Internet: hosts are owned by different peeps

- the landscape is divided into "regions"

- users control "agents"

- agents are placed into regions as avatars

- everyone shares a consistent view of the world

Virtual World -> Domain -> Service -> Resource

- a virtual world may contain many domains. (a domain is a collection of servers who share an administrative owner and function.)

- Examples include a "region domain" or an "agent domain"

- A domain may contain services exposing an interface to modify or query the state of the domain or virtual world.

- Examples include "an authentication service" or the "an asset service."

- A domain may be split among several hosts, each responsible for simulating small part of the world.

we <3 REST-like things

REST is from Fielding's REpresentational State Transfer

we interpret "REST-like" to mean:

- addressable resources
- request / response pattern
- small set of verbs
- idempotent

"REST-like" does not mean "the web," or only http(s)

The Virtual World Persists on Authoritative Hosts

- OGP does not use "co-simulation," but rather simulates the world on authoritative servers.

- The simulated virtual world still exists when all users quit their client applications.
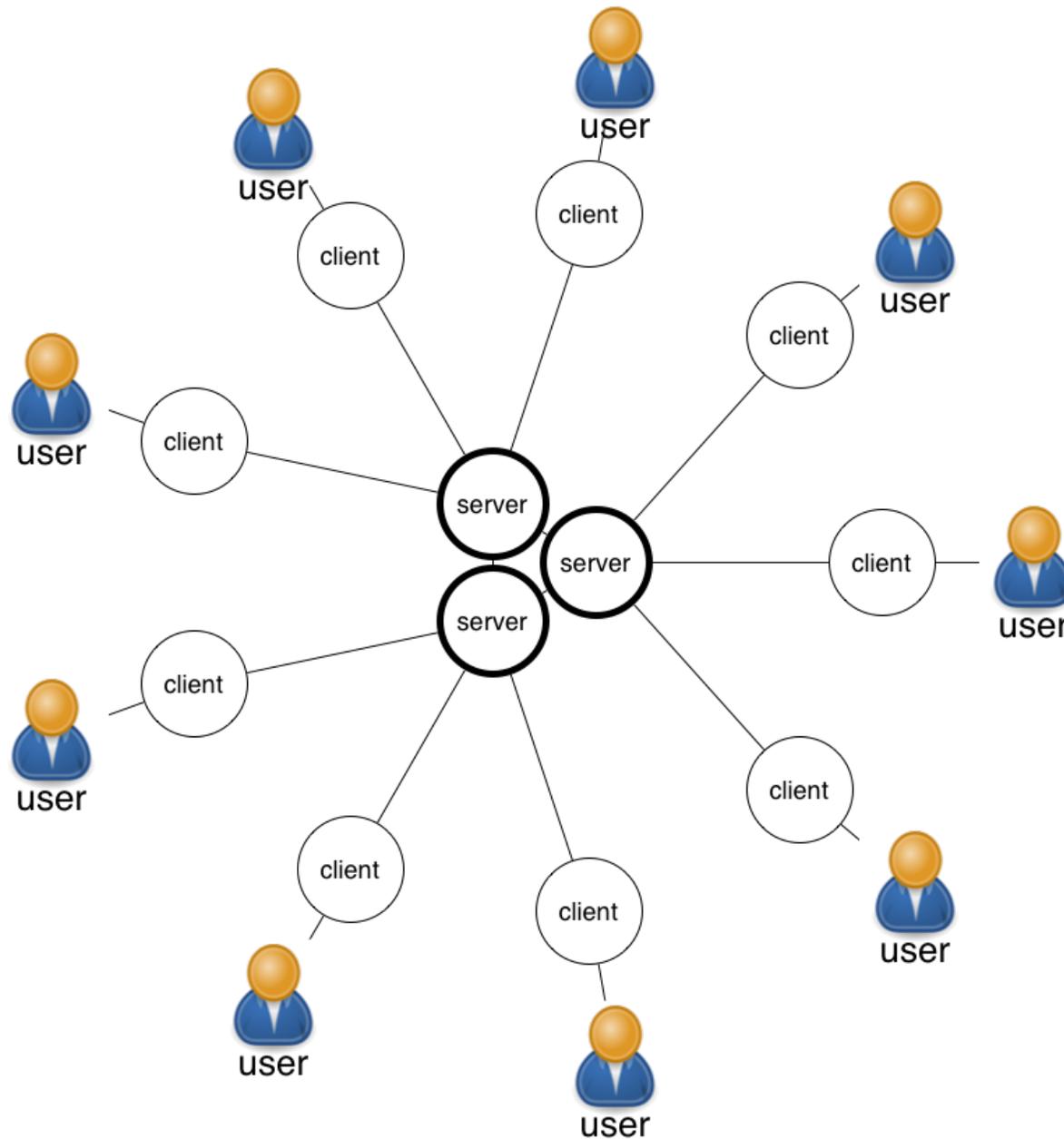
The Virtual World May Be Partitioned

sim1533.example.com

sim007.example.org

different servers
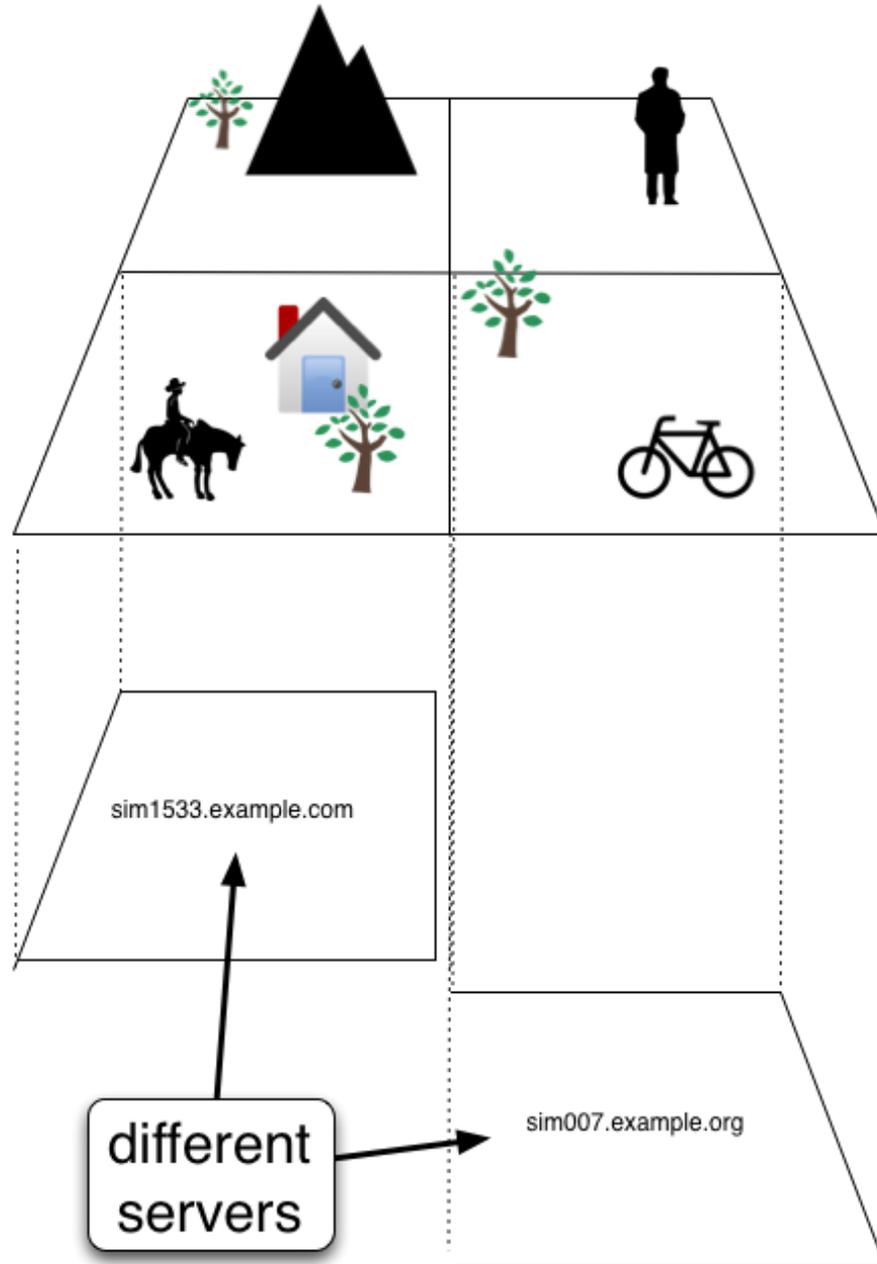
A Quick Note About Sharding

- Sharding means that users cannot communicate between administrative partitions.

- Some MMOs are "sharded."

- OGP defines virtual worlds that are not sharded.

OGP Virtual Worlds Look Like Stars

OGP Virtual Worlds Are Not Meshes