

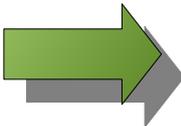
# ACCESS CONTROL



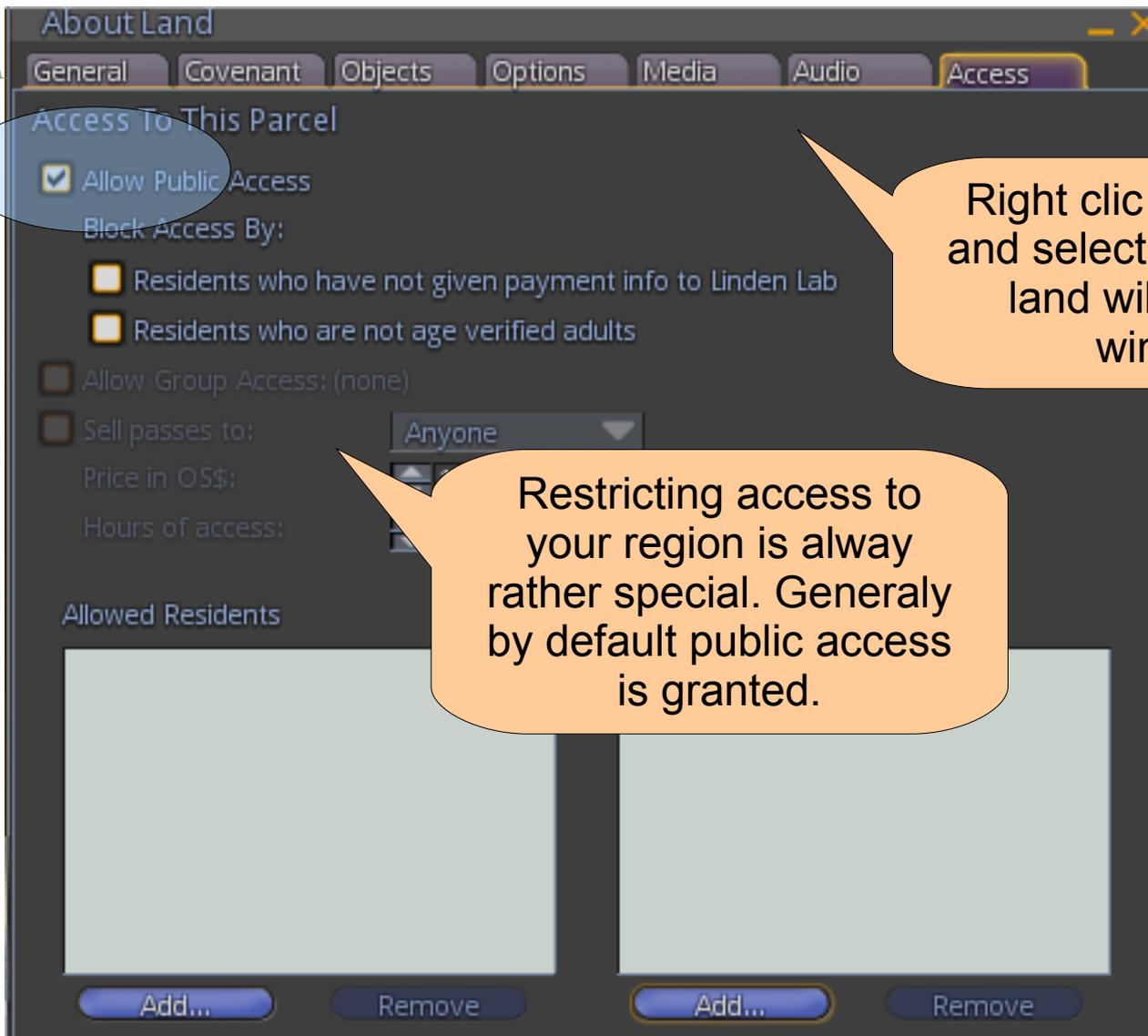
Access control is normally done by land owner via the land window. See next slide



How can I do access control of my regions with OPENSIM

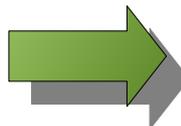
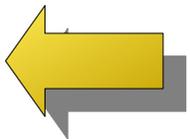


# ACCESS CONTROL



Right clic on your land and select menue about land will bring this window.

Restricting access to your region is always rather special. Generaly by default public access is granted.



# ACCESS CONTROL



Banning someone is generally hard on feeling so use this with caution

I know, I have my reasons to control access to my land



**Access To This Parcel**

- Allow Public Access
- Block Access By:
  - Residents who have not given payment info to Linden Lab
  - Residents
- Allow Group
- Sell passes to
- Price in OS\$:
- Hours of access: 0.000

**Allowed Residents** **Banned Residents**

dd... Remove Add... Remove

**Choose Resident**

Search Calling Cards Near Me

Type part of the resident's name:

Find

No results

You can work with a ban list. That is a black list. It is granting access to public but deny access to people in the list.

Select the add button of the banned list to add residents. A choose Resident window will show up. You can search by name, check your calling card inventory or check near you avatar to select the banned person.

# ACCESS CONTROL



Working with a white list mean that you restrict the access to all avatar except the people you selected



About Land

General Covenant Objects Options Media Audio Access

Access To This Parcel

Allow Public Access

Block Access By:

Residents who have not given payment info to Lin

Residents who are not age verified adults

Allow Group Access: (none)

Sell passes to: Anyone

Price in OS\$: 1.000

Hours of access: 0.000

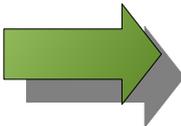
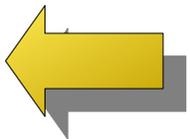
Allowed Residents

gimisa cerise

Banned Residents

Add... Remove Add... Remove

Select the add button of the allowed list to add residents. A choose Resident window will show up as previously. You can search by name, check your calling card inventory or find near you avatar to select the banned person.



# ACCESS CONTROL



On kind of white list access is a group. Tick on the allow group access will limit access to your land to the selected group.



About Land

General Covenant Objects Options Media Audio **Access**

Access To This Parcel

Allow Public Access

Block Access By:

Residents who have not given payment info to Linden

Residents who are not age verified adults

Allow Group Access: gimisa05

Sell passes to: Anyone

Price in L\$:

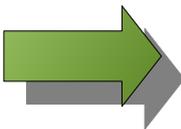
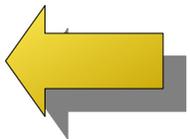
Hours of access:

Allowed Residents

Banned Residents

Add... Remove Add... Remove

It says that the access group is selected in the general tab.



# ACCESS CONTROL



Yes but before selecting it you need to create it in your group tab.

Group Information

General Members & Roles Notices Land & L\$

gimisaOS

Founded by

Group Insignia

Group Charter

Group Charter

Owners & Visible Members  
(Owners are shown in bold)

Member Name	Title	Last Login
-------------	-------	------------

Group Preferences

Show in search

Open enrollment

Enrollment fee: L\$ 0

- Select Mature -

My Active Title

Receive group notices

Receive group chat

List group in my profile

Refresh OK Cancel Apply

French Grid Mentors

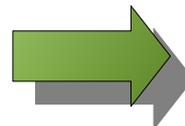
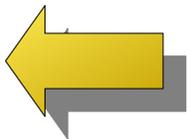
Help Center International

You belong to 20 groups (of 100 maximum).

Activate Info Titles... IM

Leave Create Search... OK

On this window I can type in the name and the group subject as well as other feature of that group



# ACCESS CONTROL



Creating this group will cost L\$100.  
Are you really, really, REALLY sure you want to spend L\$100 to create this group?  
Be aware that if nobody else joins this group within 48 hours, it will be disbanded and the group's name will be unavailable for future use.

Yes Cancel

In SL and like grid you will be charge 100L\$. In openSim type grid there will be no cost to do this. Also it does not required membership minmum.

gimisaOS - Group Information

General Members & Roles Notices Land & L\$

### Members & Roles

Group Members are assigned Roles with Abilities. These settings can easily be customized, allowing for greater organization and flexibility.

Members Roles Abilities

Search Show All

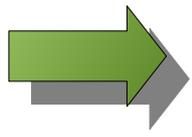
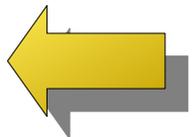
Member Name	Donated Tier	Last Login
gimisa cerise	0 sq. m.	

Invite New Member ... Eject From Group

Assigned Roles Allowed Abilities

Refresh OK Cancel Apply

From the group control window you can invite people. So that ppl listed in the group will have land access,



# ACCESS CONTROL



Members Roles Abilities

Search Show All

Role Name	Title	Members
Everyone	Member of gimisaOS	1
New Role		
Owners	Owner of gimisaOS	1

Create New Role ... Delete Role

Name Description

New Role

Title

Assigned Members

Allowed Abilities

- Manage parcel Access lists
- Manage parcel Ban lists
- Change parcel 'Sell passes...' settings
- Eject and freeze Residents on parcels

**Parcel Content**

- Return objects owned by group

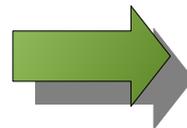
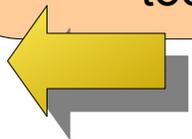
Members are visible

Refresh OK Cancel Apply

You can create rôle in group and have open close invitation as you wish.

I see that a role is available to manage the parcel access list.

And a group can control as many region as you wish. So its very handy land access control tool.



# ACCESS CONTROL



Once the group is created you can set it as the controlling group for that land

And then all group member have access to my land

Yes except the one listed in the land ban list.

The screenshot shows two windows from a virtual world interface. The 'About Land' window on the left has tabs for 'General', 'Covenant', 'Objects', 'Options', 'Media', 'Audio', and 'Access'. The 'Access' tab is selected. It shows the following information:

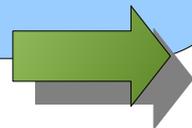
- Name: gimisa test
- Description: you welcome if you leave something please full perm is appreciate
- Type: unknown
- Rating: Mature
- Owner: gimisa cerise (with buttons for Profile..., Set..., and Deed...)
- Group: (with buttons for Profile..., Set..., and Deed...)
- Allow Deed to Group:
- Owner Makes Contribution With Deed:
- For Sale: Not for sale.

The 'Groups' window on the right is titled 'Groups' and has a 'Choose a group:' label. It contains a list of groups:

- Constructeurs et scripteurs
- corporate advertising
- French Grid Mentors
- gimisaOS** (highlighted)
- Help Center International
- Helper group
- Hypergridnauts
- Keep OSGrid Free
- LindaKellie Info. Group

Buttons for 'OK' and 'Cancel' are at the bottom of the 'Groups' window.

List dominate the group enrolment.





# ACCESS CONTROL



How do I add user to my group

The screenshot displays three overlapping windows from the Second Life interface:

- gimisaOS - Group Information (Members & Roles):** Shows a table with one member: 

Member Name	Donated Tier	Last Login
gimisa cerise	0 sq. m.	

 The 'Invite New Member ...' button is circled in blue.
- About Land (Access):** Shows settings for 'Access To This Parcel', including 'Allow Public Access' and 'Block Access By:' options.
- Choose Resident:** A window for selecting nearby residents. It shows a search bar, a 'Refresh List' button, and a list containing 'gimisa.cerise @3d.gimisa.ca:9000'. A green arrow points to the 'Select' button.

A yellow arrow points to the bottom left of the interface, and a green arrow points to the bottom right.



# ACCESS CONTROL



Sure here is the LSL function

Can I control the access via scripts.

## A

- [LAddToLandBanList](#)
- [LAddToLandPassList](#)

## E

- [LEjectFromLand](#)

## M

- [LManageEstateAccess](#)

## O

- [LOverMyLand](#)

## R

- [LRemoveFromLandBanList](#)
- [LRemoveFromLandPassList](#)

## R cont.

- [LResetLandBanList](#)
- [LResetLandPassList](#)

## T

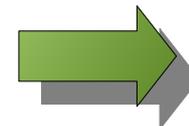
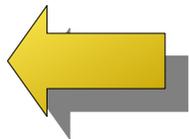
- [LTeleportAgentHome](#)

There is also OpenSim OSL script

## Avatar Managements

- [osGetAgentIP](#)
- [osGetAgents](#)
- [osGetAvatarList](#)
- [osAvatarName2Key](#)

- [osOwnerSaveAppearance](#)
- [osTeleportAgent](#)
- [osTeleportOwner](#)
- [osKickAvatar](#)





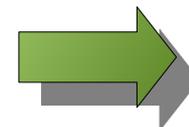
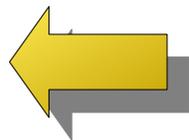
# ACCESS CONTROL



Since you are a simulator service provider you can also configure HG avatar access separately.



Ya I have seen configuration discussion about HG2.0 implementation. Mainly the last portion that speak about HG USER ACCESS.



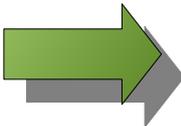
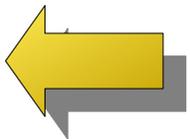


# ACCESS CONTROL



So that is it ?

Not quite,  
depends how  
effective your  
access control  
requirement is ??





Well with OSL script its possible to control avatars via IP.



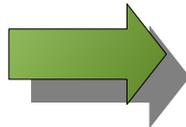
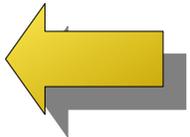
What do you mean!!!?

That its possible to collect IP list for access control purposes using available OSL function

OK but why? Is it not some sort of breach of confidentiality?

GDRP might be questioning this practice as its possilbe to trace back the location of someone with their IP

But is it not what happen with my cell phone anyway??





# ACCESS CONTROL



Then we can create your own list of avatar..

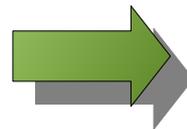
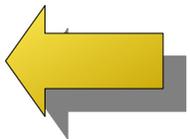
So what do we do if I agree to use IP collection to protect my accesses.

Is this effective as access control

As effective as an Avatar name and IP can be. Its easy to create a new one.

I know that SeconLife use IP can I do same

And a spammer know how to change his IP. Use a white list if you want a tight access control..





# ACCESS CONTROL



I like exemples

You will find in with this tutorial an exemple of an object that you can experiment with for land access control.

Will it present a Name and IP access list

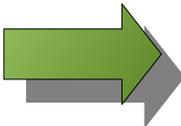
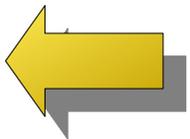
The object you find with this tutorial will do that for you. It uses some OSL function and will tell you which are missing in your land. Contact your estate manager to get the one missing. For exemple You need to activate the proper OSL function as explain in; [http://opensimulator.org/wiki/OSSL\\_Enabling\\_Functions.](http://opensimulator.org/wiki/OSSL_Enabling_Functions)

```
;Allow_osGetAgentIP = PARCEL_OWNER
```

I am also using a neet trick to record the proper information with notecard so you dont need an externa server. But you will need to add the following notecard functions

```
;Allow_osMakeNotecard = PARCEL_OWNER
```

Note to DIVA distro server have these function already activated.





# ACCESS CONTROL

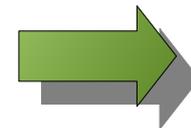
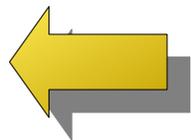


And how does it work

It records the IP address and name of the avatar you want access to be controled. It provide either land control white or ban list so that you can tailor the access of your sim. A config notecard is provided. The object will eject the avatar from your land just as the land control does.

An instruction card is provided with the object for detail instructions. Basically it detect the arrival of Avatars with `llGetAgentList` and validate if they are part of the avatar list. Then depending on the configuration card settings of white or black list it will eject the detected avatar appropriatly.

PLEASE note that Any script that interacts with a user in a fashion that is contrary to what the user expects is potentially grieving. So as a word of wisdom as to be respectfull of others in using this object.





# ACCESS CONTROL



Can it provide other filtering

Group can give you a lot of flexibility.

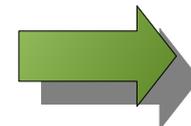
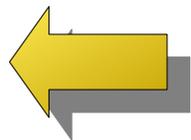
Auto Banning can be done, Grieffing is very close when talking about autobanning.

I mean your object?

Clearly.

For experimentation purpose I have configure it to automatically add avatar to the list on the following. Please note banning is only possible on your land. These filter are for black list and will not be effective with white list. For more detail see the banning tool instructions and configuration cards.

- Avatar age.
- limit of prims rez per avatar on your land
- Avatar is a Hypergrid traveler
- Avatar script count.
- Avatar script memory.
- Avatar prim equivalent.
- Avatar server load.



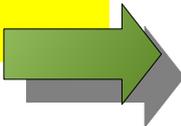
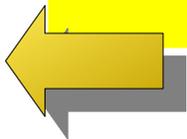
# Access Control

Now the fine prints....

This object is built for testing purpose ONLY.

Metaverse is like 3d internet. Its openness is at its heart and freedom of access one of its main quality.

- Please consider this object for experimentation purpose ONLY.



# Access Control

- Access control is generally depriving honest avatar from access while being of very little effectiveness with spammer.
- Two type of access control is proposed ban or white list.
- Ban list prevent access while white list allow access to the listed avatar.
- White list also offer the use of group to control access.
- Ban or white list are manage with the about land window.
- Group can be create and manager through the group window.
- IP access control is possible in Opensim with the use of OSL script.
- The object provided in gimisa5 sim version of this tutorial show how to use name/IP combination for access control as while or black list as well as provides a mean to auto ban on certain criterias.

Hope it help . Gimisa@yahoo.fr

