

~~MEGAREGION~~



You know what is a region. You visit a lot of them. Their size is 256×256 .

But you extended it and now you have created a megaregion of 4×4 or more regions that act like one and starting to think you made a mega mistake!

This tutorial is for you!!!

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You have seen very large and decided that your region would be **HUDGE.**

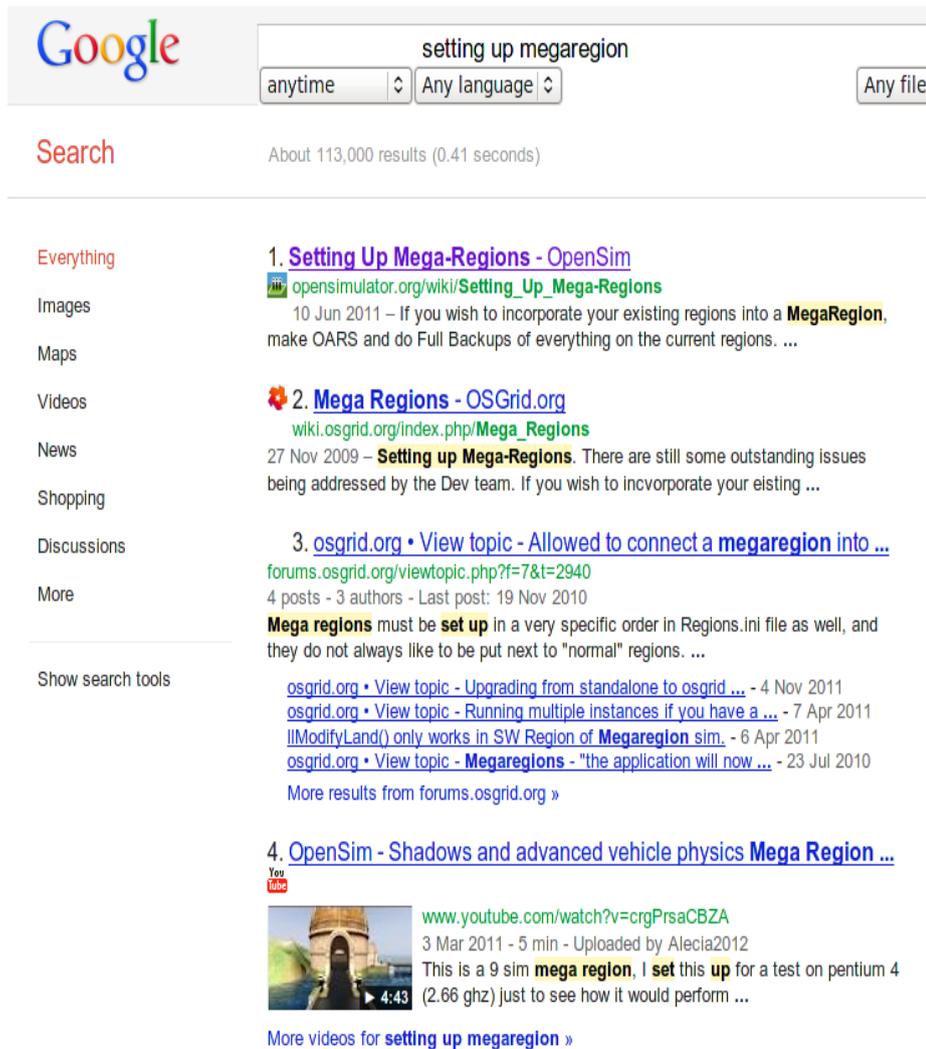
But now what is happening....

!@#\$\$%%&** OK so whatever you have decided to go back to smaller is beautiful !!!



This tutorial is for you!!!

MEGAREGION



Google search results for "setting up megaregion". The search bar shows "setting up megaregion" with filters for "anytime" and "Any language". The search results are as follows:

- 1. Setting Up Mega-Regions - OpenSim**
opensimulator.org/wiki/Setting_Up_Mega-Regions
10 Jun 2011 – If you wish to incorporate your existing regions into a **MegaRegion**, make OARS and do Full Backups of everything on the current regions. ...
- 2. Mega Regions - OSGrid.org**
wiki.osgrid.org/index.php/Mega_Regions
27 Nov 2009 – **Setting up Mega-Regions**. There are still some outstanding issues being addressed by the Dev team. If you wish to incorporate your existing ...
- 3. osgrid.org • View topic - Allowed to connect a megaregion into ...**
forums.osgrid.org/viewtopic.php?f=7&t=2940
4 posts - 3 authors - Last post: 19 Nov 2010
Mega regions must be **set up** in a very specific order in Regions.ini file as well, and they do not always like to be put next to "normal" regions. ...
osgrid.org • View topic - Upgrading from standalone to osgrid ... - 4 Nov 2011
osgrid.org • View topic - Running multiple instances if you have a ... - 7 Apr 2011
osgrid.org • View topic - **ModifyLand()** only works in SW Region of **Megaregion** sim. - 6 Apr 2011
osgrid.org • View topic - **Megaregions** - "the application will now ... - 23 Jul 2010
More results from forums.osgrid.org »
- 4. OpenSim - Shadows and advanced vehicle physics Mega Region ...**

www.youtube.com/watch?v=crgPrsaCBZA
3 Mar 2011 - 5 min - Uploaded by Alecia2012
This is a 9 sim **mega region**, I **set this up** for a test on pentium 4 (2.66 ghz) just to see how it would perform ...
More videos for **setting up megaregion** »

But how to go back ??????????

- Your brother in law has no clue!!
- Your friend google cant help.
- But its your lucky day....
- 4freedom has the answer 4U 4Free\$.
- Under licence of creative common with no money back guaranty
- Use it with caution at your own risk.....
- Only one command to do and one change to make to the ini file.
- Quick you say !! Yes 15000 prims were change in less then 100ms.
- But as always make a backup BEFORE better be safe then sorry!!



~~MEGAREGION~~

NW	NE
2	4*
SW	SE
1*	3

Example:
 1=5000,5000
 2=5000,5001
 3=5001,5000
 4=5001,5001

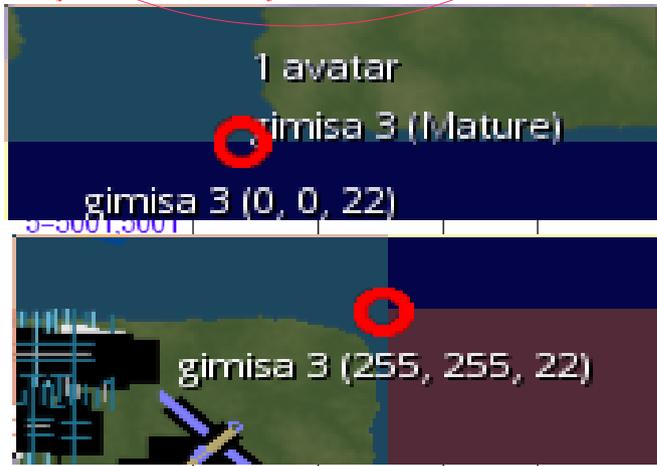
Example:
 1=5000,5000
 2=5000,5001
 3=5000,5002
 4=5001,5000
 5=5001,5001
 6=5001,5002
 7=5002,5000
 8=5002,5001
 9=5002,5002

NW	N	NE
3	6	9*
W	C	E
2	5	8
SW	S	SE
1*	4	7

* SW always First & NE always Last

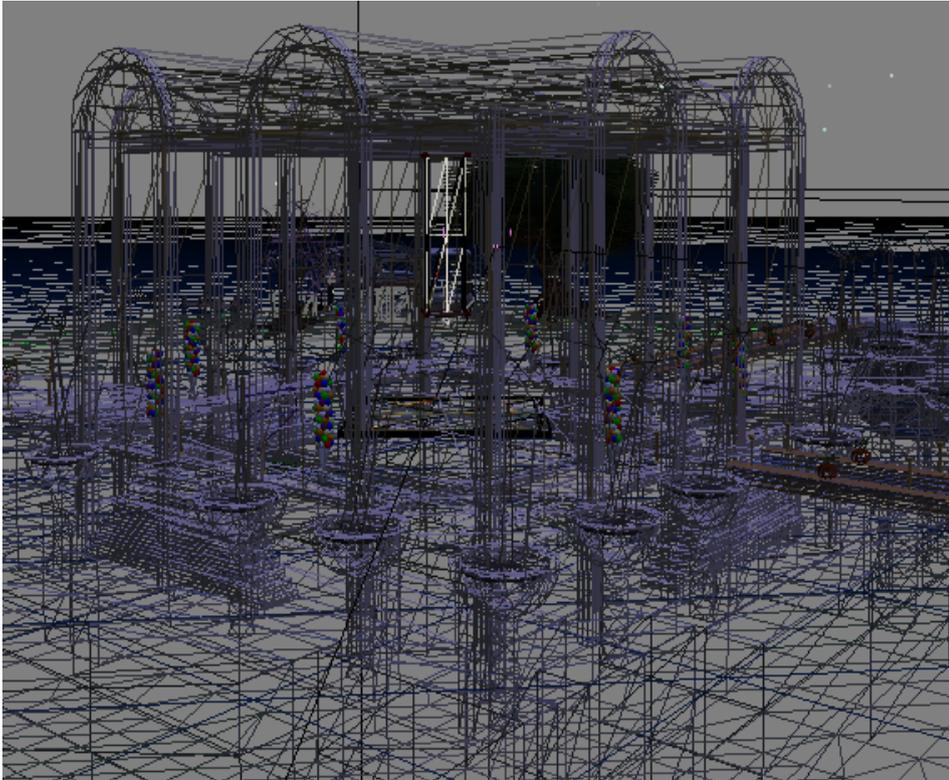
NW	NE
3	4*
SW	SE
1*	2

Example:
 1=5000,5000
 2=5001,5000
 3=5000,5001
 4=5001,5001



- A little background first. What is a mega. It a group of region 4, 9 16always a square number.
 - There is a physical reason for that. But let's back track a bit. A region is 256 x 256 in size. Building in it means locating an object in a grid coordinate that is between 0.000 and 255.000. The 0 location is on the SW side of your region and 255 x 255 is NE point..
 - A megaregion is like a region extended north and east. Take the 9 regions example here. Region 2 (W) coordinates are starting at 0x and 256y and extend to 255x and 511y. Similarly region 4(S) start at 256x 0y and end at 511x 255y.
- I will let you figure out the 9 region coordinates.... :)

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- Now you are ready? Hum not quiet yet.
- Lets talk about database. Ya these tables full of numbers.
- Do you know that the 3D world you enjoye is in crude reality a database.
- See the following link for detail:

>><http://opensimulator.org/wiki/Database:Documentation>.
<<

You know what MYSQL is and can manipulate database...this turorial is for you!!

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- One data table is of interest to us.
[http://opensimulator.org/wiki/Prims_\(database_table\)](http://opensimulator.org/wiki/Prims_(database_table)).
- That table has every thing you wanted to know about your world prims and never dare asking!
- The three fields of interest in our prim table is GroupPositionX, GroupPositionY and RegionUUID
- Are you ready to take off!!!

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- WAIT !!! If you dont want to crash in flame
....<http://opensimulator.org/wiki/Backups>.
- Ok now that we are safe to land lets go for it ...open your mysql browser of choice or simply type in you command window `mysql opensim <password>`
- The command that you have been waiting 7 slides to get is ...on next slide \wedge

You know how to make a good backup of your regions ...this tutorial is for you!!

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- You have done your backup did you? And oh you have stop your sim yes?
- Edit you region.ini and copy the region UUID for each region you have.
- Using a 2x2 grid as exemple.You have copy your UUID for UUID_NW, UUID_SE and UUID_NE
- The FAMOUS POWERFULL command is UPDATE Prims
SET GroupPositionX = GroupPositionX-256.0 , GroupPositionY=GroupPositionY-256.0, RegionUUID= "UUID_NE "
WHERE GroupPositionX > 255.9 and GroupPositionY > 255.9
- NE region is done and relocated in standard region size for NE. Let look at the two others

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- Now NW:
- UPDATE Prims
SET GroupPositionY = GroupPositionY-256.0 , RegionUUID= "UUID_NW "
WHERE GroupPositionY > 255.9
- NW region is done now SE.
- UPDATE Prims
SET GroupPositionX = GroupPositionX-256.0 , RegionUUID= "UUID_SE "
WHERE GroupPositionX > 255.9
- SE is done.
- Ok the hard part is done. Now let take care of the opensim.ini file or the myworld.ini depending on what is the build you are using.

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- In opensim.ini find the following line :
CombineContiguousRegions = true
change it to
- ; **CombineContiguousRegions = false**
- If you are working with DIVA build the magic sentence is in the divapreference.ini. But DONT, please DONT change it there. Add a line in your myWorld.ini in [system] as follow :
- **CombineContiguousRegions = false**
Restart you simulator.....Is your world still on the virtual planet ...yea you did it
*4freedom take no responsibility for what I write neither do II do this for fun
gimisa@yahoo.fr*

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NW 7	N 8	NE 9*
W 4	C 5	E 6
SW 1*	S 2	SE 3

- What about a 9 region grid or more?
- The principle stay same start by NE(9).
- UPDATE Prims
SET GroupPositionX=GroupPositionX-512.0,
GroupPositionY=GroupPositionY-512.0
WHERE GroupPositionY >511.9 and GroupPositionX > 511.9
- Then proceed west with N(8)
UPDATE Prims
SET GroupPositionX=GroupPositionX-256.0,
GroupPositionY=GroupPositionY-512.0
- WHERE GroupPositionY >511.9 and GroupPositionX > 255.9
- And NW(7) GroupPositionY-512 WHERE GroupPositionY >511.9
- Then clear E(6) with groupPositionX-512 and groupPositionY-256 WHERE GroupPositionX >511.9 and GroupPositionY > 255.9
- Then SE(3) groupPositionX-512 WHERE GroupPositionX >511.9

Now you are back to the 4 REGION mega exemple.

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