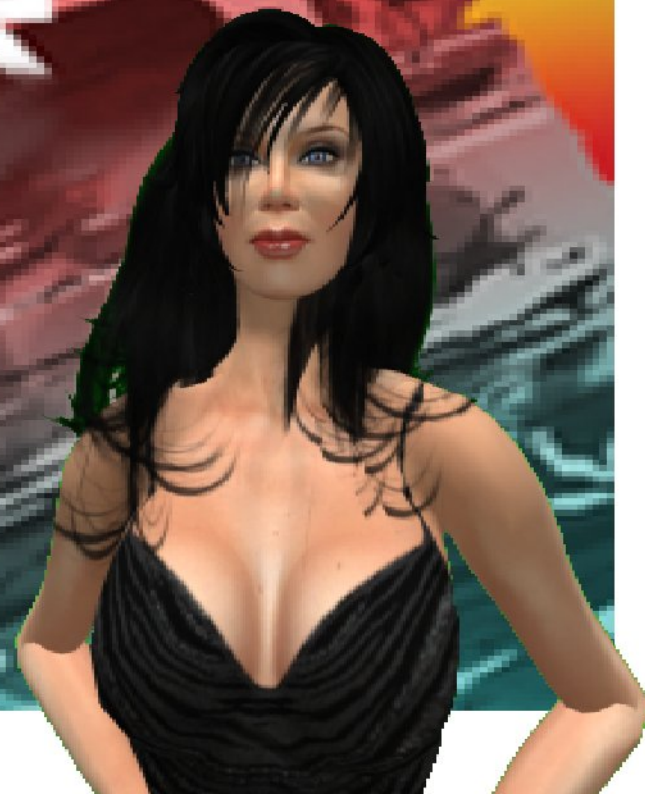


DIAIR



# OAR

Nice Sim. Did you do it.

Thank you. Yes I did all what  
you can explore in this region  
and 5 others





# OAR

There is a lot of work on that.  
Do you have a OAR of your  
work..

Yes it was a lot of fun time.  
What is a OAR?.



# OAR

The OpenSimulator Archive  
(OAR) function ..

Never heard of that.





Look what Justin the OAR developer has to say about it

# OAR

Its a backup.

justincc.org/blog/2009/05/01/a-little-bit-more-on-oar/

Free Hotmail Importés depuis IE Paramètres view-source:https://...

## Justincc's OpenSimulator blog

opensim	secondlife	opensim-dev	opensim-news	twiod	virtual-environments	virtual-worlds	opinion	open
events	hypergrid	iars	oars	opensim	opensim-applications	opensim-arch	opensim-dev	opensim-grid
opensim-modules	psmb	opensim-news	twiod	opensim-scripting	opensim-tech-basics	opinion	osgrid	per
secondlife	viewers	virtual-environments	virtual-worlds					

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Search & Hit Enter

### ARCHIVES

April 2013

March 2013

February 2013

2013

2012

2012

2012

## A little bit more on OAR

May 1, 2009

By justincc

Hello there. I originally wrote about Opensim ARchives (OARs) back in October last year. To recap, OARs are a way of saving an entire OpenSim region to a single file, which can then be loaded on another region in the same grid or on another grid entirely.

Since then, OARs have become quite a popular way to backup and transfer regions in an OpenSim installation. They have also begun to see some use in distributing content to other people.

So I thought that I'd take this opportunity today just to address some miscellaneous topics about OARs and give a short overview of what's coming up next.



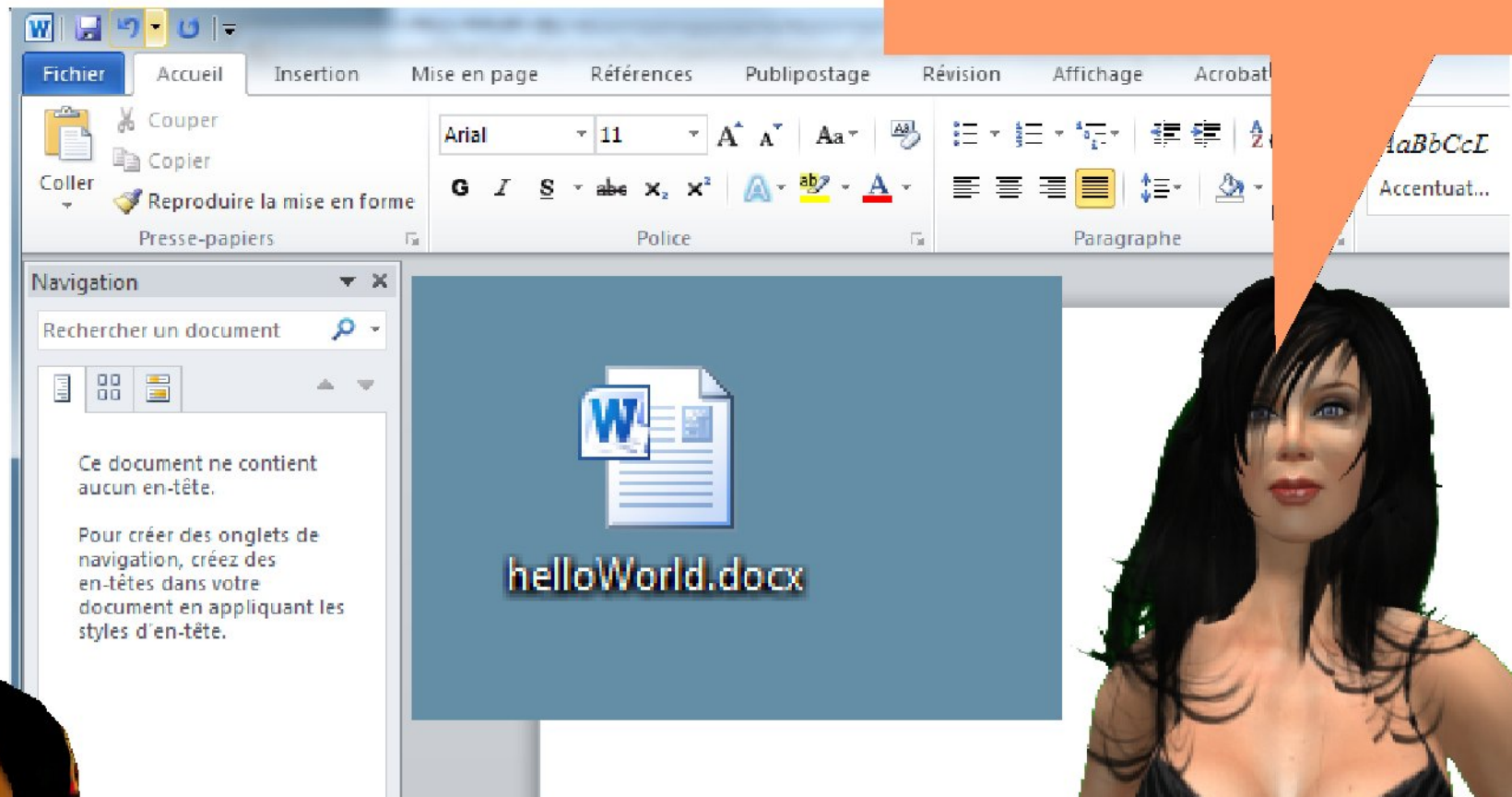
You have use microsoft word  
before I imagine

You have use the save function  
to save your work did you .

# OAR

Sure but what is the link..

Yes so a oar is for opensim  
what a docx file is for word.

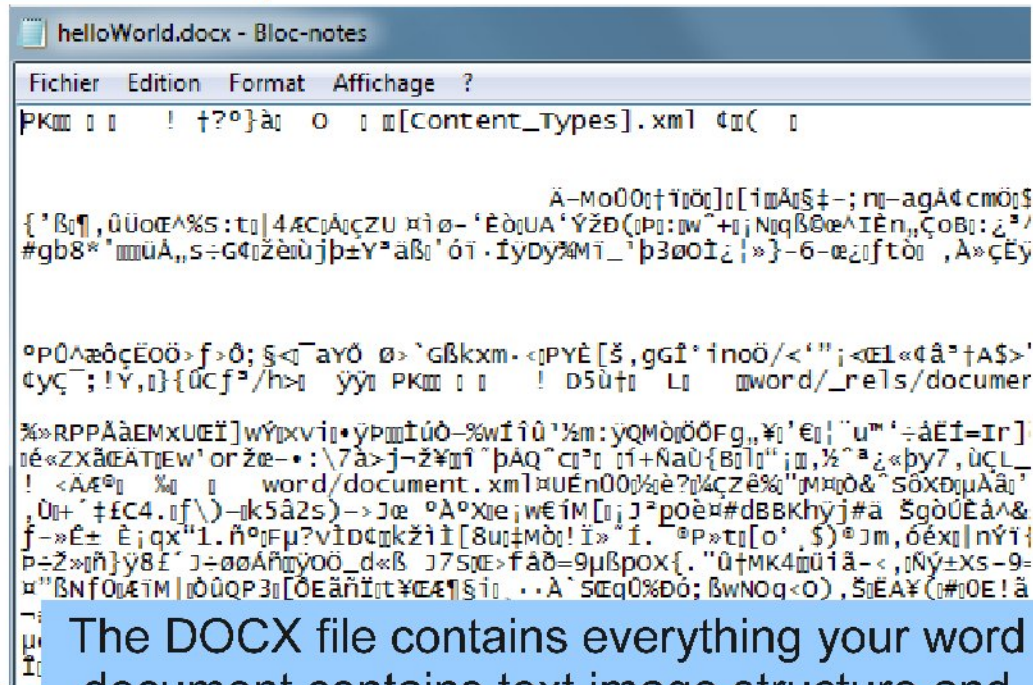




# OAR

What is this garbage

You ever look at what a doc file look like



```
helloWorld.docx - Bloc-notes
Fichier Edition Format Affichage ?
PKMM 0 0 ! t?°}à: 0 0 [Content_Types].xml 4m( 0

      Ä-Mo00;f;00;[imÄqS#-;nq-agÄ4cm0;$
{'B0¶,0Ü0æ^%S:t0|4&C0Ä0çZU x0- 'È00UA'YŽ0(p0:0w"+0;Nq0B0æ^IÈn,,Ç0B0:ž°/
#gb8*'000üÄ,,s=G40ž0è0j0±Y°ä0'0i·fyDy°M0i_°b300iž!°}°-6-æ00ft00 ,A»çËy

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cyç°;!Y,0}{0cf°/h>0 yÿ0 PKMM 0 0 ! D5000 L0 0word/_rels/documer

%»RPPÄàEMxUEi]wÿ0xvi0•ÿp00i00°-%wfi0°%m:yQM000ÖFg,,0'00|°u°°÷äËi=Ir]
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! <Ä°0 0 word/document.xml0UE0000°è°04ÇZ0°"M000&°S0X00uÄ0'
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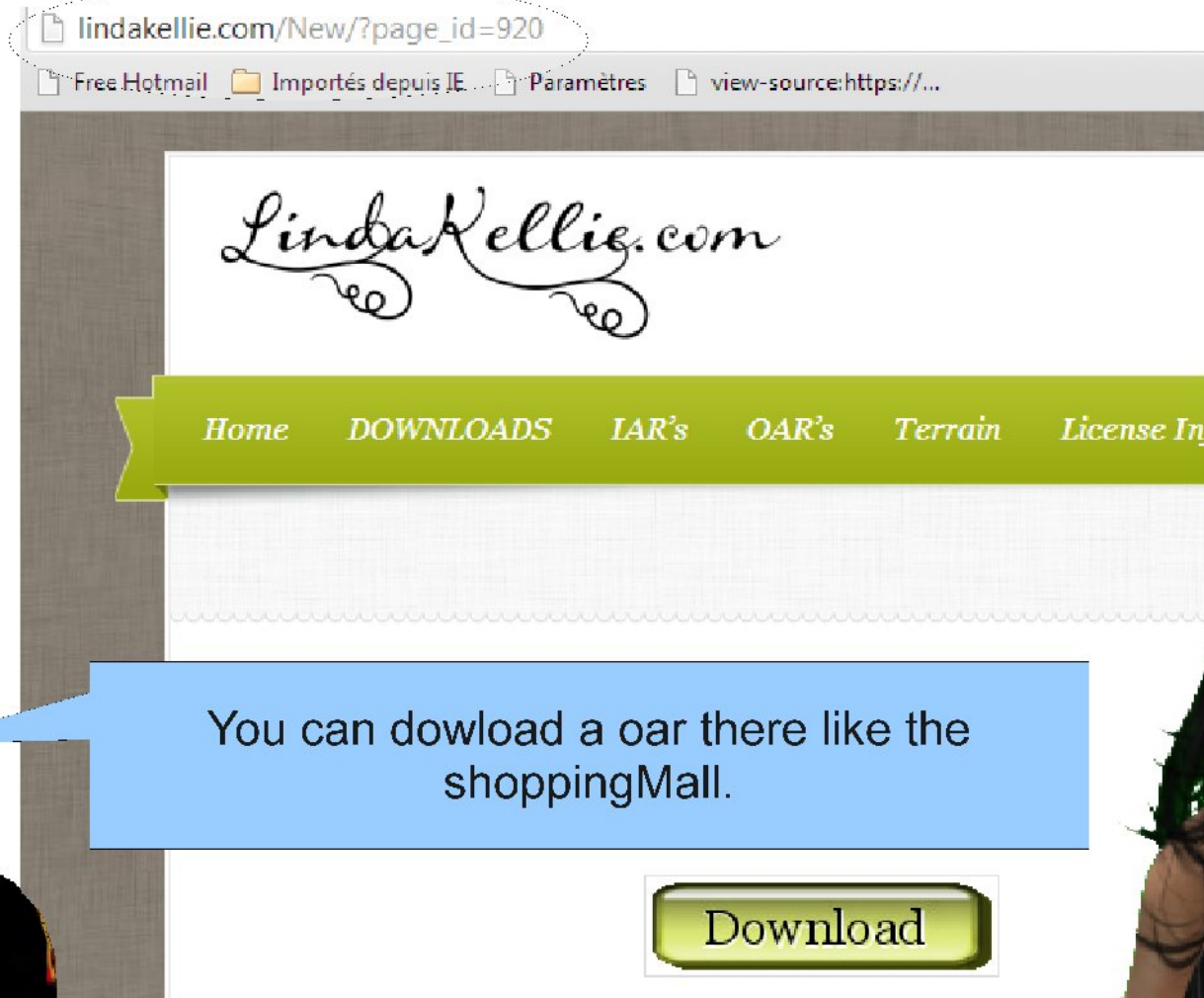
The DOCX file contains everything your word document contains text image structure and format. If you write a letter in word (MSWORD) you expect to have access to your document by opening the docx file. This is what you have learn to expect form MSWORD. Not only on your computer but you can send your file and expect anyone that have MSWORD to read it with their own version MSWORD.



Take a look at Linda Kellie web site.

# OAR

So someone else could give me their oar and I could read it and see their build on my region.



You can download a oar there like the shoppingMall.

Download





# OAR

You can open it with 7zip if you want to take a look at it.

I have downloaded that file on my computer and now what .

www.7-zip.org

Free Hotmail Importés depuis IE Paramètres view-source:https://...

**7-Zip** is a file archiver with a high compression ratio.

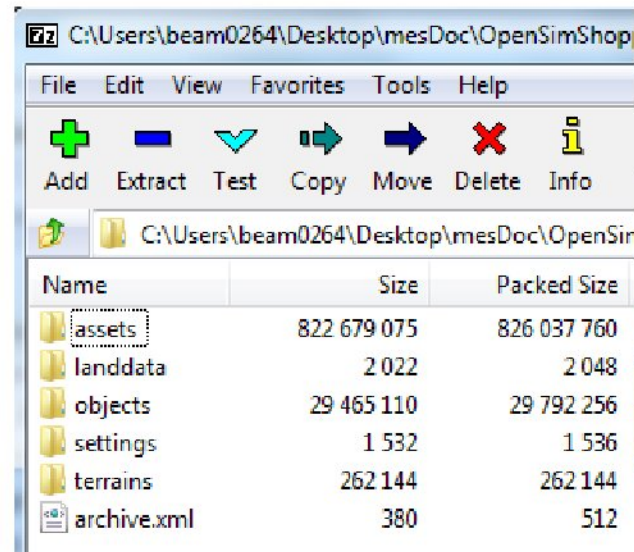
**Download 7-Zip 9.20 (2010-11-18) for Windows:**

Link	Type	Windows	Size
<a href="#">Download</a>	.exe	32-bit x86	1 MB
<a href="#">Download</a>	.msi	64-bit x64	1 MB

The download links above redirect you to download pages on SourceForge.net

I see assets, land data and so on...

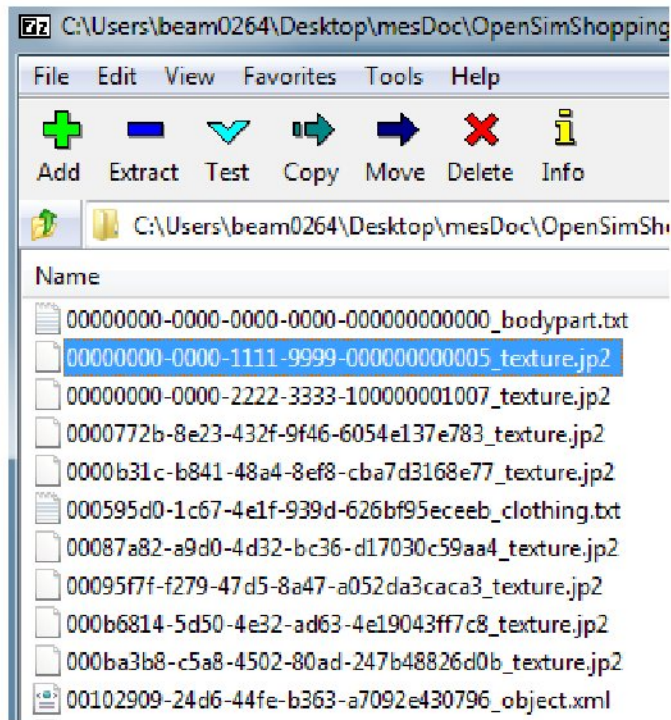
You can look at those folder content the most interesting is asset.



The screenshot shows a Windows Explorer window with the following table of contents:

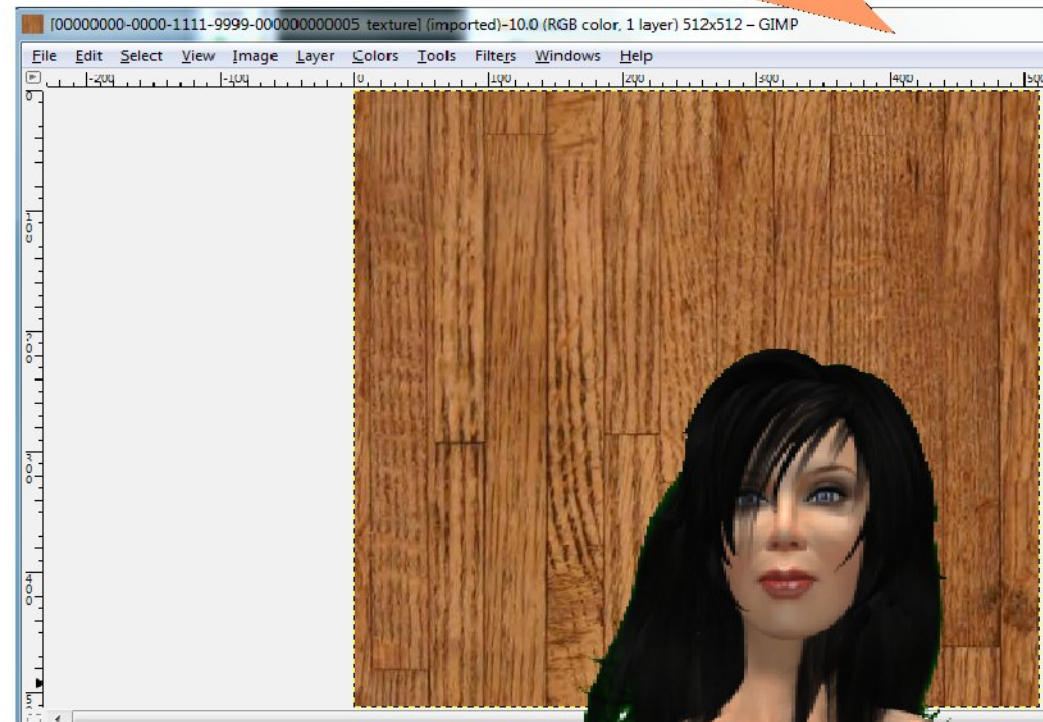
Name	Size	Packed Size
assets	822 679 075	826 037 760
landdata	2 022	2 048
objects	29 465 110	29 792 256
settings	1 532	1 536
terrains	262 144	262 144
archive.xml	380	512





# OAR

It contain all the textures. What is JP2.



JP2 is Jpeg 2000. A picture format. It also contain script, animation, and all asset necessary to redo the region the OAR was extracted from.







# OAR

Can I use it, rework it, reorganize it.

Let Justin reply to that one

[justincc](#)

Jun 29, 2012; 7:11pm Re: Mucking around with IAR asset UUIDs outside OpenSim: Will anything bad happen?

In reply to [this post](#) by Chris M

Edmund, doing what you describe should be absolutely fine. In fact, one of my design aims with laying out .oars/.iars in this way was to allow them to be inspected/constructed/alterd by external tools, though it can still be a pretty tricky operation.

There is a lot of possibilities right there wow.

Yes like for instance changing this texture color and save it back in OAR would allow changing everything that is using this texture in the OAR. But that could be a bit tricky for reusing in same grid as Justin point out.





# OAR

You can load them in your stand alone grid or in you own region.

So aside from inspecting it in my computer what can I do with oars.

Are you familiar with the console that come with your standalone

How

The screen where opensim runs. Not much. It look complex.

There is a good number of command that you can use in the command line of that simulator. Two are related to OARs.

```
gimisa@gimisa01204: ~  
Fichier Edition Affichage Terminal Aide  
18:33:28 - [HG IM SERVICE]: Unable to locate user 598c76d4-a9d0-2fd6-0a81-fc72dc  
a068b5  
InvalidOperationException on receiving POST  
[CONNECTOR]: GetAgents received null or empty reply  
InvalidOperationException on receiving POST http://presence.  
[CONNECTOR]: GetAgents received null or empty reply  
InvalidOperationException on receiving POST http://presence.  
osgrid.org/presence  
18:40:16 - [PRESENCE CONNECTOR]: GetAgents received null or empty reply  
18:42:16 - [FORMS]: InvalidOperationException on receiving POST http://presence.  
osgrid.org/presence  
18:42:16 - [PRESENCE CONNECTOR]: GetAgents received null or empty reply  
18:44:16 - [FORMS]: InvalidOperationException on receiving POST http://presence.  
osgrid.org/presence  
18:44:16 - [PRESENCE CONNECTOR]: GetAgents received null or empty reply  
18:46:16 - [FORMS]: InvalidOperationException on receiving POST http://presence.  
osgrid.org/presence  
18:46:16 - [PRESENCE CONNECTOR]: GetAgents received null or empty reply  
18:48:16 - [FORMS]: InvalidOperationException on receiving POST http://presence.  
osgrid.org/presence  
18:48:16 - [PRESENCE CONNECTOR]: GetAgents received null or empty reply  
region (gimisa01) #
```





Server commands are presented in the wiki of opensim.

For the OAR related one see opensim\_archives page.

There is a long list of commands what about OAR.

What should I know there to load my oar.

Make sure you are in the good region. It is very very important cause you dont want to overwrite the wrong region.

- So first

- Change region [oarRegiontoLoadTo]

Did I say its important you make sure you are on good region check the console reply to make sure you have change correctly

Then ,

Load oar [c:\myOAR\locationDir\my.OAR]

That is it!!

Ok it does say things on the console but nothing appears.

It will take some time especialy when you use the default stand alone with SQLite database. It will also be longer the first time you load it.





# OAR



Hey wow this is what appeared  
in my region

Yes over 9000 prims in that oar.  
Impressive work available via OAR.



# OAR

To continue with word analogy  
how can I save my work now in  
OAR..

Make sure you are in the good region.  
Change region [oarRegiontoSave]. check the console  
reply to make sure  
Then ,  
SAVE oar [c:\dir\toSaveMyOar\myOAR.tgz]

Yes easy enough.

Why tgz extension i  
thought that OAR  
was the extension to  
use.

Its best to give it its true extension. A tgz extension can  
be read with zip software like 7z.



# OAR

So as long as I have my standalone I can do the save and load OAR at will. But what about OSGrid regions.

OSGrid region are opensim so with console same command no problem. .

Well I am hosted in OSGrid and have no access to console.

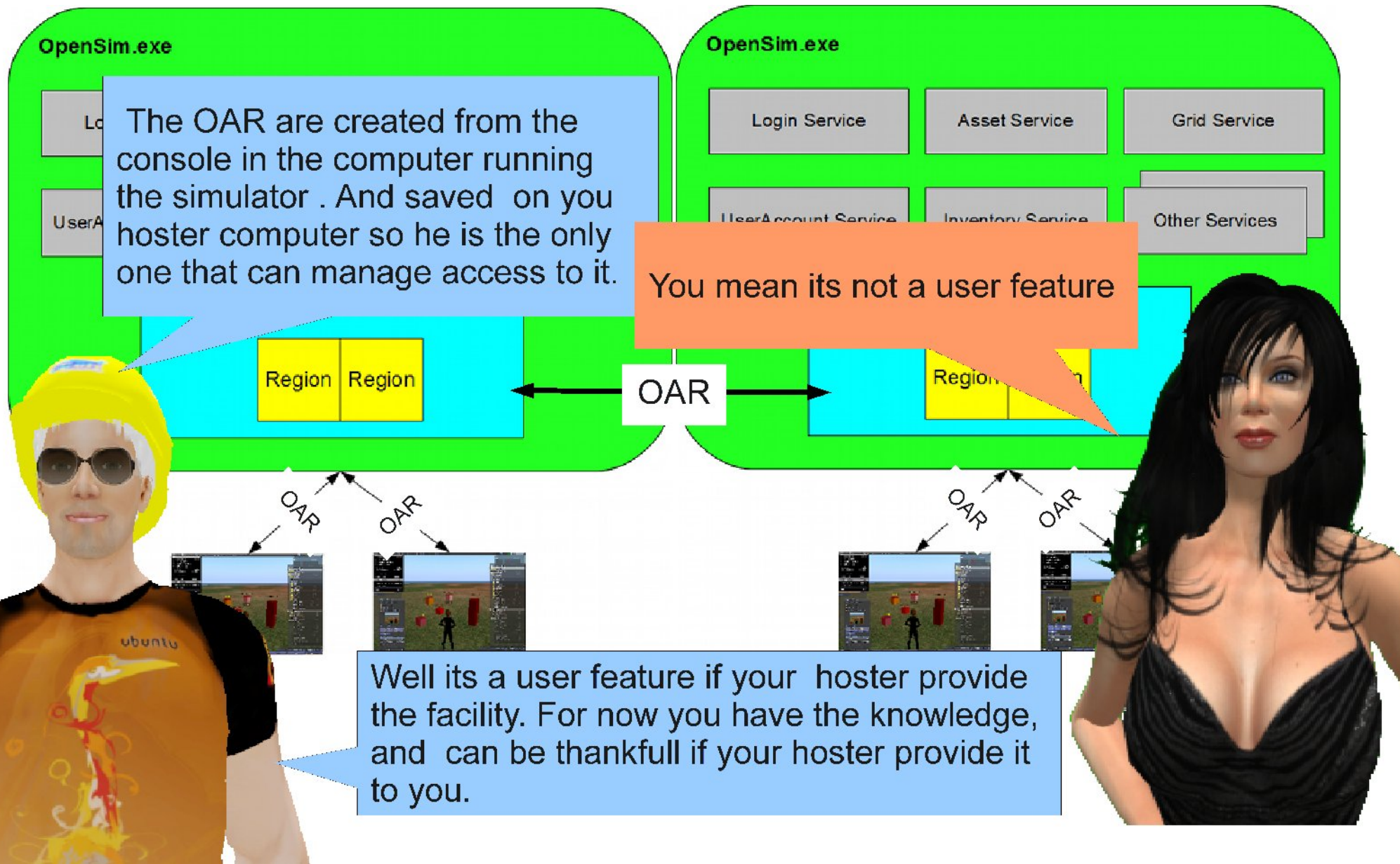
Hey Hey being nice to you hoster is a good idea ...ha ha ha

I am always nice to people and my hoster is a charming men.



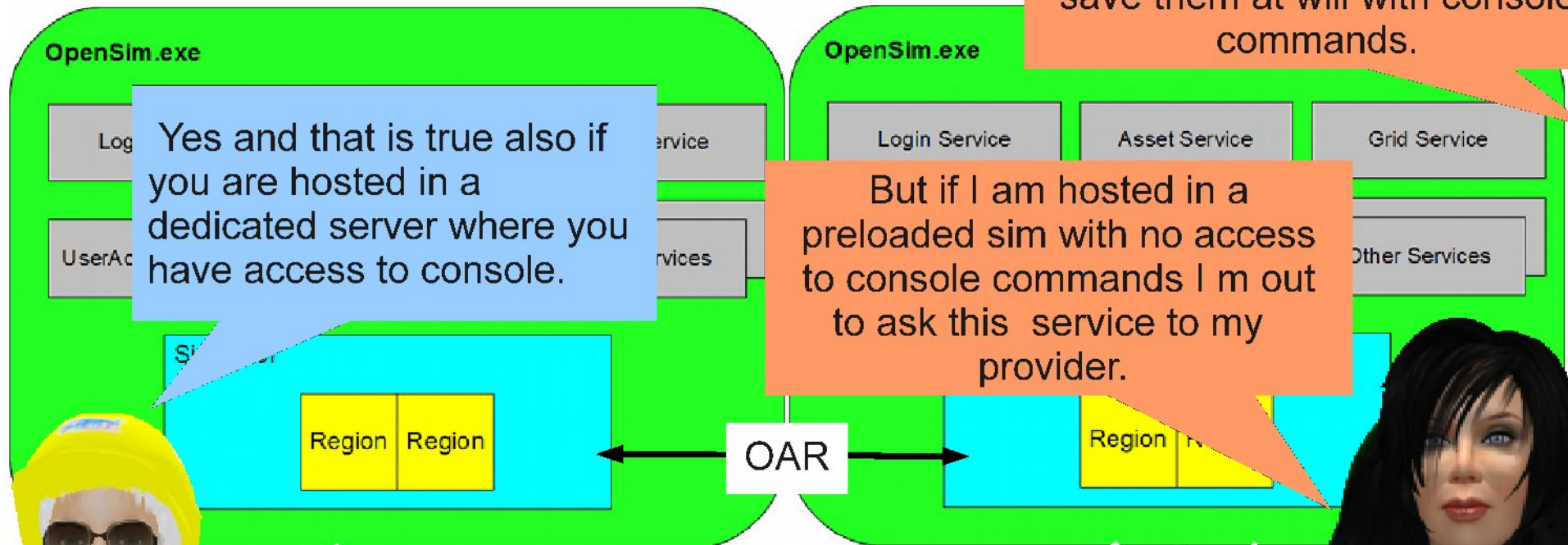


# OAR



# OAR

Let me get things straight. If I have a standalone I can do OAR by myself. Load them and save them at will with console commands.



Yes he could save or load oar using the command I have show you and get that file accessible to you.

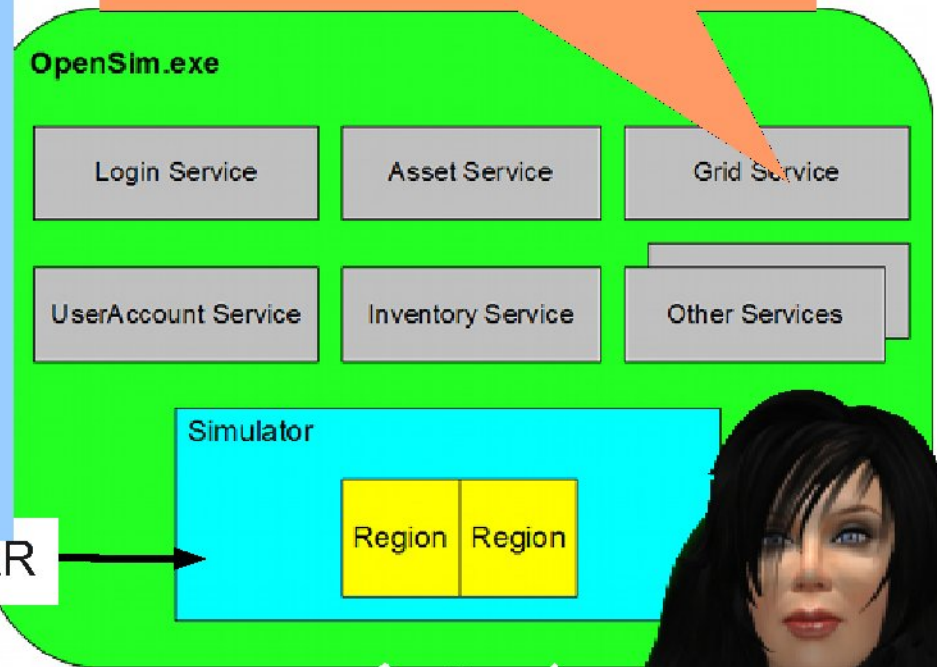




# OAR

I have a friend that have a very poor INTERNET connection. So to solve the situation he has loaded a opensim on his machine. He does his creations on it. Its fast and easy cause the speed on a standalone is fantastically fast with no LAG. He also can experiment at will. He can even undo by reloading saved oars. When he is happy he provide his oar to his hoster. The hoster load it on his region. Since this hoster region is ON LINE 100% of the time people can enjoy my friend work anytime. That is a luxury his own machine would not permit.

But I dont see the interest of bothering my hoster with that..

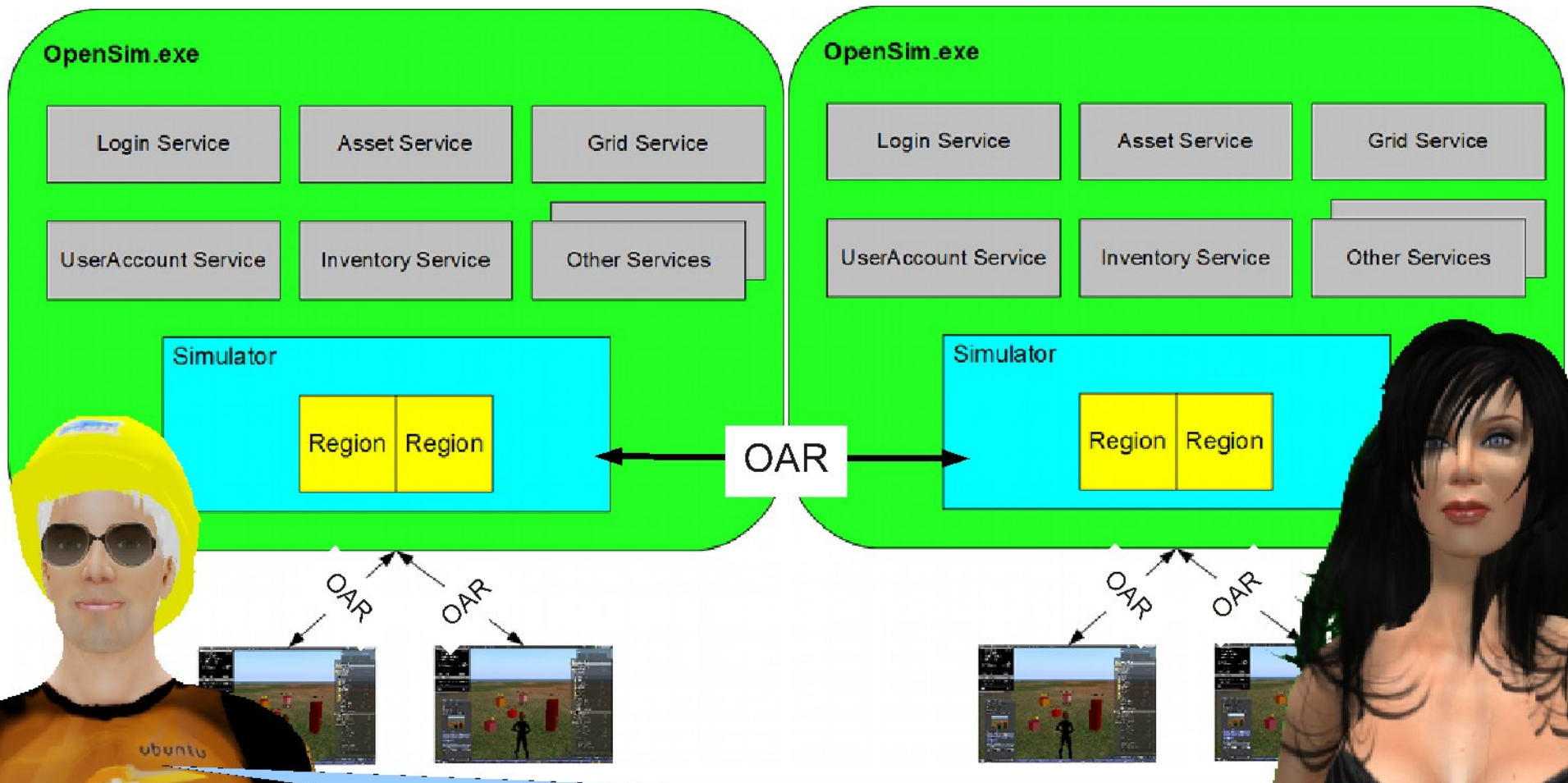


OAR

That would require me to start a standalone. I have no clue how to do that and beside my internet speed is very good and my hoster a fantastic men. But I agree that the undo feature would be a great help sometimes. I deleted my house accidental It was a pain to reposition the pieces.



# OAR



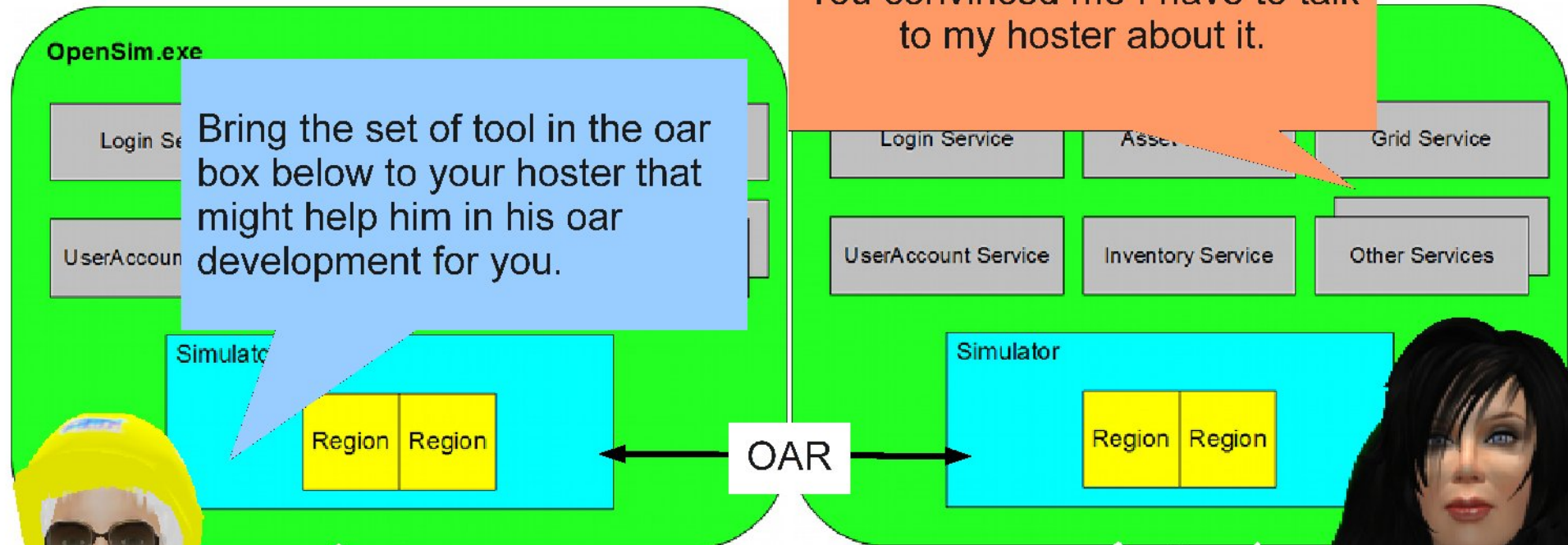
I know you are working on a few grids. You know switching stuff around using hypergrid travel is not the greatest. Again OAR can help there by immediately rebuilding one region in the next location. Then you can modify. Just like using a previous letter in word to do a new one. Simple and efficient.



# OAR

You convinced me I have to talk to my hoster about it.

Bring the set of tool in the oar box below to your hoster that might help him in his oar development for you.



# OAR

The OAR LOADER panel

What is in that tool kit ?

The OAR SAVER and a OAR HUD to wear. And a set of instruction for him.





# OAR

The OAR LOADER panel is use to load oar and to showcase some pre-existing one. It come with web base OAR . It can also can be use to present your regions. You might want to renovate your region but before you delete its content you could post a OAR of that work for futur reload .

What does he do with that tool box and how those it help me get access to OAR.





# OAR

What about the OAR SAVER.

The OAR SAVER will monitor your region constantly and save a oar automatically when needed. You can also touch for immediate creation of a OAR.





# OAR

The hud is using the oar loader panel to give you access to your oar on the hoster computer.

And what about the hud.





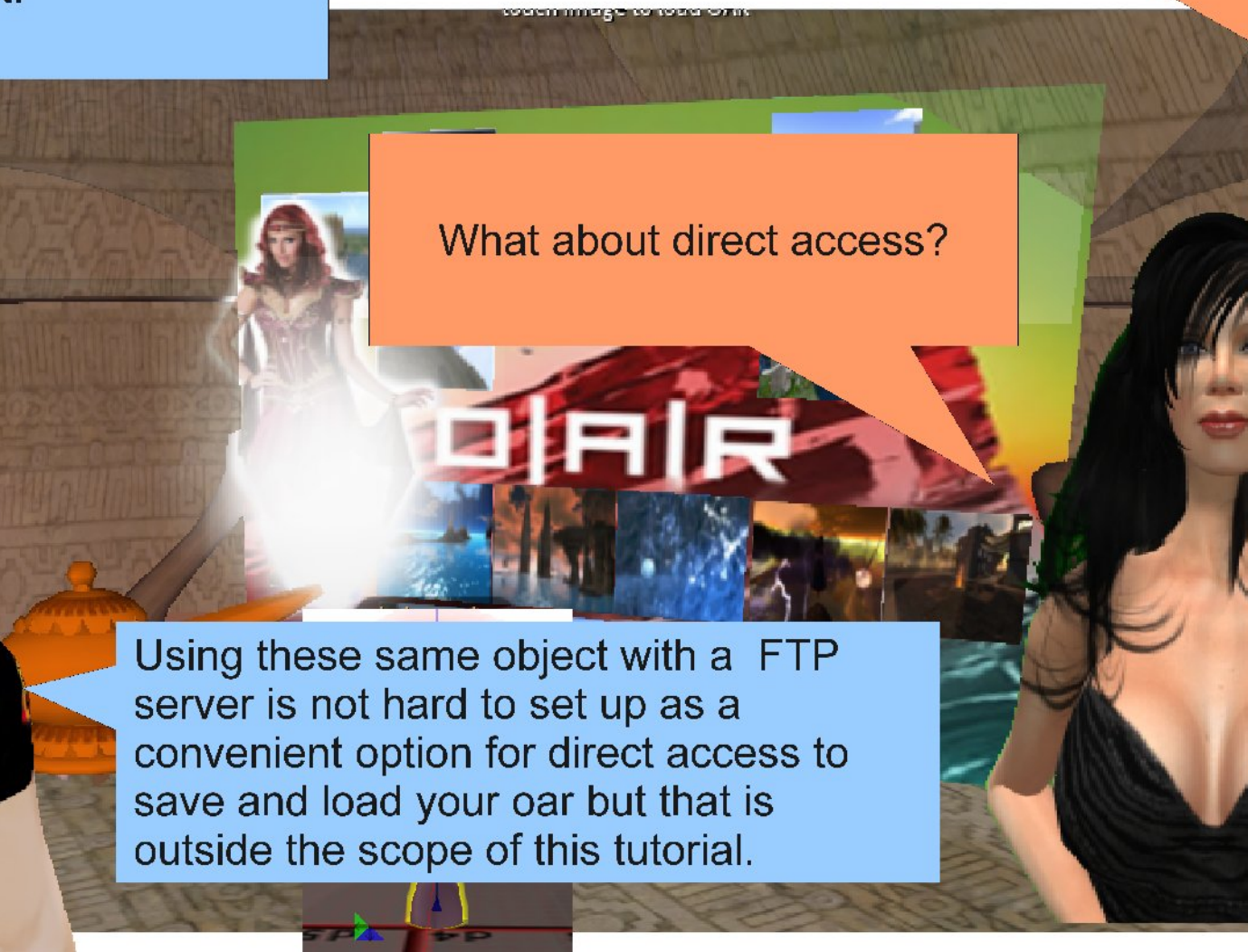
# OAR

Yes indirect only using  
inworld object.

So using those three objects  
my hoster can provide me with  
indirect save and load oar file  
for my region.

What about direct access?

Using these same object with a FTP  
server is not hard to set up as a  
convenient option for direct access to  
save and load your oar but that is  
outside the scope of this tutorial.





# OAR

## SUMMARY:

- The OpenSimulator Archive (OAR) function.
- To Load a OAR from opensim console first;
  - Change region [oarRegiontoLoadTo]
- Did I say its important you make sure you are on good region check the console reply to make sure you have change correctly
- Then:
  - Load oar [c:\myOAR\locationDir\my.OAR]
- To save a region from same region:
  - Save oar [c:\myOAR\locationDir\myOAR.tgz]

# OAR

- To use the object with this tutorial to manipulate your OAR.
- Use the OAR LOADER panel to Load a oar:
  - Touch a preloaded OAR picture and be patient.
  - You will be teleported to the region the oar appears.
- To save a OAR of your region. .
  - Touch the OAR SAVER object on your region.
- To load my save OAR
  - wear the HUD in your region.
  - Touch it to load the list of OAR saved .
  - It will teleport you to the OAR LOADER panel .
  - Touch the MANUAL ENTRY pictogram.
  - Select the save OAR you wish to load in the appearing menu.
  - Be patient you will be teleported to the loaded oar region.
- What about direct access to my OAR files .
- A FTP can be setup to give you access to load and saved oar file. But that is outside of this tutorial .see <https://filezilla-project.org/>