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'About Land window' guide for our land owners

Owning land lets you control what happens on that land. You can prevent others from visiting or building there, change the shape of the land, subdivide and sell it, and much more. The About Land window in the Second Life® Viewer lets you access most of your land's functions, and gives you more information about the land you own.

There are 3 ways to open the About Land window:

1. **World > About Land.**
2. Right-click on your land and select **About Land.**
3. Click the parcel name near the top-center of the screen.

There are several different tabs in the About Land window:

- **General**
- **Covenant**
- **Objects**
- **Options**
- **Media**
- **Access**

General Tab

This tab displays basic information about your land (name and description), as well as controls to deed and sell your land.

Name - The name shown for the parcel. This name will also appear in Search window results if you choose to list your land. (See **Show Place in Search** below.)

Description - Additional words to describe your parcel. The description will also appear in Search results, enabling your land to be found easier.

Owner - On your land, this is you. If you've deeded land to a group, the group is the owner.

Group - The group associated with the land. Click **Set** to change the group. Setting land to a group without fully deeding it can help you control group members' ability to build there without allowing non-members to build.

Allow Deed to Group - Select this and the **Deed** button to deed the land to the currently selected group.

Owner Makes Contribution With Deed - Check this box to give the group a "contribution" from your land use fees, so the group can own the land.

Sell Land - Clicking this sets your land for sale at the price listed, to the person listed (or anyone if no name is chosen). *Don't click this* until you're ready to close the deal!

After you click **Sell Land**, you'll need to confirm 4 steps:

1. **Set a price** - Enter what you think is a fair market price. Be sure to do research so you don't regret your choice.
2. **Sell the land to** - Click **select one** to choose whether your land can be bought by anyone, or click **Specific user** to bring up a Choose Resident window which will allow you to specify one person. Doing this restricts the land to *only* being bought by this individual.
3. **Sell the objects with the land?** - Click **No, keep ownership of objects** to do just that. Click **Yes, sell objects with land** to transfer all objects you own on the land to the buyer after purchase. This option only transfers objects with the same owner as the land, and won't transfer objects owned by someone else. Obviously, it won't transfer objects with no-transfer permissions either. Click **Show Objects** to see exactly what will be transferred.
4. When the above has been taken care of and you've verified everything's how you want it, click **Set Land For Sale**.

Claimed - When this parcel was last acquired, which is usually the result of a sale or subdivision.

Area - The parcel's size in square meters.

Traffic - An abstract representation of the amount of time Residents have spent on your land in the past day.

Buy Land - Click this button to buy the land for yourself.

Buy For Group - Click this button to purchase the land for a group after setting your tag to that group. Here's how:

1. Click **Communicate** button at the bottom of the Viewer window.
2. Click the **Groups** tab near the top.
3. Click the group for which you want to buy the land.
4. Click **Activate** and it'll turn bold. If you have group tags visible, you'll see the tag above your avatar's head.

The group will be the owner of the land, and must already have enough contributions to own the land.

Buy Pass - If your access to this land is restricted, you can click this button to buy an access pass, letting you enter the land for the amount of time for which the pass is good. This is fairly uncommon.

Abandon Land - This option revokes all ownership to the land, setting it back to the owner of the Region. *Don't* abandon land if you want to keep it or give it to someone else! If you are the estate owner of the Region, this button becomes **Reclaim Land**

Covenant Tab

This tab contains information about the Region's covenant. Private Estate owners can create a covenant in order to establish a set of rules when selling or renting their estates to tenants.

Region - The name of the Region the parcel is located in.

Estate - The name of the estate the Region is in. More than one Region may be included in a single Estate.

Estate Owner - The owner of the Estate the Region is in.

In addition, Estate owners may decide whether or not purchased land in the Region may be resold or subdivided.

Objects Tab

This tab contains information about the objects that are on your land, and on land you own within the Region.

Simulator primitive usage - The total number of prims (short for "primitive objects") currently on all parcels you own in this Region, as well as the total allowed on those parcels. An object can be a single prim or multiple prims linked together in a complex form, like a house. If you don't own the land, this is the total for that landowner. If a landowner has several parcels in a Region and you buy one of them, refer to **Primitives parcel supports**.

Primitives parcel supports - The number of prims that can be placed on this single parcel of land. If you purchase this land, this is the amount of additional prim usage you'll gain.

Primitives on parcel - A breakdown of the total number of prims on this parcel:

- **Owned by parcel owner** shows the owner's prims, or prims deeded to the group on group-owned land.
- **Set to group** shows prims owned by group members that are **Set** to the same group the parcel is set to or owned by. (Group members may have prims set to a different group that isn't shown here)
- **Owned by others** includes prims owned by other people, and group-member prims that aren't set to the same group.
- **Selected / sat upon** shows the number of prims in objects that are currently selected or sat upon by an avatar. Selected and sat-upon objects (like chairs and vehicles) do not count against the parcel's maximum prim limit. This is usually a fluctuating count depending on parcel activity, such as if you're holding a meeting with multiple avatars sitting down, or building a tower and selecting objects.

For **Owned by parcel owner**, **Set to group**, and **Owned by others**, you can click **Show** next to each tally to view exactly which objects are included. You can click **Return** to irreversibly return all objects in one of these categories.



Warning: Don't do this if you're not sure what you're doing -- mass object returns are generally only done in scenarios such as moving to other land or starting over with a clean slate.

Autoreturn other Residents' objects - Objects owned by others that are on the parcel after this period of time are returned automatically. "0" means autoreturn is off. This is useful for keeping your parcel litter-free.



Warning: On group land, *be extremely careful* you don't set an autoreturn time on if objects aren't correctly set to group. Otherwise, those objects will be immediately sent back to their owners when the autoreturn time is reached, possibly destroying work-in-progress. There is no undo for returns.

Object Owners - Click **Refresh List** to show a list of object owners. You can click on a specific name and click **Return objects** and return their objects automatically, which is useful if someone griefed you.



Warning: Be extremely careful you don't return the wrong person's stuff.

Options Tab

This tab lets you determine what can and can't be done on your land.

Allow other Residents to

Edit Terrain - If checked, anyone can terraform your land. It's best to leave this unchecked, as you can always shape your own land.

Create Landmarks - Checking this lets others create a landmark, which serves as a bookmark to the land. Usually best left on -- if you want privacy, see **Access** controls below.

Fly - If checked, other Residents can fly on your land. If unchecked, they can fly into and over your land but they can't start to fly once they've touched the ground.

Create Objects - If checked, allows for objects to be created and edited on your land by others. The owner can always create objects on their land. You can specify whether all Residents can do this, or restrict it to the group set in the **General** tab.

Object Entry - If checked, allows objects from other Residents to enter your parcel. For example, a crate that gets pushed over. You can specify whether all Residents can do this, or restrict it to the group set in the **General** tab.

Run Scripts - If checked, allows scripted objects owned by others to run on your land. Leaving this unchecked can help prevent others from doing things like firing scripted weapons on your land. You can specify whether all Residents can do this, or restrict it to the group set in the **General** tab.

Land Options

Safe (no damage) - If checked, damage combat is disabled. If cleared, damage combat is enabled and a heart indicating health appears at the top of the Viewer window. Health is reduced by physical collisions such as falling from a great height or being shot by a gun. If you "die", you're teleported home. You can't die permanently in Second Life.

No Pushing - If checked, prevents scripts from pushing. Checking this option is useful for preventing disruptive behavior on your land.

Show Place in Search (L\$30/week) - If checked, your land will appear in the Search window's **All** and **Places** tabs for L\$30 a week. If you enable this, be sure to also select the category you want your land to be listed under (Shopping, Hangout, Educational, and so on).

Mature Content - Select this checkbox if your land contains mature content.

Snapshot - Click on the thumbnail box to select an image from the textures in your inventory. This picture will show up in multiple places, such as in the Search window's **All**, **Land Sales**, and **Places** tabs.

Landing Point - Set a landing point where people will arrive if visiting your land. Click **Set** to place the landing point where you're standing. This is where people will be directed to if they teleport to your land, including from Search. For example, if you're building a space station, you can set the landing point high in the sky so people don't get lost on the ground looking for it.

Teleport Routing - Use this dropdown menu to select one of the following options:

- **Blocked** - Prevents Residents from teleporting to your parcel.
- **Landing Point** - Forces all Residents to land at your specified landing point.
- **Anywhere** - Allows Residents to teleport to anywhere in your parcel.

Each has its uses depending on your intent. For example, if you're building a game with secret areas and divided into multiple parcels, you can choose **Blocked** for some parcels so people don't accidentally spoil surprises, but choose **Landing Point** for the entrance parcel so everyone can see the instructions sign you've posted.

Media Tab

The media on a parcel feature allows landowners to select and display a wide range of web-based media content, including web pages, movies, images, text documents and audio. This feature replaces and expands the existing Quicktime parcel media feature,

giving you more flexibility in your media presentations. Currently, the displayed media is entirely non-interactive, meaning you will not be able to click web links, use scroll bars, or press buttons on web pages displayed on parcels.

Media Type - When you enter a Media URL, Second Life will try to automatically determine its Media Type. This drop-down list allows you to override the media you would like to play on your land. You should use this option if the Media Type is set incorrectly, or set to **No Content**. The text to the right of this dropdown box displays the media's MIME type.

Media URL - This is the address of the media you would like to show on your parcel. You can set the Media URL by pressing the **Set...** button and entering the new URL into the popup window that appears.

Replace Texture - Objects using this texture will display your movie or web page after you click the Play arrow. To change the texture, click the box containing the texture.

Media Options

- **Auto scale** - Checking this option will scale the content for this parcel automatically. It may be slightly slower and lower in visual quality, but no other texture scaling or alignment is required.
- **Loop Media** - Play media in a loop. When the media has finished playing, it will automatically start again from the beginning. This option is only available for video media types
- **Hide Media URL** - Checking this option will hide the Media URL from unauthorized viewers of this parcel's media information. This option is not available for HTML media types.
- **Hide Music URL** - Checking this option will hide the Music URL from unauthorized viewers of this parcel's media information.
- **Media Size** - Allows you to define the size of the displayed media, in pixels. This option is not available for video media.

Music URL - This is the address of the music you would like to play on your parcel.

Sound: Restrict gesture and object sounds to this parcel - Enabling this means an avatar needs to be on this parcel to hear gesture and object sounds originating from within it. This is useful if you have environmental ambience like birdsong and don't want to disturb the neighbors, or if you have an Adult-rated establishment and prefer that passerby don't hear sexually explicit noises. As cautioned above, maturity ratings take precedence.

Voice

- **Enable Voice** - This is turned on by default and means people on this parcel can use voice chat to communicate. However, if voice is disabled at the estate level (in **World > Region/Estate** then click **Estate** tab), this and **Restrict Voice to this parcel** will be grayed out.
- **Restrict Voice to this parcel** - Similar to **Restrict gesture and object sounds to this parcel**, enabling this prevents voice chat from being heard by avatars unless they're on this parcel. Good if you want to have a spatial voice chat "in the open" yet maintain some privacy.

Access Tab

This tab allows you to limit access to your land.

Allow Public Access - If you uncheck this box, your parcel will be limited to you and whoever you add to the **Allowed Residents** list below. You can limit public access to Residents who've given Linden Lab payment info or who're age-verified.

Allow Group Access - This box is only available if you aren't allowing public access. It restricts access to the group you set on the **General** tab.

Sell Passes to - Check this to charge an admittance fee to your land and set the time period for which those passes are valid.

Allowed Residents - This list of avatars always have access to your land.

Banned Residents - This list of avatars never have access to your land.



Note: If you set **Object Entry** to **All Residents** in the **Options** tab, objects owned by these avatars will be able to cross onto your parcel.

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