Region/Estate Tools guide for our sim owners

This article explains the tools in the Region/Estate window, which you may access by selecting **World > Region/Estate** from the menus at the top of the Second Life window.

There are six tabs in the Region/Estate window:
- **Region**
- **Debug**
- **Ground Textures**
- **Terrain**
- **Estate**
- **Covenant**

All of them except **Estate** deal with Region-specific options. The **Estate** tab contains options that affect your whole Estate, which may include many Regions.
Throughout this window, there are small **?** buttons that provide additional guidance.

Region Tab

Region: This field describes the name of the Region.
Version: This field describes the version of the server software this Region is currently using.
Type: This field describes the Region's type. It may be a Full Region, a Homestead Region, or an Openspace Region.
Block Terraform: Determines whether the land in the Region can be edited by parcel owners.
Block Fly: Turns off flight across this Region, even for parcels that have flight enabled.
Allow Damage: Checking this option enables combat damage for the entire Region, regardless of parcel settings. If unchecked, parcel owners can still set their parcel as unsafe.
Restrict Pushing: This option limits the degree to which avatars can be pushed with scripted objects, thereby making the avatars in the Region safer from malicious scripts.
Allow Land Resell: Specifies whether Residents who purchase land on your Estate can resell it to others or deed the land to a group.
Allow Parcel Join/Divide: Specifies whether Residents who purchase land on your Estate can subdivide their parcels or join separated parcels together.

Agent Limit: Specifies how many avatars can be in your Region at once. Any avatars beyond this limit that try to enter are informed that the Region is full. Please note that a high number of avatars on a Region can significantly reduce the Region's performance. Alternatively, you can reduce the Agent Limit to prevent incoming avatars from causing undue load on your Region.

Object Bonus: This number multiplies the number of prims allowed on parcels in this Region. However, this option is not a way to increase the number of prims the whole Region supports; if the number of objects in the Region hits the Region's maximum capacity, no new objects can be created there, regardless of parcel limits. You may wish to use this option if you have a very dense area of objects in one small part of a Region (such as a cluster of buildings or a skyscraper) and relatively few objects elsewhere in the Region.

Rating: This dropdown box allows you to select the maturity level of a Region. You may choose from **PG**, **Mature**, or **Adult**.

Teleport Home One User: This button teleports a specific Resident back to their home location.

Teleport Home All Users: Allows you to send *everyone* back to their home location.

Send Message to Region: Allows you to send a notification message to everyone in that Region as a blue popup dialog in the corner of their Second Life windows.

Debug Tab

Disable Scripts: Turns off all scripts in the Region.

Disable Collisions: Stops objects from causing collisions on the Region. Where there is a rogue physical object causing problems, this can allow you to reach the object and remove it.

Disable Physics: Turns off physics on the Region. This has the side affect of stopping avatars from moving around.

Object Return: Allows Region Owners and Estate Managers to return all objects in a Region (or multiple Regions in an Estate) that are owned by a single Resident.

Get Top Colliders and **Get Top Scripts**: Both options produce a list of the physics or scripted objects and a measure of their load on the Region. You can then see which items are causing the most load and, if necessary, return them or set a beacon to go investigate.

Restart Region and **Delay Restart**: Allow you to force the Region to save and restart. Any Residents still in the Region after the two-minute countdown will be disconnected. While the countdown is ongoing, the **Delay Restart** button can delay the restart.

Ground Textures Tab

These controls are used to change the ground textures for different elevations on your Estate.

Simply drag-and-drop them from the texture directory in your inventory onto the appropriate thumbnail in the Texture panel.

The thumbnails are labeled **1 (Low)**, for the lowest elevations, to **4 (High)**, the highest elevations. These numbers reflect each texture's position in the elevation hierarchy.

Texture elevation range values can be adjusted for each corner of the simulator and are labeled accordingly. The low and high values in each corner affect detail and base textures alike.

Measured in meters, the **Low** value represents the maximum elevation for texture **1 (Low)**. The **High** value represents the minimum elevation for texture **4 (High)**.

Textures **2** and **3** are spread equally between these values. In other words, you will see texture **1 (Low)** from the **Low** value down (to zero), and texture **4 (High)** from the **High** value up (to infinity). Textures **2** and **3** are painted equally between the two.
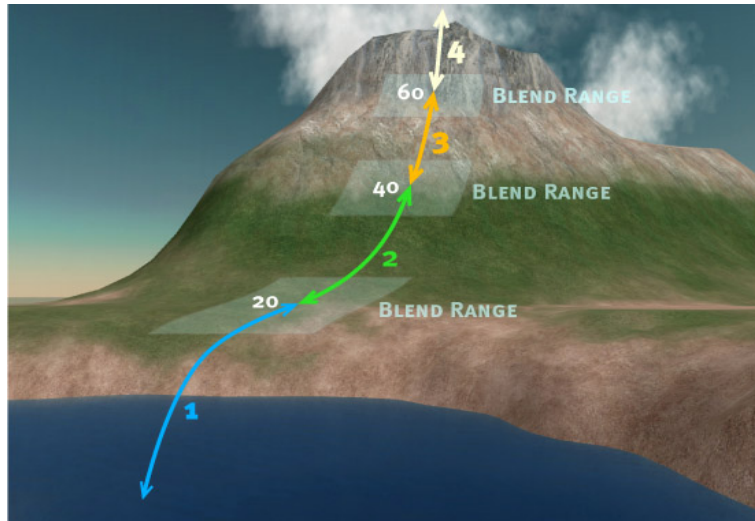
Example:
If the **Low** value is **20.0**, texture **1 (Low)** will begin at 20 meters and cover everything lower. If the High value is **60**, texture **4 (High)** will begin at 60 meters and cover everything higher.
Using the above values, the elevation change between them is 40 meters. Textures **2** and **3** split that range, so:
- Texture 1 (Low) = 0-20
- Texture 2 = 20-40
- Texture 3 = 40-60
- Texture 4 (High) = 60-...

Terrain Tab

Water Height: Lets you set the height at which water is shown. Keep in mind that the sea you can see outside of your Estate is at 20m, so if you set your water level differently you will see a gap when you swing the camera outside of the Estate and look back towards it.
Terrain Raise/Lower Limits: Sets the distance above or below the baked terrain level that you can terraform to in this Region.
Bake Terrain: This sets the current terrain as the default, such that the Revert Land tool will revert to this state when used.
Use Estate Sun: Selecting this checkbox means the Region uses the Estate-wide settings for its day/night phases.
Fixed Sun: This sets the sun to a fixed position in the sky with the **Phase** slider.
Phase slider: Coupled with the **Fixed Sun** checkbox, this lets you set a specific phase for the sun this Region alone.
Download RAW terrain and **Upload RAW terrain**: You can use these buttons to upload and download RAW formatted image files that represent the layout of the terrain in your Region.

To backup your terrain:
1. Click **Download RAW terrain**.
2. A file browser dialog appears. Choose a location to save to, give your terrain file a specific name so it's easier to find. For example, you could give it the name of your Region.
3. Click **Save**.

4. Next, you see: "Terrain file written, starting download…". It disappears in a few seconds, but the download process may take several minutes. Do not leave the Region and don't make any other terraforming changes until the download completes!
5. When the download completes, you see: "Finished download of raw terrain file…" and the directory it was saved to.
6. Click **Close**.

To restore your terrain:
1. Click **Upload RAW terrain**.
2. Select a .raw terrain file on your hard drive that you or someone else saved earlier.
3. Click **Open** (or **Choose** on Mac).
4. You see: "Upload started. It may take up to two minutes, depending on your connection speed."
5. When the upload is complete, you see: "Terrain upload done". The terrain changes to the contents of the raw file.

Estate Tab

Estate: The Estate name is listed here. This may be very different to than Estate/Region name itself: This is normal.
Estate Managers list: Any Residents you assign as Estate Managers for you in this list are able to access most of the same Region/Estate tools that you can.
Allowed Residents list: If **Public Access** is not checked, this list specifies which people are permitted to see and enter the Estate. If **Public Access** is checked, this list is used to specify Residents who have permission to post events on your Estate.
Allowed Groups list: Members of the specific groups listed have access to the Estate.
Banned Residents list: Residents added to this list are not able to access your Estate.
Use Global Time: This control keeps the Estate in synch with global time.
Fixed Sun: This sets the sun to a fixed position in the sky with the **Phase** slider.
Phase slider: Coupled with the **Fixed Sun** checkbox, this lets you set a specific phase for the sun the Estate.
Allow Public Access: When checked, this setting allows access to the Estate without being specifically on the **Allowed Residents** list.
Restrict Access To: Allows you to restrict access based on two parameters:
  • **Residents with payment info on file:** If this box is checked, only Residents who have payment information on file with Linden Lab are allowed access to Regions in your Estate.
  • **Age-verified adults**: If this box is checked, the only Residents who can get into Regions in your Estate are adults who have been age-verified by Linden Lab.
Allow Voice Chat: Checking this box allows Residents to use spatial voice chat on your Estate. This box does not affect private IM voice chat or group voice chat.
Allow Direct Teleport: Allows people to teleport directly to the Estate by clicking on it on the map. If you set a landing point on the parcel, that determines where exactly they end up.
Send Message to Estate: Allows you to send a notification message to everyone in the Estate as a blue pop up dialog in the corner of their Second Life window.
Kick User from Estate: Allows you to remove a Resident from your Estate. This button allows you to send them back to their home location.

Covenant Tab

Setting the Covenant

To set or change the covenant for an Estate, simply drop a new notecard into the **Covenant** box in the **Covenant** tab of the Region/Estate window. A prompt asks you if you are certain. If you are certain, confirm it, and the new covenant will be set. Remember: The Covenant applies across every region in an Estate.

Covenants and Reselling Land
If you want people to be able to sell the land once they've purchased it, or to be able to deed it to groups after they've purchased it, you should select **Enable Land Resell** in the **Region** tab. Whenever there's a covenant present on an Estate, you must agree to it to purchase a parcel, whether the functionality to resell land is enabled or not.

Covenants and Communication
Covenants are intended to easily communicate the terms and conditions of owning property on your Estate, whether it be a single Region or several. We recommend that you not change the terms of a covenant without informing your residents, as unpleasantness may result. Communications you may want to have via covenant with your residents include:
- Payment information
- Zoning or theming of area
- Best ways to communicate with you

- END -