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Cool vI viewer bento

I don't cover third-party viewers as much as I used to. I think the Bento project is a change that will make any viewer without Bento's ability obsolete. Some third-party viewers are already able to Bento project is a change that will make any viewer without Bento's ability obsolete. Some third-party viewers are already able to Bento project is a change that will make any viewer without Bento's ability obsolete. Some third-party viewers are already able to Bento project is a change that will make any viewer without Bento's ability obsolete. correct me. Alchemy - last updated on June 25, 2016. No bento support. Expect it to be in their next release. But I have no idea when it can be. Black Dragon Viewer - April 2016. There are 19 comments on comics at the end of the article. I like Black Dragon and Cool VL Viewer. I don't use it either because their user interface has diverged quite a bit from the basic linden user interface, BD is an interesting choice. NiranV's blog is here. The current version of comics has Bento's ability, not the newest, but pretty close. The Snapshot panel in the Linden Viewer and most third viewer sis mainly from NiranV and his work with Black Dragon. Catznip - last updated January 2016. I am told that there is a viewer v1.26.18.31 (stable) - last updated November 5, 2016. There is a v1.26.19.33, which is an experimental branch with Bento skeleton support. Firestorm 4.7.9.50527 - last updated August 8, 2016. The team plans 4 outings per year. So, by the goal of the calendar, we can expect an exit this month. But, bugs, vacations, and a number of other factors influence the release date. Don't hold your breath, but, hope. The next version of Firestorm will have the bento capability. You can join the Phoenix-Firestorm Preview Group and get links to the team in its development. Kokua 4.1.1 - latest update October 2016. No mention of Bento's ability. So I guess he doesn't have it. It may be Bento who moves developers to specialize their versions along separate paths for OpenSim and Second Life. RLV - Restrained Love Viewer 2.9.20.1 - Latest Update (NSFW) September 9, 2016. Avoid confusing RealRestrant with the RLViewer. The website serves both. I can't find the latest release notes or any mention of Bento. So I guess there is currently Bento support. Singularity 1.8.7 - last updated June 16, 2016. However, they do nocturnal constructions, which is not every night, it's just a name for a common type up to update. The last constructions, which is not every night, it's just a name for a common type up to update. The last constructions, which is not every night, it's just a name for a common type up to update. The last constructions how nis 2016-08-23 06:10:35. But I can't find any mention of Bento. Ask in the group, I'm told no Bento in singularity ... Still. UKanDO 4.0.2 - last updated on March 18, 2016. In Connor Monaron announced that RL was delaying updates. No ability Bento. I don't know when we can expect an update. This page contains a list of articles I wrote about the Cool VL viewer. I am sure it deserves more than what I wrote. However... I'm a bit fickle when it comes to viewers. It's my fault, not the viewer's. The spectator is built by Henri Beauchamp. He is well known in the community of spectator development. I credit him for changing his mind on a number of issues about viewers. What is not the least is the time it takes to maintain a viewer with the user interface of version 1. It seems I was wrong about that. Henri has made many contributions to the SL community. If you have privacy issues with viewers, I think Cool VL Viewer is a good choice. Henry's reputation is established. The viewer is a good all-purpose spectator. It is also a good viewer for those who visit several grids. I use it more and more on OSGrid. It has RLV characteristics. He's got good construction tools. The viewer is based on the new Linden Lab code and has been customized to retain the user interface of version 1.x. If you find a viewer, which can connect to OpenSimulator, then please add it to the bottom of the appropriate list. Compatibility cannot be assured. To connect to an older version of OpenSimulator, you may need to use an older version of your favorite viewer, which may also limit Hypergrid's ability. In this case, you should consult the support of your favorite viewer for Linux/Mac/Win. SL viewer fork. Cool VL Viewer - C-based viewer for Linux/Mac/Win. SL viewer fork. (Old name: Cool SL Viewer). FireStorm Viewer - C-based viewer for Linux/Mac/Win. SL viewer fork. Successor of Imprudence. Radegast Metaverse Client - Radegast-ng is Customer Scenegate - C-based viewer with a focus on accessibility and onboarding. With a simplified user interface more suitable for simply visiting the worlds, rather than building (but the full user interface is still accessible). Fork of alchemy. Beta Viewers Singularity Nightly Builds Dayturn for Windows and MacOS Text Viewers Only These are light viewers, which either don't offer a one graphics component is not used by default. The function of these viewers, however, is to connect to a grid, discuss, manage inventory, etc. Useful on systems with low specifications or to bring an alt (alternative avatar) online without having your main avatar disconnect, or quickly take care of messages, inventory, etc. METAbolt -METAbolt is a non-graphic viewer (based on text). It is lightweight and cross grid, which means it will work in Second Life ™ as well as other grids that are based on OpenSimulator. The viewer is Open Source so it's free. Currently METAbolt is only available for Windows platforms. Mobile Network Client - A Second Life and OpenSimulator messaging client for your Android-powered device (mobile phone, cell phone, tablet...). LLSD API Libraries These are open source libraries for creating viewers, customers and tools that can connect to OpenSimulator. Libraries These are open source libraries for creating viewers, customers and tools that can connect to OpenSimulator. Implementation. Maintained by Linden Labs. License MIT Libraries currently unmaintained: Ilsd-cpp - implementation. Last updated in 2010. MIT License Ilsd-php - PHP 4 LLSD implementation. Incomplete, supports XML serialization only. Used in-house by second life developers. Last updated 2010. MIT License Ilsd-java - Java LLSD, latest updated 2012. Linux, Windows, MacOS, Android Compatible. See also the introduction jopenmetaverse. LGPL 2.1 License Ilsd-java - Java LLSD, latest updated ca 2014. BSD license. JOpenMetaverse - Implementation Java LLSD, latest updated ca 2014. BSD license. JOpenMetaverse - Implementation Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD, latest updated ca 2014. BSD license Ilsd-java - Java LLSD li last updated in 2011. MIT License Inactive Viewer 3Di viewer Rei - C-based Web-browser plugin OpenSimulator viewer, 3Di site gone, but 3Di Rei viewer for Linux/Mac/Win. Started as a spectator's inertia fork. Abandoned in 2010. Dolphin - C-based viewer for Linux/Mac/Win. Abandoned in 2015. Dolphin 3 Source still available on GitHub. Emerald - A viewer based on Snowglobe's C-forked (the second version of the II/SL open source viewer). Project stopped and abandoned in 2010 after emerald developer linked to the DoS attack on SL and banned. Emerald source code is still available on GitHub and Google Code Archive. Hippo - C-based viewer for Linux/Mac/Win. SL viewer fork. Abandoned in 2010. See also the Hippo Viewer website. - Multi-platform 32-bit viewer intended to be OpenSimulator-focused Imprudence - C - forked based viewer source is always available on GitHub Inertia - C-based viewer forked out from Snowglobe SL viewer). Abandoned in 2010 LookingGlass - C/Ogre based Viewer The development ended in 2011. LookingGlass Viewer fork. Source meerkat available on GitHub. Meerkat binaries available through Google Code Archive. The development stopped in 2009 OnLook - C -19 singularity fork based viewer written for OpenSimulator. Inactive since 2018. OpenViewer - C/Ogre based, BSD licensed viewer written as a companion of OpenSimulator. 2007/2008. Website became dark in 2009. Phoenix - C-based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. SL viewer fork. Replaced by the Firestorm viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. RealXtend Naali/Tundra - Written from zero C/Ogre3D based viewer. OpenSimulator prototype viewer for IE web browser. Abandoned in 2009 Top Downloads Features and Screenshots Patches and Credits Forum The Cool VL Viewer for IE web browser. Abandoned in 2009 Top Downloads Features and Screenshots Patches and Credits Forum The Cool VL Viewer for IE web browser. Abandoned in 2009 Top Downloads Features and Screenshots Patches and Credits Forum The Cool VL Viewer for IE web browser. Abandoned in 2009 Top Downloads Features and Screenshots Patches and Credits Forum The Cool VL Viewer for IE web browser. Viewers When Linden Lab's screening projects approach their release, they often release, they often release, they often release (marked as Liberation) as they approach an official release. Occasionally, a beta viewer may also be published for a particular project. Linden Lab Official: Alternative Viewers All different official alternative viewers are listed here. Development viewer features and fixes that are still hot from the creative fires of development. Old Versions Release Notes pages for many earlier versions contain links to corresponding downloads. Note that some of them may be blocked from accessing the second life grid due to their lack of support for new features. Warning: Past viewer versions may have experienced security issues, may be partially or totally incompatible with current server versions, and will obviously lack new features. Use them at your own risk. Third directory viewer's warning: Viewers listed here are neither developed nor distributed by Linden Lab. Being listed here only means that the viewer's developers have represented that they are complying with the policy on third-party viewers and Second Life's terms of service. You are responsible for evaluating whether you want to use and share information with them. Using third-party viewers You can connect to Second Life using software published by a third-party developer. Linden Lab provides a policy on third-party viewers to promote a positive and predictable experience for all Second Life residents. Beware of third-party viewers who are not in the viewers to promote a positive and predictable experience for all Second Life residents. Beware of third-party viewers who are not in the viewers to promote a positive and predictable experience for all Second Life residents. to track new developments in the Linden Lab viewer, and implement a complete graphical environment. The platforms for describing the viewer Alchemy A second experimental life to track new developments in the field of open-source metaverse viewer. Black Dragon uses non-standard and deceptive values for avatar complexity Black Dragon's main goal is to enhance and refine Second Life's visuals as well as to have unique design approaches and offers extensive interface customization, including V1 skin options, feature and 24/7 support-rich option. Kirstens A hybrid viewer based on a mix of official sources and custom code aimed specifically at experienced users, with an emphasis on visuals. Kokua provides versions for PC, Mac and Linux with and without Marine Kelley's RLV as well as a wide selection of original features and the best of other viewers. Kokua aims to be the spectator of choice for RLV users who want the original implementation of Marine Kelley with more bells and whistles than the Marine spectator. Catznip Catznip catures grown at home. It's about looking at things again and trying to do better. Restricted Love The RLV enhances your experience when you use it in conjunction with RLV-compatible objects, which are able to restrict the user from detaching items, receiving IMs, hearing the chat, teleporting, etc. Singularity strives to combine the beloved look and feel of Viewer 1.23 with the latest and greatest technology available, and to remain compatible with future changes and features of Second Life. Subset of viewers omit some aspects of the full functionality of the viewer description platforms have a rich non-graphical client, ideal for situations where the full 3D rendering client is not the ideal option, for example, a desktop environment, operating on low-performing and similar computers. Viewer Pure second life web. Supports the desktop and all mobile browsers, allows you to switch from one device to another. MetaChat iOS - TEXT ONLY - Second Life® customer. Second Life mobile network client and Open Simulator email client for all Android devices. GroupTools GroupTools is a lightweight viewer (Text only) that includes features to more easily handle SecondLife group activities such as sending reviews and instant messaging. While GroupTools focuses mainly on some other features to more easily handle SecondLife group activities such as sending reviews and instant messaging. While GroupTools focuses mainly on some other features to more easily handle SecondLife group activities such as sending reviews and instant messaging. should not be suspended, and must not have been permanently banned or terminated. You must have valid payment information in the file with us or have been verified by age by us. Review our policies on third-party viewers and the terms of use of Second Life. Make sure that you and your third party viewer are in compliance with our policies. Open a request question in Jira's Third Viewer section and submit it. Other important third-party viewers: The following viewers did not request or were denied entries in the third-party viewers who sign in to Second Life must comply with the third-party viewer policy; registration in the directory is not a requirement. Note to Authors: If you make a viewer available, be sure to include the platform, release numbers and dates. 1.0 1.1 1.2 1.3 X: Available with Binary Distribution Graphical Viewer Description This viewer was created and maintained by Henri Beauchamp (This viewer was once known as Cool SL Viewer and his first public release was v1.18.4.3, published in 2007-11-16). It combines elements from many of the other viewers, as well as additional features, bug fixes and additional fixes, all very carefully tested. It emphasizes the high consistency of the user interface from one version to the next (meaning no bad surprises for the old ones) while staying in tune with the official features of Linden Lab viewer, great stability and reliability, and a great responsiveness to new fixes and bug fixes provided by the Open Source community. The Cool VL viewer complies with the TPV policy. Please see his TOS TPV. Additional features reverse most unpopular interface changes, restoring separate friends and floating groups, and restoring packet and bandwidth loss indicators, the old toolbar and button layouts, the Fly button in the motion control float and, as an option, restoring older, more visible status bar icons and/or dots followed by the mini-map, and the old cat history float (without cat entry line). Also corrects some UI regressions (missing buttons in some floats, or visited cues tracked in inventory for example). Implements the RestrainedLove API (formerly known as RestrainedLove API (formerly known as RestrainedLove API (formerly known as RestrainedLove API). formats based on your local or personal preferences (including optional seconds for chat and IM timetamps). Wear/remove accessories and clothing on inventory. Optional allows notifications to be displayed and stored in the main chat. Disables keystroke sounds. MUD/MUSH/MUCK/MUX style poses (i.e. you can type: instead of /me to the emote), and OOC double self-close parenthesis (i.e. you can type: (phone, BRB and it will show as (phone, BRB))). Hide the Master volume when it is not necessary in the panel overlay. Builds large prims (up to 256m in all dimensions) on OpenSim (not on SL, due to server side limitations). Improved friends list float (with information about what your friends let you see: tehri online status and/or their position on the map). Improved construction tool float (smaller increments in several settings, additional slice setting for a few prims, transparency up to 100%, check box tipping for drag distance limit, adjustable number of decimals in the object tab for position/size/rotation settings, Align tool). Also adjusts the invisible texture of the texture picker (for invisi-prims). Improved texture preview float (with aspect report combo). Improved mini-map with pan, larger zoom range, specific symbol for avatars above 1024m (work around a limitation of current server and viewer versions), etc. ... Improved tags: can filter tags according to the owner (you, others or anyone), can highlight attachments, can dissociate non-object sound sources, can keep the tags always on even when the beacon float is closed. Allows you to export and import items you own and created as XML files (for backup and restoration purposes, or transfer objects from grid to grid). Allows you to connect to all existing grids (not just II) from the login screen. Allows network bandwidth up to 10000Kbps. Saves/compiles scripts in the inventory as Mono scripts. Teleport to double-clicked on-screen locations. Allows you to sit anywhere on the floor. Adjusts Z shift (height above ground) to play animations. Hide inventory in the background after connection (for faster inventory operations). Preview animations on your avatar before downloading them. Implements a float of group titles. Implements a search/filter by name, description or item creator. Implements speed rezzing on connection and TPs. Implements an object zone search float. Implements the spelled check. Implements a resizable text input float (for para-RPers). Implements the latest LSL features, highlighting them correctly (with tools) in the script editor and allowing them to be compiled. Also fully implemented IITextBox () and AGENT_AUTOPILOT flag with IIGetAgentInfo(). Ignores (and not just declines) friendship and card offers. Changes the way minimized floats are stacked (up/down, bottom/up, left/right, right/left, fraction of the width of the avatar in the appearance float. Correctly renders objects worn on illegal fixing points set in certain third parties hacked viewers. Provides Mesh rendering support. Provides a multi-layered clothing support for inventory item links. Provides multiple attachments per support point. Provides support for display names. Provides support and navigation and path search tools. Provides a support (AKA media on a prim). Provides server-side cooking support (i.e. with new Ilcorehttp-based mesh data). Provides AISv3 capacity support. Provides the new object cache scheme that's interesting to the LL viewer. Provides group ban support. Provides support for marketplace lists. Provides an overall limit of clothing layers (60 in total instead of 5 for each of the 12 types) support. Provides the new mesh uploader/importer code. Provides CEF3 multimedia plugin support. Uses the LLCore HTTP code based on LL's coroutine (with all the many nasty crash bugs fixed). Provides the new avatar based on self-muting visual complexity (AKA jellydolls). Provides Avatar Physics support. Provides the new sl.S. web search engine as an option. Provides access to web profiles. Provides support to set new parcel flags (avatar visibility, sound playback restrictions). Provides Lightshare support (OpenSim function)! Filters (Allow/Refuse/Black/White List) URLs of media and audio streams to protect your privacy from IP thieves. Many bugfixes by Henri Beauchamp, Nicholaz Beresford, Gigs Taggart, McCabe Maxsted and others. More features and minor improvements, to discover on the site... All the additional features that can be switched easily configured via a Cool Features and minor improvements, to discover on the site... All the additional features that can be switched easily configured via a Cool Features tab in the float preferences. Provides bento-skeleton (avatar AKA v2.0) support. Provides support for the new asset extraction. Provides Animesh support. treatment of LSL and Lua scripts. Exclusive: Provides Lua script/automation support! NEW: Provides oven-baked avatar textures on attachments (AKA cook on mesh) and a new Universal portable media (including OpenSim)! NEW: Provides extended environment assets and parcel/region settings support (with conversion/return of EE to Windlight parcel environment and with double (!) Renderer EE and WL)! NEW: Optional provides (i.e. can be recompiled for) Animesh Animesh Support for settings! Links Version and timestamp Current stable version: 1.28.2.2 Date: 2020-12-26 Status: Active. [Back to the list] Hippo OpenSim Viewer Description The Hippo OpenSim Viewer is a modified Second Life viewer for OpenSim users. It allows to build up to a height of 10,000 meters, scaling prims up to 256 x 256 meters and other exciting features. More specific OpenSim Viewer Version 0.6.3. This version adds a Windows uninstaller and small changes to comply with the linden lab policy on third-party viewers. Available for Windows and Linux Source available for Linux and Windows. Website Links: Version and timestamp Version: 0.6.3 Platforms: Binary available for Windows and Linux Source available (unspecified) Date: April 24, 2010 Status: Discontinued, offline site. [Back to the list] Meerkat Goals Create a Full GPL Viewer (no proprietary dependencies) Encourage a community of developers who will submit patches for rapid integration Have the kind of changes that Linden Lab has always been unable to incorporate (translation fixes, refactoring, fixing intentionally paralyzed features, changes that affect many files) To maintain compatibility with Linden Lab's grid and protocols, present and future To implement a loosely coupled cross-grid functionality that requires no central authentication authority. Additional Features Disconnect and Return Without Leaving Loosely Coupled Intergrid Teleport - In the Process Most Other Changes Common to Third Viewers Links Version and Timestamp Version: 0.2.x Date: September 6, 2009 Status: Discontinued, Offline Site. Source and binary downloads still available on google code (see above). [Back to the list] Nicholaz Edition Description These are Windows viewers based on SL builds with a focus on stability, ease of use and performance (see Installation.txt for homebrew warning). Mac and Linux variants are available from other open sources (links on the site). Additional features Improve stability. Lower memory print. Overhaul of the GRAPHIC INTERFACE. Workarounds for common problems. (Group Instant Messaging Filtering, Release Key button, etc.) see this entry for a preview of the different versions. Links Version and timestamp Date: September 7, 2009 Status: Discontinued [Back to the List] Onrez Viewer The Onrez viewer was made by the company Onrez as part of a story on the second life topic on high-tech forensic-based television show CSI: New York. Additional features A return and history button for teleportations in in-viewer web browsing. Comment The source code of this viewer is closed source. Version and status timestamp: Discontinued, download is no longer available. [Back to the list] Rainbow Viewer / Cool Viewer Description Based on the offical SecondLife Seco patches that make the fast and rock stable RV/CV the customer of choice for many users. This viewer includes many fixes and changes from many different people and sources that I am very grateful to be able to use. The credits are given to everyone I know, in case I miss someone I sincerely apologize for. Rainbow/Cool are tpv compliant. Thanks to Henri Beauchamp who laid the foundations of this viewer with his Cool SL Viewer. A big thank you to Winter Ventura for the Cool Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo and Jacek Antonelli and Peter Stindberg for the Rainbow Viewer logo improvement is an up-to-date opengl implementation that particularly helps users plagued by Catalyst ATI drivers, but also leads to measurable improvements in overall graphics performance of 30... 100% compared to the official viewer; depending on your system. Rainbow Viewer has the current user interface while Cool Viewer tracks the legacy user interface that is cleaner and more configurable. It is a matter of choice:). New basic code 1.22.12.0 user interface with a clean, simple and user-friendly layout or the current official viewer) Alpha and Tattoo Layer support of Second Life Viewer 2.x Updated the tested list of marine Kelley RestrainedLove (excluding default) Full Adult Compliance Redesigned and up-ported search feature, probably the best search for content, description and creator Low lag radar and AV management Viewer tools skinning Object and Shape export/import, limited to Bulk creator permission editing Last owner display to track content theft Worn Tab in inventory Double click to wear attachments Enhanced building tools Flexible network bandwidth grid selection to the sl connection and the entire OpenSims teleportation history and fast dualclick teleport avatar UUID in Tab Features profiles in for an easy switching of optimized features last OpenJPEG 1.3 A lot of other goodies and stability solutions that enhance your overall experience. Please see the exit notes for more details. Links Version and timestamp Rainbow Viewer 1.22.12 R7 Rainbow Viewer Cool Edition (Cool Viewer) 1.22.12 R13 Rainbow Viewer Netbook Edition Description The realXtend viewer is a heavily modified version of the Linden Lab's Second Life client through a partnership of two Finnish companies, ADMINO Technologies and LudoCraft. The successor to the realXtend viewer is Naali (released 0.4.0 on January 21, 2011, download from . Additional Features - Second Life Compatibility Mode for Use in sl and Opensim Worlds - Teleportations Between RealXtend and Secondlife Links Version and Timestamp Version: 0.4.2 Date: September 24, 2009 Status: Discontinued, replaced by Naali. [Back to the list] Combat Cubed Description This client is primarily aimed at the SL Army, but sports quite some interesting improvements that make it worth taking a look. Originally known as vertical life. Major features Enhanced Look and Feel, for example flexible camera movement Prototype Script API, secure and parallel Slimmed down for FPS combat Identification, Friend versus Foe, mainly under the hood now, but soon exposed Splash Links: Version and timestamp Version: 1.0 Date: June 16, 2010 Status: Active [Back to the List] TEKSTUFF Viewers Description TEKSTUFF viewers are created to activate Youtube movies on TEKSTUFF multimedia screens inside Second Life. TEKSTUFF viewers are slightly modified viewer salready available as the regular viewer salready available as the regular viewer salready available as the regular viewer SL 1.23.5 and the emerald viewer 1634. Apart from that, the Emerald-based viewer salready available as the regular viewer salready Mac OS Viewer Major Features All Viewer Features, it was based on (Linden Lab 1.23.5 or Emerald-based viewer can also be used in OpenSim grids (texture loading is fixed) Version and timestamp Version: 1.23.5 (Linden Lab and Emerald) Date: April 20, 2010 Status: Discontinued [Back to list] Text-Only Viewers AjaxLife Browser Description based on Second Life Client, created by Katharine Berry. The only web browser client that made it a lifeline for residents who could not use a full graphic viewer, or who could not download other text customers only because of limitations such as corporate firewalls. (No longer working) Website Links: version and timestamp Version: 0.6.1.2 Date: May 21, Platform 2010: Platform 2010: Platform From Scratch (but using the libomy library for protocol processing) It's mistletoe is created in Gtk which is cross-platform making it the only current text client that is still active and cross-platform. Tested on Linux (32/64 bits) and Windows (not windows 64 bits). bits). For many to list here in detail please see the project page below, but in summary, full inventory control, Full Chat/IM/IM Group. Searching for and interacting with objects. Local maps in real time. Package displays. Read and edit note cards and scripts. View profiles. Friends lists etc..... Website Links: Project Page Source Code: Source Details Version and Date of Time Humidity: August 25, 2009 Version: 0.48.0.6 Status: Active [Back to The List] Whisper (SIXSLChat) A light but text-only Second Life client is a Two Life client. The client is written in Java (so it can work on many platforms). The customer connects to a 'transport', which is written in C- and uses LibOpenMetaVerse. The idea behind this architecture is that if you don't like the client, you can write your own and not have to worry about implementing the Second Life protocol yourself. The entire project is open source and published under license GPLv3. Public Chat Features Instant Messaging Group Search/Join/Leave Groups Search for Image Search Profile Recovery Notifications/Contextual Windows as you would have done in Second Life (e.g. group reviews, balance changes, inventory offers) Teleportation (home, to area in current sim, to nearby avatar) Tracking nearby avatar on the sim Autopilot navigation map near URL avatars highlighting encrypted traffic between the customer and Transport transport on April 20, 2010, SIXSLChat renamed .. Website Links: Whisper SourceForce Project Page: Project Page Version and timestamp Date: May 9, 2010 Version: 1.3 Status: Active [Back to the List] SLiteChat A Lite IM/Chat Text-only Client for Second Life Description SLiteChat is an im/chat customer that is entirely open source only for use with Second Life. Use it to talk to your friends without having to load all those heavy graphics goodies. Useful for those who are in working time. Communicate the world with people on your friends list. Full addition/removal and search for supported residents. The group chat is supported (however, at this writing, you can't leave a group or try to join). Local chat and instant messaging history is supported. It may be to other grids. Website Links: Project source code page: Source details [Back to the list] MetaPay Description is a simple and fun way to send Linden Dollars from your iPhone and iPod touch for free! Go out with friends and want to pay your share of the tab but have no money? Use MetaPay to send L\$ to your friends in Second Life® instead. Or or Send it L\$ for any use in the world without pulling up the second life® customer. Free links in the AppStore: Open in iTunes [Back to the list] list]

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