

**Example project work with 3DE in multiplayer environment**

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| <b>Project participant:</b>   | <b>Player_1</b> (Island Admin)<br><b>Player_2</b><br><b>Player_3</b><br><b>Player_4</b> | <b>Hint</b>   |
| The participants meet regularly on a server to equip together an island with objects.<br><br>After common area arrangement, the participants can also work in advance off-line. |   | It is necessary that at least one participant knows a lot about Visitor.<br>Then this participant is responsible to import the projects, to distribute new island versions to the other participants etc. |

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| <b>Island:</b>   | The first basic version = empty island.<br>This version is distributed as a PBO to all participants.<br>The PEW + WRP of this version, is archived by the island Admin to be able to make any time a rollback. |
| All participants must always dispose of the same island version. |  |

| The generated street projects of all participants (project name provide with player tag)   |                                      |  |                         |                                      |
|--|--------------------------------------|--|-------------------------|--------------------------------------|
| Streets  | Player_1 (Admin)                     | Player_2   | Player_3                | Player_4                             |
| In the first step the primary road system of the island should be placed. This work can be split on all participants.<br><br>Besides, every participant takes over either a certain area of the island, or e.g. a certain street type<br><br>Of course the streets could be also placed with Visitor-own function. | [P1]Street_1.txt<br>[P1]Street_2.txt | [P2]Street_1.txt<br>[P2]Street_2.txt<br>[P2]Street_3.txt | [P3]Street_1.txt        | [P4]Street_1.txt<br>[P4]Street_2.txt |
| <b>Sum of the projects (example)</b>   | 2 projects = 600 objects             | 3 projects = 750 objects                                 | 1 project = 300 objects | 2 projects = 870 objects             |



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| <b>Generate Visitor script files</b>  | <b>All projects as *.vis</b>   |
| In the next step every participant generates the Visitor-scripts from his projects.<br>The scripts get the same name like the project files.<br><br>Then the Visitor-scripts are forwarded to the island Admin which imports then again all scripts in Visitor. | [P1]Street_1.vis<br>[P1]Street_2.vis<br>[P2]Street_1.vis<br>[P2]Street_2.vis<br>[P2]Street_3.vis<br>[P3]Street_1.vis<br>[P4]Street_1.vis<br>[P4]Street_2.vis |

Import to Visitor >>>

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| <b>new Island version</b>   |
| After the import to Visitor, the Admin has the possibility, to customise area by script to the streets.<br><br>Afterwards the island is saved and a new WRP is generated which displays then again the new base to version of the island.<br><br>The new PEW + WRP is archived together with the projects. All participants receive a new WRP file again. |

The generated projects of all participants (from one working day)

| Structures and vegetation   | Player_1 (Admin)   | Player_2   | Player_3  | Player_4  |
|---|--|--|---|---|
| <p>After the road system is laid, now the building structures and the vegetation can be placed.</p> <p>Also here it is very important again to come to an agreement which participant is responsible for which area or for which object types.</p> <p>Best of all this functions if all participants work together on the server. Then every participant can see the projects of the other participants.</p> <p>Under these conditions can be worked much more efficiently.</p> | [P1]Town_East_1.txt<br>[P1]Town_East_2.txt<br>[P1]Forest_East_1.txt<br>[P1]Forest_East_2.txt | [P2]Stones_North_1.txt<br>[P2]Town_West_1.txt<br>[P2]Town_West_2.txt | [P3]Forest_Big_Hill_1.txt<br>[P3]Stones_Big_Hill_1.txt<br>[P3]Gras_Big_Hill_1.txt | [P4]Airfield_Runway.txt<br>[P4]Airfield_buildings.txt<br>[P4]Airfield_Fences.txt<br>[P4]Little_Island_Plant.txt<br>[P4]Little_Island_Stones.txt |
| Sum of the projects (example)   | 4 projects = 2800 objects  | 3 projects = 900 objects   | 3 projects = 2500 objects   | 5 projects = 3200 objects   |



| Generate other Visitor scripts  | All projects as *.vis  |
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| <p>At regular intervals every participant generates the Visitor-scripts of his new projects, which are imported then in Visitor.</p> <p>Thus originates after every import process a new base version of the island.</p> <p>This has the advantage that every participant must load always only his topical projects in the editor, because the older projects are already inserted firmly in the island.</p> <p>It is also possible any time to take up a new participant who needs then only the topical island version. The more participants take part in an island project, the faster the island production progresses.</p> | [P1]Town_East_1.vis<br>[P1]Town_East_2.vis<br>[P1]Forest_East_1.vis<br>[P1]Forest_East_2.vis<br>[P2]Stones_North_1.vis<br>[P2]Town_West_1.vis<br>[P2]Town_West_2.vis<br>[P3]Forest_Big_Hill_1.vis<br>[P3]Stones_Big_Hill_1.vis<br>[P3]Gras_Big_Hill_1.vis<br>[P4]Airfield_Runway.vis<br>[P4]Airfield_buildings.vis<br>[P4]Airfield_Fences.vis<br>[P4]Little_Island_Plant.vis<br>[P4]Little_Island_Stones.vis |

Import to Visitor >>>

| Again a new island version  |
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| <p>After every import process must be generated a new WRP-version and be distributed to all participants.</p> <p>It makes sense to build up a file structure which enables it any time to make a rollback. So a backward step on an older version to carry out, e.g., additional changes, or also to remove late discovered mistakes.</p> <p>Of course smaller corrections can be also carried out directly in Visitor.</p> |