

The Mondego Group Wiki - Main - OpenSim

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OpenSim

11 months into the exploration of the virtual world Second Life, I am now diving head-first into experiments with [OpenSim](#). My attraction to SL in particular, in contrast to my relative indifference to MMORPGs in general, was its potential to become more like the web; to mature and become a platform for business and life in general. I wanted to run my own 3D content on my own machine, just like I run lots of other services, and be able to connect it to a network of simulators out there. Well, from all I can see, OpenSim is **it**. This is really exciting!

Come visit at -loginuri <http://tagus.ics.uci.edu:9000>. Authentication is off, so use any username/password.

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Creator: XWiki.crista Date: 2008/02/03 21:54

Last Author: XWiki.crista Date: 2008/02/26 14:52

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