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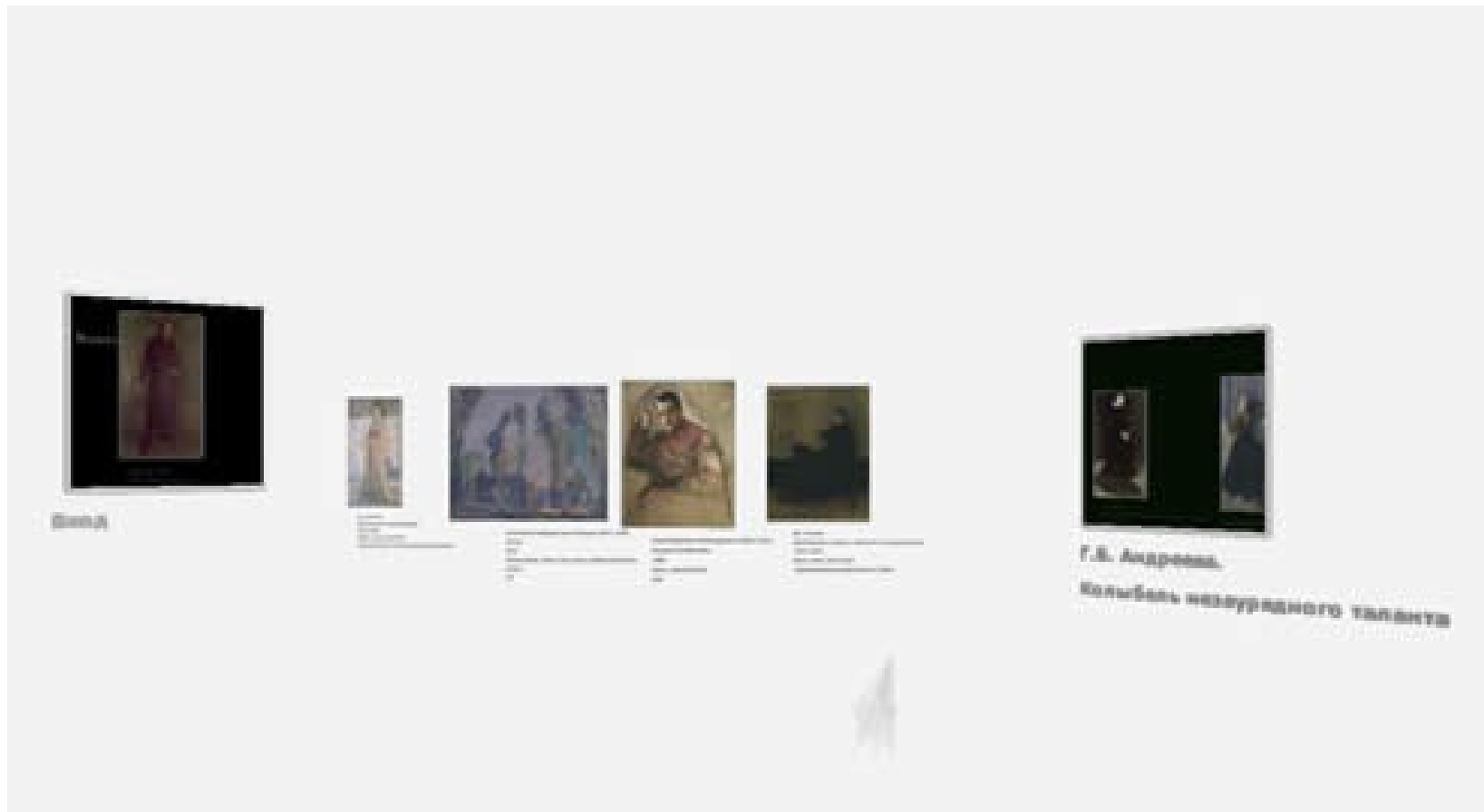
Nikolay Suslov

Krestianstvo - is Croquet SDK based Virtual Learning Environment

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Open Croquet project's philosophy



“We want to create a true collaboration environment, where the computer is not just a world unto itself, but a meeting place for many people where ideas can be expressed, explored, and transferred. “

Croquet SDK documentation

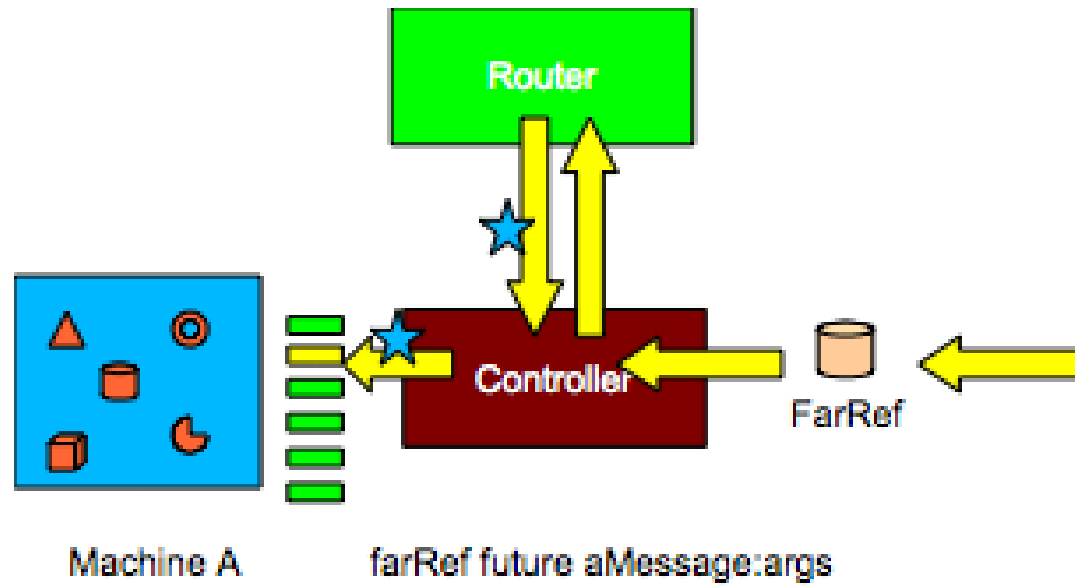
“There are no boundaries in the system. We are creating an environment where anything can be created; everything can be modified, all in the 3D world. ”

Croquet SDK documentation

“There is no separate development environment, no user environment. It is all the same thing. We can even change and author the worlds in collaboration with others inside them while they are operating.”

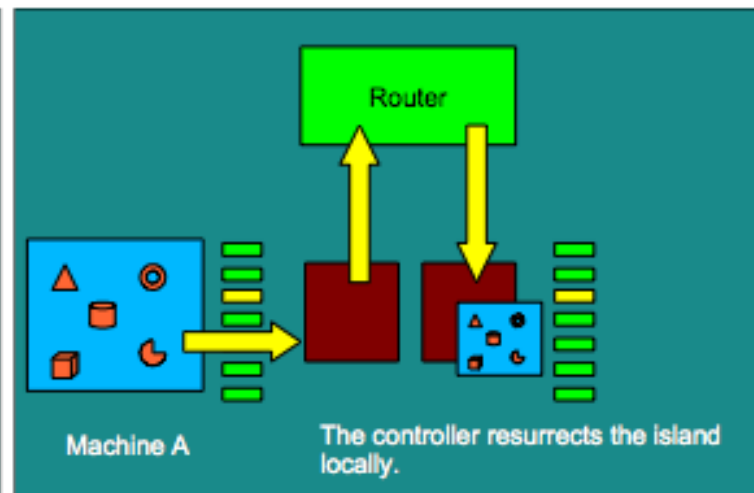
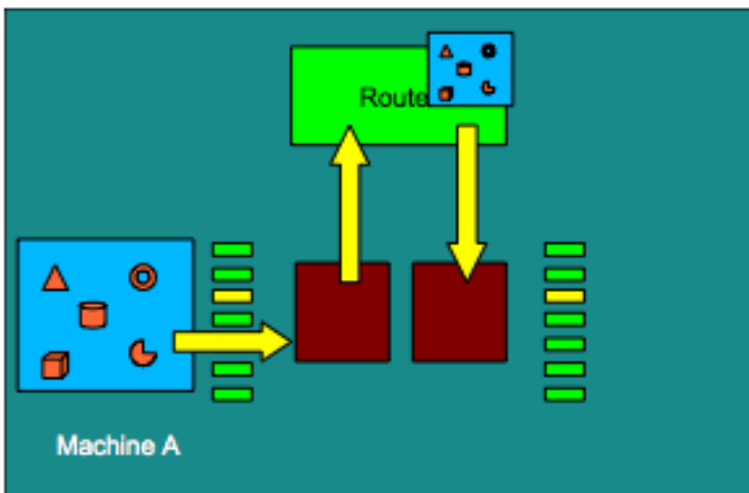
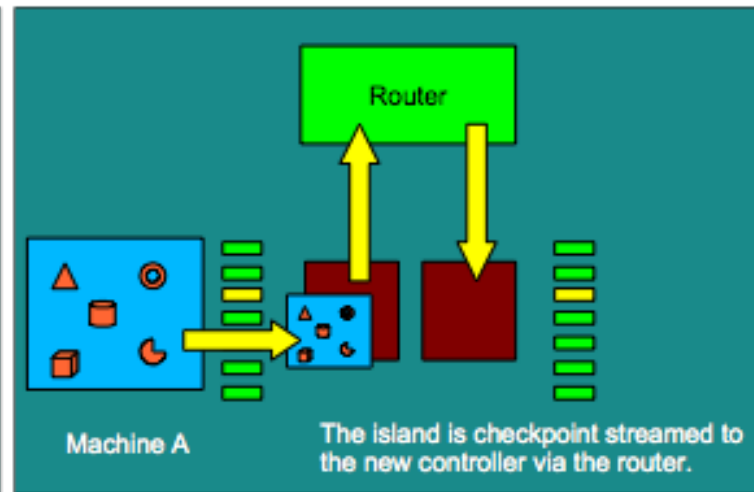
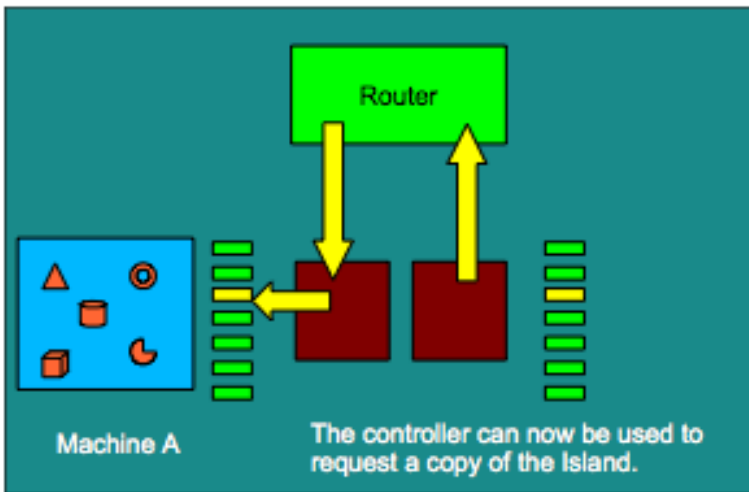
Croquet SDK documentation

Open Croquet SDK technology



The idea of coordinating object siblings where you have one logical object but many physical manifestations of the same object on different machines, and you have to make them track each other by transactions.

Dave Reed



Croquet “Hello world”

"1 Creating a Router."

```
id := TObjectID readHexFrom: '35396f525945454344427a696f436c40'.
dispatcher := TExampleDispatcher new.
dispatcher listenOn: 8081. "fixed port"
dispatcher autoCreate: false.
router := TSimpleRouter new.
router addUserName: 'guest' password: 'guest'.
dispatcher addRouter: router id: id.
```

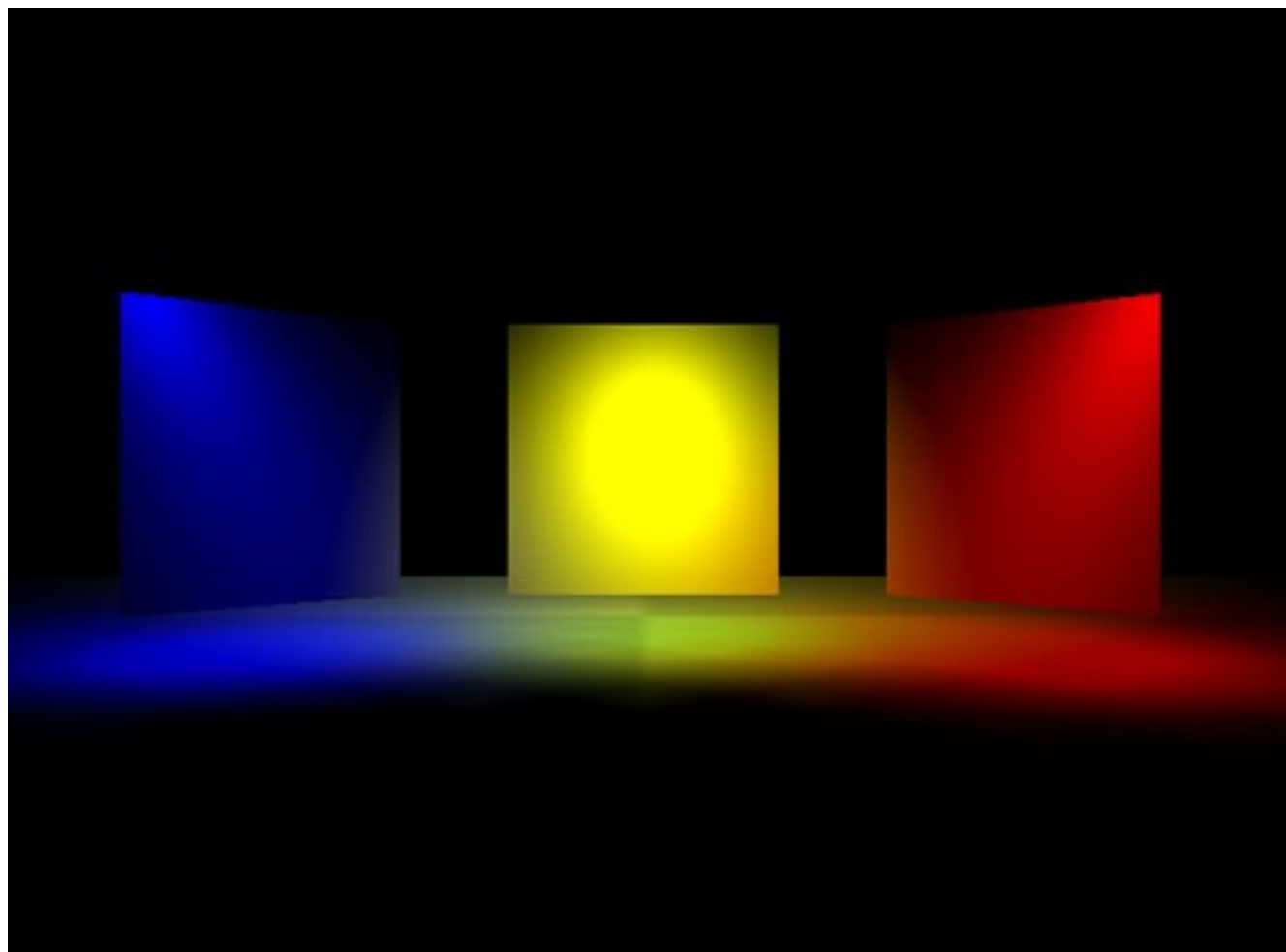
"2.Creating Controller/Island"

```
id := TObjectID readHexFrom: '35396f525945454344427a696f436c40'.
address := NetNameResolver addressForName: 'localhost'.
controller := TSimpleController new.
controller connectTo: address port: 8081 sessionID: id.
p := controller login: 'guest' password: 'guest'.
p wait. "until connected"
p := controller join. "receive messages"
p wait. "until joined"
p := controller sync. "request replicated state"
p wait. "until sync-ed"
p result ifNil:[
island := controller newIsland.
island future id: id name: 'HelloWorld'.
sync := island future new: BaseWorld.
] ifNotNil:[
controller install: p result.
island := controller island.
].
controller beServer. "act as server"
controller heartbeat: 20. "set heartbeat rate"
“it's running”
```

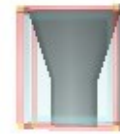
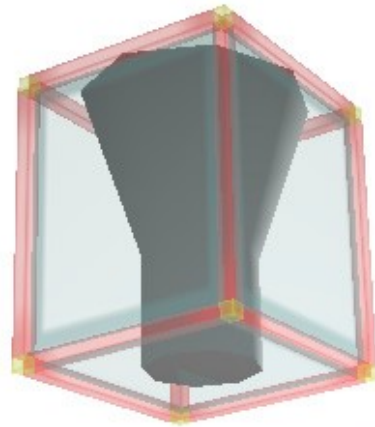
Sophie's XUL logic for filling up Croquet spaces with content

DEMO

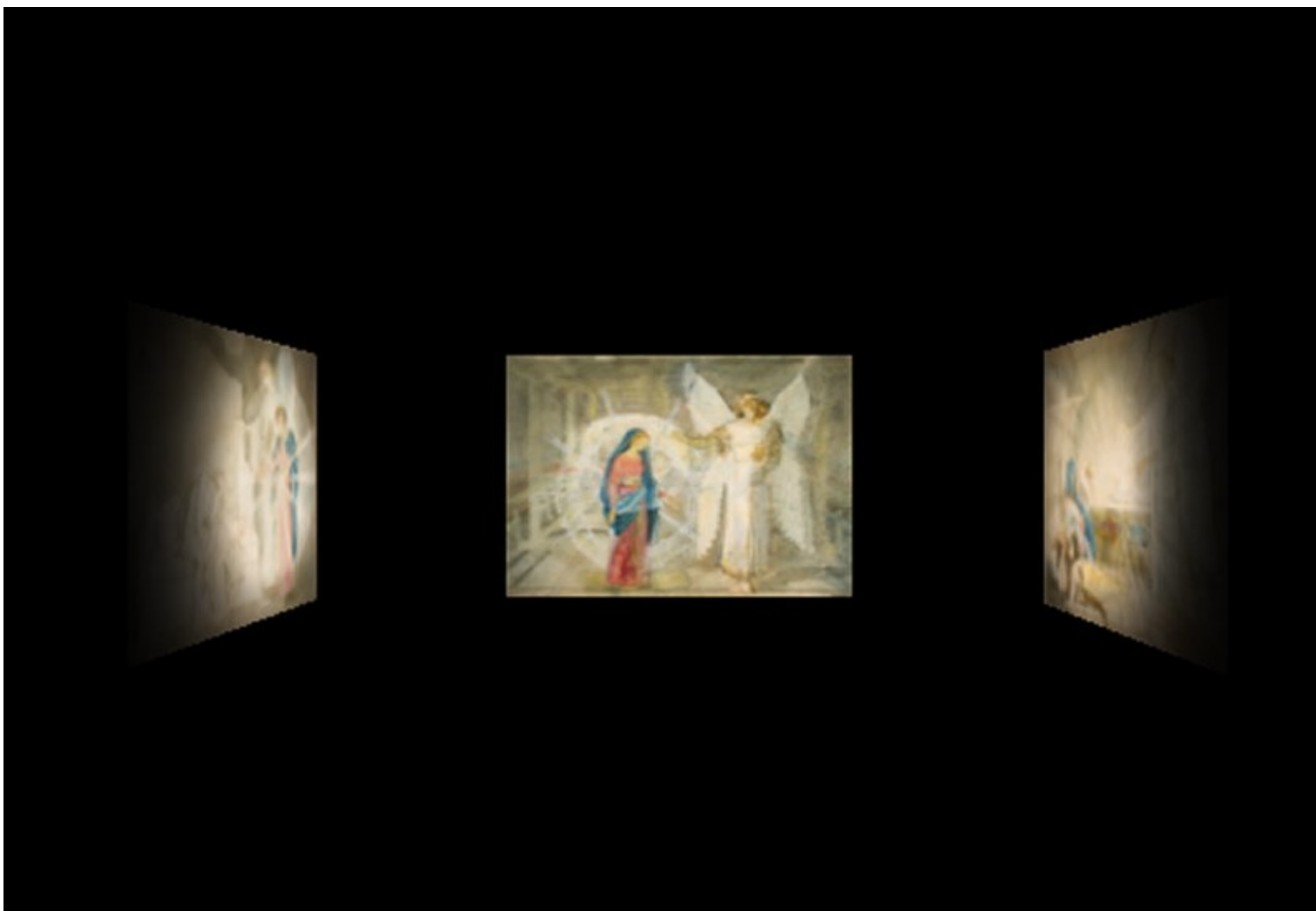
Augmented reality



Art instalation's objects-automation in Croquet model space



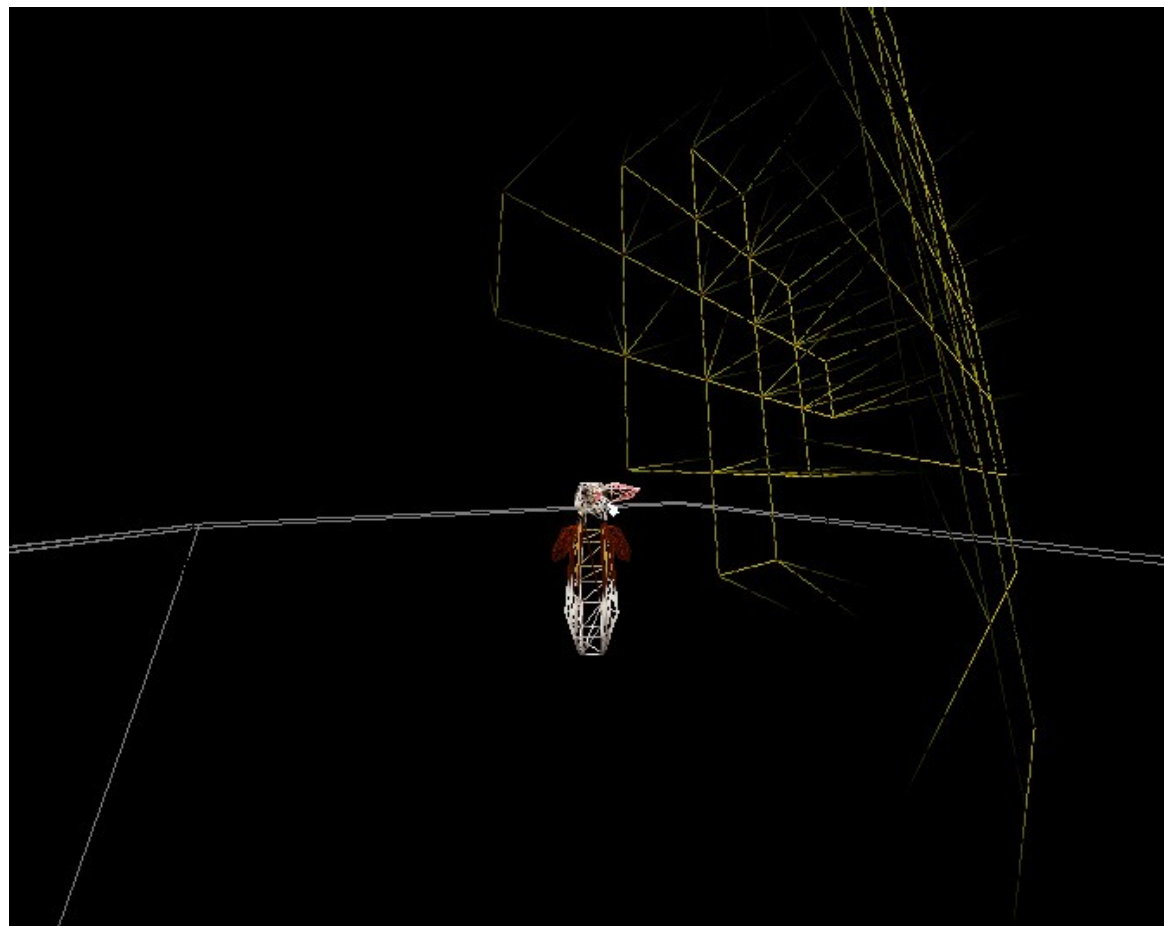
Art instalation's Croquet model space



Art instalation show



CCSE – Collaborative Curved Space Explorer (Jeff Weeks algorithm)



GPGPU computing using SmallTalk

- OpenGL 3.0 support
- Nvidia CUDA library

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[and don't fogot]

“The death of Smalltalk in a way came as soon as it got recognized by real programmers as being something useful; they made it into more of their own image, and it started losing its nice end-user features.”

Alan Kay