

# Charter/Covenant

Dear reader,

This document describes rules for system builders of worlds/spaces we currently can only imagine. As for the system builders themselves: Think about it, it's the world you are/want to be, a user in as well.

For the foreseeable future, these are what I think some guarantees must be.

## **Integrity**

Items that are the property of a user, be them owned, rented, or otherwise, are to be left intact and in its place by the system. When an item is used it communicates its effects to the environment. The environment then chooses to apply those effects. The environment does not gain ownership and will not 'contain' or hold the item. Items might be visible in the environment but not a part of it. (Having communicated its appearance)

## **Right to Leave**

The user might choose to 'leave' or 'unpresent' at any time, the effects of that being part of the 'social contract' of that space. Leaving sometime after joining but before participating mustn't, at any time, incur any effect. (Motivation: Commercial interests, Rights and duties, Terms of Service, RULES, etc.)

## **Accessibility**

Personal preferences set by the user shall, in NO case, be overridden by the environment. Though the ability of (re)setting those preferences is also not demanded from the environment. (Set-up is done beforehand, and the setter of those preferences is only guaranty available from that set-up).

Signed,