How to: Message a friend in a different world

You are a resident of not just one virtual world, but of two or even more worlds?
You are frequently hopping universes, one day here, the other day there?
Until now, it was not possible to keep connected with your friends in other grids – if you were logged in to SecondLife for example, you lost track of what your friends were doing in Inworldz, when you were running around in osGrid, you didn't know what was going on in SecondLife, when you were cruising down the racetracks of Need4Speed World you missed the party your friends were throwing in your fav SL club… and so on.
That's past now. From now on, there is Interfone.

Interfone is a new, cross-grid communications platform, available in several grids and virtual worlds.
Interfone makes use of highspeed, redundant professional chat servers located in a secure datacenter in germany, providing connections to the major virtual world grids.
As a resident of a virtual world universe and Interfone user, you simply wear a HUD – and you are automatically connected to the Interfone network. From now on, you are available wherever you are – from wherever your friends are!
You get a unique six-digit Interfone number, easy to share with your friends and customers – and you also get an Interfone phonebook entry so you can be found easily by anyone.

All you need is to sign up to a membership plan with Interfone!

Interfone membership plans are available in two different versions – plus, a free solution:

1. Free – you don't need to sign up but make use of an Interfone Phonebooth. You can't receive messages, but you can send messages to any Interfone user in any of the connected grids. Interfone Phonebooths are available in various locations throughout the connected grids.
2. 30-day trial plan – currently only available through signup in SecondLife, you get an Interfone number and a HUD that is valid for one month. At low cost, you have the chance to try and test this amazing new communications network for a whole month. You can send and receive unlimited messages for one month. After your trial period is over, you don't need to do anything: your account is removed automatically and all data is deleted. Should you wish to continue using Interfone after your trial is expired, you can get a new 30-day trial account or sign up to the
3. Full Interfone account – you get a lifetime Interfone number and HUD. No restrictions as to how many messages or how often you send messages apply, ever. Frequent updates to the HUD are included, whenever we add new features.

You can use the Interfone HUD with any avatar, and any viewer (except pure text clients): SecondLife Viewer 2 & 3, Phoenix, Firestorm, Imprudence, Inworldz Viewer, Hippo, …
Also, you can get a Windows Desktop App to use with either grids that are not (yet) supported directly, or other worlds (like Need4Speed universe, World of Warcraft…). This Desktop App is a leightweight windows program you can even run on your laptop while you're traveling!

Signup is fast, hassle-free and easy:
Just go to one of the Moonlight Scriptz & Buildz stores in one of the supported grids, or find an Interfone affiliate in your preferred world. (signup is currently only supported directly from SecondLife and Inworldz, but not from Avination or osGrid).
Decide which membership plan meets your needs best, then either buy the 30-day trial package or get the full package for free.
With the 30-day trial package, just rez the contained 'Registration Terminal' object, answer the questions in local chat (or pop-up, depending on the grid you're in), wait until you see the message 'Account created successfully' in local chat – and you're done. Wear your Interfone HUD (came with your package too) and you're a member of the growing Interfone community!

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For the full account signup, the procedure is almost similar – rez the Registration Terminal, follow the instructions in chat until you're asked to pay the signup fee to the Terminal object. Now simply right-click the Terminal and pay the given amount. Your account is now created and you can wear your Interfone HUD

Welcome, you're now a member of the growing, metropolitan Interfone Community!

To add your names in other worlds to your Interfone account:
Get a free Full Package in the virtual world you're in (even if you have the 30-day trial account!). Rez the Registration Terminal that came with the package. When asked if this is the first time you sign up, answer with 'Other Grid', then enter your Interfone password and number, according to the instructions in local chat or pop-up. When done, your avatar in this world is connected to your Interfone account – and you're available to your friends and customers under the same Interfone number in this virtual world, too!

If you're playing a game at your computer, or if you're travelling with your laptop and only have access to a slow UMTS connection, or even when you're at work in the office and the crappy office computer your boss gave you doesn't allow you to run a virtual world client: no problem! Get the Interfone Desktop App pack from one of the vendor spots inworld, then download the Windows Interfone Desktop App, enter your Interfone number and password – and be connected to your friends! The Desktop App runs on any contemporary Windows machine (XP w/ SP3 or higher, Vista 32bit & 64bit, Win7 32bit & 64bit, Server 2003 SP3 and Server2008R2). Once signed up for the Desktop App package, you can run the software on as many machines as you like.
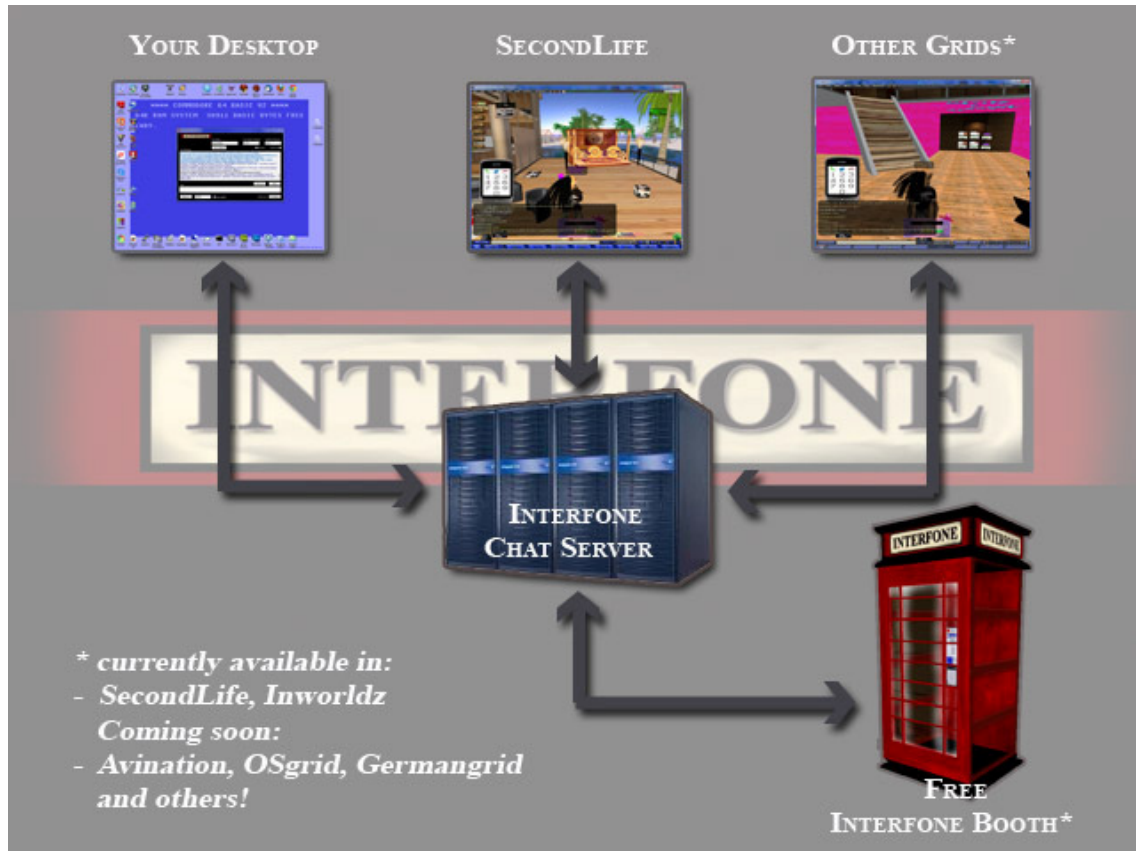Please note: do not try to attempt to log in to the Interfone Network double – so when you're wearing a HUD in a virtual world, switch off the Desktop App and vice versa. Although the network allows double logins, you'll never know on which screen your incoming messages end up. Same applies if you login to two different worlds at the same time.
Currently the Desktop App is only available for fullsized windows installations, Mac OS, Linux, Windows CE / Windows Mobile are not supported (yet). Plans are made to develop the Desktop App in near future for other systems too – including Java, Android and iPhone.

How Interfone works:

Your Interfone appliance (either as HUD or as Desktop App) connects to the Interfone Chat Servers through simple http protocols. It's not as fancy as maybe Yahoo!Chat or MSN chat – but it's a safe and reliable way to transport data, and it's also reliably virus-free. Also, http communications are not only supported by all major virtual worlds, but are not blocked by default on most business, congress and hotel networks – so you can stay connected with your friends wherever you are, even during work hours!

Connect to Interfone and your friends and customers from wherever you are.

Connecting to Interfone from within SecondLife:

Connecting to Interfone from within Inworldz:
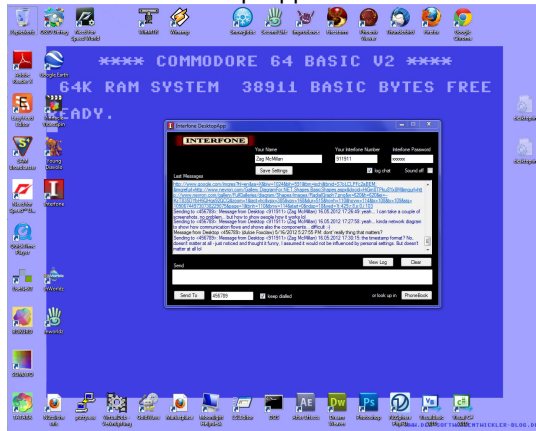

Connecting to Interfone from osGrid:

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The Interfone Desktop App for Windows:

Got more questions? Need more informations?
Hit us up – in any of the connected grids from an Interfone Phonebooth: 911911
directly via IM to: Zag McMillan
via email: zag@moonlight-mce.net
or through our website: http://moonlight-mce.net/helpdesk

More information about Interfone, current news and updates and a list of vendor spots in various grids can be found on the
Interfone website: http://moonlight-mce.net/wp/index.php/category/interfone/