

# SceneConfiguration and SceneState Services Documentation

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# Overview

- The **SceneConfiguration** service is intended to define the initial configuration of those items in a scene setup that are to be controlled by cloud data
  - SceneConfiguration also typically defines which wallets will have certain administrative privileges (rather than using the AdmissionService, which is generally intended to be used just once in a scene and control admission to the scene. This is typically done with something like a 'adminsList' or even multiple admins lists, like "cinemaAdminsList" vs "stateManagerAdminsList".
- The **SceneState** service is intended to store the state of those things in a scene that may change over time, such as the state of a game, or a player's score, and the data from it can be written or read dynamically during the life of a scene.
- A scene can query data for one or more "Contexts" in the scene.
  - But typically a SceneConfiguration or SceneState uses a single "context" as defined by the 'context' member in the associated Constants file.
- These services require either a subscription to or implementation of the their cloud services.
- A demo scene is provided, and a good example of this in-world is the Star Cinema theater in the Decentraland Conference Center, at <https://play.decentraland.org/?position=11,101>
- Technical summaries of these module is provided in the README of the module and its provided demo scene, and the code has some important comments.
- The Admission database also supports the purchasing of admission / permissions See the AdmissionSalesService module's README and:  
**AdmissionSalesService and CFShoppingCart Documentation**  
[https://docs.google.com/document/d/1PCTNLoiwdGVl4ZpZ9DD0n\\_JLMGGqAfmwYFLdEHSdf4s](https://docs.google.com/document/d/1PCTNLoiwdGVl4ZpZ9DD0n_JLMGGqAfmwYFLdEHSdf4s)

## System Architecture

A client module (SceneConfigurationManager and/or SceneStateManager) contacts the related service in the cloud and obtains values for the "Context(s)" in a scene. In the case of the SceneState service, the scene can obtain data for the scene as a whole, or for any given player (by wallet address, which is required for SceneState) and can be obtained repeatedly as the scene state changes. SceneState is posted to the server as it is changed by any player, and players get updates as they occur.

The values in the retrieved data structure can be used to perform the one time or dynamic configurations.

# Licensing

This module and its dependencies, as well as other technologies, can be licensed by arrangement with Carl Fravel who can be contacted via Discord at “Carl Fravel#3088”.

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# Support

Contact the licensor’s support system.

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