

*drones*. Thanks to *simsense*, you can even “jump into” certain devices, effectively “becoming” that device—a process known as “rigging.” In effect, the rigger “possesses” the drone/device, sensing the real world through the device’s sensors, and manipulates the device as if it were an extension of his own body. See *Rigging and Drones*, p. 238.

## AUGMENTED REALITY

With augmented reality, the Matrix is not a place you *go* so much as a parallel digital world (similar to the astral plane) that you experience as an overlay onto your normal range of senses. Your commlink accesses Matrix data from the wireless nets around you, feeding you the results via *simsense* or any number of interface devices. AR sensory input is specific to each user—while you and your buddy can both access the menu icon “displayed” outside a restaurant, only you will hear the ringtone or feel the slight buzz that signals an incoming call.

In its most basic form, AR is experienced as visual sight cues, icons known as *arrows* (AROs, or augmented reality objects). You can see arrows by linking your cybereyes, display link cyberware, smart goggles, display-capable contact lenses, or retina-writing laser glasses to your commlink. Arrow data appears as ghostly images and text in your field of vision. You can customize your interface to “view” this data any way you like, or to filter out certain content (like visual advert spam). If you accept an incoming video call, for example, the caller’s image/icon appears in your center of vision (but transparent so the real world can be seen through it). If someone starts shooting at you, you can put the caller on hold and close the “window” or shift it to your peripheral vision so it doesn’t interfere with RL activities.

AR can also be experienced through audible cues, transferred and heard via cyberears, audio link cyberware, earbud headphones, subdermal bone-vibrating speakers, or even tight-beam audio broadcasted to the ears from worn goggles or glasses. You can control the volume via mental command or physical interface, and you don’t have to worry about snoopers overhearing since it’s all in your head.

Advanced AR systems sometimes make use of tactile information—*haptics*—relayed through feedback gloves and clothing customized to convey temperature, pressure, and resistance. If you want the full AR experience, you can translate AR input into smell and taste sensory data, but the specialized cyberware mods required for this cater to a small (and strange) market.

The easiest and most common way to get your AR fix, though, is through *simsense*. You need a sim module for your commlink to interpret the signals and feed you the data via a cyberware simrig, worn simrig, trode net, or datajack. Partial *simsense* feeds take AR a step further because they can also relay emotions, though services that relay full emotive sim are rare (and sometimes illegal or downright *disturbing*)—do you really want a Buzz!Blitz energy drink advert to make you *feel* that way?

## ZONES

Wireless mesh networks may saturate most urban areas, but there are many places in the world where the technology is either nonexistent, outdated, or unreliable. This is especially com-

## INTERACTING WITH THE AUGMENTED WORLD

### Example #1

Sketchy Alex heads to the mall with her TekSense SP9 music player tucked behind her ear and her Fabrique ALLIN1 commlink in her jacket pocket. The two devices share a pair of headphones and are aware of one another; if the ALLIN1 needs attention, the TekSense SP9 will temporarily mute itself. Her commlink is her PAN’s core component and gives her access to basic wireless services. Alex also has a cheap pair of Tandy smartglasses, but no datajack, so she controls the interface with the scroll wheel on her commlink.

As she enters the mall, Alex accesses its LAN, superimposing a map of the mall in her vision. She quickly browses the directory and adds the stores she wants to visit to her hotlist, auto-highlighting them in blue on the map. As she enters each store, her commlink displays a list of today’s specials (tailored to her personal purchasing profile) and a detailed map. In Trendz Music, she instantly connects to the store’s music library, sampling several songs before buying them and downloading them directly to her SP9. As she’s purchasing the music, the system lets her know that Ingrid Needstrom—one of the musicians she bought songs from—is playing a gig downtown next week. She calls her friend Rachel via her commlink to let her know about the concert. Rachel is interested in going, so Alex buys two tickets online (still inside the store) and zaps one of them over to Rachel.

As she’s leaving the mall, Alex receives several anonymous text messages from some sleazy guy who read her commlink’s social profile and is trying to hit on her. She sets her commlink to block all future messages from that user.

### Example #2

Vladimir is waiting for Mr. Johnson to arrive at Club Inferno and lamenting the lack of fun he’s likely to have in the meeting. Vlad doesn’t want to have to deal with the runner wannabes that frequent the club, so he switches his PAN to hidden mode. To all the other scum in the Inferno, his network is no longer “visible” and automatically refuses connections except from trusted friends on Vlad’s buddy list—just the way he wants it. While he waits, he receives a message from

*Continued on page 210*

Urgent Message....

