

# Sieben Jahre Second Life: Why didn't M give his speech?

Der [Alphaville Herald](#) hat ein Video „gefunden“, das erklärt, warum Linden-Lab-Gründer [Philip Rosedale](#) (aka Philip Linden) nicht in der Lage war, bei seiner [eigenen Rede](#) zum Anlass des [siebten Geburtstages](#) der 3D-Welt „inworld“ (also als Avatar) anwesend zu sein. „SecondLice has access to security cameras at Battery St.“ Manchmal mag ich den respektlosen US-amerikanischen Humor.

By the way: In text chat:

*Dousa Dragonash: Is there any truth in the rumour that Second Life is preparing to be bought?*

*Philip Linden: Dousa... nope.*

*Honour McMillan: thank y ou Philip – what is your ongoing involvement?*

*Philip Linden: Honour... I am always working closely with Linden, and lately focusing on how I can help with product direction.*

*Gazanfer Jehangir: people are thinking sl is headed in a direction to end up as a 3d facebook? any enlightenment on this please*

*Philip Linden: Hmm.... well SL and facebook are very different. But we certainly do need to make it easier as an experience, in manner similar to how easy FB is.*

*Youri Ashton: Philip: Could you tell us what kind of things you still do with the Lindens, besides your new project*

*Philip Linden: Youri: I'm active as board member, and am also often at the office.*

*Zol Link: I am wondering if SL will have any new graphics updates? And will there be a way to reduce lagging and load times during play, I noticed some places lag less and have less Issues then other areas, I would like to see if you could pull off what Eve online and or Entropia Universe has, where*

*over 1k + players could stand in one area with little to no lag*

*Philip Linden: Zol: The graphics work we've been doing lately is state of the art, in terms of shadows and the like. I agree that 1000 people in one area would be incredibly great. what we need is higher frame rate for the complex builds and avatars in SL*