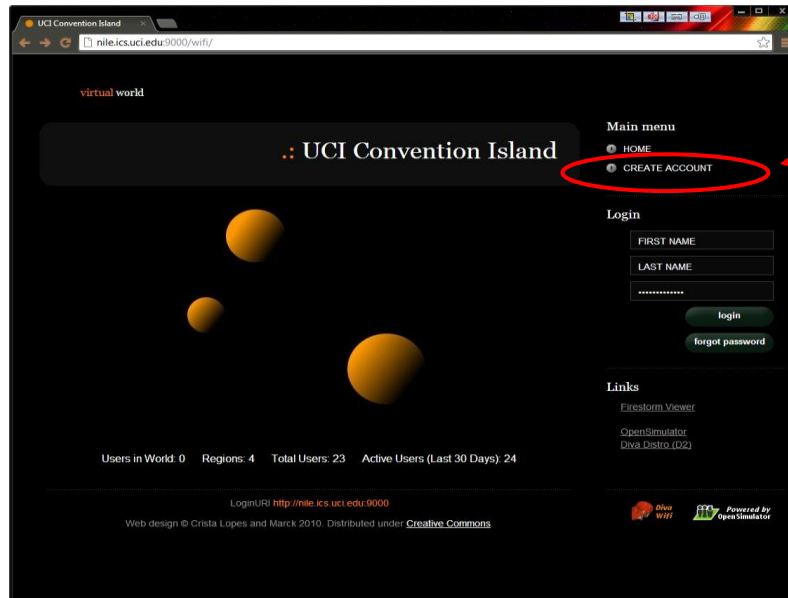


Login in and Interacting In OpenSimulator Virtual Worlds

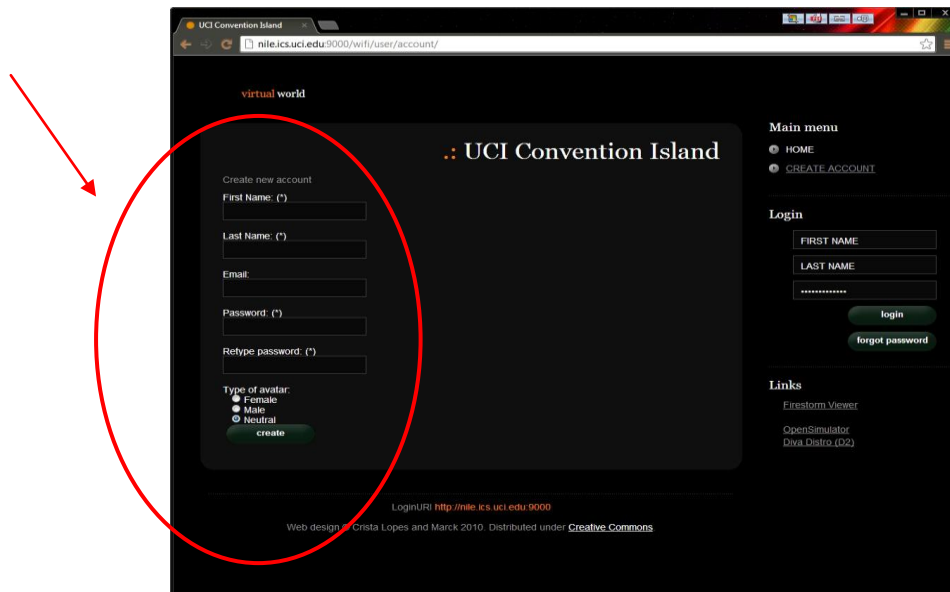
Last updated: November, 4th, 2012

PART I. Getting Started

Step 1. Get an account in the system. Point your web browser to the URL that you have received through some other means.



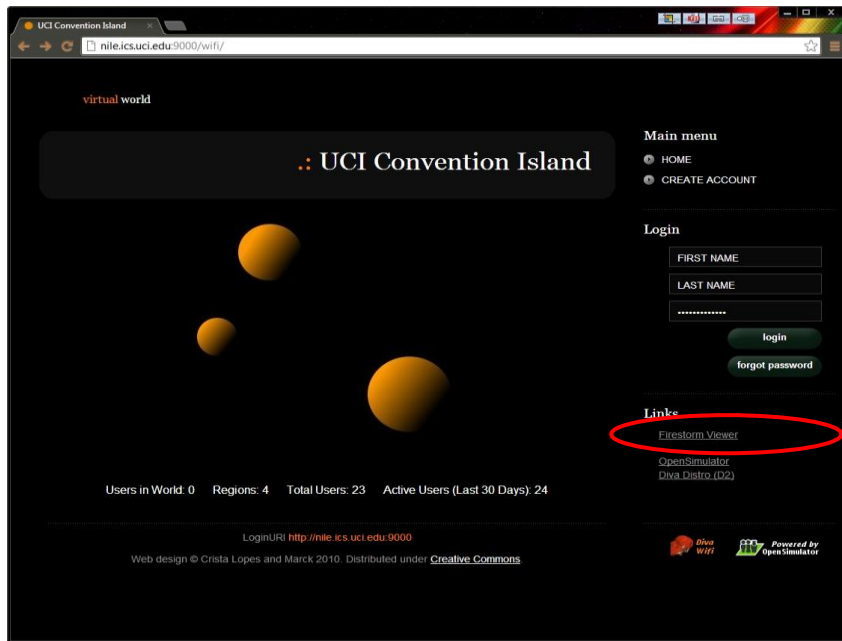
Fill out the form entirely:



IMPORTANT:

- Use one word for first name and one word for last name – no spaces
- Use a “discardable” password, not your very best...

Step 2. Download and install the “viewer” client software, called Firestorm.

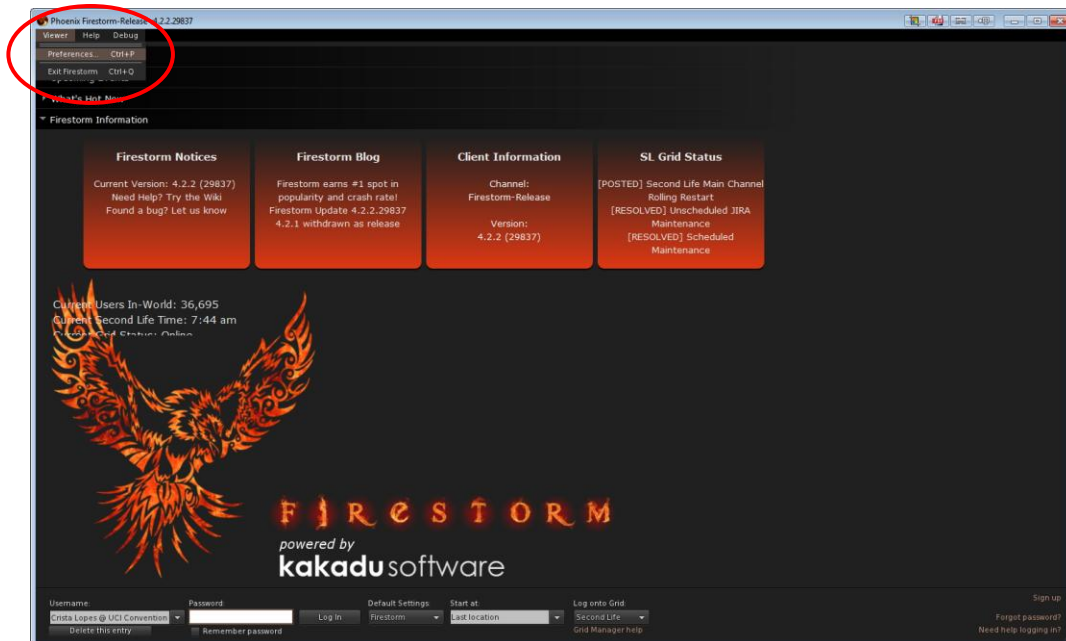


IMPORTANT: Make sure to download the version for “**OpenSim Grids**”, not the one for **Second Life**.

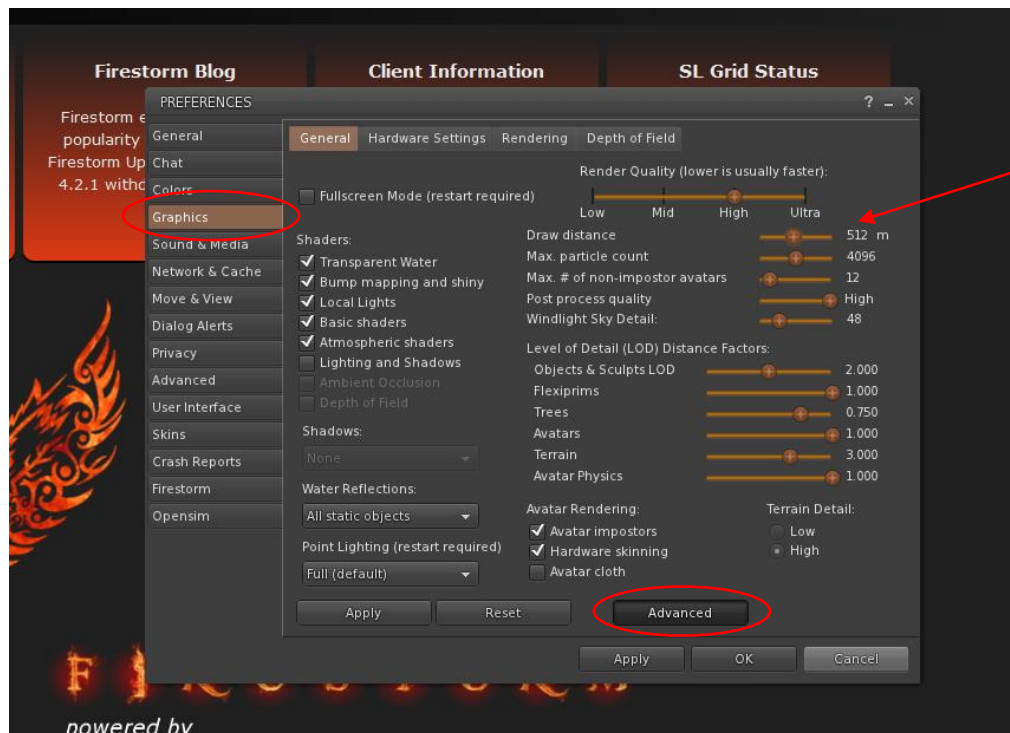
Follow the appropriate link for your system (Windows, Mac or Linux), and install the package.

Step 3. Configure the client software for the grid.

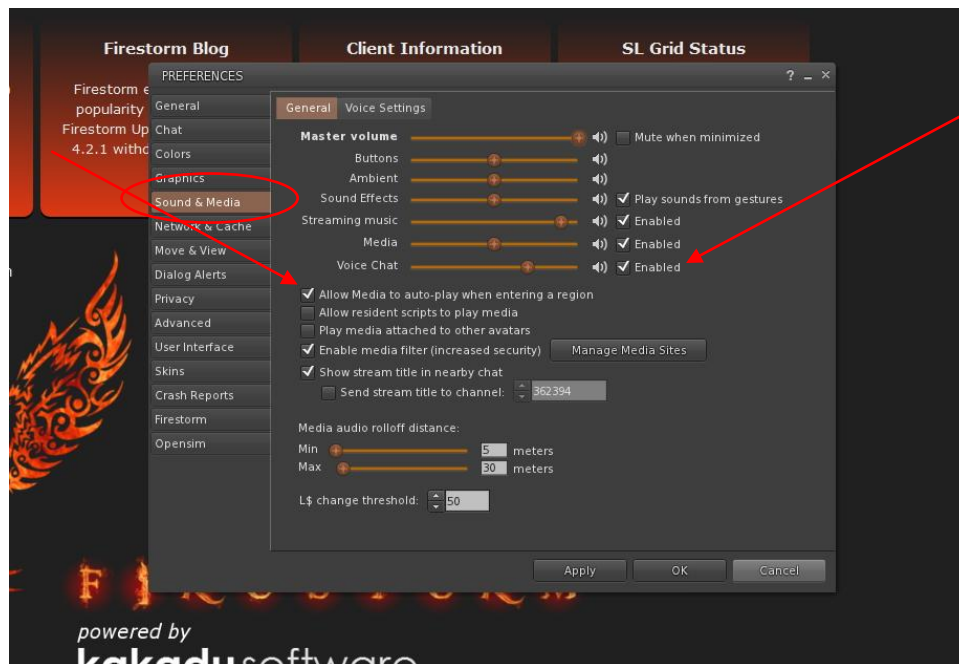
Run the client you have just installed. Pull down Viewer->Preferences.



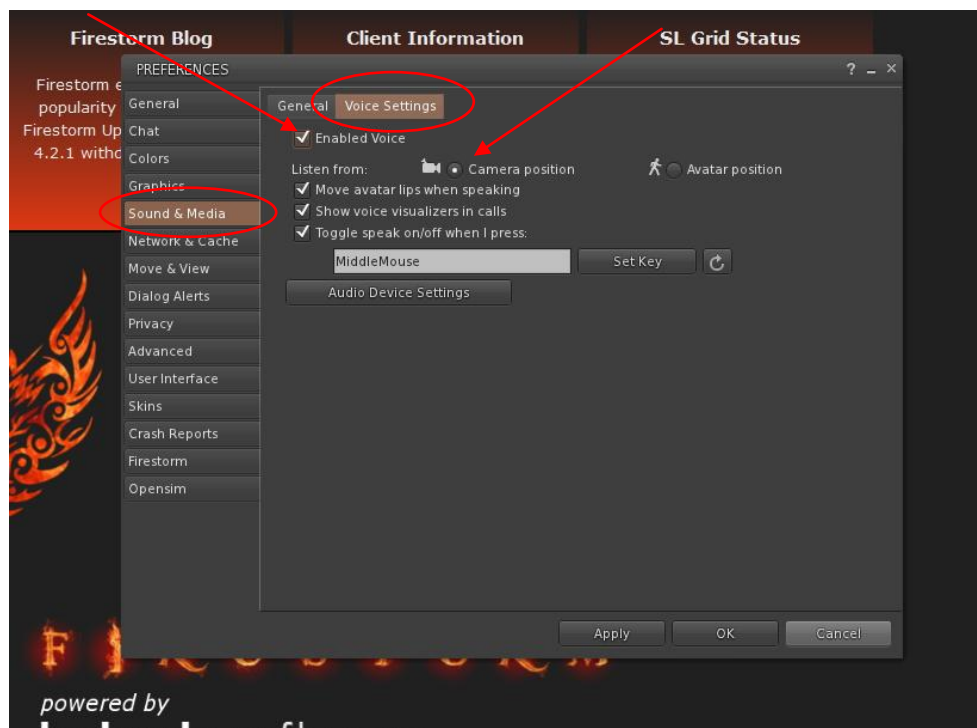
Click on the Graphics tab, and then the Advanced button. Increase the draw distance to 512m.



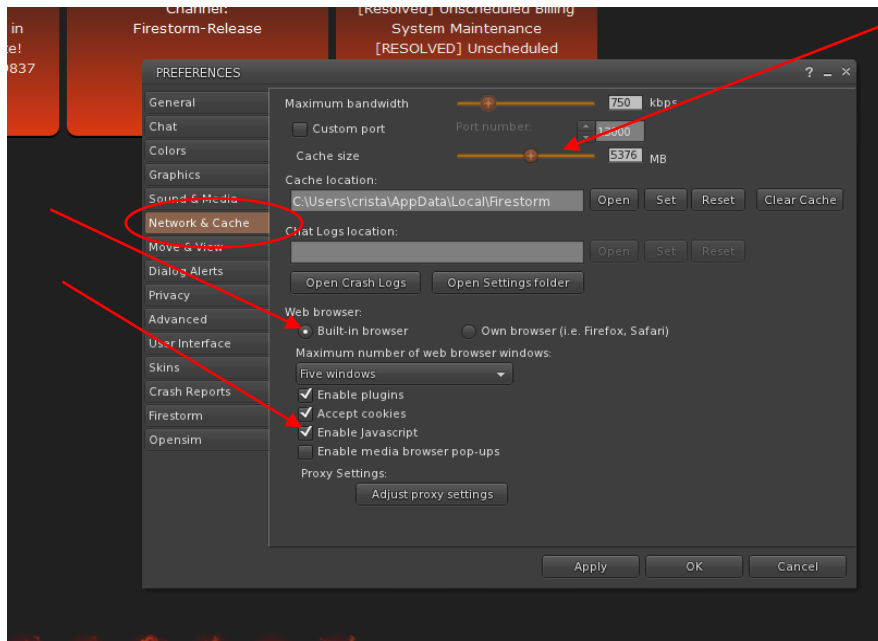
Click on the Sound & Media tab. Make sure the “Voice Chat” box is checked. Also make sure the “Allow Media to auto-play when entering a region” is checked. You may want to check other options, as seen below.



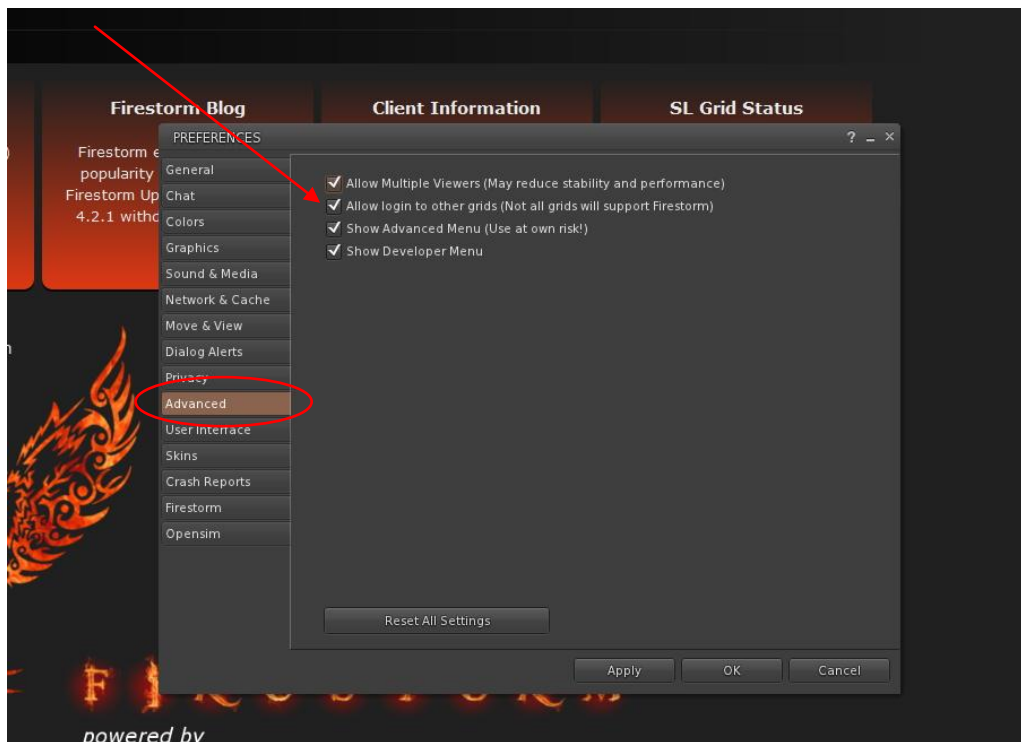
Still on the Sound & Media tab, click the “Voice Settings” tab on top. Make sure “Enabled Voice” is checked. Check also the other options.



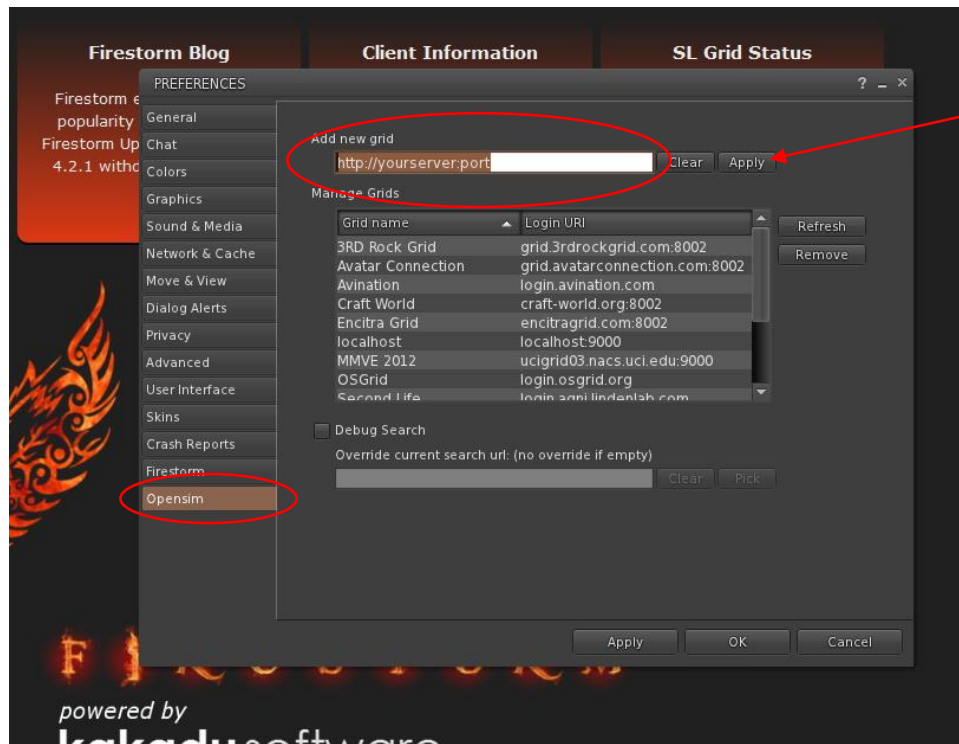
Click on the Network & Cache tab. Increase the cache size. Select the Built-in browser and make sure the “Enable Javascript” box is checked.



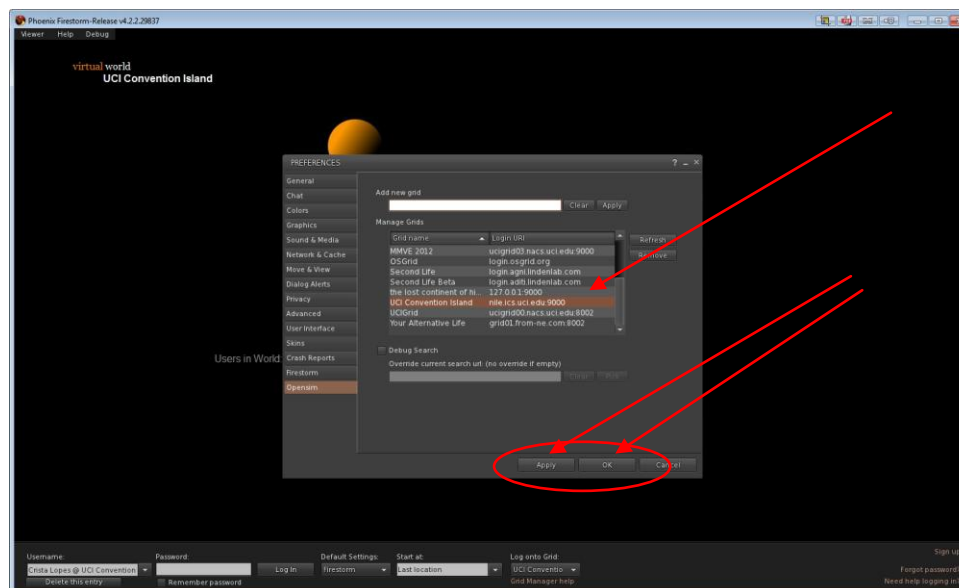
NEXT, VERY IMPORTANT STEP: Click on the Advanced tab and check, at least, “Allow login to other grids”.



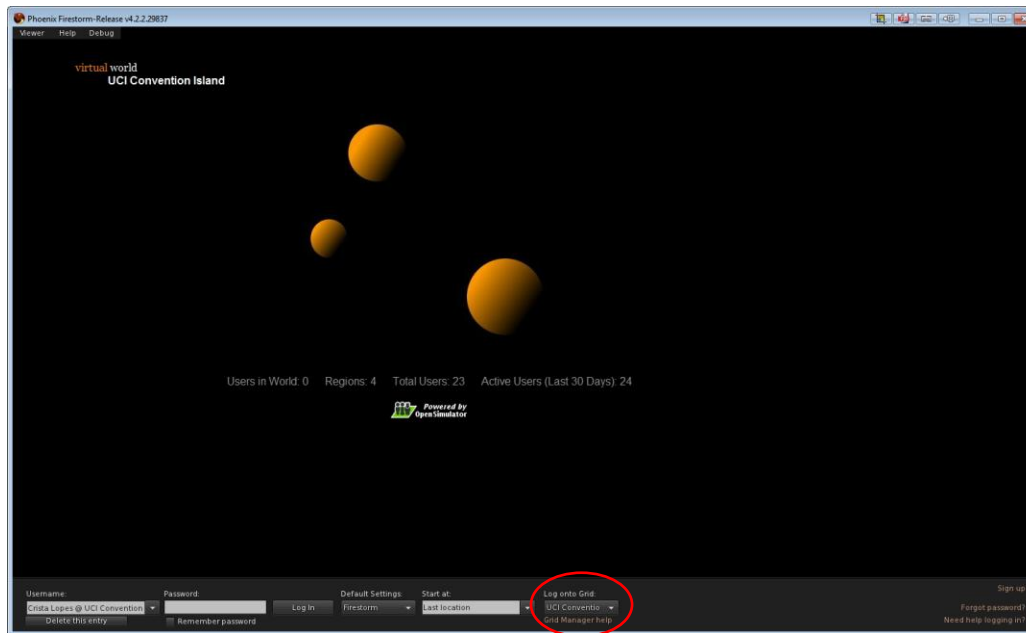
Finally, click on the Opensim tab. In the text box on top, enter the “LoginURI” that you have been given. This is the address of the server you will be login into. Then click the “Apply” button on the right. This should fetch all the information from that server and create a new entry on the Grid list with a Grid name that you should recognize. (you may need to scroll the grid list down)



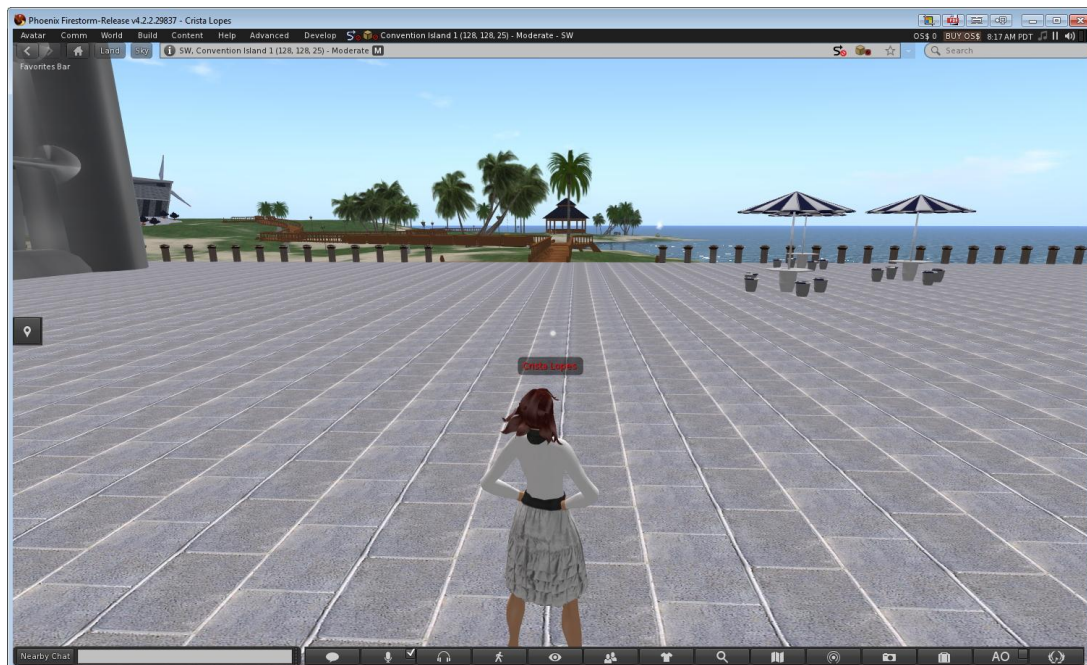
Once you find the entry, click on it to select it. Then click the “Apply” button on the bottom. Finally, click OK.



Once you see the Login screen, you can then login with the account you created in Step 1. As Username enter both the first and last name of the account you created, for example “John Smith”. Make sure the selected grid is the one you just added in the previous picture.



You will land in some part of the world. Welcome!



Step 3. Testing voice.

In order to participate in voice chat, you will need a microphone and speakers. Headsets with noise-canceling microphones are the best, because they avoid feedback and filter out ambient noise.

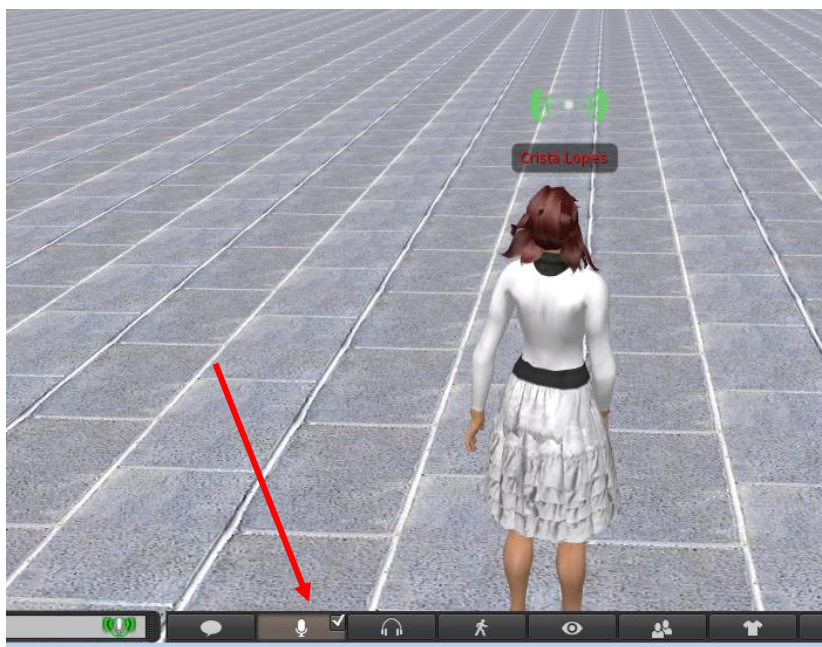
When you first login into a voice-enabled world, you will be presented with the Vivox TOS that you need to accept.

When voice is properly enabled, you should see a small dot on top of your avatar's head like this:



If you don't see that dot, voice is not enabled and you won't be able to talk or hear the conversation. If that's the case, please go back to the Avatar->Preferences menu, Sound & Media tab, and double check all the options.

Once the dot is there, you need to press the Microphone button in order for others to hear you (see next picture). The configuration you went through makes this button behave on a toggle mode, i.e. press once, and the microphone is on, press again and the microphone is off. Whenever you speak, you should see sound waves radiating from the dot, like this:



If you don't see the sound waves, there may be additional problems with your microphone; here are some of the most common problems:

- You started the viewer before plugging in the microphone. This is an easy fix: pull down Avatar->Preferences, Sound & Media tab, uncheck the Voice Chat box, click "Apply". Then check the Voice Chat box and click "Apply" again. Then OK. Wait a few seconds. Pressing the Microphone button should now work, and you should see the sound waves when you speak.
- Mic settings in your computer have the volume too low. Change them so that they have a reasonable volume.
- Mic plugged to the wrong jack. Find the right one.
- You have skype running. Logout / turn it off.

Additionally, you may experience some difficulty hearing others around you. You can adjust the volume you hear from others using the button to the right of the Microphone button, the one with the headset icon. When you press that button, a menu will pop showing all active speakers in range, with individual sliding bars that you can adjust.

As usual in conference calls, it is proper etiquette to turn off the microphone when you are not speaking, and turn it on only when you speak.

PART II. Getting Acquainted with the User Interface

The virtual world client that you are using is exactly the same client that people use to access the virtual world “Second Life.” The commonality stops here. The virtual world itself (i.e. the servers) is not related to Second Life in any way; no one in Second Life can come here, and vice-versa. Nevertheless, sharing the same client has many advantages. To start with, there are innumerable tutorials on the web about the user interface. The following is a list of recommended tutorials.

Moving and Viewing

Moving and Flying: <http://www.youtube.com/watch?v=EK2bczvyHoM>

Advanced movement control: <http://www.youtube.com/watch?v=bL877z9uNrs>

The mini-map: <http://www.youtube.com/watch?v=zmEeVrX-qMs>

The world map: <http://www.youtube.com/watch?v=gpOYwHT7Xag>

Teleporting: <http://www.youtube.com/watch?v=HL5aqEERlrl>

Camera Control: <http://www.youtube.com/watch?v=1gDD13njjCE>

Interaction with others

Chat: <http://www.youtube.com/watch?v=thBdLhXkzEQ&feature=channel>

Building

Prim basics: <http://www.youtube.com/watch?v=8tlcXwR-A2s>

Rez: <http://www.youtube.com/watch?v=nhwmhaZgd80>

Uploading textures: <http://www.youtube.com/watch?v=BBBaGWfCr4Y>

Building basics: <http://www.youtube.com/watch?v=szAbCGbgYEI&feature=related>

http://www.youtube.com/watch?v=LmN_hAHIF0M

Texturing: <http://www.youtube.com/watch?v=rkc3LtUmg60>