

This document will help you to setup a working OpenSim connection from home/school/institution to the 3DLES OpenSim server.

To be able to connect to the OpenSim server you have to do the following steps:

1. **Create an account**
2. **Download the 3D viewer for your computer (or the computers at school)**
3. **Install the viewer on the computer (to do the testing)**
4. **Set the viewer to the 3DLES EDUgrid**
5. **Try to log in (failure is possible)**
6. **Set IP and ports of the network (only if it fails to connect)**
7. **Set up and test voice**
8. **Install the viewer on all computers at school and repeat the steps (only at school situations)**

1. CREATE AN ACCOUNT

To enter the 3D environment you need a personal account. You can create this account here: <http://edugrid.3dles.com:8002/wifi/user/account/>

NOTE: The *First* and *Last* name can both only be one word without any spaces or accents like ñ, ó, é etc.

After you clicked on the create button a new page should appear with the message: **Your account has been created.**

If this does not appear, the account is not accepted (something went wrong) you will still see the form to create an account and need to fill it again.

Create a new account here...

The First and Last name will be displayed above the head of your avatar.
So choose your name wisely. Improper names will not be approved and deleted.

First Name: (*)

Last Name: (*)

Email: (*)

Password: (*)

Retype password: (*)

* = all fields are required

Select your avatar:

- Neutral
- Female 1
- Female 2
- Female 3
- Male 1
- Male 2
- Male 3

create



2. DOWNLOAD THE 3D VIEWER

You also need a 3D viewer. This viewer has to be downloaded and installed. We suggest to use the Singularity viewer.

Download the viewer here: <http://www.singularityviewer.org/downloads>

(note: Always do a clean install, so if there is an update, first uninstall the old version.)

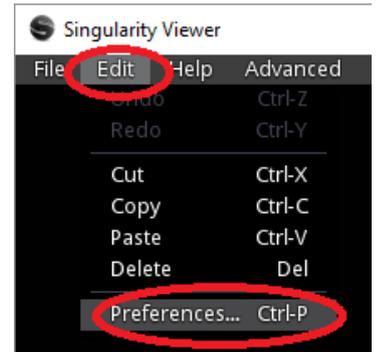
3. INSTALL THE VIEWER ON A COMPUTER

A normal installer is in the software.

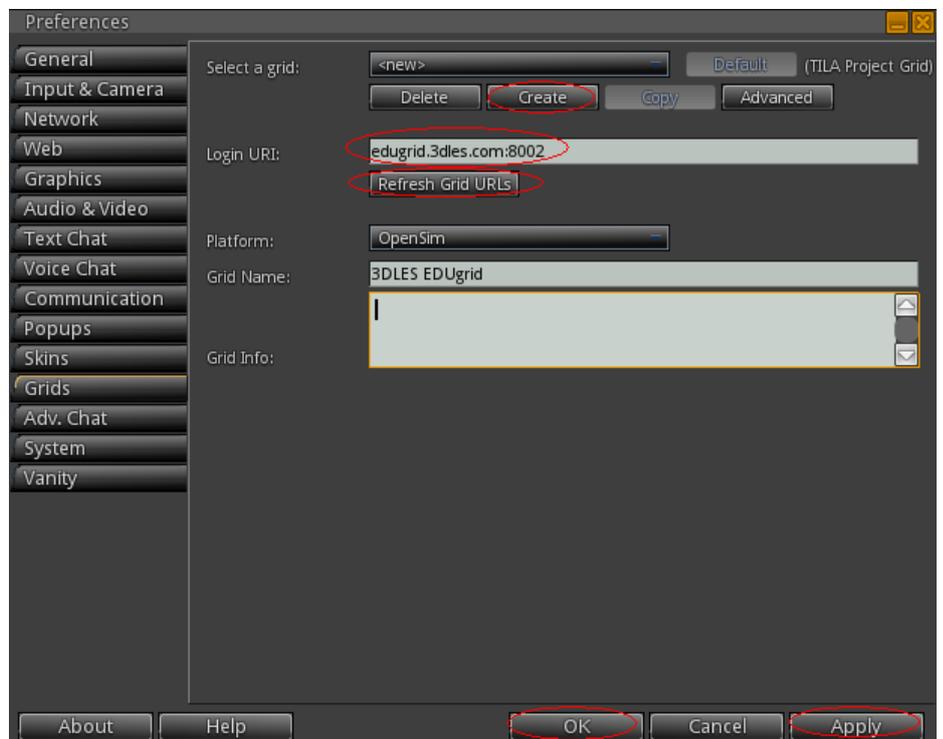
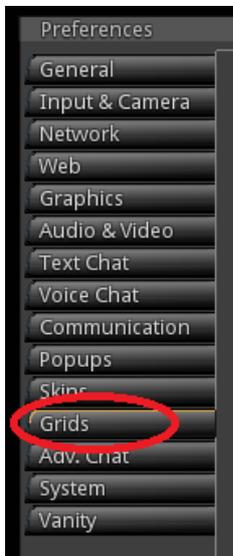
4. VIEWER SETTINGS (Singularity)

To log in at the 3DLES EDUgrid you have to set the Singularity viewer to this grid.

- Start the viewer, select **Edit -> Preferences...** in the menu in the left upper corner
- or click on the **GRID MANAGER** button at the bottom, see --->



- Select the **GRIDS** tab at the left of this new window.
- Click on the **CREATE** button (see below picture)



- Fill in the field **LOGIN URI** with: **edugrid.3dles.com:8002** or **http://edugrid.3dles.com:8002/**
- Click on **REFRESH GRID URLS**
- Click on **APPLY** at the right bottom
- Click on **DEFAULT** at the top (this sets the EDUgrid as default grid)
- Finally click on **OK** at the bottom

5. LOGIN IN ON THE 3DLES EDUGRID

- Fill in the **Username** (*first and last name **with a space** between it*) and **Password** fields with your personal data.
- (optional) Choose the **3DLES EDUgrid** from the GRID list
- Click on **Log In**



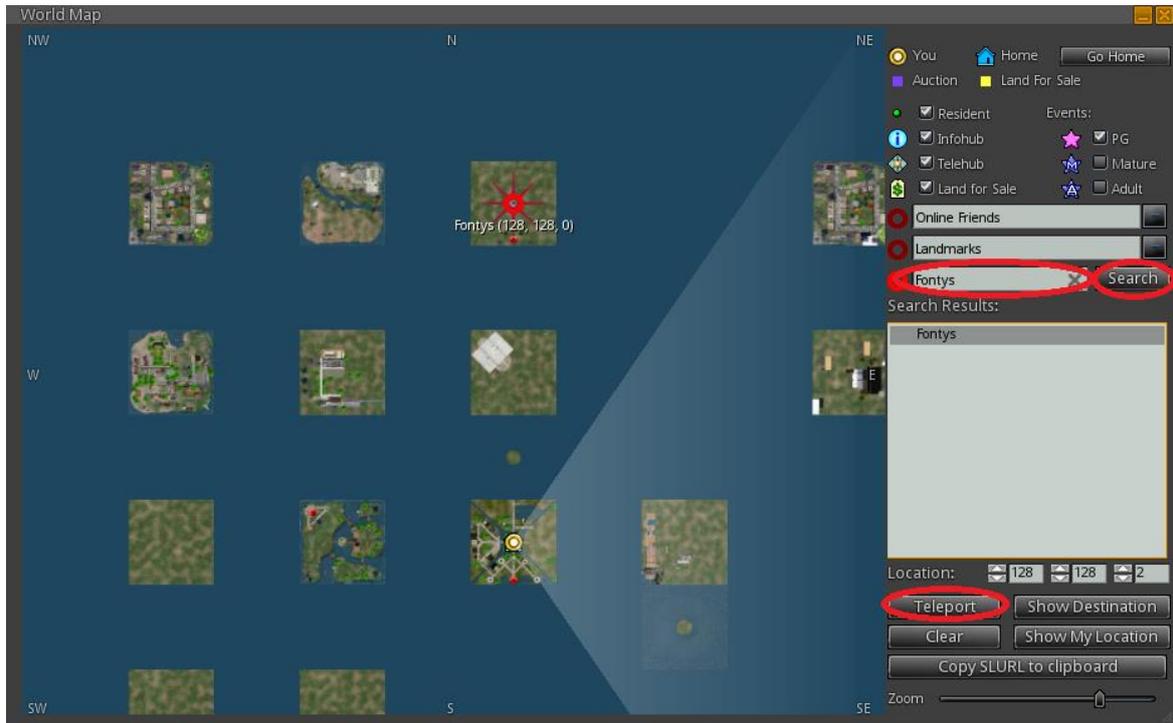
You will now enter the info area of the Welcome island of the 3DLES EDU grid. You can get information about the EDU grid there and find most destinations on the sign.

You can travel to other destinations in two ways...

1. Walk to the DESTINATIONS sign and click on the desired destination. You will be teleported to that island.



- Or click on the MAP button at the bottom of the viewer, this will open the map of all the islands. You can double-click on one of the islands or do a search (at the right) for a specific island and click on Teleport.



IT FAILS? ALLOW IP AND PORTS IN YOUR NETWORK

If you cannot log in there is a problem with the network.

The following IP and ports are used to connect to the 3DLES OpenSim server:

- OpenSim IP: **37.187.77.58**
- OpenSim Ports: **80, 8002-8004, 9000-9200, 20800 - TCP & UDP**

TIPS & TRICKS

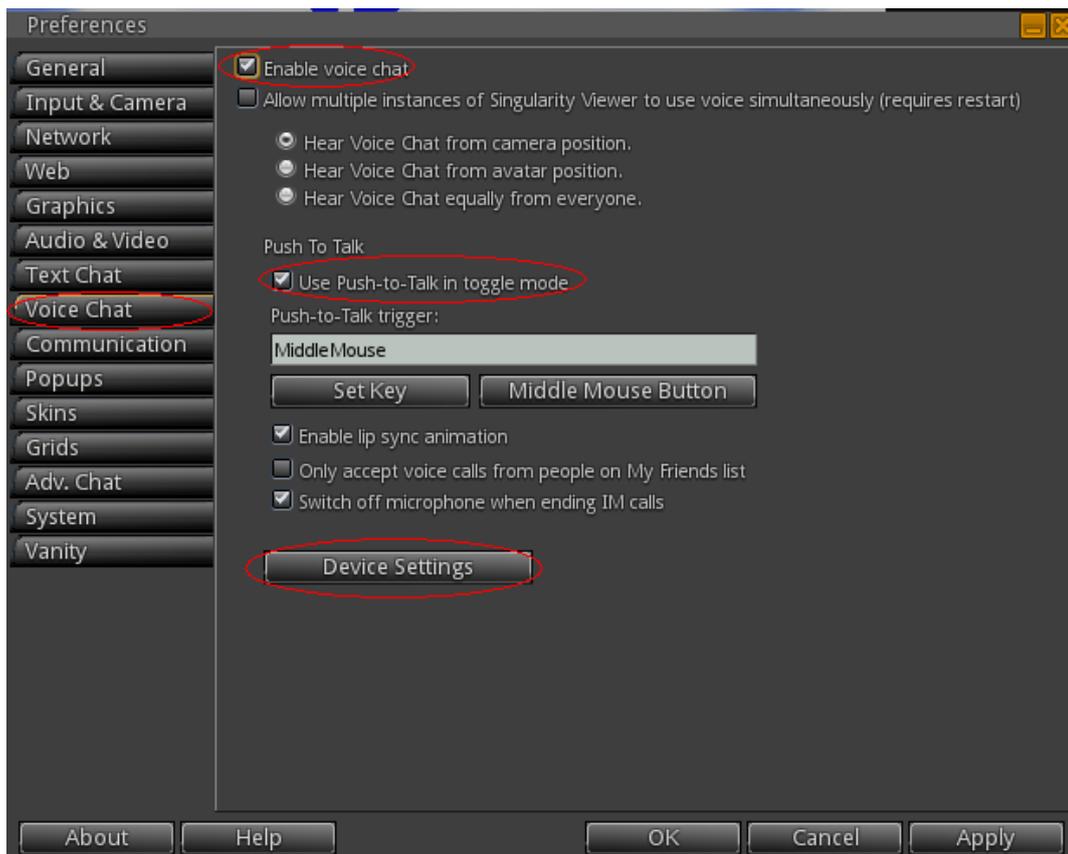
- To be sure that no other grid can be selected, delete all other grids in the GRID MANAGER.
- Do **not select** the **REMEMBER PASSWORD** at the logging screen. Or else others can use your account
- If someone forgot their name or password: <http://edugrid.3dles.com:8002/wifi/forgotpassword>
- If textures are not showing and objects stay grey, go to **PREFERENCES -> NETWORK** then click the **CLEAR CACHE** button, and restart the viewer.

VOICE SETTINGS & USING VOICE

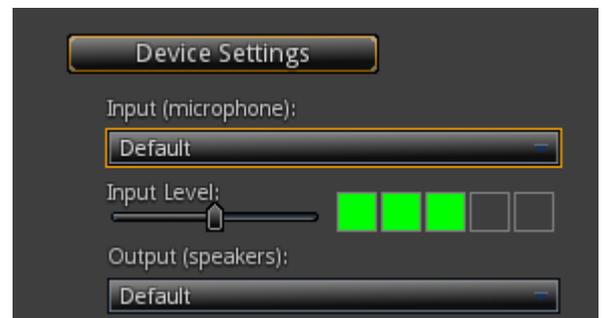
Using voice needs to be set in the viewer.

- After installing the viewer click in the viewer top left corner on **Edit -> Preferences...**
- Select the tab **Voice** (see below)
- The settings should be like in the picture.
So **Enable voice chat** and **Use Push-to-Talk in toggle mode** have to be on.

- Then select the **Device settings button**



- After selecting the **Device settings** some extra info will appear.
- Check if talking through the microphone will show in the green blocks meter. Talking on a normal level must give three green blocks. Use the **Input Level Slider** to adjust the volume.
- If you cannot reach the right volume you may have to check the audio settings of your computer.
- When finished click on **OK**

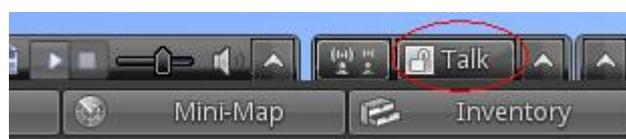


ALWAYS USE A HEADSET!

Our advice is to always use a headset. When this is connected the speakers of the computer will be turned off and the chat can only be heard on the headset. (If you do not use a headset the sound of the speakers will feedback into the microphone again.)

After loggin in it is possible to talk to other avatars through voice. At the right bottom of the screen the **TALK** button to turn your off.

possible to use the middle switching microphone on and



you can click on microhpone on and **It is also mouse button for off.**

IS MY VOICE WORKING NOW, AM I TALKING?

An avatar that has voice enabled should have a white dot over his head. When the microphone is switched on others (that have voice enabled) can hear you talking in the environment. When someone speaks, or when you speak, you can see green audio waves over the head of the avatar.

VOICE NOT WORKING? PORTS AND IP'S for the voice server.

It could happen that the voice server is not connecting. The voice server is on a different server than OpenSim because that is a separate service of Vivox.com. The network should be open to data to and from the following server...

Ports 80 & 443 - TCP - for Web server

Ports 3478 & 3479 - UDP - to aid in setting up voice with NAT

Ports 5060-5062 - UDP - for voice control signals

Ports 12000-32000 - UDP - for voice media

And all of those to all of the following three IP Ranges:

70.42.62.0/24

64.94.252.0/23

74.201.98.0/23



CHECKLIST TO CONNECT TO 3DLES OPENSIM EDUGRID

Your computer *must* meet these **REQUIREMENTS**, or you may *not* be able to successfully participate in the 3DLES virtual environment.

Windows	Minimum Requirements	Recommended
Internet Connection:	Cable or DSL	Cable or DSL
Operating System:	XP, Vista, Windows 7 or Windows 8	Vista, Windows 7 or Windows 8.1
Computer Processor:	CPU with SSE2 support, including Intel Pentium 4, Pentium M, Core or Atom, AMD Athlon 64 or later.	2-GHz (Vista) 32-bit (x86) or better
Computer Memory:	1 GB or more	3 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card for Vista Windows 7 or Windows 8 (requires latest drivers):	<ul style="list-style-type: none"> • NVIDIA GeForce 6600 or better • OR ATI Radeon 9500 or better • OR Intel 945 chipset 	NVIDIA Graphics cards 9000 Series: <ul style="list-style-type: none"> • 9600, 9800 200 Series: <ul style="list-style-type: none"> • 275 GTX, 295 GTX ATI Graphics Cards 4000 Series: <ul style="list-style-type: none"> • 4850, 4870, 4890 5000 Series: <ul style="list-style-type: none"> • 5850, 5870, 5970

Mac OS X	Minimum Requirements	Recommended
Internet Connection:	Cable or DSL	Cable or DSL
Operating System:	Mac OS X 10.7 or better	the latest release of 10.9
Computer Processor:	1.5 GHz Intel based Mac	2 GHz Intel Core 2 Duo or above
Computer Memory:	1 GB or more	3 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card:	<ul style="list-style-type: none"> • ATI Radeon 9200 and above • OR NVIDIA GeForce 2, GeForce 4 	<ul style="list-style-type: none"> • ATI: 4850, 4870 • OR NVIDIA: 9800