

This document will help you to setup a working OpenSim connection from school to the TILA OpenSim server.

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

1. Download the Imprudence 3D viewer for your computers at school
2. Install the viewer on one computer (to do the testing)
3. Set the viewer to the TILA project grid
4. Try to log in (failure is possible)
5. Set IP and ports of the network (only if it fails to connect)
6. Set up and test voice
7. Install the viewer on all computers

1. DOWNLOAD THE IMPRUDENCE 3D VIEWER

To enter the 3D environment you need a 3D viewer. This viewer has to be downloaded and installed. There are several versions available...

- **Imprudence viewer downloads**
- [Imprudence for Windows 1.4.0](#) (last version)
- [Imprudence for Windows 1.4.0 +SSE](#)
- [Imprudence for Mac \(Intel\) 1.4.0](#)
- [Imprudence for Linux 1.4.0](#)
- [Imprudence for Linux \(64 bit\) 1.4.0](#)

1b. ALTERNATIVE VIEWER

Sometimes Imprudence is not working properly, we had problems with MAC's in the past.

If Imprudence gives too much trouble, we suggest to use the Singularity viewer.

A Singularity installation guide for the TILA grid can be found at the TILA Moodle.

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

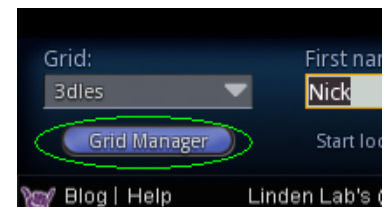
2. INSTALL THE VIEWER ON ONE COMPUTER

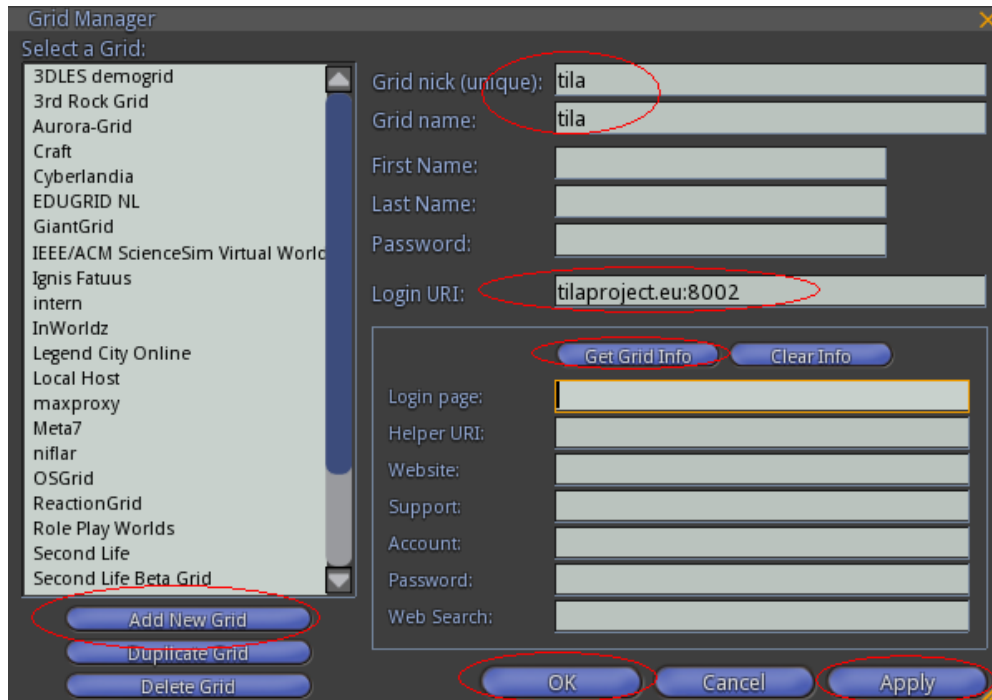
A normal installer is in the software.

3. VIEWER SETTINGS (viewer version 1.4.0)

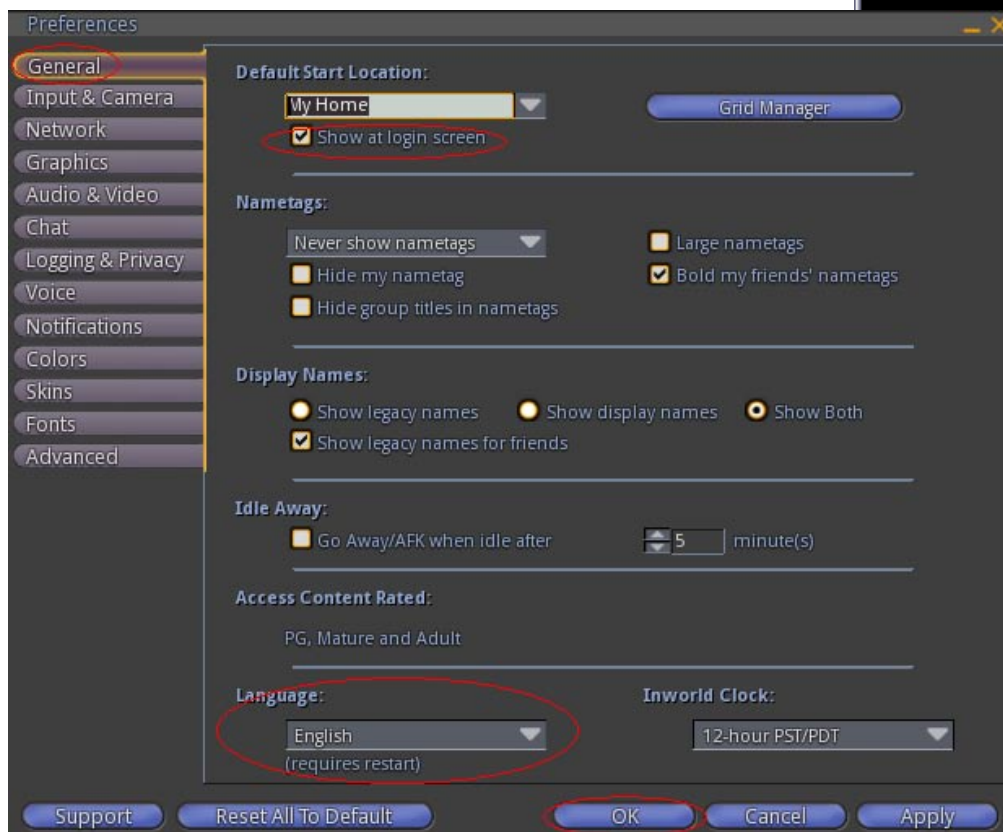
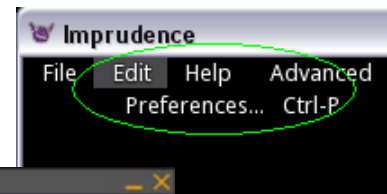
To log in on the TILA project grid you have to set the viewer to this grid.

- After installing and starting the viewer, click on the **GRID MANAGER** button.
- The TILA grid is not in the list so you have to add the grid by clicking on the **ADD NEW GRID** button
- Fill in the **Grid nick** (tila), **Grid name** (tila)
- Fill in the **Login URI**: <http://tilaproject.eu:8002/>
- Click on **GET GRID INFO**, the rest will be filled in automatically.
- Click at the right bottom on **APPLY** and then **OK**





- Click in the viewer top left corner on **EDIT - > PREFERENCES**
- Select the tab **GENERAL**
- Select **Show Start Location on Login Screen**
- Select the **Language** you want the viewer to be in.
- Click on **OK**



4. LOGIN IN ON THE TILA PROJECT GRID

- Check at the left bottom if the TILA grid is selected.
- Fill in the **First Name: Test**, **Last Name: User** and **Password: testuser01**
- Click on **Log in**

- You will now enter the Welcome area of the TILA project area.

5. IT FAILS? ALLOW IP AND PORTS IN YOUR NETWORK

If you can not log in there is a problem with the network of the institute.

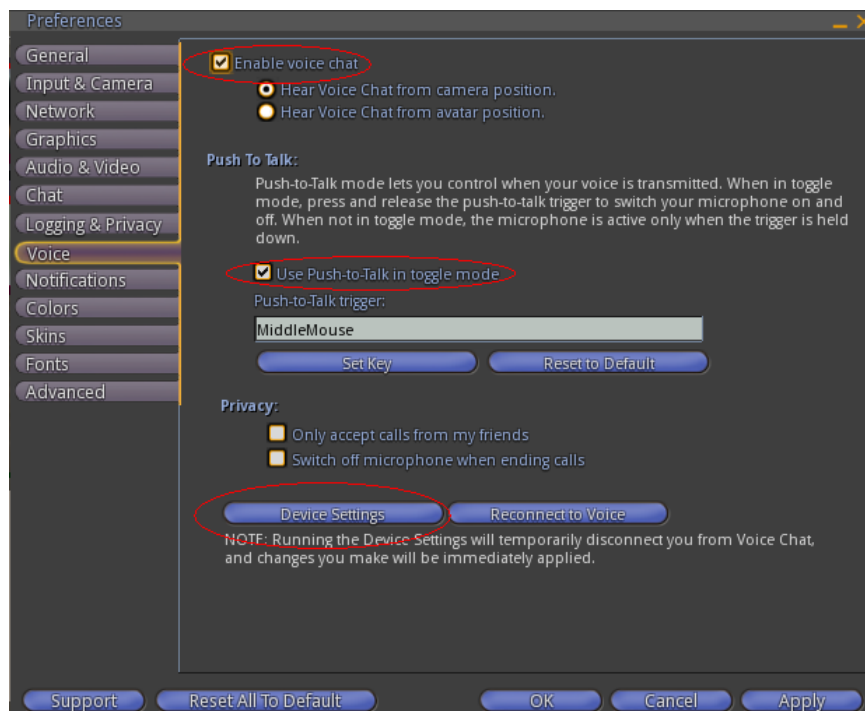
The following IP and ports are used to connect to the 3DLES OpenSim server:

- OpenSim IP: **178.32.217.205**
- OpenSim Ports: **80, 8002-8004, 9000-9200, 20800 - TCP & UDP**

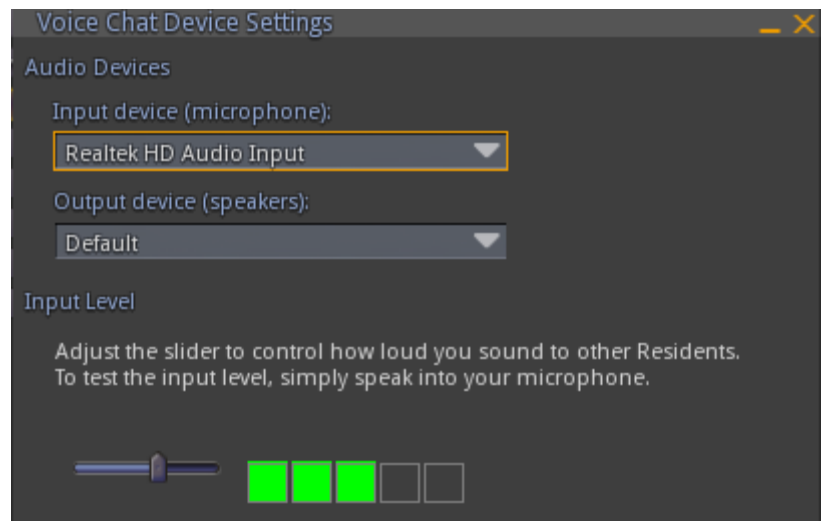
6. VOICE SETTINGS & USING VOICE

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** an extra window 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**



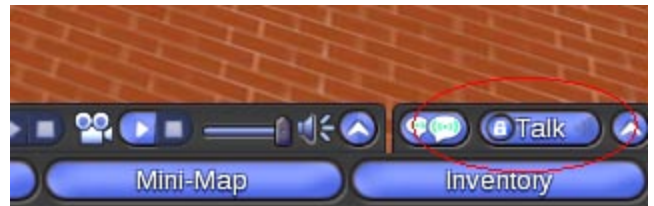
PLEASE USE A HEADSET!

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 login in it is possible to talk to other avatars through voice.

At the right bottom of the screen you can click on the **TALK** button to turn your microphone on and off.

It is also possible to use the middle mouse button for switching microphone on and 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