ISSA 3D VIRTUAL WORLD MANUAL

Content

1. Technical requirements

1.1 Introduction

This section describes the technical requirements of the platform and provides a list of the most common viewers. Viewers are software programs needed to access the virtual world. To log in to a virtual world, first, you have to download and install one of the suggested viewers to your computer.

1.2 Viewer Requirements

Table 1 shows the computer specifications needed to be able to install and run an OpenSimulator viewer.

Table 1: System requirements

REQUIREMENT	MINIMUM	RECOMMENDED
INTERNET CONNECTION	Cable or DSL	Cable or DSL
COMPUTER PROCESSOR	**Windows**: CPU with SSE2 support, including Intel Pentium 4, Pentium M, Core or Atom, AMD Athlon 64 or later. **Mac**: 1.5 GHz Intel based	Windows: 2-GHz 64-bit (x86) or better Mac: 2 GHz Intel Core 2 Duo or above
COMPUTER MEMORY	4 GB or more (32bit version)	8 GB or more (64bit version)
GRAPHICS CARD (REQUIRES LATEST DRIVERS):	**Windows**: NVIDIA GeForce 6600 or better OR ATI Radeon 9500 or better OR Intel 945 chipset **Mac**: ATI Radeon 9200 and above OR NVIDIA GeForce 2, GeForce 4	NVIDIA Graphics cards 9000 Series 200 Series ATI Graphics Cards 4000 Series 5000 Series
INTERNET CONNECTION	750 Kbps down, 100 Kbps up	10 Mbps down, 1 Mbps up

2   Installation and setup

2.1   Viewer installation

The first step is to download an OpenSimulator viewer from the internet. To ensure maximum compatibility, we suggest Firestorm viewer (the platform was built and tested using Firestorm viewer**).** Open or copy and paste this URL in your browser to open the download page:
https://www.firestormviewer.org/os-operating-system/
Select the appropriate distribution depending on your operating system (Windows, Mac, or Linux) as shown in Figure 1.

Figure 1: Select your operating system

It is recommended to download the 64bit version if your computer supports it, users should opt for the 32bit version only if their operating system is 32bit or they have less than 4GB ram.

2.2   Viewer setup

When the installation completes, run the viewer by double-clicking the viewer's icon created on the desktop. Once the viewer opens, follow the steps depicted in the Figure 2.

Step 1: Click the Viewer button on the top left corner

Step 2: Click the Preferences button

Step 3: Click the OpenSim button
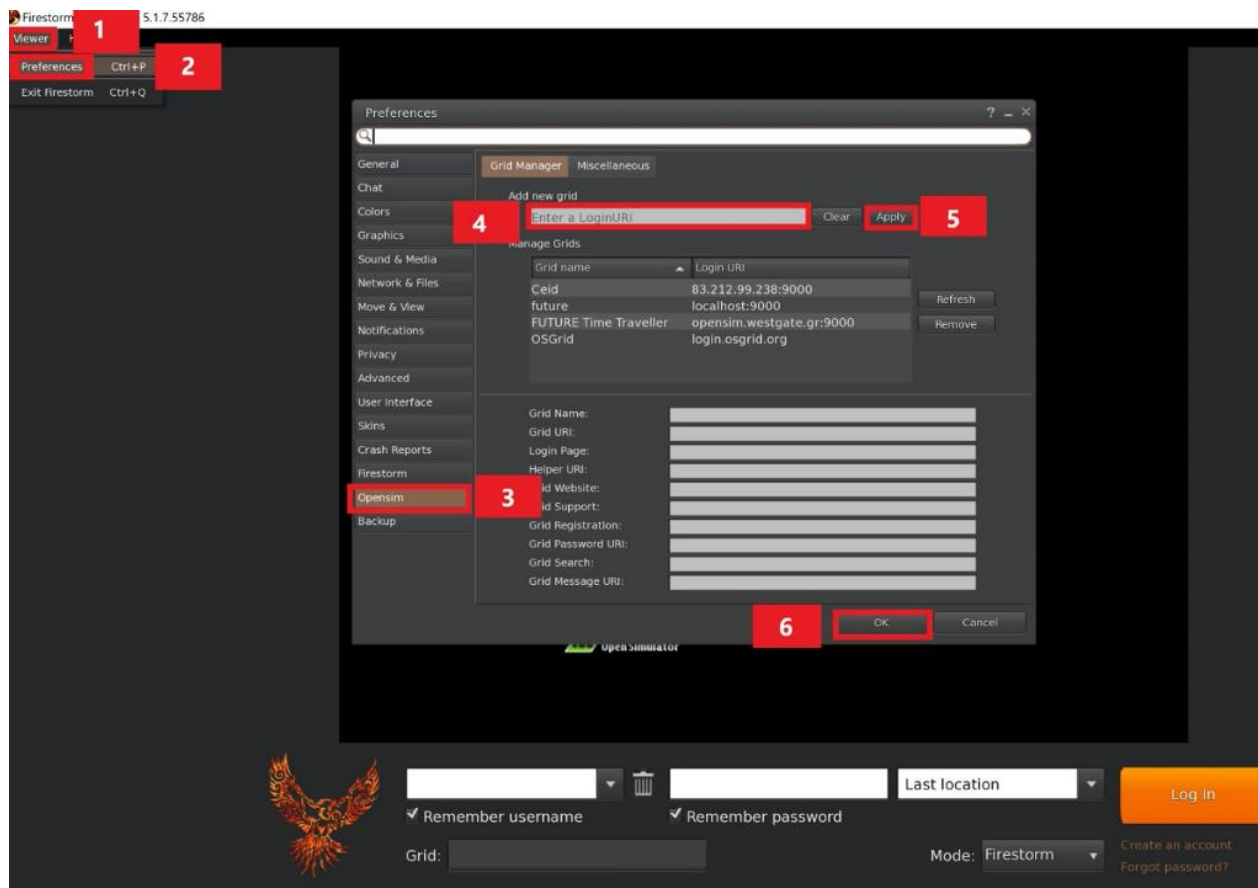
Step 4: Enter the ISSA login URI:

http://opensim.westgate.gr:9010

Step 5: Click the Apply button

Figure 2: Setting up the URI

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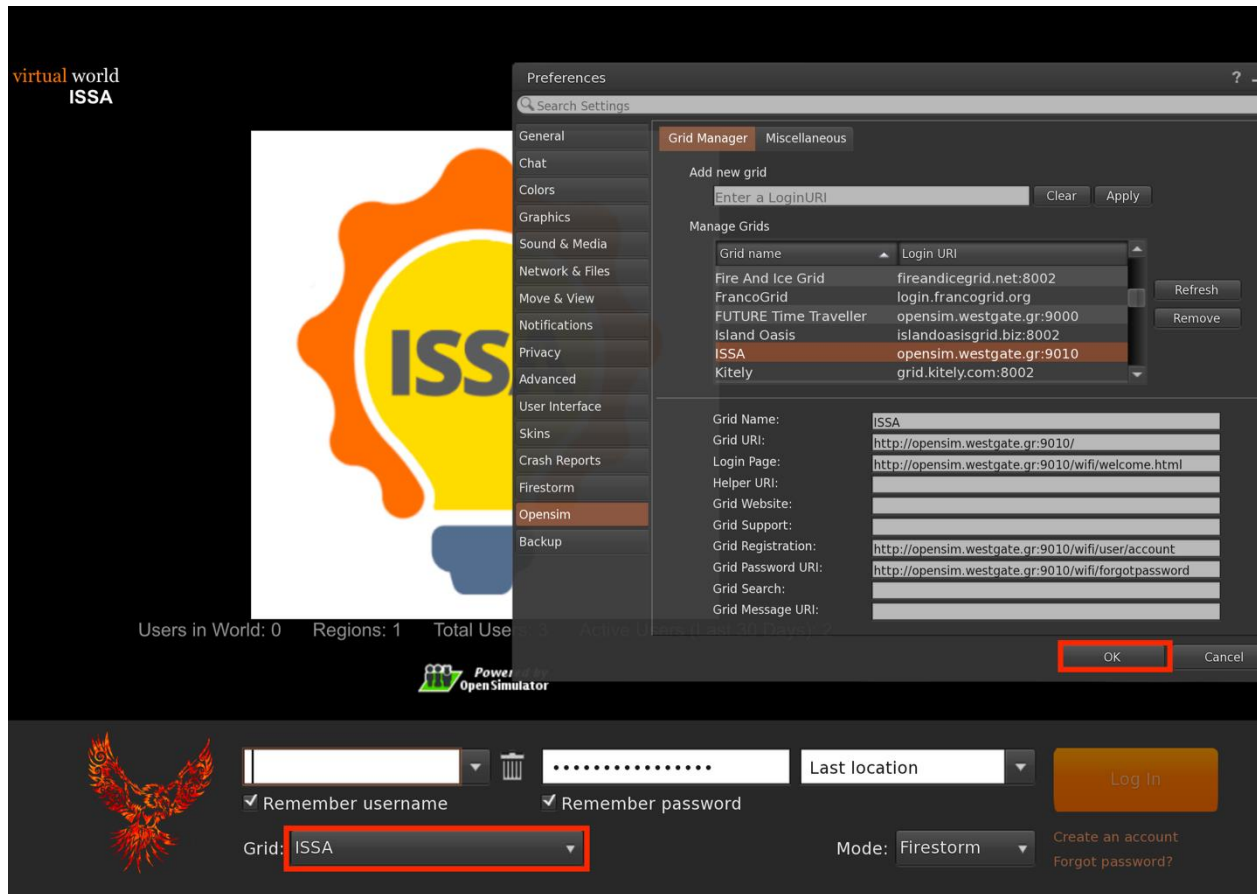If all the steps were followed correctly your settings will be similar to Figure 3.

Figure 3: Firestorm viewer setup correctly

Step 6: Click the Ok button and the setup is completed.

2.3   Account creation (create your Avatar)

After you have successfully set up the viewer in the previous step, you have to create your account- that is your Avatar. Click "Create an account" (Figure 4), and a pop up to create your account will appear (Figure 5).
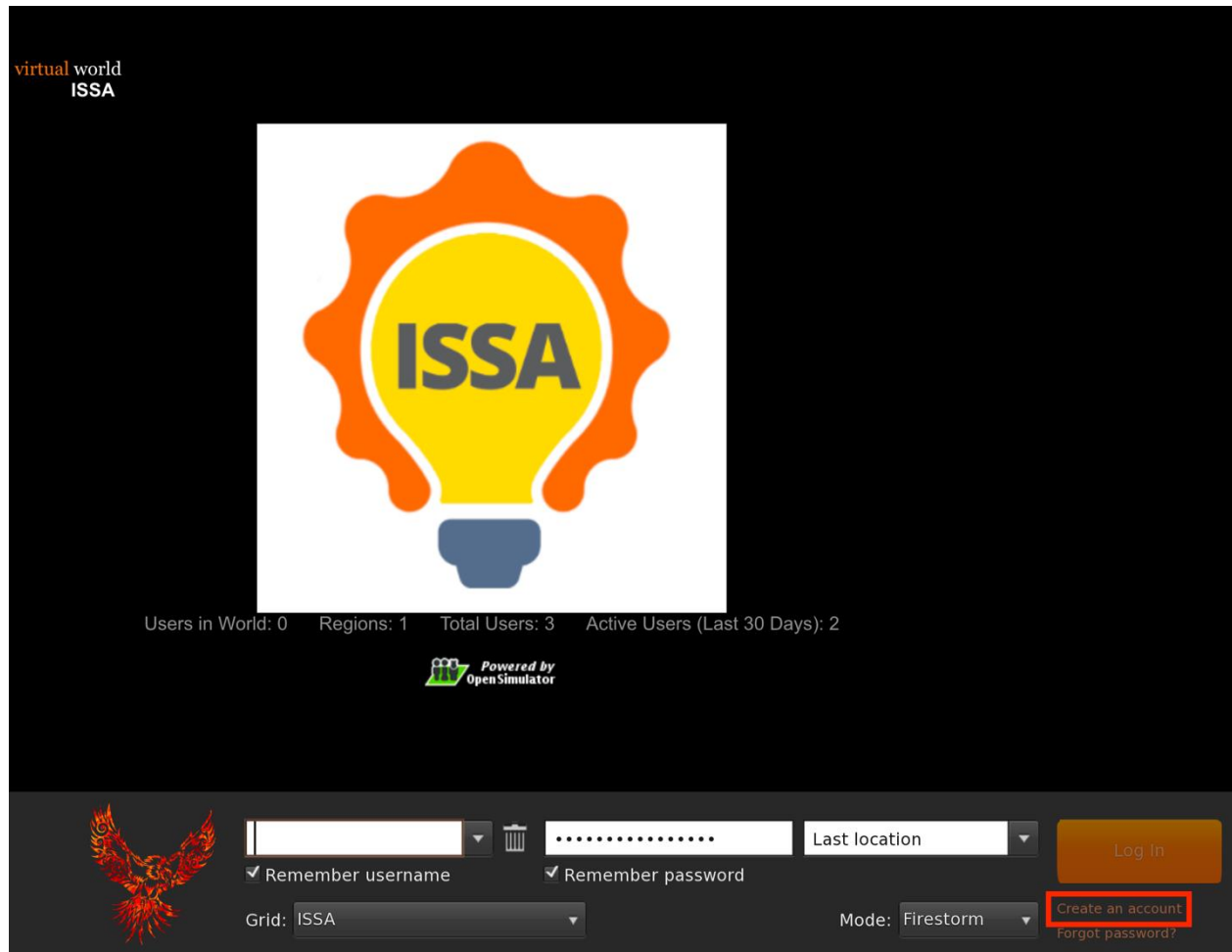

Figure 4: Create account button

In this step, you must enter the required information with asterisk that includes (Figure 5):

- first name
- last name
- password
- retype password
- Type of avatar
- and press "create"

Note that the email is not required.

Use the SAME username and password, that you have chosen for ISSA Moodle. For example, if for the Moodle platform your username is: user21, you should use:

first name: user21 and last name: user21

Figure 5: Account creation page

2.4   Login to the Virtual World

Follow the steps of Figure 6: Login pageFigure 6:

Step 1: Enter your username (usernames are two words for example: user21 user21)

Step 2: Enter your password

(You can check remember username and password)

Step 3: Ensure that last location is selected (in order to continue from your last location, the next time you log in to the platform)

Step 4: Click Log in

Figure 6: Login page

3   3D Virtual World functionalities

3.1   In-world communication

There are 3 ways of communication (Figure 7)
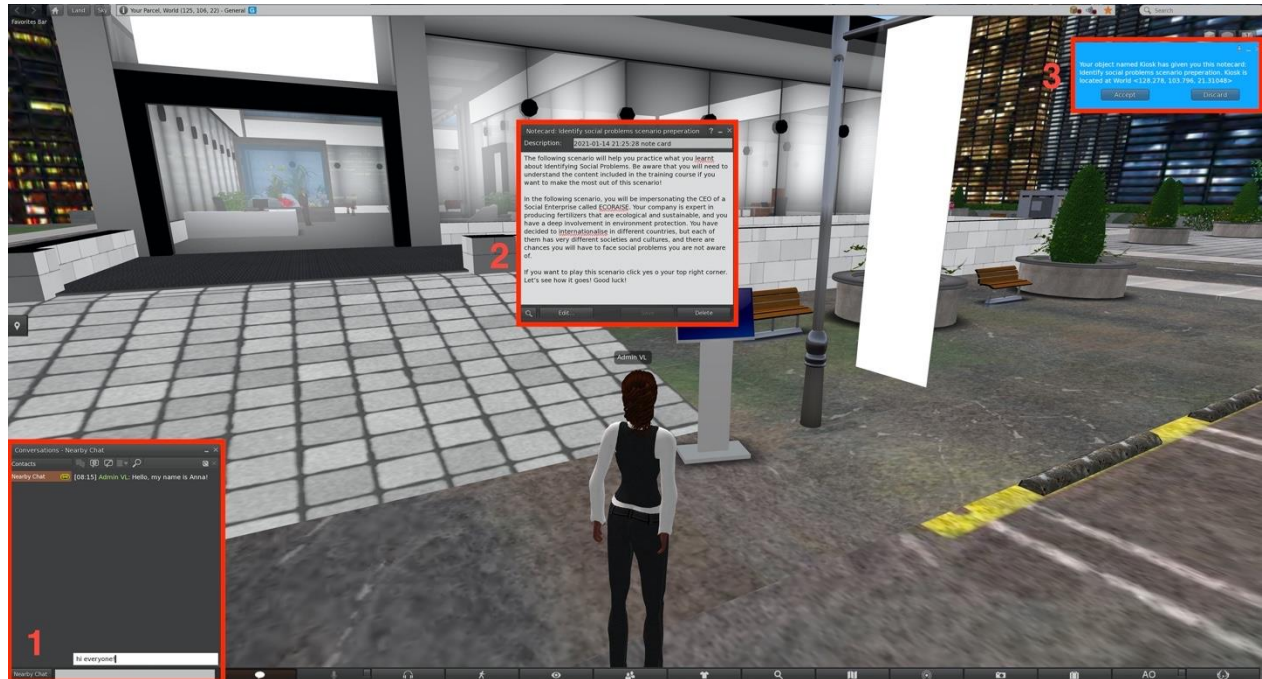
Figure 7: Ways of communication

3.1.1   Chat window

On your bottom left corner (Figure 8), there is a chat window. Open it by pressing the chat button or Ctrl + H shortcut. Scroll up to see the chat history.

Figure 8: Chat window

3.1.2   Notecards

Notecards are simple text documents that contain instructions or other useful information (Figure 9). To access a notecard you received, find it in your Inventory under the folder Notecards and double-click it.

Figure 9: Notecard

3.1.3 Notifications

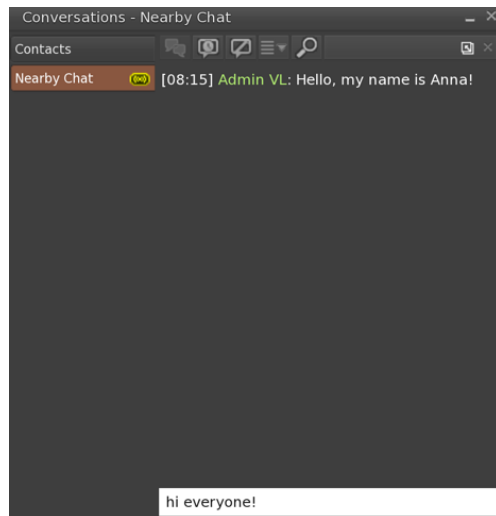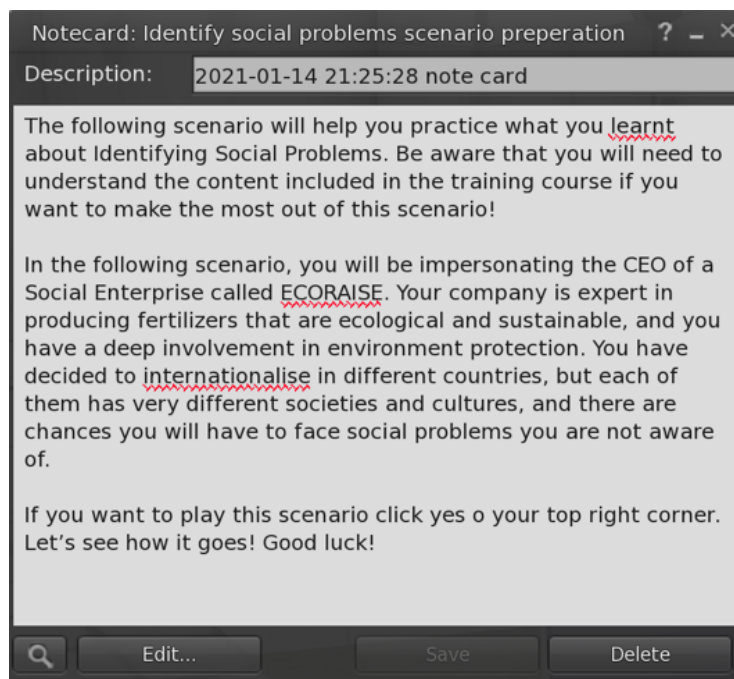Notifications are small messages that appear in your top right corner (Figure 10). They are the only form of communication that the user can interact with by pressing a button that gives input back to the game. It is suggested to always accept items that are given by the game. It's not advised to press mute because you will not be able to receive messages/notecards from this object or non-player character again. In general, you have to read messages carefully. Chat and notecards can be re-read, in case of having missed a hint etc.
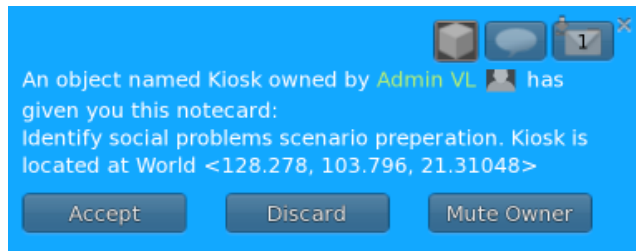

Figure 10: Notification

3.2 Viewer functionalities

A user can access viewer's functionalities either from the action menu which can be shown by right clicking anywhere (i.e. on objects, virtual world in general) or by using the viewer's bottom bar (Figure 11 highlighted in red). Different actions can be found on each menu. The bottom bar gives access to the conversation (Nearby chat), camera controls, map controls, appearance controls etc. While, right clicking anywhere can give access to sitting/standing, going to the selected location, editing, and getting more information about the selected object.

Figure 11:Bottom bar

3.3   Avatar controls

3.3.1   General movement

- Walk forward/backward: ↑/↓
- Turn left/right: ←/→
- Run: Double-tap walk forward/backward key (some viewers: ctrl-R to turn run on/off)
- Jump or fly up: page up
- Crouch or fly down: page down
- Sit: Right-click on self/object/ground and select "Sit" (some viewers: ctrl-S to sit/stand)
- Stand: Right-click on self and select "Stand"

3.3.2   WASD controls

- Walk forward/backward: W/S
- Turn left/right: A/D
- Toggle fly on/off: F
- Jump or fly up: E
- Crouch or fly down: C

Players familiar with WASD controls can enable this alternative functionality by following the 5 steps of Figure 12.
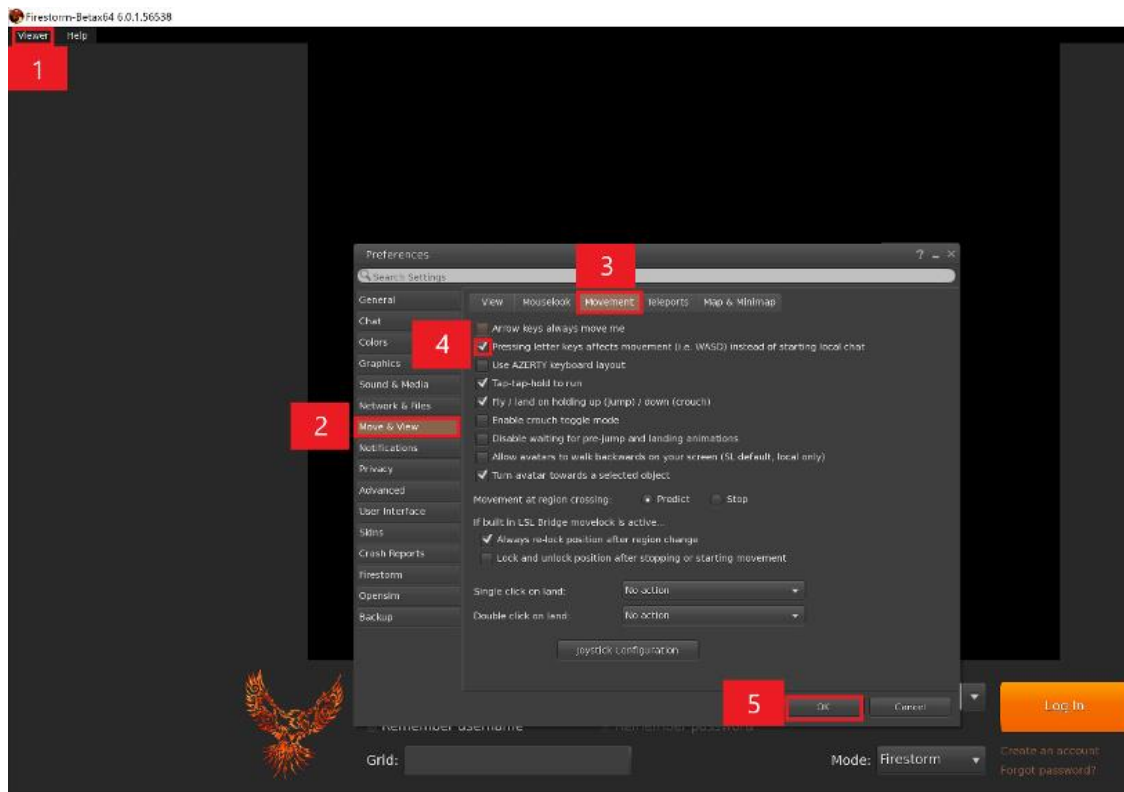

Figure 12: Settings to enable WASD controls

3.3.3   Alternative controls

You can also control your avatar through the user interface (Figure 13) in the case that you cannot access a keyboard, to do so click the movement button (1) a pop-up dialog will appear showing the camera's controls (2) where you can choose to walk run or fly and move around.

Figure 13: Alternative controls

3.4   Camera controls

The camera can be rotated using the left and right (←/→) arrows on the keyboard. Scrolling the mouse wheel will change the zoom level. Zoom in completely and the camera will become first person.

You can also change the camera angle by clicking the camera button located on the bottom of the viewers window as shown in Figure 14. A pop-up dialog will appear showing the camera's controls.

Figure 14: Alternative camera controls

3.5   Inventory

You can access various material (such as avatar appearances, clothing, notes, general equipment etc.) from the inventory. This material belongs to the current logged in user (avatar) and can be viewed or used any time. To open the inventory window, you have to select the "Inventory" button from the bottom bar of the viewer's window or press Ctrl + i (Figure 15). This will show the inventory window. From the inventory, you can change current outfit, you can read notecards (notecards are saved under Notecards directory) and more. The inventory and its directories will provide useful material during the missions.
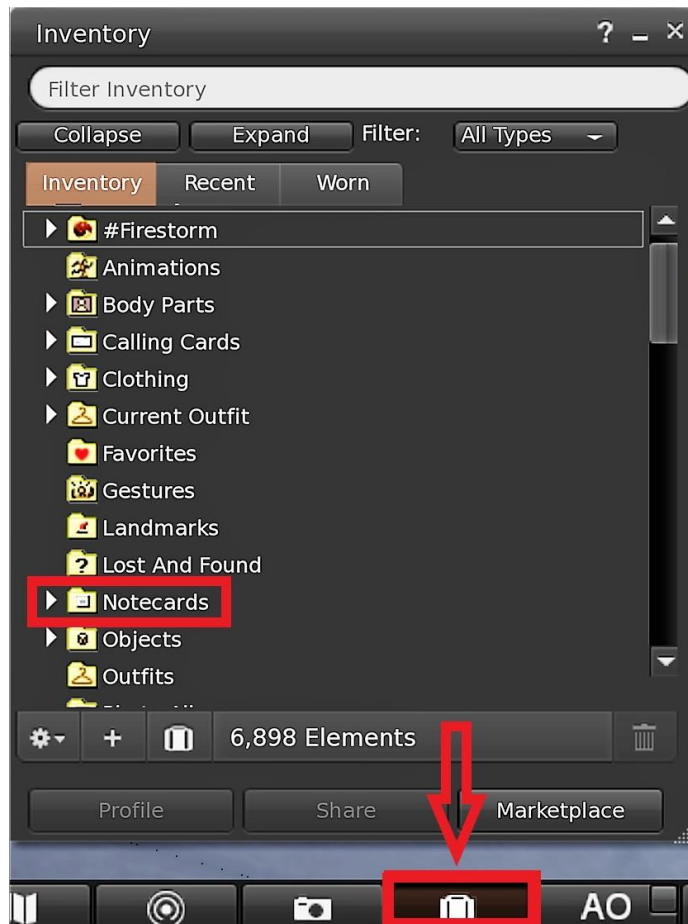

Figure 15: Avatar's inventory