

11.0 Install/run the simplified Viewer

11.1 Introduction

Based on the singularity viewer an simplified viewer was created , simplified in this context means that the menu's and other possibilities to access and manipulate the virtual world are down scaled to the minimum. Purpose is to make working with the viewer for simple use.

11.2 Performance Requirements

To run an OpenSim viewer the following preferred minimum requirements for your PC or Laptop are needed as described in the next table

Item	Type	Comment
CPU	I5,I7	In general mid to high end computer since the rendering is done on your PC or Laptop
RAM	➤ 8Gb	
Graphical Card	NVIDIA	Medium to high end and preferably NVIDIA, other graphical chips are possible but NVIDIA has the best track result till now. Best is to try.

11.3 Security

To connect to the FEDSS grid an **OPEN internet connection** is needed which means that the following ports should be open.

Item	Port(s)	UDP/TCP	Description
TNL virtual world grid server	8002	UDP/TCP	Need to login from the viewer
TNL Virtual world regions	9000 9001 9002 9003 9004 9005 9006 9007 9008	UDP/TCP	Needed to communicate between the viewer and the regions in OpenSim

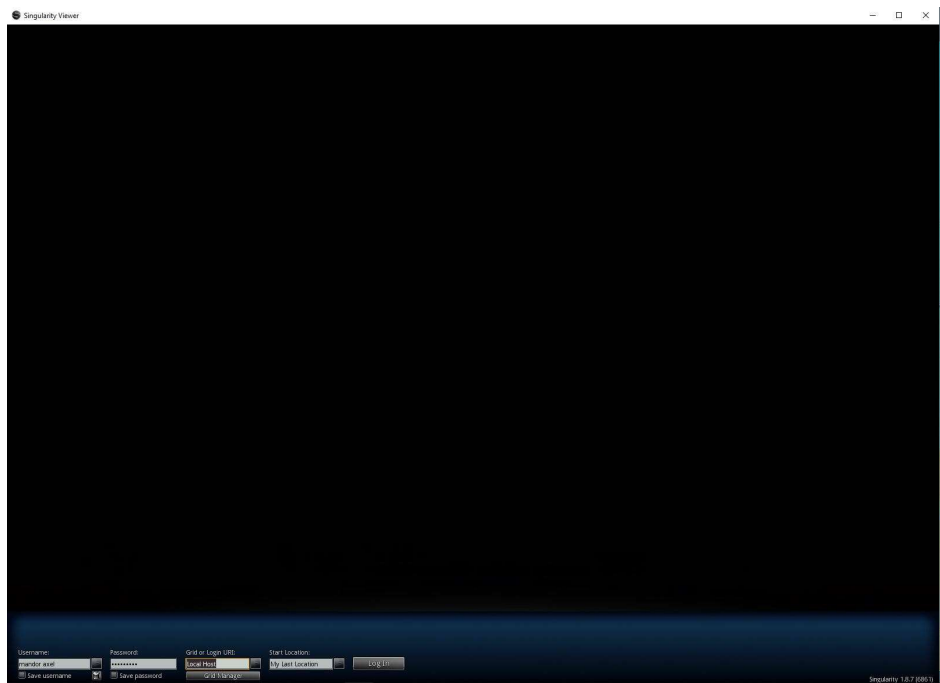
11.4 Install the Simplified Singulativity viewer

The simplified viewer is delivered as a self-installing windows file (SingularitySV01.exe).

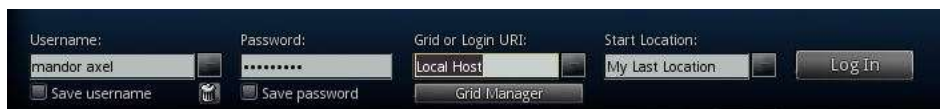
Copy the file on your desktop and execute the file. The simplified viewer will be installed on your windows machine. Make sure you have an internet connection and the required ports are open.

11.5 Contact the Grid

Startup the application and the following screen will appear :



The bottom of the window is enlarged



Under "**Username:**" you enter your username, under "**Password:**" you enter your password, on "**Grid or Login URI:**" click the drop down menu on the right side and select "**FEDSS**" to get to the Thales Netherlands grid. To login press the "**Login Button**"

You will now be logged in into the grid which could look like ` :



Errors with logon:

1. Wrong input



Error in the username or password , or a wrong grid is selected on which the avatar does not exists.

2. Closed ports , if ports are closed because of security measures the viewer can not connect , the viewer will report that "Unable to connect" . You must make sure that ports

11.6 Setup audio

In the current version of OpenSIM we use the VOIP service from ViVox in the US for audiocommunication. On the network side you must make sure the following ports are open for use by ViVOX (see next table)

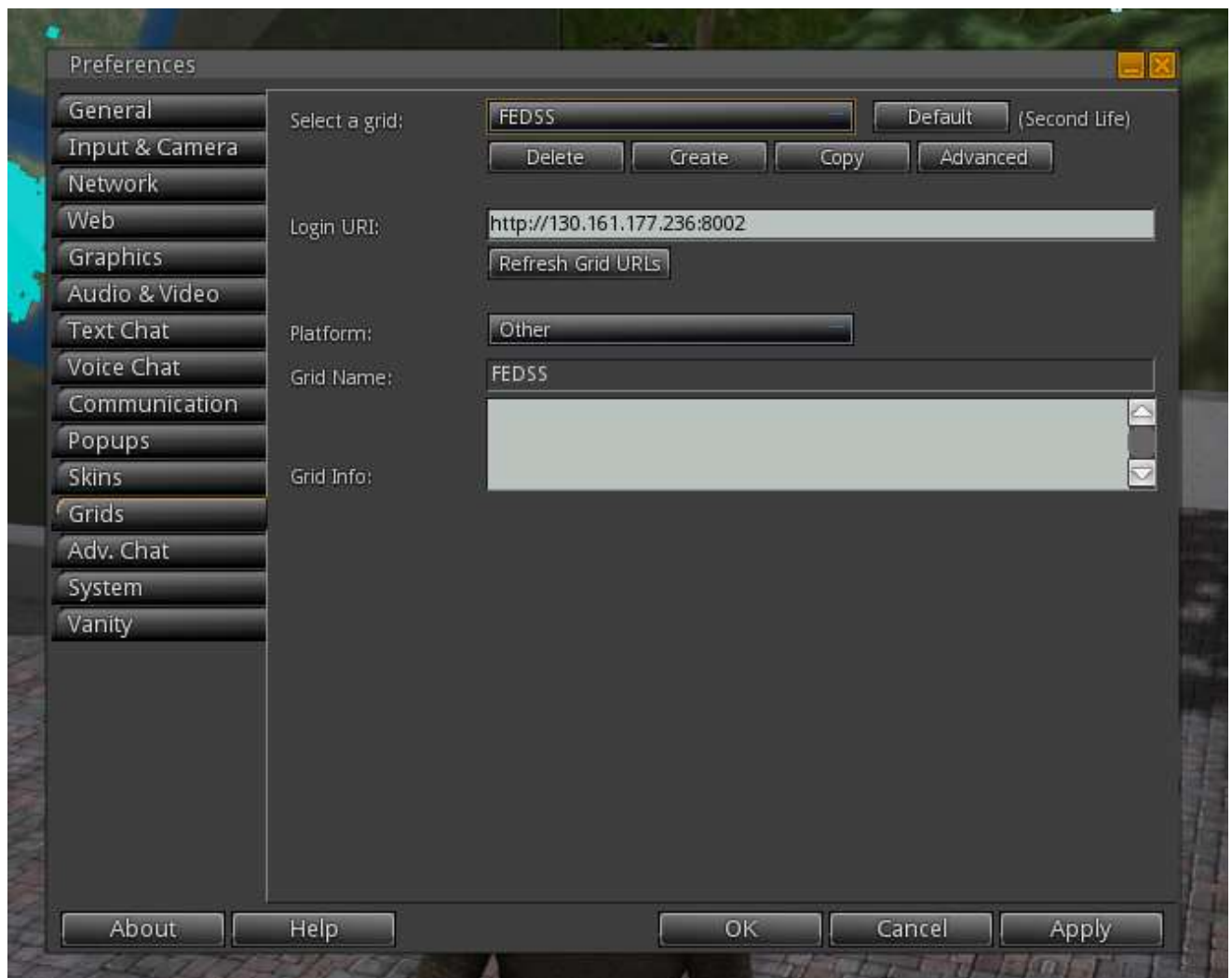
Ports	Use in FEDSS	Description	
SIP ports	5060-5062	5060-5062	TCP/UDP

Second make sure that the PC setting for your system are set , so it knows the headset you are using

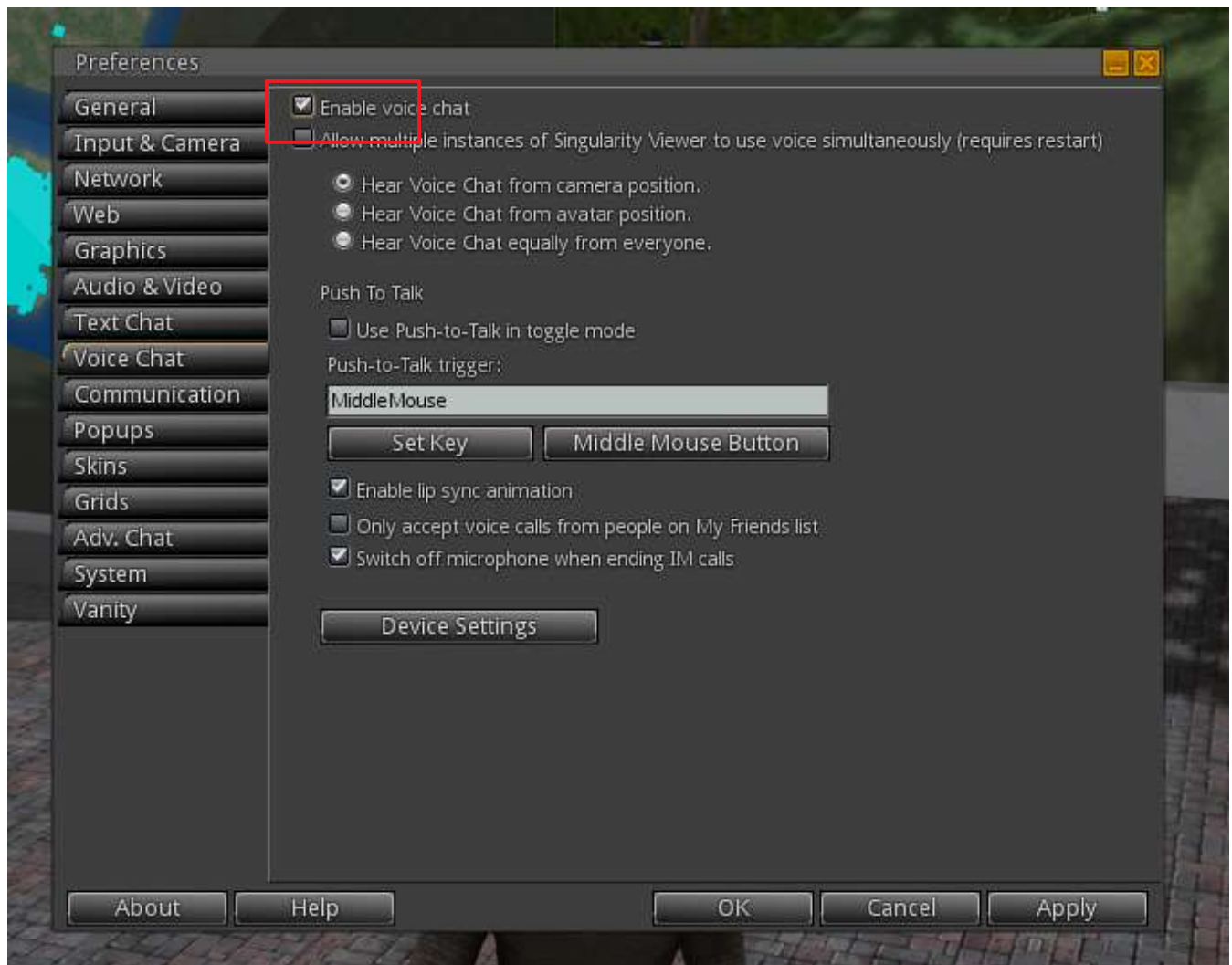
To set-up audio in the viewer select the "**edit**" dropdown menu. On that menu select "**Preferences**"



The next pictures shows the preferences menu, select "**Voice Chat**"



Tick "**Enable Voice Chat**" on top , leave the other settings as they are , press "**Apply**". Then press "**Device Settings**"



Under device settings select the input and output devices , the input level bar shows if the mic is working or not. When finished press "**Apply**" and "**OK**".



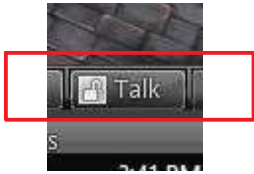
If your network setting are OK and the voice setting you see a white bold above the avatars head as depicted in the next picture.



To start talking press the middle button of your mouse (standard setting) and talk you should see green waves coming from the white bolb as depicted in the next figure. The same applies when another avatar is talking.



You can also use the button on right bottom side of the viewer as dipected below, you see a small lock in the picture as its displayed now ther is no lock and the audio is off, when clicked upon with the mouse audia swiches on (closed lock can be seen) and the audio stays on untill you click on it again.



If voice is not working perform the following checks :

1. Check your settings from your PC in windows , are they ok and set to the right sources
2. In the preferences tab check



