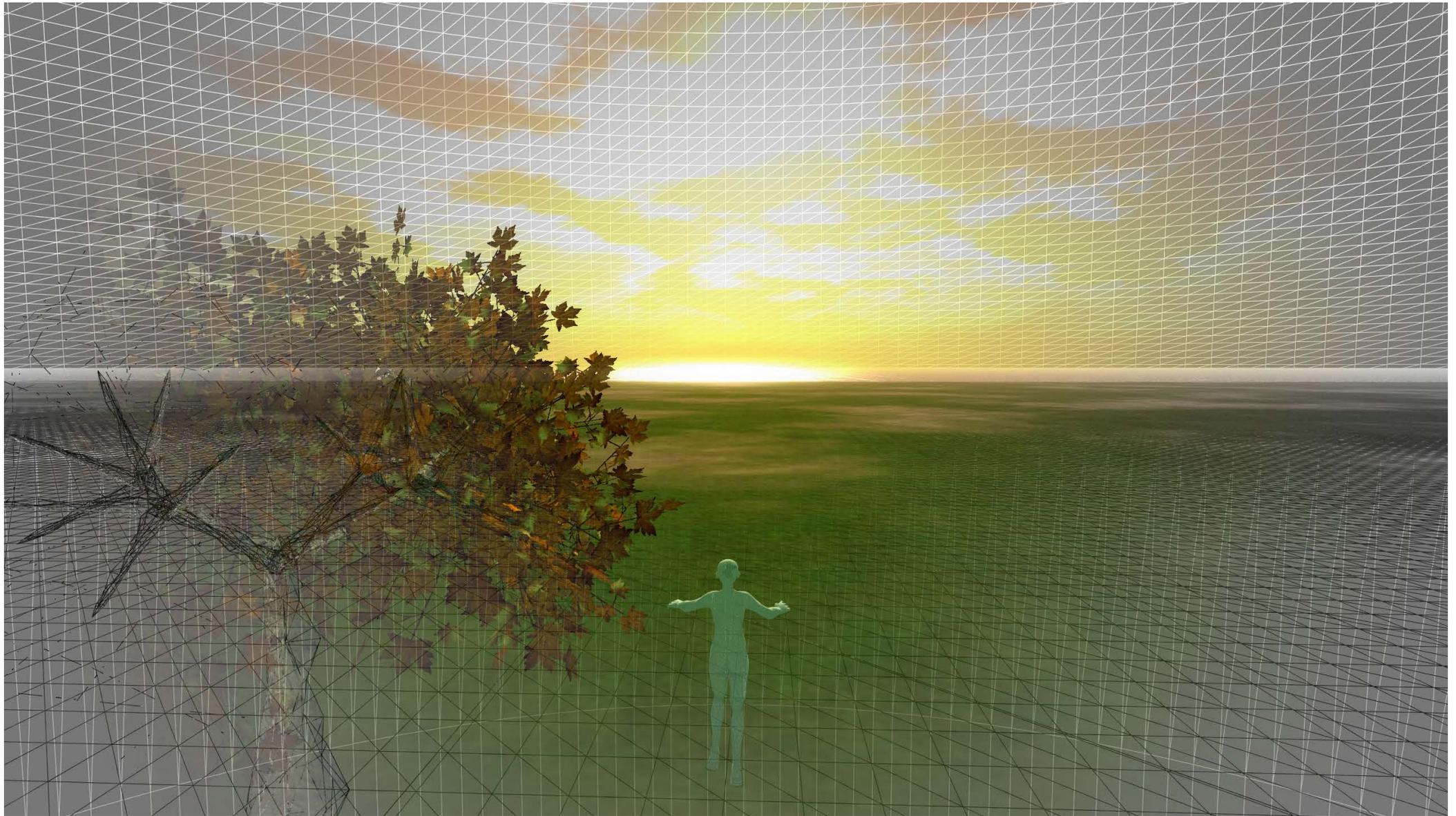


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# Visions of Our Communal Dreams

Virtual Participation Setup Guide v1.1 : by Michael Takeo Magruder : 2014

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# Step 1: Create an Account on OSgrid

*OpenSimulator (www.opensimulator.org) is a multi-platform, multi-user 3D application server. It is the open source equivalent of Second Life. There are hundreds - perhaps thousands - of virtual worlds based on OpenSimulator. Each virtual world exists on a 'grid'-a data infrastructure of linked simulators (sims) arranged in a grid-like pattern. OSgrid is currently the oldest and largest active OpenSimulator grid and has been in operation since July 2007. It is an open source community and resource that is free to join and use.*

1. Go to: [www.osgrid.org](http://www.osgrid.org)
2. Click on the **Join Now** button.

OSgrid - OpenSimul: x  
www.osgrid.org

**OSgrid**  
The open source metaverse

Please remember that this grid runs on donations! Please donate today to help keep this grid running strong.  
**Donate**

Users in world: 77  
Hypergrid Visitors: 8  
Total Regions: 7615  
Active users (last 30 days): 3220  
Total Users: 98636  
Grid is ONLINE

Home Login **Join Now** Downloads Contact Info Grid

Wright Plaza

DMCA Notices  
© Copyright 2013 OSgrid, Inc.  
OSgrid is powered by the [OpenSimulator.org](http://www.opensimulator.org) project.

POWERED BY OPENSIMULATOR

Tweets  
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O Sgrid.org @osgrid 10 May  
RELEASE: OSgrid OpenSim v0.8.0.73891c7 Release available for download  
[osgrid.org/index.php/down...](http://osgrid.org/index.php/download) please report any bugs immediately, Thanks!  
Expand

O Sgrid.org @osgrid 2 May  
RELEASE: OSgrid OpenSim v0.8.0.3a2c099 Release available for download  
[osgrid.org/index.php/down...](http://osgrid.org/index.php/download) please report any bugs immediately, Thanks!  
Expand

O Sgrid.org 26 Apr  
Tweet to @osgrid

# Step 1: Create an Account on OSgrid

3. Fill in the required details and click the 'Join Now' button.

*! note: Choose your avatar name carefully as it cannot be changed once you create the account.*

OSgrid - OpenSimul: x  
www.osgrid.org/index.php/auth/register

**OSgrid**  
The open source metaverse

Please remember that this grid runs on donations! Please donate today to help keep this grid running strong.  
[Donate](#)

Users in world: 82  
Hypergrid Visitors: 8  
Total Regions: 7616  
Active users (last 30 days): 3223  
Total Users: 98638  
Grid is ONLINE

Home Login Join Now Downloads Contact Info Grid

Join Now

Avatar FirstName LastName  
John Avatar

Starting Appearance:  
Basic Avatar

Password  
\*\*\*\*\*

Confirm Password  
\*\*\*\*\*

Email  
john.avatar@gmail.com

by checking the box below I certify that I am over the age of 18

[Join Now](#)

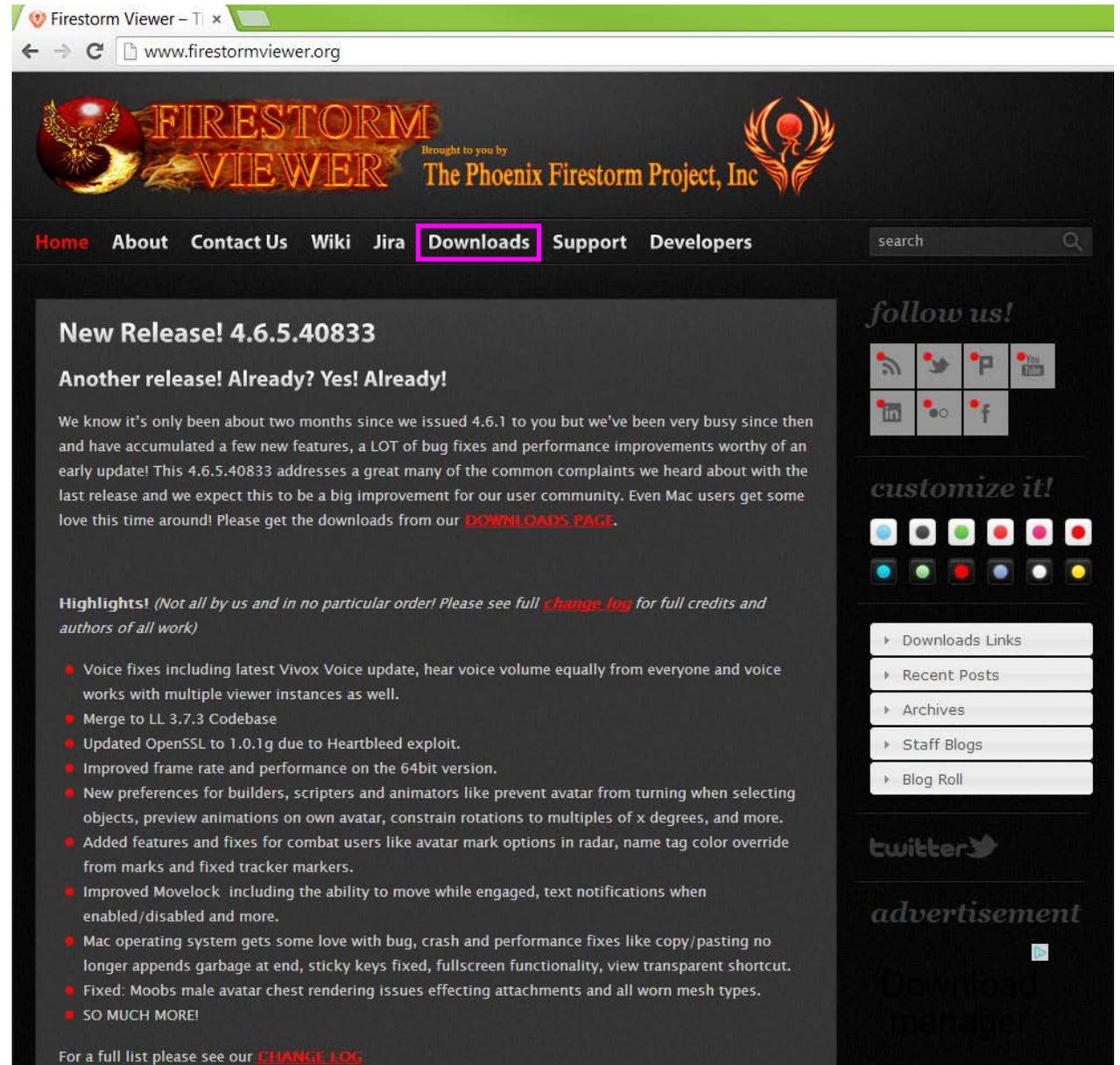
DMCA Notices  
© Copyright 2013 OSgrid, Inc.  
OSgrid is powered by the [OpenSimulator.org](#) project.

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## Step 2: Install Firestorm Viewer

To access OSgrid one needs to connect via an OpenSimulator compatible 'viewer' (i.e. a virtual world software browser). For the Visions of Our Communal Dreams project, we will use the open source browser Firestorm Viewer.

1. Go to: [www.firestormviewer.org](http://www.firestormviewer.org)
2. Click on the **Downloads** button.



The screenshot shows the website [www.firestormviewer.org](http://www.firestormviewer.org) in a browser window. The page features a dark theme with a green header bar. The main navigation menu includes links for Home, About, Contact Us, Wiki, Jira, Downloads (highlighted with a pink box), Support, and Developers. A search bar is located on the right side of the navigation menu. The main content area displays a "New Release! 4.6.5.40833" announcement, followed by a list of highlights and a "Downloads Links" section. The right sidebar contains social media links and a "customize it!" section.

Firestorm Viewer - 1 x  
www.firestormviewer.org

**FIRESTORM VIEWER** Brought to you by The Phoenix Firestorm Project, Inc

Home About Contact Us Wiki Jira **Downloads** Support Developers search

### New Release! 4.6.5.40833

#### Another release! Already? Yes! Already!

We know it's only been about two months since we issued 4.6.1 to you but we've been very busy since then and have accumulated a few new features, a LOT of bug fixes and performance improvements worthy of an early update! This 4.6.5.40833 addresses a great many of the common complaints we heard about with the last release and we expect this to be a big improvement for our user community. Even Mac users get some love this time around! Please get the downloads from our [DOWNLOADS PAGE](#).

#### Highlights! (Not all by us and in no particular order! Please see full [change log](#) for full credits and authors of all work)

- Voice fixes including latest Vivox Voice update, hear voice volume equally from everyone and voice works with multiple viewer instances as well.
- Merge to LL 3.7.3 Codebase
- Updated OpenSSL to 1.0.1g due to Heartbleed exploit.
- Improved frame rate and performance on the 64bit version.
- New preferences for builders, scripters and animators like prevent avatar from turning when selecting objects, preview animations on own avatar, constrain rotations to multiples of x degrees, and more.
- Added features and fixes for combat users like avatar mark options in radar, name tag color override from marks and fixed tracker markers.
- Improved Movelock including the ability to move while engaged, text notifications when enabled/disabled and more.
- Mac operating system gets some love with bug, crash and performance fixes like copy/pasting no longer appends garbage at end, sticky keys fixed, fullscreen functionality, view transparent shortcut.
- Fixed: Moobs male avatar chest rendering issues effecting attachments and all worn mesh types.
- SO MUCH MORE!

For a full list please see our [CHANGE LOG](#)

follow us!

customize it!

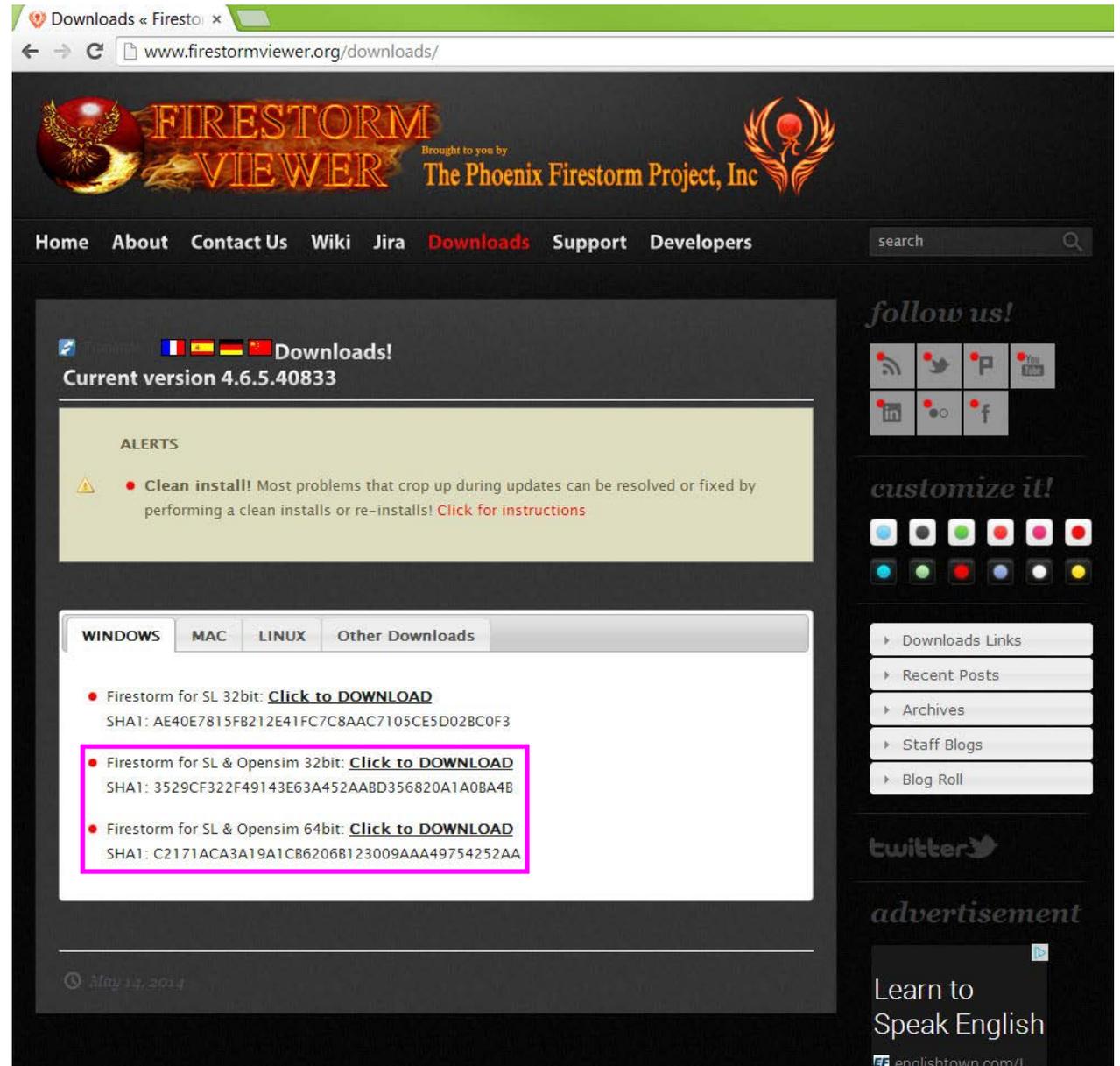
Downloads Links  
Recent Posts  
Archives  
Staff Blogs  
Blog Roll

advertisement

## Step 2: Install Firestorm Viewer

3. Download and install the latest version that matches your computer's operating system (**Windows**, **Mac** or **Linux**).

*! note: You must install a version that is made for "SL & Opensim".*

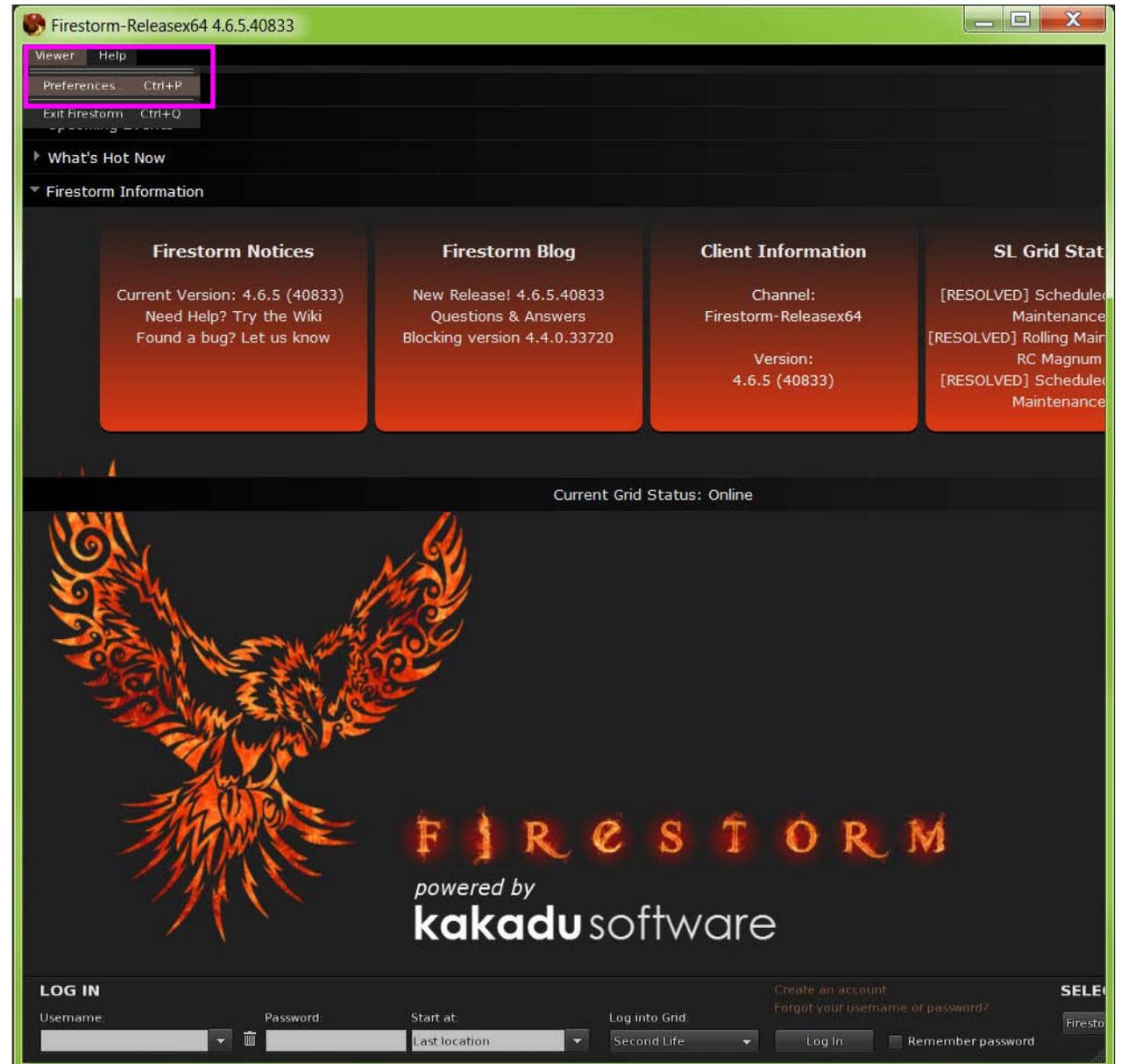


The screenshot shows the 'Downloads' page of the Firestorm Viewer website. The browser address bar displays 'www.firestormviewer.org/downloads/'. The page features a dark theme with a navigation menu including 'Home', 'About', 'Contact Us', 'Wiki', 'Jira', 'Downloads', 'Support', and 'Developers'. A search bar is located on the right. The main content area is titled 'Downloads!' and shows the 'Current version 4.6.5.40833'. Below this, an 'ALERTS' section contains a warning icon and text: 'Clean install! Most problems that crop up during updates can be resolved or fixed by performing a clean installs or re--installs! Click for instructions'. A tabbed interface allows switching between 'WINDOWS', 'MAC', 'LINUX', and 'Other Downloads'. Under the 'WINDOWS' tab, three download options are listed, each with a 'Click to DOWNLOAD' link and a SHA1 hash. The second option, 'Firestorm for SL & Opensim 32bit', is highlighted with a pink box. The right sidebar includes social media links under 'follow us!', a 'customize it!' section with various icons, and a 'Downloads Links' section with buttons for 'Recent Posts', 'Archives', 'Staff Blogs', and 'Blog Roll'. At the bottom right, there is a 'twitter' logo and an 'advertisement' for 'Learn to Speak English' from englishtown.com/L. The footer of the page shows the date 'May 14, 2014'.

## Step 3: Setup Firestorm Viewer

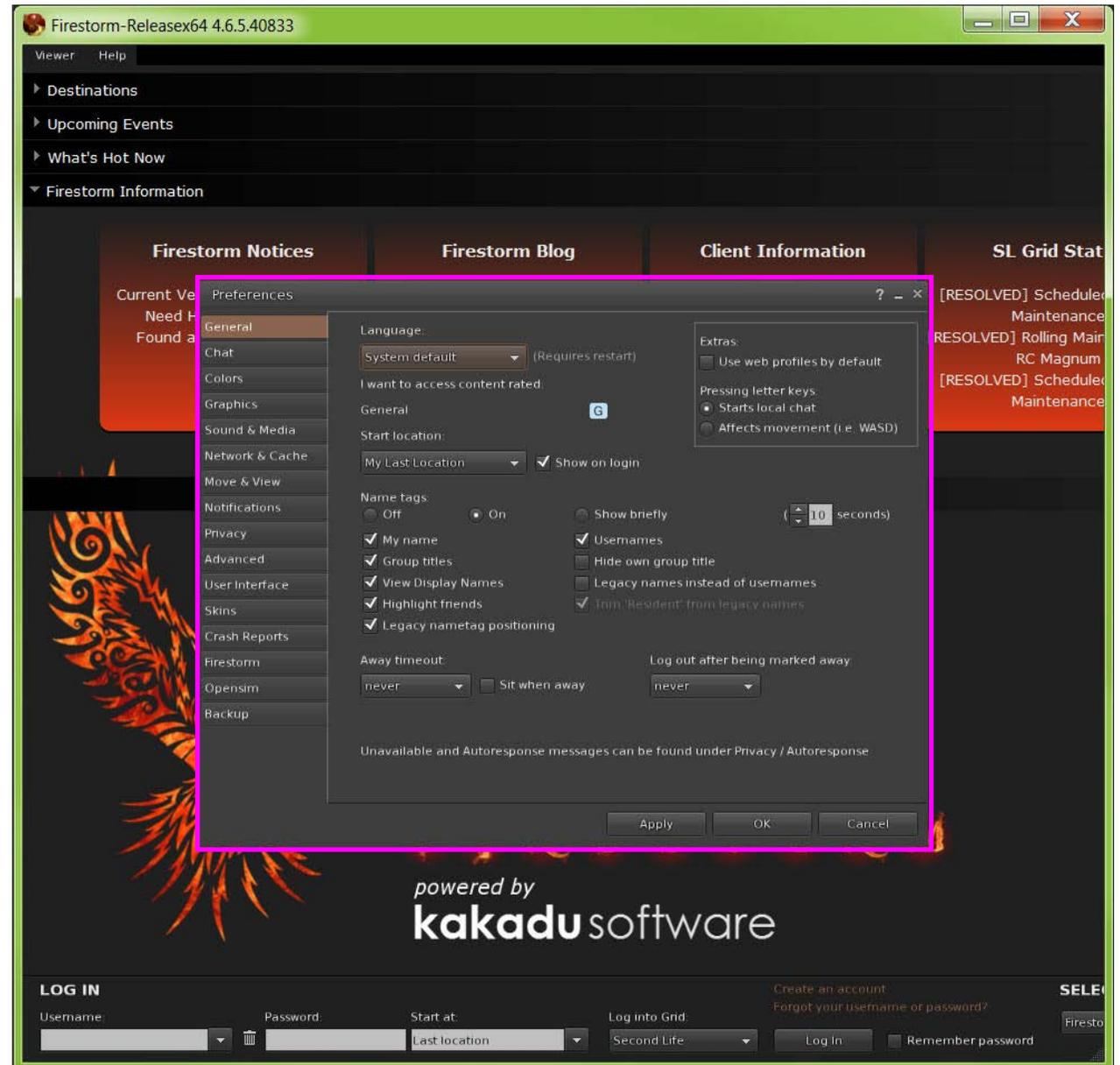
1. The first time you start Firestorm Viewer, you will need to set up its preferences. On the top left menu bar, select 'Viewer' then 'Preferences'.

*\* note: Firestorm Viewer will run on any computer or laptop with decent 3D graphics, however on old and under-powered systems it will run in a 'jerky' or 'laggy' fashion.*



## Step 3: Setup Firestorm Viewer

2. The 'Preferences' box will appear.



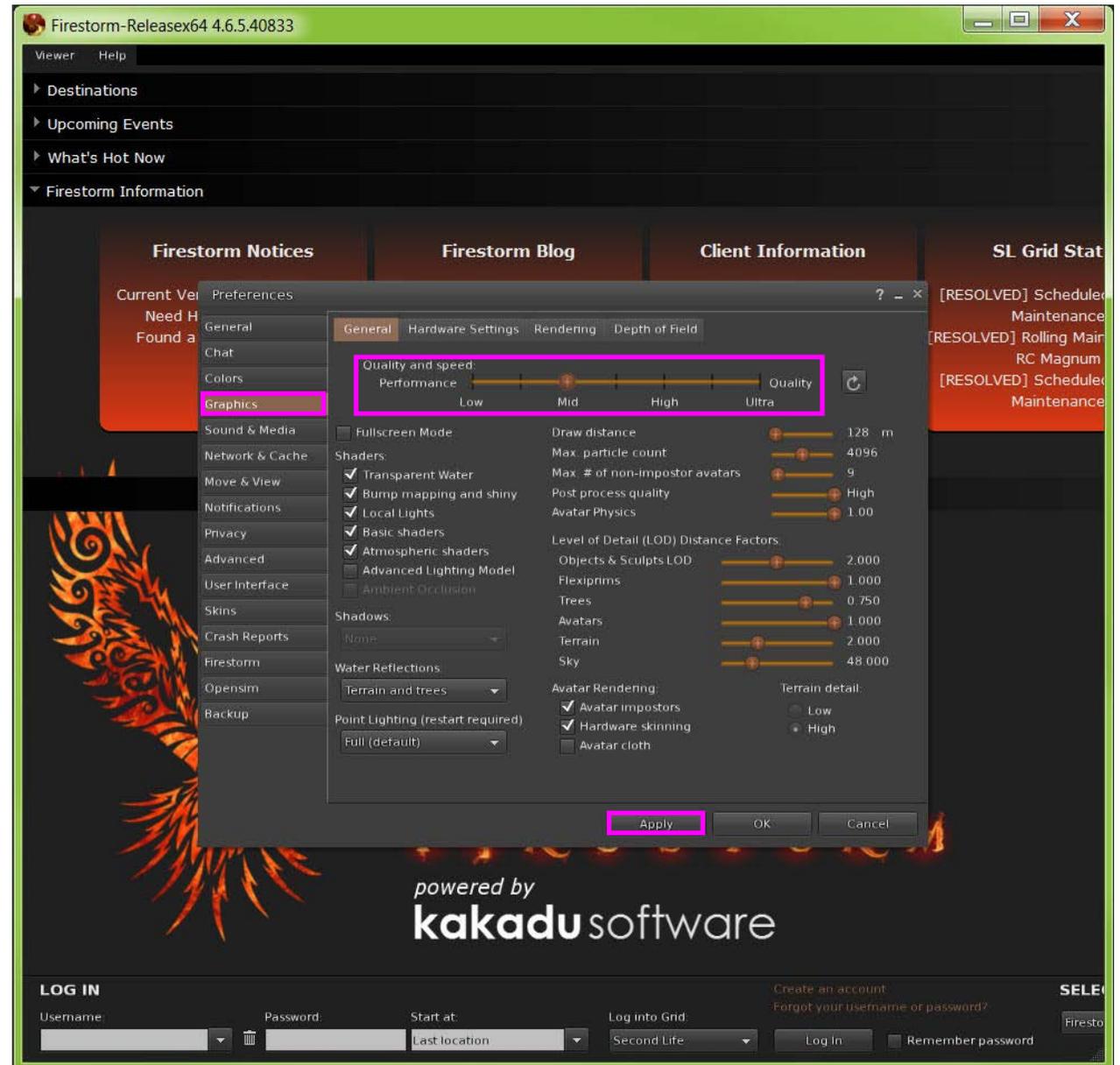
## Step 3: Setup Firestorm Viewer

3. Go to the 'Graphics' tab.

4. Make sure the 'Quality and speed' slider is on 'Mid' or better.

5. Click the 'Apply' button.

*\* note: 'Mid' 'Quality and speed' is required for a decent visual experience, but of course 'High' or 'Ultra' is preferable if your system can handle it. As there are too many factors that determine this, you will need to experiment with what setting your system can safely handle.*

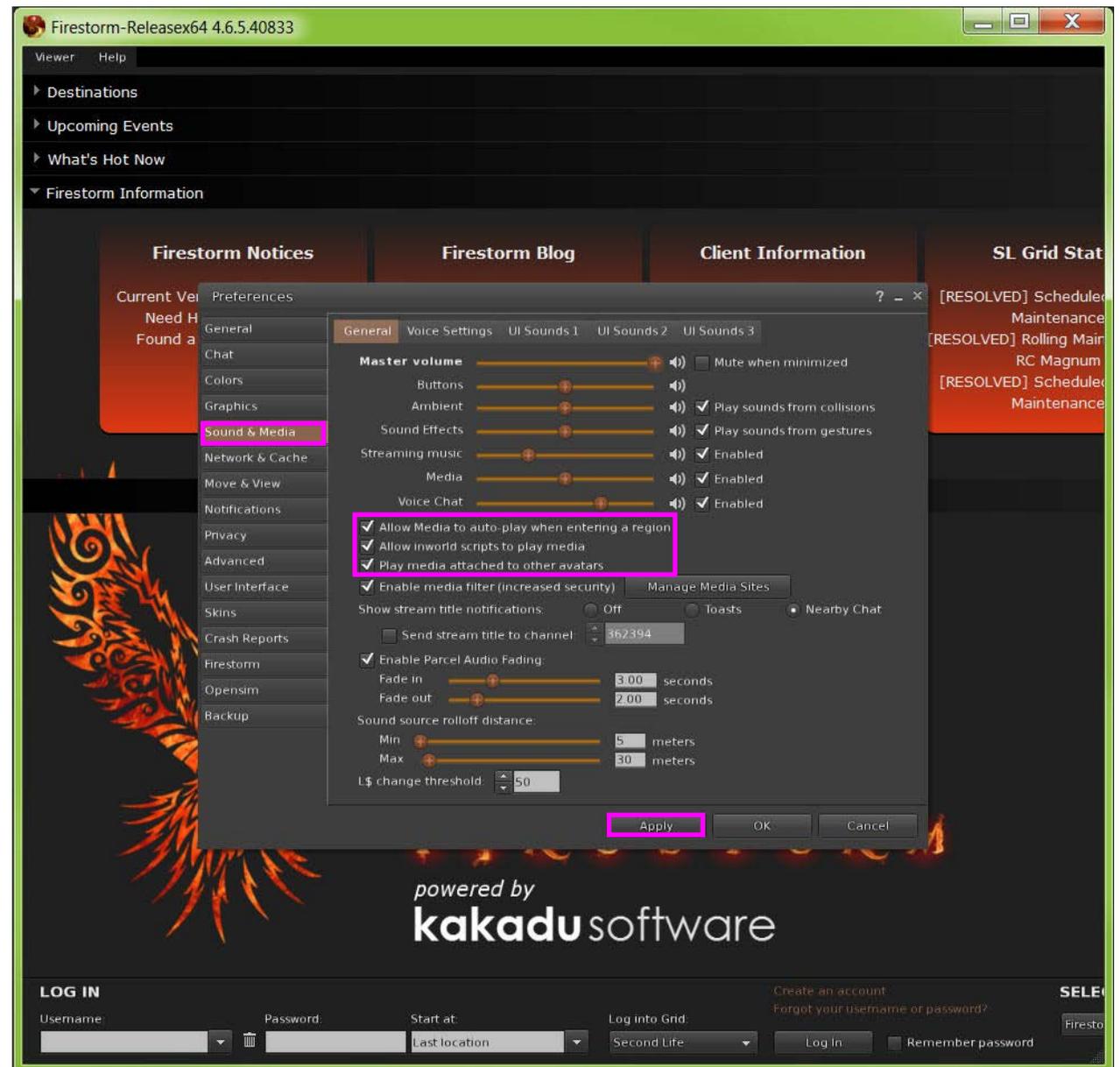


## Step 3: Setup Firestorm Viewer

6. Go to the 'Sound & Media' tab.

7. Make sure the 'Allow Media to auto-play when entering a region', 'Allow inworld scripts to play media' and 'Play media attached to other avatars' boxes are ticked.

8. Click the 'Apply' button.



## Step 3: Setup Firestorm Viewer

9. Go to the 'Firestorm' tab.

10. Un-tick the 'Enable LSL-Client Bridge' box.

11. Click the 'Apply' button.

12. Click the 'X' to close the 'Preferences' box.

*Phoenix Viewer is now ready to use.*



## Step 4: Connect to OSgrid for the 1st Time

1. Enter your 'Username' and 'Password' for your OSgrid account.

*! note: the above details are case-sensitive.*

2. Leave the 'Start at:' dialogue box at 'Last location'.

3. Set the 'Log into Grid:' dialogue box to 'OSGrid'.

4. Click the 'Log In' button.

*! note: if using a shared computer, make sure the 'Remember password' box is not ticked.*



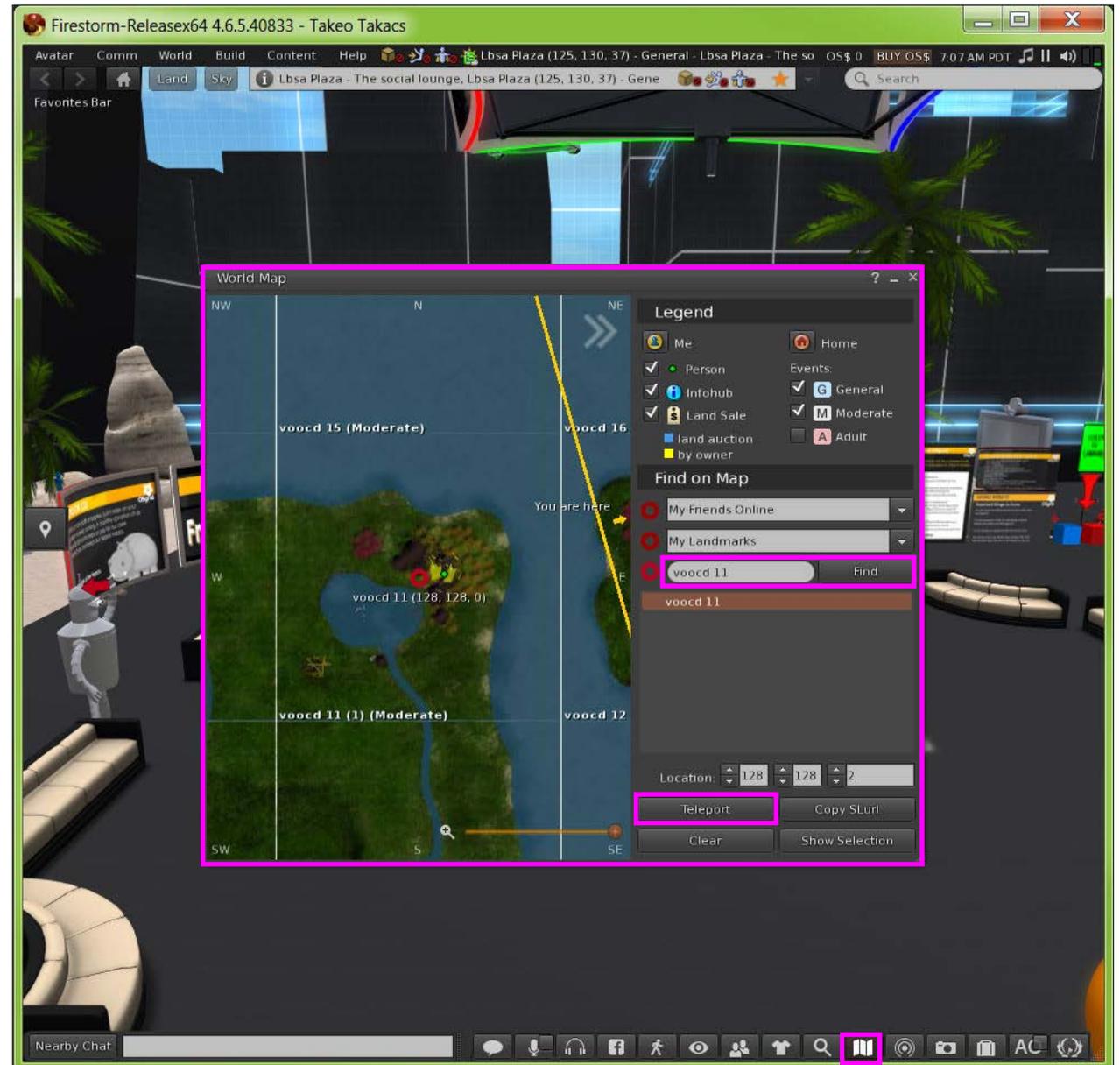
## Step 4: Connect to OSgrid for the 1st Time

5. You will now arrive in the default OSgrid location known as **Lbsa Plaza**.



## Step 5: Teleport into the Visions of Our Communal Dreams Region

1. Click the 'Map' button on the bottom toolbar to bring up the 'World Map' box.
2. Enter "voocd 11" in the 'Find' box and click the 'Find' button.
3. Click the 'Teleport' button to travel to the new location.



## Step 6: Set the Visions of Our Communal Dreams Region as Your Home

1. Click the 'World' tab on the top menu and then click 'Set Home to Here'.

Now when you log into OSgrid (Step 4), you will go straight to the Visions of Our Communal Dreams realm if you set the 'Start at:' dialogue box to 'Home'.



## Step 7: Basic Avatar Navigation

*The basic controls to navigate your avatar are:*

Turn Left/Right: **'Left' / 'Right'** arrow keys

Move Forward/Back: **'Up' / 'Down'** arrow keys

Fly Up: **'Page Up'** key

Fly Down: **'Page Down'** key

Teleport Home: **'Ctrl + Shift + H'** keys

Toggle 3rd/1st person: **'M'** key



## Step 8: Changing Your Avatar's Appearance

*In Lbsa Plaza one can find many free tutorials and items. These include avatar resources for newcomers to OSgrid.*

To return to Lbsa Plaza:

1. Click the 'Map' button on the bottom toolbar to bring up the 'World Map' box.
2. Enter "Lbsa Plaza" in the 'Find' box and click the 'Find' button.
3. Click the 'Teleport' button to travel to the new location.



## Step 8: Changing Your Avatar's Appearance

*In Lbsa Plaza there are dedicated areas for new users. Explore the areas, pick up 'notecards' (in-world instruction sheets) and look through the free avatar bodies, items, etc.*



## Step 8: Changing Your Avatar's Appearance

To edit your avatar's appearance right-click the mouse button over your avatar to bring up the radial selection box and select the 'Appearance' button followed by the 'Edit Outfit' button.



## Step 8: Changing Your Avatar's Appearance

This will open the 'Edit Outfit' box where you can then change or customise the various parts of your avatar's clothing, attachments and body parts.

