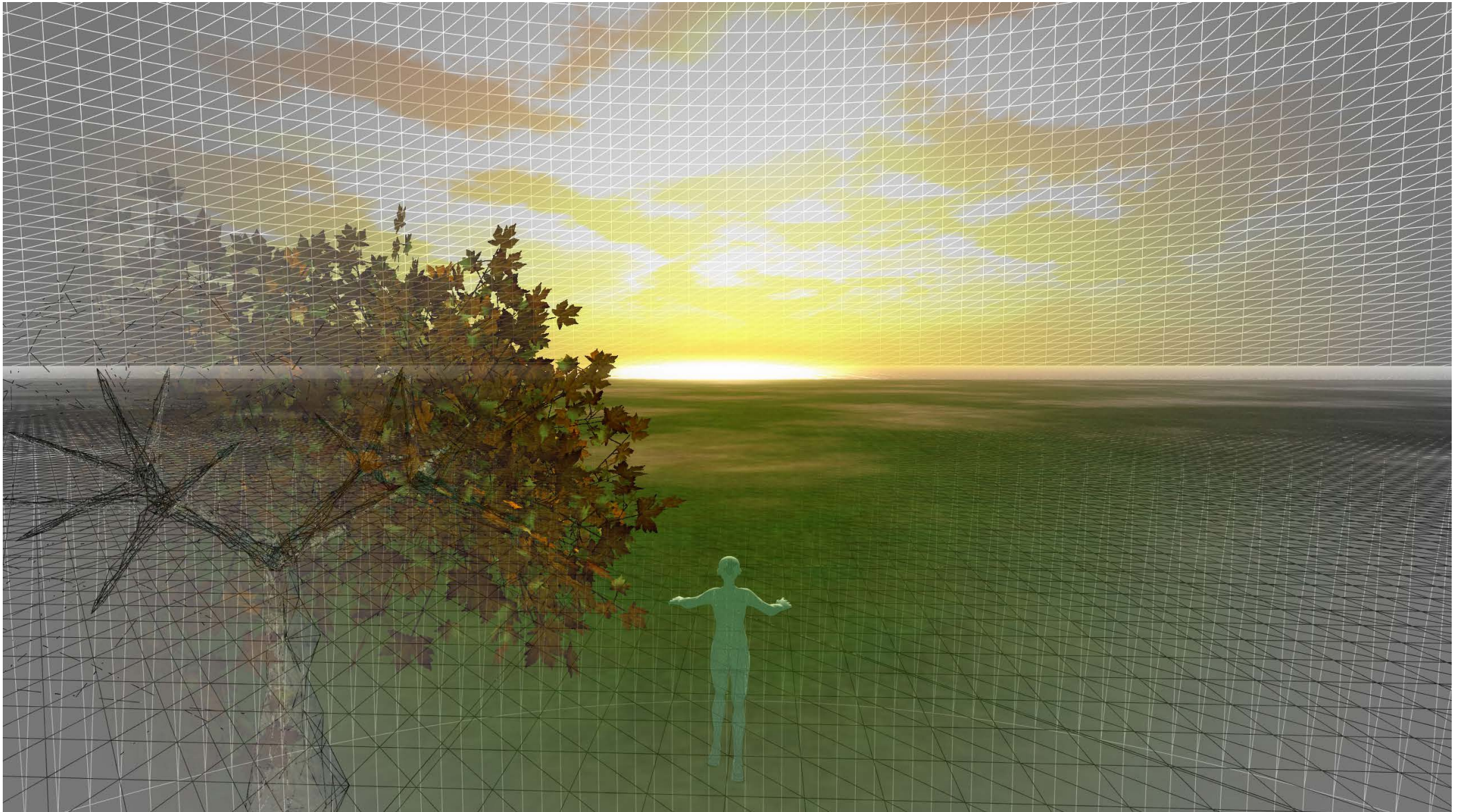

Visions of Our Communal Dreams

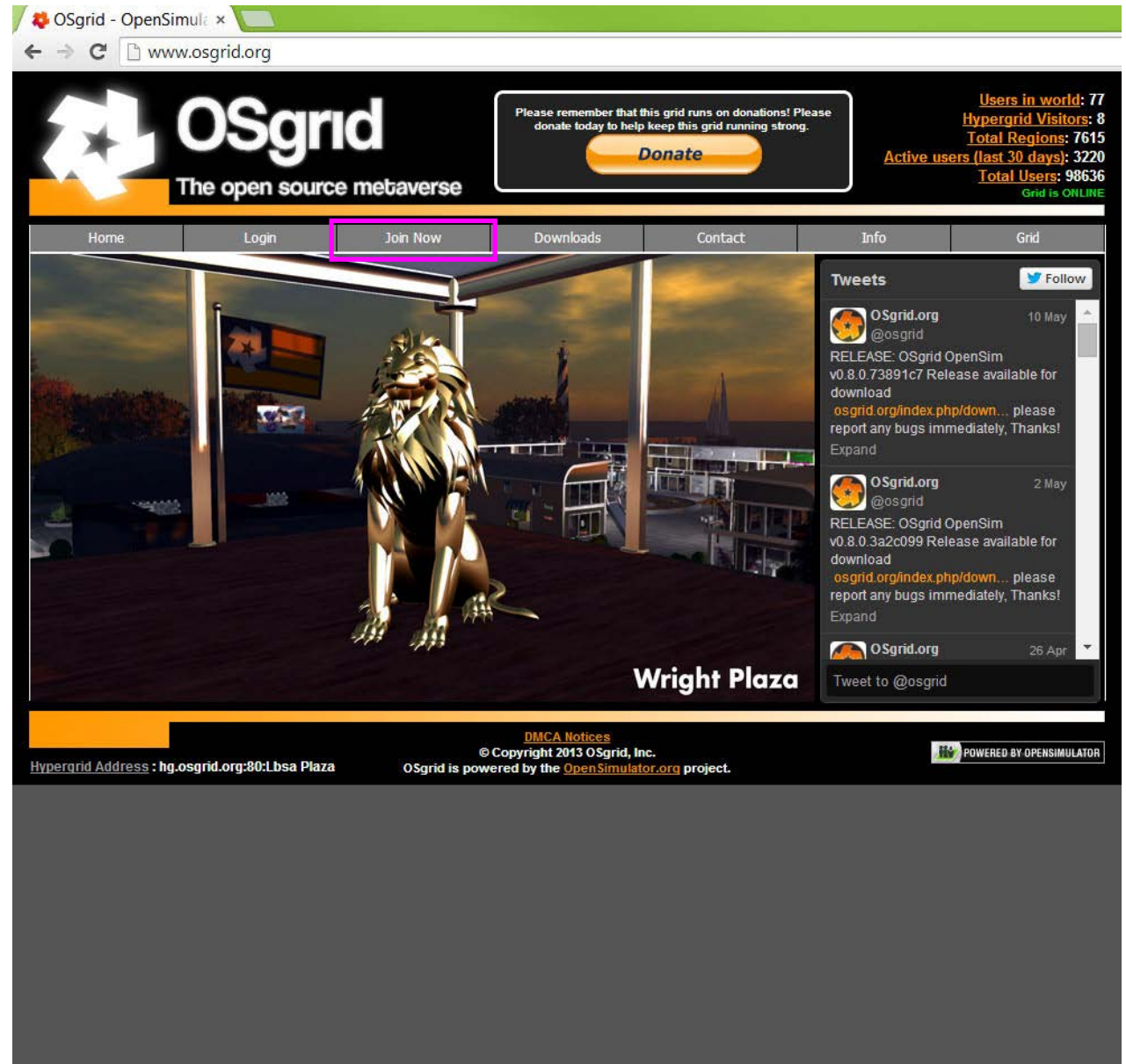
Virtual Participation Setup Guide v1.1 : by Michael Takeo Magruder : 2014



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
2. Click on the **Join Now** button.



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.



The screenshot shows the OSgrid registration page in a web browser. The browser's address bar displays 'www.osgrid.org/index.php/auth/register'. The page features the OSgrid logo and the tagline 'The open source metaverse'. A navigation menu includes links for Home, Login, Join Now, Downloads, Contact, Info, and Grid. A 'Join Now' form is highlighted with a pink border. The form contains the following fields and elements:

- Avatar FirstName LastName:** A text input field containing 'John Avatar'.
- Starting Appearance:** A dropdown menu set to 'Basic Avatar'.
- Password:** A text input field with masked characters (dots).
- Confirm Password:** A text input field with masked characters (dots).
- Email:** A text input field containing 'john.avatar@gmail.com'.
- Age Confirmation:** A checkbox labeled 'by checking the box below I certify that I am over the age of 18', which is checked.
- Join Now:** A button at the bottom of the form.

Additional page elements include a 'Donate' button with the text 'Please remember that this grid runs on donations! Please donate today to help keep this grid running strong.' and a statistics box in the top right corner showing:

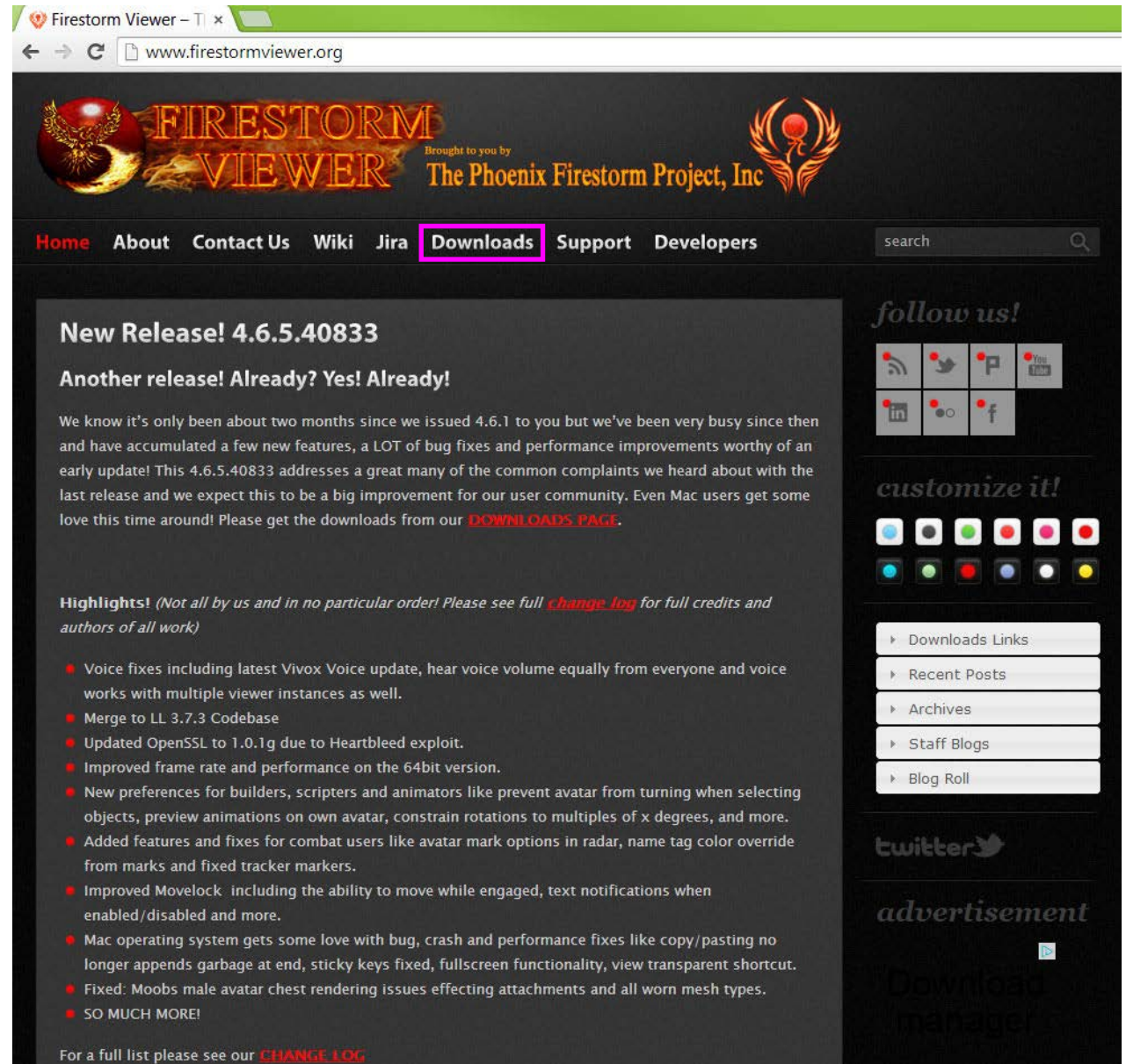
- Users in world: 82
- Hypergrid Visitors: 8
- Total Regions: 7616
- Active users (last 30 days): 3223
- Total Users: 98638
- Grid is ONLINE

The footer contains a 'DMCA Notices' link, copyright information for 2013 OSgrid, Inc., and a statement that OSgrid is powered by the OpenSimulator.org project. A 'POWERED BY OPENSIMULATOR' logo is also present.

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
2. Click on the **Downloads** button.



The screenshot shows the Firestorm Viewer website in a web browser. The browser's address bar displays www.firestormviewer.org. The website has a dark theme with orange and red accents. The main header features the "FIRESTORM VIEWER" logo and the text "Brought to you by The Phoenix Firestorm Project, Inc." Below the header is a navigation menu with links: 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 menu. The main content area has a heading "New Release! 4.6.5.40833" and a subheading "Another release! Already? Yes! Already!". The text below explains that this update addresses common complaints and includes a list of features and fixes. A "Downloads" link is mentioned in the text. On the right side of the page, there is a "follow us!" section with social media icons and a "customize it!" section with a grid of colored squares. At the bottom right, there is a "twitter" section and an "advertisement" section for a "Download manager".

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

twitter

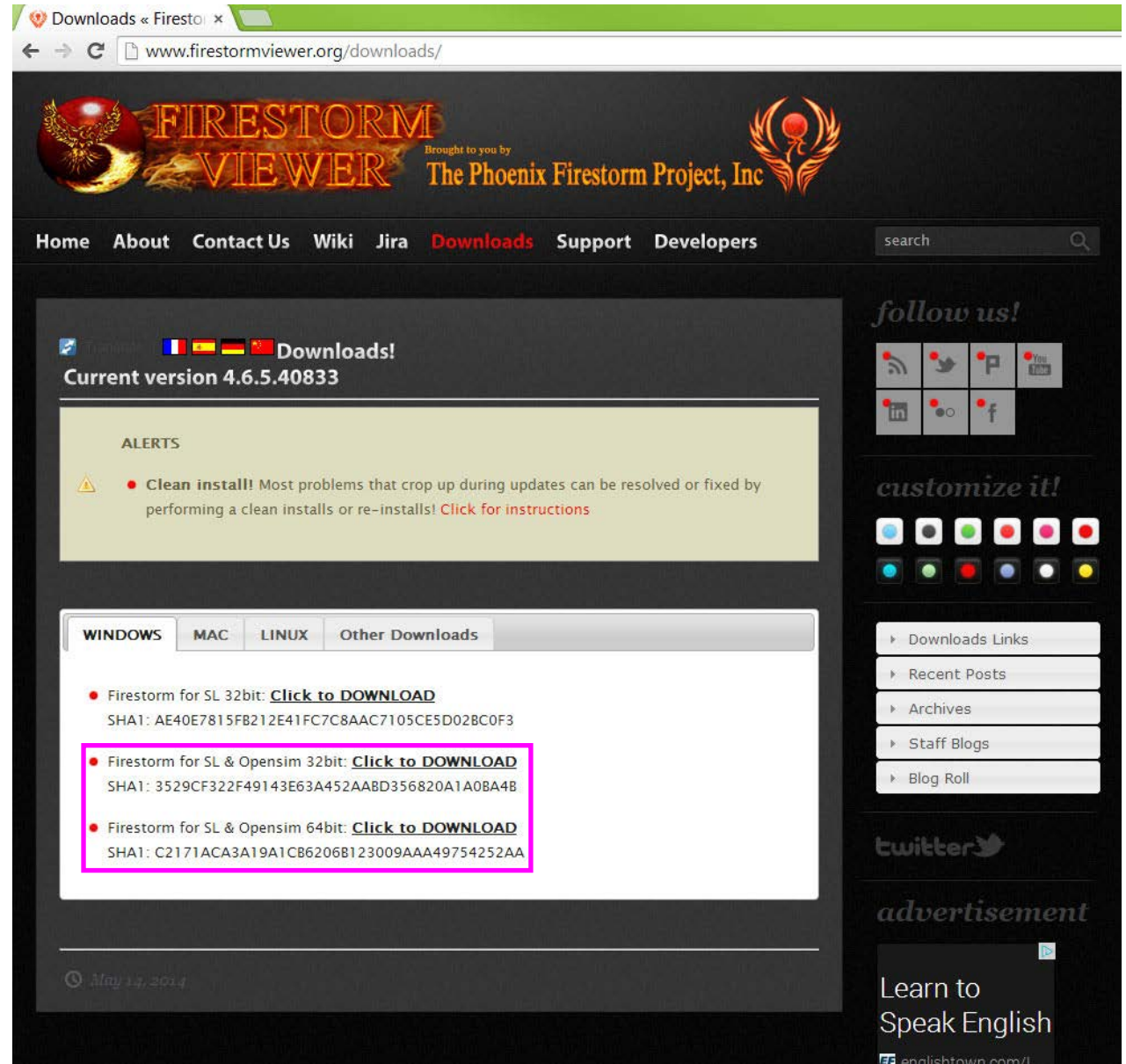
advertisement

Download manager

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 Firestorm Viewer website's download page. The browser's address bar displays 'www.firestormviewer.org/downloads/'. The page features a dark theme with a header containing the 'FIRESTORM VIEWER' logo and the text 'Brought to you by The Phoenix Firestorm Project, Inc'. A navigation menu includes links for Home, About, Contact Us, Wiki, Jira, Downloads (highlighted in red), Support, and Developers. A search bar is located on the right. Below the navigation, a section titled 'Downloads!' indicates the 'Current version 4.6.5.40833'. An 'ALERTS' box 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 shows 'WINDOWS', 'MAC', 'LINUX', and 'Other Downloads'. Under the 'WINDOWS' tab, three download links are listed, each with a SHA1 hash. The second link, 'Firestorm for SL & Opensim 32bit', is highlighted with a pink box. The right sidebar includes social media links, a 'follow us!' section, a 'customize it!' section with color selection, and a 'Downloads Links' section with links to Recent Posts, Archives, Staff Blogs, and Blog Roll. At the bottom right, there is an advertisement for 'Learn to Speak English' with the URL 'englishtown.com/L'.

Downloads « Firestorm Viewer »

www.firestormviewer.org/downloads/

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

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search

Downloads!
Current version 4.6.5.40833

ALERTS

• **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](#)

WINDOWS MAC LINUX Other Downloads

- Firestorm for SL 32bit: [Click to DOWNLOAD](#)
SHA1: AE40E7815FB212E41FC7C8AAC7105CE5D02BC0F3
- Firestorm for SL & Opensim 32bit: [Click to DOWNLOAD](#)
SHA1: 3529CF322F49143E63A452AABD356820A1A08A4B
- Firestorm for SL & Opensim 64bit: [Click to DOWNLOAD](#)
SHA1: C2171ACA3A19A1CB6206B123009AAA49754252AA

May 14, 2014

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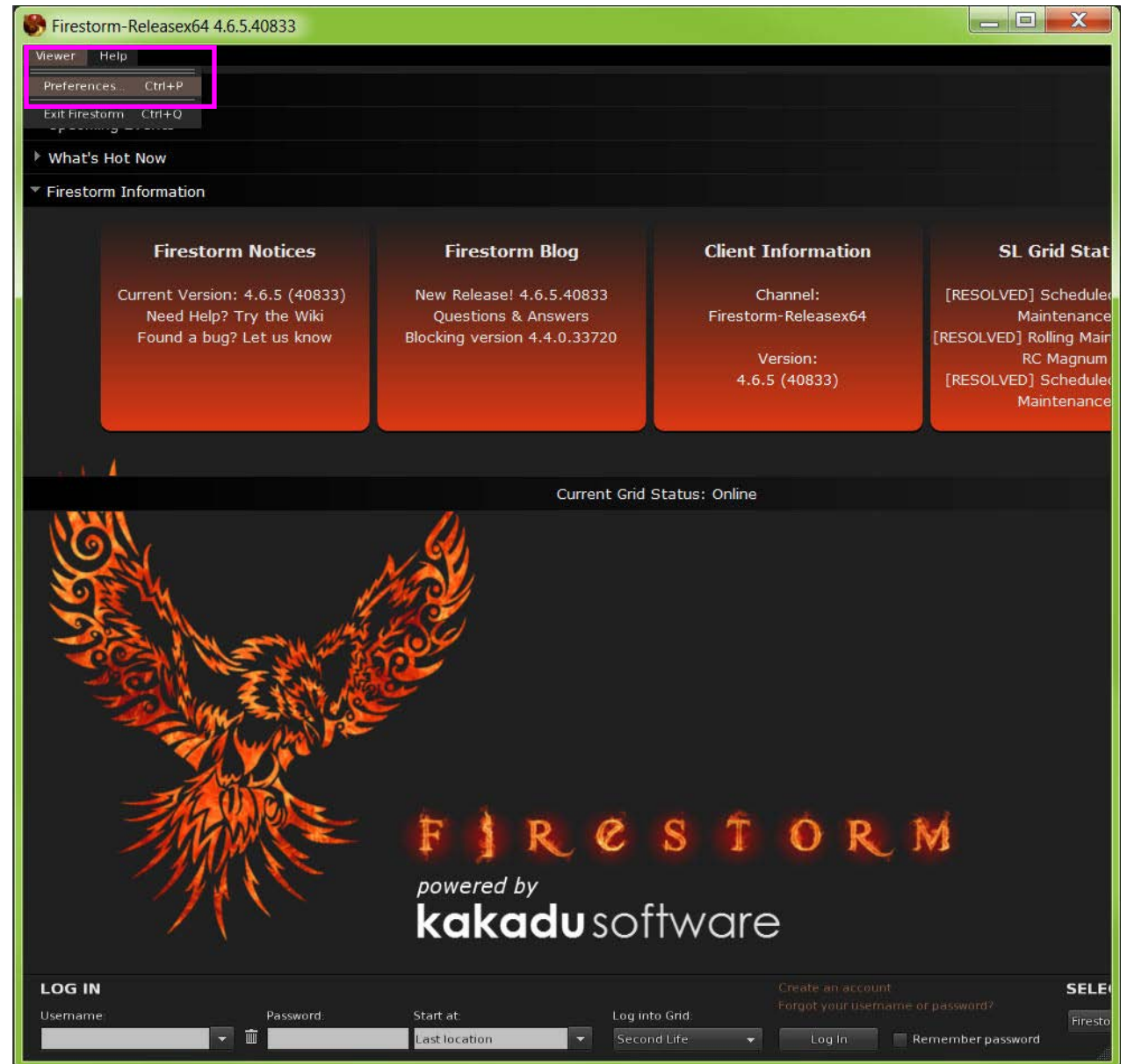
Learn to Speak English

englishtown.com/L

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.



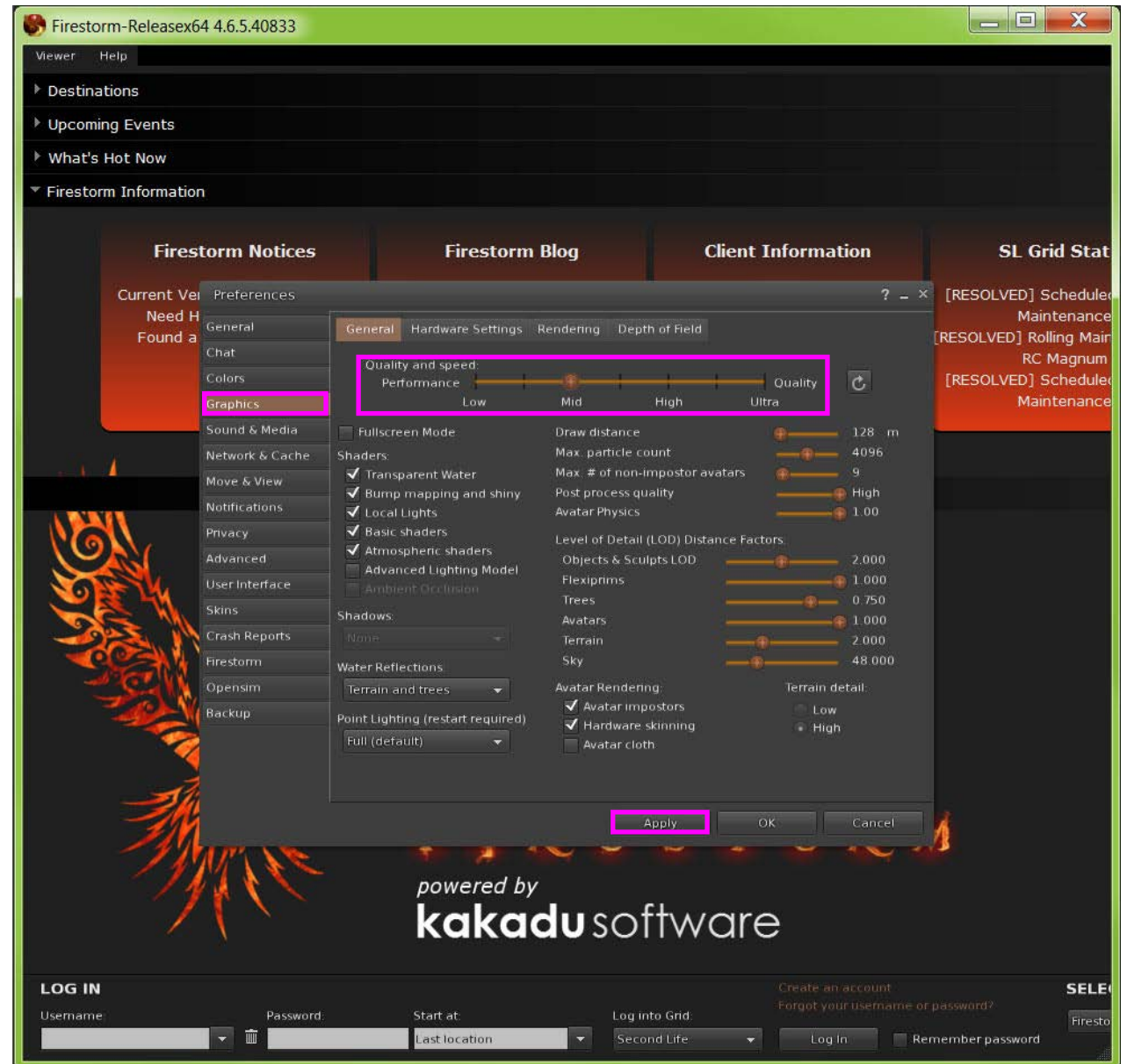
Step 3: Setup Firestorm Viewer

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.*

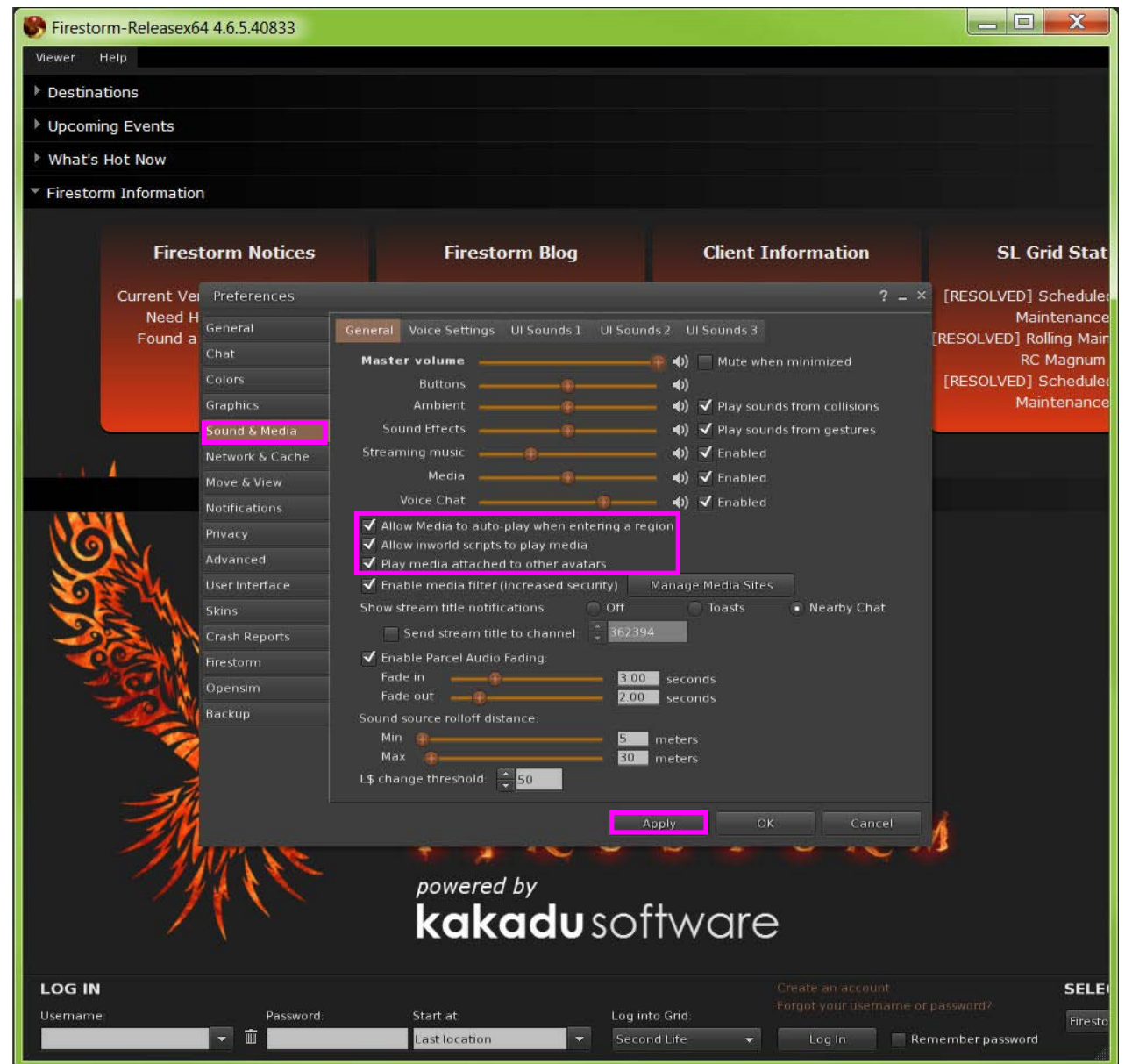


Step 3: Setup Firestorm Viewer

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.*



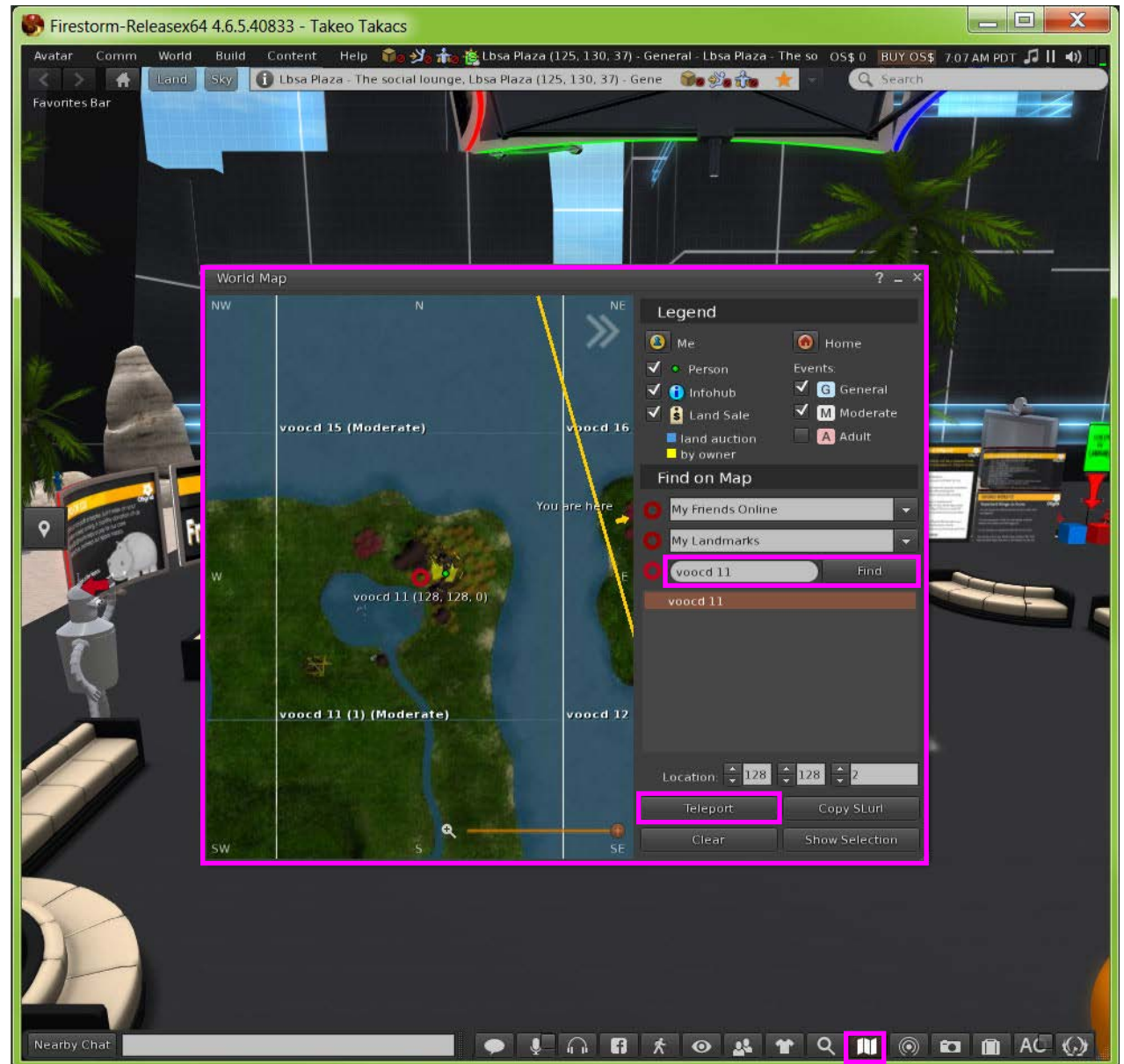
Step 4: Connect to OSgrid for the 1st Time

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.

