3D Audio Enabled SecondLife Viewer Installation and Usage Guide

This document describes how to install and use our 3D Audio-enabled SecondLife Viewer. This software is provided to the CS 5248 students for two purposes:

1. To evaluate your streaming capability of the CS 5248 Module Project in SecondLife environment (extra credits will be given if you succeed media streaming in SecondLife during the demo); and
2. To communicate with the TAs and other students during TA Q&A sessions.

Note: For the purpose of our research work, we are interested to obtain some usage statistics of this software (especially the 3D Audio component). So, during the TA sessions, this software will record your user activities such as join, leave, etc., (it will **not** record the actual voiced sounds) and also your movements in the virtual space.

This software package consists of an extended version of the original SecondLife Viewer and our research P2P-based 3D Audio engine, which allows you to freely communicate with the TAs during the Q&A sessions held in a SecondLife classroom without typing chat messages. To use our software, please install our package (see instructions below) and log on with your SecondLife account and Gmail account. **Please read the whole document!**

Pre-requisites

1. You need to have a modestly powerful commodity Windows machine with a decent graphics card. Our software may not work with netbooks due to its processor-intensive tasks such as 3D Audio spatialization.
2. You need to have a registered SecondLife account. If you don't have one, please register from the NUS SecondLife regional site at https://community.nus.edu.sg/secondlife/register.
3. You need to have a Gmail account and have the Google Talk application installed on your desktop (http://www.google.com/talk/install.html).
4. If you have the original SecondLife viewer installed on your machine, please uninstall the viewer and install our software package (follow the instructions below).
5. Your machine should have at least a broadband Internet connection.
6. You need to have a headset (or a microphone and stereo speakers).

Six Steps for the Installation

7. If you have any of existing SecondLife viewer installed on your computer, please uninstall it first.
8. Make sure your local timezone is set to Singapore.
9. Install our 3D Audio-enabled Secondlife Viewer which you can download from here:
   http://137.132.80.212/cs5248/package/install.msi
10. After the installation, our binary executable, **Voicelaunch.exe**, will be placed on your Windows

desktop. You should see an icon like this:

11. After clicking Voicelaunch.exe, a login page that requires you to enter your SecondLife account/password and Gmail account/password will be displayed.

12. After logging on through the login page the SecondLife Viewer will start. Please move your avatar a little-bit to make sure you have updated your 3D position in SecondLife.

You will be automatically connected (via a voice channel) to everybody else who is logged into our 3D Audio engine.

CS 5248 SecondLife Virtual Classroom

Your avatar will be positioned in the specially designed **CS 5248 SecondLife virtual classroom** in NUS' SecondLife world. Note that the CS 5248 classroom is located "floating in the sky" above the NUS SecondLife islands. If your avatar is "falling off" this floating platform (because you moved over the edge), please see the instructions on page 5 of this document on how to find your way back.

The CS 5248 SecondLife virtual classroom contains a number of vertical, grey rectangles that function as **TV video display screens** (see the picture on page 8 of this document). Each project team has been allocated one TV video screen. As part of your class project you should be able to stream video to your classroom screen here. **See page 9 for additional details**.

Summary: Steps to get started and What to do next

1. Apply for a Second Life account.
2. If you don't have a Gmail account, please apply for one.
3. Add the TA's and your classmates' Gmail accounts via the Google Talk (http://www.google.com/talk/install.html) application.

* TA's account information

Real Name	Gmail Account	Second Life Account
Beomjoo Seo	tester.nus.1	CD Sapphire
Chung-Dau Wang	tester.nus.2	CD Salamander

* Scheduled TA Sessions (during the weeks before the demo on 12 April)
   Every Tuesday 11:00am - noon
   **Every Thursday 11:00am - noon and 3:00pm - 4:00pm**

* Please click on the Google Talk link if you haven't installed the Google Talk application.

ADD FRIENDS' ACCOUNT IN GOOGLE TALK APPLICATION

1. Click "Add" button.
2. Write all of your classmates' Gmail accounts into this field. You can add as many as possible by inserting semicolon between two accounts.
3. Click on Next button to finish.

CONFIRM YOUR CLASSMATES' INVITATIONS
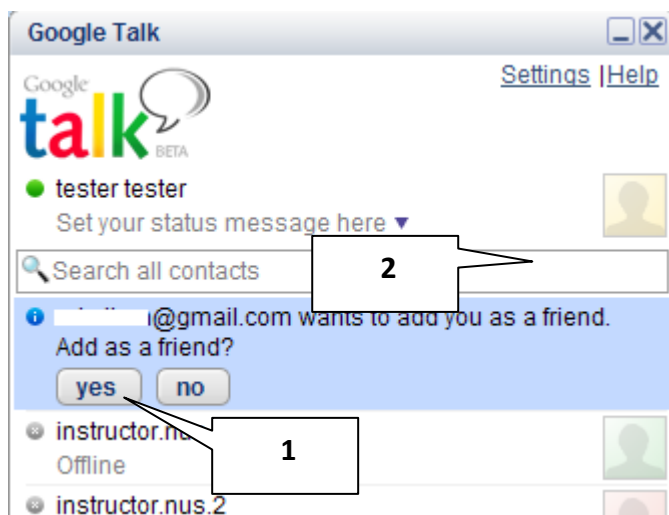
1. Don't forget to confirm the friend request of your classmates.

LOG ON 3D AUDIO-ENABLED SECONDLIFE VIEWER APPLICATION

After clicking the VoiceLaunch.exe at your Desktop, you will see the following Login page.

1. Please enter your avatar's firstname, lastname, and password.
2. And then type your gmail account and password.

* We do not save or transmit any password information.

IMPORTANT NOTE

1. Whenever you run the VoiceLaunch application, please either **shutdown your Google talk**, or **log into Google Talk with another Gmail account identity which is different from the one you use to log in the VoiceLaunch application**.
2. **Please plug in the microphone and earphones set before you start the VoiceLaunch application.**

TELEPORT TO OUR NUS REGION
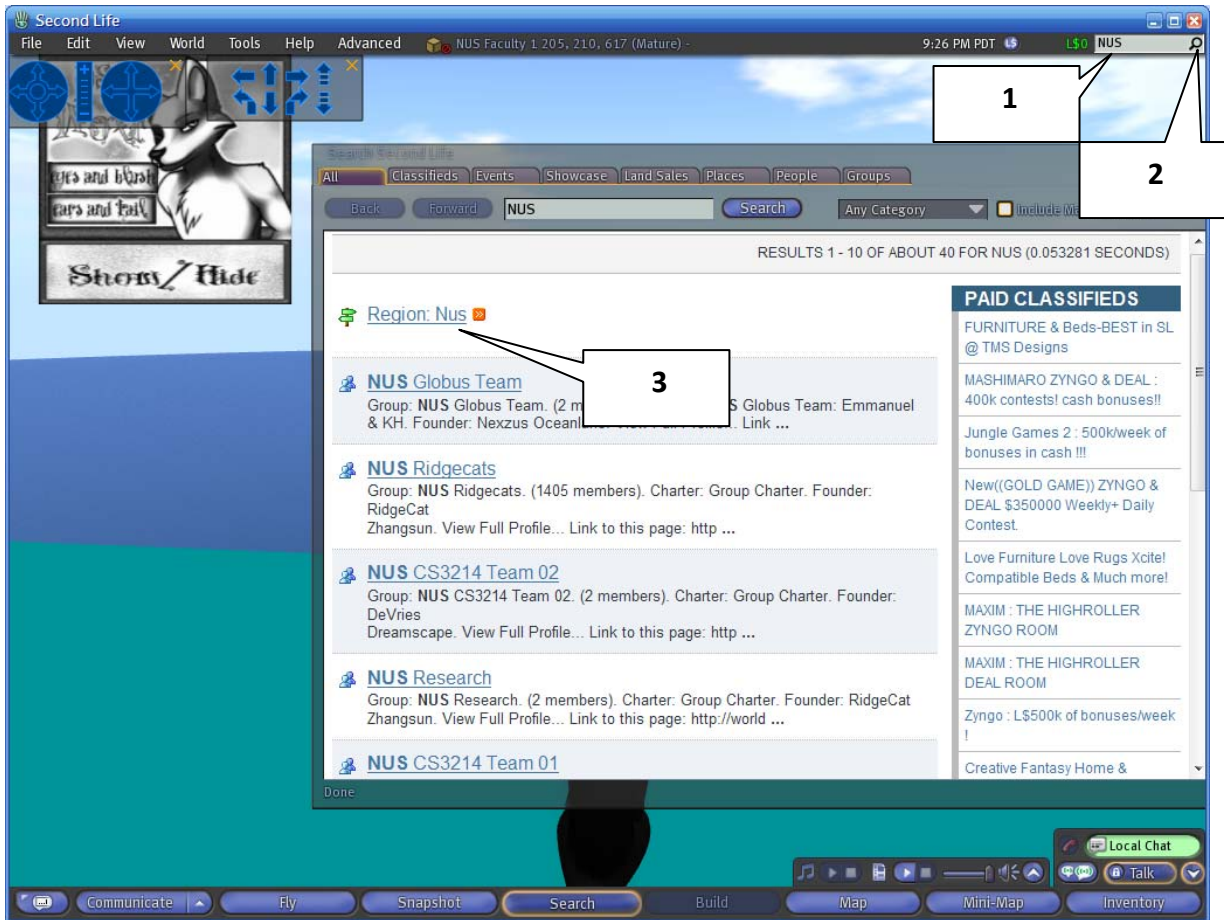
1. Fill in keyword NUS in this field
2. Click on this symbol to search
3. Click on this result : Region: Nus, then you will see a teleport button. Click on the teleport button to teleport your avatar to NUS Region.
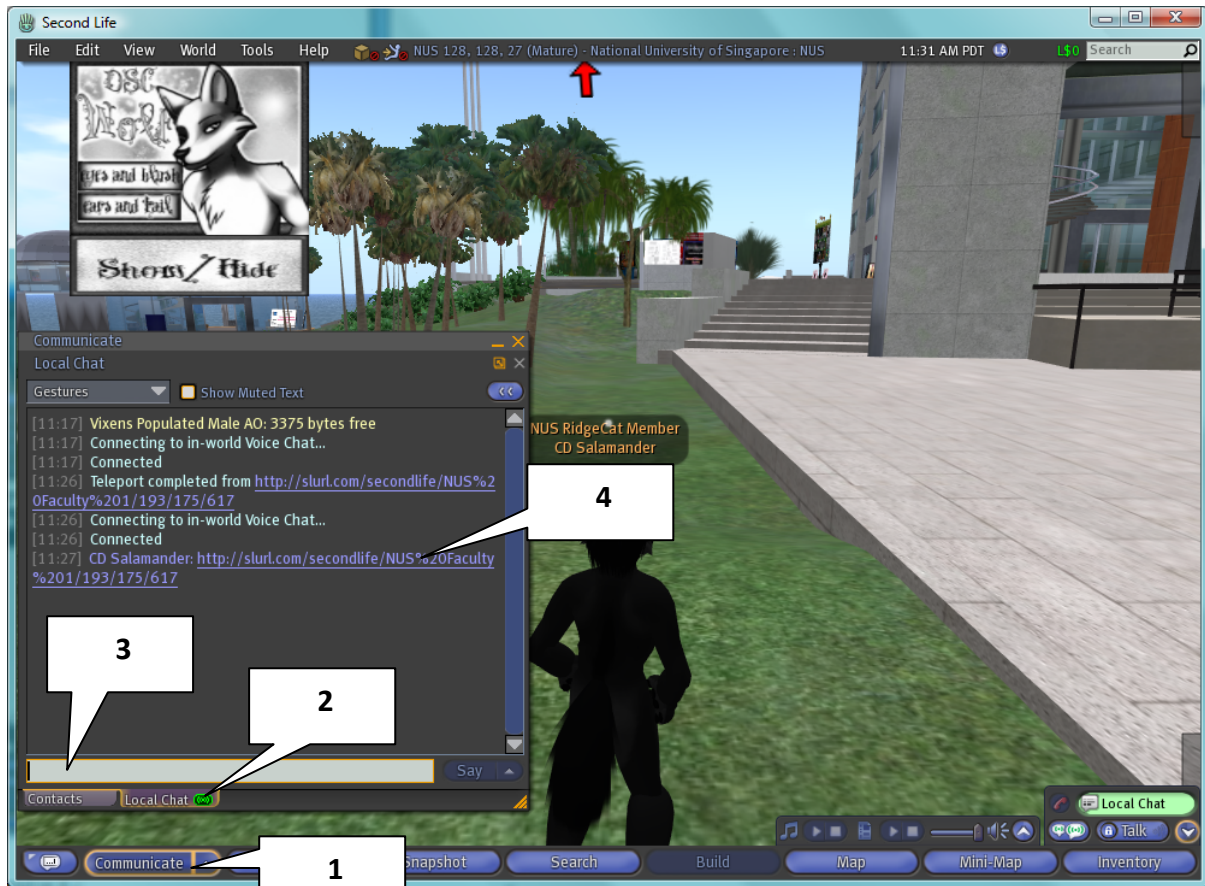
HOW TO GO TO A CLASSROOM IN A NUS REGION

You can move around to familiar this environment, and then:

1. Click on Map button to invoke a map dialog.
2. Randomly pick up a location on the map to have a red circle appearing on it.
3. Input coordinates 199, 186, 616 in the Location field.
4. Click on the Teleport button.

ANOTHER WAY TO GO TO CLASSROOM

1. Click on communication button.
2. Click on Local Chat Label.
3. Put the link http://slurl.com/secondlife/NUS%20Faculty%201/199/186/617 into the text field and press Enter.
4. There is a clickable link shown on the dialog. Simply click on the link to teleport your avatar to our classroom.

SET CURRENT LOCATION AS YOUR HOME OR CREATE A LANDMARK
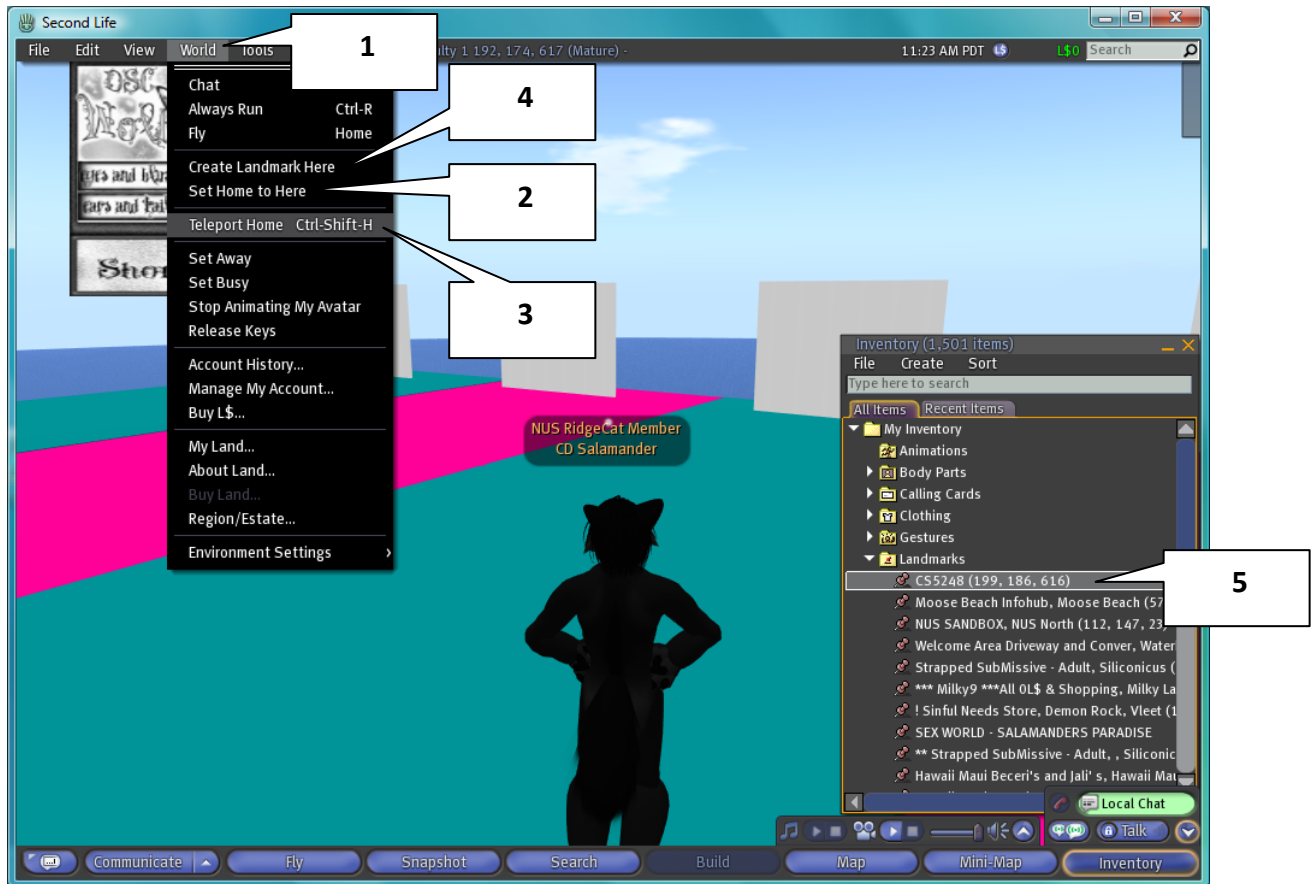
1. Click on World option to drop down a list of options.
2. Choose Set Home to Here to set current location as your home.
3. This option can teleport your avatar back home anytime.
4. Another way is to create a landmark by clicking on Create Landmark Here.
5. A landmark object will be in your Inventory->Landmarks folder. You can double click on it to have a teleport to the recorded location.

IN THE CLASS ROOM
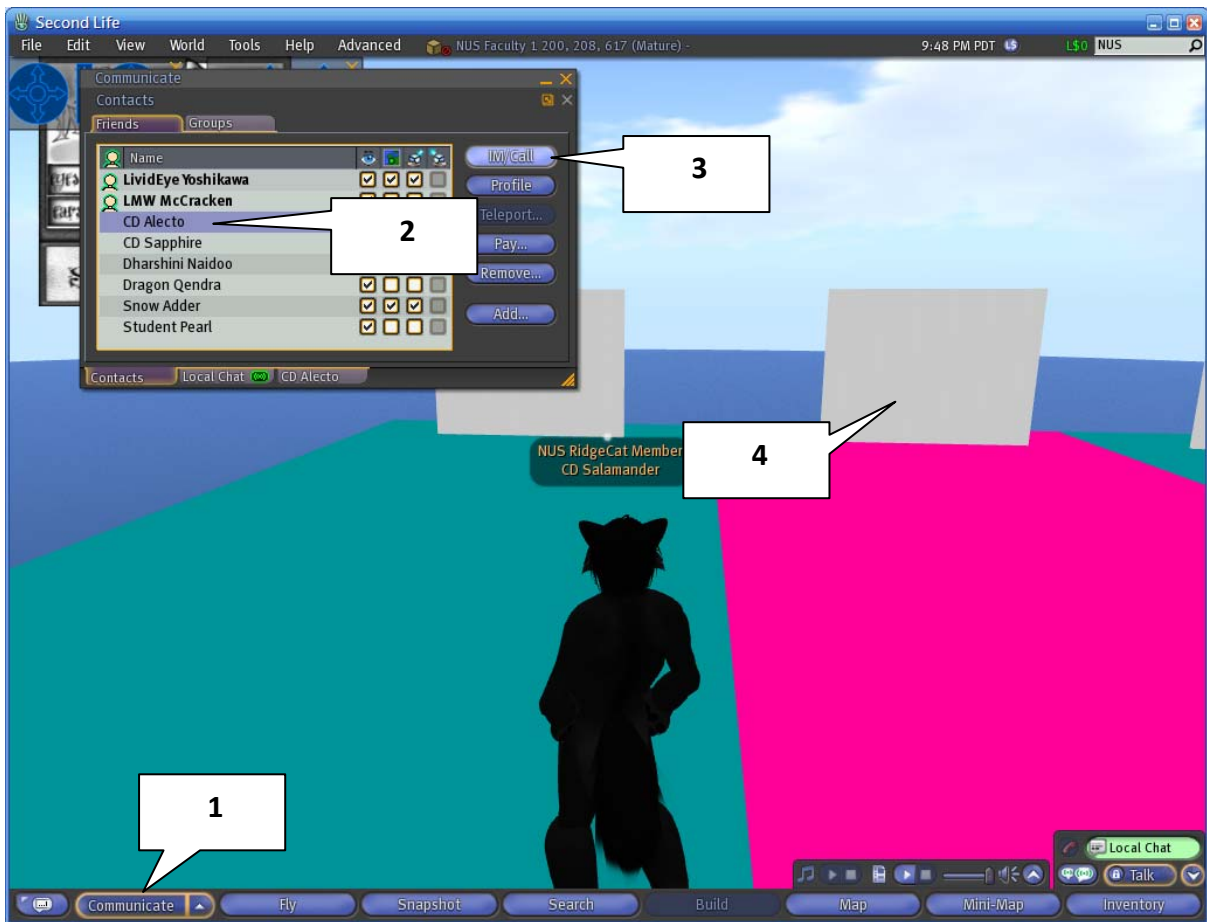
Every student has its personal TV board for the demonstration. So, you have to tell CD Salamander your rtsp link, e.g. rtsp://cervino.ddns.comp.nus.edu.sg:50000/test.mp4. This picture shows how to drop an off-line message to CD Salamander because he cannot be always on-line.

1. Press Communicate Button.
2. Select CD Salamander from your friends. (I know the dialog bubble 2 points to CD Alecto, because I cannot add me myself to my friend list. It's just a concept .)
3. Click on IM/Call to leave messages to CD Salamander.
4. This is your TV board.
5. You can contact CD Salamander, CD Alecto, or CD Sapphire for additional help.

SHOW YOUR WORKS

1. See if your works is playable by clicking on Play button in front of your personal TV board.
2. You can also see the works of other classmates by moving to other grids and click on Play button. Each grid is distinguished from its color.

Troubleshooting

Please visit http://eiger.ddns.comp.nus.edu.sg/~chungdaw/index.html for help.