Virtual Worlds

The idea of connecting computers via the Internet and creating a virtual world was known already in 1990's. Virtual worlds are not games, there is no, or very minimum, of the content provided, users creating their own content and sharing it with other users.

In 2003, there was a first public open beta of Second Life®, commercially based virtual world, running a proprietary software.

In 2007 OpenSimulator, compatible with Second Life®, but an open-source platform for virtual worlds, was written. This platform is available for free in any form. Users can run their own private virtual world on their home computers, world on their own servers just for friends or school class, or publicly open virtual world with currency exchangeable to some real world currency.

One of the latter ones is Kitely, virtual world available for free, with a lot of free or cheap content created by its users available.

Registration and Installation of Viewer

Sign up for virtual world Kitely for full access to virtual world environment. Registration into Kitely is available with your Facebook account, Twitter account or with an email and password. Kitely is suitable for at least 13 years old, younger users need a parent or a guardian agreement and supervising.

Registration

Click Create new account button or Sign Up link at www.kitely.com web page.

Then choose the type of registration. **Email + password** is recommended for shared computers in work or school places.

Fill the form, use the existing email address, click **Create button**. Do **not** use diacritics for your avatar name.

Your email will not be visible to anybody, only your Avatar First Name and Avatar Last Name.

Confirmation of registration by click on the link in the email message could be required after successful registration of your new avatar.

CREATE KITELY ACCOUNT

www.kitely.com

Working email or Faceook account or Twitter account





Viewer Instalation

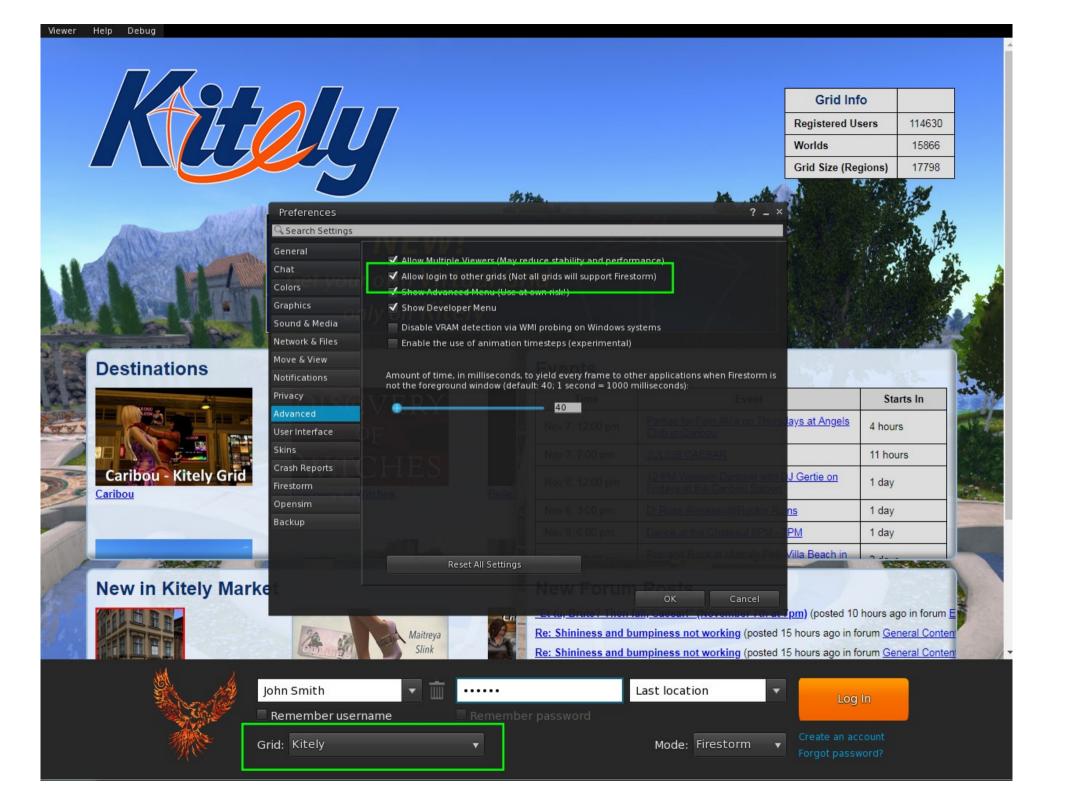
OpenSim viewer is needed for entering the virtual world environment. Kitely is offering **Firestorm**, which could be installed as a standalone without registration. You could need administrators access to your computer.

Choose your <u>operation system</u> at the Firestorm viewer webpage. Choose the OpenSim installation, <u>link for Windows</u>. If you are not sure about 32bit or 64bit version, install 32bit one.

Choose the English language during installation. Following instructions will be in English language version of Firestorm.

First Log In

Open your Firestorm for OpenSim. Choose the Kitely grid at the bottom of a splash screen. If the selection of the grid is not available, go to **Preferences (Ctrl+P)**, thumbnail **Advanced** and check **Allow login to other grids...** Insert first name and surname of your avatar with a space between them, insert a password and choose the place of log in **Last Location**, then click the **Log In** button.



Firestorm settings

Graphic Settings

Graphic settings are one of the most important for the performance in the virtual world. If you have an older computer or slower internet connection, please set your Graphics carefully.

At Preferences - Graphics choose preset quality from Low to Ultra, or use Advanced settings.

Very important item is **Draw Distance**. Use the slider for distance for which the object will be displayed. Longer distance means more computing power is used.

Shaders define quality of objects, rendering in the virtual world. If possible, check at least **Basic Shaders**. If your computer is laggy with all options checked, uncheck them from bellow.



Voice

Headset or microphone and speakers are needed for voice communication.

Settings are at Preferences (Ctrl+P) – Sound & Media, thumbnail Voice

Hear Voice from Avatar/Camera position

When Camera is selected, volume of voice will be changed when your point of view will change. Avatar position is recommended.

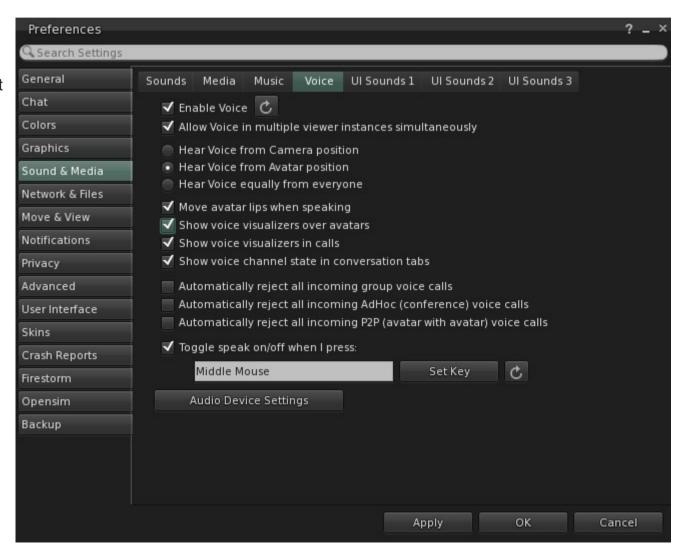
Show voice visualizer over avatars

Shows white opaque dot above each avatar, when avatar is speaking green waves are visible according to volume of speech.

Toggle speak on/off when I press:

Middle Mouse

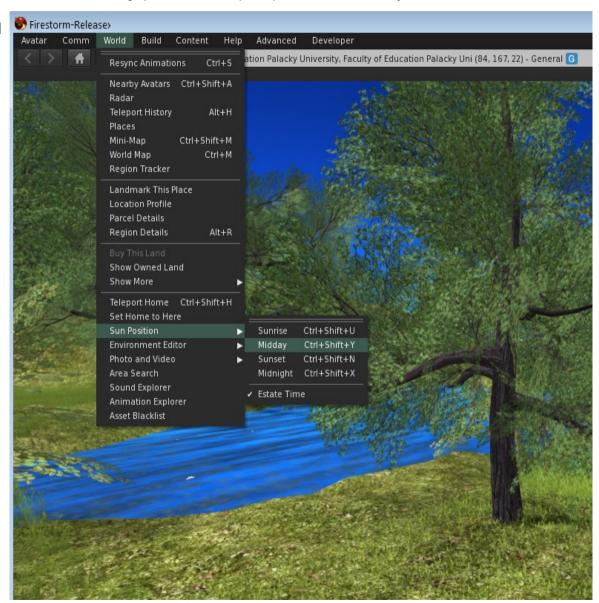
Choose the key as switch for using Voice. When clicked, the Voice is on, when clicked again, Voice is off. Select any key by **Set Key** option. Toolbar button **Speak** can also be used as a switch.



Daylight, sun position and environment settings

Menu item World - Sun sets the day or night time. Use Midday (Ctrl+Shift+Y) for permanent midday time.

Menu item **World Environment - Editor** is advanced settings of color of light, skies and other environmental settings.



MOVEMENT CONTROLS

There is always more than one way how to do things.

AVATAR MOVEMENTS

Arrow keys - walking and moving around Shift+Arrow keys - moving sideways PgDown a PgUp - flying PgUp shortly - jump Mousewheel - zoom

CAMERA VIEW CONTROLS

Press and hold Alt, changes the mouse pointer to a magnifying glass.

Alt + LMB (Left Mouse Button)

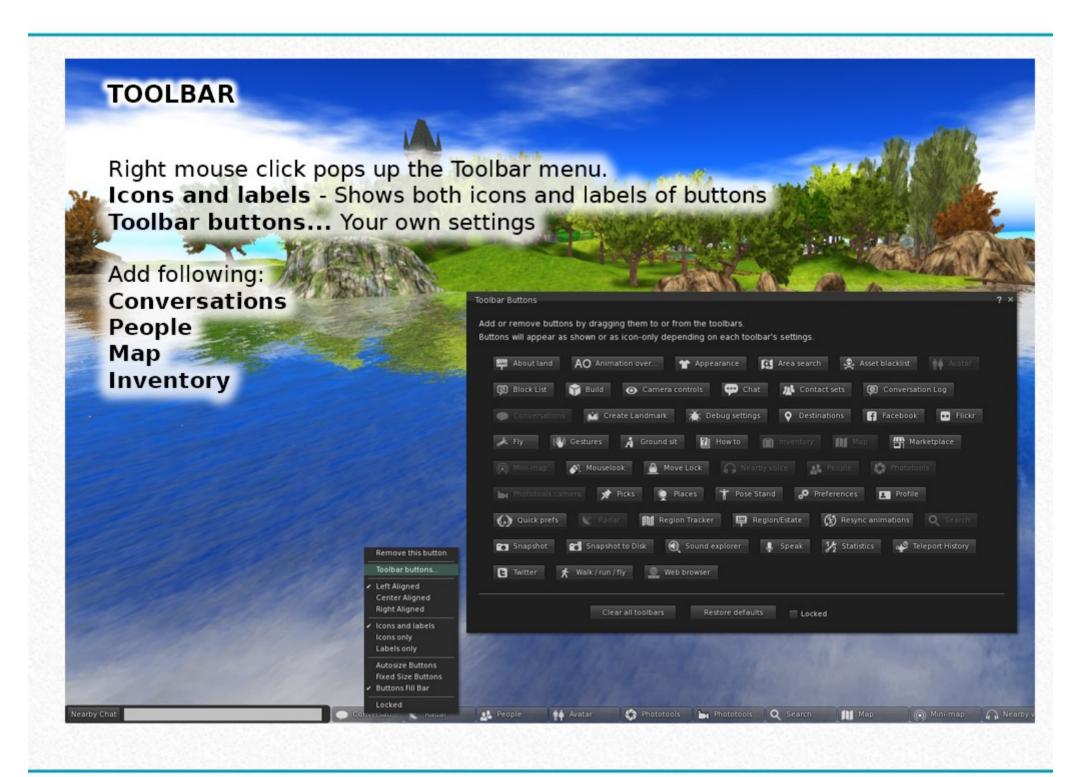
Move mouse left and right - horizontal rotation Move mouse forward and backward - zoom

Ctrl+Alt+LMB

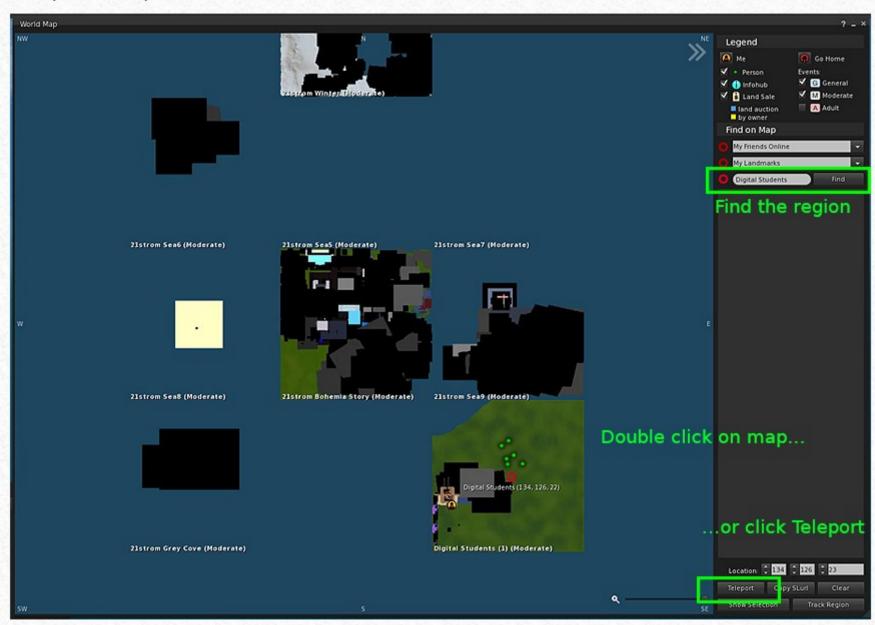
Mouse movement - orbiting around the center point

M key (mouselook) = viewpoint of the avatar's head

ESC key - reset to default avatar view



MAP (Ctrl+M)



COMMUNICATION

Everything is in the Top Menu

- ESC key Close all windows
- Ctrl+W Close active window
- Nearby chat Use bottom left line, Enter key, write down, Enter key.
 Or click Nearby Chat, or Conversations buttons. Use Ctrl+H shortcut.
- IM chat Instant message, private message
- Group Chat Chat for Group Members
- Voice Local Voice Nearby Chat. Private Voice from IM or Group Chat
- IM conference or conference Voice call
 Choose multiple avatars from Contacts or People Ctrl + click on name

VOICE

- Toggle your mic off when not speaking, please
- Middle Mouse Button (Wheel)
 Toggle your mic on/off
- Volume settings of each user People or Local Chat

Doesn't speak, can hear

Speaking

Speaking

History of Nearby chat

Nearby