

Virtual Worlds

The idea of connecting computers via the Internet and creating a virtual world was known already in the 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®, a commercially based virtual world, running 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 worlds with currency exchangeable to some real world currency.

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

Please, **login to Kitely well before the first meeting in Kitely** to be sure everything is working for you. Use the same computer and same network you will be using during the meetings.

Following process of registration and installation can take from 15 minutes to hours in the case you will find some technical problem.

In the case of problems read the following carefully and note that there are highlighted areas on the pictures to help you with the settings.

If you really cannot solve your problem, please contact Zuza Ritt either by the email: zuza.ritt@gmail.com

or in Kitely by sending IM to avatar **Zuza Ritt** inworld or by IM sent from web:

<https://www.kitely.com/virtual-world/Zuza-Ritt/Digital-Students>

Find a section **World Manager**, click on the name, then **Send message. (You have to be registered and logged in with your Kitely account, the response will be sent to your email address.)**

Please be aware that you will receive a response during late evening hours, so ask in advance to be able to attend the meetings.

Registration and Installation of Viewer

Sign up for virtual world Kitely for full access to a 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 the **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 the 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

Create New Account

Connect using a third-party service ([recommended](#)):

 **facebook**

 **twitter**

[Create an email/password account](#)

Create Account

Login Information

Email:

Password: Strong

Repeat Password:

Avatar

First Name:

Last Name:

Gender:

Captcha

I'm not a robot  [Privacy - Terms](#)

I have read and accepted Kitely's [Terms of Service](#)

Viewer Installation

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 administrator access to your computer.

Choose your [operating system](#) at the Firestorm viewer web page. Choose the OpenSim installation, [link for MacOS](#)

[link for Windows](#) - If you are not sure about the 32bit or 64bit version, install the 32bit one.

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

First Log In

Open your Firestorm for OpenSim. Choose the **Kitely grid** at the bottom of a splash screen. *See the picture below.*

If the selection of the grid is not available, go to **Preferences (Ctrl+P)**, thumbnail **Advanced** and check **Allow login to other grids...** Insert the 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 **Login** button.



Grid Info	
Registered Users	114630
Worlds	15866
Grid Size (Regions)	17798

Preferences

Search Settings

- Allow Multiple Viewers (May reduce stability and performance)
- Allow login to other grids (Not all grids will support Firestorm)
- Show Advanced Menu (Use at own risk)
- Show Developer Menu
- Disable VRAM detection via WMI probing on Windows systems
- Enable the use of animation timesteps (experimental)

Amount of time, in milliseconds, to yield every frame to other applications when Firestorm is not the foreground window (default: 40; 1 second = 1000 milliseconds)

40

Reset All Settings

Destinations

Caribou - Kitley Grid

[Caribou](#)

	Starts In
ays at Angels	4 hours
	11 hours
J. Gertie on	1 day
ns	1 day
PM	1 day
Villa Beach in	

New in Kitley Market

New Forum Posts

[Re: Shininess and bumpiness not working](#) (posted 15 hours ago in forum [General Content](#))

[Re: Shininess and bumpiness not working](#) (posted 15 hours ago in forum [General Content](#))

John Smith Last location

Remember username Remember password

Grid: Mode: [Create an account](#) [Forgot password?](#)

PC (Windows + Linux) and Mac differences

PC	Mac
Ctrl	Control
Alt	Opt ⌘
Shift	Shift
PgUp	Fn + ▲
PgDn	Fn + ▼
RightClick	RightClick Ctrl + Click (one-button mouse) Cmd ⌘ + Click (one-button mouse)

Troubleshooting

If you successfully created your account, logged in to Kately and you are able to see the content and move your avatar, you are ready for our virtual world meeting.

In a case of a problem, read the following pages for more settings. If you cannot solve your problem, find the contact for technical help on page one of this document.

Firestorm settings

Graphic Settings

Graphic settings are one of the most important for 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 below.



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.

