



How To get into the grid

Entering Virtual Learning Village is done using a virtual world viewer, which is a program that runs outside the browser.

System Requirements:

- **CPU:** CPU with SSE2 support, including Intel Pentium 4, Pentium M, Core or Atom, AMD Athlon 64 or later.
- **RAM:** 1 GB. (more is always better)
- **OS:** Vista, Windows 7.. , Windows 8.. or Windows 10.
- **VIDEO CARD:** NVIDIA GeForce 6600 / ATI Radeon 9500 / Intel 945 or better.

Register to the Grid

Go here and create an account:

<http://virtuallearningvillage.org:8002/wifi/user/account/>

Your account might need to be approved by an admin.

How do I get the virtual world viewer I need to access Virtual Learning Village?

If you already have an OpenSim-compatible virtual world viewer then you can use it. If you don't have a virtual world viewer, or you're not sure if it's compatible with OpenSim, then we recommend installing the Firestorm virtual world viewer, which you can download from the firestorm website.

Make sure you always get the "SL and Open Sim Viewer" not the "normal" SL Viewer!

For Windows:

<https://www.firestormviewer.org/windows-for-open-simulator/>

For Mac

<https://www.firestormviewer.org/mac-for-open-simulator/>

Linux:

<https://www.firestormviewer.org/linux-for-open-simulator/>

Installation For Windows, Mac or Linux:



https://wiki.phoenixviewer.com/fs_update_viewer#step_3install_firestorm

Troubleshooting:

If you already have Firestorm installed but are having problems connecting to Virtual Learning Village then you might have a version of Firestorm that only works with Second Life.

This is possible because Firestorm comes in two different versions: one for Second Life and one for OpenSim. In order to tell which version you have, start the viewer and select the menu option Help > About Firestorm. The version number should include the words "with OpenSimulator support". If it doesn't then this is the Second Life version of Firestorm, and you need to download the OpenSim version of Firestorm.

Although we recommend using Firestorm, this isn't required. If you prefer, you can use any other OpenSim-compatible viewer.

Please understand that we can not provide support on viewer software.

We do our best that our grid is always accessible by the latest Firestorm release.

More information on troubleshooting issues with Firestorm Viewer can be found here https://wiki.phoenixviewer.com/firestorm_troubleshooting

How do I configure my virtual world viewer to access Virtual Learning Village?

First, make sure you have a viewer that is compatible with OpenSim.

Most OpenSim-compatible viewers do not have have the Virtual Learning Village grid predefined, so you can not select it from a menu, and you have to configure it.

For example, in Firestorm that menu is labeled "Log into Grid" and is located next to the Username and Password text boxes.

You will need to add Virtual Learning Village as a custom grid in the viewer's Grid Manager. Different viewers have the Grid Manager in different places in their user interface; you'll have to find it. Once you find where custom grids can be defined in your viewer, add the Virtual Learning Village grid using the following information:

For example, here's how you would define a custom grid in Firestorm.

Select the menu option Viewer > Preferences to open the Preferences window.

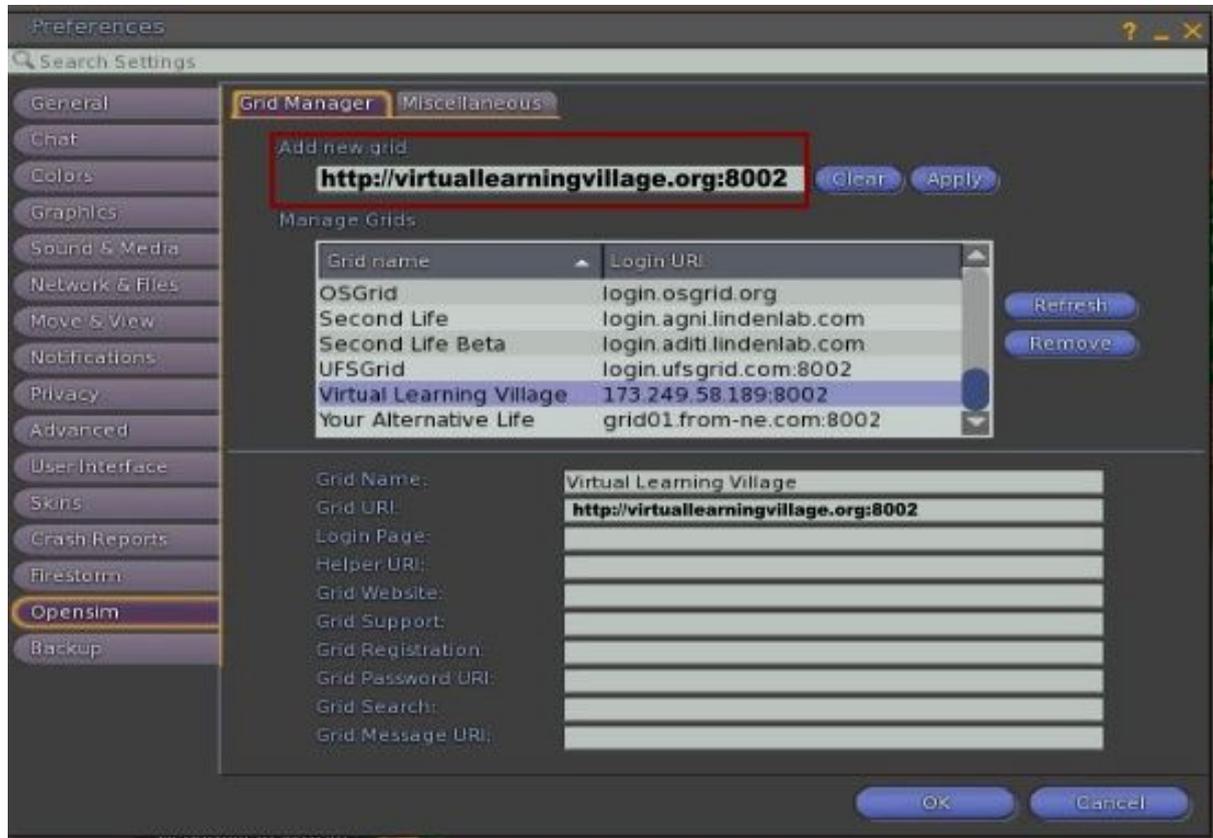
Select the Opensim tab on the left-side panel, and then select the Grid Manager tab on the right-side panel.



In the Grid Manager tab, enter Virtual Learning Village's Login URI in the "Add new grid" text box:

Here is the Login URL:

<http://virtualllearningvillage.org:8002>



Press the Apply button next to the Login URL

Press the OK button at the bottom of the Preferences window.

The Virtual Learning Village grid should now appear in the list of available grids. Select it.

How do I configure my firewall to allow access to Virtual Learning Village?

Most users don't need to configure their firewall, so once you have installed an OpenSim-compatible viewer you should try entering a Virtual Learning Village world immediately (without following the steps in this section). However, if you are unable to enter the world then the problem might be that your Firewall is blocking access to Virtual Learning Village. This happens with some firewalls that are included in several popular antivirus solutions, and with organization firewalls (if your computer is running inside an organization's network). In that case, you'll need to make sure that your Firewall isn't blocking access to



Virtual Learning Village. You will need to open the following ports (or ask your System Administrator to do so):

Ports 8002, 8010, 9000-9100 - TCP and UDP

Ports 80 and 443 - TCP (for Web server, HTTP/HTTPS)

In-World Voice Chat

If you want to be able to use voice in-world (speak using the microphone, and hear other people), then you also need to open the ports used by Vivox Voice, which is the third-party voice provider that we use. Vivox uses the following ports:

Ports 12000-17000 - UDP (for voice media, RTP/RTCP)

Ports 5060 and 5062 - UDP (for voice control signals, SIP)

Ports 3478 and 3479 - UDP (to aid in setting up voice with NAT, STUN)