

Academia Electronica in Second Life

Manual for the screens

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Screens to show slides in Second Life

Generally in Second Life there exist many methods of showing presentation. The most used ones include:

1. Texture on the prim.
2. Online content on prim.
3. Hybrid of content and texture on prim (both at the same time).
4. Object with scripts allowing streaming of the content (option 2 with advanced host possibilities).

Option 1 is the most common. There are many ways of showing texture on prim (basic shape, one of its vertices or sides):

- a. Grab, drag and drop texture.
- b. Load textures to the content of the object and use script (this allows to make a queue of textures).
- c. Load texture UUID key directly from inventory (require scripting knowledge).

Option 2 most of the time uses the built-in feature of Second Life "Media on Prim", which allows you to change a particular object's side into a web browser, which allows you to browse online content without running another program.

Minus of that is higher internet connection bandwidth usage for the main application, which may affect time of loading, refreshing content and textures.

That is why more often used practice is option 3, where in Second Life people show mainly static content and all links are pasted into local chat, to let the scholars open those in their own browsers. Current hardware configurations are capable of handling such requirements.

There is also option 4, which is a more advanced screen using streaming service. Most of the time the users get the screen and link to the streaming portal, where they can use screen sharing to show presentation, film, PDF or any other file from their own apps and the image is processed by portal, web browser and/or mobile app.

Such a system is commonly used in VR worlds.

Screens used in Academia Electronica

In Academia Electronica, we currently use three types of screens to show presentations:

1. Standard without media functions - drag and drop texture loaded into Second Life inventory (one time fee for eternal hosting for each file).
2. Standard with enabled web browser (Media on Prim).
3. Multimedia with streaming from user computer capabilities via web portal.

How to know which screen is before me:

1. Come closer to the screen, so the view is not obscured by other objects.
2. Point your mouse cursor on the screen and check what happens:
 - a. Standard screen - cursor remains the same or changes into magnifying glass - screen does not have a border.
 - b. Media on Prim screen - cursor changes into hand with pointing finger, additionally over the screen there might be shown browsing controls - screen does not have a border.
 - c. Streaming screen - cursor changes into hand with pointing finger, - screen has a border stylized as TV.

Important!

Please, as lecturers do not use content that requires separate logging in on Media on Prim screen.

It is due to automatic session confinement for only one object for one login to Second Life. That means, each object which we use, will be treated as another session on another device, which may trigger the security systems of a particular portal and cut your access. In such cases we suggest putting the link on local chat.

Screen without multimedia functions

Screens without multimedia functions are in every Academia Electronica lecture hall. Most times you can see the logo of University and/or Academia Electronica on them.

Using manual:

1. Activate group "Academy Teacher":
 - a. Click on the icon: "People".
 - b. Choose tab: "Groups".
 - c. Right click on the selected group and from the context menu select: "Activate".

If you do not have access to the group ask place management for invites.

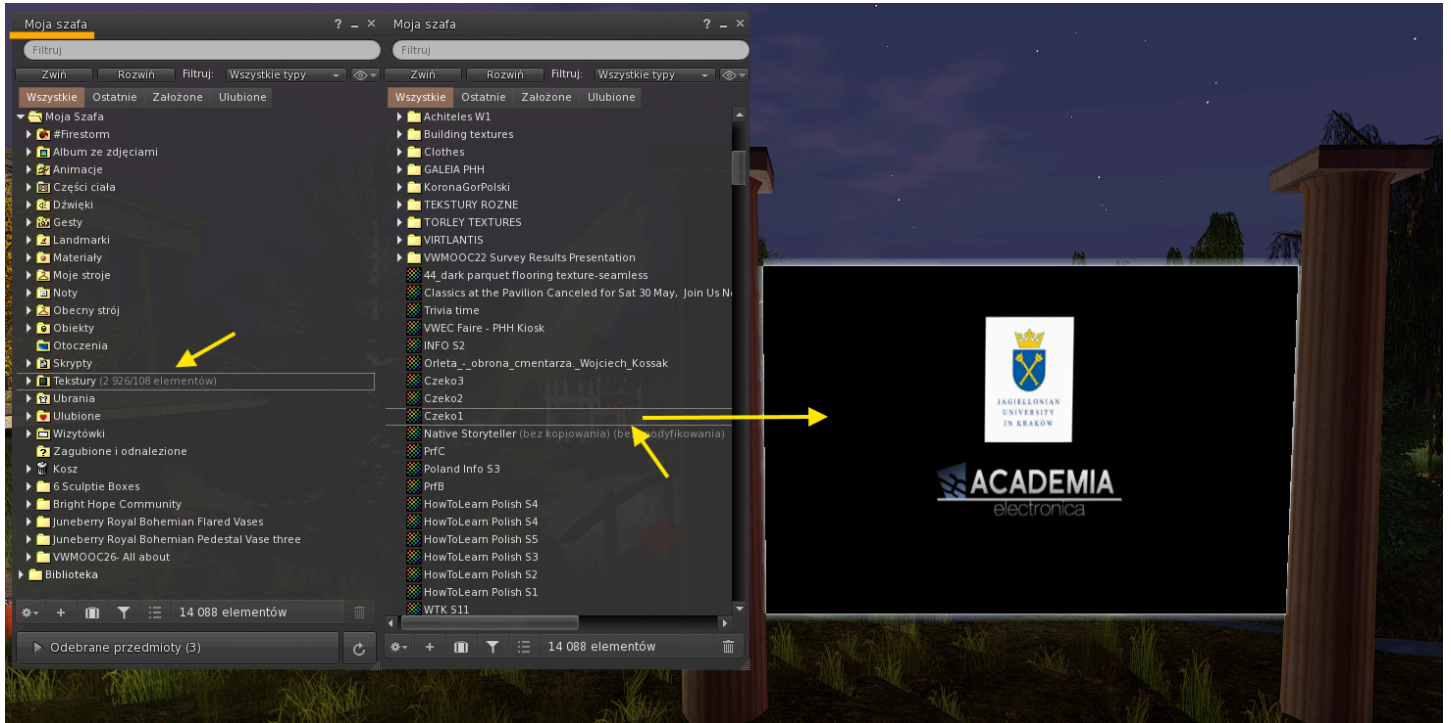
Important!

After accepting the invitation, log out and log in again to Second Life in order to update your set of permissions (it is rarely updated without such a procedure).

Screenshot showing steps 1.a - 1.c:



1. Open your inventory and go to folder textures:
 - a. Stand close to the screen.
 - b. Drag and drop texture on the screen.



Loading slides (graphic files) into Second Life, costs 10 L\$ (Linden Dollars) for each file. Caution, high quality files (2K or higher) will cost 50 L\$ per file. It is recommended to use PNG and/or JPG files generated by presentation programs (these are in basic price).

2. Repeat dragging and dropping textures to the end of presentation.
If you encounter a prevention sign during the process, that means the file was not yet loaded to memory. Try again in a few seconds.

Screen with multimedia texture

This screen does not differ much from a screen without multimedia functions and can be used like that. The only difference is the ability to click on the screen to load multimedia content: web page, youtube or other platform film, online PDF file (up to 8 MB).

ATTENTION!

If you like to use a screen without media texture, alternatively you can put the link on local chat so the scholars can open it elsewhere.

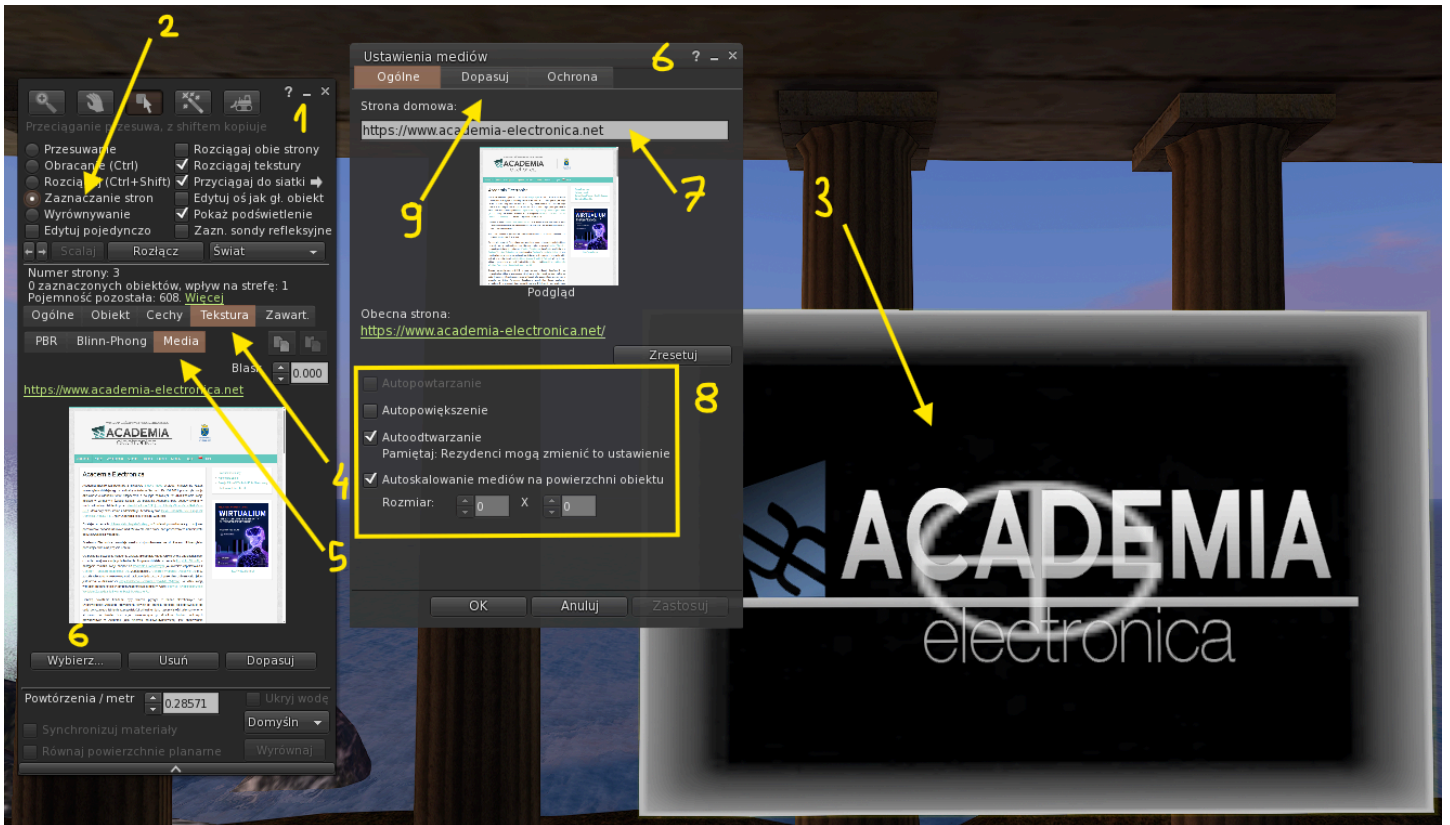
Manual for preparing screen to show online media:

1. Right click on the screen and choose "Edit" from the context menu.
2. In the Edit object window select option: "Side select".
3. Click on the front of the object - only this side will be selected.
4. Select tab: "Texture".
5. Select subtab: "Media".
6. On the bottom of the window click: "Choose..." - a new window will appear.
7. Input URL of web page / youtube - preview will be shown.
8. Set the showing parameters:
 - a. Auto zoom - YES - the view of the person clicking will be centered and zoomed in.
 - b. Auto play - YES (for presentations and PDFs), NO (for films).
 - c. Auto scale - YES - texture will be stretched to the screen size.
9. Set the navigation parameters in tab: "Adjust"
 - a. Controls size
 - i. Standard - Extended address bar of web browser.
 - ii. Small - only icons.
 - b. Navigation and interactivity, also control bar visibility. Recommended settings:
 - i. Owner - both functions enabled.
 - ii. Group Academy Teacher - both functions enabled.
 - iii. Anyone (any other person) - only navigation and interactivity.

Such a setting allows only lecturers to change shown data during presentation / PDF sharing, while the audience can easily scroll the content without the ability to change the link.

10. Close edit windows by clicking Apply then OK.

Below screenshot shows steps 1 - 8 and place of the tab from step 9:



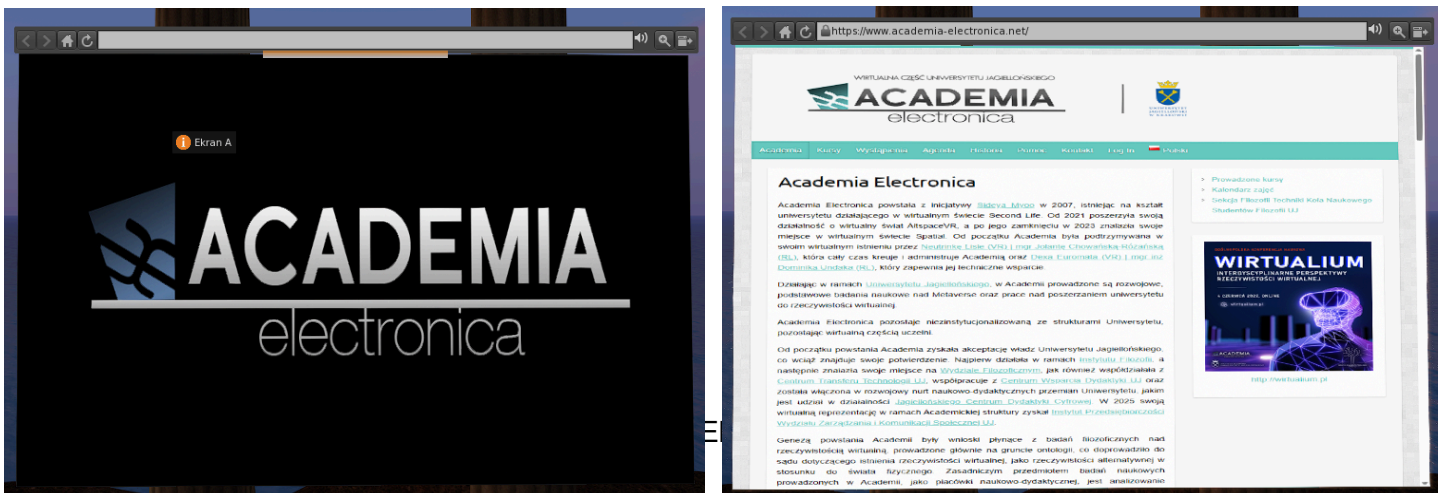
Manual of using multimedia screen:

1. Click on the screen.
2. Wait till Second Life loads the content.
3. Use screen as a normal web browser but without any logins to web portals.

Important!

Automatic play of media is by default disabled (it prevents running multiple screens at once). To see the content, people have to click on the screen each time they land on the parcel (if they switch off the media playing by the pause icon on the top right corner of the SL window).

Below screenshots shows behavior before and after clicking the screen:



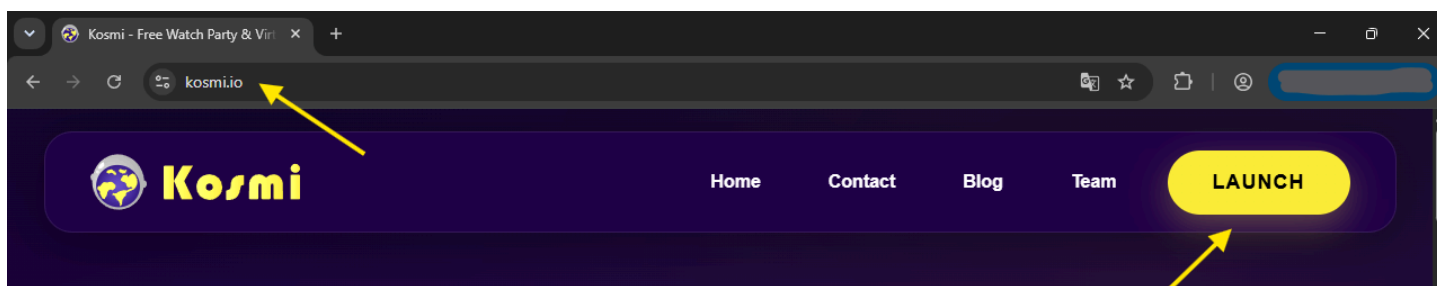
Screen to stream content from desktop

We are using a free solution from the web streaming platform of KOSMI.

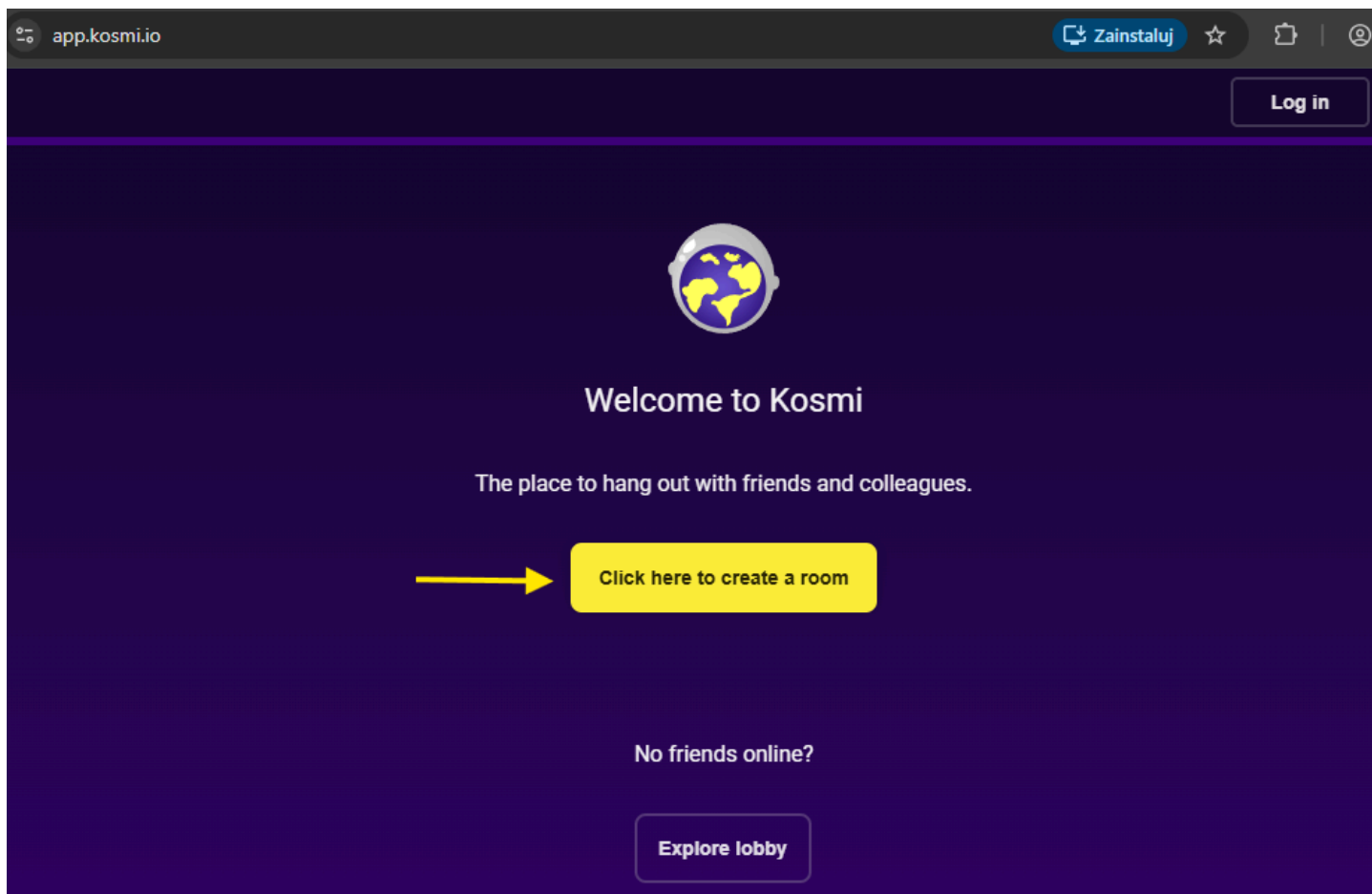
Google Chrome is required for the system to work correctly.

Manual of preparation of the streaming room:

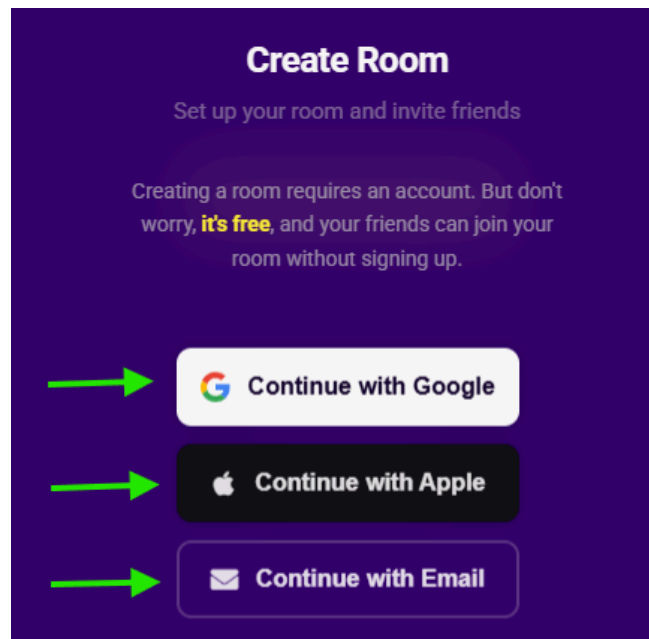
1. Go to platform kosmi.io.
2. Click LAUNCH.



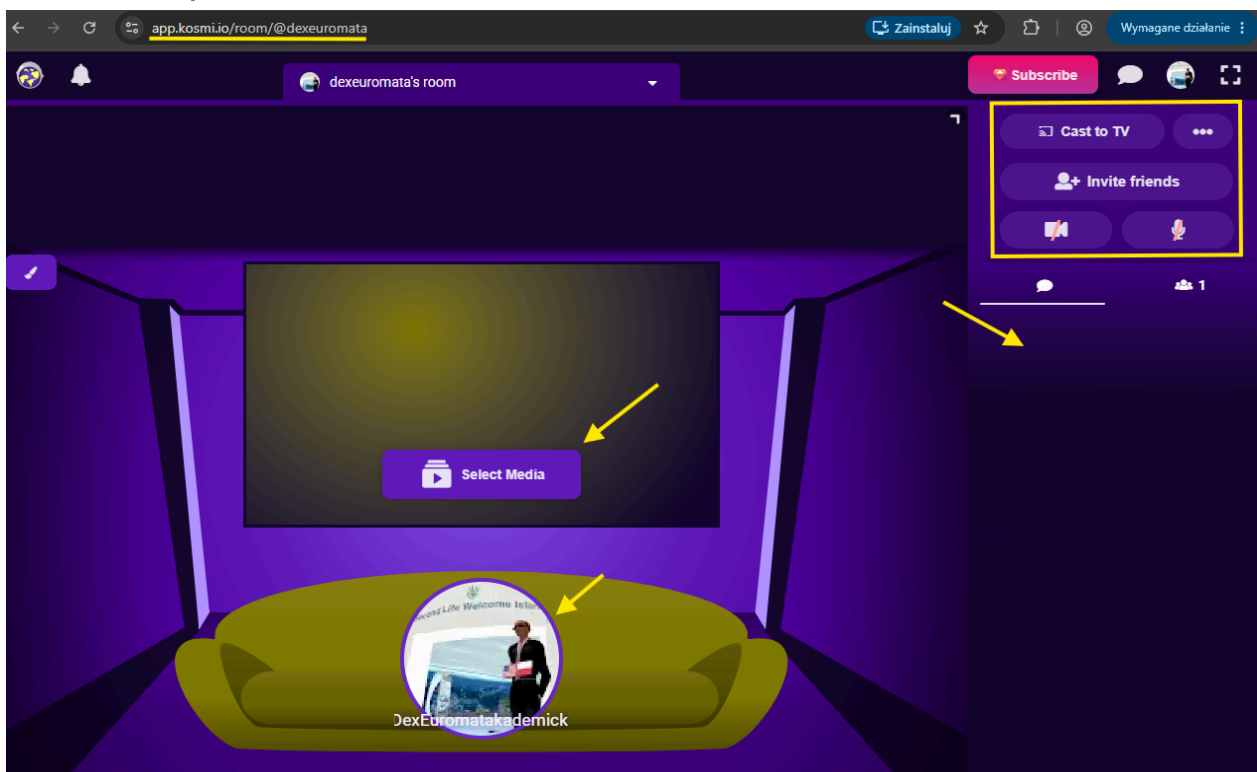
3. To make the streaming room you need an account. You can create one by clicking 'Create Room' or 'Sign Up'. If you already have an account you can go and click 'Log in' button instead.



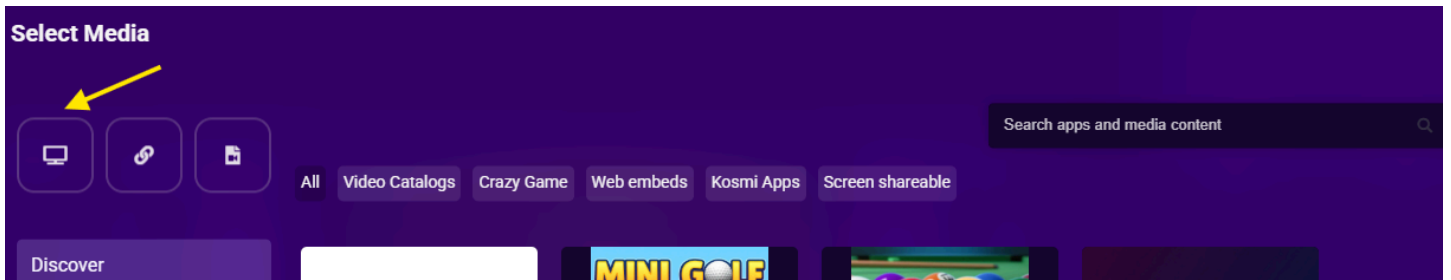
4. You can use your Google or Apple account to create and correlate accounts, or you can also choose e-mail sign up.



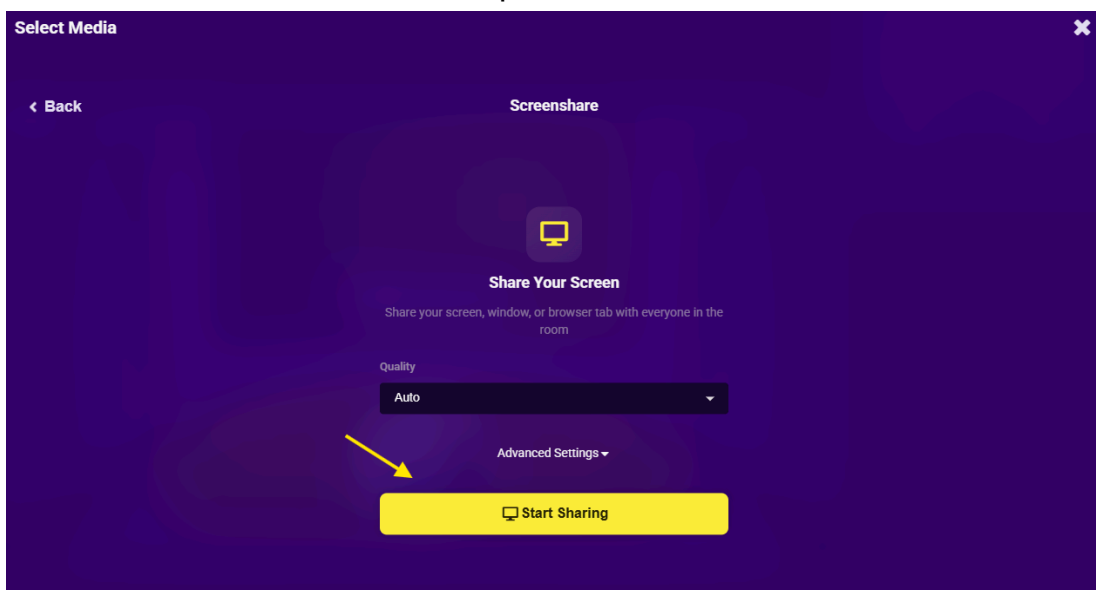
5. After creating an account you will get a view of the room with chat and audience.
- a. There is a possibility the platform will assign an AI agent to the audience - you can ignore it or remove it from the room.
 - b. You will also get room controls - you can share view from camera, sound from your microphone, invite others, cast to TV (if you have smartTV with Wi-Fi).



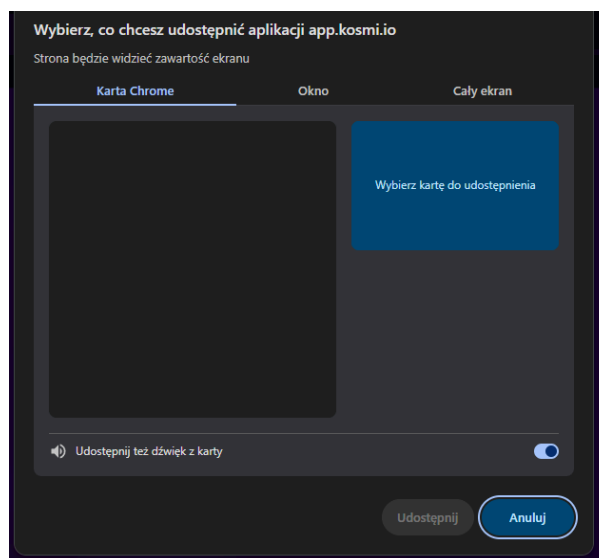
6. Click the button "Select Media" - the applet with streaming platforms will show up for you.
7. Click on the icon "Screenshare" (monitor) at the top left of the applet.



8. Click the "Start Sharing" button. Portal will automatically check your connection speed and start the source choose process.

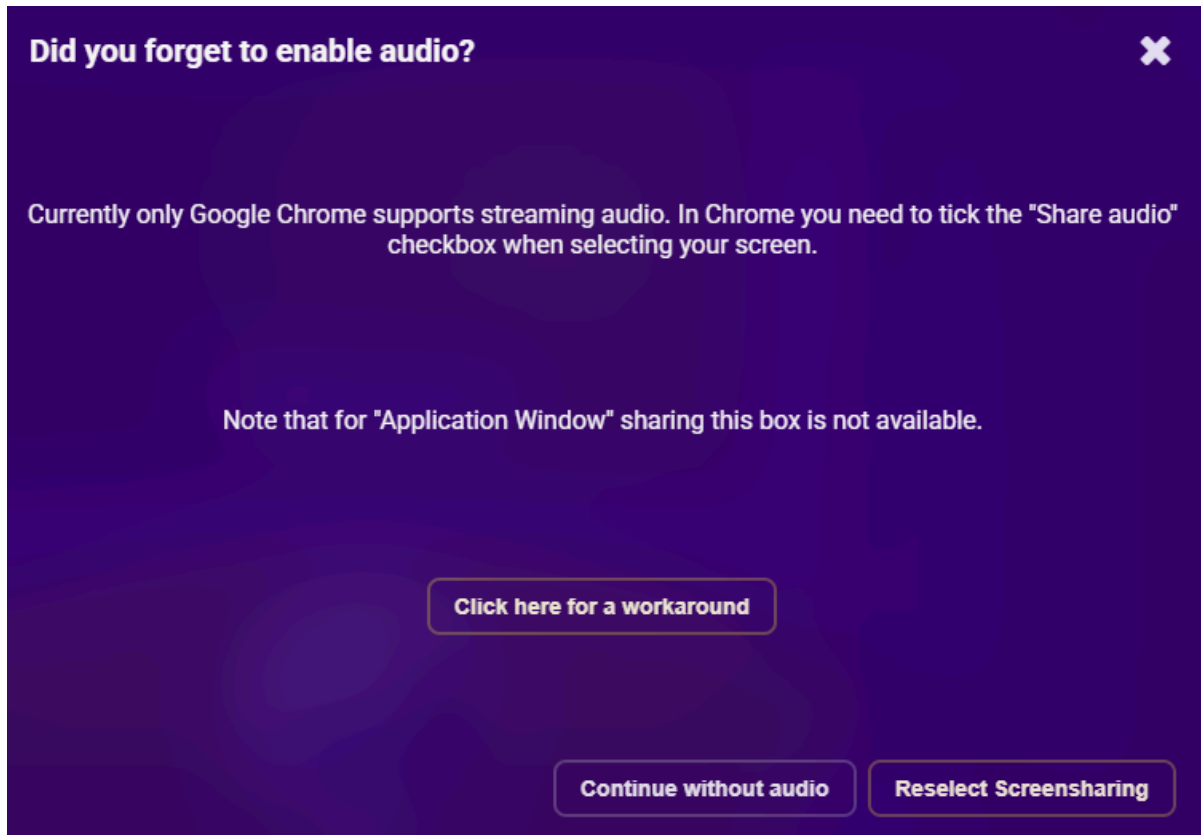


9. Select the source for screenshare:
 - a. Chrome tab - online content
 - b. Window - online or offline content
 - c. Screen - whole monitor view



Important!

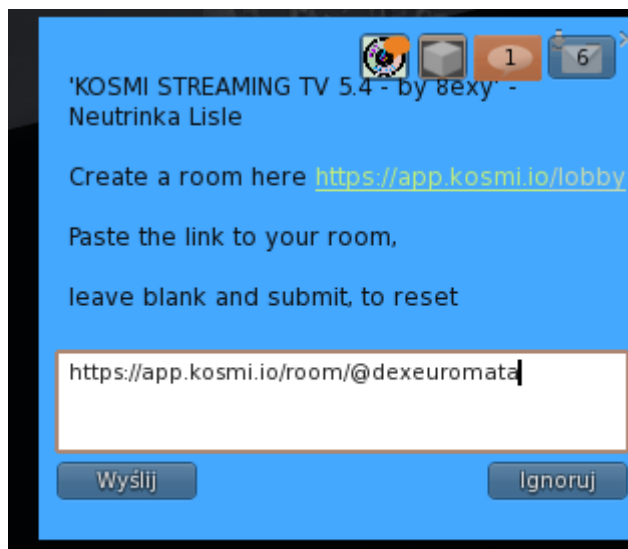
Currently only Google Chrome allows you to share sounds from your computer. Be sure to check that option on the source selection window, otherwise you will be presented with following:



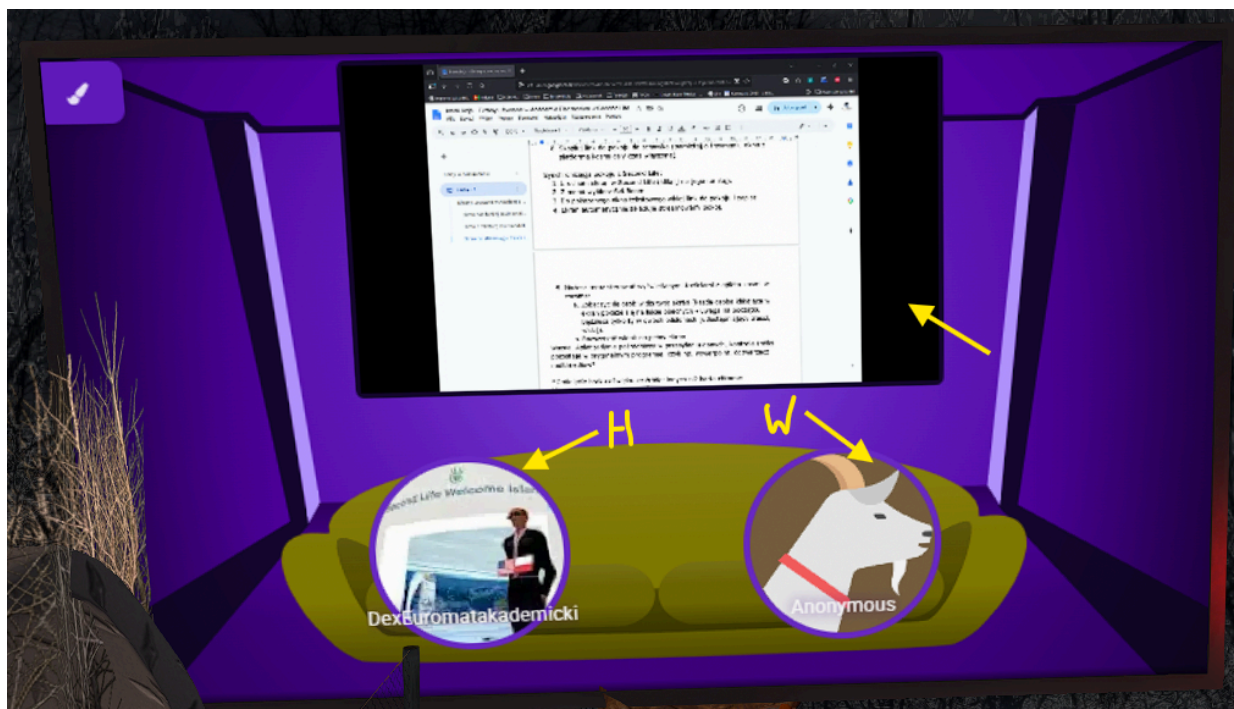
10. If you want to transmit the image without audio, click "Continue without audio".
11. Now your screen will be presented on the one in the room before the coach.
12. Copy the link to the room from the address bar to the clipboard.
13. Go to Second Life and synchronize the screen (manual on next page).

Streaming room synchronization with Second Life:

1. Run the screen in Second Life (click on its border).
2. From the menu select "Set room".
3. To the shown textbox paste the link from clipboard and click "Send".



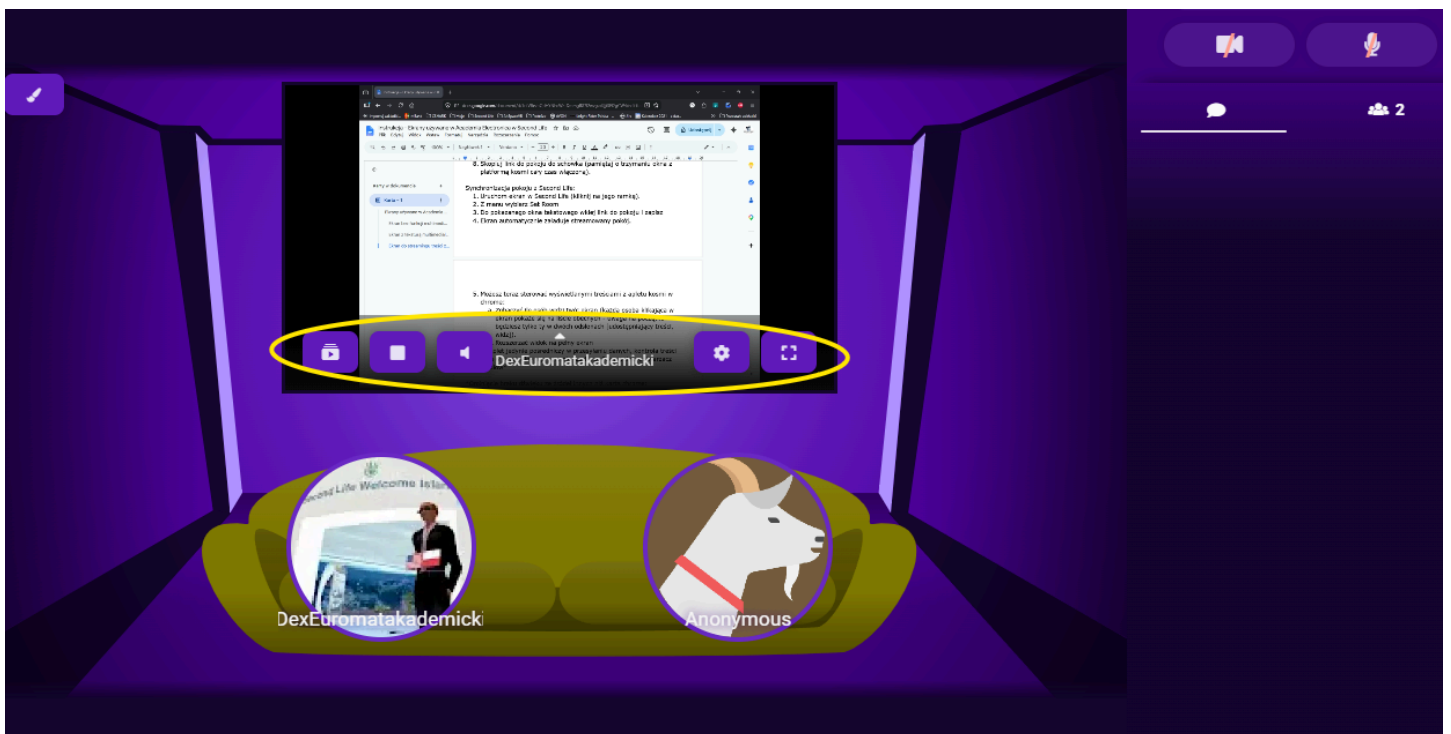
4. The screen will automatically load the streaming room. Notice that on the audience there is another person shown (it is your user from SL as Viewer [letter W on screenshot below]). Each user that clicks now on the screen will be also shown as a newcomer to the audience. If you turn off your media play in SL (preview), your viewer will disappear.



5. Now you can control the streaming content from Kosmi in chrome:
 - a. See how many people see your screen.
 - b. Resize the image to full screen.
 - c. Change the sources.
 - d. Enable microphone.

Important!

If you are using voice chat in Second Life, it is recommended to mute your microphone input in kosmi, as it will produce unwanted reverb (voice will be coming from two channels simultaneously: voice chat and media).



ATTENTION!

In case of a shared lecture hall, we kindly ask lecturers to set the streaming room link each time. It will prevent stressful situations.

Please also remember to stop screenshare in the kosmi applet after the end of the lecture and then log out from it.

