Erasmus+
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2. OpenSimulator Installation

DOWNLOAD

- ✔ To use Opensimulator you just Download OpenSim and extract it in a folder (no installation is required). You can find the latest version here: http://opensimulator.org/wiki/Main_Page
- ✔ We present the steps for configuring and running Opensim for the simpler ‘Standalone’ mode.
- ✔ For Windows operating systems, run ‘OpenSim.exe’ in the ‘bin’ folder. For Linux you have to use ‘mono’ to run it.

sudo mono bin/OpenSim.exe

FIRST REGION

- The first time you run it, it will guide you to configure some parameters (create a first region and a user and configure the system IP and port that clients will connect to).

```
We are now going to ask a couple of questions about your region.

You can press 'enter' without typing anything to use the default

the default is displayed between [ ] brackets.

=======================================

New region name []:
```

FIRST REGION

Initial Region of the World (you can create more later)

- ✔ Region Name
- ✔ Region UUID
- ✔ Location Coordinates [X,Y]:
- ✔ Internal IP address: In most cases you can just press enter and use the default value.
- ✔ Internal Port
- ✔ External Host Name

FIRST REGION

- **Region Name**: A name to identify the region / area
- **Region UUID**: A unique ID for the Region (just can just press enter and it will generate an ID for you).
- **Location Coordinates [X,Y]**: This set of values can adjust the location of the region in relation to other areas. For example, if region A is located at coordinates 1000, 1000 and you create a new region B at 1000, 1001, then region B will be located directly north of region A.

FIRST REGION

- **Internal IP address**: In most cases you can just press enter and use the default value.
- **Internal Port (default 9000)**: The internal port used for communications. If you want others to be able to access your 3D World, you should configure your Firewall or Router to allow TCP and UDP traffic through this port. Each region of the 3D World needs to use a different Port.

FIRST REGION

- **External Host Name:**
  - If you want to only allow connections from machines on your local LAN network then you can use SYSTEMIP (default) or your machines LAN IP address (e.g 192.168.0.1)
  - If you want anyone to be able to connect to your 3D World, you should use the machine's external IP Adress or hostname (e.g. myworld.org)

ESTATE

You also create an ‘Estate’ in which the region will belong to and an owner:

- ✔ Name Of Estate
- ✔ Owner (firstname, lastname, password) This will be an admin user/avatar with advanced permissions inside the 3D World!

CONSOLE

- ✔ The simulation should now be running and waiting for connections! You should have access to a console that displays the status of the simulation. You can now test the simulation by trying to connect to it using a 3D Viewer (e.g Firestorm).
- ✔ The following times you just run it whenever you want to start the 3D World simulation (in the production server you should probably set the application to run automatically when the system starts up).

CONFIGURATION

- ✔ As mentioned above, running the application gives you access to a console window that displays information about the status of the simulation and the communication between services. You can also use this console to run specific commands for various actions like creating and managing users and regions. You can learn more about these commands here: **http://opensimulator.org/wiki/Server_Commands**
- ✔ You can configure various aspects of the simulation by editing some configuration files (you need to restart the simulation for these modifications to apply).

DATABASE

- ✔ By default Opensim is configured to use SQLite for the database. Data are simply stored in files so no configuration is necessary. This is appropriate for a simple local installation.
- ✔ For better performance in the production server it is advised to use MYSQL instead.
- ✔ You just need to create a database and change a configuration file to instruct Opensim to use that database.

DISTRIBUTIONS

- ✔ Finally you can also check the Diva Distribution, a preconfigured hypergrided standalone version of Opensimulator that has many modules already configured, including a web interface that allows users to create their own avatar accounts.