

Creating Account and Connecting in the 3D World

v.1.002/03/2021



ACCOUNT CREATION

You can create an avatar account (Firstname, Lastname, Password) here:

<http://virtualworld.sch.gr:9030/wifi/user/account/>

3D VIEWER INSTALLATION

To connect to the 3D World with that avatar you need 3D Viewer Software such as Firestorm or Kokua. We recommend using Firestorm. You can download the version for OpenSim here:

<https://www.firestormviewer.org/os-operating-system/>

Select your Operating System and download the suitable version.

firestormviewer.org/os-operating-system/

Current version for Open Simulator: 6.4.13 (63251)



FOR OPENSIM USE.

SL Users: IF YOU ONLY USE SL, not OpenSim, do not download this for use in Second Life.

[CLICK for our SL Version](#)

OpenSim Users: You can use this version for SL if you want. It does not have support for all SL features, such as Havok physics. Most SL features will operate normally, although you may run into undocumented issues.

Choose your Operating System

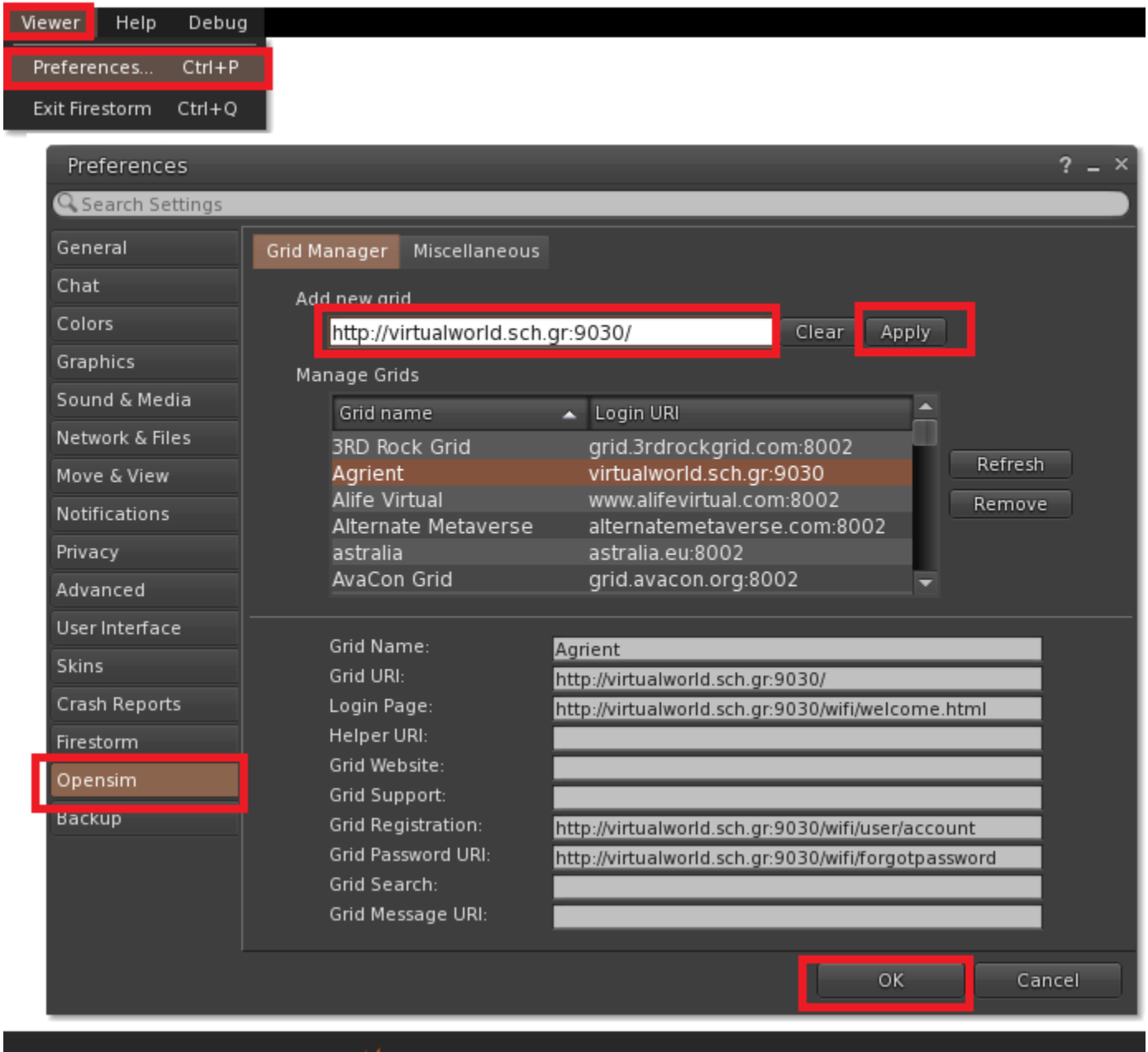


ADD THE AGRIENT 3D WORLD

Once you have downloaded, installed, and opened Firestorm, here are some instructions to connect to the Agrient 3D World:

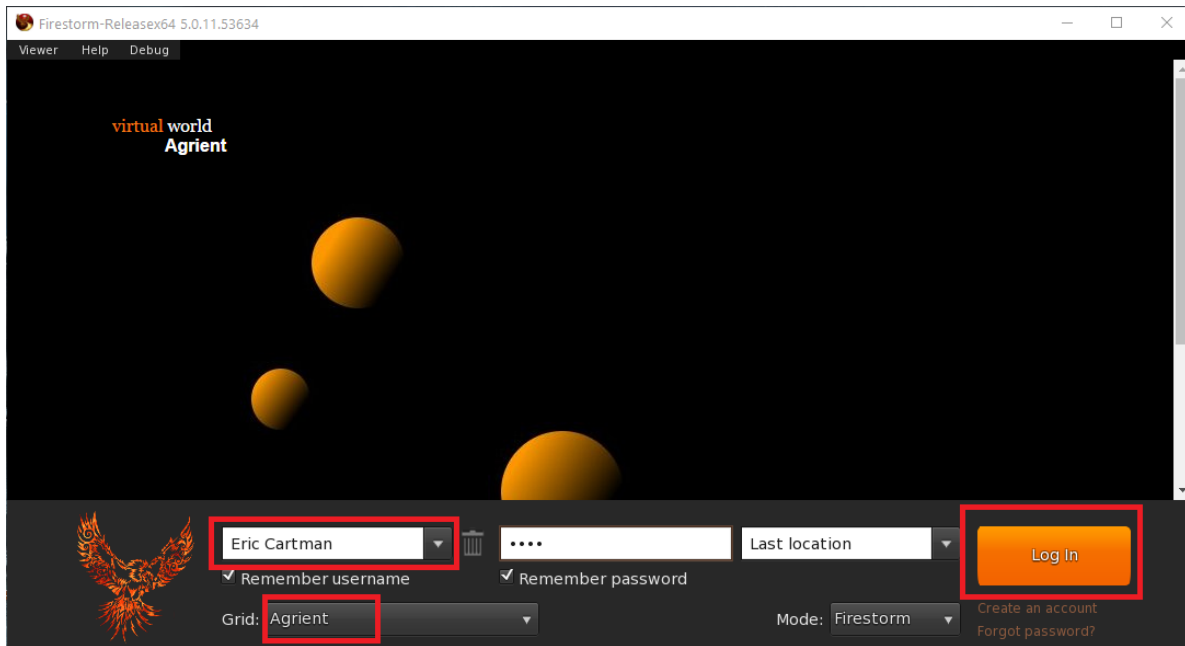
1. Viewer -> Preferences -> OpenSim
2. Add new grid: <http://virtualworld.sch.gr:9030/> then click 'Apply' and 'OK'

Firestorm-Release64 5.0.11.53634

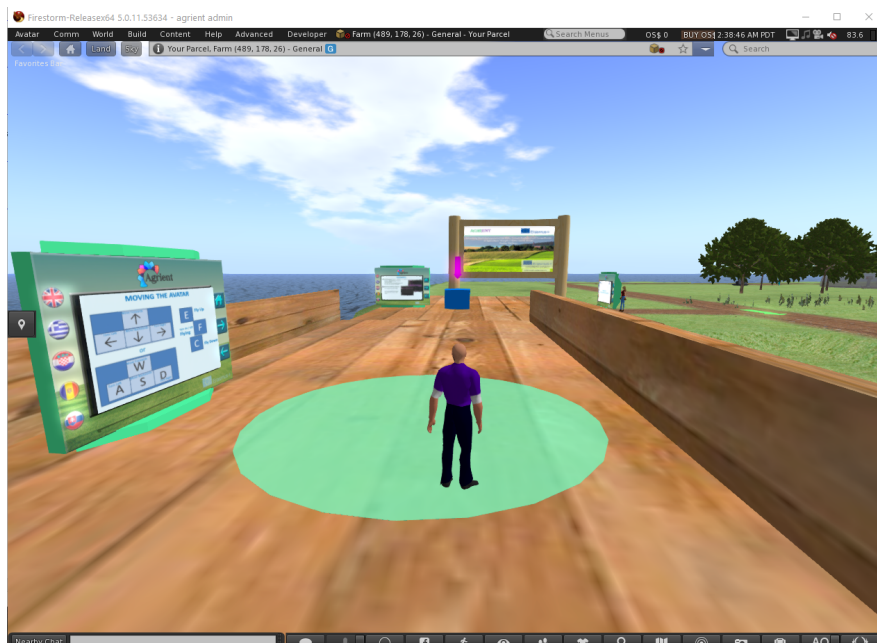


CONNECT TO THE 3D WORLD

Use your username "Firstname Lastname" and password and select "Agrient" grid from the drop down menu. Click 'Log In' to enter.



After connection is made you will be inside the virtual world with your avatar.



There are instruction panels near you that will give you the necessary information to navigate through the World and take part in the learning activities.

- The first Instructions panel will give you the basic controls for moving your character, controlling the camera, customizing your appearance and communicating with other users. You can also study the external links at the end of this document for more details.
- The second Instruction panel will give you the steps to take and equip a **HUD object**. This HUD object is a window that will appear on the top right of your screen during the learning activities, displaying information and dialogue options.

Important: If you do not follow the instructions and have the HUD object equipped you will not be able to interact with characters and learning activities in the World!

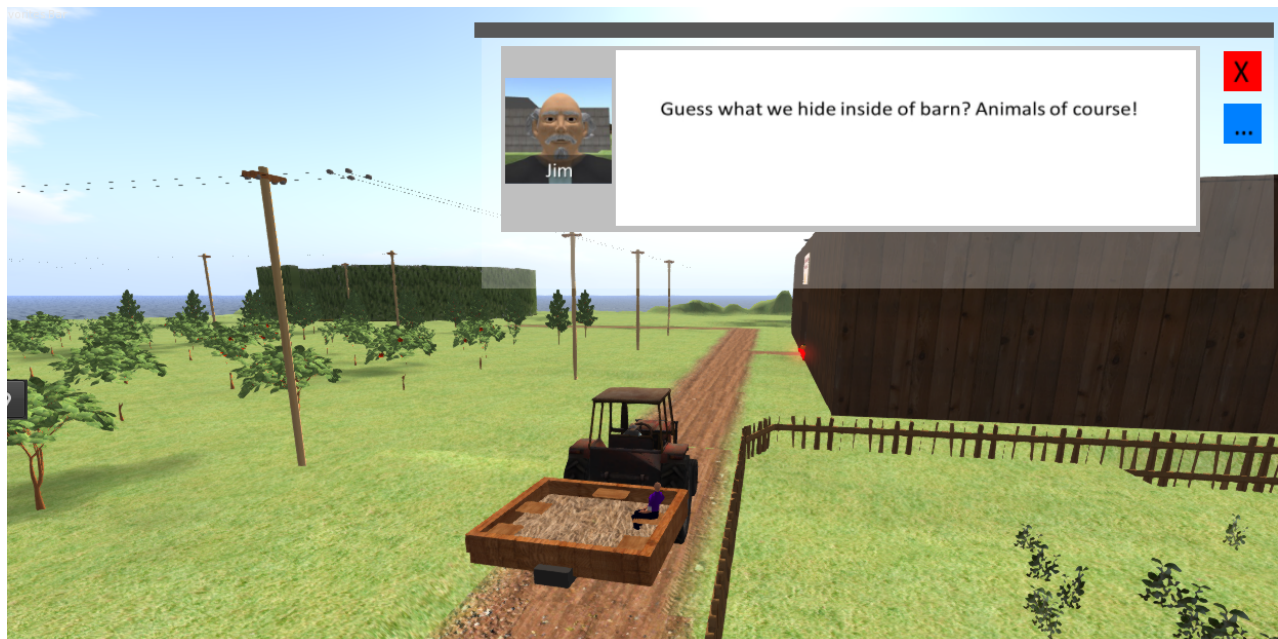


After reading the instructions panels and equipping the HUD object you can start the learning activities.

Mary is the first character you meet. As with all other characters in the World, you can click on them to start the dialogue (they may also start the dialogue when you approach them). Mary will give you an introduction about the farm and the activities. She will point you towards the second character of the game: Jim



You can find Jim next to a tractor, near Mary. Click on him and ask for a ride. Then click on one of the seats on the back of the tractor to sit and enjoy the ride. Jim will stop at various locations and give you some information.



At the end of the ride, you should be back to the beginning. You can now navigate the world on your own. There are various activities and you can complete them in any order you like.

The following is a checklist with the available activities that you can keep track of:

1. Introduction from Mary at the starting area
2. Hayride with Jim
3. Presentation about "Agrotourism Destinations"
4. Presentations about "Agritouristic Products and Services" and "Sustainable agricultural production"
5. The Hunted Barn with information about "Rural Areas" and two activities with the Scarecrow
6. The Corn maze with information about Agroecology from a wise old man.
7. The Business Barn with theory on various Entrepreneurship topics
8. The Office of Deli, with information about Organic Agriculture and a fun Puzzle activity
9. Locate Jordan and help him save The ORGA Village
10. The Apihouse with beekeeper David.
11. Locate John to learn about Smart Agriculture
12. Locate Alan to learn about UAV and their applications in Agriculture and control the Drone using the controls next to him.

Moving and Camera Control

http://wiki.phoenixviewer.com/fs_movement_and_camera

All Keyboard Shortcuts

http://wiki.phoenixviewer.com/keyboard_shortcuts

Chat

http://wiki.phoenixviewer.com/fs_chat

Inventory

http://wiki.phoenixviewer.com/my_inventory_tab

Editing Outfits

http://wiki.phoenixviewer.com/my_outfits_tab

Editing Shapes and Other Body Parts

http://wiki.phoenixviewer.com/fs_edit_body_part

Gestures

http://wiki.phoenixviewer.com/fs_gestures