

User Manual

CRG Distributed Learning System

v3

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User Manual

CRG Distributed Learning System

Created Realities Group, Corp.



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CRG Distributed Learning System

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Chapter

1

Introduction

Introduction

Thank you for your selection of Created Realities Group Distributed Learning Solution (CRG-DLS) running on our VXInteractive™ client. We hope that your interactive educational experience is enjoyable and productive.

If you are new to CRG-DLS or VXInteractive™, we recommend that you read over the first few chapters of this User Guide to familiarize yourself with the installation and basic operations of the software.

What is VXInteractive?

VXInteractive™ is the Created Realities Group interactive vision explorer that allows users to experience “lean-forward” immersive interaction with Internet-based 3D virtual environments, multimedia plugins, and personal communications systems. The VXInteractive™ client currently supports Windows based personal computers (98, W2K, NT, XP, ME) and Macintosh OSX.

The VXInteractive™ client is not a VRML web-based browser plug-in, but a graphics engine based on the OpenGL standard that allows more flexibility and performance.



What is the Created Realities Group Distributed Learning System? (CRG-DLS)

Created Realities Group has developed a contextually accurate software-derived 3D environment that incorporates collaborative groupware and unified communications tools to be used for distance/distributed education. The CRG-DLS provides a single integrated interface capable of delivering both asynchronous and synchronous educational instructional methods.

By combining aspects of Collaborative Groupware, Unified Communications Tools, and real-time 3D environments, CRG creates a unique educational solution for communications over the Internet. Schools throughout the world are seeking a delivery system that can make online learning as effective as face-to-face approaches, since the costs for online learning are so much less and can be delivered to a much wider participant group.

Human Interface Notes

The World

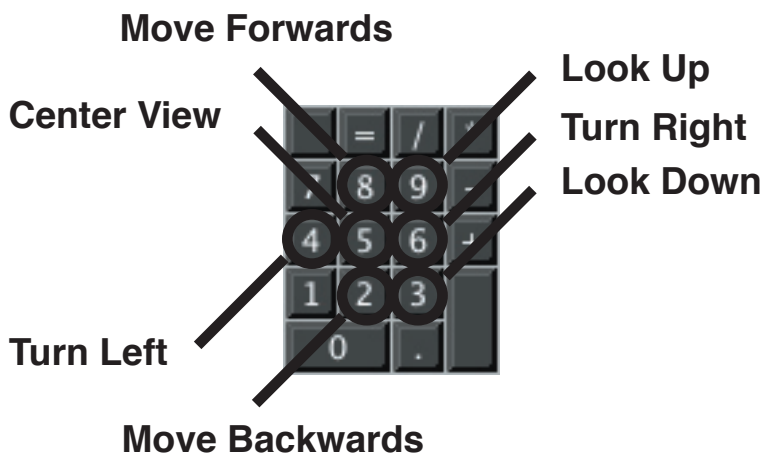
The VXInteractive™ explorer places you into an environment, which is called “The World.” Once placed in the world, you move around, interact with others, and complete tasks to accomplish your goals. The world is a 3D created reality, a kind of *virtual reality*, an electronically-represented ‘place’ that users can visit that is a network-accessible, multi-participant, user-extensible environment. Participants have the appearance of being situated in an artificially-constructed place that also contains other users who are connected at the same time. Each user can browse and manipulate the world from ‘inside’ one of many areas (also called *portals* or *rooms*), seeing those objects that are in the same room and being able to move from room to room. Unlike a web browser, users may interact with other on-line users and with the information presented. This virtual gathering place

has many of the social attributes of real-life. Users can communicate with each other in real time by text-based chat, audio, or by posting messages to each other into shared conference areas. The history of this approach can be traced back to the text only MUDs (Multi-User Dungeon or Multi-User Dimension) of the 1990's and later with the first graphical MUDs.

Navigation

The user navigates through the world by using the keyboard of their personal computer. The default keys for navigation are located on the numeric keypad. The User can adjust these keys in keyboard shortcuts under the client preferences. As an example, to move forward you press and hold the Numeric Key "8". If you also press the Numeric Key "6" at the same time you will move forward and right at the same time. By pressing the various keys at different time you can smoothly move from place to place.

Additionally, a user can use their mouse to look about the world instead of using the Keys "9,4,6,3". When holding the right button down, the mouse allows the user to pan around the world. At the same time the user can press their keys for Forward and Backwards to provide movement while using the mouse to direct movement. Additional navigation means will be available in the future.



Commands

Command are begun with / as the identifier. Currently when you press / you are taken to the Chat window to complete the command line. In the future, command entry will take place in the command menu. Example of commands include

/who

/tell "user name" Chat

F12 (press and hold to talk, release when finished)

/quit

Full commands are included in Chapter 3.

Windows

Users will be presented with 2D windows that overlay on top of the world. These windows allow access to additional information that is not presented in the 3D world. Windows like Chat, Message/Conference Center, Overheads, and others.

Windows can be resized by clicking and dragging the right or bottom sides. Windows can be closed by clicking on the (X) in the upper right corner. Windows can be shrunk by double-clicking on the top bar of the window — called windowshading.

Exiting the Program

When you are ready quit, simply enter the command line **/quit** and press the Return key.

Installing VXInteractive

Basic Installation

Created Realities Group Distance Learning System (CRG DLS) utilizes the VXInteractive™ Client. VXInteractive™ is either supplied on a CD-ROM or as a single executable install. Specific system requirement and installation instructions are described below, and the organization of VXInteractive™ supporting files is described in subsequent sections.

System Requirements

Windows OS:

- 98, ME, W2K, NT, XP
- Pentium® II 400MHz or greater
- 256 MB RAM
- 16 MB OpenGL compliant video card
- 28.8k (or faster) Internet connection
- 10 MB+ hard drive space
- Audio Card that supports Speakers and Microphone

Macintosh:

- OSX 10.3 or later

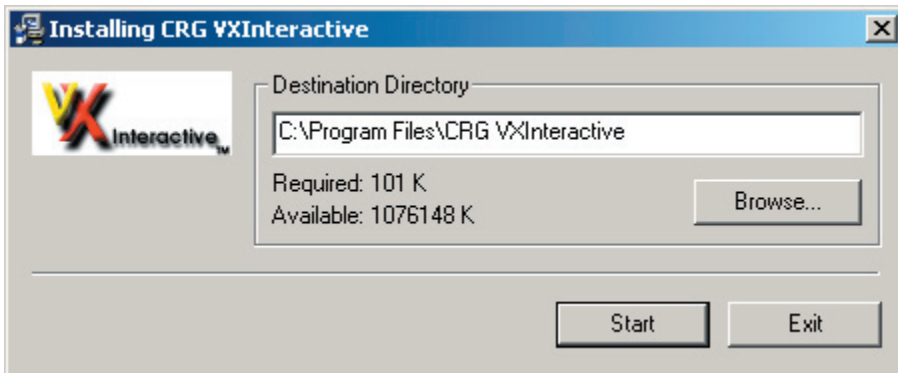
Linux:

- We are planning on a version for Linux.

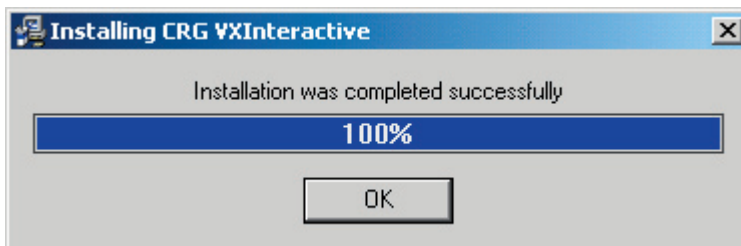
Installing

Windows:

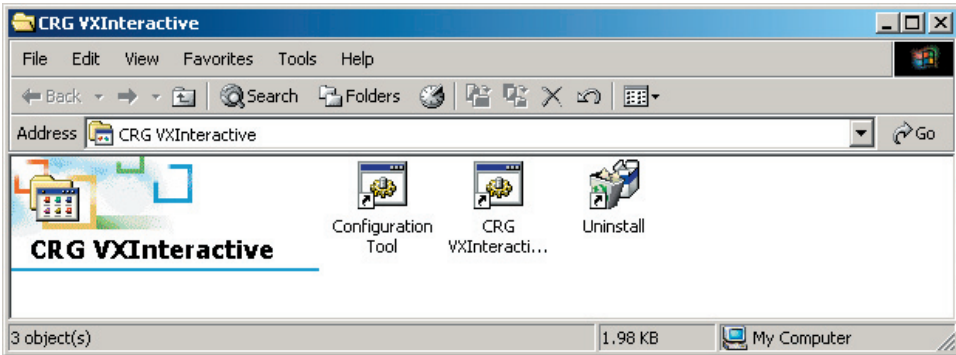
Find the setup program on the install disk/files. When you launch the setup program you will receive the install window. You can change the location of the install. The default is c:\Program Files\CRG VXInteractive. When you are ready press the Start button.



The VXInteractive™ client will be installed.



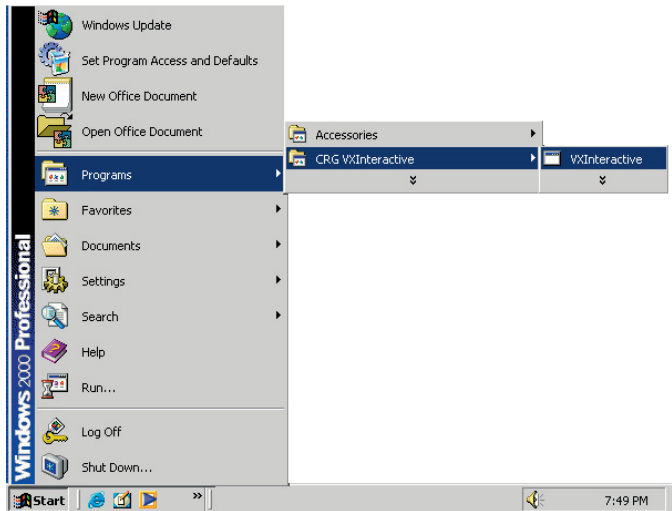
The shortcuts will be displayed in its window.



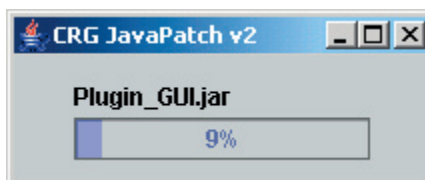
You should now run the Client Configuration Tool. Select the screen resolution used on your computer. *If you do not know what it is, then refer to Appendix B for information on finding it.*



After setting the screen resolution, you are now ready to run the client. You can either double-click on the **CRG VXInteractive v3.0** icon or select it from within the START menu.

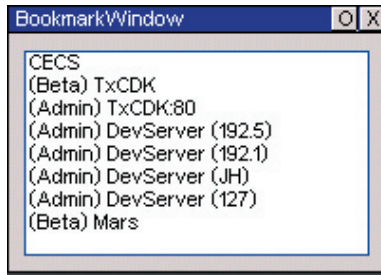


The first window that appears is the VXInteractive updater. It will ensure that you have the latest version of the client. You should see something like the following as it updates. *If the patcher does not launch refer to the troubleshooting section in Appendix A.*

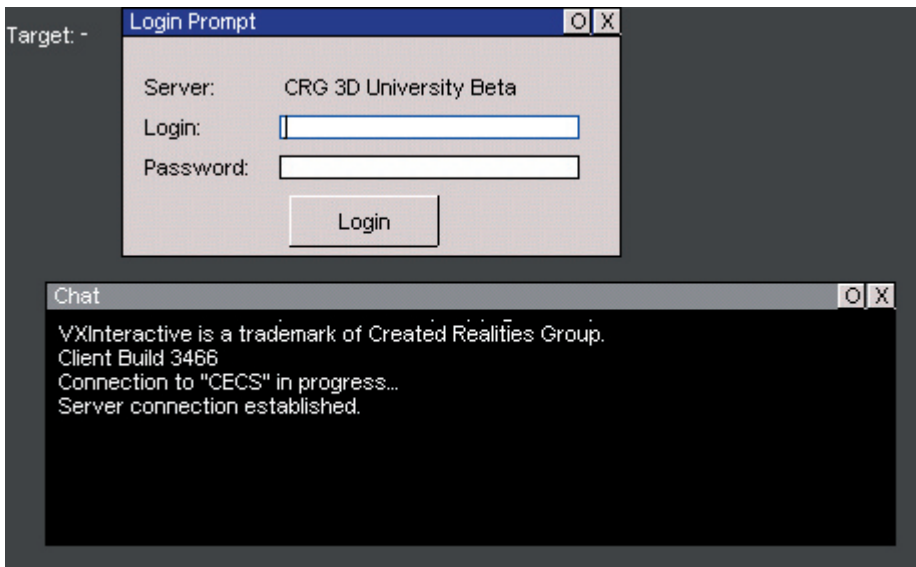


When the patcher is complete, it will launch the CRG VXInteractive™ client. *If the client does not launch refer to the troubleshooting section in Appendix A.*

If you see the following screen, then you are viewing your Bookmarks window. Select the server that you will connect to.



If you have a server selected for auto-connect, then the Login Prompt will appear for the server you have connected to.



If this is your first time connecting to a specific server, there will be a number of files to be downloaded in order for your system to know what the world looks like. The amount of time required to receive the initial set of files will depend on the complexity of the environment and the speed of your Internet connection.

Testing Your Audio

When you are ready to test your audio, there are two simple tests you can use to accomplish this.

1. Press and Hold CTRL-F9 and speak.

You are not hearing your audio locally looped back.

If you do not hear your audio, then *refer to Appendix A on troubleshooting your audio output and microphone input.*

2. Enter the command: `/audioloopback`

This will tell the server to send any audio you transmit back to you via the server. Normally you do not want to listen to what you are saying, since it can be very distracting.

Now, press and hold down the F12 key and speak into your microphone. Speak a few words and release the F12 key when complete. After a short delay, you should hear what you said played back on your headphones or speakers.

If you do not hear audio, then *refer to Appendix A on troubleshooting your audio output and microphone input.*

When you are done, enter the command `/audiolookback` again to turn off the audio looping.

COMMANDS

ARROW KEYS for movement

/who

Returns a list of users on the system.

/tell "player name" MESSAGE

Send a private tell to someone on the system.

/goto PORTAL_NAME

Teleports you to another portal on the system.

/showdebugline

Shows the debug line

F12

Hold down F12 to transmit audio, release when done speaking.

/quit

Exits the program

Return and type information

Pressing Return places you in the input line of the chat window. Enter a message and press enter to send a open say message to anyone in your portal.

Appendix

A Troubleshooting

For full details, visit <http://created-realities.com/help>

Video Issues

No hardware-accelerated graphics card found.

Initial selection screens don't display.

If you have a recent graphics card manufactured after 2001 most likely the problem will be driver related. Commonly found cards that work with our software include the nVidia GeForce series and the ATI RADEON series. It is recommended to download the latest drivers for your graphics card. You may have to search through the manufacturer's web site until you can locate the correct driver.

If you feel uncomfortable with installing hardware drivers, then we recommend you seek assistance from someone who is familiar with the process.

Cannot find a hardware-accelerated mode with this resolution/color depth.

Many video cards still on the market today only do true hardware acceleration in a very specific combination of resolution size and color depth; it may be they can only get hardware acceleration on 800x600 16b, for instance, and simply testing the other resolutions could solve the problem.

The client doesn't support GUI changes to resolution internally. Use the VXConfig program to set the client screen resolution. If you don't know what your screen resolution is, refer to Appendix B.

Audio Issues

For details step to test system audio configuration for windows XP, refer to Appendix C. Windows 2000, 98, ME systems will be available in the future.

Can you play sounds on your system?

Goto START:Settings:Control Panel:Sounds and Multimedia. Select one of the sounds and press the small PLAY button to the left of the Browser button. You should be able to hear sound. If this doesn't work, then you need to troubleshoot your computer to get sound working. Refer to your Windows OS troubleshooting steps. Are your speakers plugged in ? Do you have your audio muted ?

No Transmit Audio?

Check to make sure your mic is plugged into the correct input. You might have a jack in the front and one on the back. Try both. You can select which is in the control panel (see below).

Check to make sure your mic works.

Can you record audio in your system?

For Windows 2000, 98, ME: goto START:Programs:Accessories:Entertainment:Sound Recorder. See if you can record (press the record button and talk into your mic) and then play your audio back. Is your mic turned on ? Plugged in? Do you have more than one input mic port to use ? See Appendix C for Windows XP information.

Multiple Sound Cards in Single Machine

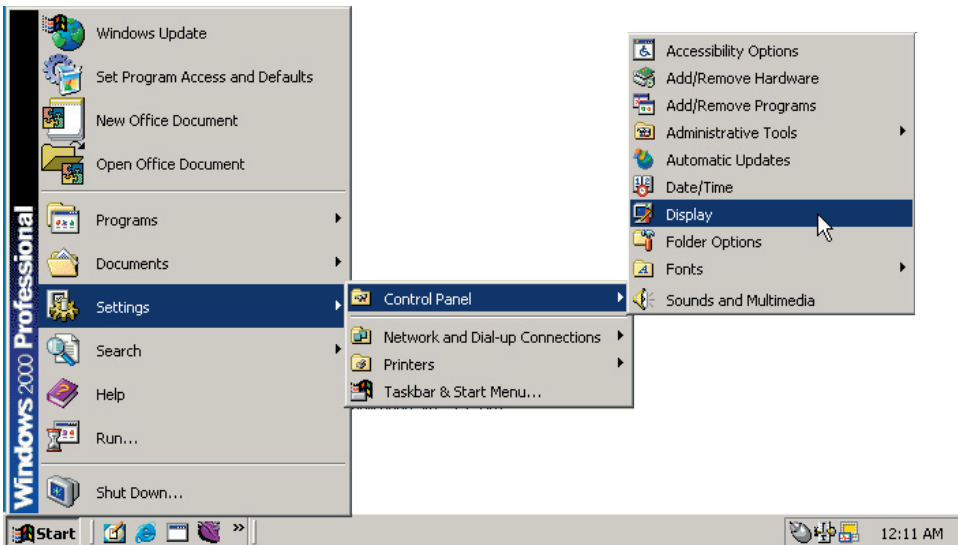
The main problem with multiple sound cards is to be sure you have your mic and speakers plugged into the correct jacks. The CRG VXI client uses the preferred audio / sound settings. If you have more than one audio device, your computer might not have the correct sound card selected as the preferred audio device. Refer to your OS related help files to find out how to select and change your preferred audio / sound settings.

Appendix

B Screen Resolution

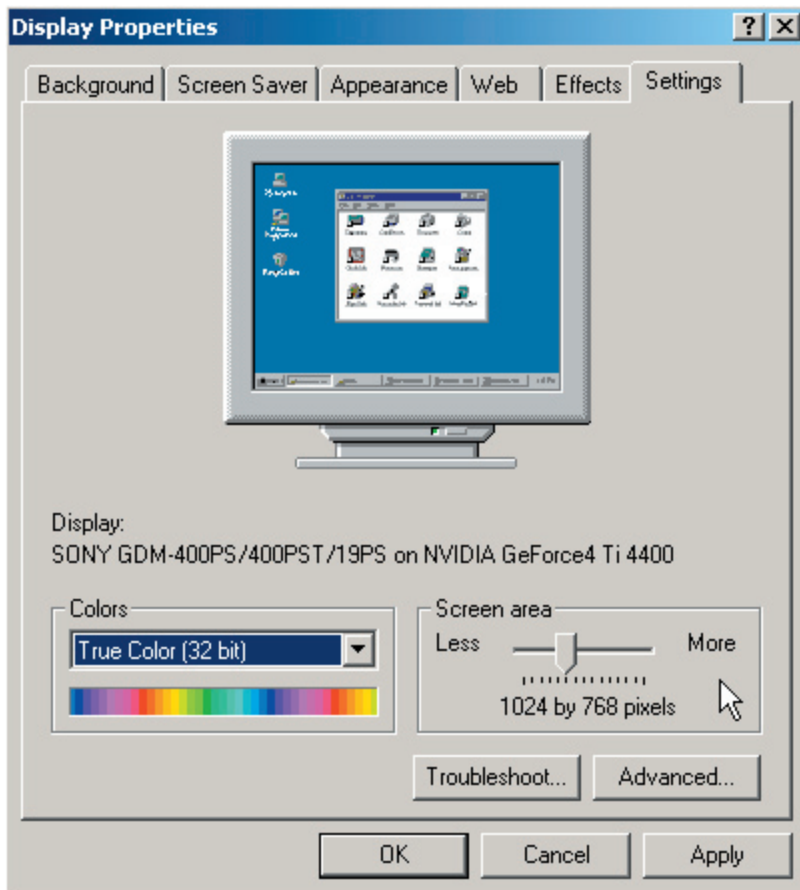
The following steps will work to determine current screen resolution for Windows 2000, 98, and ME. Windows XP should be very similar.

From the START menu, select Control Panel, then Display.



This will bring up the Display Control Panel.

Select the Settings tab (far right) and the screen resolution will appear under the area called "Screen area". In this example, screen resolution is set to 1024x768 and the bitdepth is set to 32.



Close the Display Control Panel.