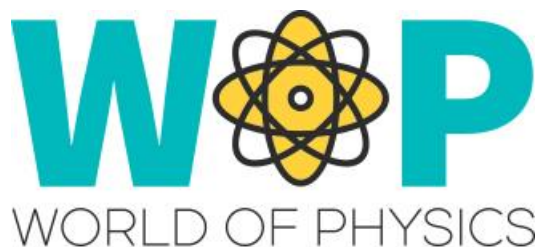




Erasmus+

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TECHNICAL GUIDE

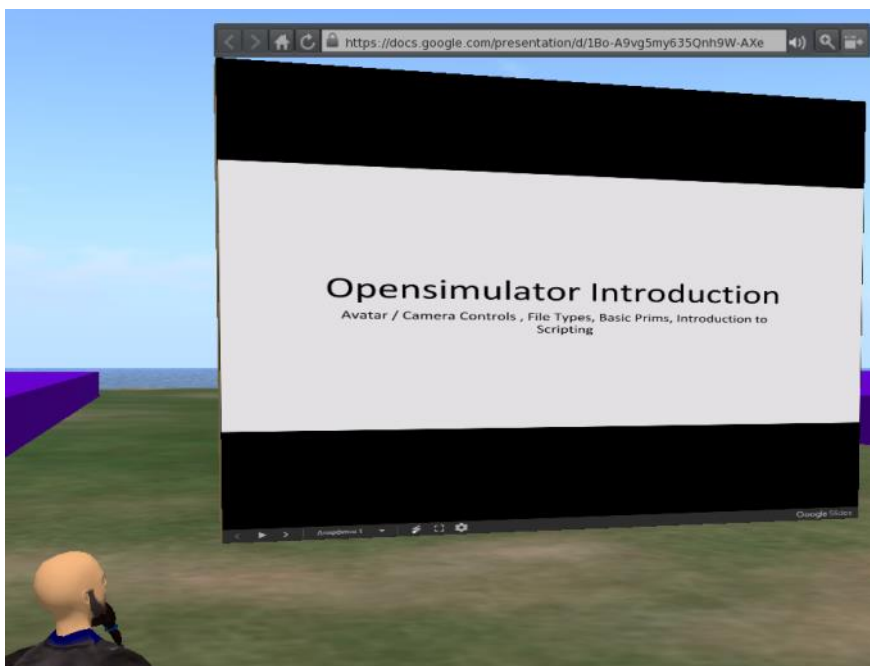
Displaying content from external Websites/Sources

1. Introduction

Displaying websites on panels inside the virtual world is a great way to reuse existing content. Opensim allows displaying html content and the avatars can interact and navigate with them. You can even display videos from a media platform like Youtube or interactive activities using HTML5, Javascript and other web technologies.

You can use this feature (known as Media on a Prim - MOAP) to display some document from Google Drive on a panel. Find the document and share it as 'Public on the Web' in order for the document to be accessible without logging in to Google Drive. Next take the URL of the document in Google drive and change the last part from '/edit' to '/embed'. This way when the page loads it should be in full screen mode! Finally, create a panel in the 3D World and select one of its surfaces ('Select Face') where you want the page to load. Select Media and "

Doing all this is as simple as copying a website's url and using it in an object's menu. You don't have to use scripts unless you want to dynamically change the website that is displayed on a surface.

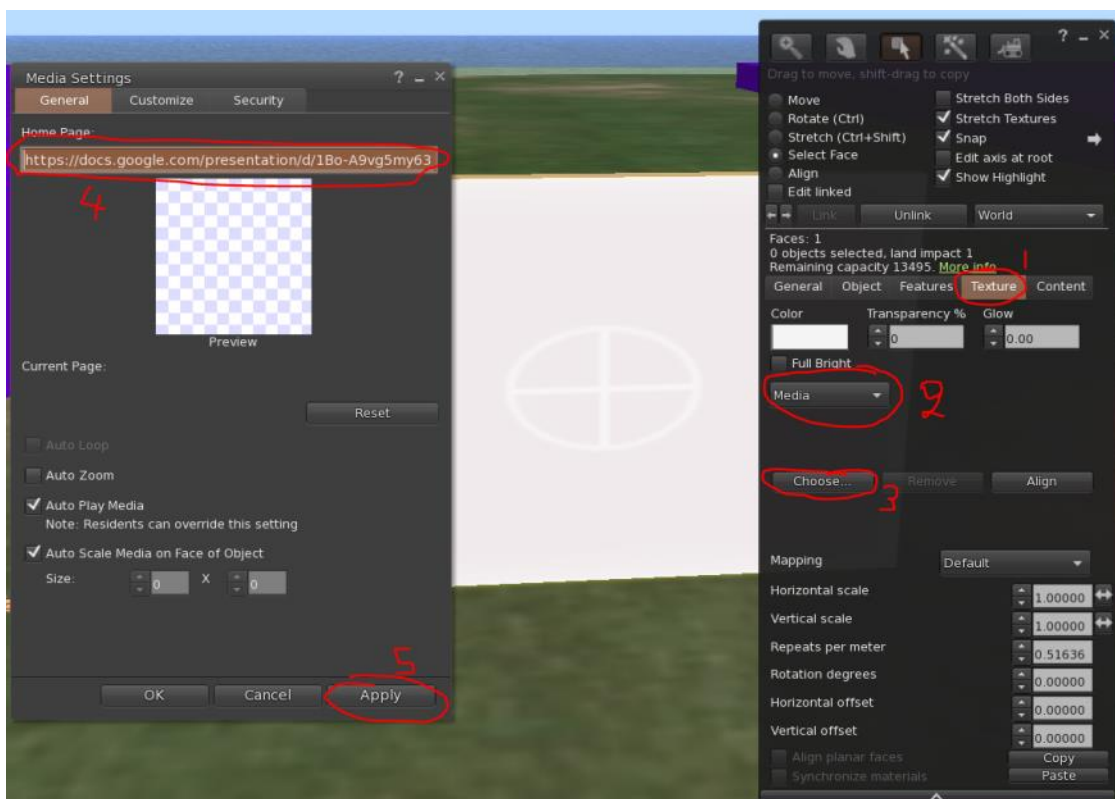


There is also the option to use scripts to fetch data from external sources or even to send data to an external system, through HTTP messages. You could use this

technique to fetch the data regarding the questions and possible answers of a quiz from an external system that has access to a Database. You could also send data regarding the actions of the avatars in the 3D World to external systems and store them in a Database. The possibilities are endless with this approach.

2. Technical Details

To load a webpage on the surface of an object, open the edit Build menu and use the 'Select Face' option to isolate the specific face of the object. Then go to the texture tab, select 'Media' then click Choose and give the URL of the page you want to display!



For the more advanced approach, of using scripts to communicate with external sources through HTTP messages, check the 'IIHTTPRequest' function and the 'http_response' event.

3. References/Links

http://opensimulator.org/wiki/Media_On_A_Prim

<http://wiki.secondlife.com/wiki/LISetPrimMediaParams>

<http://wiki.secondlife.com/wiki/LIHTTPRequest>

http://wiki.secondlife.com/wiki/Http_response