

Solipsis

Installation Guide

1. System configuration

Minimal system configuration

- 1Gb of physical memory
- 250 Mb of free disk space
- Windows® XP or Vista
- DirectX® 9.0 or OpenGL® 2 compatible graphic card with 128Mb memory
- Internet connection

Recommended system configuration

- 2Gb of physical memory
- 250 Mb of free disk space
- Windows® XP or Vista
- DirectX® 9.0 or OpenGL® 2 compatible graphic card with 512Mb memory
- Internet connection

Note for Vista users : During installation on Vista operating systems, you will be prompted about execution authorization if your User Account Control (UAC) is enabled. You must acquire the administrator rights and authorize Solipsis setup program to install it.

2. Installation

CD/DVD installation : Insert the disk

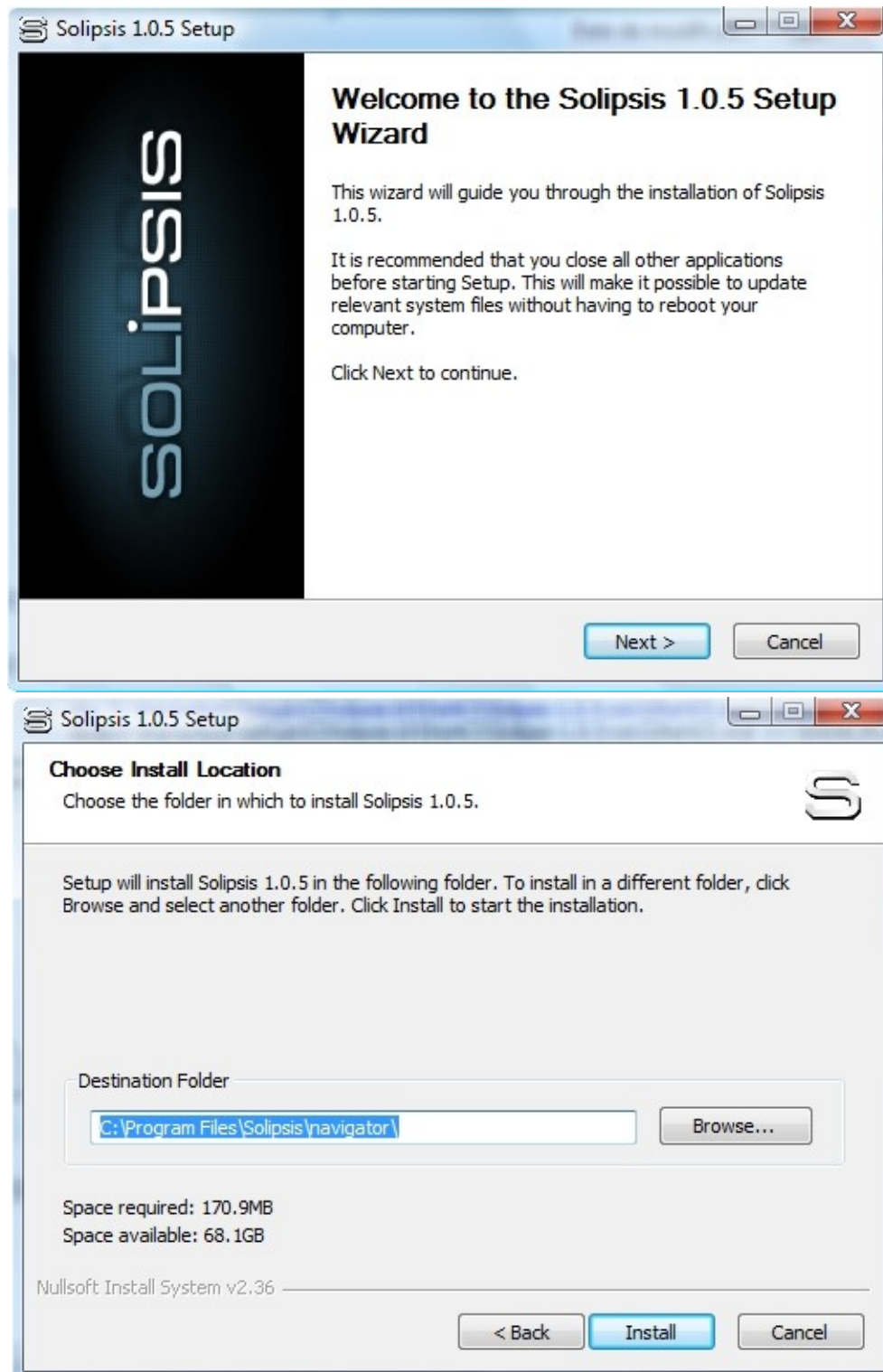
Network installation :

1/ Open the Windows® explorer

2/ Reach the installation directory

Run the Setup program Solipsis-x.y.z-win32.exe

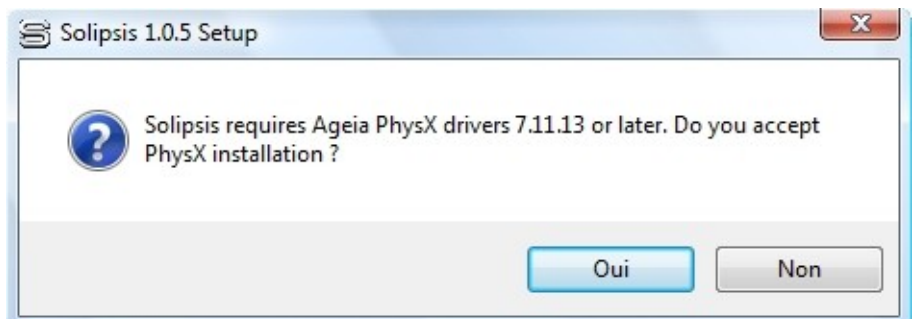
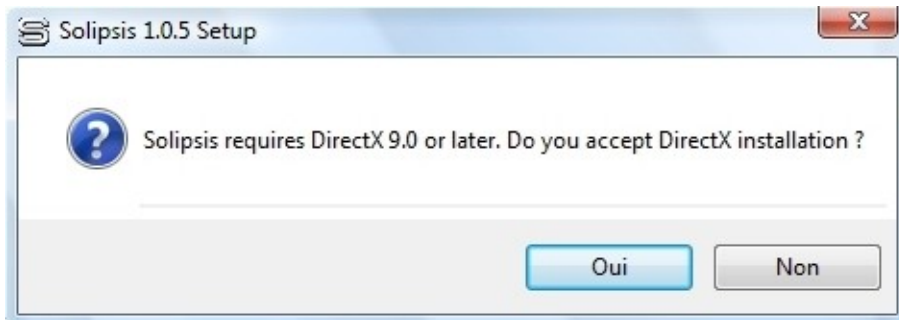
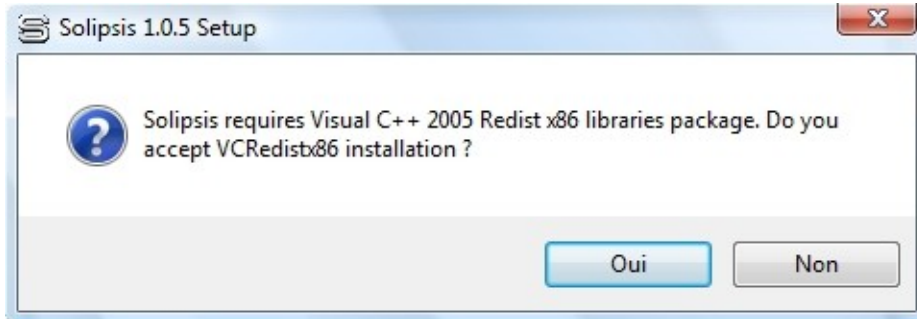
Follow instructions

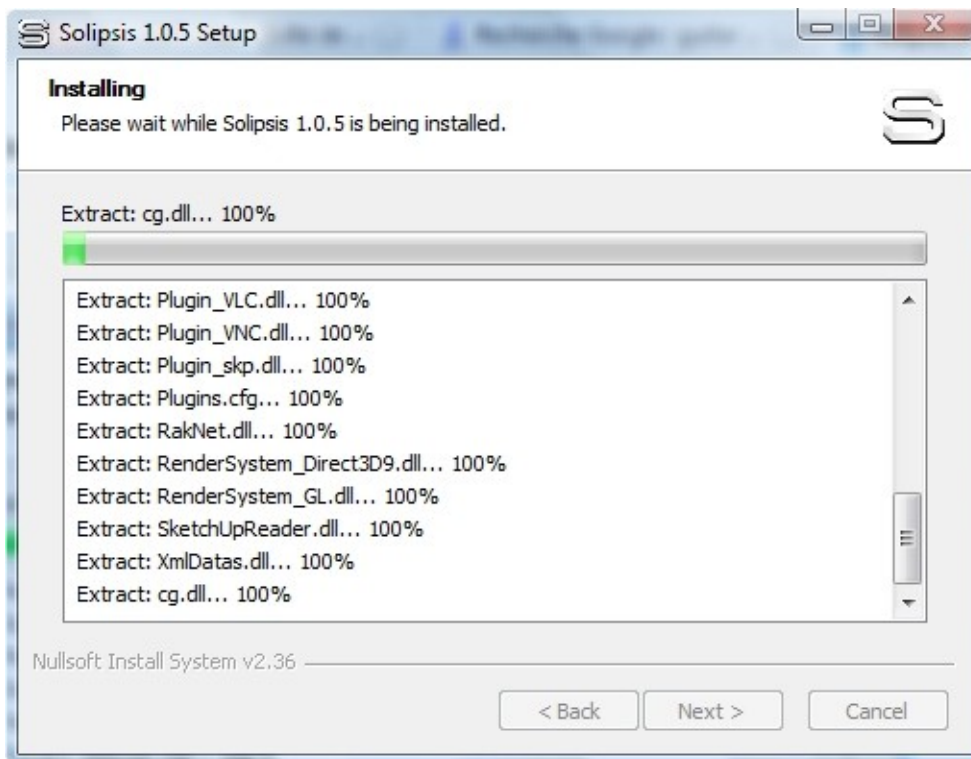


During installation you will be prompted to install required third-parties components :

- Ms Visual C++ redistributable
- Python
- DirectX
- Ageia PhysX packages

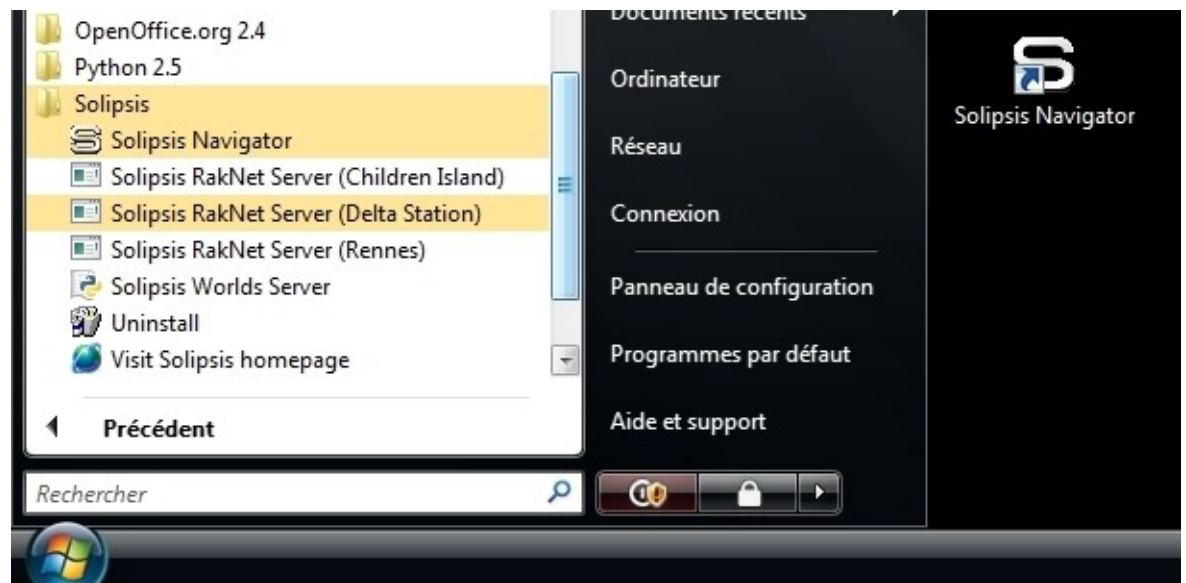
Install them if they are not yet present on your computer.





3. Applications launch

Start menu and Desktop icons



Navigator is the front-end. You will use it to navigate into Solipsis worlds.

RakNet Servers are, for instance, main site nodes describing different worlds.

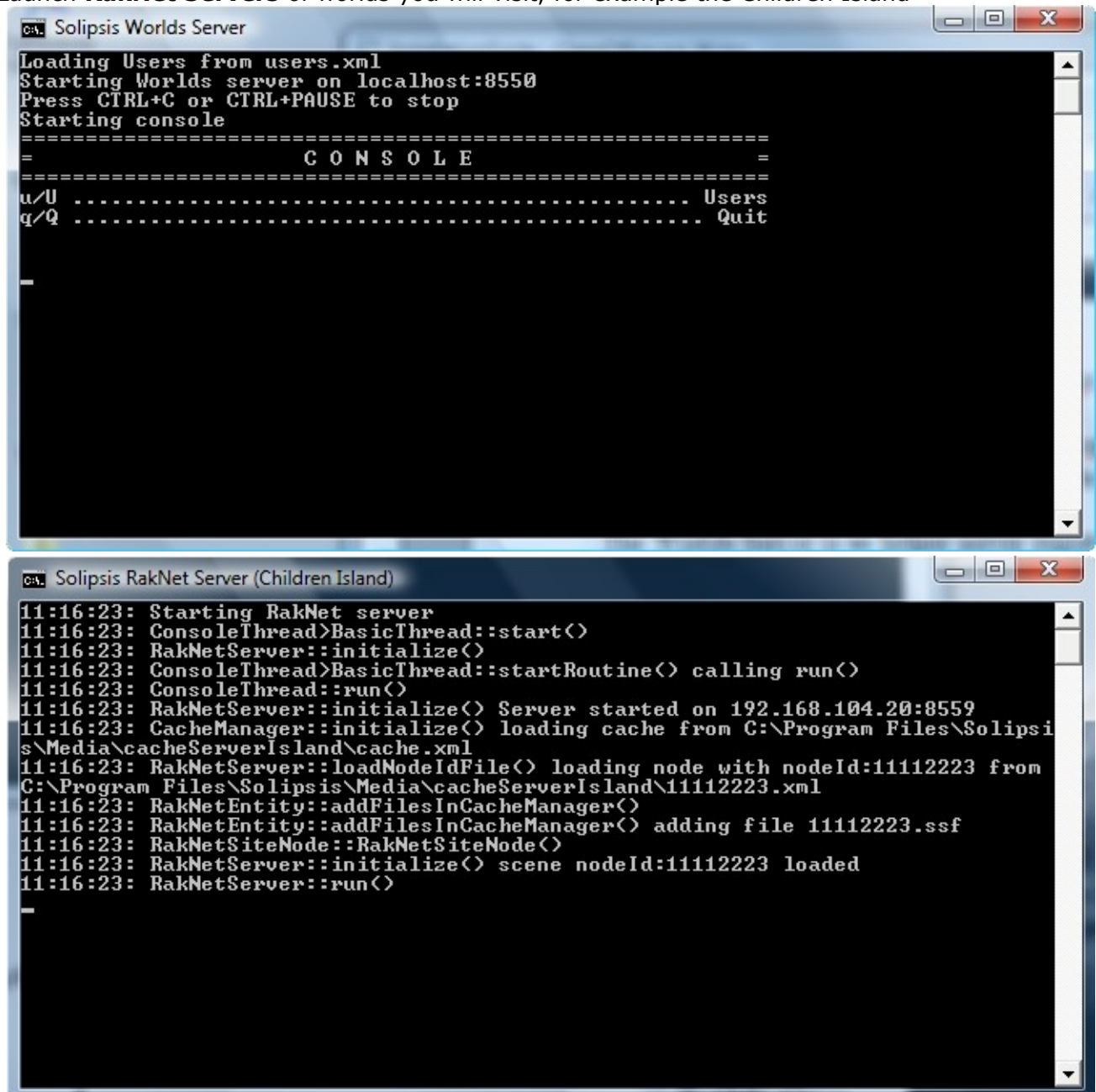
By default, 3 worlds are available : the Children Island, the Delta Station and the city of Rennes.

The **Worlds Server** is an helper server which registers known Solipsis worlds managed by their respective RakNet Servers.

You may want to serve worlds yourself, see the specific note **A** below, or to connect to existing worlds on other servers then go directly to note **B**.

A. If you want to serve worlds yourself

- 1/ Launch the **Worlds Server**
- 2/ Launch **RakNet Servers** of worlds you will visit, for example the Children Island



The image shows two separate command-line windows. The top window, titled 'Solipsis Worlds Server', displays the process of starting a worlds server on localhost:8550. It includes instructions to press CTRL+C or CTRL+PAUSE to stop and shows a console menu with options 'u/U' for Users and 'q/Q' for Quit. The bottom window, titled 'Solipsis RakNet Server (Children Island)', shows a detailed log of the RakNet server initialization. It includes timestamps (11:16:23) and shows the server starting on IP 192.168.104.20:8559, loading a cache from a specific path, and loading a node with ID 11112223.

```
C:\> Solipsis Worlds Server

Loading Users from users.xml
Starting Worlds server on localhost:8550
Press CTRL+C or CTRL+PAUSE to stop
Starting console
=====
=                               C O N S O L E                               =
=====
u/U ..... Users
q/Q ..... Quit

-

C:\> Solipsis RakNet Server (Children Island)

11:16:23: Starting RakNet server
11:16:23: ConsoleThread>BasicThread::start()
11:16:23: RakNetServer::initialize()
11:16:23: ConsoleThread>BasicThread::startRoutine() calling run()
11:16:23: ConsoleThread::run()
11:16:23: RakNetServer::initialize() Server started on 192.168.104.20:8559
11:16:23: CacheManager::initialize() loading cache from C:\Program Files\Solipsis\Media\cacheServerIsland\cache.xml
11:16:23: RakNetServer::loadNodeIdFile() loading node with nodeId:11112223 from C:\Program Files\Solipsis\Media\cacheServerIsland\11112223.xml
11:16:23: RakNetEntity::addFilesInCacheManager()
11:16:23: RakNetEntity::addFilesInCacheManager() adding file 11112223.ssf
11:16:23: RakNetSiteNode::RakNetSiteNode()
11:16:23: RakNetServer::initialize() scene nodeId:11112223 loaded
11:16:23: RakNetServer::run()

-
```

- 3/ In the **Navigator** options panel, change the **Worlds Server** address to point to your own **Worlds Server**.

B. Connect to worlds

1/ Launch the Navigator

On first launch you have to choose your rendering configuration, Direct3D9 is the most commonly used, choose it if you are not an advanced user



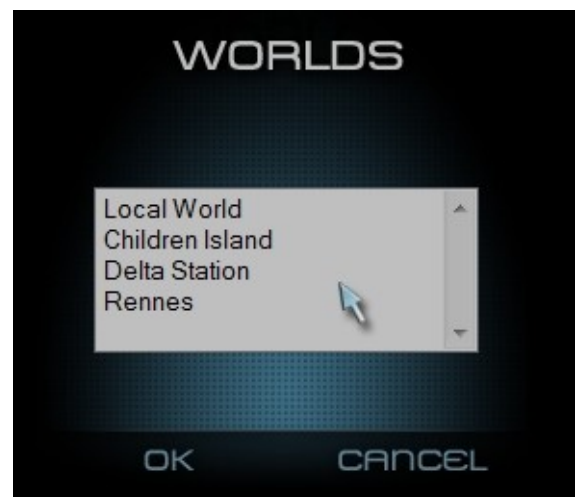
2/ Press **Ok** to reach the login panel

B.1/ How to choose the world you want

- 1/ You are on the login panel
- 2/ Click on the **World** button



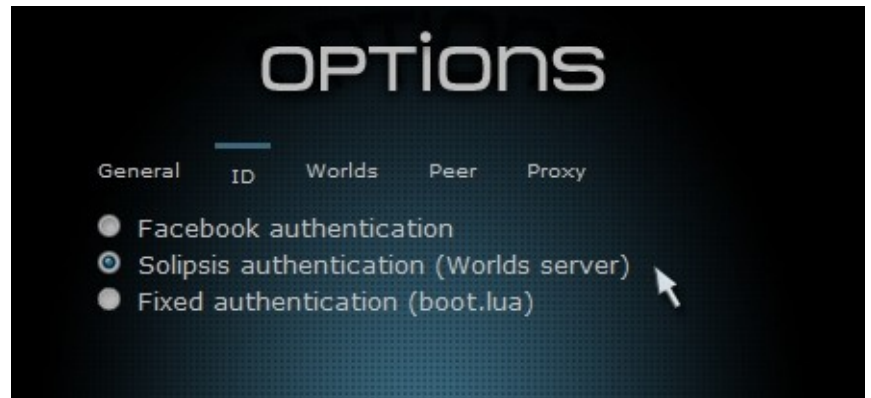
- 3/ Select the world



- 4/ Press **Ok** to return to the login panel

B.2/ How to log in

- 1/ You are on the login panel
- 2/ Click on **Options** to reach the Options panel to choose the authentication type
By default the Worlds Server will give you 1 unique identifier according to your login/password



Note for Facebook users : you can choose to use your Facebook account, then you will be redirected on the Facebook authentication page on your external web browser to log on the Solipsis external application.

- 3/ Press **Ok** to return to the login panel
- 4/ Enter your login/password (choose a password if you are a new user)
- 5/ Press **Connect**
- 6/ If the authentication process succeeded you directly enter into the world.

