

SETTING UP

LIQUID GALAXY

Quick Start

Setting up a 2-machine Liquid Galaxy is easy if you have a little networking skill.

1. Install Google Earth

- Start by downloading and installing the most recent release of Google Earth from the [Download page](#).
- Make sure it works by itself on both computers. Then exit out of Earth while you set up the drivers.ini.

2. Make sure the computers can reach each other

- Liquid Galaxy works by having a single "master" machine send view synchronization messages over a network to "slave" machines. The messages tell the slaves where the master is in the world and where it's looking.
- Find the IP addresses of the two computers you want to use. Here's a page with [instructions on finding a computer's IP address for various operating systems](#).
- For example, in Linux, you can find a computer's IP address using the `ifconfig` command:

3. Set up drivers.ini

- Next, we'll turn on the View Synchronization feature in the `drivers.ini`. You'll find it in the folder where Google Earth was installed. Remember to exit out of Google Earth before you start editing, and **save a backup copy of drivers.ini before you start editing**.
- In Linux, the default location is `/opt/google-earth` (Or `/opt/google/earth/free`) if you installed as root, or `$HOME/google-earth` if you installed as yourself.
- On a Macintosh, the file should be in `/Applications/Google Earth.app/Contents/MacOS/drivers.ini`
- Edit the file `drivers.ini` on the master computer. In the first stanza, between `SETTINGS {` and `}`, insert the following lines:

```
; ViewSync settings
ViewSync/send = true
ViewSync/receive = false

; If send == true, sets the IP where the datagrams are sent
; Can be a broadcast address
ViewSync/hostname = SLAVE_IP_GOES_HERE
ViewSync/port = 21567

; For video caves, we typically want the slave screens to look to the
; left or right (yawOffset) of where the master is looking
ViewSync/yawOffset = 0
ViewSync/pitchOffset = 0.0
ViewSync/rollOffset = 0.0
ViewSync/horizFov = 36.5
```

Make sure to replace "SLAVE_IP_GOES_HERE" with the slave's IP address.

Now edit `drivers.ini` on the slave. Insert the same text, but change `ViewSync/send = true` to `false`, and `ViewSync/receive = false` to `true`. Comment out the `ViewSync/hostname` line by putting a `;` in front of it, or just delete that line.

4. Try it!

Cross your fingers for luck and start Google Earth on both computers. Use the master to go somewhere and the slave should follow along. Success!