## **RealVNC Instructions**



RealVNC has been built out as a plugin using the LLmedia plugin API. The following document describes how to setup and use the Plugin.

## **Setup**

There are three main files that are needed to run RealVNC in Second Life:

- 1. **media\_plugin\_vnc.dll**. This file needs to be copied into the llplugin folder (this will be found in c:\Program Files\SecondLife\llplugin\ folder (Secondlife may be Snowglobe if using the snowglobe branch) of the Second Life viewer. The plugin has been tested to work with Second Life viewer 2 and Snowglobe and there shouldn't be any problems with the plugin working with any Second Life client that supports llplugin.
- 2. **mime\_types.xml**. This file tells the viewer when you are looking at RealVNC and to use the .dll. This file will need to replace your current mim\_types.xml file that is located in C:\Program Files\SecondLifeViewer\skins\default\xui\en\mime\_types.xml
- 3. The final file is a .php file (in this case it is launch.php but could be anything), within the php file it is sending the details for the mime type to be RealVNC and the details for the VNC server. Add the php file to a server, then set the Prims Media address to point at that php file. The php generates a simple LLSD response that gives the VNC server address, port and password which is used to connect to the VNC server the format within the .php file looks like the following:

```
<?php
header("Content-type: remote/rfb");
print("<?xml version=\"1.0\" encoding=\"UTF-8\"?><llsd><map>");
print("<key>host</key><string>184.72.240.55</string>");
print("<key>port</key><string>5900</string>");
print("<key>password</key><string>password</string>");
print("</map></llsd>");
?>
```

The above file is located on a server that I am hosting located at http://68.178.154.3/launch.php if you put this address into a media prim you will connect to a server the I have running on Amazon EC2 that we can use to test things out. The below screen shot is RealVNC on that server:



When you open up VNC within Second Life there are a couple of extra features to note. Due to the fact that you can not right click on the screen we have made "ctrl+home" send a ctrl+alt+del command to the server. Also you will note that when using VNC that the URL bar will show you the status of your connection and report any errors.