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Chapter 12 Collaboration

For the first time ever trueSpace allows you to collaborate in real time in a shared virtual 3D space with your partners or customers over the web.

This chapter will explain how to access shared spaces and how the collaboration process works.

Most of the areas covered in this section are only touched on briefly as the other sections of the manual cover specific elements of the trueSpace interface and toolsets in more depth and detail and you should become familiar with all aspects of the interface by studying the other sections of the manual as well to take full advantage of the full set of authoring tools made available to you use both offline and also online in the shared spaces.

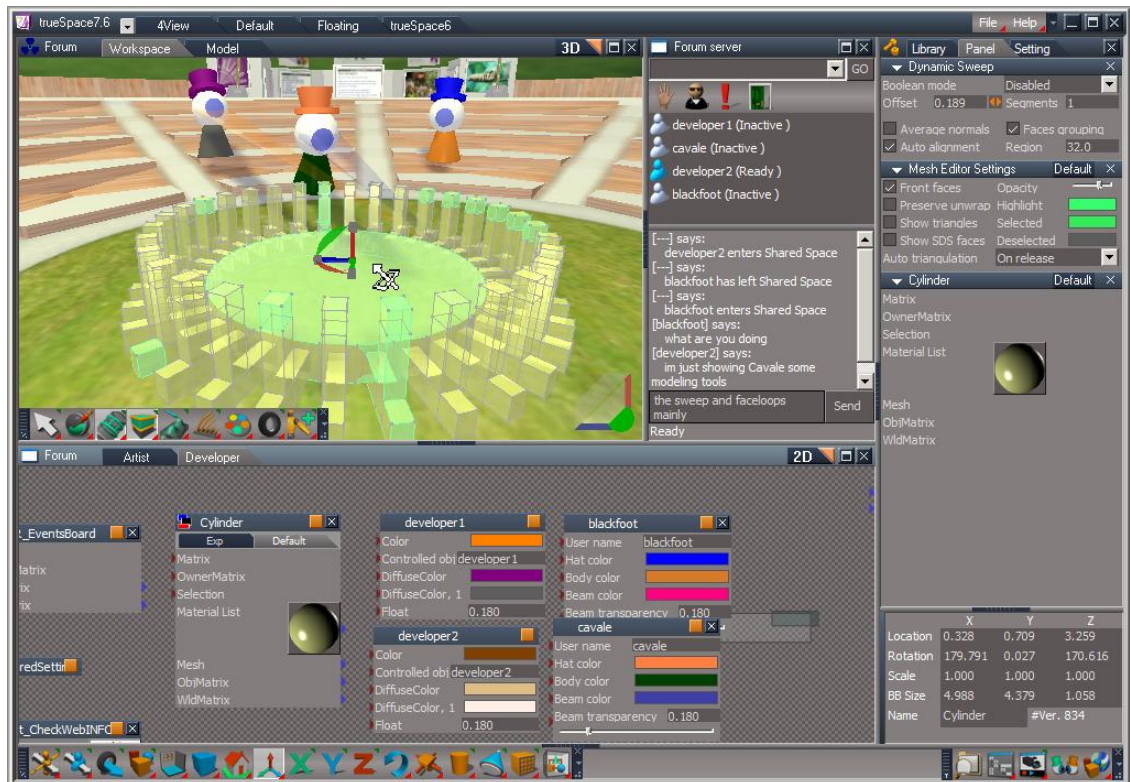
truePlace is an online 3D world you can visit using trueSpace and where you can meet your friends. The image below illustrates one area of truePlace, available for meeting and collaboration with friends. This space represents a “ ArtWork in Progress” area. In this particular space, trueSpace artists can upload images created using trueSpace and have them displayed on the walls of the WIP Lounge



Toolbar with SharedSpace icon



WIP Lounge



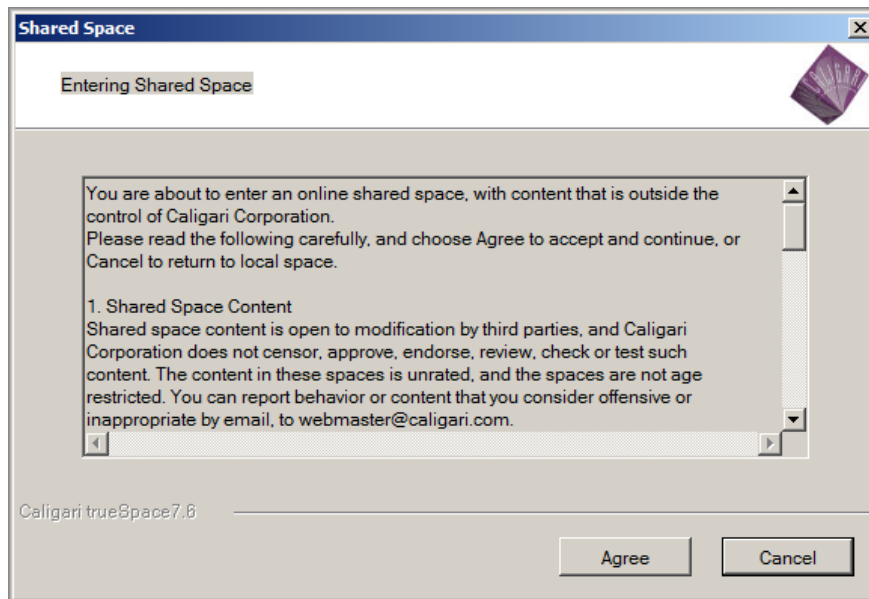
Collaborative authoring

12.1 Access to Shared Spaces

12.1.1 Login



When you click the login to SS button you have to read and agree to the agreement presented before you can continue and get access to the shared spaces on the server. After Reading and clicking Agree you can follow the steps to login using the chat panel.



12.1.2 Chat Panel

- **Logging in : Format description**

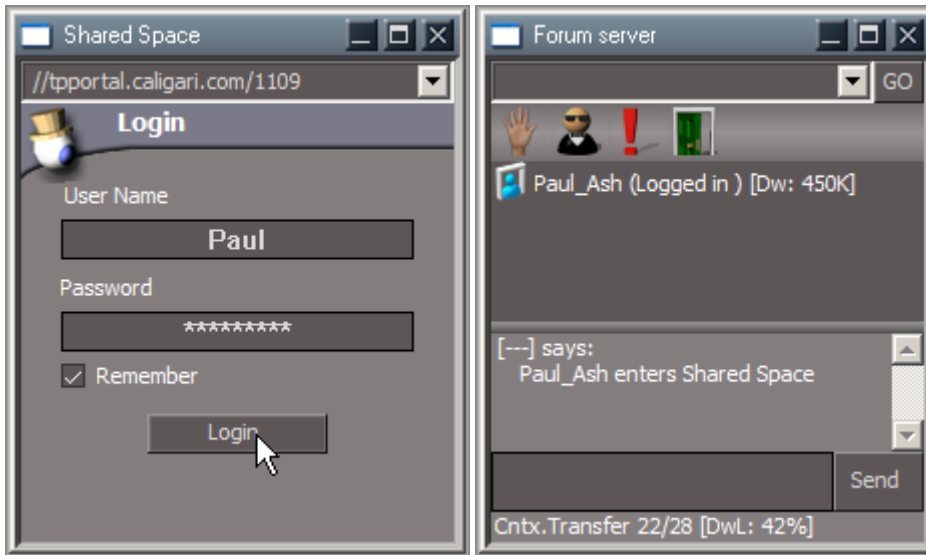
You need to specify the server and portal address by entering the string into the address bar in the top of the login window in this particular format or the server will go to the default address.

Example 1. //tpportal.caligari.com/1109

Example 2. //tsportal.caligari.com/1109

Then you can enter your username and password, into the Login Screen. Left-click the Login button to begin the login process.

Upon successful completion of the login process, the login screen will change to show the Chat view panel.



Login screen , after a successful Login, The Chat view appears.

When the Chat view panel is opened , access is available to the administrative areas through the use of the moderator icon, for most people the moderator Tools are not an area that you need to be concerned about. The main parts most people may want to know about are the Raised hand and Need Help icons.

The following section describes the Chat panel and the settings.

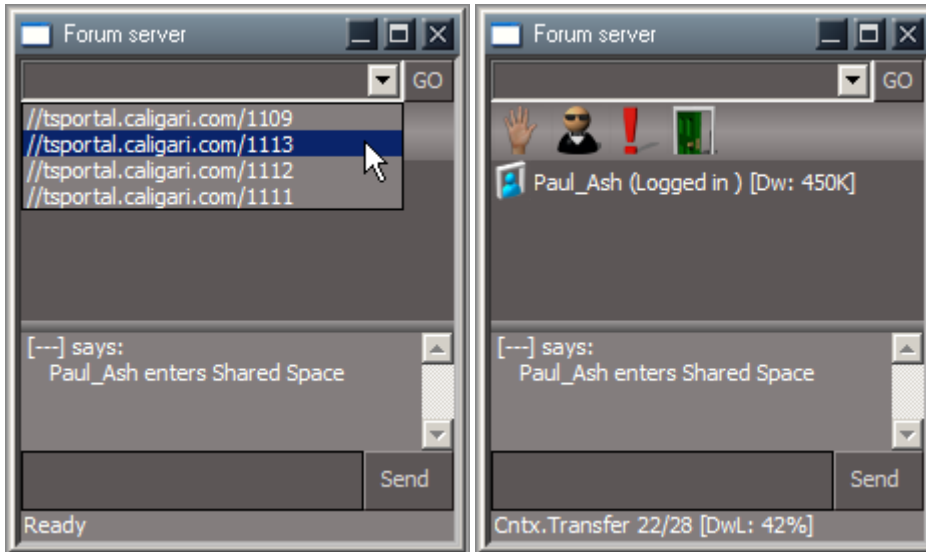
Starting from top-left, there is the title bar, which will take its name from the name of the server and shared space you are currently logged in to.

At the right hand side on top, there are familiar windows controls for minimize, restore and close buttons for the panel. The buttons also have a pop-up tool hint with useful information to describe the icon usage.

- **History combo-box:**

Immediately below the title-bar on the left is a drop down combo-box of your history. As you visit other rooms/spaces, you will add to the list. You may edit the top empty field, if you know the address and port of the room you wish to visit.





Once you have your destination, left-click the *GO* button to change from the current location to the new location.



History combo-box: drop-down list. Chat view icons.

- **Chat view toolbar:**

Just below the combo-box, we find a toolbar with the following icons:

-  Raised hand: client may select this to notify the Moderator that they wish to speak or chat This toggles to allow client to cancel the request..
-  Moderator view: opens the Moderator panel only if the client has privileges to do so.
-  Need Help: help is required. Inform Moderator that you require advice or assistance. Toggle this button to cancel the request.
-  Exit: Logout of the shared space. Chat view returns to Login view.



Default Caligari Portal with Link bar to other spaces

Depending on the current size of portal content and your Internet connection speed, the initial download could take several minutes. You can see the progress in the bottom line of the Chat panel, and the downloaded objects will appear progressively one by one, as soon as each is downloaded .

When you are connected and ready, the status line will show "Ready." Other participants will see your status, too. Even though network transfer uses compression, please use small objects if possible. Textures and materials take most of the size. Thus objects with simple materials are the best candidates.

Currently the only rooms available where objects can be added is in the Meeting Room , and the Scriptorium, you can enter the Meeting Room by clicking on the icon in the link Bar shown above. More open areas will be added later .

- You can also use a link or address embedded in a word document or webpage like the ones found on our main website here. truePlaces .
- Example: caligari.truespace://tpportal.caligari.com/1109 this will launch an instance of trueSpace and attempt to login and access the public truePlace server on its default port of 1109

There are a Number of clubs and regular meetings that are organized and run by trueSpace Forum members: These can be found here . [Birds Of A Feather](#)

Our Community Forums are also a good source of information help and advice on the use of trueSpace and collaborative spaces: The Forums can be found here [Community Forums](#) :

Leaving a Shared Space

To disconnect from a Shared Space, click on the Exit button in the Chat panel.



If the Chat panel is not visible, then click on the Connect to



If you are not connected, the Login panel will be displayed and not the chat window.

12.1.3 Portals

Portals serve as gateways to shared collaborative places. They are full of signposts showing you direction to your final destination. Clicking on these toolbars will transport you to the other spaces.



Link bar with links to other spaces

12.1.4 Avatars

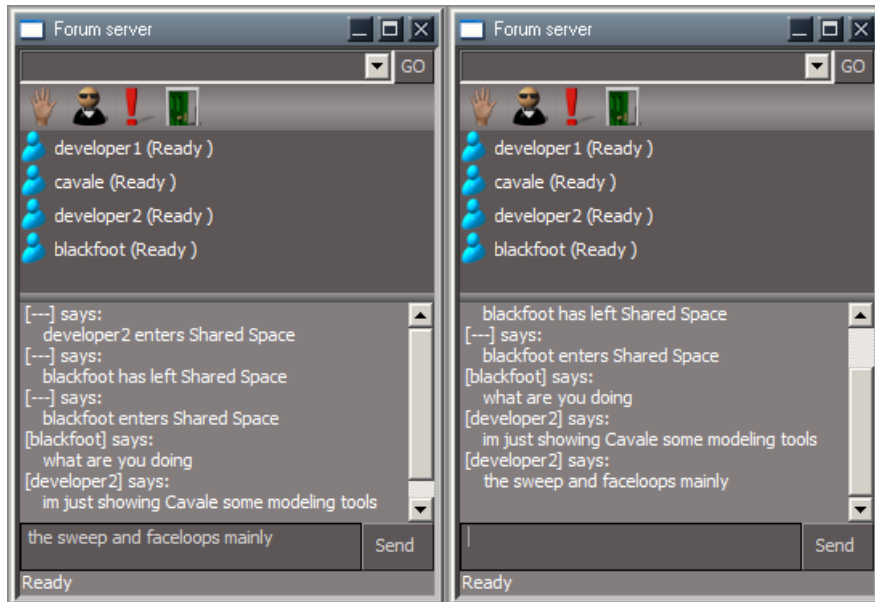
Inside of a shared space, all participants are represented as stylized 3D characters (avatars). These will be refined later.



Avatars

12.1.5 Chat

When you enter a shared space, you will see a chat panel. In its upper part you can see all **participants** in this space; in the lower part you see the current **conversation**. You can join the conversation by typing in the text edit box below.



Chat Panel

12.1.6 Basics of Navigation



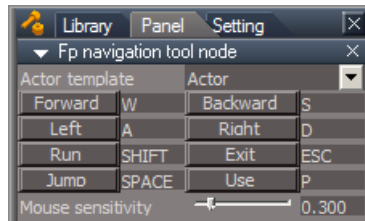
First Person Navigation



FPN Tool

Left-click on this tool enters into First Person Navigation “mode”.

Right-click on the tool shows the panel in the stack.



FPN Panel

FPN mode has the following keyboard key-strokes defined and used by default:

Note: the keyboard shortcuts can be changed in spaces where this is allowed by using the panel in the stack.

W	walk forward.
A	step left.
S	walk backward.
D	step right.
Spacebar	jump.
Shift	run.
ESC	exit FPN mode.

Whilst in FPN a right-click will toggle FPN mode on and off without exiting it.

Mouse sensitivity allows you to set sensitivity to mouse movement as described below.

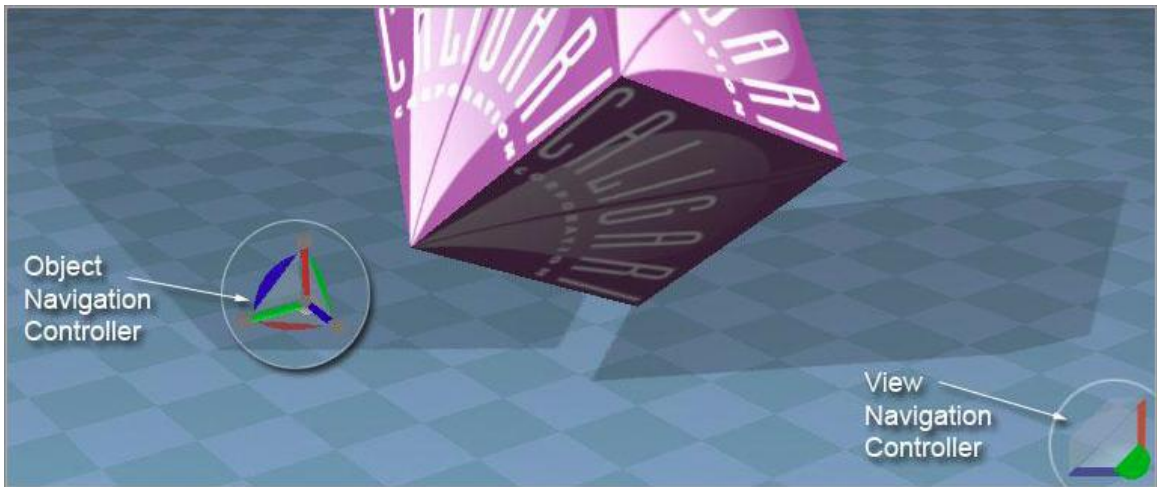
In addition to the keyboard items, the mouse can be used to control the direction looked in:

Move mouse left or right to pan left or right. Move mouse forwards or back to tilt your view up or down.

Tip: If you do not see your mouse pointer, and are wanting to select something, chances are you are still in First Person Navigation mode and you should right-click somewhere on the screen to exit FPN mode, then the mouse pointer will become visible.

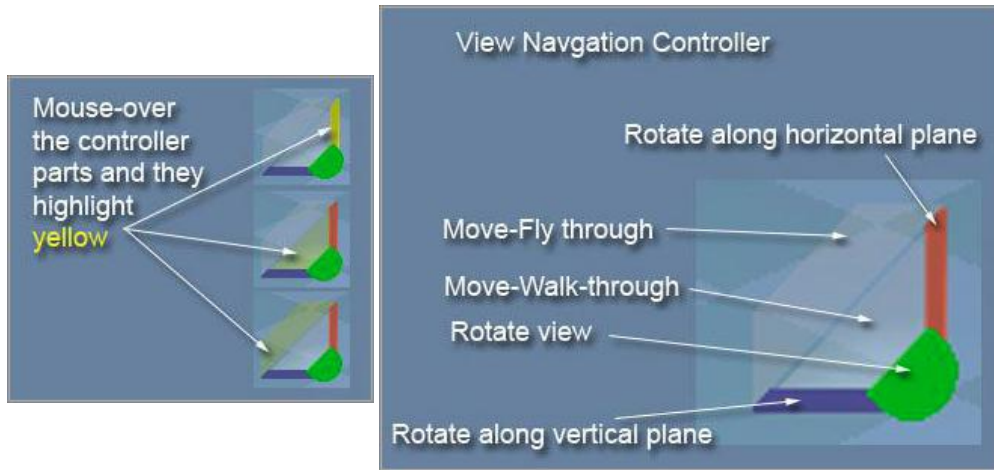
View Navigation Controller

The View Navigation Controller in the bottom right-hand corner of the interface can be used for navigating around the 3D space when the FPN mode is not being used.



Object and Navigation Controls

On mouse-over the parts of the View Navigation Controller, the element will highlight yellow, indicating what action is performed when you left-click-hold and drag the mouse.



View Navigation Controller

Move: between each arm of the Object Navigation Controller, is a semi-transparent “web”. Each will move the object in x&y, x&z or y&z directions respectively.

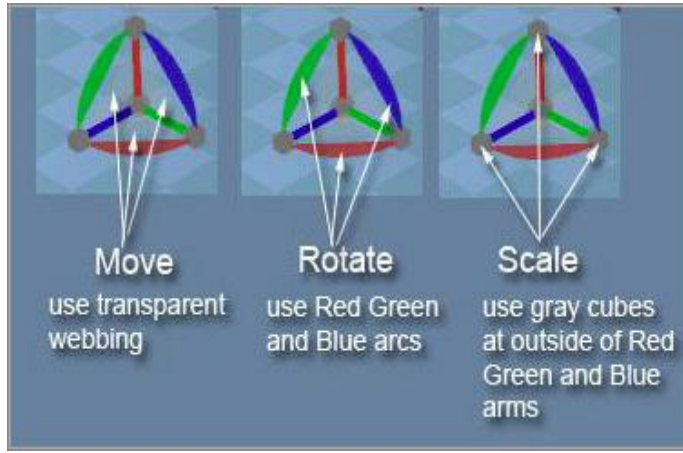
To move the object restricted to either x, y or z, use the color-coded arms themselves.

Each arm will move the object in its respective direction.

Rotate: each arc of the Object Navigation Controller will rotate the object around that axis: x, y or z.

Scale: on the outside end of each arm is a small “cube”. Left-click/hold & drag mouse to scale, restricted to that respective axis.

To scale uniformly in all axis directions, hold both the left and right mouse buttons on any of the gray cubes and move the mouse.



Object Navigation Controller