Streaming Video into Second Life

Getting Started

The following are the basic prerequisites for streaming video into Second Life:

- You must either be the landowner or administrator of the property you plan to stream into
- Your movie files must be compressed using QuickTime format, and QuickTime must be installed
  - If the video you're attempting to stream plays in the QuickTime player on your own computer
  - If the video you're attempting to stream doesn't play in the QuickTime player on your own computer
- The movie must exist as an active URL link on a hosting web server

Prior to setting up your media playback mechanism in Second Life, test the URL of your movie by pasting it there, you shouldn't experience any problems streaming it into Second Life.

Setting Up the Media Player and Accessing a Second Life Screen

The first step is to set up a media player in Second Life. While standing on the parcel of land you wish to stream video into:

1. Create an object to be your video screen.
2. Open the About Land window and click the Media tab. There are three ways to do this:
   - Right-click on the parcel of land you’re on and select About Land from the pie menu
   - From the menu bar at the top of the Second Life window, select World > About Land
   - On the menu bar, click on the location information text
3. Place a unique texture from your inventory on the video screen.
4. Place the same texture you placed on the screen (from #3 above) into the Replace this text...
5. Enter the URL of the video you want to stream in the with content from this URL field immediately.

6. The media player controls will appear at the bottom of your screen, and for any visitor to your region.

7. Use your playback controls to view the movie. The movie will play on your object surface (the object may be a wall, floor, or other surface).

Using LSL Commands to Play Movies

The Linden Scripting Language (LSL) is one of the most powerful components of the Second Life platform. You can stream video onto objects. An example can be found in your Second Life inventory:

Inventory > Library > Objects > Media Player

After dragging and dropping the media player object onto your land:

1. Right-click on the Media Player to access the Edit window.
2. Click the Contents tab, and double-click on the script labeled Media Controller.
3. Edit the script as necessary for your playback (you may want to consult a scripting specialist in the future).

Broadcasting Video from Second Life

Broadcasting from Second Life is very similar to streaming live media into Second Life, although you have to do this, make sure you have:

http://www.yourURLhere.com/Movies/secondlife.mov

Auto-scale content (slower and reduced visual quality)
- A computer fast enough to run Second Life and your capture/broadcasting software simultaneously.
- Enough upload bandwidth for the stream, typically a minimum of 250kbps.
- A media streaming host.
- A website to stream from.

**Setup for Mac**

1. Run Second Life on a fast Macintosh computer.
2. Set Second Life’s window size by selecting **File > Set Window Size** and choosing your preference.
3. Install and run QuickTime Broadcaster. Read the information on Apple’s website to configure it correctly.
4. Point Broadcaster’s output to a host server (Q TSS), which provides you with a URL for the stream.
5. You’ll now have an active URL of the stream.

**Setup for PC**

1. Run Second Life on a fast computer.
2. Set Second Life’s window size by selecting **File > Set Window Size** and choosing your preference.
3. Install and run Windows Media Encoder 9. Read the documentation in order to configure it correctly.
4. Make Second Life the window to capture in WME9:
   1. Click **Properties > Sources > [Video] Configure**.
   2. In the **Capture Source** dropdown, select **Second Life**.

   In **Properties > Sources > [Video] Configure** you can select **Region of Screen** from the dropdown.
   
   You can also choose to both broadcast and save a local version (compressed in WMV format) on computer, a lot of RAM, and a lot of free space on your hard drive.
5. In the **Output** tab, select **Push to server** and enter the data for your hosting server. This will

### Streaming Live Video into Second

#### Common Considerations

- When deciding on a host for your stream, be aware of the maximum number of simultaneous connections.
- Understand that you may experience latency in the stream (from when you do something in Second Life) common in any form of streamed media, and can range from a few seconds to 15 seconds or more.
- Make sure your video and audio codecs are up to date.
Tip: Test each portion of this process as you go along. Troubleshooting will be much easier because you’ll be able to isolate exactly where a problem may exist in the process.

Second Life Event Broadcasting (Concerts, meetings)

When broadcasting an inworld live event, you may need to keep your avatar logged in for more than the duration of the event. If it’s not already on the menu bar, then deselect select Client > Character Tab menu if it’s not already on the menu bar, then deselect select Client > Character Tab menu.

Only run Second Life and your capture/broadcasting software on your source computer. This will enable the broadcasting task.

Real-World Event Broadcasting (Concerts, lectures)

A video camera will (most likely) serve as your capture source device.

Only run Second Life and your capture/broadcasting software on your source computer. This will enable the broadcasting task.

Setup for Mac

1. Install and run QuickTime Broadcaster on a fast computer. Read the information on Apple’s web site to configure it correctly.
2. Take the output from your video camera and make it the input (source) in QuickTime Broadcaster.
3. Point Broadcaster’s output to a host server. This will provide you with the URL for the stream.
4. In Second Life, configure the Media tab as described above, and paste the streaming URL into

Tip: The simplest way to connect your camera to your computer is to connect the FireWire output of the camera to the FireWire input on the computer.

Tip: Apple’s QuickTime Streaming Server is a great solution for this.
This diagram shows how to setup a live video stream into Second Life via QuickTime Broadcaster (QT). The configuration is the same, except for the software used on the encoding/broadcasting computer.

**Set-up for PC**

1. Install and run a streaming software solution such as Vara Software’s Wirecast 3 or NetroMedia. Be sure to read the information about the technology you’re using so you configure it correctly.
2. Take the output from your video camera and make it the input (source).

   **Tip:** The simplest way to connect your camera to your computer is to connect the FireWire output from the camera to the FireWire input on the computer (this may require a capture card with FireWire input).

3. Point the output stream to a host server. This will provide you with the URL for the stream (see link).
4. In Second Life, configure the **Media** tab as described above, and paste the streaming URL into...
Capture/Broadcasting solutions

QuickTime Broadcaster
Windows Media Encoder 9
Camtasia Studio 4
VaraSoftware
Netro Media

For a list of software capture and broadcast solutions, Google: "streaming video software" (remember...

Hosting Solutions

QuickTime Streaming Server
Stream Hoster
Bulletstream Technologies
VitalStream
Streaming Marketplace
StreamingMedia (this site is a great resource for streaming video and audio)

For a list of host sites, Google: "video streaming host" (remember that they must be QuickTime comp...

Case Studies

Ustream.com
DestroyTV.com

Rating: ★★★★★ (14 Votes)
Was this answer helpful? [yes] or [no]

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