# Setting up Realtime xAPI Reports in OLab

You must be a **superuser** on OpenLabyrinth for any of the following to work.

Using real-time xAPI reports can sometimes be very helpful but there are limitations to this. Be aware that sending many xAPI statements from a complex case, being played by many concurrent users, will really **slow down** the response from the OLab server. Be responsible in how you use this or you may lose your superuser privileges.

The advantage of using real-time xAPI reports is that you can start to use this mechanism to generate interactivity between different platforms, allowing for cross-platform simulation activities that are linked in creative new learning designs.

You do need to modify your case to make use of real-time xAPI reporting so you cannot do this on any case where you do not have author privileges. If in doubt, make a Duplicate of your case before seriously modifying it.

When creating real-time xAPI reports, OLab will **only transmit the following xAPI** statements for the following:

* when a case is **Initialized** or started
* when a **Must Visit** or **Must Avoid** node is touched
* when the value of the **Main Counter** for the case is altered
* when the case is **Completed**

Note that you have to edit the Nodes to set the Must Visit or Must Avoid flag. Note that there can **only be one Main Counter** for a case. [See the User Guide](http://openlabyrinth.ca/user-guide/) for more details on how to set these parameters for a case.



Finally, in the **Details** page for that case, set the switch [Send xAPI statements in real-time] to ‘Yes’.

Now, every time that case is played, xAPI statements will be immediately sent to an Enabled RLS.