QUICK GUIDE TO SECOND LIFE

CDP
Uniformed Services University
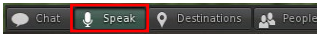
COMMUNICATION

Voice

To speak in Second Life:

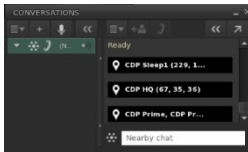1. Click on the Speak button. If it is green and pushed in, your mic active.

2. A microphone is live when green or red bars are above an avatar.

Nearby Chat

To chat with all nearby avatars:

1. Click "Chat" in the bottom toolbar.
2. "Conversations" window will open.
3. Nearby Chat is location specific, so the list will change as you or others move about inworld.

Direct Message (IM)

To direct message:

1. Right click a name in the nearby chat list and select "IM." OR
2. Right click on the person's avatar and click "IM."
3. IMs are in the left side of the "Conversations" box.

INTERACTING WITH OBJECTS

Get information by hovering over objects or people and clicking the 🛈.

To sit:
1. Click seat with chair cursor.
2. *If you do not see a chair cursor,* right click on the object and choose "Sit Here."
3. *To stand*, click "Stand" located at the bottom of the screen.
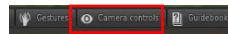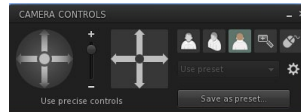
NOTIFICATIONS

Notifications pop-up in the top right-hand corner of the Viewer. Please accept invitations from CDP, Kevin Holloway, 2b3d Studios, or Colin (Izanagi.Asano).
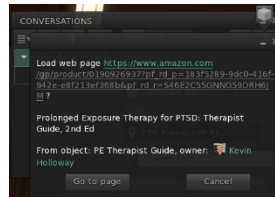
CAMERA CONTROLS

"Camera Controls" allows you to change your camera view and perspective.

To zoom in and out,

1. Use your mouse's scroll wheel.
2. Hold "Alt" or "Opt" on your keyboard while clicking/holding & moving your mouse forward/ backward.
3. Reset your camera by pressing "Esc" on your keyboard.

CONTROLLING AUDIO

To change the volume for a specific speaker:

1. Hover your mouse over the avatar.
2. Click the 🛈 that appears.
3. Move the volume slider.
4. Or move physically closer or zoom in with your camera.

To modify sound settings:

1. Hover over the speaker icon in the upper-right corner.
2. Click and drag any volume slider bar to adjust the volume setting.
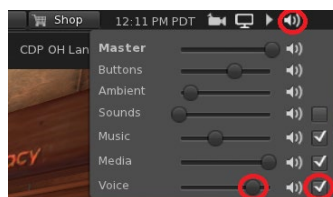
INVENTORY ITEMS

A Heads Up Display, or HUD, is a tool to access additional features in Second Life.
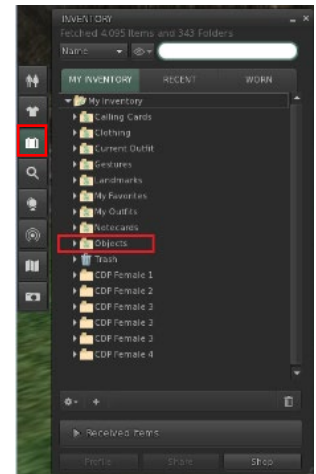
CDP's HUDs should automatically attach when you enter the space.

VEC HUD

To attach other items (like a HUD):

1. Click on the suitcase button in the toolbar on the left.
2. Find the item in the "Objects" folder and click "Add."

WALKING

To walk:

1. Click on the ground for your avatar to walk to that spot. OR
2. Use the arrow keys or WSAD keys. OR

3. Or use the "Walk/Run/Fly" box.