

Second Life @ TSU – Getting Started Guide

Complete steps 1 -3 outlined below to get started using Second Life @ TSU.

Take a moment and print out this guide to assist you with completing the process and navigating the system.

1. Create an account

From your internet browser, go to the following website and complete the account creation process: <http://www.secondlife.com/>. Click on *Join Now for Free* and follow the instructions.

- Joining Second Life (SL) is free to all users. We suggest, when asked, that you choose a free account as you do not need to be a premium member to be part of Second Life. You can always upgrade at a later date; however, there are monthly fees.
- You will need to choose your starter avatar. If you are not completely satisfied with the appearance of the avatar you select, you can change it later. In fact, we encourage you to modify and create your perfect avatar.
- You will need to name your avatar. We recommend that you use your real name when in SecondLife@TSU so that we can better serve you. Your name will appear above your avatar (display name), and this is the name that people you encounter will use to address you. Be creative, but think about it - who wants to be called MLM623? You can change your display name later to a nickname or something with which you feel more comfortable.
- You will need to enter a confirmation email that will be associated with your avatar. It is recommended that TSU faculty and staff use their *tnstate.edu* email address. For all adults, we suggest that you verify your age as being over 18 on the Second Life website, but this too is voluntary. To ensure age appropriate experiences for those under the age of 18, some areas (also called sims or regions), limit access to age verified (over 18) residents only.

2. Download the SL Client Application or Viewer

Use the following link to download the client application that will connect you to SL:

<http://www.phoenixviewer.com/downloads.php>. Click on the *Downloads* link to find the right software for your computer system.

3. Launch Second Life @ TSU - Internet Browser Requirements: Internet Explorer (version 10.0 or higher), Mozilla Firefox (any version), Safari (any version), Google Chrome (any version)

Use the following link to begin your Second Life @ TSU experience:

<http://slurl.com/secondlife/Tennessee%20State/128/125/40>



Click on the *Teleport Now* button! The SL Firestorm viewer should open automatically and you will be prompted to enter your SL account credentials. After logging in the first time, you can visit SL@TSU directly by simply opening the viewer application.

Once you are logged into Second Life @ TSU you can:

- *Take a tour of the campus* - Go to the **Teleport Board**, click on any image and be whisked away to visit that area.
- *Meet with one of our in-world representatives* – Go to **Information Center**, click on any image to get in contact with that individual. If the person is off-line, they will send you an email to schedule an appointment to meet in-world.

Explore, Enjoy and Make New Friends!

The Basics

Learn how to move around – Walking/Running, Turning, Sitting and Standing Up

Walking

Walking is simply a matter of using you arrow/cursor keys:

Up arrow key - Walk Forward

Down arrow key - Walk Backward

Left and Right arrow keys - Changes the direction you are facing.



Running

Running is achieved by double tapping the up arrow, you run in the direction you are facing.

Sitting

To sit on a suitable surface (it has to be a flat surface with enough space for you to fit) you can right click and a menu will appear, choose *Sit* or *Sit Here*. Usually objects such as chairs, benches, and couches have a scripted pose or animation attached to them for sitting down on them. If that is the case, one can usually left click (touch) or right click them and choose sit (or another term such as animate).

Sometimes objects have a pose ball (a floating ball or heart that when clicked activates a pose in which your avatar will assume) attached to them so you can right click the pose ball and either choose sit or another option such as kneel or lay down (it varies depending on the purpose) in the menu. In special circumstances they have male (blue) and female (pink) pose balls so that women sit in a more lady-like pose and men in a more masculine pose.

While seated, the arrow keys can change your viewpoint of the world. By default the camera is centered on your seated avatar. Pressing the up and down arrow keys causes the camera to zoom in/closer and out/away from your avatar. Left and right arrow keys cause the camera to rotate/pivot around your avatar.

Please remember that to end the sit, you must stand.

Standing

While seated, a button will appear at the bottom of your viewer screen that simply says **Stand** or **Stand Up**. Clicking that will make your avatar stand up and resume normal movement.

Learn how to communicate – Text Chat and Voice Chat

Chatting

What is chat? Chat is essentially how we communicate with other residents in Second Life. There are two major categories of chat; Text chat and Voice chat. This section will focus on text chat. For info about voice chat, see the next section.

Text Chat

There are 4 types of chat:

- *Local chat* is where everyone within chat range can hear you in-world.
- *Group chat* is where you can talk to a group as a whole.
- *Instant messaging (IM)* is where you can talk privately with another individual.
- *Conference calls* are where you can talk to a group of people you select in an IM.

Local Chat Ranges

- Normal chat has a range of 20 meters. To use normal text chat, input your text in either the nearby chat bar at the bottom or in the nearby chat window.
- Shout has a range of 100 meters. To use shout, press ctrl + enter keys after inputting your text.
- Whisper has a range of 10 meters. To use whisper, press shift + enter keys after inputting your text.
- Instant messages, group chats and conference calls are grid wide.

How to start a group chat

Provided you are allowed to join a group chat, go to group tab in Contacts window and either double click on the group or select the group and press the IM/call button.

If you are in the group tab in the people panel, double clicking on the group will also start chat or you can select the group and press the group chat button at the bottom of the window.

How to start an Instant Message

There are several ways to start an instant message:

- To talk to a nearby avatar, right click on the avatar you want to talk to and select IM from the pie menu.

- From the friends list in the contacts window, select on the person's name and press the IM/call button.
- From the friends list in the [People Panel](#), select the person's name and press the IM button at the bottom of that window.
- If person is already chatting, click on the name in the chat window, this will bring up a quick profile window, and press the IM button.
- In a person's profile, press the Instant Message button.

How to start a conference chat

A conference is a private conversation with two or more Residents. It is similar to group chat, but more dynamic, since everyone on your friends list can be invited, as well as everyone where you got a calling card from.

To start a conference chat:

- Go to Contacts Tab → Friends and select each friend you want to include in the conference by pressing Ctrl + left click on mouse on each friend's name and then press the IM/Call button.
- Go to the [People Panel](#) → Friends tab and select each friend you want to include in the conference by pressing Ctrl + left click on mouse on each friend's name and then right-click and select IM.
- If you already have an IM going with someone and want to add another resident, go to [Inventory](#) → Calling Card folder and drag that resident's calling card into the IM.

Note: Conferences are limited to twenty participants.

Voice Chat

Let's start with making sure Firestorm voice is set up. Hover your mouse over the media play button, to display the media controls, then click the gear icon to jump to [Sound & Media](#) preferences. Alternately, press Ctrl-P to open the [Preferences](#) window, then click on the [Sound & Media](#) tab. Then click on Voice Settings at the top of the window.

Voice Chat should be enabled. And just below that are some voice settings:

- **Listen from Camera Position** allows you to move your virtual microphone with your camera, zooming in on a distant or soft speaker. Choosing Avatar position locks your virtual mic over your avatar.
- **Move avatar lips when speaking** When you speak, your avatar can move its mouth to mimic speaking.
- **Toggle speak on/off when I press** makes your speak key and speak button toggle and remain in an on or off condition instead of on only when pressed.

The default speak key is your middle mouse button. Click the Set Key button to choose a new key, or the reset button to return to the default.

Clicking the *Audio Device Settings* button brings up, obviously enough, the audio device settings. Here you can choose from the default input and output devices based upon your particular computer and operating system configuration. The volume slider is used to adjust your microphone volume. Speak into your mic and raise or lower the volume until you can light up all the green squares, but none of the red ones.

Then click OK. Remember to be sure to use Ctrl+Q or Avatar → Exit Firestorm to close Firestorm properly and better assure saving your settings.

You can tell that the voice system is working when a small white dot hovers over your head, as well as those of others who have voice enabled.

To talk, you can press your speak key (middle mouse by default) to open your mic, release it to close your mic. If you enabled toggle, then you press and release your speak key to talk, press and release again to close the mic.

On the bottom bar, if enabled, is a speak button. Click and hold it to open the mic, release to close the mic. If you enabled toggle, then clicking the speak button opens the mic, clicking again closes it. The padlock on the speak button indicates whether it is in toggle mode. A small circle will light up around it when it is enabled. When an avatar speaks, green (or red) waves will emit from the speaker's white dot, from the mic icon in the nearby chat bar, from the mic for that avatar in the nearby voice panel, and, for you, the mic icon on the speak button.

The up arrow right next to the speak button brings up your [Nearby Voice panel](#). You can change your voice to a subscribed morph, or disable morphing [1](#). For others, hover over their name and a *i* in orange circle appears. Click it, and you will access their brief info and can adjust their voice volume independent of others.