

Glossary of Second Life Terms (loosely based on the SL Wiki)

Agent

The data representation of the current user. In general, the code uses "agent" to mean you and "avatar" to mean someone else. Identified by a UUID, usually called "agent_id" in the code.

Animation

A file or in-world inventory item that moves or animates your avatar. You can use animations to make your avatar clap their hands, dance, blow someone a kiss, and much more.

Allowance

Another name for stipend - you get this when you own a premium account. Currently the rate is \$L 300 per week, or a little over one US dollar.

Alt (Alternate Account)

An alternate account (or "alt" for short) is an account used by a resident for something other than their usual activity or to do things in privacy (such as building or scripting).

AO (Animation Overrider)

A scripted device that contains replacements for the default walking, sitting, flying, and standing animations of your avatar. You need AOs to make unusual avatar shapes appear to move naturally.

Asset

A data resource such as an image, sound, script, object, etc. Assets can be downloaded to the viewer or uploaded into a central asset store. Assets are identified by UUID and type.

Asset Server

The database that tracks all Second Life objects in-world and in inventory. Overloaded asset servers can cause search, inventory, rez, teleport, and Friends list failures. This is why Linden Labs will warn you not to rez any objects or buy anything when the asset servers are down.

Attach

To take an item from inventory and cause it to be fixed to a certain part of your avatar's body.

Attachment

An object (clothing, weapons, jewelry, shoes, etc) that can be attached to an avatar at a specific location. Usually location is set by the creator of the object.

Auto-return

Auto-Return to a specified number of minutes so that the foreign objects will be returned to the objects' owners after those minutes have expired. Land owners can also set this value to zero (0), which will never return objects to their owners, and will remain on the parcel until the land owner manually returns them.

Avatar

The graphical representation of a user.

Baked

Instead of trying to calculate all the layers your avatar is wearing (clothing, skin, etc), the final appearance is baked onto your avatar to make it render faster. If you have materials missing, sometimes people will tell you to re-bake.

Ban

Forbidding entry to a land parcel, to add someone to your ban list and thus eject them from your land.

Banlines

Lines of floating red letters spelling out "no entry" that appear on the boundaries of a land parcel that your Avatar is not allowed into by the owner. You can avoid ugly ban lines by using security scripts that warn and the automatically eject avatars.

Banlist

The list of those banned from an area, by use of a script, or by Landban that otherwise allows visitors.

Bondage

Bondage in the context of second life means restraint of an avatar by some means, generally in the context of slsex roleplay. This can include use of scripted objects or builds, as well as animations. Bondage is related to fetish and BDSM activities in general.

Bling

Jewelry and attachments scripted, particle based shimmering "bling" effects.

Body Part

A component of an Avatar; shape, skin, hair, eyes, and/or prim attachments are Body Parts that combine to create an Avatar's form. Different body parts can be created and saved to a user's inventory.

Bot

An avatar controlled by computer scripting rather than played by an individual. Bots can be used for camping, land management, non player characters in role playing sims, and other less savory activities.

BRB

Be Right Back, shorthand meant to imply that the speaker is away from the keyboard for a moment, but will return very shortly.

BTW

By the Way.

Build

To create/make something out of primitives. Or sometimes it's used to refer to the object was created. "That's a great build."

Busy Mode

Where your Avatar does not hear nearby chat, where IMs receive the "busy mode" response, and all inventory and teleport offers are automatically declined.

Cage

To trap an avatar in place by rezzing trap object which surrounds them from moving. (teleport somewhere else or log out to get loose)

Camping/campers

Some locations pay users to stay in the area with objects or Lindens. Usually the user must sit in a specific chair (camping chairs) or click on a specific area. Camping increases the traffic score for an area to make it appear more popular.

Camera

Viewpoint from which you see the Second Life world.

Child

Child refers to an object or agent connected to or associated with another asset. While it is often technically part of the asset, it is not in itself the asset. Prims sub-linked to other prims are an example of a child. An avatar standing in a sim next to the one you are in would be a "child agent" of the sim you are standing in. Similarly, an asset attached to your avatar would also be a child.

Client

The client is the SL program. It's what you use to log in. There are often beta clients and other third party clients available too.

Client Lag

Client Lag is lag caused by a high load on the user side client. This can include prim clutter, particles, large numbers of avatars or highly interactive games. The quality of your video card will have a huge impact on this.

Collar

In second life the word collar can be used as a verb or a noun. The collar denotes slavery. Being collared means you're captured for slavery.

Collision

Collision usually refers to the scripting calls related to collision events. A collision will occur when an object or avatar collides with something. Colliding with other avatars on purpose in non combat areas is frowned upon.

Continent

The large landmass usually referred to as the *mainland*.

Coordinate

A coordinate is a position in 3D space represented in the form of a vector (x, y, z). The current coordinates of a resident's avatar in-world are usually visible at the top of the screen next to the name of the parcel they are on. These coordinates are the position in the sim ("sim-local", not "global").

Copy

Copy is a permission. Creators can set the ability to make copies of an object.

Clear Cache

Often problems with slow-loading textures or objects can be fixed by clearing your cache. Clearing your cache can also make missing inventory items reappear.

Cyber

The act of sex within SL. Can be used as a verb or noun.

Damage

A parcel that has "Damage"/"Not Safe" enabled, which means residents can be harmed on

that parcel. If you're in a damage enabled parcel and "die," it just means that you're teleported back to your home location. Leaving the area will also regenerate your health.

Death

When your avatar is in an area that allows damage to occur, shown by a heart top of your screen.

Deed

To give a parcel of land to a group, to give an object to a group. The object becomes the property of the group.

Detach

To remove an item that has been attached to a specific part of the avatar's body and return it to inventory. Right click on the object and select detach.

Draw Distance

The distance you can see in the far distance - Edit > Preferences Menu

Drop

To remove an attached item from your avatar and drop it on the ground, instead of returning it to your inventory.

Emote/emoticon

An emote is a way to express a resident's emotions/feelings via chat. :-) ^-^

Estate

A collection of regions with a particular set of rules, such as banned users, sun position, etc. Each estate has an owner, either a user or "Governor Linden". Most privately owned regions are in their own estates. You can check the covenant of estates to find out their rules. You also don't have to have a premium account to own land on an estate (unless you're the estate owner)

Event

A group activity, led by a host, that starts and ends at specific times, and can be legitimately listed on the Search/Events calendar.

First Land

First Land was a program Governor Linden introduced to help new residents acquire land at reasonable prices.

First Look

These are beta test clients. Residents can often use the Second Life First Look software and try out new features.

Flexi

Flexible. This is a setting for some prims to make them move and bend with movement, wind, or gravity. This is commonly seen in things like flags, hair, and dresses.

Forums

Refers to the "official" forums on the Second Life website.

Freebie

An item/object made available at no cost

Freeze

A function used by landowners to bring a havoc-wreaking resident under control. Once frozen, an avatar stops flying, falls to the ground, and is unable to move.

Full Mod/ Full Perms

An object set so it can be freely copied, modified, and transferred. Full permission.

Furry

Resident using anthropomorphic animal avatars. For some residents, furry has sexual connotations, but not for all of them.

Floater

A dialog or window appearing in the user interface. Implemented in classes titled "LLFloater*"

Fly

Avatars in Second Life can fly by pressing the Fly button on their screens. Some regions disable this feature.

FMOD

Cross-platform audio library. Used to play decompressed sound effects and stream MP3 music to users on particular parcels. See FMOD.org.

Gadget

Particular form of scripted item; usually one that is a) worn by its user; and b) focuses on providing that user with extra functions, as opposed to doing anything externally visible.

HUDs and **AOs** are common Gadgets.

Grid

A collection of sims. Linden Lab runs several grids for internal and external testing. Test grid, main grid, and teen grid are the three most common grids you'll hear about in SL.

Gesture

Gestures are unique combination of sound, animation, and chat that can be preconfigured to go off with a command or a specific phrase, (for example, you can have your avatar clap his or her hands and play the sound of applause whenever you type: /clap).

Global

Coordinates or conditions related to the entire grid such as global coordinates

God Mode

A special mode of Second Life which only Linden staff members can access. A Linden in God Mode is invisible to sensors, cannot be pushed or damaged, has unlimited L\$ and has full permissions access to every object on the grid. All actions that Lindens engage in while using God Mode are logged and inspected; any use of these powers for other than testing and legitimate administration purposes will usually lead to them getting fired.

Gorean

One of the largest SL role playing sub groups are followers of the Gor novels by John Norman. Players are called Goreans. This group is slightly controversial outside of Gorean role play, since the world largely treats women as property. Women are either Gorean slaves or Gorean Free Women. Free Women wear veils and often appear to be pregnant. Some Gorean sims are full of complicated rules and areas where anyone wandering in can be collared, so it's a good idea to read up on the rules before visiting Gor.

Grey Goo

An object which continuously makes copies of itself. Can be produced by accident, but is generally considered a form of Grid Attack.

Grid Address

(also Grid Coordinates) - the name of a region combined with three numbers between 0 and 255 for the X & Y (north-south & east-west) coordinates, and from 0 to 760 for the Z (up-down) coordinate.

Grid Attack

A coordinated attempt by griefers to crash Second Life as a whole, or multiple servers within it. Attempting a grid attack is grounds for instant and permanent banning from Second Life.

Grid Monkey

A Linden (which varies at any given time) assigned to care for the grid and resolve hardware and software issues. There usually is a grid-monkey on-call at all hours of the day/night, making sure someone is ready to take care of any issues at all times.

Griever

A person whose primary purpose is to harass others and destroy their enjoyment of Second Life. Grievors should be Abuse Reported through the Help Menu.

Griefing

Griefing is a term which applies to activities designed to make another player's life or experience in Second Life unpleasant.

Group

Groups vary in interest and purpose. Some are private, some are public, some cost money, some share ownership of property.

Group Title

The labels designated for officers and members of a group. Group Titles appear over an avatar's name when that group is active.

Havok4

The physics engine for the Second Life that handles real-time interaction between objects or other characters. This is the same engine that powers other online games.

Help Island

An optional post-Orientation Island new resident learning area.

Home

The location that you teleport to when you choose the menu item "Teleport Home" or when you "die." You can set this location with a menu command. Home may be set to land that you own, land that a group you are a member of owns, or Linden Land that is set to allow home to be set (such as TG Welcome Areas or InfoHubs).

Host

Any server computer, but usually a sim.

HUD

(Heads up Display) A control panel for an AO or other device that appears on screen.

IM

(Instant Message) The chat window that allows two players to speak privately, to instant message another resident.

Infohub

A Linden Lab-owned information and social area. Infohubs are located at some of the former Telehub locations and are built and managed by residents or resident groups. Some new players first arrive at Infohubs after leaving Orientation Island or Help Island.

Inventory

The window that contains everything you possess that isn't manifest in the world. Your inventory is the collection of clothing, objects, textures, etc. that your avatar possesses. Your inventory travels with you, and you can use any of it at any time.

In-World

Being connected to the Second Life servers and present in the Second Life world (also: online), anything that takes place within the virtual environment of Second Life.

Island

A Sim or group of Sims that are detached from the Linden Lab owned Mainland and only accessible by teleportation.

Issue Tracker

The JIRA public issue tracker, located at <http://jira.secondlife.com>, is a searchable database used to organize issues (i.e. bugs and feature requests) submitted by the Second Life community.

Kick

The forced log-off of a resident from Second Life by an administrator.

KK

Equivalent to "OK"

Lag

The condition of running slowly. This can be caused by the server, your internet connection, or the objects, scripts and activities of the players around you.

LSL /Linden Scripting Language

A C-like language used for server-side scripting of objects.

Land

Land in Second Life is much the same as it is in the real world, reaching to all ends of the world. Land is also sometimes called "ground" or "terrain". Land can be edited (or "terraformed") in many ways: flattened, smoothed, raised, roughened, etc

Land Baron

A resident who makes profit in-world by buying and selling land, or by developing and selling land on Private Estates.

Landmark

Landmarks are shortcuts to places in Second Life > World > Create Landmark here, landmarks are stored in your Inventory for later viewing. You can also give and receive landmarks from others.

Liaison

A Linden who work as front-line technical support or serve as an in-world representative.

Linden

An employee of Linden Labs. Linden employees are referred to as "Lindens" because all of them have that last name when in the game. Linden is also used to refer to Linden Dollars.

Linden Dollar

The unit of currency for all monetary transactions in Second Life. Lindens are a microcurrency and can be traded for real world currencies on the Lindex and on other third party exchanges.

Linden Lab

The creators of Second Life.

Link

When building, multiple prims may be linked together with a menu command. When linked, they can be moved as one unit.

Limits

Limits of Second Life include Building, Avatar, Chat, Groups, Inventory, Land, Performance, Scripting and Textures.

Lock

To set the lock flag for an item, making it un-modifiable.

Log

A transcript of chat, or of computer activities.

LOL

Laughing Out Loud.

Lucky Chair

Scripted chairs that give out prizes when you sit on one that is displaying the first letter of your first name.

Machinima

"Machinima" is a neologism based on the phrase machine cinema. The term is used to distinguish between traditional animation techniques (which use specialized 3D animation software) and animation projects that record the action in real-time interactive 3D environments, such as single-player video games or Second Life.

Mainland

The largest masses of non-island linked simulators in the Second Life grid that refer to Linden-designed continents.

Mainlanders

"Mainlanders" is a term for SL residents who live on one of the Linden owned mainland continents. In order to own land on the mainland, you must have a premium account.

Map

The window that displays the map. It can be used to find locations, individuals, and specific coordinates.

Message Template

The protocol description for UDP packet communication between the viewer and servers. Described in the text file app_settings/message_template.msg.

Message of the Day

A message that shows up when you are logging into Second Life

Modify

Modify (modification) is a permission. An avatar or object can be modified in many ways. Often just shortened to "mod."

Mouseview

(also Mouselook) Typing the letter "m" will change the main window to a first-person camera view that will change according to mouse motions. This is the usual view for weapons fire. It is also useful for flying in some circumstances. Hit the Escape key to exit Mouseview.

Mute

Choosing the option that prevents you from seeing the chat from another player.

Neko

A half cat, half human avatar. Usually with cat ears and a tail.

Newbie/Noob

A newcomer to Second Life or Teen Second Life; a resident who has joined for a relatively short period of time and/or is not familiar or comfortable with Second Life's culture, interface etc. The newbie cut-off point is generally considered to be at around 90 days.

No-Copy

Any object whose permissions do not permit the current owner to make additional copies of the object. These objects have (no-copy) in their name in the inventory.

No-Fly

Any land parcel that does not permit flying. You can fly through no-fly parcels, but as soon as you touch down and stop flying, you'll be unable to fly again until you exit the no-fly parcel. If you get really stuck, teleport somewhere else.

No-Modify

Any object whose permissions do not permit the current owner to make changes of the object. These objects have (no-modify) in their name in the Inventory.

Non Physical

A method of avatar movement obtained by sitting on a non-physical prim and then moving the prim with the edit tools, or using a script in the prim for controlled movement. A non physical avatar can pass through walls and cannot be pushed; they are considered an immovable object from the point of view of any physical object that strikes them.

Notecard

An inventory item containing text and/or embedded textures, snapshots, objects, or other notecards. Items embedded in notecards must have copy/modify/transfer permissions.

No-Transfer

Any object whose permissions do not permit the current owner to resell or give away the

object. These objects have (no-transfer) in their name in the Inventory.

Occlusion

3D graphics rendering technique that ensures that the computer does not spend time attempting to draw things that are not visible (typically because they remain hidden behind something else).

Offline

The state of being disconnected from the Second Life servers and absent from the Second Life world.

Off-world

Off-world is when an object or avatar is sent out of the bounds of the grid.

Officer

An officer is a resident who is a member of a group and can edit various options for that group through the group window.

Ogg

Ogg Vorbis Open source audio compression library. Sound effects are stored as .ogg files in the asset system.

OI

Orientation Island- The first area all users of Second Life visit when they first log into the world.

OIP

Orientation Island Public The first OI is no longer available once you complete it.

Online

The state of being connected to the Second Life servers and present in the Second Life world. Also: in-world.

Orbiter

Orbiters send their victims so far into the sky that it would take hours for them to fall back down in the normal way and/or their coordinates no longer fit within the world model. Normally, teleporting away or—in extreme cases—relogging will fix being orbited.

Parcel

An area of land owned by a single user or group. Parcels are composed of square blocks measuring 4×4 meters, but the blocks do not have to be contiguous. Parcels have both an integer local id and a global UUID.

Pick

A pick is a location in a resident's profile that they have chosen to display. Some residents have used picks to display things other than locations, such as favorite snapshots. Each resident can create up to 10 picks in their profile.

Position

Position is the location of something that can move. In Second Life, position usually refers to a prim or avatar (but can be other things too) in a simulator and is represented in a script as a vector.

Popular Places

Popular places is a search category which lists the the 20 parcels with the most traffic on the previous day. It does not differentiate between bots, campers and active residents.

Prim

Abbreviation for primitive. A 3D object in the world. Each prim is represented by a set of parameters, including position, scale, rotation, shape, cut, hollow, etc. Prims can be linked together into link sets. They can also be attached to avatars, but this process is separate from linking.

Profile

A profile is used to display various information about a resident in the profile window. A profile will always contain the resident's name, "born" date, account type and partner. Other information can be left blank by the resident.

Region

Data set for a region of the world, like "Orientation Island". A region can be run by any simulator process, and regions move from sim to sim as the hosts are shut down, crash, etc.

Rez

Rez in Second Life means to create or to make an object appear. Rezzing an object/prim can be done by dragging it from a resident's inventory or by creating a new one via the edit window.

Resident

A user in Second Life is typically called a resident. This term is used by Linden Lab and may be meant to give users a feeling of "belonging" and ownership of the virtual world. "Resident" is also used throughout most of SL in place of "user".

Scripted Object

A scripted object is an object that has one or more scripts attached. Scripted objects can be made visible as a beacon through the View Menu.

Showcase

Editorially-controlled area that highlights some of the best inworld venues and locations that might be of interest to new and existing Residents. This is the place to go to explore and discover some of the exciting user-created locations in Second Life."

Skin

A texture image that replaces the default skin of your avatar. Cannot (usually) be adjusted by the appearance sliders, but looks much better than the default skin.

Sim

Server host machine, for example sim1234.agni.lindenlab.com. The SL server grid consists of 2000+ sims. Sometimes "sim" is also used to mean simulator process or region. Sometimes you'll run into a message that you've encountered a different version as you cross a sim. Ignore it and move on.

Simulator

The primary SL server process. Each simulator process simulates one 256×256 meter region. As the viewer moves through the world it is handled off from one simulator to another. Multiple simulator processes run on each server host, currently 2 to 16.

Snapshot

A button in the UI that will open up the snapshot preview window (Ctrl-Shift-S) with a screenshot of your current view (` will save the snapshot directly to your hard drive).

Slave

In Second Life a slave refers to an individual who has accepted a submissive role in a D/s relationship that is centered around roleplaying ownership and devotion to the Master/Mistress. Slaves are a common role in Gorean role play.

Slebrity

Slebrity is a portmanteau of SL for Second Life and celebrity. It refers to an avatar who has become notable in second life media, though not necessarily in the wider world.

Spam

An unsolicited instant message, notecard, texture, group invite, animate request, or object sent to multiple people. This can be sent by another player, or by an object containing a script.

Slider

A slider is a UI element such as in the avatar appearance menu. The slide ISetTextureAnim parameter. A collision effect when something slides over something else.

SL Exchange/SLEXCHANGE

<http://www.slexchange.com/> This is a website that sells lots of SL objects.

SLURL

A SLURL is a type of weblink that launches the Second Life client and teleports you to the location indicated via the slurl.com website.

SLT

"Second Life Time." The time zone corresponding to the local time at the Linden Lab offices at San Francisco. Linden Lab now refersto Pacific Daylight Time (PDT) and Pacific Standard Time (PST), but the term SLT is commonly used in-world by residents

Skybox

Buildings located in the sky

State

An object has different states: "normal", locked, physical, temporary, phantom, and combinations of these (except when flexible which limits object states).

Streaming Music/Video

Music and video that may be heard and viewed on a parcel. Each parcel may have one video and one audio stream set at any one time. Streams are specified as URLs to files or streaming servers on the Internet. With the proper permissions, an avatar can manually specify the URL of the streaming audio and video in the Media tab of Preferences.

SL

Second Life

Statistics Bar

A window of detailed performance data that appears on the upper right corner of the user's screen, enabled with Ctrl-Shift-1 or View -> Statistics Bar. The data can help identify the source of performance problems in the client or simulator.

Stipend

Stipends are a certain allowance of money paid weekly (on Tuesday) to residents in L\$. Premium accounts receive Stipends (300L\$/week)etc , though some older accounts have been grandfathered in under previous stipend programs.

Texture

A texture is an image which can be used to cover the faces of a prim as a visual representation of the material. Textures are used for clothing, skin, buildings, and everything else that isn't left as the default plywood texture. Textures can be found or purchased in-world, or you can upload them for \$L10 apiece.

TY

"Thank You!"

TP

Teleport to other locations "TP me!" "Need a TP?"

SLB

Second Life Birthday Also known as "Rez Day"

TOS

Terms of Service

Tiny Prim

Micro Prim

Tiny

An extremely small Avatar, usually a furry, designed to resemble an animated stuffed animal.

Tier

The monthly land "tax" you pay to either Linden Lab (on the mainland) or to a private island owner to own land. The more land you own, the higher your monthly Tier fees.

Terraform

To change the shape and elevation of land. Most Mainland sims are limited to ± 4 meters terraformability. Land on Private Estates can be terraformed up to ± 100 meters.

TTYL

"Talk To You Later"

Traffic

A Linden Lab generated measure of how many avatars frequent a parcel of land and how long they stay. Higher traffic results in a higher placement in the "Popular Places" found by selecting Search.

UUID

Globally unique identifier, a 128-bit number represented as a 16-byte binary value or 36-byte hexadecimal string. UUIDs can be generated by any part of the system and are guaranteed to be unique.

User Interface/ UI

A user interface (UI or GUI: graphical user interface) is how a user interfaces with (uses) a

software application.

Vehicle

A scripted object whose movement you can control. Typically, a resident will sit on/in the vehicle and use it as a form of transportation. Vehicles include cars, airplanes, hoverboards, boats, UFOs, and much more.

Vendor

A scripted object that designed to sell objects, clothing, or other items to residents. Many brands of vendors are networked and operate of a central server.

Viewer

Client software, written in C++, that runs on the user's Windows, Macintosh, or Linux computer.

Windlight

Sky and atmospheric and lighting effects for Second Life, developed by Windward Mark Interactive, which was purchased by Linden Lab for their technology.

Whisper Speech

(usually by objects containing scripts) that is audible only within a 10 meter radius from the object. Compare with regular chat (20m radius), shouting (100m radius) and Region Say (sim-wide).

Wire Frame

A mode of viewing the world by seeing only the edges that connect the vertices of objects, avatars, and terrain. The client wire frame mode can be toggled on and off with Ctrl-Shift-R.

Welcome Area

A Linden Lab-owned and designed information and social area for new residents.

Wiki

Second Life Wiki - Information about Volunteers, Windlight, Video Tutorials, Orientation Guides, Projects

X-Axis

The East-West axis of the in-world coordinate system.

Y-Axis

The North-South axis of the in-world coordinate system.

Z-Axis

The up-down axis of the in-world coordinate system.