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Visit the Island!



<http://tinyurl.com/5gbrnz>

SL Region Name: JohnsonCountyCommCollege

URL list

- SL Web Site (software, accounts, information) - <http://www.secondlife.com>
- SL Summer Camp Web Site - <http://web.jccc.edu/edtech/sl>
- SL Wiki - <http://wiki.secondlife.com>
- Tutorials - <http://tinyurl.com/3yp8jb>
- SL Exchange - <http://www.slexchange.com>
- SL Educators - <http://secondlifegrid.net/programs/education>
- SL Educators Wiki - <http://tinyurl.com/zbwlj> from <http://www.simteach.com>
- SLED Mailing List - <https://lists.secondlife.com/cgi-bin/mailman/listinfo/educators>

Trouble Shooting

The easiest way to receive help about in-world and software issues is to check the Second Life Knowledge Base. To view the knowledgebase go to <http://www.secondlife.com> . Then click "Support" at the top, then on the left hand side choose "Knowledge Base". There are many videos and tutorials as well as quick help. A good place to check first would be "Help with Common Problems" found four items up from the bottom.

Get Started

First open a web browser and go to <http://www.secondlife.com> . Then click "Get Started" at the top. Choose a starting look(you can change it later). Next choose a first name then click "Get Available Last Names", and you will be able to choose a last name from the list. Continue filling out the rest of the form, check the box accepting the terms of service, and the click "Create Account". Now you will

need to check your email and click on the link to activate your account. If you are on a computer without the Second Life viewer installed you will need to download and install it. If you already have an account and wish to use Second Life on a computer without the viewer, you simply download the viewer, you do not need to make another account.

Visit the Island

Open a web browser and go to <http://tinyurl.com/5gbrnz> . You should see a button that says teleport now. Click this and Second Life will open. Log in to your account and you should be sent to the JCCC island. Once you arrive follow the path and view the orientation slides to learn the basics of Second Life.

Keyword Glossary

Animation

contains instructions for putting an avatar's limbs and features into a pose or through a sequence of poses. Every state that an avatar can be in (standing, flying, typing, etc.) has a default animation built into it. Because an animation has the effect of making your avatar appear to do something, it cannot be enacted without your permission. However, sitting on an object gives implied permission for a variant animation to be applied to your avatar's "sit" state for as long as you remain seated. The animation in specific cases of sitting may or may not look like a sitting pose. Animations are also referred to as poses, and frequently confused with gestures.

AO

animation override, an attachment which, when worn, replaces some default animations for the wearer's state with alternative animations. Several adequate AO attachments are in free circulation, and some are open source. Specialty ones available for purchase usually come packaged with animations to use with it, but generally the user can substitute any animations she happens to own.

Attachment

object attached to an avatar at attachment points, divided into two sets. One set consists of points on an avatar's body, the other consists of points on the camera view of the SL client window. The former allow an avatar to wear or hold an object, and objects so attached are visible to other residents. The latter allow additions called HUDs to be made to the SL interface. Attachments to a body can be obvious things like jewelry, or subtle things like hair, clothing and shoes whose shape or flexibility are more varied or realistic than those which are part of the avatar itself.

AV

Avatar, the bodily representation of a resident in SL, and consists of a shape, eyes, skin and hair. While these are capable of a range of distortions, the whole is always roughly humanoid. More generally, the term AV is used to refer to any specific appearance taken on by a resident, which can include elaborate attachment kits to achieve shapes not remotely human. The term is often also used synonymously with resident.

Calling card

acts as a shortcut to a resident's profile. If you have someone's card in your inventory, it will indicate on its surface whether she is online. Having a card saves you from remembering a person's name, or from performing a person search even if you do remember the name. A calling card can only be given by the person whose card it is, and cannot be transferred, but it can be done unilaterally. That is, giving a person your card does not mean the person does anything for you in return, though she must accept the card like any other inventory item. This distinguishes giving cards from offering friendship as the latter is bilateral (each party is added to the other's list of friends). Friends automatically give and accept cards from each other at the time they become friends.

Friend

Every resident has a list of other residents who are her friends. You add residents to your friends list by offering friendship to them; if another resident accepts your friendship, you are each added to the other's list and you each receive the other's calling card. Friends by default can see each other's presence in SL, and have the option of allowing each other to find each other on the SL map, or modify each other's rezzed objects.

Gesture

inventory item which a resident can quickly use to make her avatar perform a complicated communicative act. A gesture can consist of any combination of sounds, animations, and pre-determined chat statements. A large collection of basic gestures is included in the library folder of every resident's inventory, from which they must be activated. Generally gestures are invoked in chat with a specific command word immediately after a slash, such as `/laugh`. The slash means people nearby do not "hear" the command being issued, only the statements that are recorded in the gesture.

Grief

any sort of harassment or abuse. It's usually used in cases where the abuser is anonymous or absent and is therefore referred to as one or more griefers. Griefers lay traps and launch particle storms and pretty much whatever else they can figure out how to do to cause grief.

IM

for instant message. IM is private between two residents, friends in a conference call, or members of a group. IM from one resident to another goes to a buffer if the target is offline, and is then delivered when she next logs.

Lag

any delay or degradation in performance of SL. Lag can affect the rezzing of objects and avatars, the presentation of chat and IM text, script execution, avatar movement, etc. Lag can be server-side or in the network toward the server, in which case it will be experienced (though not always in the same ways) by all the residents in a particular region. Or it may be client-side or in the network toward the client, in which case it will be experienced by an individual resident

Landmark

stores a specific set of coordinates within a region in SL. They can only be created while at those coordinates, but once created they can be given to others. A landmark allows you to teleport yourself to its coordinates, or to the nearest teleport point or unblocked parcel. A SLurl is like a landmark, except it can function in an ordinary Web browser to provide prospective visitors information about a location.

Linden

Linden Lab is the company which created and maintains Second Life. Linden is the surname of SL residents who are employees of Linden Lab. The Linden dollar (also L\$) is the currency of SL.

Log

To log is to connect to SL (i.e. log in) or quit the viewer (i.e. log out). To re-log is to do both in sequence, i.e. log out and back in. A log is also the record of the chat and IM one has during an SL session. Logs are written into the "Communicate" window and can be scrolled back to review. Logs aren't preserved when a session ends, but may be preserved manually by copying and pasting them into note cards.

Newbie

also noobie, both frequently shortened to newb and noob. The term refers to a new resident or to an avatar whose appearance or behavior suggest that its resident is new. The spelling with "ew" tends to be more sympathetic

Note

or note card, contains unformatted text, but can also contain embedded items, usually landmarks.

Object

Anything rezzed in SL which is not the core of an avatar, a natural part of the geography, or a particle, is an object. Objects are composed of one or more prims.

Pose ball

Pose balls are essentially seats which float above some chairs or likely things to sit on, or just off the ground, or behind counters, etc. Sitting on one grants it permission to assign particular animations to your avatar's sit state. A pose ball may have some label floating over it to indicate what the animation will be - e.g. sit, waltz. It may also alter the label of the "Sit" command on the menu that pops up when you right-click the ball for the same purpose. Labels can be misleading or ambiguous, so beware. When an animation has perceived gender, the pose ball for it may be a corresponding color, and the label may indicate gender as well. Pink or red pose balls are for women, and blue pose balls are for men. Of course, the color coding is voluntary, so beware of that, too.

Prim

primitive, any of the building blocks of objects in SL, so called because they are based on a limited set of basic geometric shapes. Prims have their own inventories, which can contain any of the different inventory items.

Resident

Residents are the account-holders of SL.

Rez

To rez is to be made real in the virtual 3-D space of SL. The term can refer to SL geography (which usually rezzes instantly upon logging or teleporting), avatars, objects, particles, and textures.

RL

RL stands for real life, as distinct from Second Life.

Ruth

Ruth is SL's default avatar, occasionally worn to different degrees when logging in or teleporting, due to lag or other technical problem. Ruth is short (for SL), and female, with short hair. The name has been made into a verb, so that one who is wearing some part of Ruth is said to be ruthing or ruthed. Ruthing can be a local effect at the server or client end, so you may not know when it's happened to you, and when you see it happen to others it may not be visible to anyone else, including the effected individual. So don't be surprised if someone else tells you that you are ruthed, even if you look fine to yourself. Likewise, letting someone know that she is ruthed is doing her a favor, but should probably be done with restraint for people whose ordinary appearance is unfamiliar to you. Sometimes ruthing is persistent, lasting more than the few seconds it takes for a server or client to overcome the delay and potentially sticking until some action is taken to correct the problem, such as re-logging.

Shape

A shape is an essential part of an avatar, so it can't actually be taken off, just replaced with a different shape. Shapes can be created and modified through the "Edit Appearance" window, and include things like an avatar's over-all height, tilt of nose, bowleggedness, etc.

Texture

images that can be rezzed onto prims or particles in SL to give them more detail or make them more photo-real; e.g. assigning a brick texture to a flat surface allows it to look like a brick wall without the need for individual brick prims.

TP

TP is short for teleport, which is the instant (more or less) relocation of an avatar from one location in SL to another. True TPs are achieved via the map, invitation, or landmark. The term is also used for platform-style or invisible, but very fast, vehicles. The latter do not actually teleport an avatar, but instead carry it very quickly from one point to another, usually within a region.









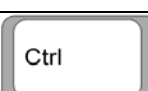


My Second Life Avatar Name

My Password Reminder














Email I used to Register

Hot Keys

Moving Around:

 /  (or up and down arrows)	Walk Forward/backward
 /  (or left and right arrows)	Turn Left/Right
 (or Home)	Fly Mode On/Off Toggle
 /  (or PageUp/PageDown)	Fly Up/Down
 Spacebar(hold down)	Slow Down
 + 	Run Mode Toggle
	Mouse Look Mode Toggle

Handling the Camera:

	Reset view, close chat, cancel mouse look
 + 	Focus on an object/avatar
 +  + DRAG(or arrows)	Orbit L/R and Zoom Camera
 +  + Drag	Free Orbit Camera
 +  +  + Drag	Pan Camera
 (mouse wheel up/down)	Zoom Camera In and Out
 then 	Turn avatar and view together (free look)