



Second Life basic handling guide

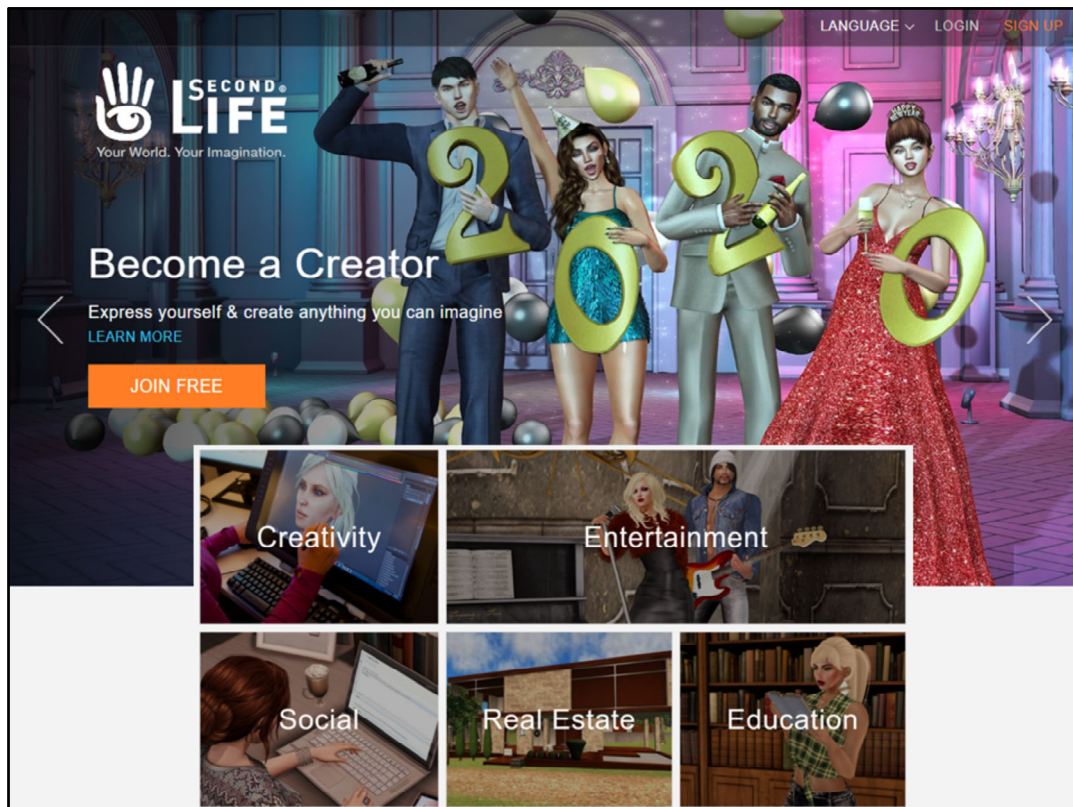


SECOND LIFE BASIC HANDLING GUIDE

In this basic guide, we are going to give you some instructions to handle yourself in Second Life.

- Second Life
- The viewer
- Find alternative viewers
- The island
- Walk and fly
- Microphone and audio
- Avatar vision
- Presentation panel
- Notes

We hope it helps you.



Second Life is a virtual, three-dimensional environment where users are introduced and interact with each other through an avatar, being able to talk, chat and view various content, in this case, radiology teachers. Maybe some of you already know...

How to access Second Life?

All the information of interest related to Second Life is on its website

www.secondlife.com

We suggest you take a look at its contents



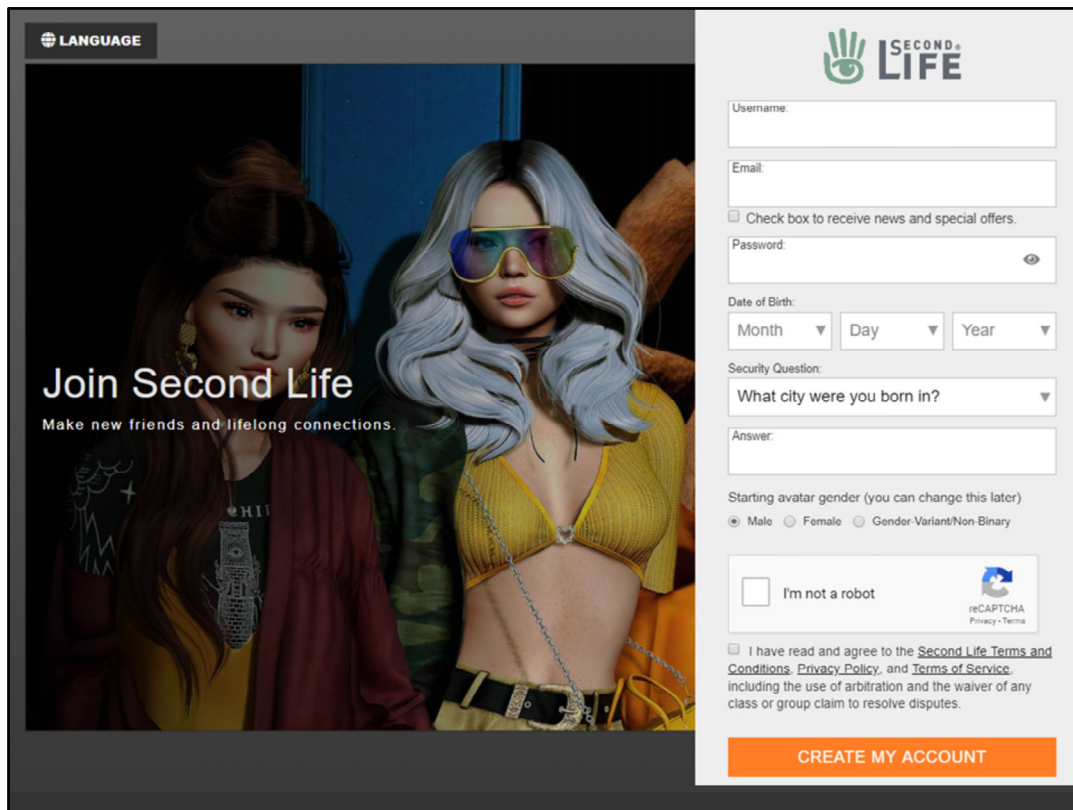
24504 active regions

There are currently over 24,500 active regions in Second Life.

Source: <http://www.gridsurvey.com>

Many of them are dedicated to leisure, design, recreation of cultural environments, and a wide variety of affairs.

In the image you can see a reproduction of ancient Egypt, Mont Saint Michel on the French north coast, Paris in 1900 or a center, celebrating Second Life's 16th anniversary last year.



Second Life is also a community created by its users.

It develops recreational, cultural, social and educational aspects.

The information is available in several languages.

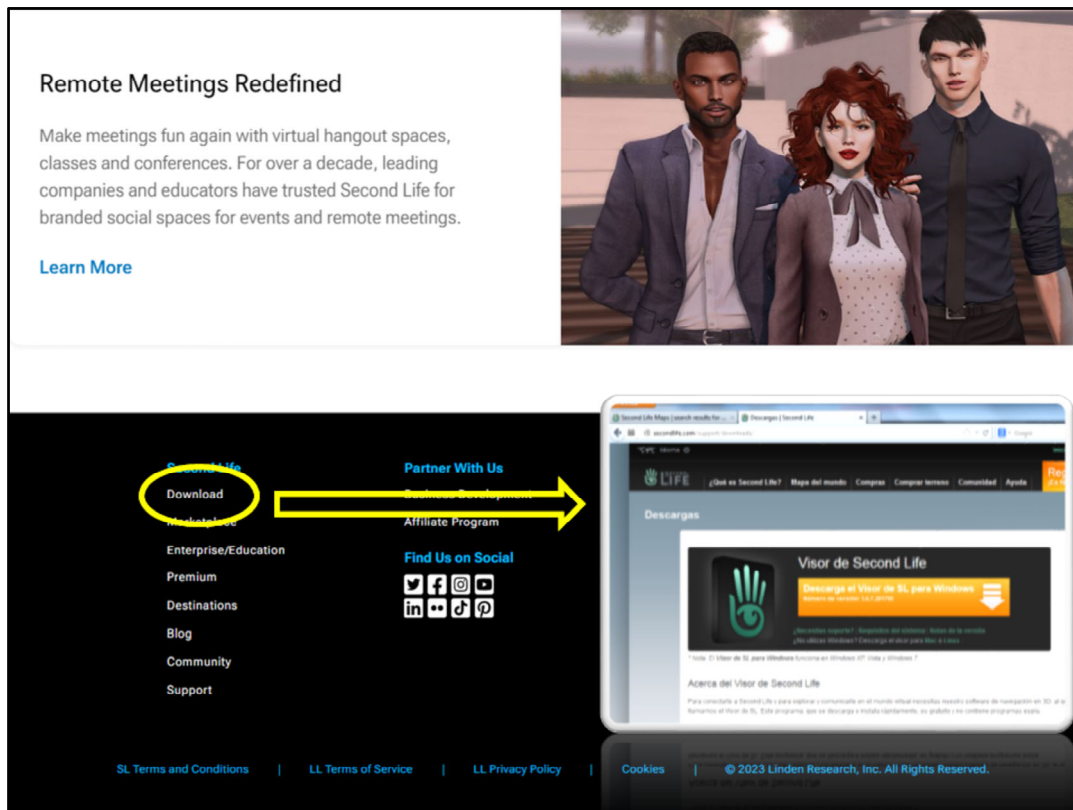
To participate in this project, it is essential to register in Second Life and create an avatar.
<https://join.secondlife.com/?lang=en-US>

This is totally free.

Once an account has been created, accessing Second Life provides you with an avatar. It is very easy to change the appearance of your avatar. We only put the condition that it should be human. Please, no animals, robots, vampires nor monsters.

It is recommended that you familiarize yourself with Second Life as soon as possible.

Later you will see that you can change and exchange the aspect of your avatar, but, without losing the good humor, we are going to give a little touch of formality to our teaching project. It is easy and free



THE SECOND LIFE VIEWER

Once registered, in order to interact you must download the Second Life viewer.

It is an application that is loaded on your computer. Opening it, you can access the Second Life universe. You can download it at the bottom of the Second Life website <http://www.secondlife.com>

Also directly at <http://secondlife.com/support/downloads/>

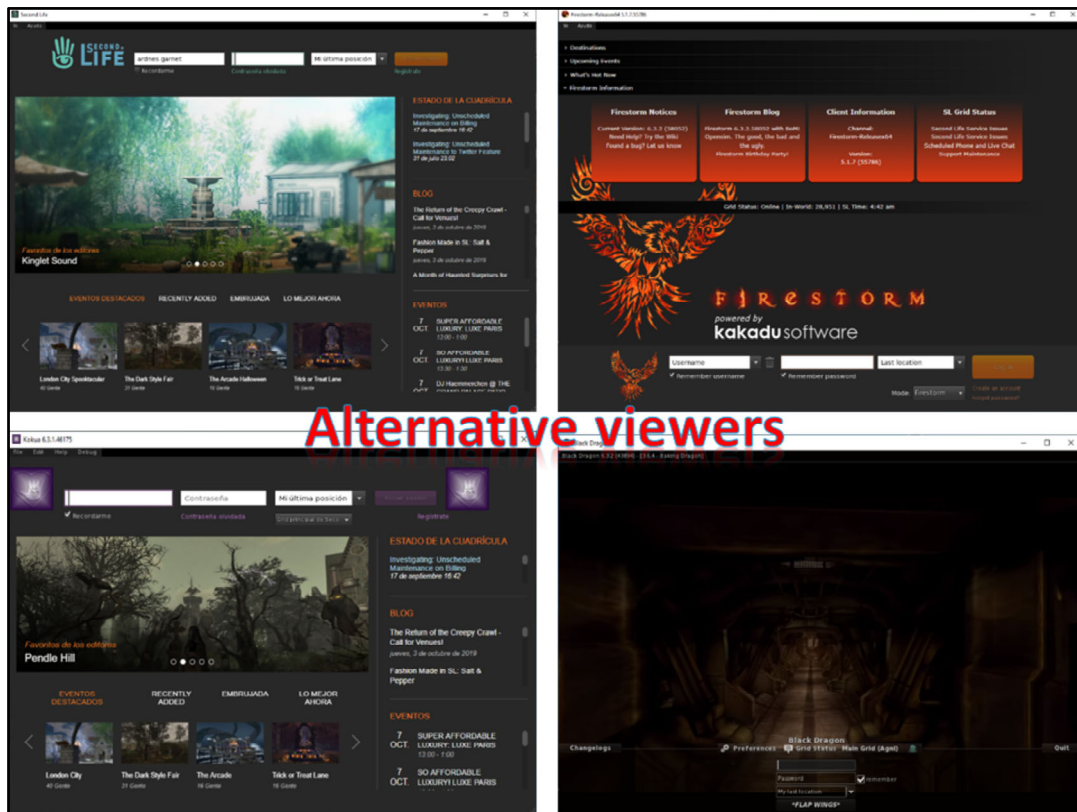
The first time you log in, the system sends you to an island for beginners, in English, where they explain how everything works. Everyone who appears there regularly is a newbie too. You will see that there is a constant flow of avatars.

It seems that there are currently about 18 million accounts open in SL.

There are some places that are worth visiting if you want to train skills to move and interact in Second Life, one of them is the Virtual Help island:

<http://maps.secondlife.com/secondlife/Ayuda%20Virtual/139/133/23/>

Where there are avatars and free clothes and often (very friendly) assistants who help or give advice, or a tutorial circuit to learn how to move, use the camera and other useful tricks, all in Spanish.



ALTERNATIVE VIEWERS

Second Life Viewer <http://secondlife.com/support/downloads/> is regularly updated and is somewhat demanding on your computer, graphics card and internet connection. System requirements can be found at <https://secondlife.com/support/system-requirements/>

There are other alternative viewers that can solve the interaction with the Second Life virtual world in case of conflict. They are very similar, intuitive and easy to use.

Some of them are the following:

Firestorm viewer

<https://www.firestormviewer.org/downloads/>

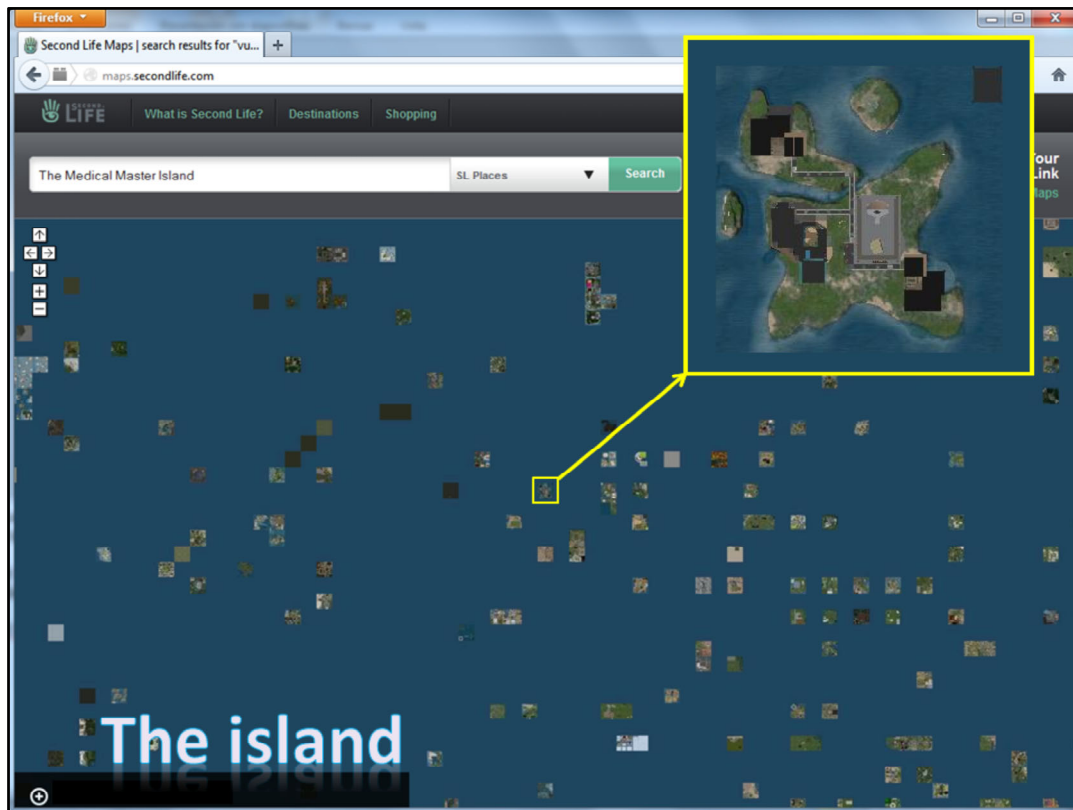
Kokua viewer

<https://sourceforge.net/projects/kokua.team-purple.p/>

Black Dragon viewer (only for Windows)

<https://bitbucket.org/NiranV/black-dragon-viewer/downloads/>

In any of them you have to enter with the same username and password authorized by Second Life.



THE ISLAND

There are countless places in Second Life. A visit to the World Map allows you to have a view (in the style of google maps) of the various continents and the abundant islands that exist.

<https://maps.secondlife.com/>

From the World Map you can access any site by clicking on it. At this point your browser asks you for permission to open the Second Life viewer if you haven't already opened it.

The World Map has a window for searches by site names or related words...

..., if you enter "Medical Master Island" in the map search engine, our island appears, the first and only island of the University of Malaga, dedicated to teaching undergraduate and postgraduate medicine. An initiative of several professors of this faculty, in which various activities have been carried out exploring the educational possibilities of this environment since 2011, with more than a thousand users currently.

This is where we are going to work on our project.

The Medical Master island can be accessed by searching the World Map or entering the following link with the coordinates in your web browser

<http://maps.secondlife.com/secondlife/Medical%20Master%20Island/119/90/22>



THE ISLAND

..., if you enter "Medical Master Island" in the map search engine, our island appears, the first and only island of the University of Malaga, dedicated to teaching undergraduate and postgraduate medicine. An initiative of several professors from this faculty, in which various activities have been carried out exploring the educational possibilities of this environment since 2011, with more than 1600 users currently.

You can access The Medical Master island by searching the World Map or entering the following link with the coordinates in your web browser

<http://maps.secondlife.com/secondlife/Medical%20Master%20Island/119/90/22>

This is an aerial view of The Medical Master Island. This is where we are going to work on our project. When you arrive on the island you go to number 1.

Number 2 indicates the Graduate Building, 3 the Undergraduate Building, 4 the Medical Master Conference Center and 5 a floating auditorium, in the air.



WALK AND FLY

It's easy and intuitive to navigate in Second Life.

The arrow keys allow you to move forward, backward, turn left or right. The same effect is achieved with the W, S, A and D keys.

To fly, the Page Return (up) and Page Down (down) keys are used. Likewise, the keys E (up) and C (down) can be used.

Once in the air, with the arrows or the keys W, S, A and D the direction of the flight is modified.

It is easy to learn.



MICROPHONE and AUDIO.

It is important to have the microphone and audio enabled to participate properly.

By default, these appear enabled.

In any case, we must check that we have the general channel and the voice channel with sufficient volume. This is checked by passing by the audio icon on the top right.

The bottom button (talk) activates the microphone. When an avatar is speaking, green waves appear above its head.



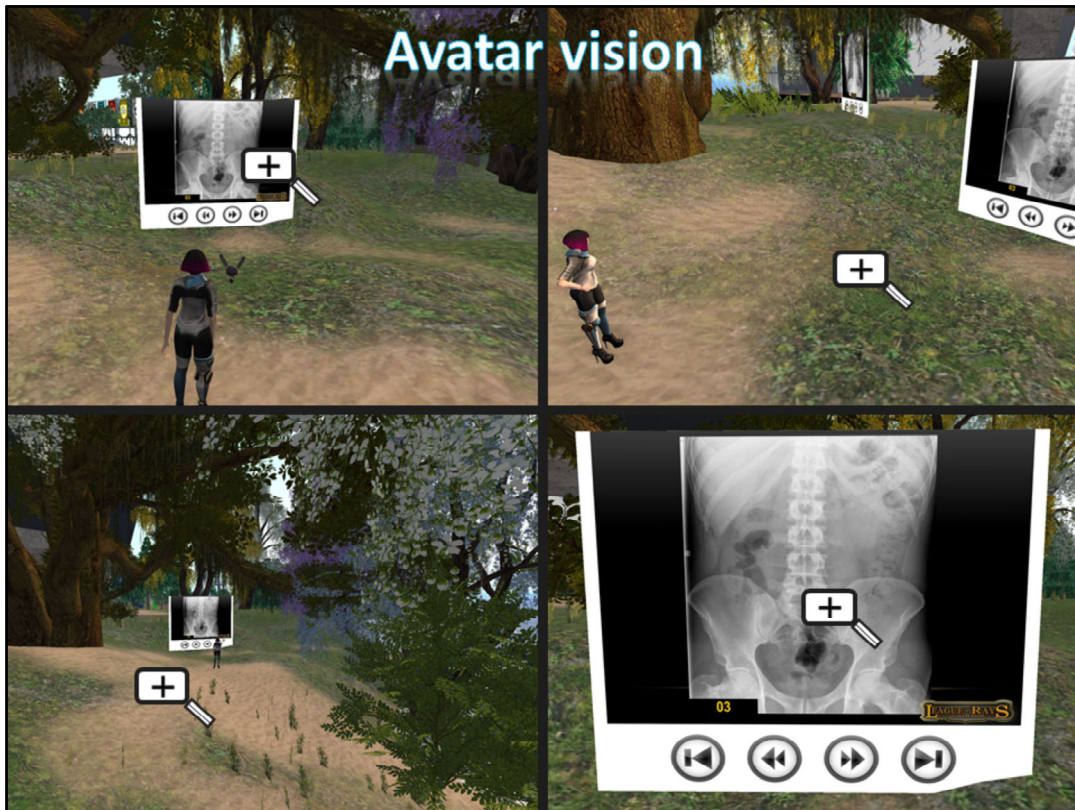
AVATAR VISION (camera handling)

There are several ways to manage the camera or vision of the avatar. One of them is subjective vision, that is, "seeing through the eyes of the avatar."

By default, the camera looks from behind the avatar, but pressing the M key switches to subjective view.

Try it, it's easy.

Pressing escape returns to the previous view.



AVATAR VISION (camera handling)

Another way to optimize the use of the camera is to use the ALT key. The cursor changes to a rectangular magnifying glass with a + sign.

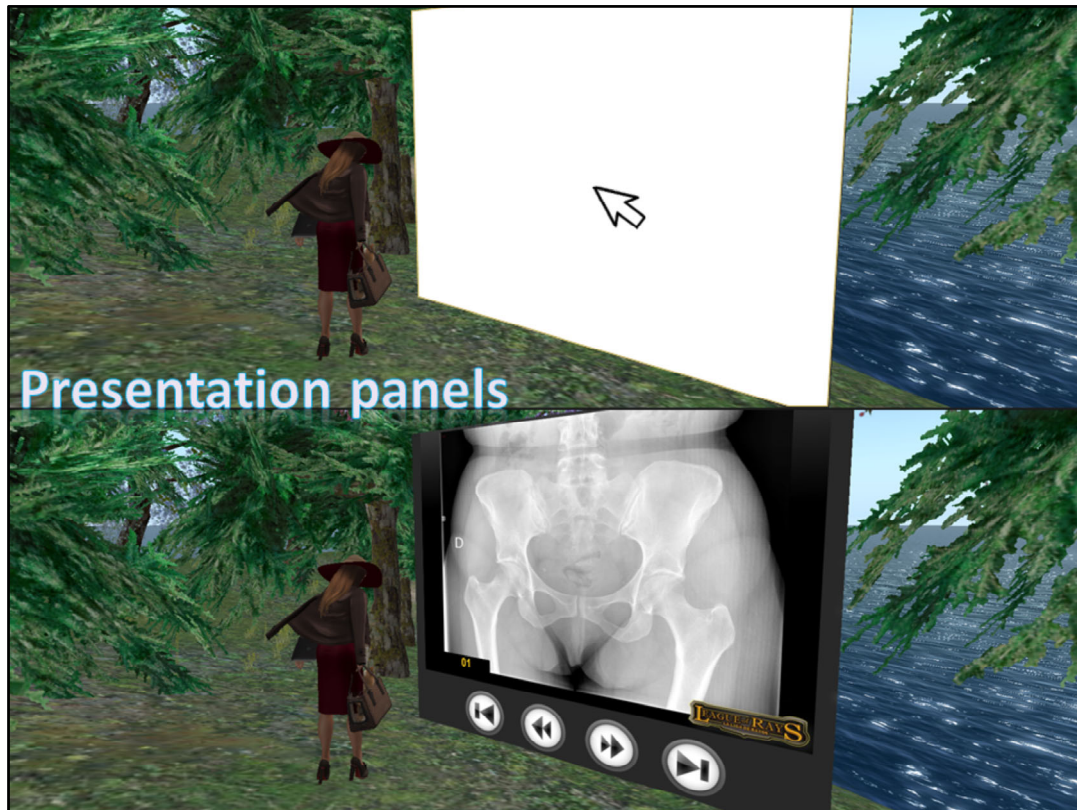
Clicking the left mouse button links the camera to the object the cursor is over, for example the classroom panel.

Moving the mouse, it angles, zooms in or out of the view of the object.

You can even zoom in to fill the entire monitor (bottom right image). This is very useful to follow the presentation while someone is presenting a topic.

Pressing Control ALT, it is angled up and down.

Exercising something these actions can get a lot of performance out of the camera.

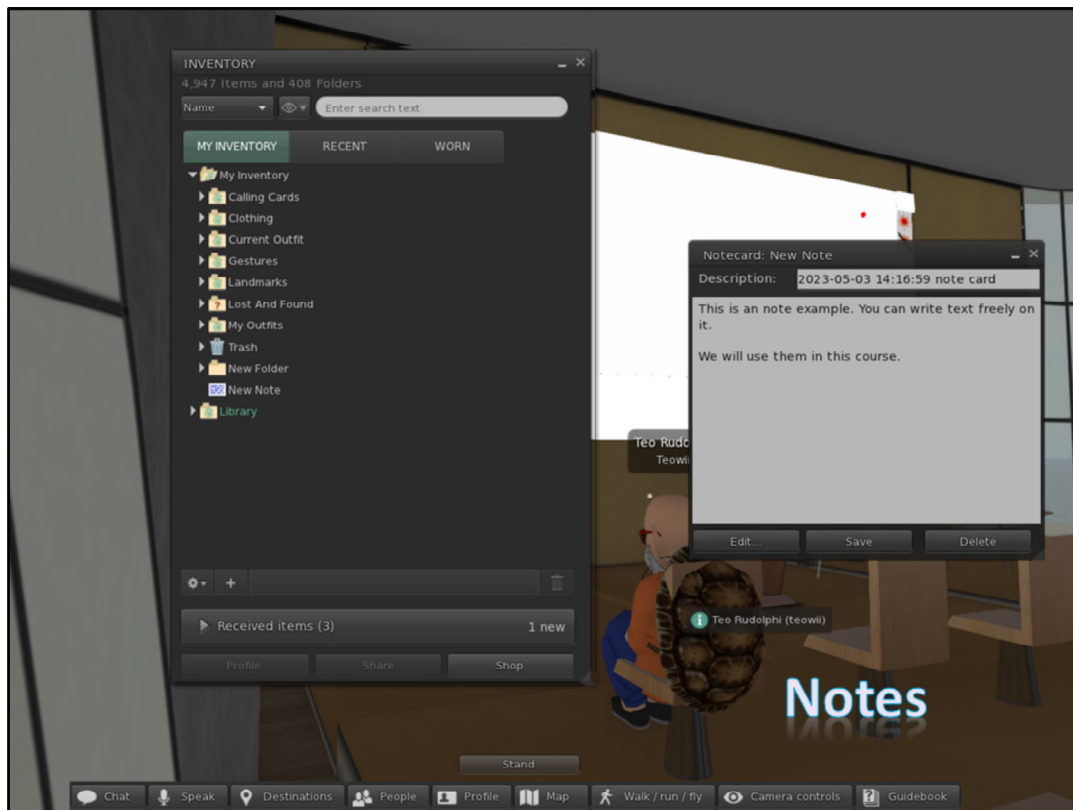


PRESENTATION PANELS

We will work projecting on the panel that is in the front of the class, as a PowerPoint projection.

You may see the blank panel. Usually, just by clicking on the box area (upper image) the content will appear.

During the presentation you should try not to interact with the panel, especially not to touch where the blue forward and backward buttons are (image below), as you will modify the slides for the teacher (and the rest of the class).

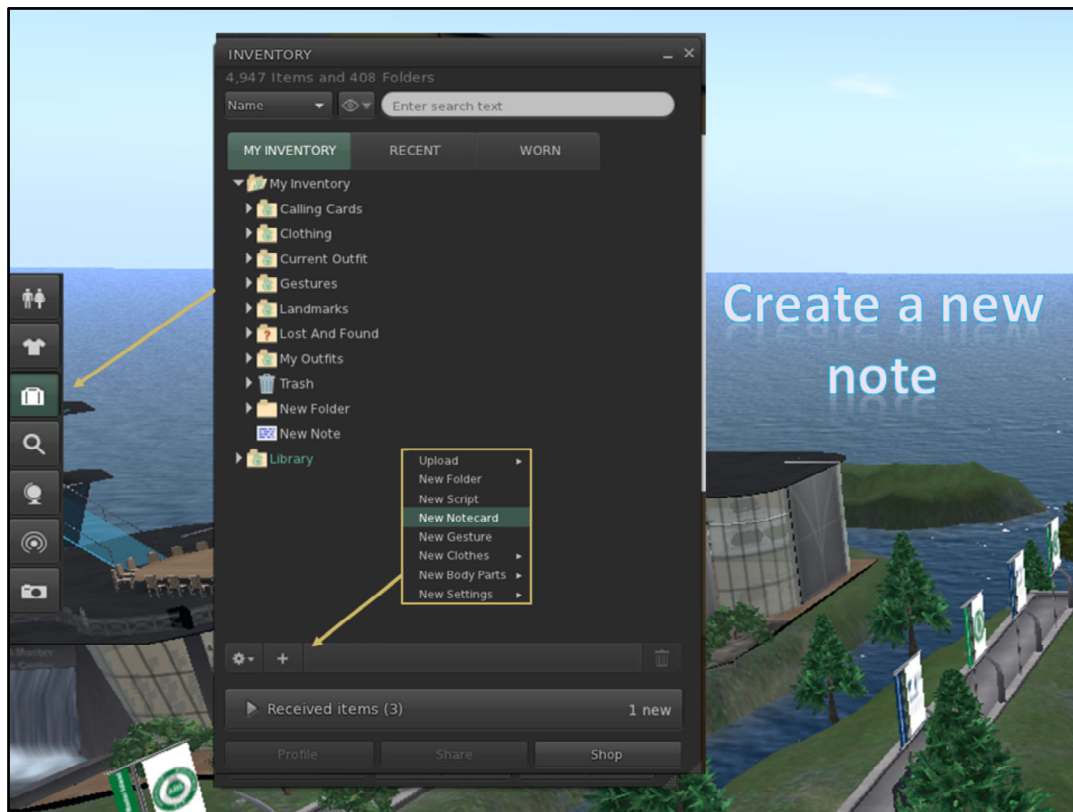


NOTES

Notes are messages that are sent from one avatar to another.

They are stored in the NOTES folder of the inventory.

The inventory has all the belongings of the avatar. It opens on the button with the briefcase icon, which is usually on the left.



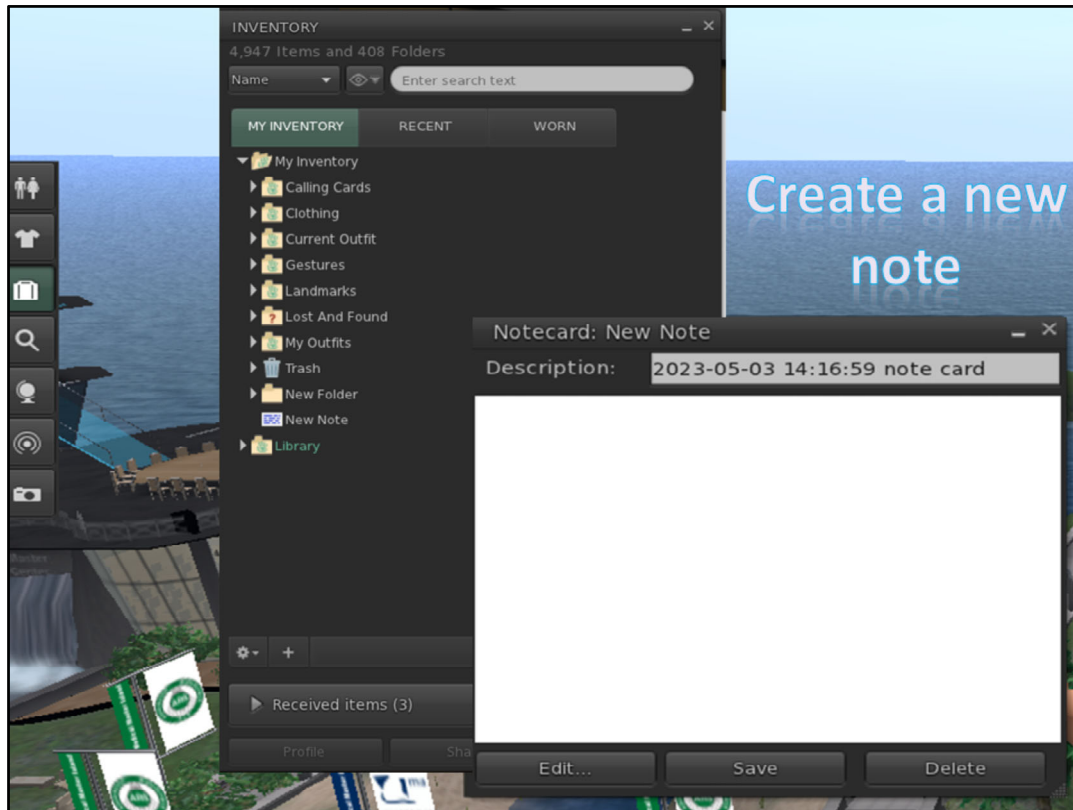
Create a new
note

CREATE A NEW NOTE

To create a new note, you need to open the inventory. To do this, it is necessary to click on the icon of the suitcase (the third in the bar on the left).

Once the inventory is open, you will see several folders in a new window that contain different items that can be used in the Second Life environment. In this case we are interested in the notes folder.

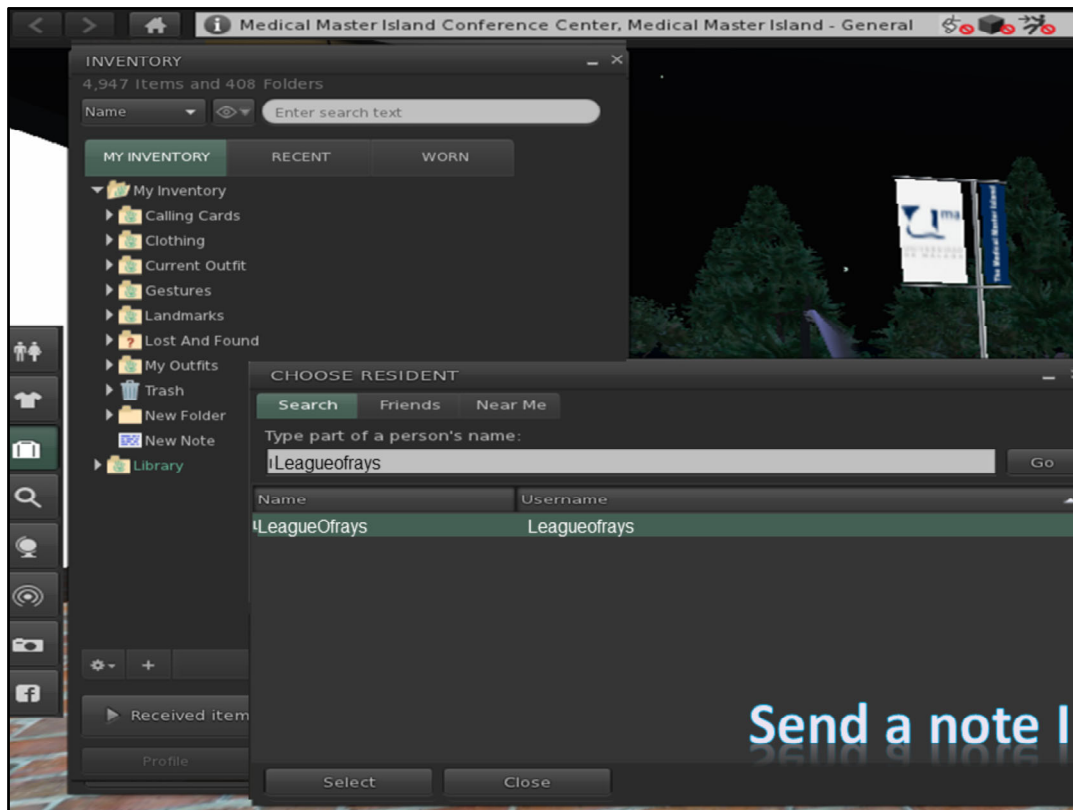
To create a new note, we must click on the “+” symbol and then on “New note” (4th option). A new note will be created in the notes folder and a window will open in which we can write and edit the description data of the note.



CREATE A NEW NOTE

In the new note, we can write messages and texts in the large lower box; by pressing “Save” the written text is saved. Inside the notes folder, by right-clicking on the note, we can rename it, as well as copy and cut it.

By clicking on the “+” button again, it is possible to create folders that allow us to better organize our notes within the inventory. By dragging the folder you can enter any other section or folder in the inventory.

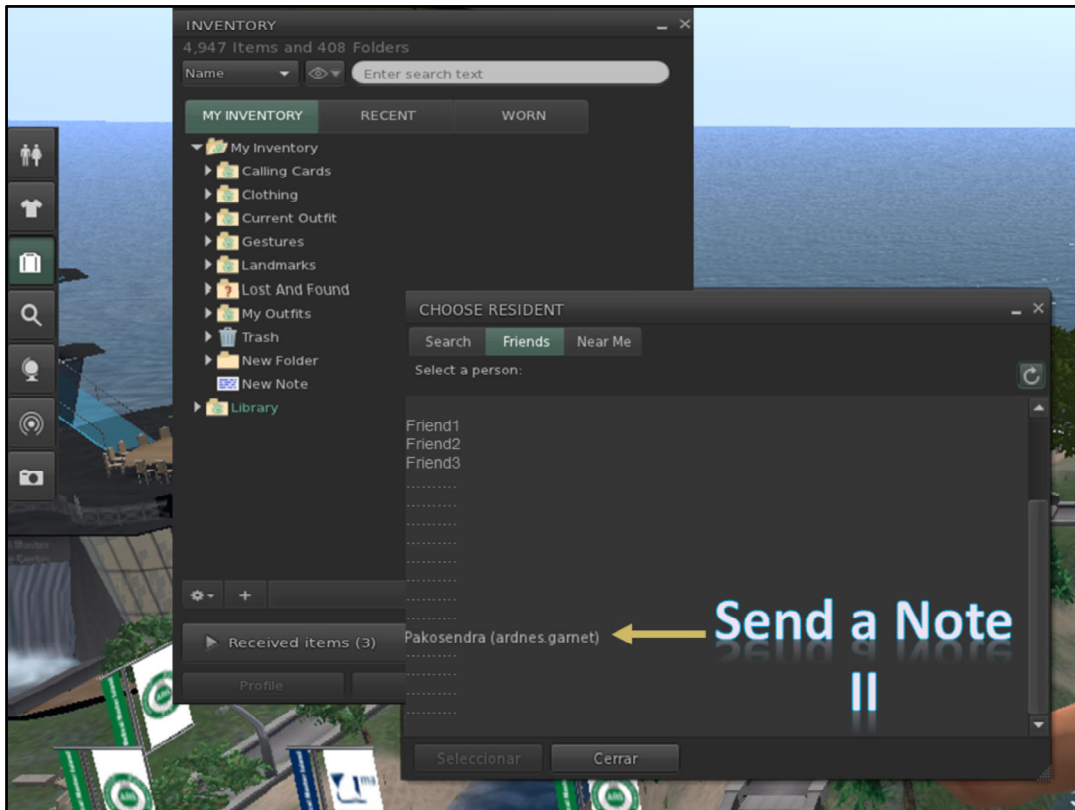


SEND A NOTE I

To send a note to another user, you must right-click on the note and click share. A new window will appear with three sections:

- **Search:** When writing in the blank space the name of the avatar or the name of the user to whom you want to send the note, it will appear in the lower box. We can click on it and then on the select button to send you the note.
- **Friends:** User friends of your user account will appear. You must select one and click "Select". In this way, the note will be shared with the chosen user.
- **Nearby:** It is possible to regulate the range of the radar that shows nearby avatars according to the area in which ours is located; this allows you to select them in the same way to send them a note.

In this example, the target user is "ardnes.garnet", whose avatar name is "pakosendra"

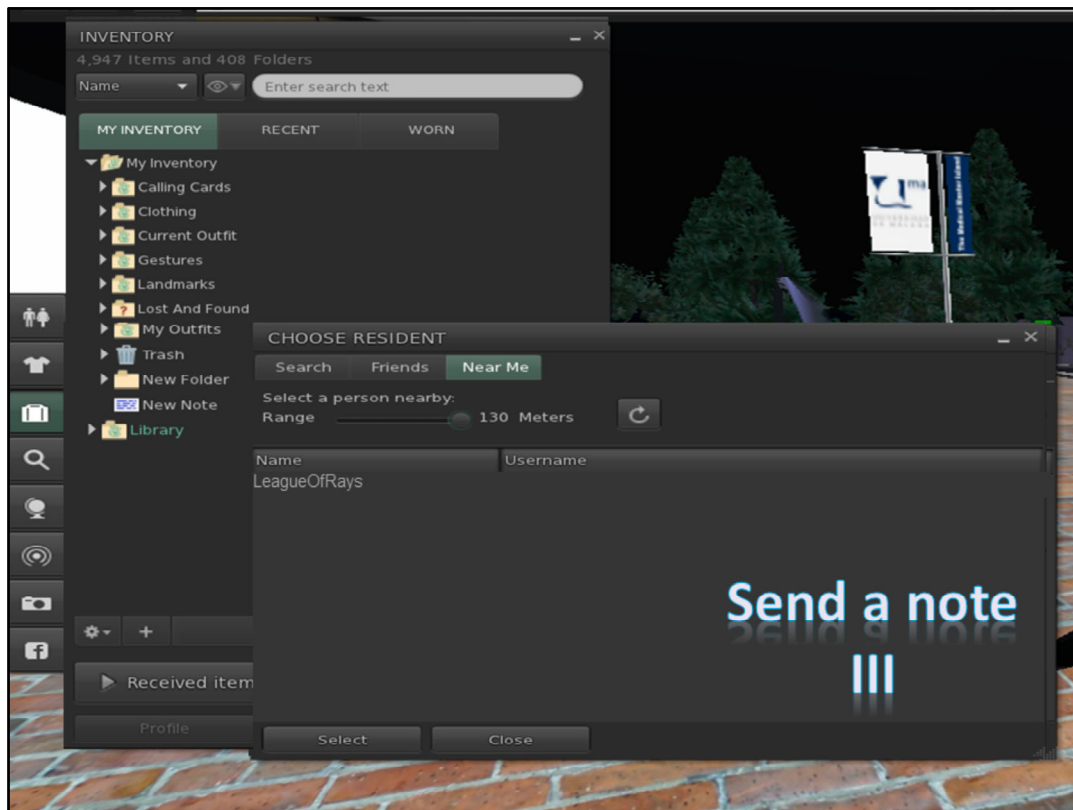


SEND A NOTE II

To send a note to another user, you must right-click on the note and click share. A new window will appear with three sections:

- Search: When writing in the blank space the name of the avatar or the name of the user to whom you want to send the note, it will appear in the lower box. We can click on it and then on the select button to send you the note.
- **Friends: User friends of your user account will appear. You must select one and click "Select". In this way, the note will be shared with the chosen user.**
- Nearby: It is possible to regulate the range of the radar that shows nearby avatars according to the area in which ours is located; this allows you to select them in the same way to send them a note.

In this example, the target user is "leagueofrays", whose avatar name is "LeagueOfRays"



SEND A NOTE III

To send a note to another user, you must right-click on the note and click share. A new window will appear with three sections:

- Search: When writing in the blank space the name of the avatar or the name of the user to whom you want to send the note, it will appear in the lower box. We can click on it and then on the select button to send you the note.
- Friends: User friends of your user account will appear. You must select one and click "Select". In this way, the note will be shared with the chosen user.
- Nearby: **It is possible to regulate the range of the radar that shows nearby avatars according to the area in which ours is located; this allows you to select them in the same way to send them a note.**

If you want to send a note to the avatar of "LeagueOfRays", you only need to select it, if its nearby..



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