



Secrets, Tips,
Tricks and Hints

Discover how
"Second Life®"
can be Easy and
Fun to Learn

Go from
"Newbie" to
Seasoned
Resident
in no time!

A Beginner's *UNOFFICIAL* Guide to Second Life®



Second Life Made Fun & Easy

By v3image - www.v3image.com

FREE SAMPLE – CHAPTERS 1 & 8

A Beginner's Guide to Second Life
Free Sample - Chapters 1 & 8
By v3image

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Here's the Complete Table of Contents so you can see all that you can learn in this easy to follow and use **Beginner's Guide to Second Life**



A BEGINNER'S GUIDE TO SECOND LIFE®
*Your Quick Start Guide to the
 Virtual World of Second Life*

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CHAPTER 1: MAKING HISTORY

Get a Life... A Second Life

What is everyone talking about?

Your first question was probably “What *is* it?” You heard “3-D virtual world” and “game” in the same sentence and figured a computer-based simulated environment. Your interpretation was that it’s a Massively Multiplayer Online Game (MMOG). Then you were patiently told that you are a resident of this world in real time, so you labeled it MMO-RPG (Role-Playing Game) and then added a RTS (Real-Time Strategy). Sure, keep piling on those acronyms. You really won’t understand it until you enter this popular new Social Environment yourself and experience first hand what everyone is buzzing about. In the meantime, it is easier to tell you what it is not. This is not objective-based gameplay. It is not combat play (though there are areas that do support combat, it is not the focus). There are no clear winners and losers. The game does not have levels of play and it does not end.

Second Life (www.secondlife.com) created by Linden Lab (www.lindenlab.com) is not promoted as a “game” Instead the people at Linden Lab truly see it as a 3-D virtual world, and only different from our Earth in that this world is “lived” via the Internet. Second Life opened to the public in 2003, and has been growing explosively ever since. Already millions of people from around the Real World have inhabited it.

Phillip Linden (aka Phillip Rosedale) has expressed that Second Life is passionate about creating a new version of an [Earth] where there is a fundamentally different and better set of capabilities¹ (we’re not sure what that means, but it sounds good). He says this means they want SL to be able to reach everyone in the world, to be able to scale to 100s of millions of users and millions of servers, and to remain an open decentralized system in which creativity rules. We’re not sure what that means either...but we are sold on Second Life. Our recommendation is that the best way to understand it is to experience it first hand.

Huh, I think I have it. Tell me again

Second life is resident driven and self-evolving. It emphasizes socializing and an in-world virtual economy driven by the sale and purchase of the content created by its members. The closest description of it would be to call Second Life by a subgenre of “Non-combat MMOSG (Massively Multiplayer Online Social Game).”

Second Life is the first of its kind to achieve widespread success including attention from mainstream media, the growing interest from international communities, and multi-national organizations looking to expand brand awareness. Think of it as Myspace, YouTube,

¹Summary of a SL Forum post 04-07-2006, 03:49 PM by Phillip Linden, CEO/Founder Linden Lab.

Chapter 1: Making History

Amazon, eBay, and Sim City all wrapped up together with Reuters, Toyota, Rockefeller Center, you, me, and VOIP. Pretty crazy, huh?

The SL world is computer-based and appears similar to the real world, with real world rules such as gravity, wind, topography, locomotion, real-time actions, and communication. Communication has been in the form of text typing, but now real-time voice communication is available using VOIP (Voice over Internet Protocol). The push is for Second Life and Real Life (RL) to merge in business, communications, entertainment, and virtually (“really”) everything.

About Second Life

Second Life (SL) content is about 90% resident-built. The environment is the creation of Linden Lab (LL) whose name reflects their original address at 333 Linden Street, San Francisco. LL introduced “Linden World” in 2002 which was more like a theme park. They later renamed their development to “Second Life” and opened it to the general public in 2003. While SL is not the first virtual world of its kind, it is a market leader in many ways.

The most unique aspect of Second Life is the fact that the users own the intellectual property of their “in-world” creations. This has allowed users to create products in SL and then later “export” them to another medium and still maintain ownership of that creation. The most noted is **Tringo**, which is recognized as the first real world product created in a virtual world. Tringo blends aspects of puzzle games and bingo. Tringo is now offered on Nintendo Game Boy Advance, ITV, PC, and mobile platforms.

Second Life members are referred to as **residents**. This term was introduced by Linden Lab to give users the feeling of belonging and ownership. Linden Lab continues to give residents as much control over the content in the world as possible, which is evident in the creation tools available and now SL’s open source code. SL allows residents to create interface businesses and exchanges. Residents openly trade money, real estate, services, and products. They create objects in-world with primitive shapes (cubes, cylinders, spheres, etc.); upload images, sounds, and animations for a small fee; and have a range of tools to control their environment. There is a robust scripting engine called Linden Script Language (LSL), which residents use to program objects that interact.



The economy within Second Life is dependent on the Linden Dollar (L\$) which allows residents to buy and sell the items they have created. The Linden currency can also be traded for US dollars (USD\$) via the LindeX service (run by Linden Lab with “controls” restricting volume trades). The economy is closely monitored by LL to insure stabilization of the Linden Dollar. The **sinks** (things that cause L\$ to be disposed of) and **sources** (things that introduce L\$ into the economy) are managed and publicly

Chapter 1: Making History

reported. LL actively watches the indicators and intervenes to prevent swinging inflation or deflation in the value of the L\$.

Residents buy the currency using real credit cards and can cash them in using an official SL exchange rate. More and more residents are claiming income that equals real life income. Residents have also become to claim assets valued at more than a million US dollars mostly stemming from SL real estate dealings. Linden Lab makes its money by selling and charging “tier” fees on the real estate in Second Life. They also take a cut on currency exchanges, receive membership fees, and charge for uploading images, sound, and animations.



The trademark logo chosen for Second Life is a hand (see illustration). It can readily be found throughout SL and RL (Real Life) displayed in different colors and with or without the words “Second Life.” The hand symbol, with an inset of what appears to look like an eye, appears in various Linden creations and has been seen on both the sun and the moon. The hand as a symbol is considered important in real life civilizations as well. In many different cultures throughout the ages, the mysterious hand symbol has appeared in paintings and other art forms.



The Teen Connection

Teen Second Life was introduced by LL in early 2005 for kids age 13-17 to develop a parallel world on a Teen specific grid. This was done to prevent teens from entering false information to participate in the **Main Grid** which is strictly reserved for people aged 18 and over. The **Teen Grid** also restricts adult interaction.

Beginning January 1, 2006, the Teen Grid expanded their hours from the Linden Lab office hours to a more realistic 24/7 (24 hours 7 days a week). The Teen Grid is patrolled by Lindens (Linden Lab employees) to insure a safe environment. The teen side has not experienced the same degree of robust growth as the Main Grid.

Teens seem confused about Second Life and often approach it like another combat game. It's not unusual to see weapons and combat gear in full view. Similar to the Main Grid, the residents are in control of the environment's growth and development. When a teen Avatar turns 18 they are transferred with their content and any private islands they own to the Main Grid.

In an attempt to encourage more development and educational programs on the Teen Grid, Linden Lab restricts adult presence on the teen side to Private Islands but the adults have to submit to a background check and the Island has to have visibly posted that adults are present.

Real World Collides with Second Life

SL is experiencing the typical growing pains associated with explosive growth. It is also an open environment which means it can be used by anyone with Internet access. This creates a number of real world problems ranging from the technical (Budgeting of server resources and viral attacks), to moral (Pornography), to legal (copyright infringements, gambling laws, and general lawsuits).

And of course, not all press is good press. Second Life continues to have its share of critics. Overall the press has embraced it. This is illustrated with the impressive number of positive articles on Second Life that have been published by well known news agencies.

Second Life has also been recognized as an educational environment. Perfect for distance learning, computer supported cooperative work, simulations, and corporate training. Allowing individuals to practice skills, try new ideas, and learn from their mistakes. Second Life is already being heralded for its potential to enrich existing curricula and supplement the traditional classroom. Virtual reality gameplay is increasingly being embraced as a vehicle to reach and influence the masses.

Whoever you are, wherever you live, and whatever you do in Real Life doesn't matter here. Your age, physical limitations, socio-economic status, race, language, job skills, and education are only what you make of them. Quoted from the creators of Second Life:

“Your World. Your Imagination.”

CHAPTER 8: TOOLING AROUND

Every **THING** is an Object

Don't be a Prima Donna

Everything you see in-world is made up of primitive shapes. These basic building shapes are called **Prims** for short. These shapes are created using the tools supplied in the **Build** (B) Function. Various block forms are made available including the cube, cylinder, prism, sphere, torus, tube, and ring. These can then be twisted, hollowed, linked, and textured. In addition, physical and light properties can be applied. All the buildings, gadgets, furniture, animals, costumes, vehicles, and even fashion accessories are created by manipulating and joining these primitive shapes.

Each primitive shape is counted as a single Prim. **Link** (Ctrl-L) two primitive shapes together and you've created one object with 2 Prims. A car might be made up of 30 Prims; a skyscraper might have over 1,000 Prims. The number of Prims you are limited to use will depend on where you are building and the amount of land you or your group owns in that region. It may also be limited by the allowance the Land Owner gives you (for example, when renting). All land is limited by a Prim count (listed on the **Objects Tab** of the **About Land** window).

All Avatars, no matter the membership type, have full access to the **Build** tools. You can build on your own land, on land owned by a group that has you listed as a member, and in public sandboxes. It's never a good idea to just start building in any open space, if you don't have that land owner's permission.

You can build in a Sandbox as much as you want. Just make sure you take your build with you or before they "wipe" the Sandbox clean. In a Sandbox you can build to your heart's content. Just keep the builds stored in your **Inventory** (Ctrl-I) and bring them out as you want to work on them.

EXERCISE 8: BUILDING AND CREATING OBJECTS

CREATING OBJECTS

- ◆ *Right-click* the ground and *select* **Create**. This will open a **Build** pane with the **Create** Tool already selected. Displayed at the top are all the basic shapes available to use. Alternatively, you can also *click* the blue **Build** button at the bottom of your screen (B) or use (Ctrl-4).
- ◆ The default shape is a CUBE, textured with plywood, and colored white.

- ◆ Your cursor appears as a small wand. In this mode every time you *left-click* in this mode, a new CUBE appears unless you *select* a different shape in this pane. Each CUBE or shape is a one Prim (primitive) Object.
- ◆ If you *left-click* on the floor, the new object is placed perfectly on that floor. If you *click* the top of another object, the new object will be placed touching the top surface of it. If you *click* in the air the new object will appear to sit in the air. The object placement is controlled by your click.
- ◆ Once a shape appears the **Create** pane changes to the **Edit** pane with your new “object” selected and ready for you to change or modify how it looks. The **Edit** mode is recognized by the three cross arrows that appear on the object (red, green, and blue).
- ◆ If you want to **Create** more than one Prim without going to the **Edit** pane each time, then *click* the **Keep Tool Selected** box in the **Create** pane. This will allow you to continue creating new shapes.
- ◆ Go ahead, **Create** a couple of shapes, place them on the ground, in the air, and on top of each other.

SELECTING OBJECTS

- ◆ While you are in the **Edit** mode, *left-click* on any of your objects to select it. Then *left-click* another, and another. Repeat those steps now with the Shift key down each time you select. Notice the objects ALL stay selected and they will respond as a group.
- ◆ Now release the Shift key and release your mouse selections by clicking on an object outside of your selection.
- ◆ Let's try a different selection approach. While still in the **Edit** mode, *Left-click* and *drag* and see what happens. You can start where there is no object like on the ground or in the air. Notice a yellow selection box growing and you can “wipe” your objects into it. All of your objects that are captured into the yellow are automatically selected. This is called “*Drag Selecting*”.
- ◆ To release *Drag Selecting*, just *left-click* something other than the objects already selected.

MOVING OBJECTS

- ◆ While in the **Edit** (Ctrl-3) Mode, *select* one object. Then *left-click*, *drag* on one of the cross arrows that appear on the object.
- ◆ Release and *left-click*, *select* a number of objects (by individually grouping or by *drag selecting*). Again *left-click*, *drag* on the cross arrows that appear on your objects. Now drag on the arrows that appear off to the side of your object. Notice that the entire group moves together.
- ◆ Now hold the Shift key and drag an arrow end. Remember from the last chapter, this makes a copy. In this case, it made a **Copy** of the entire selection set. Let go of the shift. Now release the Set by *clicking* on something or somewhere outside of the selection.

Chapter 8: Tooling Around

- ◆ Let's **Rotate** a Prim. *Select* one Object and press the Control key (Ctrl-), *drag* on the curve or directly on the object. This rotates the single object. It can also be repeated for a selected group of objects.
- ◆ With the single object selected, press both the Control and Shift keys (Ctrl-Shift) and a pattern of small boxes appear. *Drag* on one and then another of the colored boxes. Notice what happens. The object can be re-sized and re-shaped. The white boxes expand and contract the shape uniformly; the red, green, blue boxes control sizing only on that sector or axis.
- ◆ Release, and now *Left-click, select (left-select)* or *drag select* two objects that are touching and repeat the exercise with Ctrl-Shift. Notice how both objects respond together.

LINKING AND UNLINKING

- ◆ Time to **Link**. Select 2 or more objects that are close together. Once they are “grouped”, look at the **General Tab** in the **Edit** pane, how many objects and how many Prims are listed?
- ◆ Now perform the **Link** function (Ctrl-L). What does the **General Tab** list as the count of Objects and the Count of Prims?
- ◆ Move the linked group around, click on something else, and then come back to it. This is what “linking” is all about.
- ◆ Now **Unlink** your objects (Ctrl-Shift-L). *Click* on an object outside of the selection and come back to your group. Move it around. Did it separate? Then it's no longer linked.

Don't forget to clean up. You can *drag select* and **delete** for fast clean up. If you leave your work in the Sandbox it will all **Auto-return** to your **Lost and Found** folder in **Inventory** and become clutter.

Understanding Linked Prims

As you Link Prims, the last Prim selected for the object will be recognized as the parent link. The name of the parent link will become the name of the whole linked object. This is the reason why **naming your Prim creations** as you build is important. When you place your object in Inventory, the linked Prims become one file and the parent link is the name of the file for the whole object. The center (or origin) of the parent Prim becomes the center of the whole object, even if the parent link is not the physical center of the object itself. Depending on the placement this can make movement of the object difficult or awkward.

When building vehicles, any script in the vehicle will look to the parent link's orientation as the reference for determining the “front” of the vehicle. As a result, it can be important which Prim you select as the parent link.

BUILDING AND CREATING TIPS AND HINTS:

- When you **Build** (Ctrl-4, you must be on buildable ground. Your top menu bar will display a little picture red circle crossing through a yellow cube if it is NOT allowed. If this icon is NOT displayed, it is land that allows you to build. Sandboxes allow building.
- When you *left-click* the **Build** button, it opens with the **Create** tool and the CUBE shape selected.
- The default shape is the Cube, and all new Prims will be textured with a default plywood texture.
- It is always a good idea to make back up copies of builds while working on them. This way you can always recall an earlier version. Start a “Work-In-Progress” Folder in your **Inventory** (Ctrl-I).
- Clean out your **Objects** Folder and **Lost and Found** Folder often since that is where “**Take**” and “**Auto-return**” respectively places the Objects.
- Title your builds when you begin, this makes it easier for you to retrieve and organize them.
- Although Prims are solid to you as an Avatar normally, during building they are not solid, so Prims can be moved through objects, through each other, inside each other and even underground.
- *Drag selecting* can be a time saver, but it is less accurate and you may end up selecting objects you don’t want. You may also accidentally select objects belonging to someone else, which may cause linking to inexplicably fail. Turn on the **Select Only My Objects** option in the Menu Bar to help avoid this problem.
- Drag selecting can be done several times in different places to keep adding sets of objects to the selection. So long as you hold the shift key down each time you do it, your previous selection will remain and be added to each time.
- If you are moving your Object around and it shoots out of view while in **Edit** mode, you can **Undo** (Ctrl-Z) or hit the delete key to eliminate it as long as you can still see its **Edit** pane.
- When you **Delete** an object in-world, it does not end up in your **Trash** file. It is deleted for good.
- When you **Take** or **Take a Copy** of your objects that are set as a “group selection” into your Inventory, then when you drag it out, the entire group of objects will reappear with the objects in the same positions relative to the others. However, upon rezzing, the objects are no longer grouped.

BUILDING AND CREATING TIPS AND HINTS: (Cont.)

- When you are drag selecting the group is NOT permanently linking Objects.
- To **Link** use (Ctrl-L) and to **Unlink** use (Ctrl-Shift-L). Alternatively you can *left-click* **Tools** on the Menu Bar at the top of your screen and *select* **Link** or **Unlink** from the drop down menu. Most Objects consist of more than one Prim, so you will use these commands when you **Create**.
- When trying to link, if you get a message saying your objects are too far apart to link, this is because there is a link limit based on distance (measured from the Prim centers) and relative Prim size. This limitation will scale in that larger Prims have a greater link distance than smaller ones; conversely, the smaller that the Prims are, the closer they must be in order to be linked.
- After linking objects initially together, you can continue to add more Prims to it using the same technique. However, a linked object cannot exceed 30 meters in any dimension.
- Vehicles, or any physics-enabled object, cannot have more than 31 Prims. Note that any rider sitting on the vehicle will be considered a linked Prim on that vehicle, so the vehicle itself should remain under 30 Prims. (A vehicle can turn on its physics, and then have multiple riders sit on it)
- There is no nesting of linked groups. This means if you linked a third object to two objects already linked and then unlinked them it will not yield two groups. Instead it will yield three.
- To **Link** Prims you have to have the right permissions (reference the **General Tab**). You also can't **Link** or **Unlink** if the Object is "**Locked**" (reference the **Object Tab**).
- Once you think you have your work *Drag-Select*, **Linked**, or **Locked**, then *right-click* it, select **More**, *select* **Take Copy**. Don't immediately try a **Take**, as chances are you may overlooked selecting a small piece somewhere. Once **Take Copy** places it in your Inventory as a single object, take it aside and rez it to check that your saved object is actually your complete build with no missing pieces. Also, if it is **Linked** or **Locked**, try moving it around and even try deleting a part of it. This is a good way to test your build.

You can build in a Sandbox as much as you want. Just make sure you take your build with you or before they "wipe" the Sandbox. In a Sandbox you can build to your heart's content. Just keep those special builds stored in your **Inventory** and bring them out as you want to work on them.

INFORMATION: BUILD TOOLS AND TABS

The “**BUILD**” (**B**) Function Button accesses the five Build Tools and the five Reference Tabs:

TOOLS:

1. **FOCUS:** Allows you to move around an object to view it from different sides and angles. Use it to also view the world around you while you're standing still. (To use this mode, *left-click, hold* on an object and move from object to object)

Focus (Ctrl-1): *drag* to change views **Orbit (Ctrl-); Pan (Ctrl-Shift)**



2. **MOVE:** Quick and easy way to move an object, lift it, and Rotate it, as long as you don't need precision.

Move (Ctrl-2): *drag* to move object **Lift (Ctrl-); Spin (Ctrl-Shift)**

3. **EDIT:** Make more precise changes to an object. When creating objects the precision becomes essential.

Edit (Ctrl-3): *drag* arrow to move object

Rotate (Ctrl-): *drag* on curves; **Stretch (Ctrl-Shift):** *drag* small boxes

Copy (Shift): *drag* arrow (a copy is left behind)

Stretch (Ctrl-Shift): *drag* a color box

Select (Shift): *left-click* each object

Group (Shift): *left-click* and *drag* yellow box to highlight objects

Link (Ctrl-L): as 1 object; **Unlink (Ctrl-Shift-L)**

4. **CREATE:** To make a primitive shape. Choose a defined shape from the **Build** Box, or **Copy** a shape (with Permissions) by selecting it through the “**Edit**” and checking the **Copy Selection** box in the **Create** Tool, then *click* on the ground in-world to place it.

Build (B) or *Left-click* **Build** Button opens to the **Create** Tool

Create (Ctrl-4): *left-click* on a defined shape and *left-click* in-world to place it.

5. **LAND:** This tool is only activated when you own land or have the Permissions needed to change the Land's Terrain.

Land (Ctrl-5): to open Tool

INFORMATION: BUILD TOOLS AND TABS (Cont.)



TABS: (Ctrl-[) or (Ctrl-]) to cycle through tabs if you don't see the Tabs, *click* the "**More**" button to maximize the pane ("**Less**" to minimize).

1. **GENERAL:** Provides **Basic** information (Name, Description) as well as **Background** information (Creator, Owner); **Physical** Properties (Objects, Prims); and **Permissions** (Copy, Modify, Transfer) for the Object.
2. **OBJECT:** This tab defines the parameters essential for advanced edits to a Prim. It addresses numerically the Object's **Position, Size, Rotation, Cuts, Twists, Tapers, and Shears**. It also allows for setting **Locked, Physical, Temporary, and Phantom** parameters.
3. **FEATURES:** Addresses two major settings: **Flexible** (allowing the object to Flex around the Z Axis) and **Light** (allowing the object to emit light). These functions are used in Advanced Building.
4. **TEXTURE:** Change the color or texture of an Object or select and change the texture on part of an object.
5. **CONTENT:** Add Objects, Notes, Photos, Gestures, Scripts, etc. that can be stored, referenced or used to direct the Object.

These Tabs are further explored, as needed, in the following Chapters. Too much detail at this juncture will only be confusing. Some of the commands and tabs in the **Build** Tool Box are used in **Advanced Builds**.

SHORTCUT COMMANDS:

Create	Ctrl-4
Edit	Ctrl-3
Link*	Ctrl-L
Unlink*	Ctrl-Shift-L
Drag Selecting*	<i>Left-drag</i>
Individual Selecting (for Group)*	Shift, <i>Left-select</i>
Undo last step*	Ctrl-Z

**Required to be in Edit Mode*

BASIC BUILDS TO TRY

CONSTRUCT A FLOATING BUILD PLATFORM

(Place above a crowded Sandbox)

Create a Cube using (Ctrl-4); **Flatten** it using (Ctrl-Shift, *drag* blue boxes together); **Stretch** it (Ctrl-Shift, *left-drag* the white corner boxes outward) until it reaches its farthest point. **Move** it up into the sky (*drag* blue arrow upward). To make the platform larger **Copy** (Shift-*drag an* arrow until the Prims separate; or try Ctrl-D); **Select** (Shift, *left-click, select*) each Prim; then **Link** (Ctrl-L) these multiple flat Prims together. The next Chapter explains precision alignment of Prims by using the **Object Tab** numbers.

BOX OF OBJECTS

Create (Ctrl-4) a Cube; *drag* a couple of Objects as files out of your **Inventory** (Ctrl-I) onto the Cube. Now you have a boxed set of Objects that can be “Opened”.

TALKING OBJECT

Create a Shape of your choice (Ctrl-4); open the **Content Tab** and *click* **New Script**; Close **Edit** (*left-click* “X”). Now touch the Object and it will say “Touched”. *Right-click* your object again, and select **Edit**. While in **Edit** *click* open the Script and Change the words “Touched” to whatever you want your object to say. Now close **Edit** and touch your object again.

After you finish building these objects; Name them on the **General Tab** pane of the **Edit** Tool. Then close the **Edit** tool; *right-click* the object and **Take** it into your **Inventory**. You can re-file it then to another folder if you want. Go ahead and set up an **Exercise** Folder in **Inventory** for keeping all of your Exercise Builds from this book.

This is Only the Beginning....

The **Build** Box of Tools and Tabs have more to offer than we will even cover in this book. Once you get the basics down and have a bit of practice under your belt, there will be no stopping you. Add imagination and ingenuity and you too will be building a better mousetrap. On to the next chapter now to build bigger, better, and more elaborate things.

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