Tips, Tricks, and Hints for Using SL™

General Tips:

- It is best to not use the Appearance function to change clothes especially if you need to do so in public. Find the items you wish to wear in your inventory and right click on them and pick Wear Item. Be careful when changing to not remove items then wear items, if you wear a new item it will replace the old one. This way you won't have wardrobe malfunctions in public.

- In Second Life® it is possible to change every feature of your look and many do this for costumes or just to be different. It can take a bit to get back to your normal if you do a full avatar change. To make this easier most people make a default appearance folder and put in all the pieces they normally wear along with one change of clothes. This way you can just drag the folder with your mouse and drop it on your avatar to get back to your normal everyday look. Be sure to put in your eyes, hair, skin, shape along with the clothes in the folder as many costume avatars change everything.

- Hair and clothing made out of Prims(Primitives) often look better than ones just made from textures. Too many prims being worn can make your avatar more sluggish(laggy) when moving through Second Life. The more items the server has to track the slower it will be. Usually this is not a problem.

- Often hair and clothing can be modified to fit better or to better suit your needs (get just the right color or shape). Be sure to make a copy of the item before modifying as it is easy to go to far and need to start over. Just as in normal computing backups are a must. If you can't make a copy be very careful.

- If you wish to pull a vehicle out in a place where no dropping is allowed often wearing the item then dropping it using the right click menu on the item will work. You may have to be very quick about right clicking and driving it before it gets returned to you.

- After you teleport some place people may say your avatar is all white with text on it or that it needs to rebake. To do this hold (CTRL)(ALT)(SHIFT)(D) to turn on the Advanced menu. Then go to Advanced | Character | Rebake Textures from the top menu bar.

- If you are up in the air flying or on a platform and the clouds are bothering you type (CTRL)(ALT)(SHIFT)(-) to turn off the clouds.

- All things in the game were built by someone. If the permissions are left open they will be copied and used by others. If you wish to keep rights to a graphic or design be sure and set the rights. Permissions are your copyright control.

  -- Copy Rights let an object owner copy the item.

  -- Modify Rights let the object owner change the item.

  -- Transfer/Sell rights let the object owner give away or sell the item.

  -- If you have an item you wish others to copy and give away but not change uncheck the Modify rights.

-- If you have an item you wish to not have others give away or modify uncheck both Modify and Transfer rights.

-- If you have an item that you don't want others to be able to make copies/modify or transfer to a different person uncheck all three permissions.

-- Often vehicles will be made with Copy but no Modify/Transfer rights as often vehicles get stuck and have to be deleted or abandoned when driving them.

Various handy building hints to remember:

- Shift-Drag with mouse when in the Edit menu copies the item.

- Use the Rotation section of the Object tab in the Edit menu for quick orientation of a prim. The most common coordinates are 0, 90, 180, and 270. Play with these to see what they do by putting them in the X,Y and Z windows. This will speed up building.

- If you are building a home/structure or placing items you don't want to accidentally move or delete, check the Locked box in the Object tab. This will keep you from accidentally deleting the walls, floor, or whatever if you miss-target.

- Dragging a picture/texture from inventory to a surface of a prim will paint that surface with the image. This is the quickest way to add textures to a new building project.

- Normal prims can only be 10 meters in size maximum or .01 meters minimum.

- The last prim selected when linking is the Root prim. This prim will always by default hold any contents dragged into it by using the Right Click|Open function. The Root prim often holds the scripts that control the entire object.

- To insert items into other prims than the Root prim use the Edit Linked Parts option in the Edit menu then select the prim you wish to work on. You can then use the Contents tab to put the items into the prim. Edit linked parts also works for all modifying and texturing of the linked prims.

- If you want to see what items are in a vendor or object Edit the item then check the Contents tab of the Editor and they will show up there. This works even if the item doesn't show an Open option in the Right Click menu.

- If building with lots of prims, color the prims different colors so you can better see how things fit before you actually color and texture the object. This will help you pick out errors faster.

- Dragging the mouse over an area with the Edit Menu open will select all the prims in a drag window. This can be handy for quickly linking something where you don't care which prim is the Root prim. This is also handy if you drop something below the ground or floor to pick it back up.