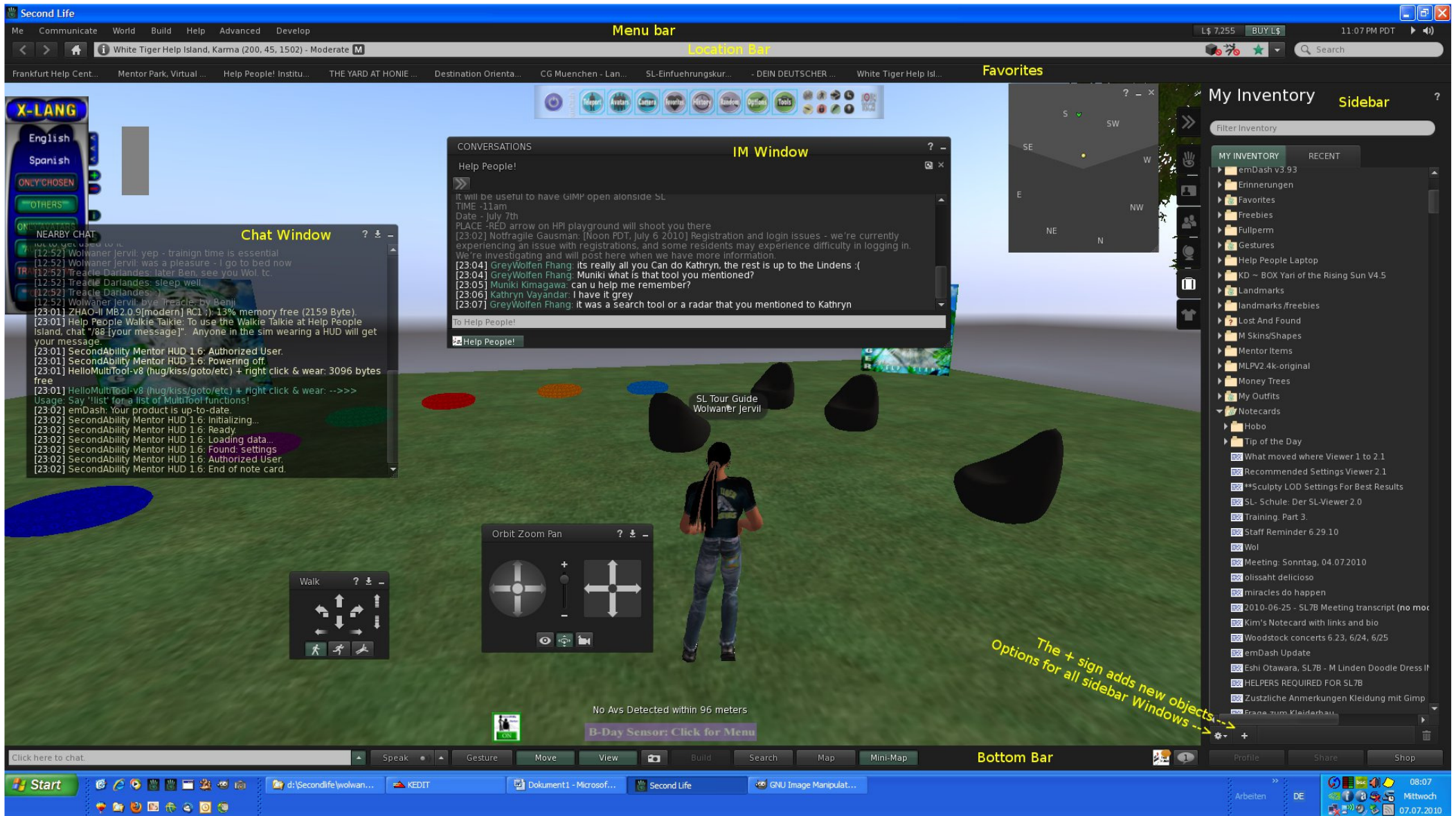


SL Viewer 2.4 Quick Introduction

By Wolwaner Jervil

SL Guided Tours




Prepared by Wolwaner Jervil – SL Guided Tours – we guide you through Secondlife

General

The yellow text in the overview picture is a descriptive text I put in.

Placing your mouse over avatars, objects and items may present a green i-dot

 Wolwaner (wolwaner.jervil) – click it to get more info.

Passing items to someone else: Open an IM window and drag it in there (worked in V1 too) or drag it onto the avatar as before.

For more info on Viewer 2 see http://wiki.secondlife.com/wiki/Viewer_2_Moves

The **settings marked in yellow are what I recommend** from my personal experience – adopt them to your needs.

The bottom bar



The bar is now more dynamic and similar to Viewer 1

Right click on the bottom bar and select the buttons you like to have there.

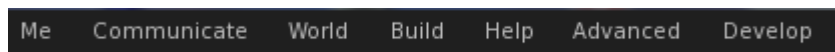
You can increase the size of the chat input area by selecting the right side of the border (right to the up arrow) and drag it to fit your needs.

The up arrow will open and close the chat history window.

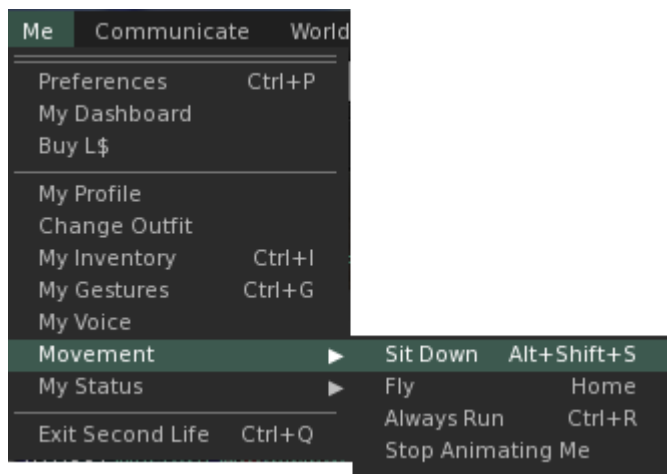
All windows opened in the bottom bar can be disconnected.

At the right of the bottom bar there are the notification icons for IM and group messages.

The menu bar on top



Me



Preferences – open the preferences window

My Dashboard will open the web-site of your avatar

Others will open windows in the right sidebar window.

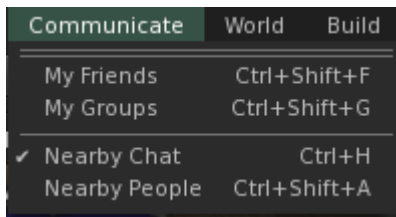
Movement is rather new – **Stop animating me** (Stop all animations) is here.

My Status has been moved here – set Away and Set Busy

Snapshot → moved to World menu

Upload → moved to Build menu and inventory sidebar

Communicate



Entries here will open some windows in the sidebar at right side.

World



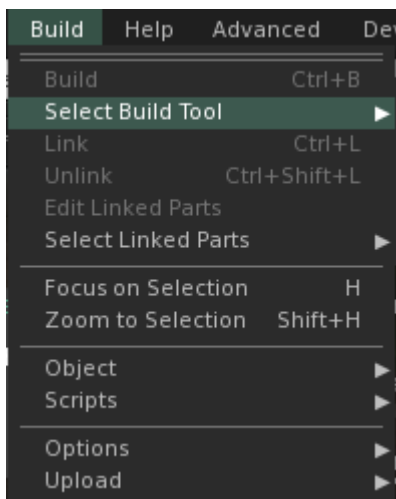
The Snapshot entry has been moved here (Ctrl-Shift-S will still work)

Land Info is now in the Place Profile

And environmental things are under Sun

Stop all animations → moved to Me Menu → Movement → Stop Animating Me

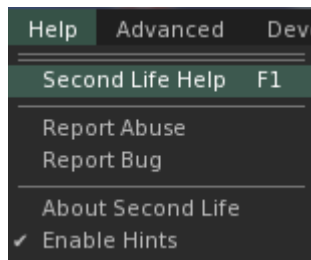
Build



Common build functions are here.

Upload has also been moved here (and is also available at the inventory window)

Help

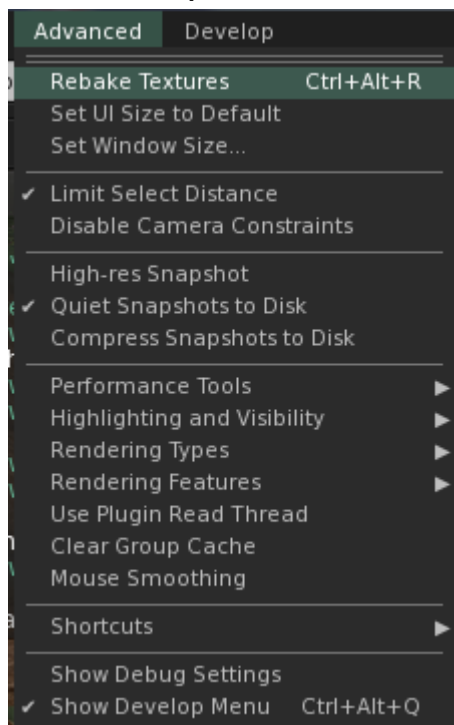


Has been reduced to help items

Enable Hints will turn on the hover tips if you mouse crosses some item.

Lag meter → moved to Advanced menu (Performance tools)

Advanced (still accessible with Alt-Ctrl-D or in Preferences Advanced)



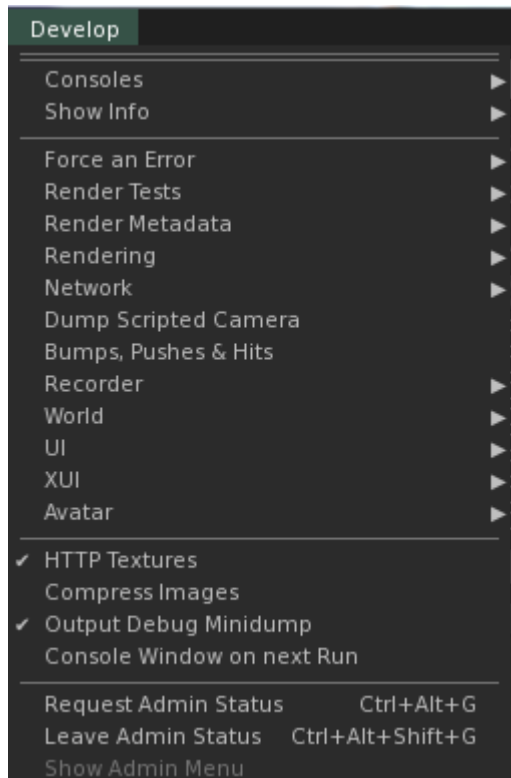
Rebake Textures (Alt-Ctrl-R) to reload all textures of your avatar

Performance tools: The **Lag meter, Statistics and Avatar rendering cost** is here now

And some shortcuts have been moved here

Character Test → moved to Develop menu (Avatar → Character Tests)

Develop menu (accessed via ALT-Ctrl-Q or in Preferences Advanced)



Some things we had in advanced are now moved here.

Especially the character test that we use to get rid of cloud avatars is now in here:

Avatar → Character Tests → Test Male or Test Female. Since this is rather complicated it is recommended to use an avatar from the library (Boy next door and Girl next door are the defaults used for character test)

Right side of menu bar



L\$ info, Buy button and time display as before

Volume control will open if you move your mouse over the right 2 icons: Loudspeaker is master control, the other one controls all volume settings and starts/stops media player.

Location bar and Search



Teleports work IMMEDIATELY – click and poof

Left and right arrow allows you to teleport to places in the teleport history (like in a web-browser).

The teleport history can be seen in the landmarks sidebar window.

Also the TP home (the house) is here.

The information icon will open the place info in the sidebar.

Then we have the location and rating info – by default the location info is NOT updated dynamically – right click at the white bar and select **Show Coordinates**



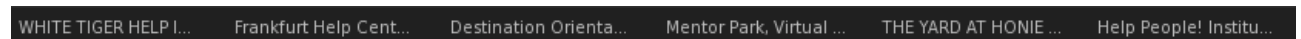
Right side:

If you miss the parcel properties: right click the white bar and select **Show Parcel Properties** – they will be displayed at right side of the location field.

And there is a green star – press it to create a landmark.

To search you open the search window by pressing the find icon, or you enter the search text and press enter.

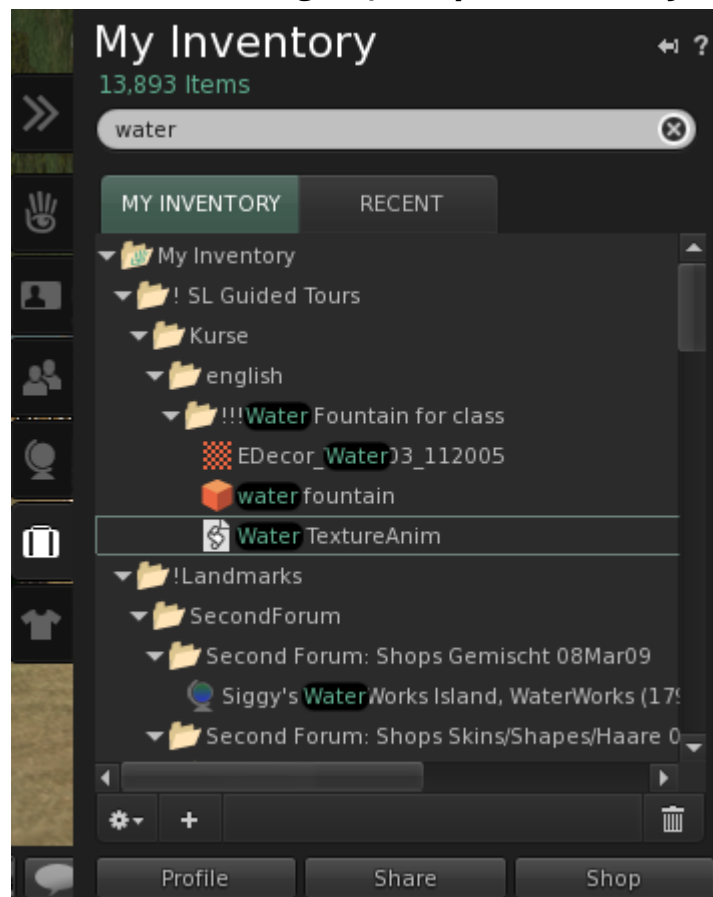
Favourites bar (similar to favourites in a browser)



Just drag a landmark in here for a quick teleport – you see my favourite mentoring places in the sample picture.

Click on one of these favourites to IMMEDIATELY teleport – click and poof....

Sidebar to the right (Sample Inventory Window)



If you open it you might recognise a move in the view. If you don't like this one you can change to overlay the view with the sidebar (Preferences → Move & View → unselect Automatic position for Sidebar).

Always have a look at the bottom of the sidebar windows – the sidebar has no menu's above, but lots of buttons at the bottom.

Only ONE window can be open at a time (except inventory where you can open multiple windows as before).

If you place your mouse over an entry you will get a green info button and an arrow to open object details.

And the sidebar windows are now detachable – use the small left arrow on top right, adjacent to the question mark.

Notice the small wheel with down arrow on bottom left – these are the options.

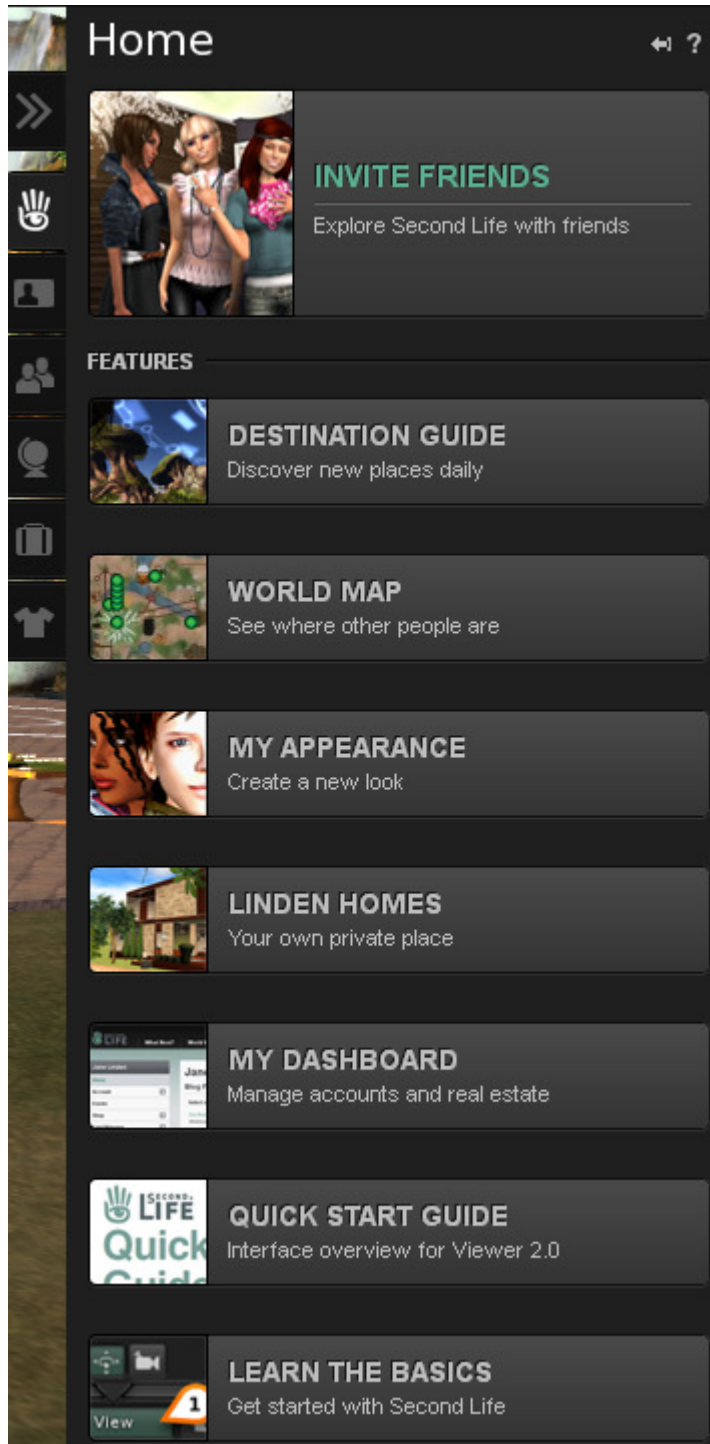
Right Sidebar icons shown from top to bottom:



Toggle sidebar (<< or >>)

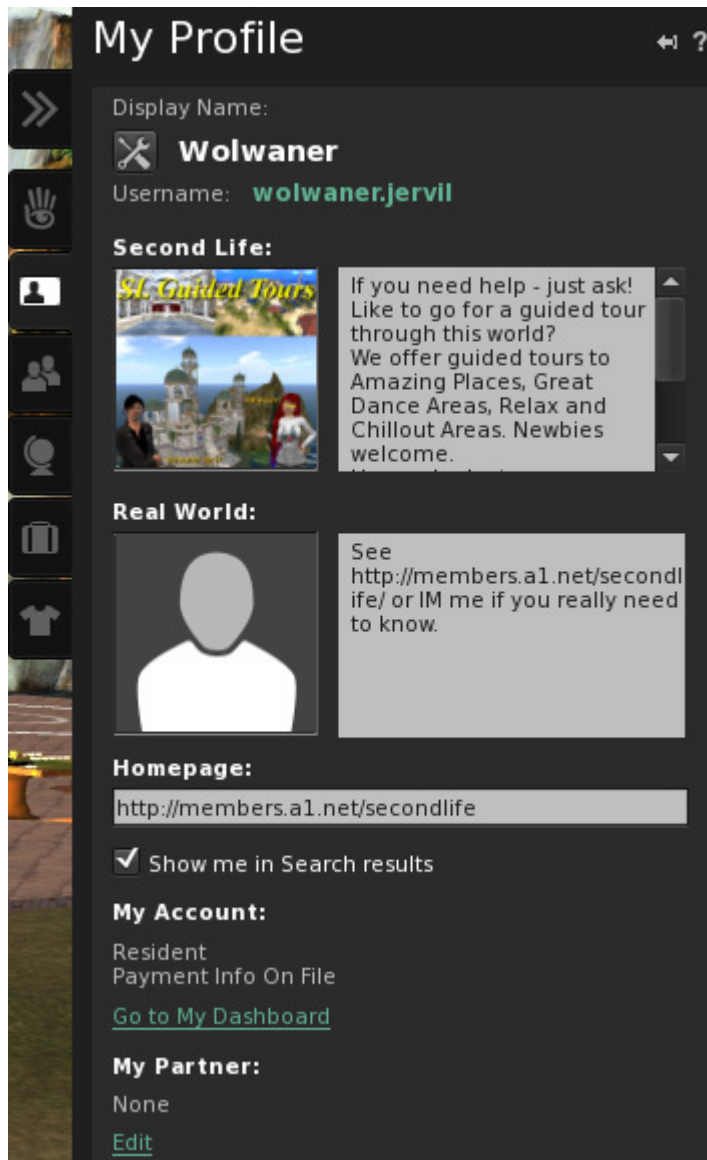
Will open and close the sidebar with the last window selected.

Home



Here you have an overview window with some common selections like Destination Guide, Map, Appearance and much more. A good thing for new residents is to use the Quick Start Guide.

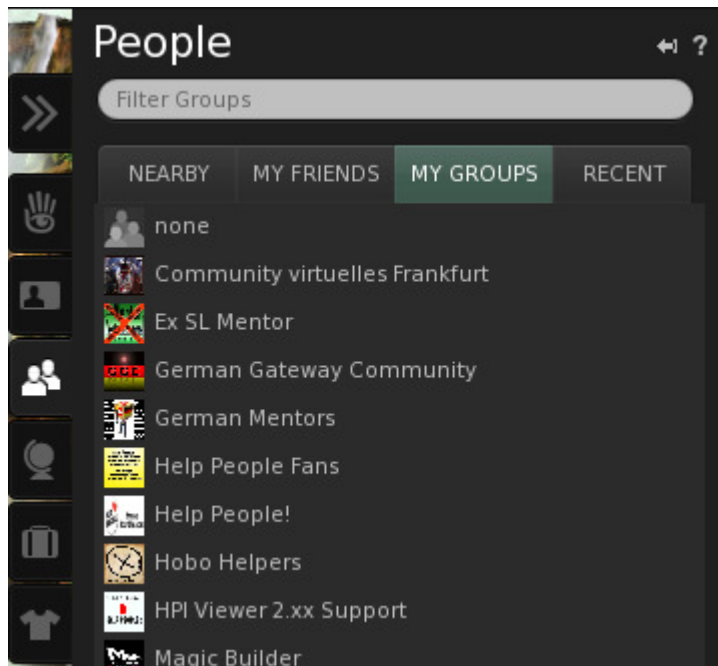
My Profile (the person in TV)



The screenshot shows a user profile for 'Wolwaner' on a virtual world platform. The profile is displayed in a dark-themed interface. At the top, the title 'My Profile' is visible with a back arrow and a help icon. Below the title, the 'Display Name' is 'Wolwaner' with a wrench icon indicating it can be edited. The 'Username' is 'wolwaner.jervil'. The 'Second Life' section features a thumbnail for 'SL Guided Tours' and a text box containing: 'If you need help - just ask! Like to go for a guided tour through this world? We offer guided tours to Amazing Places, Great Dance Areas, Relax and Chillout Areas. Newbies welcome.' The 'Real World' section has a placeholder for a profile picture and a text box with: 'See http://members.a1.net/secondlife/ or IM me if you really need to know.' The 'Homepage' field contains the URL 'http://members.a1.net/secondlife'. There is a checked checkbox for 'Show me in Search results'. The 'My Account' section lists 'Resident' and 'Payment Info On File', with a link to 'Go to My Dashboard'. The 'My Partner' section shows 'None' and an 'Edit' link. A vertical sidebar on the left contains icons for navigation and profile management.

Here is your profile – many things are no longer available (like interests and languages). Changing your display name is included here – go to Edit mode (like shown in the picture above) and there it is.

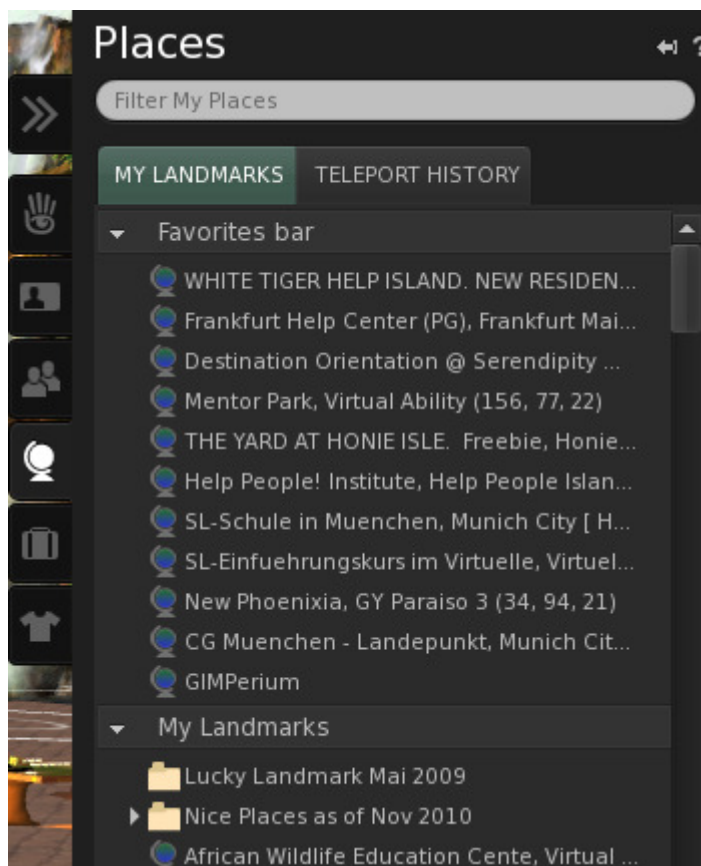
People



Friends and groups have been moved here.

Note that the windows sometimes now have grouping bars in between to open and close a section. To return to the overview section uses the green left arrow at top of the window.

Landmarks



Here you have your landmarks (Favorites on top) as well as the teleport history.

Clearing the history is possible in Preferences → Privacy → Clear History Button (This will NOT affect the Texture cache which can be reset in Preferences → Setup → Reset Button!)

Right click a landmark – there are many entries. Note that create SLURL is in here now.

Inventory



Inventory window is divided as before – my inventory and recent items.

You don't have a top menu bar any more, only the search input line has been left.

All functions have been moved to the options and + icon on lower left corner.

In the options you have New Inventory Window to open another window.

In the + you have all new functions, including Upload (which is also contained in the also in the Build menu).

Outfits



Outfits are always stored as complete outfits (everything you wear at the moment of saving, including attachments and HUD's). One click - total change and no duplicates in your inventory any more!

Outfits are “Links” to the inventory objects, not copies of them. So NO COPY items may now be included in multiple outfits.

Right click on an outfit to get a submenu to wear it.

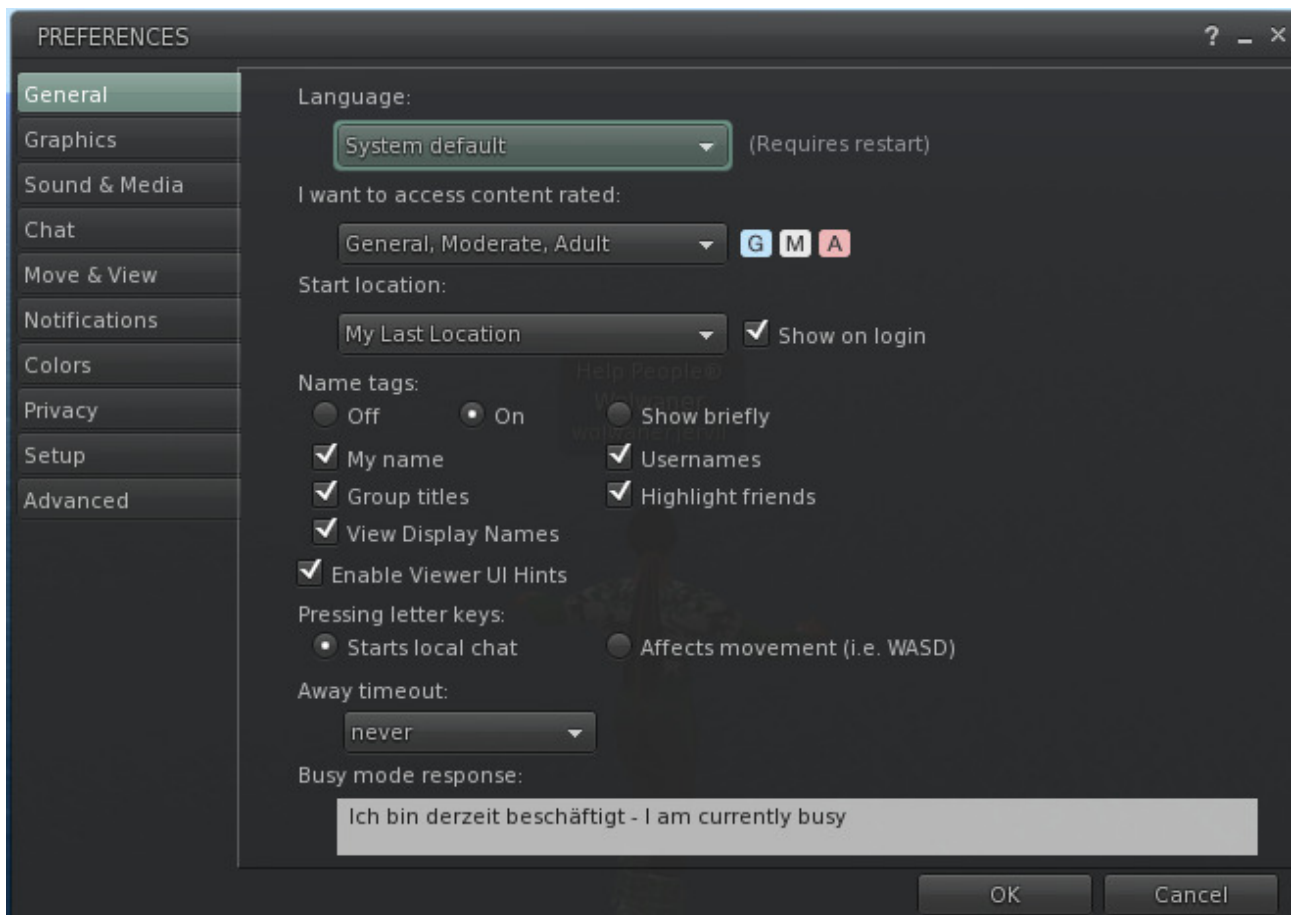


Bottom buttons:

Pressing the Save As button will open a small window to give your outfit a name and press OK to save. You also have the option to Save (the small arrow right to the Save As Button). The icon with the wrench (right top corner) will bring you into edit appearance mode. And you have a section Wearing – no need to search for (WORN in inventory anymore). If you replace an object (e.g. an AO) you need to replace it in every outfit. You may move the object from an inventory window to create a link.

Preferences

General



Language of viewer

Access settings (default is GM – change to GMA if appropriate)

Start location – check Show at login

Select how to see name tags:

Username: That's the name you use to login.

Displayname: That's the name you can change once a week in your profile.

I have all names displayed.

Pressing letter keys: Starts local chat means you don't move anymore with wasd keys and omits the V2 Jump instead of typing.

Away timeout: Never is allowed now (you had to set a debug option in V1).

Graphics

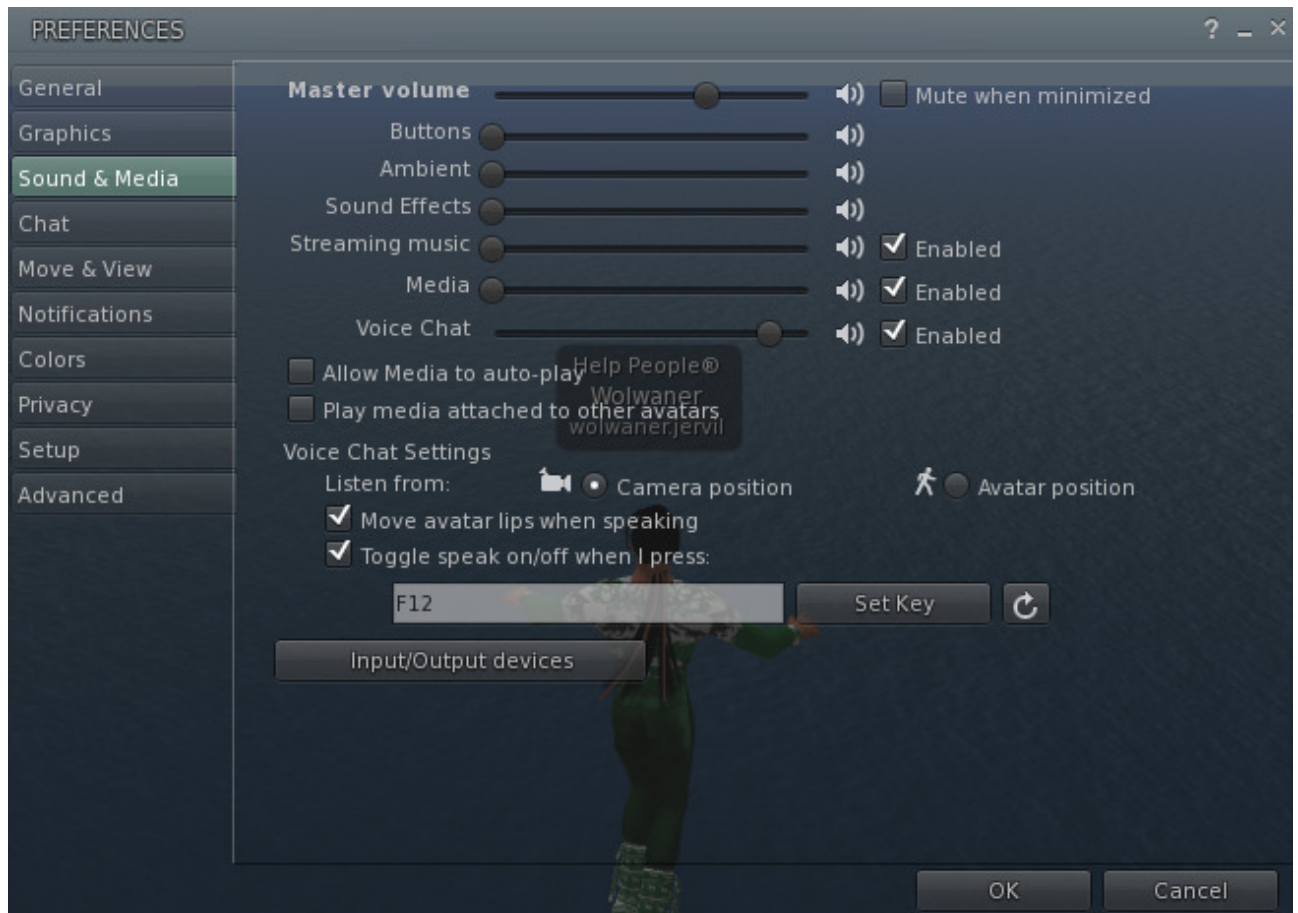


All options are displayed pressing **Advanced button** now (was custom” in V1).

I use to work with **Mid** instead of the recommended High (for my system) for better performance.

I turn to **Ultra for Snapshots** only.

Sound & Media



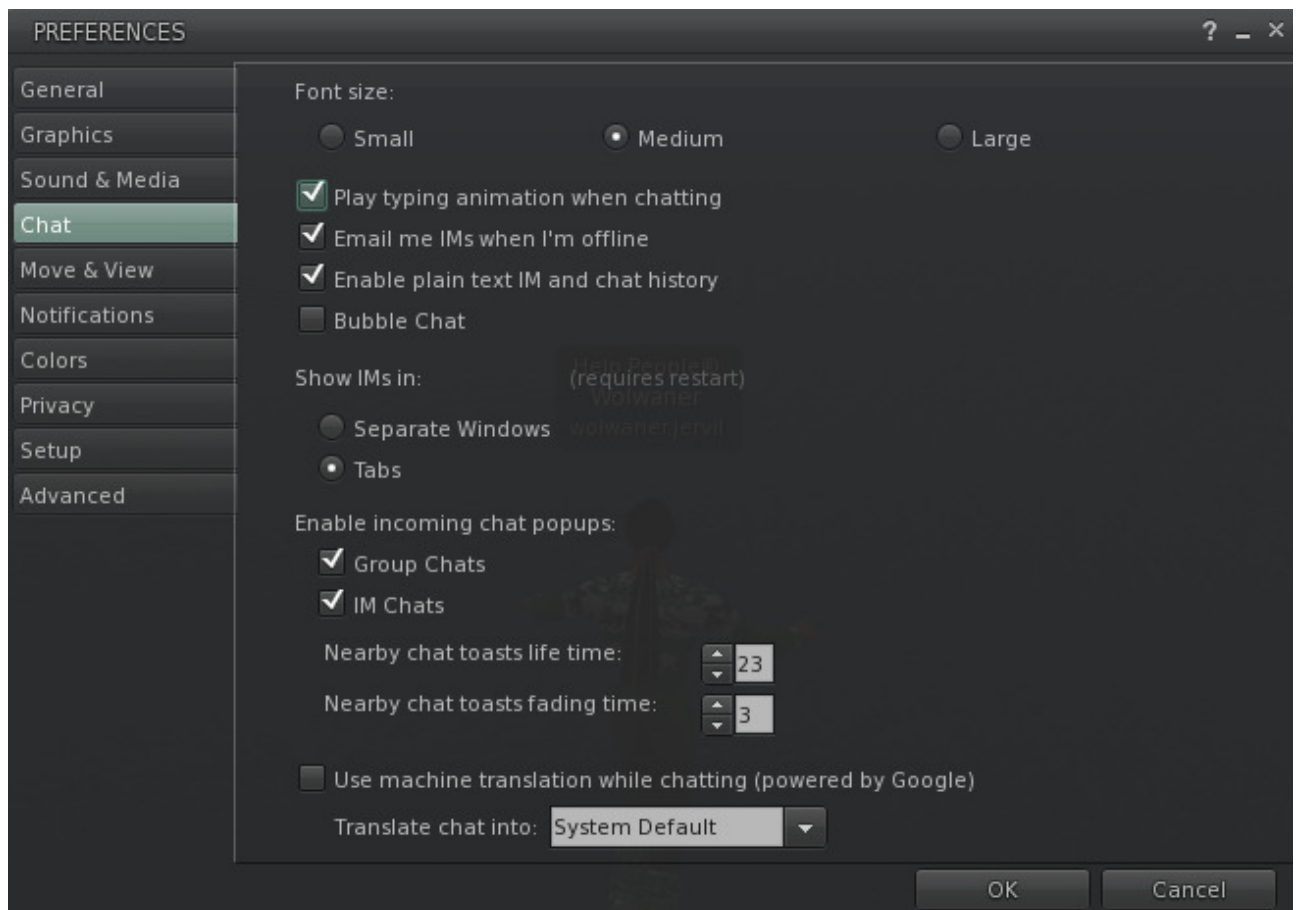
Here are volume controls and other media related infos.

I **uncheck Allow media to auto-play** (just because I hear music from my PC, not from SL)

All Voice settings have been moved here.

Uncheck Toggle speak on/off when I press. If so, you will have to press the button while you speak, but the microphone is never left on by mistake. If left on, any press of the button will change the microphones state between off and on.

Chat



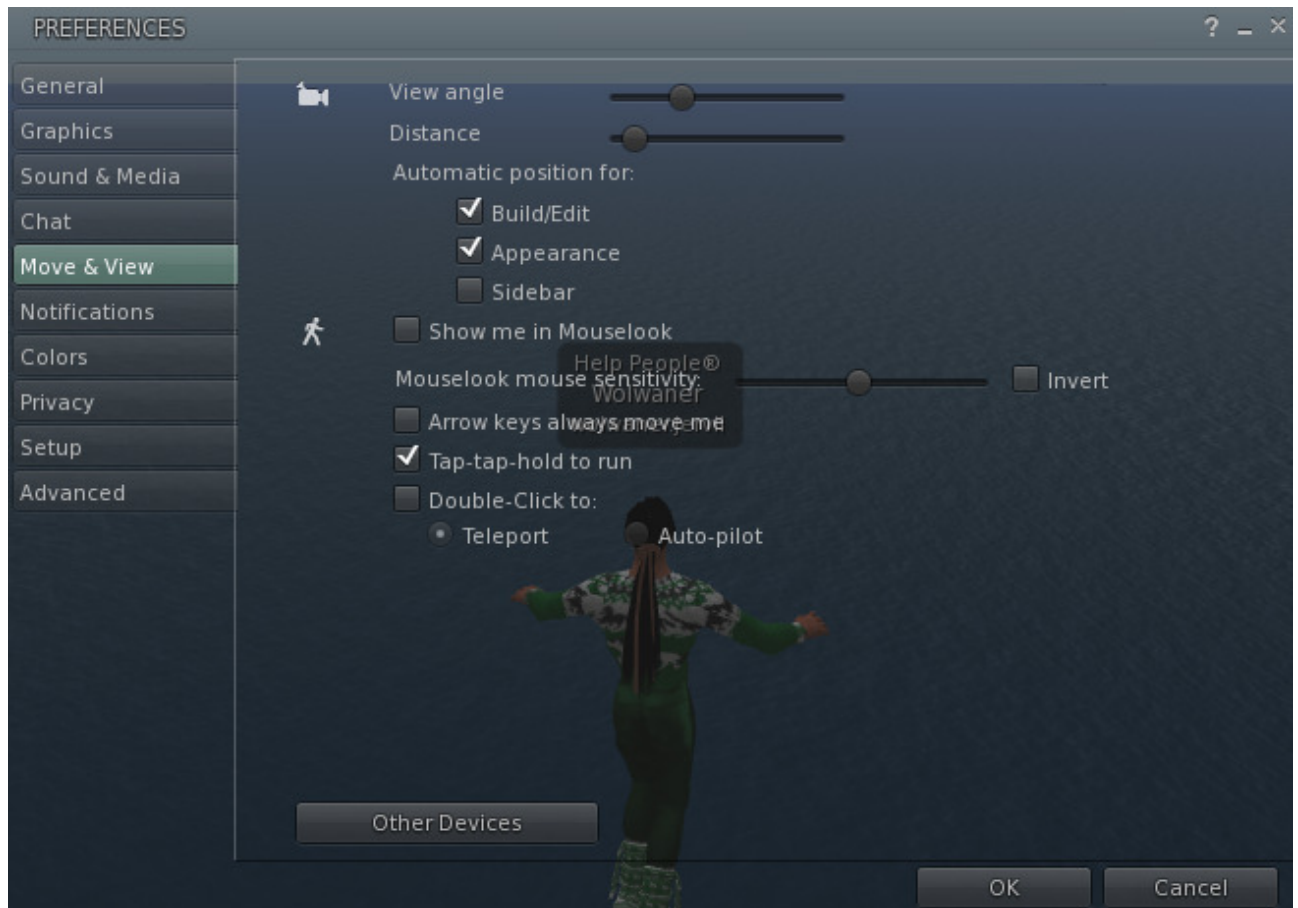
Various settings for chatting.

Play typing animation (was a debug option in V1)

Check Enable plain text IM and chat history (compressed chat lines instead of large icons)

Check Show IM's in Tabs (as it was in Viewer 1)

Move & View

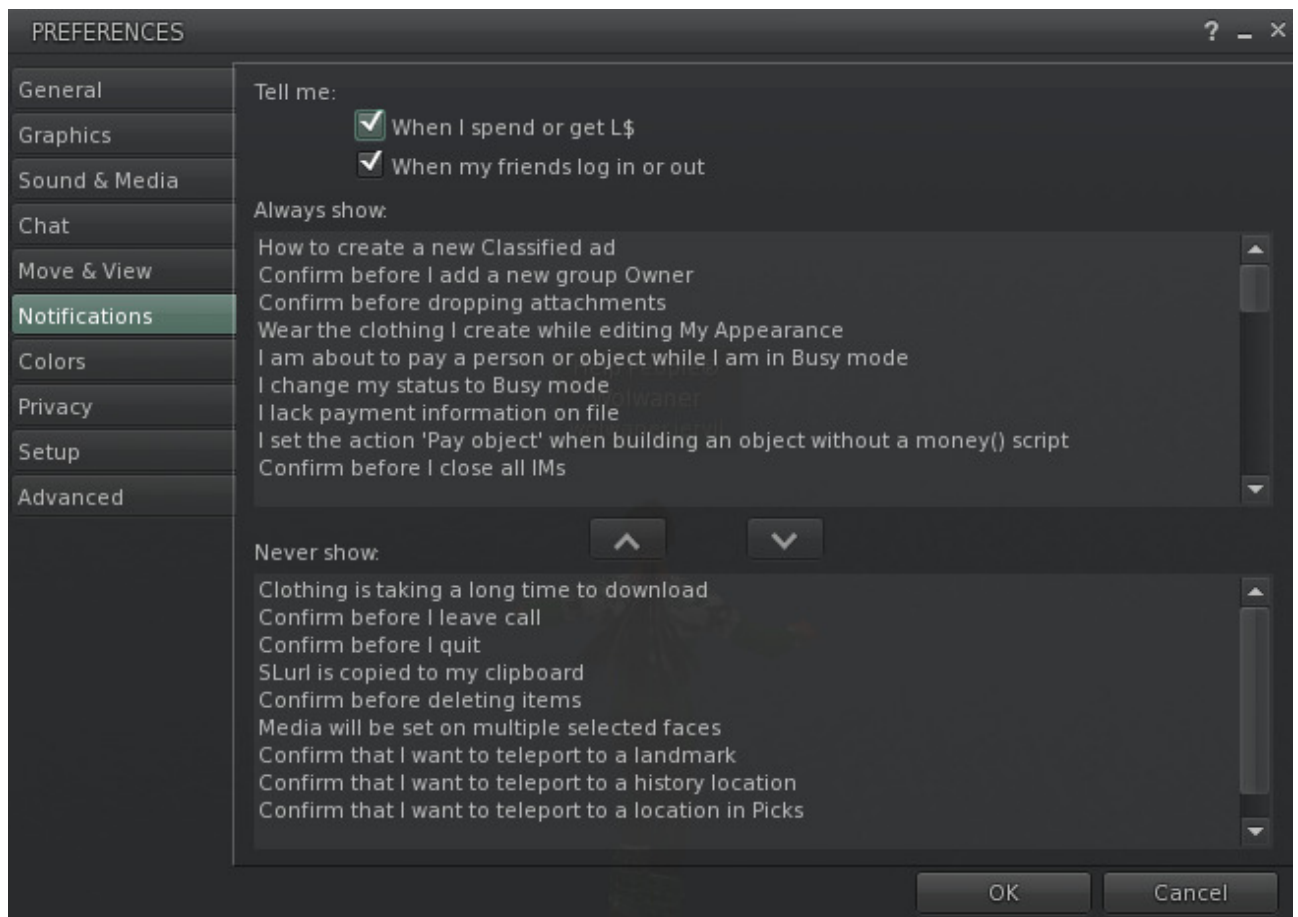


You can setup the default for your camera position here.

I turned off the **Automatic position for the Sidebar** so the picture won't move when the sidebar is opened.

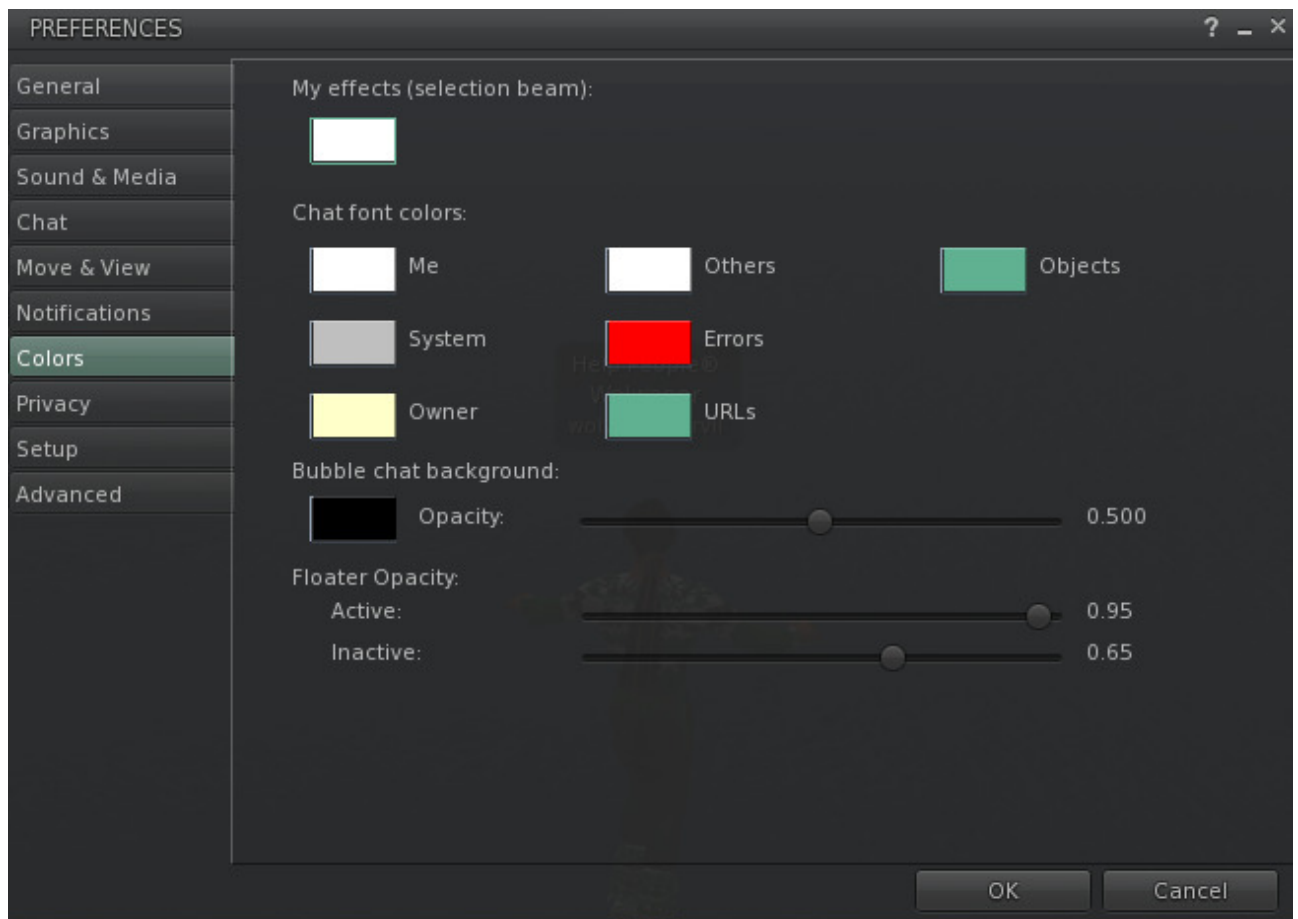
And **Arrow keys shouldn't move me** when typing in chat line, so I turn this off too.

Notifications



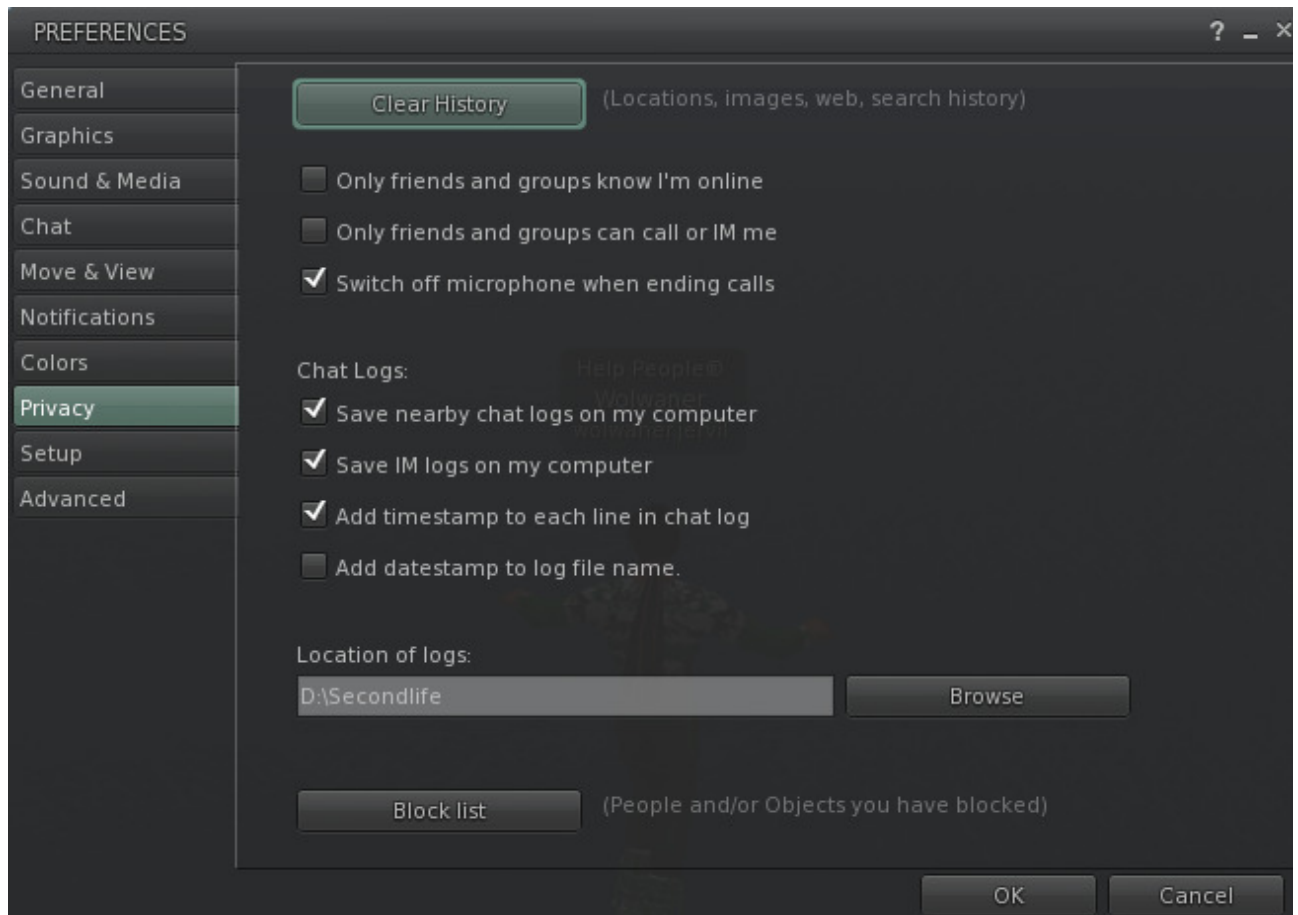
Here you can choose to get notification when you transfer money and when your friends get on or off. The notifications will be shown on right lower corner – hard visible.

Colors



You can set different colours for the chat – I use default options here.
The Floater Opacity determines the opacity for floating windows (like the chat history).

Privacy

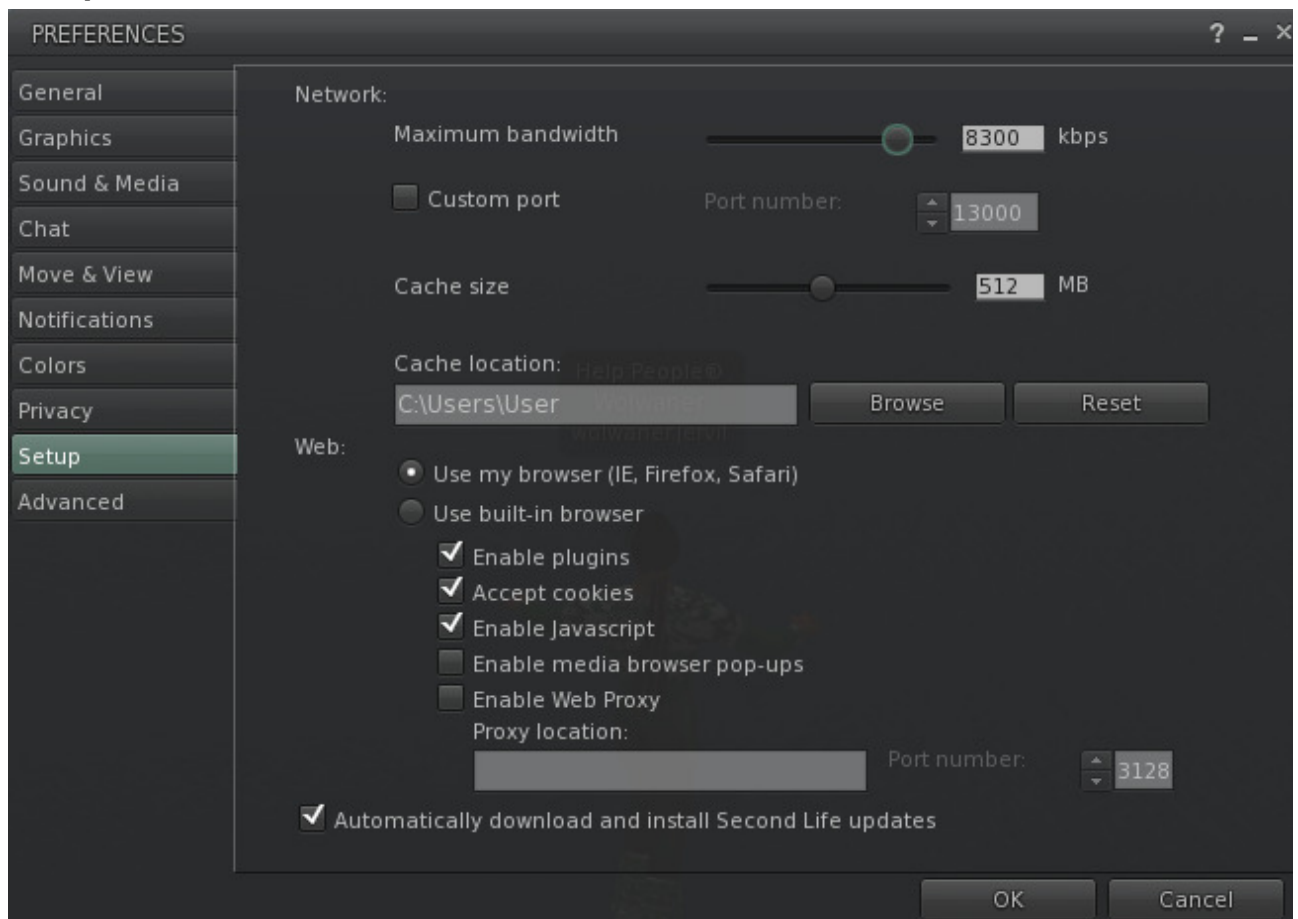


Here is the button to clear your teleport and other histories. This does NOT affect the Texture cache.

The location of chat logs, if you save them.

And the button Block List opens a window at the sidebar with the blocked people and objects. This can also be opened in the options menu of the friends list.

Setup



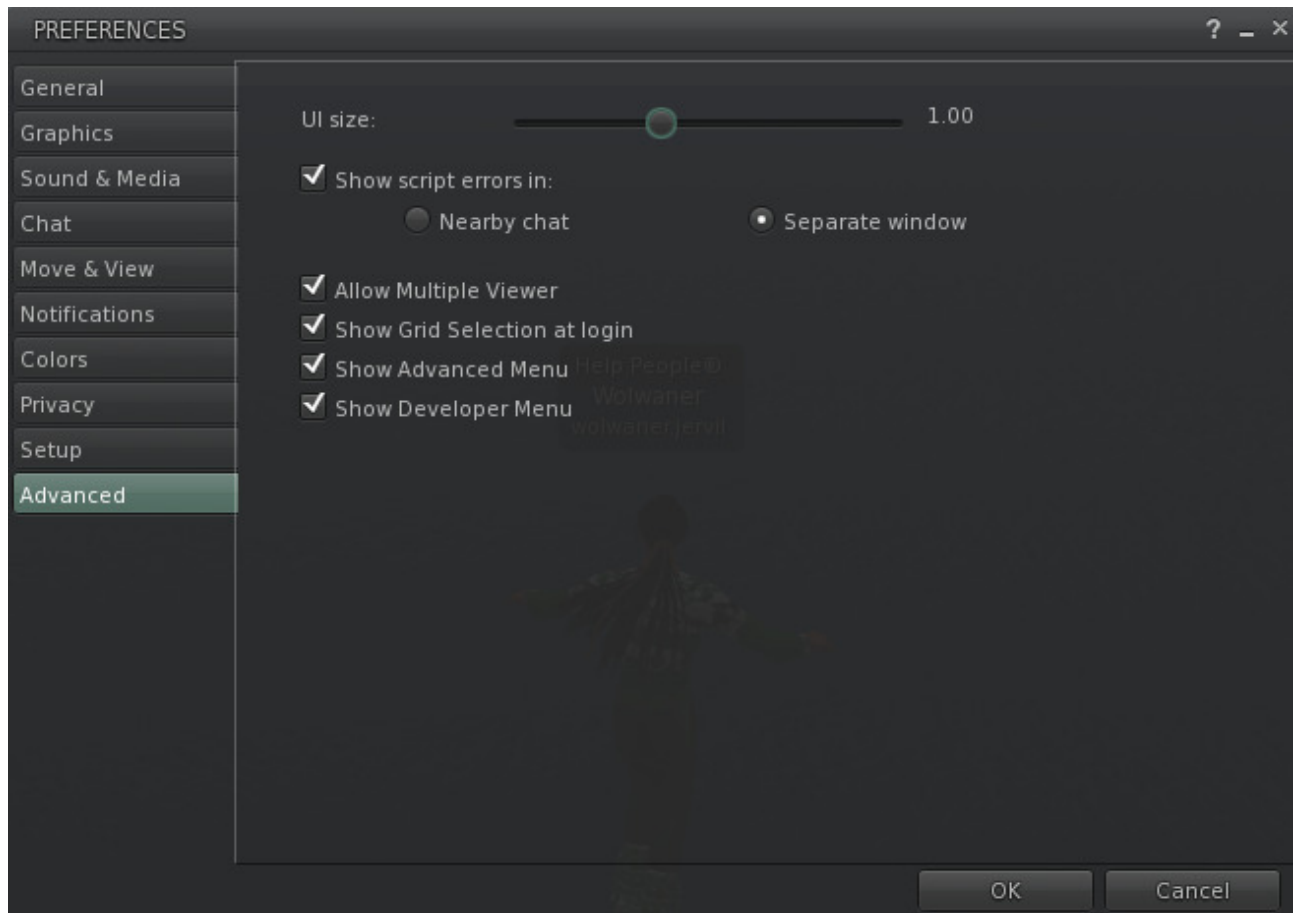
The Network settings have been moved here. We recommend to use a **bandwidth slightly lower than your providers bandwidth**.

Also the cache settings and a reset button to clear the texture-cache (does not clear the teleport history or other histories – these are at the privacy page).

And you select which browser to use – I use my own one.

And you have an option to automatically download and install updates – **disable this if you are at a location where you have to pay for the download**.

Advanced



Settings you did with some debug and other options.

I use multiple viewers, so I check **Allow Multiple Viewer**.

The grid selection is only necessary if you want to use the Beta Test Grid (ADITI).

And you can turn on **Advanced** and **Developer Menu**.

Have fun in Secodnlife and have a look at other features at our Web-Site

<http://members.a1.net/secondlife> .

Greetings

Wol

SL Guided Tours