

# *Second Life Sailing*



for

# Real Life Sailors

By Dave Bloch (SL: Dale Irata)

# ***Why this Tutorial?***

- There is already lots of great material online about sailing in Second Life. But they assume you don't know anything about sailing. This tutorial is for those of you that do.
- On the other hand, many of them assume you have already been in SL. This tutorial doesn't.
- **Why not a video for this?**
  - You can't go at your own pace
  - It's really hard to watch a video and be in SL at the same time (without two devices or at least two monitors)

# ***What we'll do here***

- Load the software
- Create your account
- Log you in for the first time
- Teach you the basics of moving your av (avatar) around in SL
- Take a look at some sailing areas and boats
- Show you how to get a boat and “rez” it (make it appear in 3D so you can sail it)
- Raise and trim your sails and steer your boat



# SL Sailing for RL Sailors



***Module 1: Your new account***

# How to use this Tutorial

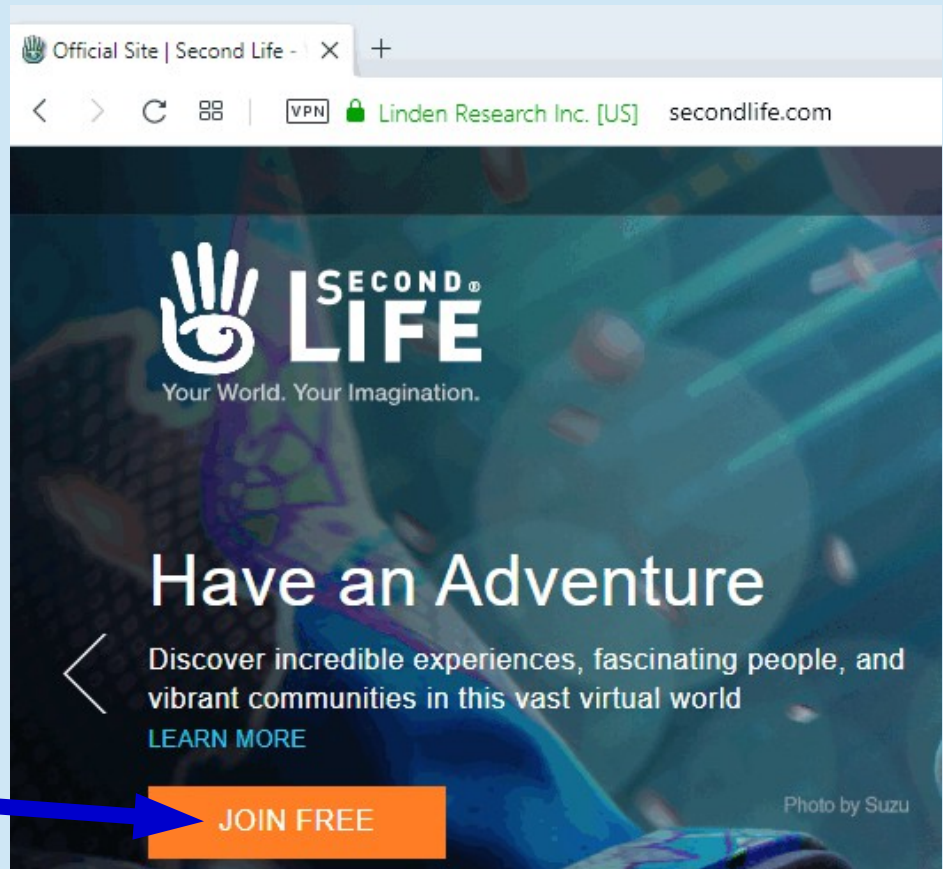
- Start by going thru all the slides. (In this first module there are about a dozen.)
  - (If you want to print some of the pages, you can. But you certainly don't need to print them all.)
- Then go back, and go thru each step to create your account and have your first experience in Second Life.



# START HERE: Point your browser to ***secondlife.com***

SL will run on a PC,  
Mac or Linux  
computer.  
(You can't do this on  
your tablet or phone.)

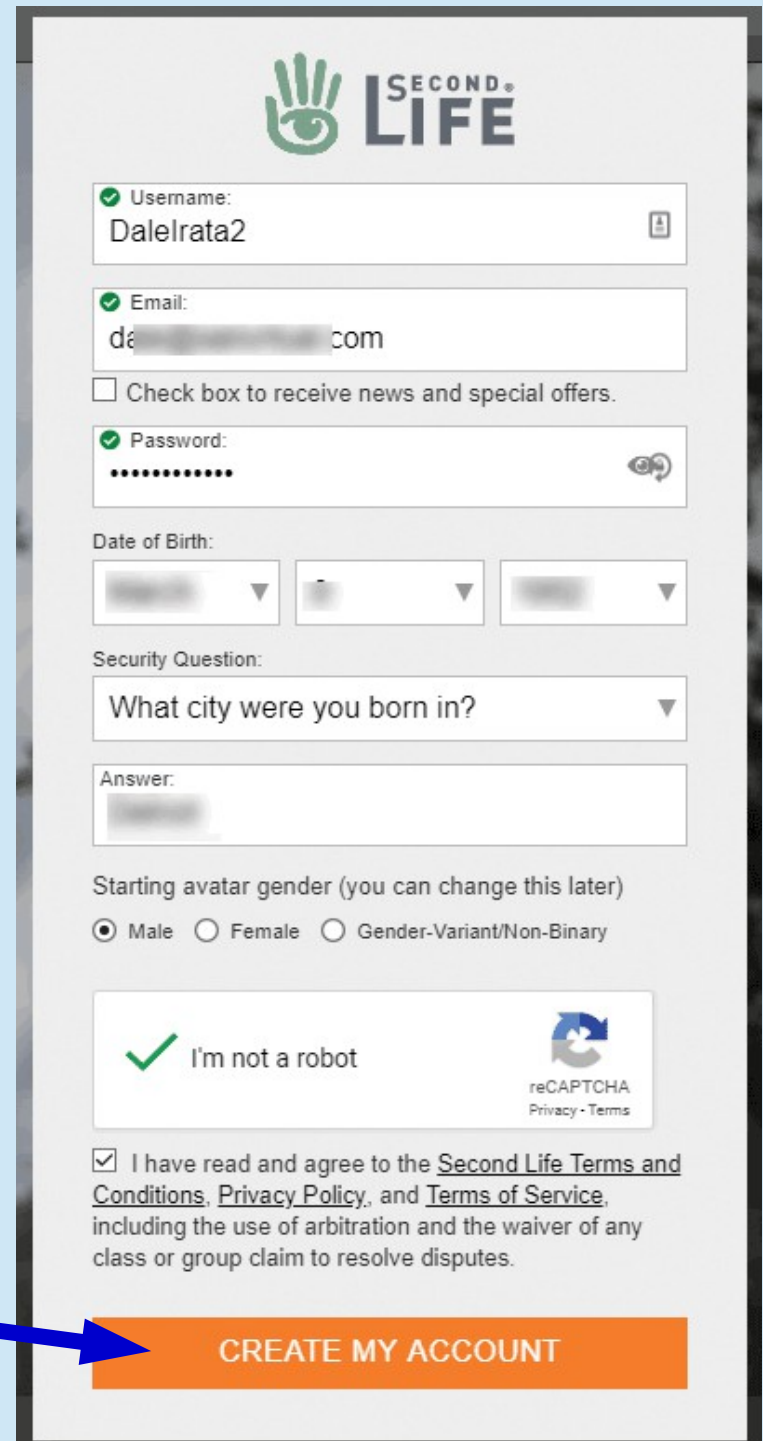
Click JOIN FREE



Fill in the form to create your new account.

NOTE: the Username is NOT CHANGEABLE. Even the upper/lower case letters will appear exactly like this in your name bubble (over your head) forever, so choose and type it carefully.

When finished, click the button



The image shows a screenshot of the Second Life account creation form. At the top is the Second Life logo. The form contains the following fields and options:

- Username:** A text field containing "Dalelrata2" with a green checkmark icon to the left and a small icon to the right.
- Email:** A text field containing "d@...com" with a green checkmark icon to the left.
- ☐ Check box to receive news and special offers.
- Password:** A text field with masked characters "....." and a green checkmark icon to the left, and an eye icon to the right.
- Date of Birth:** Three dropdown menus for day, month, and year.
- Security Question:** A dropdown menu with the option "What city were you born in?".
- Answer:** A text field with masked characters.
- Starting avatar gender (you can change this later):** Three radio buttons labeled "Male", "Female", and "Gender-Variant/Non-Binary".
- reCAPTCHA:** A box containing a green checkmark and the text "I'm not a robot", with the reCAPTCHA logo and "reCAPTCHA Privacy - Terms" link to the right.
- ☒ I have read and agree to the [Second Life Terms and Conditions](#), [Privacy Policy](#), and [Terms of Service](#), including the use of arbitration and the waiver of any class or group claim to resolve disputes.
- CREATE MY ACCOUNT** button: A large orange button at the bottom right.

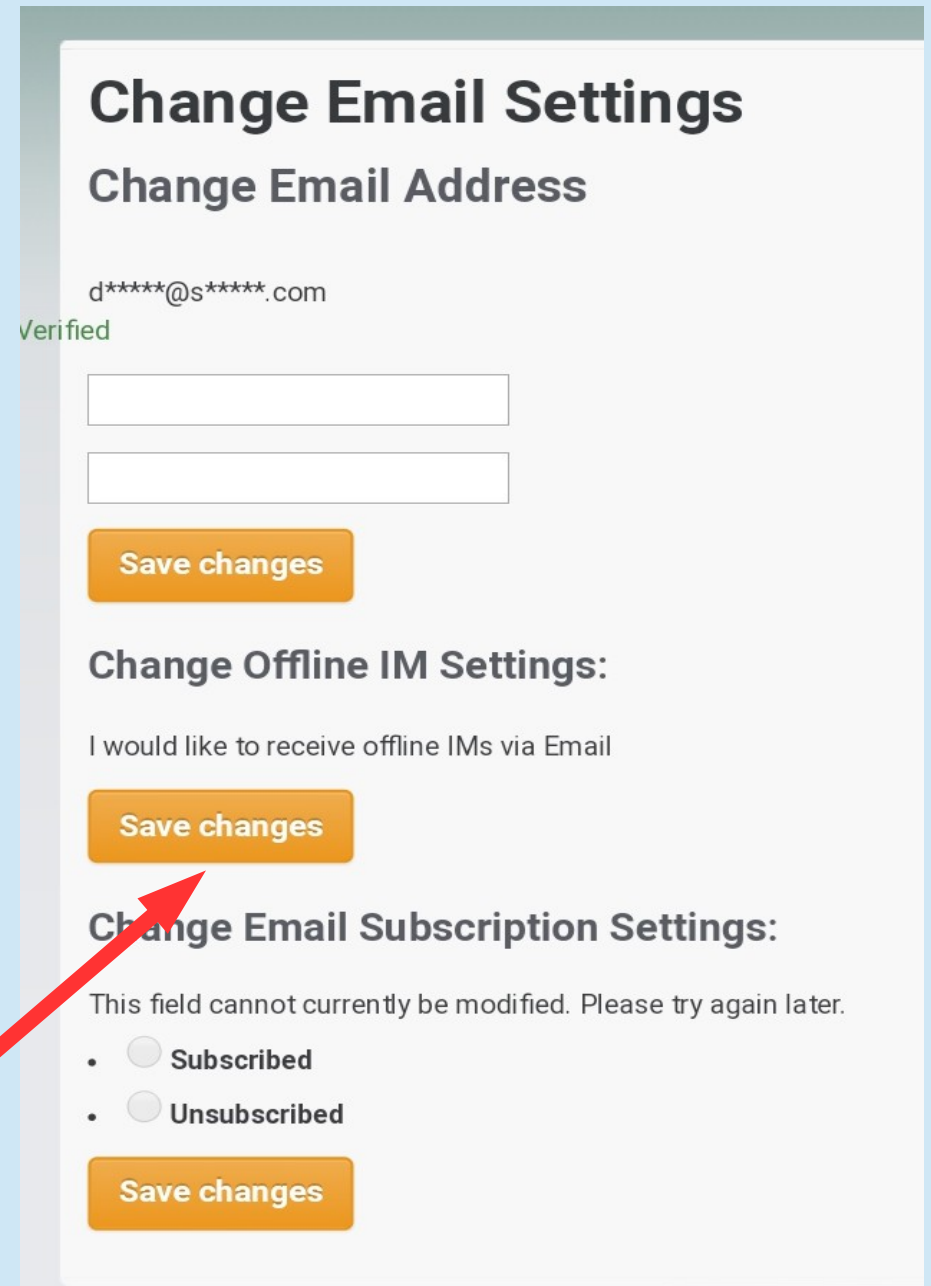
A blue arrow points from the text "When finished, click the button" to the "CREATE MY ACCOUNT" button.

You're going to receive an Email from Second Life to verify your Email address. Open it anytime in the next 24 hours.

There will be a link in the Email; just click on it.

The link will take you to a page on the SL Website where you can change your contact Email if you like.

The “Change Offline IM Settings” lets you tell SL to Email you any Instant Messages that anyone sends you while you are offline. It defaults to OFF; change it by clicking the SAVE CHANGES button.



**Change Email Settings**

**Change Email Address**

d\*\*\*\*\*@s\*\*\*\*\*.com  
Verified

**Save changes**

**Change Offline IM Settings:**

I would like to receive offline IMs via Email

**Save changes**

**Change Email Subscription Settings:**


This field cannot currently be modified. Please try again later.

- ☐ Subscribed
- ☐ Unsubscribed







**Save changes**



# Choose BASIC. (By far, most SL avatars stay at this level forever.)



## Choose your membership level

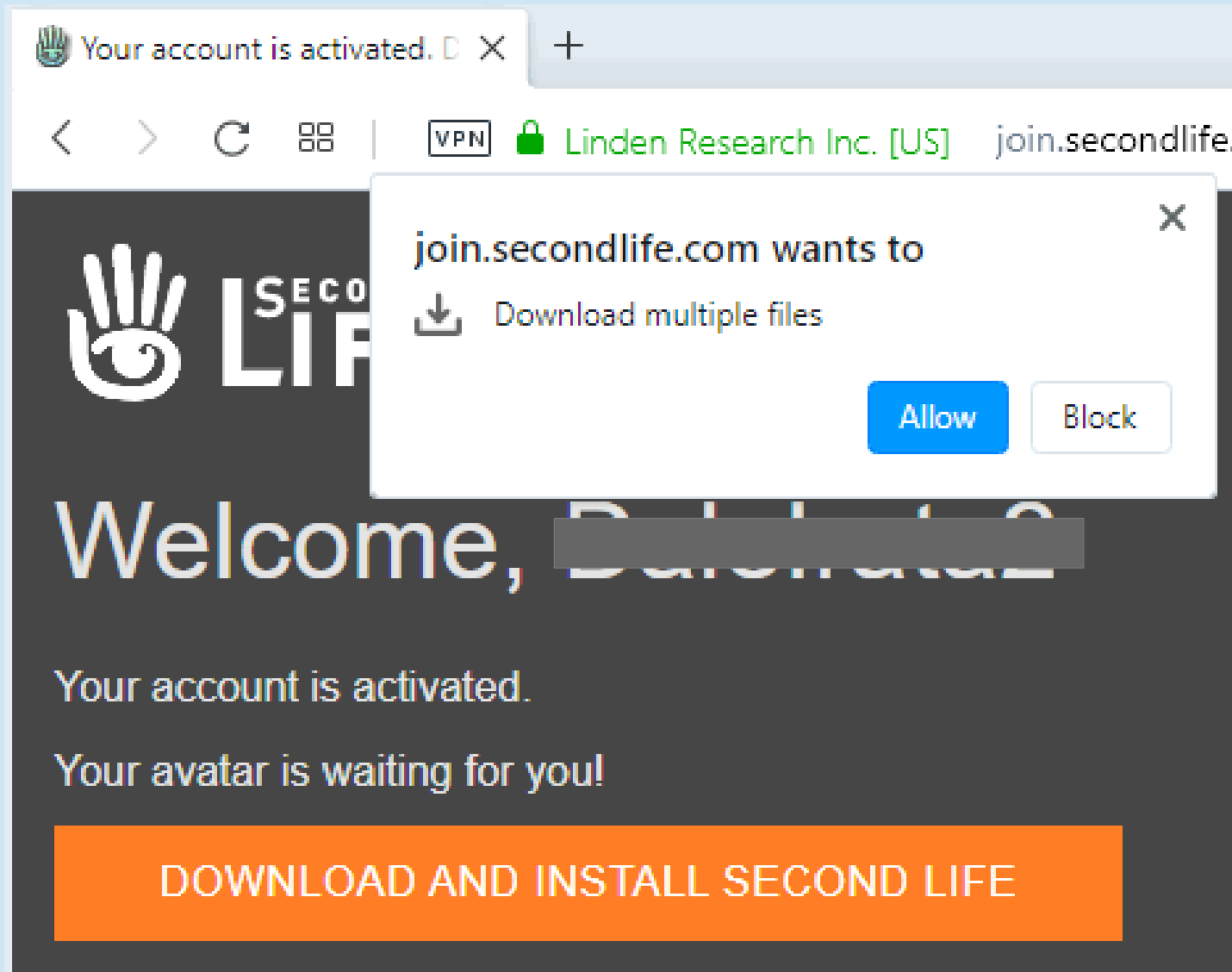
Your Second Life experience includes...	Basic	Premium
Fully customizable avatar with many starter outfits and looks		
Thousands of 3D environments, fun events, and great people		
Beautiful Linden home you can make your own* — Invite friends on your first day		
Monthly rewards and gifts, and exclusive access to Premium areas		

\*Some homes and land can be visited only by those 18 years and older.

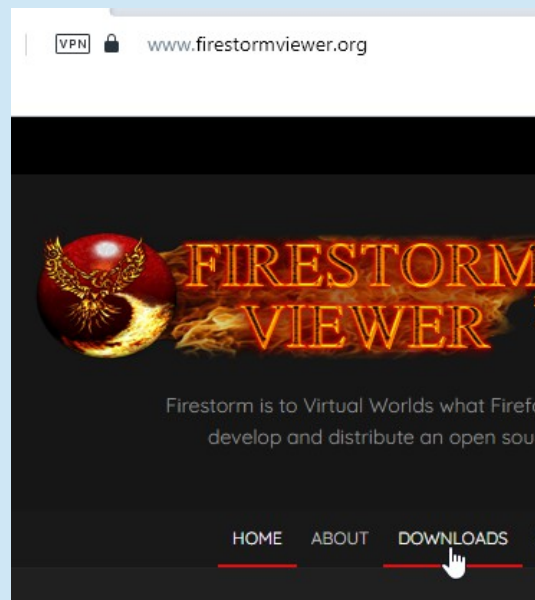
Free  
Go Basic

As low as 8.25\$ / month  
Go Premium

**When you reach this page, STOP. We're going to install different software.**



Point your Web browser to [www.firestormviewer.org](http://www.firestormviewer.org) and click **DOWNLOADS**



Then click this box:

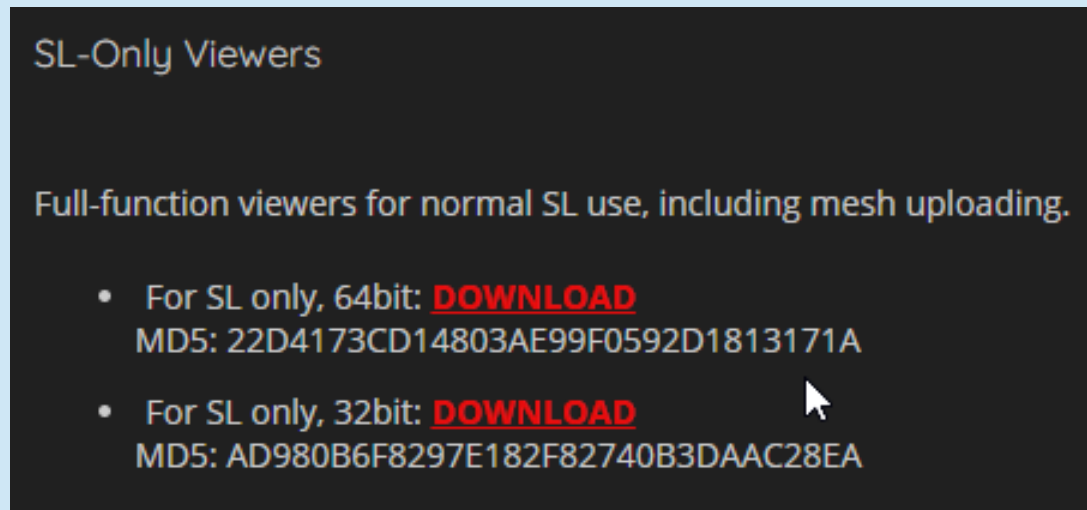


And then your computer type, Windows, Mac or Linux.



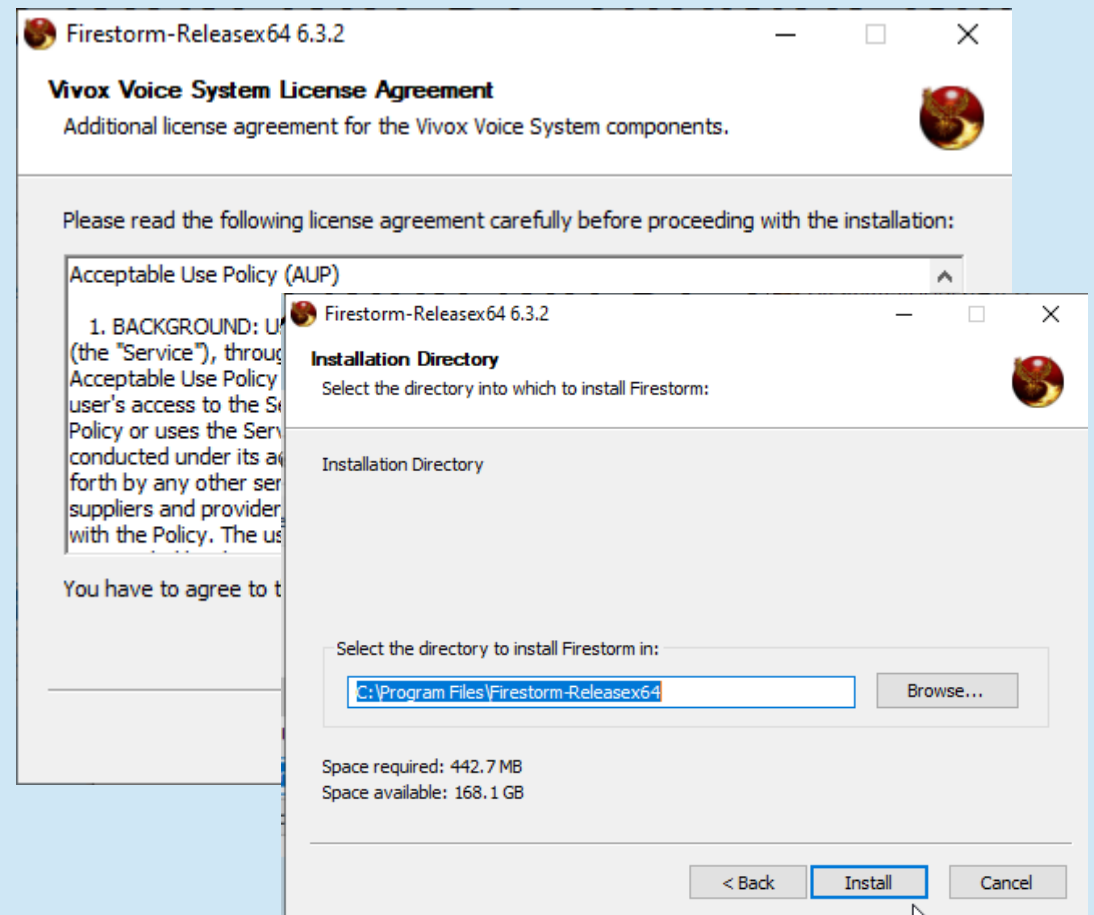
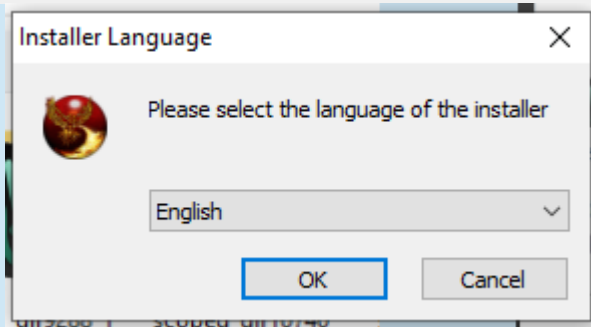
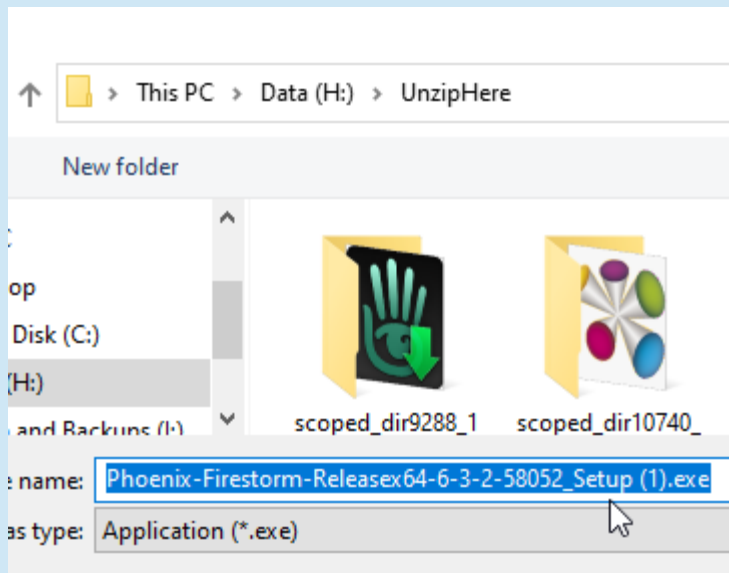


If your choice is Windows, you have one more choice to make:



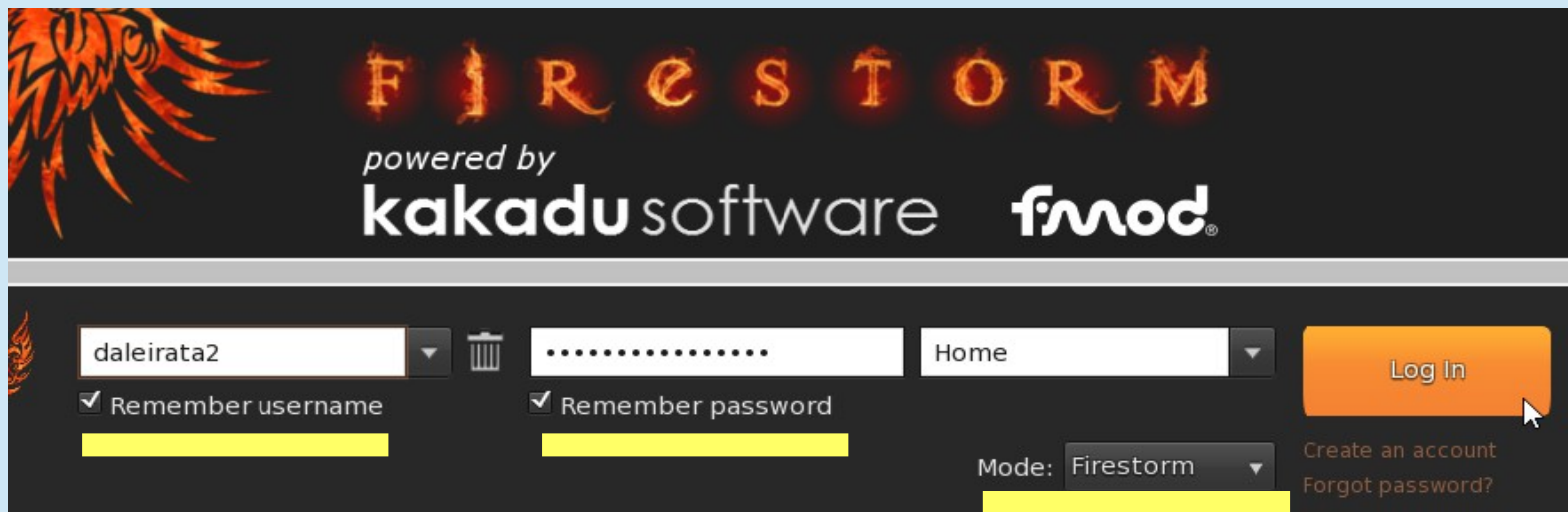
Choose the one that matches your Windows version.  
(In Windows 10, type “windows version” in the search box in the toolbar at the bottom.)  
The software will download. Once it does, install it as you would any other program.

Depending on your computer, you'll go thru the usual program permission and installation procedures, and then the Firestorm Viewer will ask you if you want to run it. You should wait to do that until you have some time; your first walk-thru Second Life is important!



When you're ready, open Firestorm and enter your Username and Password. Confirm that the Mode control says **Firestorm** and click **LOG IN**.

(Check the “Remember” boxes if you don't want to enter that all again, but be sure to record your password somewhere if you do; you won't see it here again, but you'll need it.)



The screenshot shows the Firestorm login page. At the top, the word "FIRESTORM" is displayed in a stylized, glowing orange font, with "powered by kakadu software" and the "fmod" logo below it. The main login area has a dark background. On the left, there's a small orange flame icon. The username field contains "daleirata2" and has a dropdown arrow. Below it is a checked "Remember username" checkbox. The password field is masked with dots and has a dropdown arrow. Below it is a checked "Remember password" checkbox. To the right of the password field is a "Home" dropdown menu. Further right is an orange "Log In" button with a mouse cursor hovering over it. At the bottom right, there are links for "Create an account" and "Forgot password?". The "Mode:" dropdown menu is set to "Firestorm".

**FIRESTORM**  
powered by  
**kakadu** software **fmod**

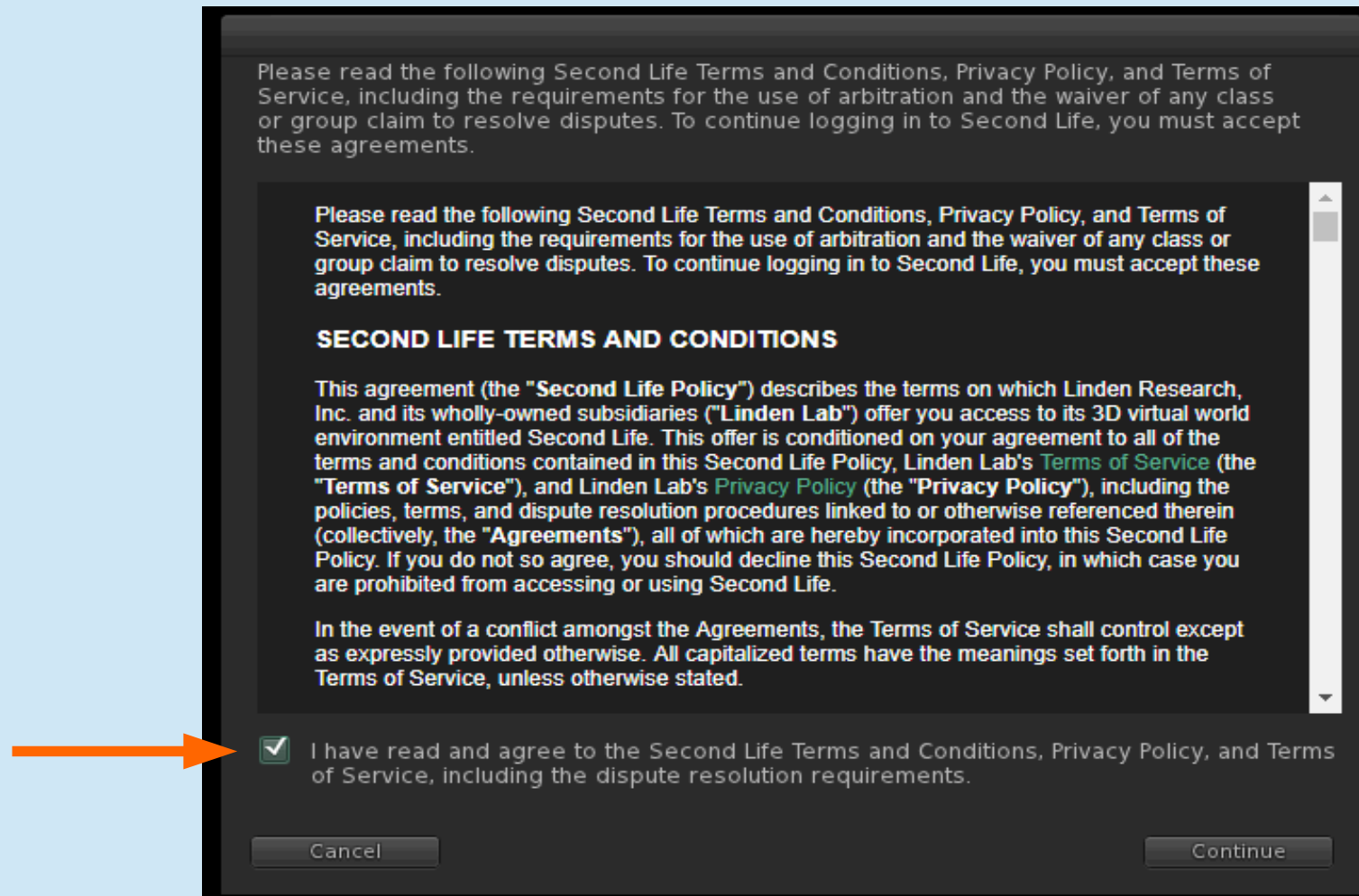
daleirata2 [dropdown] [trash icon] ..... [dropdown] Home [dropdown] [Log In]

☒ Remember username ☒ Remember password

Mode: Firestorm [dropdown] [Create an account] [Forgot password?]



Your first login (and about once a year after that, or when there is a major change in the Terms of Service), you have to check the box and click CONTINUE.



Please read the following Second Life Terms and Conditions, Privacy Policy, and Terms of Service, including the requirements for the use of arbitration and the waiver of any class or group claim to resolve disputes. To continue logging in to Second Life, you must accept these agreements.

Please read the following Second Life Terms and Conditions, Privacy Policy, and Terms of Service, including the requirements for the use of arbitration and the waiver of any class or group claim to resolve disputes. To continue logging in to Second Life, you must accept these agreements.

**SECOND LIFE TERMS AND CONDITIONS**

This agreement (the "Second Life Policy") describes the terms on which Linden Research, Inc. and its wholly-owned subsidiaries ("Linden Lab") offer you access to its 3D virtual world environment entitled Second Life. This offer is conditioned on your agreement to all of the terms and conditions contained in this Second Life Policy, Linden Lab's [Terms of Service](#) (the "Terms of Service"), and Linden Lab's [Privacy Policy](#) (the "Privacy Policy"), including the policies, terms, and dispute resolution procedures linked to or otherwise referenced therein (collectively, the "Agreements"), all of which are hereby incorporated into this Second Life Policy. If you do not so agree, you should decline this Second Life Policy, in which case you are prohibited from accessing or using Second Life.

In the event of a conflict amongst the Agreements, the Terms of Service shall control except as expressly provided otherwise. All capitalized terms have the meanings set forth in the Terms of Service, unless otherwise stated.

☒ I have read and agree to the Second Life Terms and Conditions, Privacy Policy, and Terms of Service, including the dispute resolution requirements.

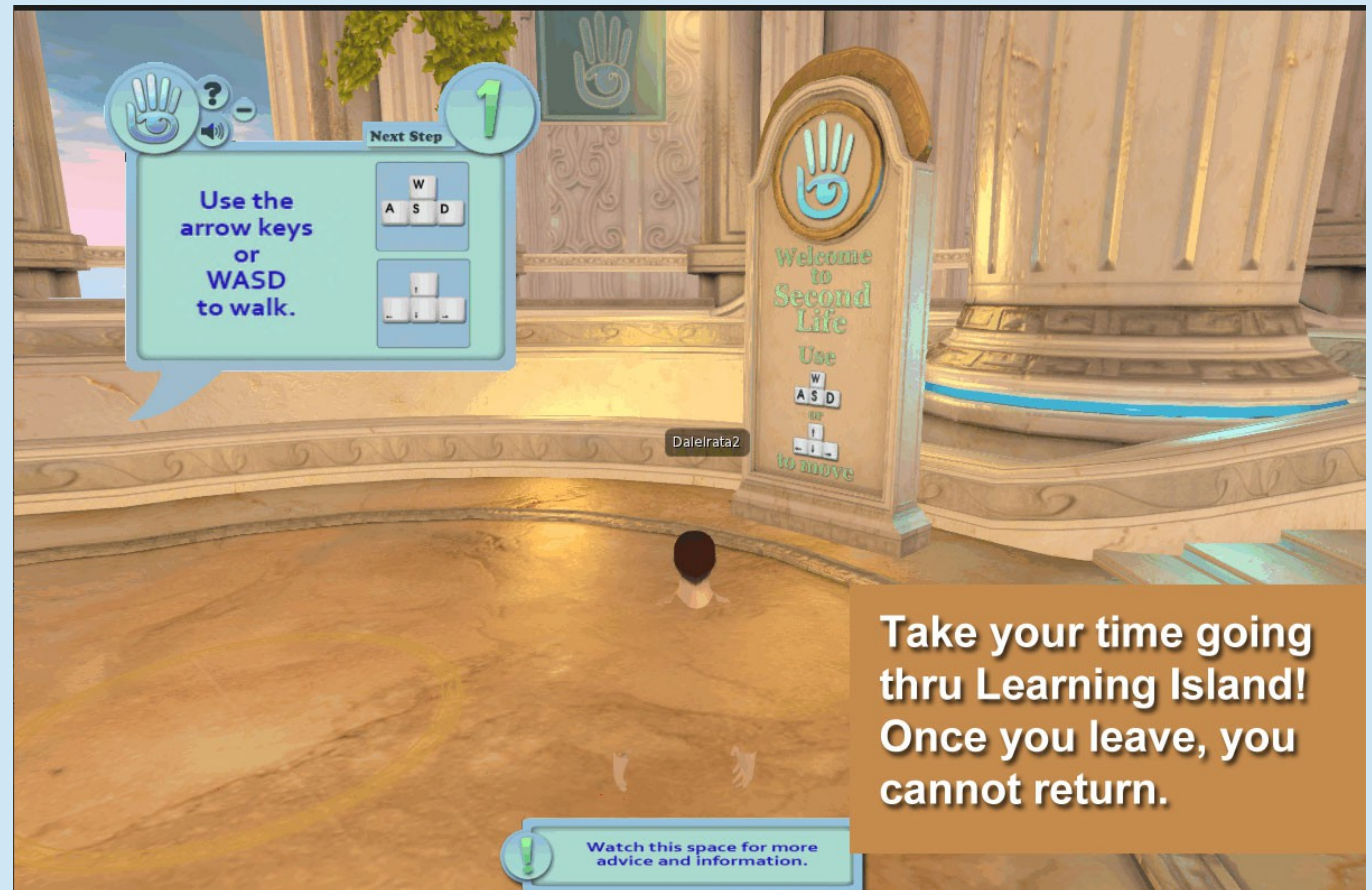
Cancel Continue

# ***Welcome to Second Life!***

**With your first login you start at LEARNING ISLAND, a self-teaching area where you'll**

**learn how to move around and do basic chat.**

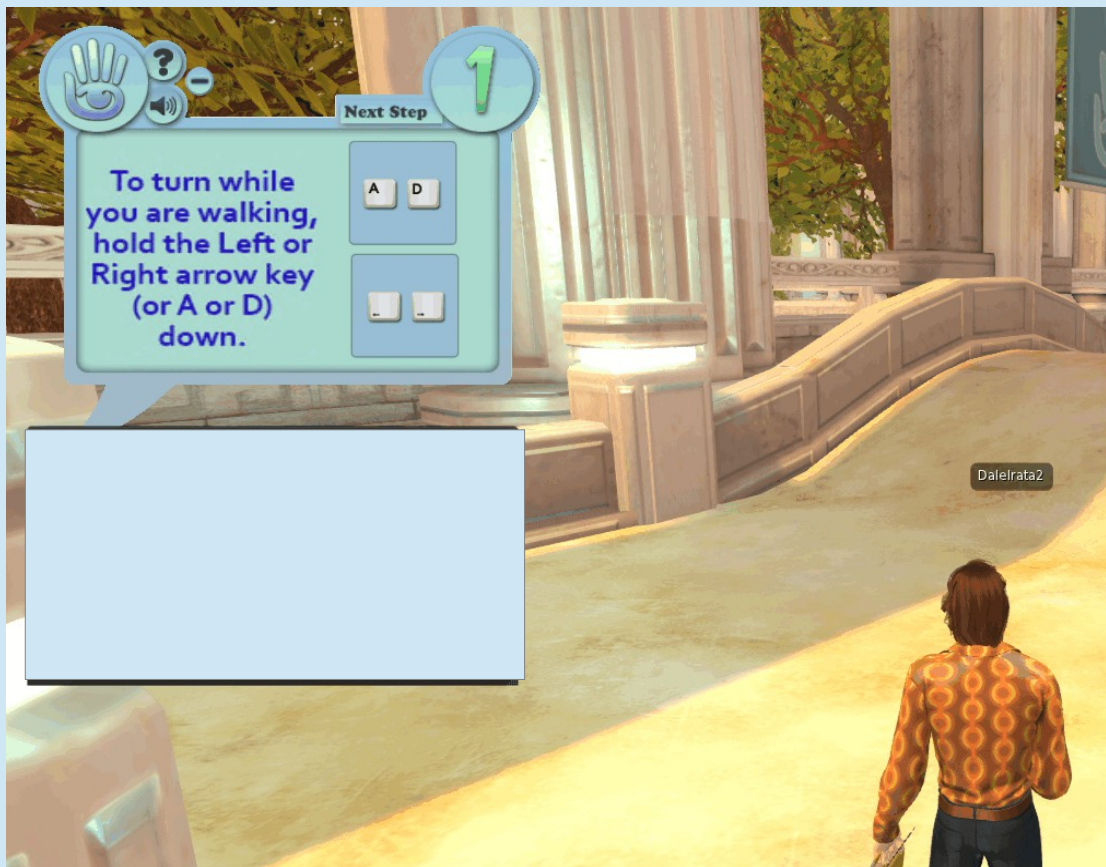
**Take some time and follow the arrows and instructions.**



***NOTE: if you get a "Teleport Request" while here, IGNORE IT. If you leave here you can NEVER return and finish the tutorial.***



On Learning Island, easy instructions take you thru the basics of moving your avatar around. Just follow the arrows and try each technique; they're easy!





**At this point, jump off this Tutorial and just focus on Second Life.**

- Go thru Learning Island and get the basics down.
- You'll exit to *Social Island*. Feel free to hang there and just try chatting with people.
- There's a video player there too, with a link to YouTube.
- Then, take a break! You can do more next time.



*End of Module 1! Congratulations!*

# SL Sailing for RL Sailors



## *Module 2: Second Visit*



# ***Read Through This First!***

There are 14 slides in this module, and we will cover a LOT.

Read through all the pages once, and then come back and we'll open up Firestorm, log in to Second Life and get started.



When you logged off, you found a new **Firestorm** icon on your computer desktop. When you open it from now on, you'll see a screen like the one below.

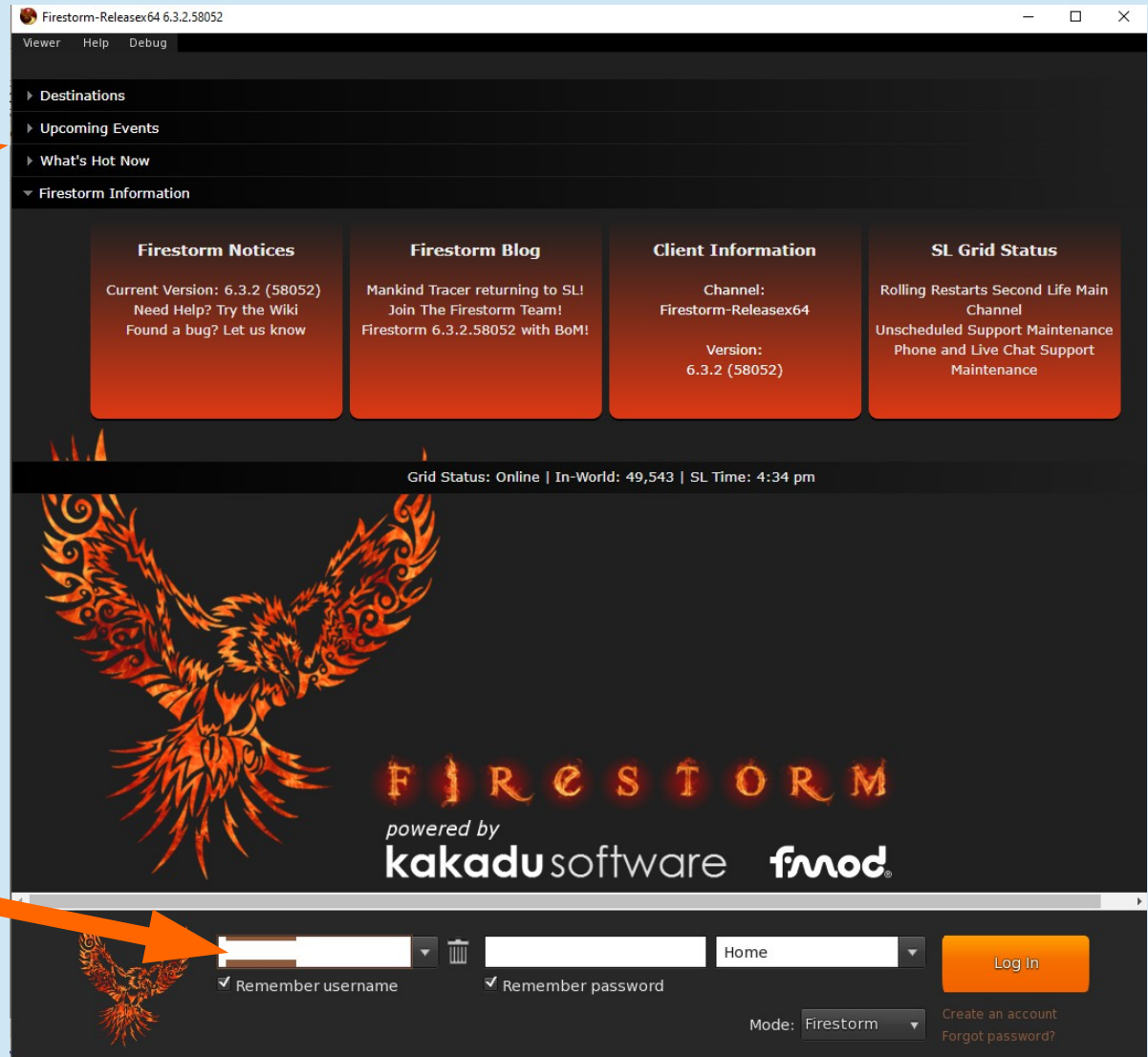
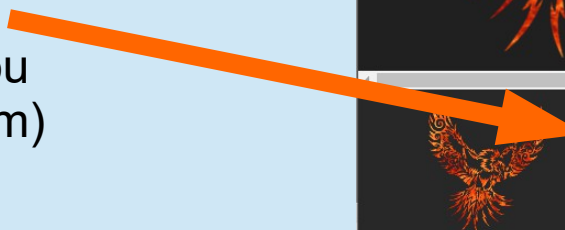


Enter your User Name and Password, and make sure **MY LAST LOCATION** is selected, then click **Log In**.

You can find interesting places and events on these down-arrows



Enter your username and password (if you didn't save them)



# Log in and let's get moving

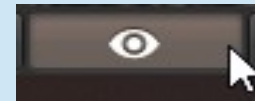
You'll land at Social Island, or at an **InfoHub**. These are Linden Lab owned places that are open to everyone.

Take a few minutes to review walking around (left/right/up/down arrow keys) and maybe Flying (HOME key, then PageUp and PageDn)



***Welcome back!*** I want to show you something that Learning Island didn't mention.

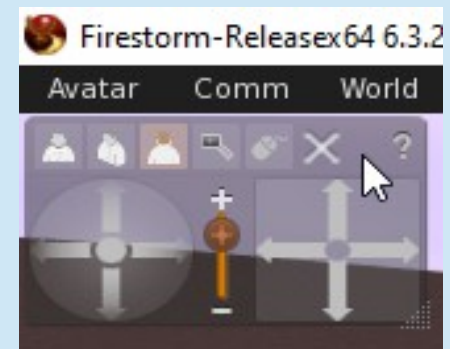
At the bottom of your screen, click the **CAMERA CONTROLS** button.



This little gadget opens up. Clicking the arrows **ROTATES** your camera and **MOVES** your camera. The slider in the middle **ZOOMS** your camera in and out. The gadget lets you control panel accurately with your mouse instead of the keyboard.



Use your mouse to grab the gadget by its top bar and drag it anywhere you want. (I like mine at the top left corner of the viewer.) You can also **resize** it by grabbing and dragging the bottom right corner of the gadget.

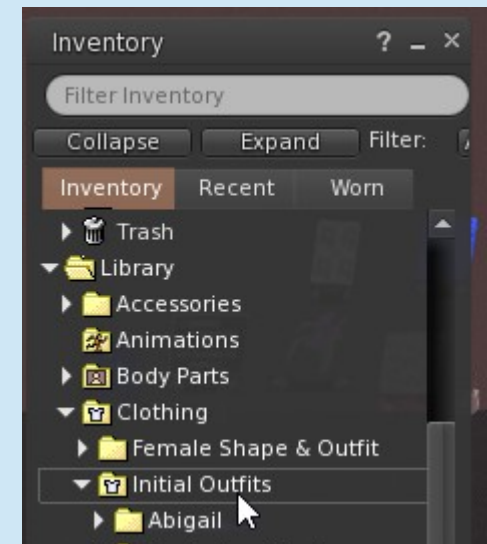


Also, you noticed that everybody looks the same! You'll want to change your avatar.

Start by opening your **Inventory**.  
EVERYTHING you ever receive in SL will drop in here. Click the little suitcase button at the bottom, or hit **Ctrl-I** on the keyboard.



In the Inventory window, scroll down to the **Library**. (This is stuff Linden Lab gives you to get started.) Click the little arrow to open it, then click **Clothing** and **Initial Outfits**.



(There are millions of possible combinations from Second Life creators, but one of these can do you just fine for now.)



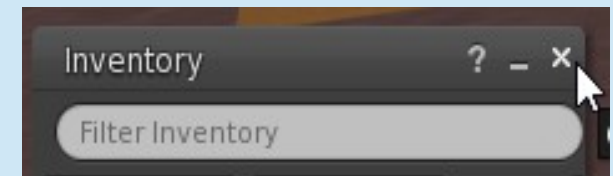
Slide down the list and pick any one that matches your gender.

Then RIGHT-click on it and click **Replace Current Outfit**.

Your avatar will change completely. Try as many of the outfits as you like, and choose one your comfortable with.

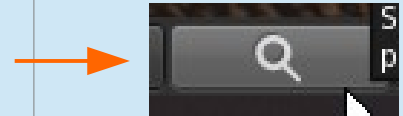


When you're done, close your Inventory by clicking the little X at the top right, or the suitcase button, or Ctrl-I on your keyboard.

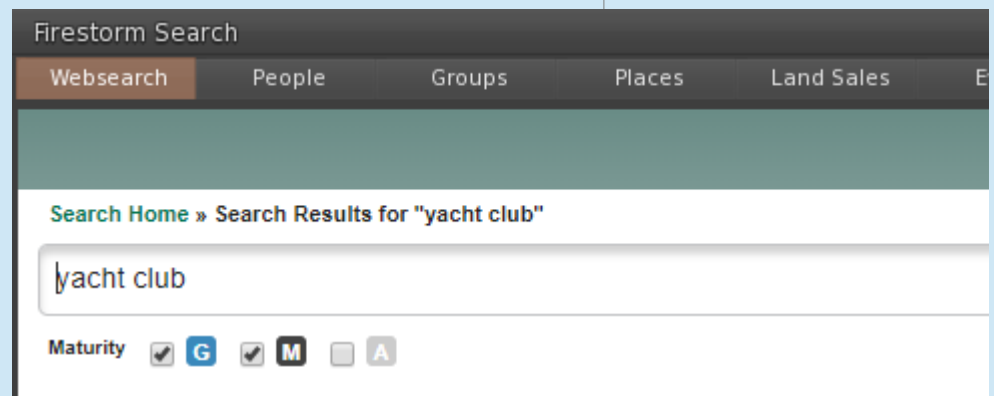


**Now that you look good, you want to GO SOMEWHERE.** In SL, we call that Teleporting (TP'ing). *Yes, just like Star Trek...*

So this is a good time to talk about the SEARCH feature. In Firestorm, click the Search button on the bottom of your screen, or hit Ctrl-F on your keyboard.



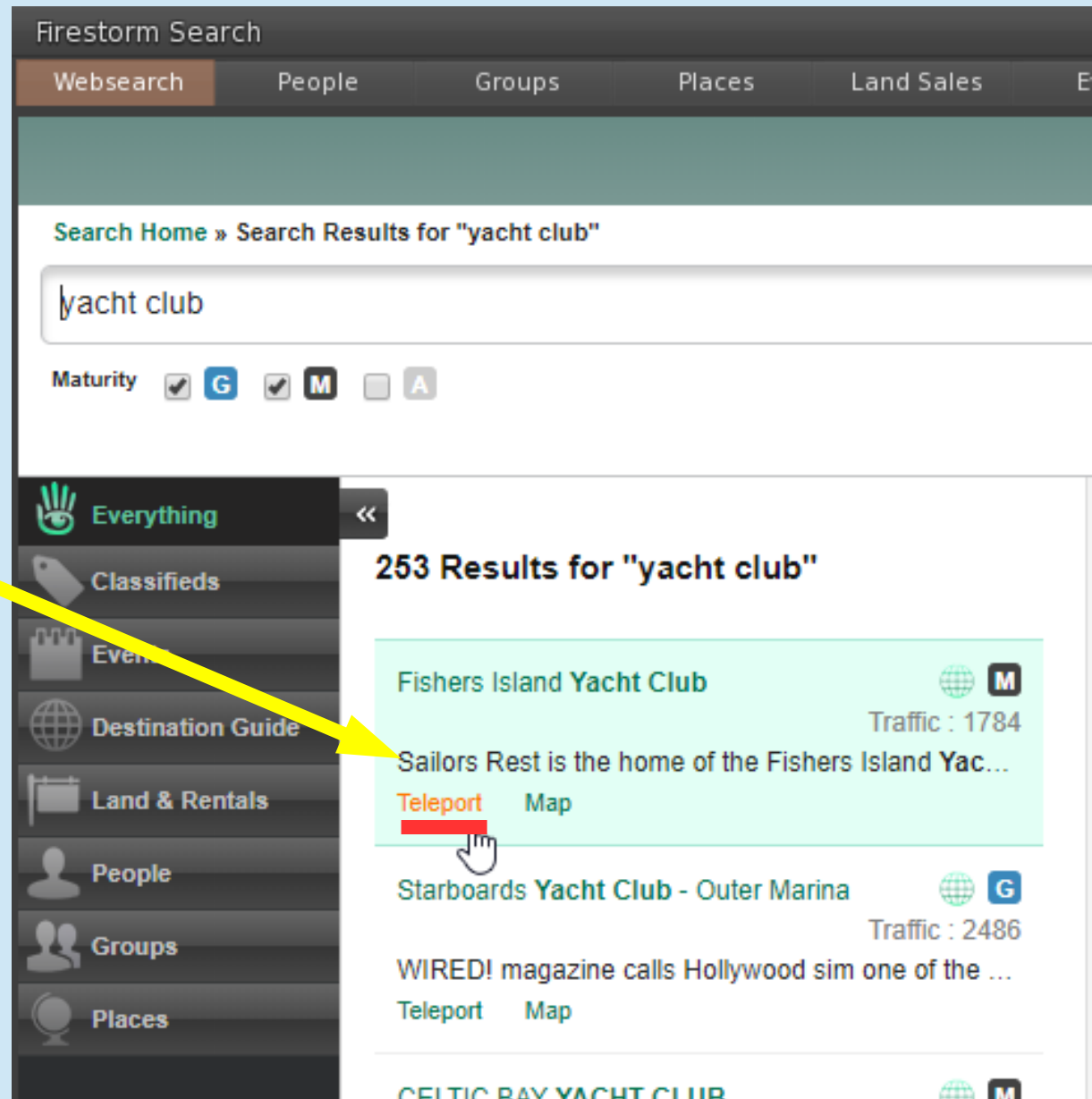
The **Search** window will open. Select **Websearch** (which will find everything, not just locations) and type something in the box:



Do that and hit the ENTER key.

**Lots came up!**


I'm going to  
choose Fishers  
Island Yacht Club  
by clicking  
TELEPORT.



# ***Parcel Description***

The description opens to make sure this is the place I want to go.

Yup! So, click TELEPORT again.

 Parcel


**Fishers Island Yacht Club**

Owned By : **Fishers Island Yacht Club**


Location : Sailors Rest  
(154, 202, 24)

Size : 64784 sq m

Category : Newcomer Friendly

Maturity :  Moderate

Sailors Rest is the home of the Fishers Island Yacht Club.



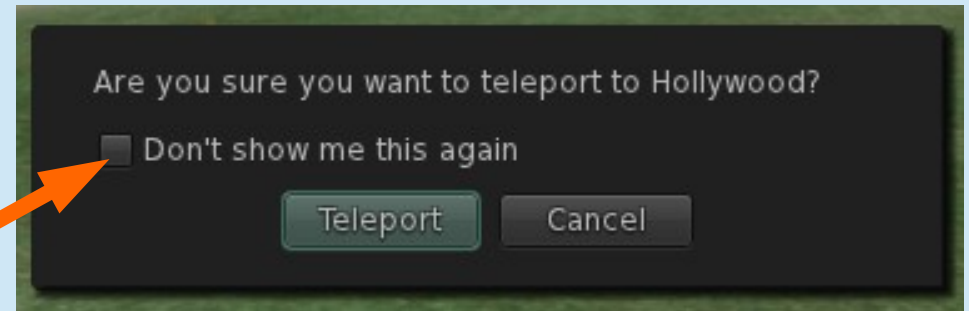
[Teleport](#) [More Info](#) [Map](#)



This little confirmation box pops up to make sure you really want to make your TP.

Check the box if you don't want to be reminded anymore. Then click TELEPORT.

And here we are!



**There may be some signs to direct you where to go next.**

**Or just wander and see what you find.**



# ***Are there people around?***

Hit **Ctrl-Shift-M** on your keyboard to open the **MiniMap**.

(You can also go to the tools at the top left of your screen and click **World > MiniMap**).

It will open somewhere on your screen. Drag it anywhere you want (maybe the right edge of the viewer).

The dark dot is **YOU**, and that light cone shows the direction you are facing. That green dot is a person!



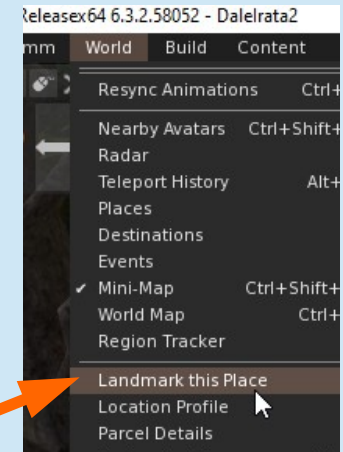


# ***Saving a Location***

If you decide this is a place you want to find again, **SAVE** it to your Inventory.

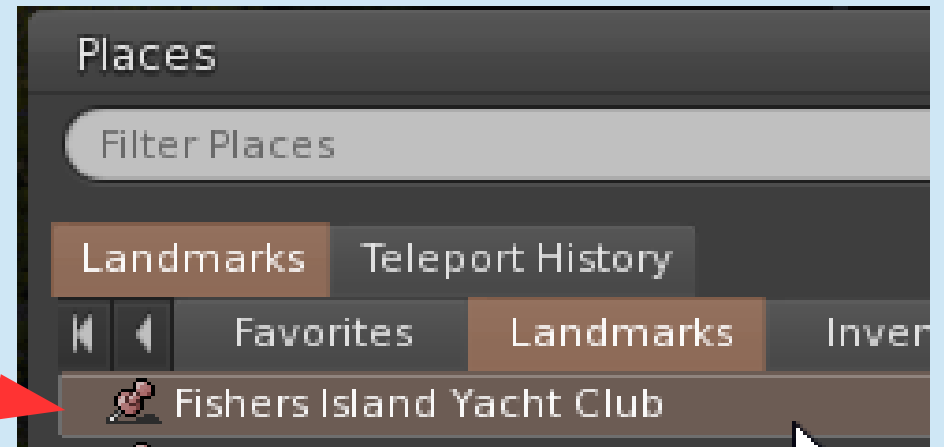
Move your mouse to the top left corner; click **World** > **Landmark this Place**.

Done! You can type your own notes in the bottom, or just click the Close button.

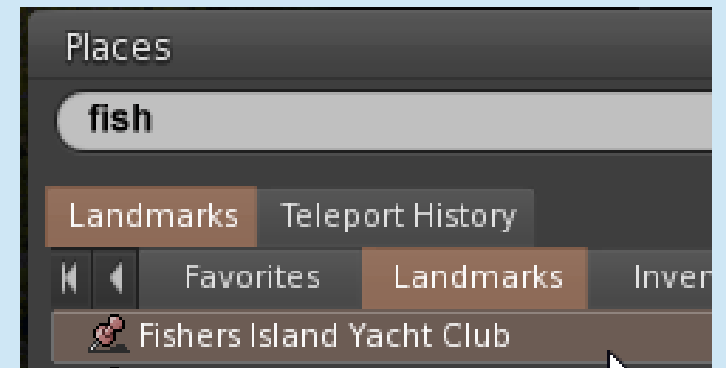




When you close the window, you'll see the **Places** part of your Inventory, and you'll see your new Landmark there.



To get back there again anytime, open your Inventory, search for and find the Landmark (just start typing a few letters of the name), then doubleclick it and you're there.



# ***Time for a break***

Big progress!! In this module, you:

- **Logged in** for the first time as a “non newbie,” free to go anywhere.
- Learned how to **control your camera using your mouse**.
- Got yourself a cool **new avatar**
- Learned how to use **SEARCH** to find a location
- **Teleported** to that location
- **Saved** that location (called a **Landmark** or **LM**) to your Inventory

Feel free to do more of that before moving on! (*Try Searching for **machu picchu** and explore the most visited historic site in South America.*)

# SL Sailing for RL Sailors



***Part 3: Your First Boat!***



# ***Your First Boat!***

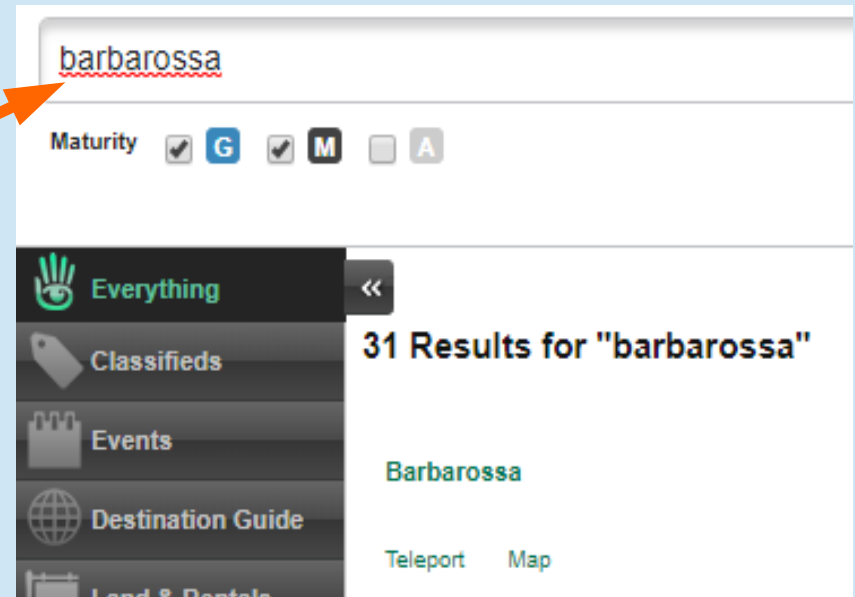
*In this module, you will:*

- Get logged in again (go back to the last module if you need help with that)
- Use Search to find a place in SL where there is a free boat
- Get the boat (it will drop into your Inventory)
- Search again, this time to a place you can rez your boat in the ocean
- Learn to drive your boat (not worrying yet about sail trim)

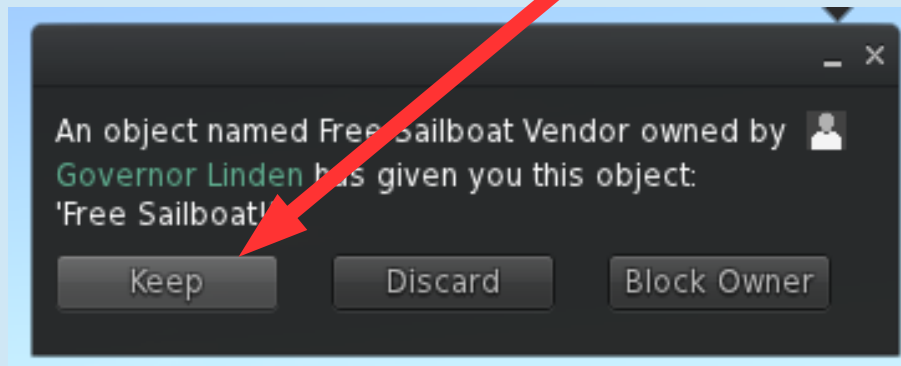


Let's go find you a boat.  
Open **Search** again (Ctrl-F)  
and type in: **barbarossa**

Hit ENTER and you should  
see this. Click **Teleport** (and  
**Teleport** again, like before).



When you land, look for  
this little sign. Click on it,  
and when the box below  
appears, click **KEEP**.

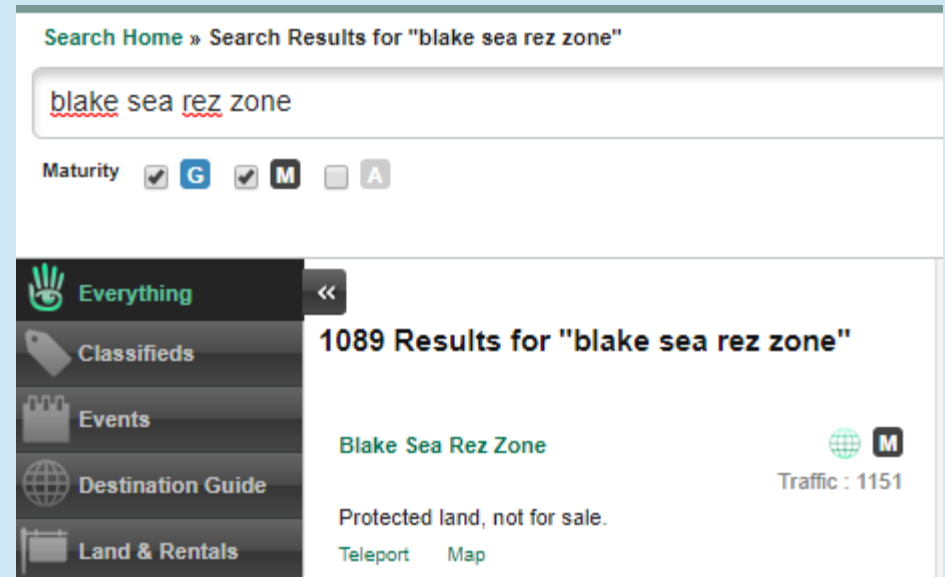


Now we need a place to put your boat in the water. We don't belong to a club or marina, so we need a public **Rez Zone**.

Open Search again (Ctrl-F) and type **blake sea rez zone** in the box.

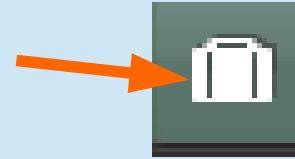
When some results open, just click **Teleport** on one of them as before.

*When you arrive, you might want to save that Landmark to Inventory like you did before.*

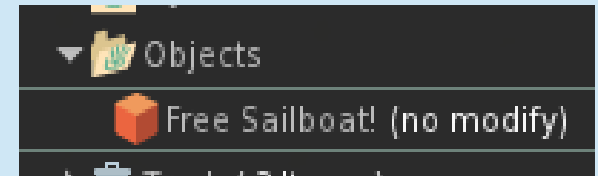


# Let's put the boat in the water!

Open your Inventory by clicking this button on the bottom (or hit **Ctrl-I**).



Find and click on the **Objects** folder; you'll see "Free Sailboat!" inside.



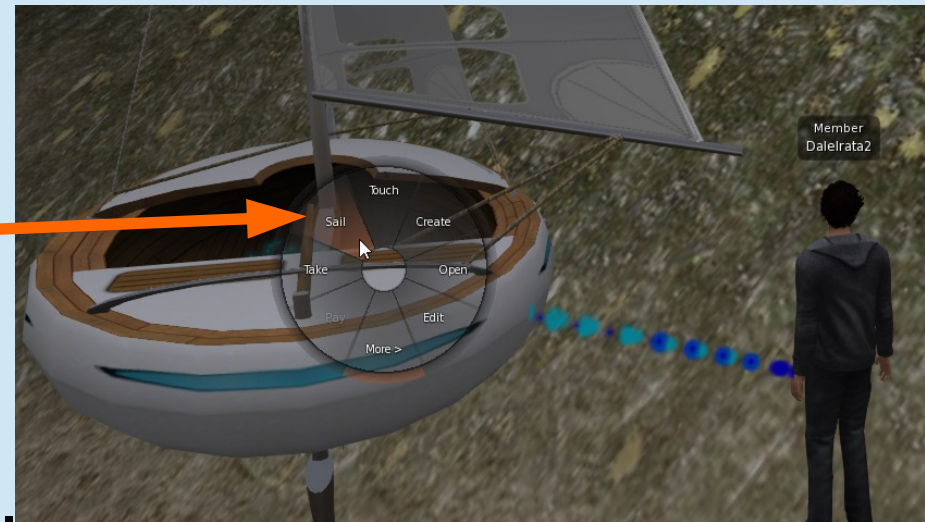
Now use your mouse to DRAG that item out of inventory onto the ground.

The boat rezzes (meaning it is created) next to you!



Now let's get it to the surface.

RIGHT-click your mouse on the boat and select **SAIL** from the pie menu.



You are now sitting in the boat. It rises to the surface and is ready to go!

*(If it sticks on the bottom, hit the arrow keys a few times to kick it loose.)*





This boat isn't a true sailboat; you don't do anything with the sails at all. But it will teach you how to go, stop, and steer.

Press the Fwd/Rev keys (that is, the **Up/Down arrow keys** to start/stop

Press the **Left/Right arrows** to steer.

Use the **Down** key one or more times to stop.

Use the MiniMap to know where you're going and who is nearby.



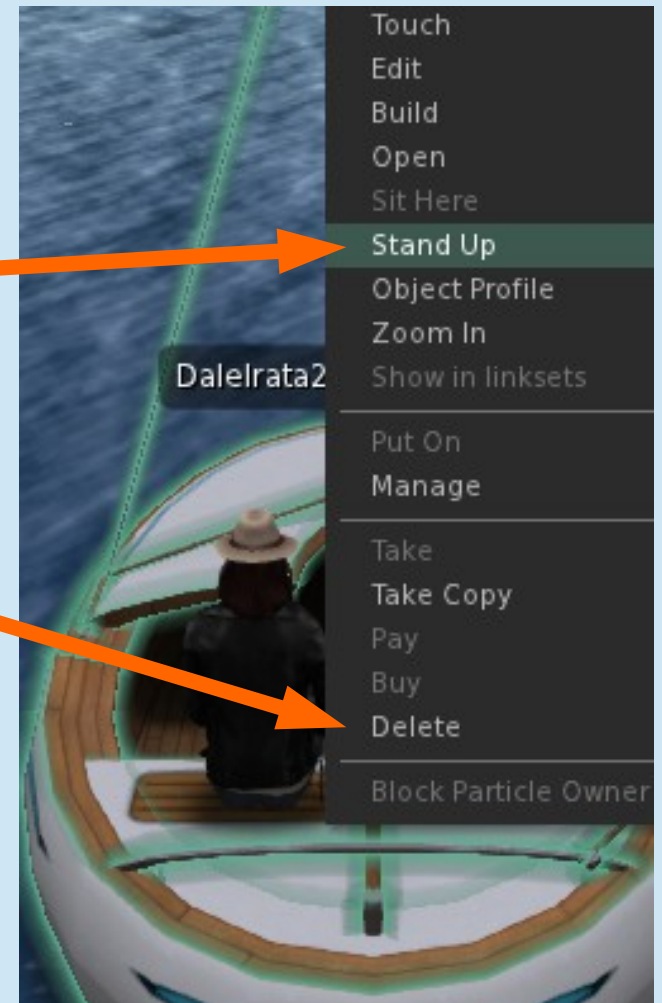
*Sail around awhile, trying the steering.  
Remember to obey all the rules of the  
road! (Assume you're a power boat; your  
boat is behaving like one.)*

*When you're done, RIGHT-click the boat  
and click Stand Up.*

*The boat may disappear; if it doesn't,  
right-click again and click Delete. (Don't  
worry; this was a copy and the original is  
still in your Inventory.)*

*You'll land in the ocean, and your boat will  
be returned to your Inventory.*

*You've skippered a boat in Second Life!*



Sail around awhile, trying the steering. Remember to obey all the rules of the road! (Assume you're a power boat; your boat is behaving like one.)

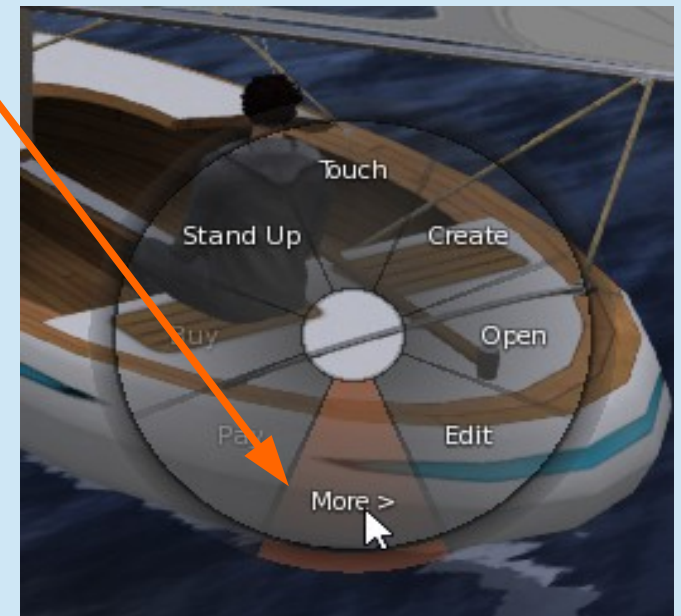
When you're done, **RIGHT-click** the boat and click **Stand Up**.



Then **right-click** again; click **More>** and then click **Delete**. (Don't worry; this was a copy and the original is still in your Inventory.)

You'll land in the ocean, and your boat will disappear.

*You've skippered a boat in Second Life!*



# ***End of the Basics***

You've got lots to practice now, just moving around and getting used to Second Life. And I have to make the next modules of the tutorial.

So in the meantime, go and visit this page:

**[https://sailvirtual.com/?page\\_id=20](https://sailvirtual.com/?page_id=20)**

Where we'll put lots of resources to help you get much more skilled and have a lot more fun, fast.

With your SL viewer open, you can click any of the links on that page and a Teleport window will open in your viewer to take you right to the club! Explore, look at the boats, and meet some friendly folks.