

Second Life Sailing



for
Real Life Sailors
Tutorial 2

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 in Tutorial 2

(You should already have an account and know the basics of how to move your avatar, search, teleport, and steer a simple boat.)

Now we will:

- 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

How to use this Tutorial

- As in the first one, start by going thru all the pages.
 - (If you want to print any of the pages, you can. But you certainly don't need to print them all.)
- Then go back, and go thru each step to learn to sail a small sloop; it's basic to everything else.
- ***Onward!***

SL Sailing for RL Sailors



***Module 4:
Let's Learn to Sail!***

A Real Sailboat this time!

Use Search to find Tradewinds Yacht Club (or click this link or type it in your browser:

<http://maps.secondlife.com/secondlife/Dex/158/49/22>

On the vendor,
RIGHT-click your
mouse, then click
BUY.

You'll get the
window you see in
the photo.

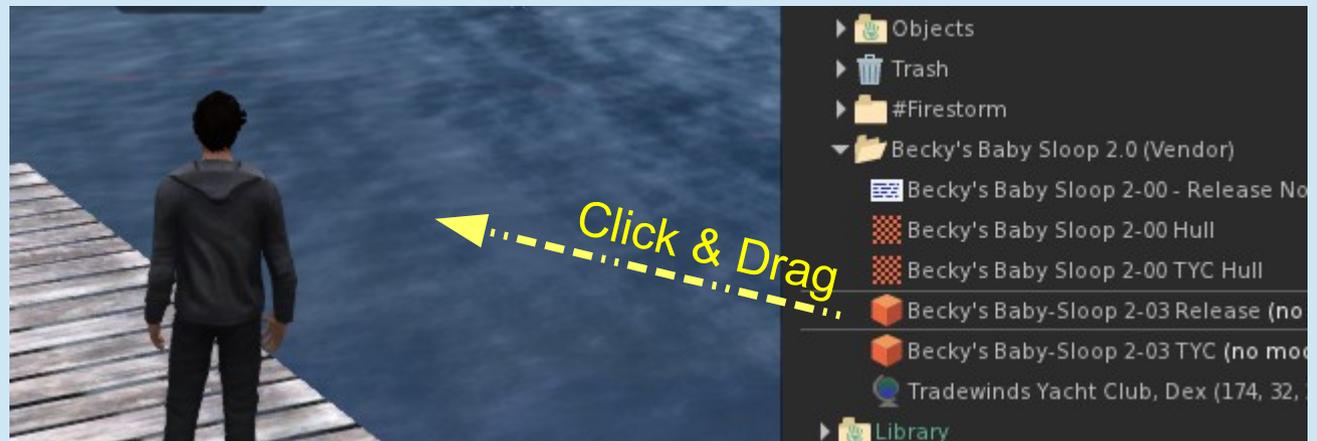
You see the price
is **L\$0**. Click the
BUY button and it's
yours.



Rez your boat!

Open your Inventory and find **Becky's Baby-Sloop**. Grab it by clicking and holding down your left mouse button, and drag it into the water right by the dock.

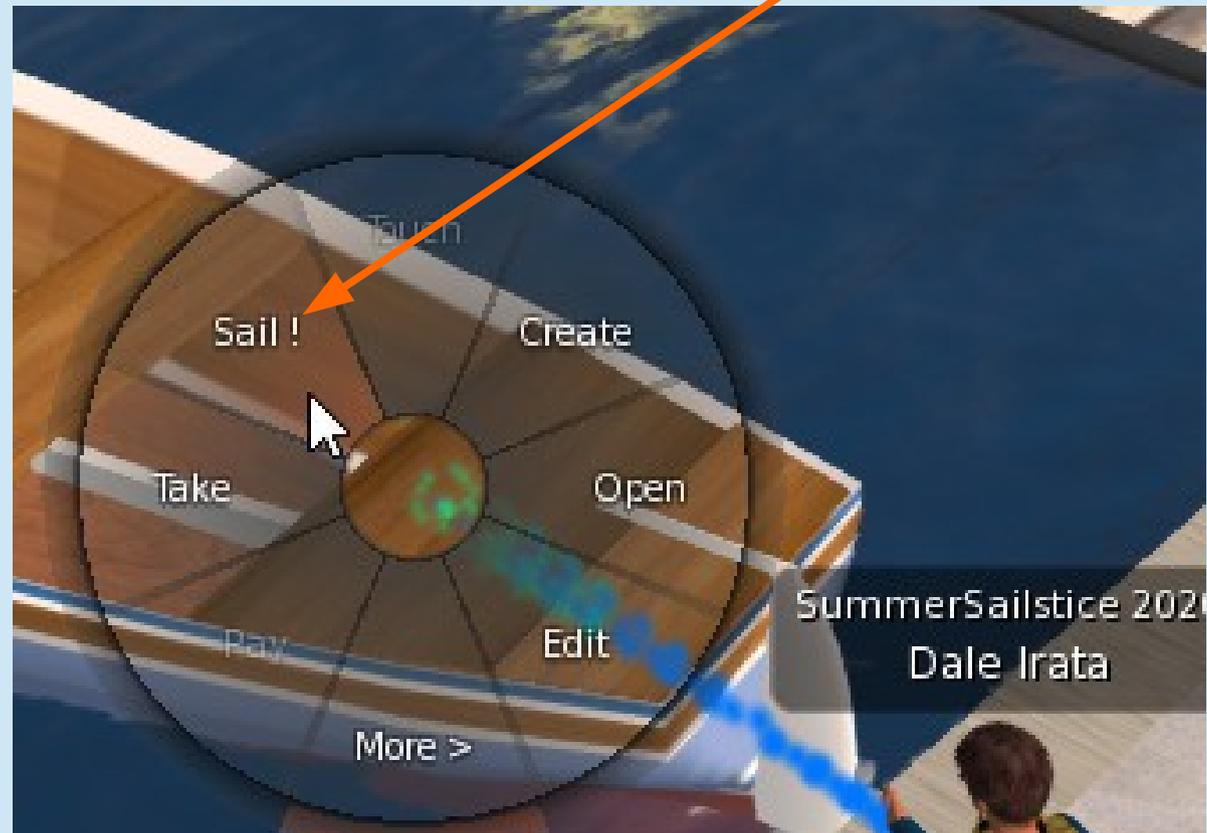
(I'm just a few feet from the vendor where we got the boat.)



And there she is!
(You can close your Inventory window now.)



As before, RIGHT-click the boat and click on **Sail!** in the pie menu.



(By the way, this is how you Sit on or board anything in Second Life. You point at something like a chair, right-click and click on **Sit** or, in this case, **Sail!**)

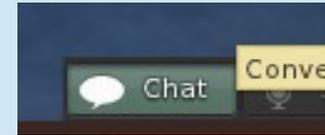
How to Sail the Boat

On this boat, and many other SL sailboats, all you have to know is this:

- To **raise the sails** and start moving, type ***raise*** in the chat box.
- To **lower the sails** and drift (current may move you) type ***lower*** in chat.
- To **stop** where you are (like being anchored), type ***moor*** in chat.
- To **turn Left and Right**, use your **Left** and **Right** arrow keys on the keyboard.
- To **let out** your sail, click the **Up** arrow.
- To **pull in** your sail, click the **Down** arrow.

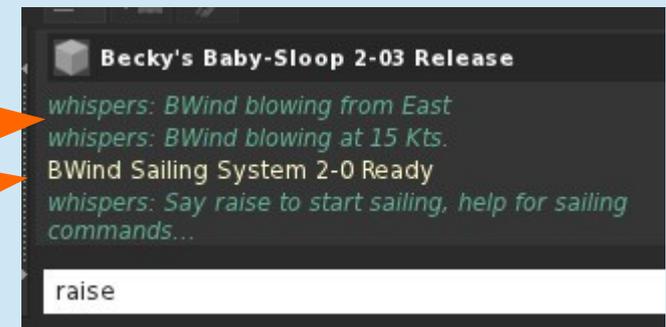
Raise the Sails

Your new boat (and just about any other boat) responds to command typed in the Chat window. If you don't already have one open, click the **Chat** (or **Nearby**) button at the bottom of your screen.



The Chat window gives you some important information from your boat:

- The wind is from the **East at 15 knots**
- It is using the **Bwind** system (there is another wind system called WWC, used mostly for racing).



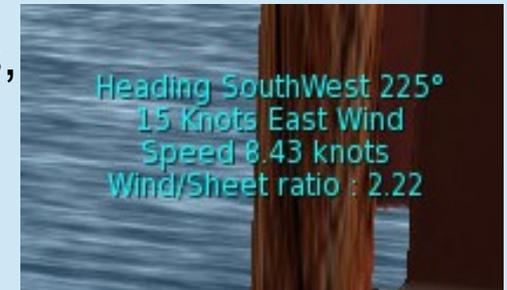
Ready? Type **raise** and hit Enter!

The sails go up and the boat starts moving. (If you're pointed the wrong way, use your left/right arrow keys to do a fast turn away from the dock.)



As we head out to sea, let's look at two important things on your screen.

Above your head you're seeing your **heading** (225 degrees, approximately southwest), your **speed** (8.43 Kts.) and the **wind speed and direction** (15 Kts from the East). The **blue** color is telling you your trim is OK, but not ideal.



Here we see the MiniMap (**Ctrl-Shift-M** if you don't see it on your screen.) This map shows where you are, as well as

- land masses

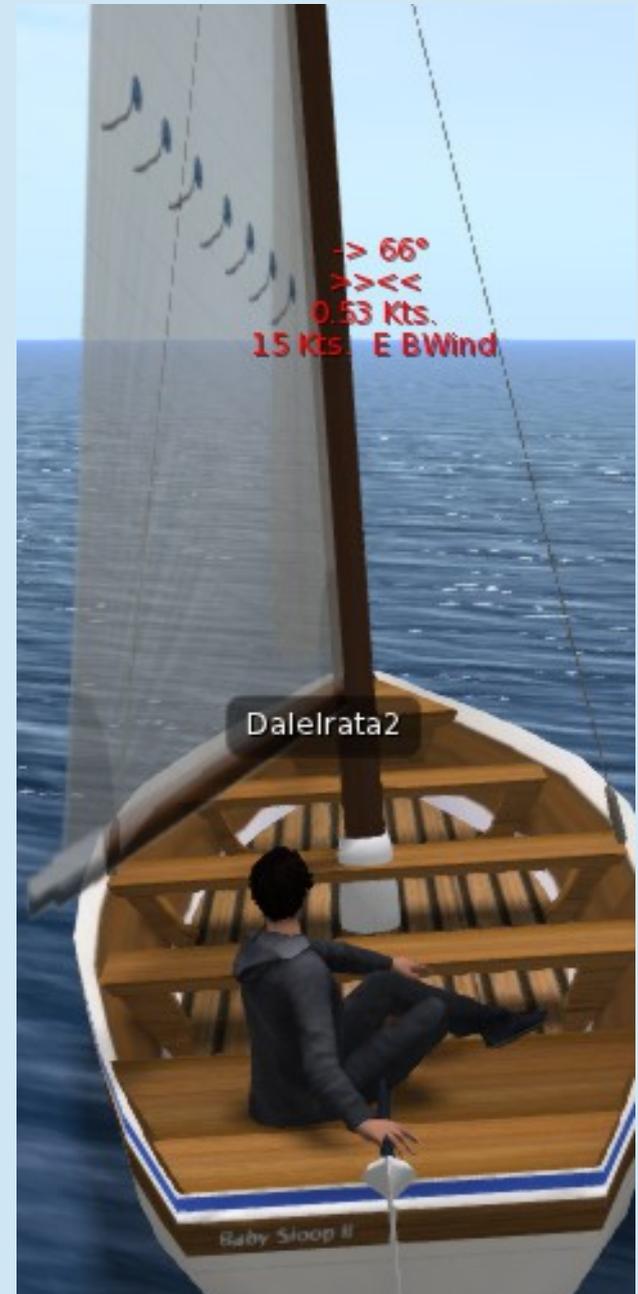
where other avatars are

- compass points

Expand, shrink or move the map by grabbing it with your mouse, just like any other window.



66 degrees (only 34 degrees off the wind) is too tight for this boat. The data is in **RED** and we're barely moving. Have to bear off!

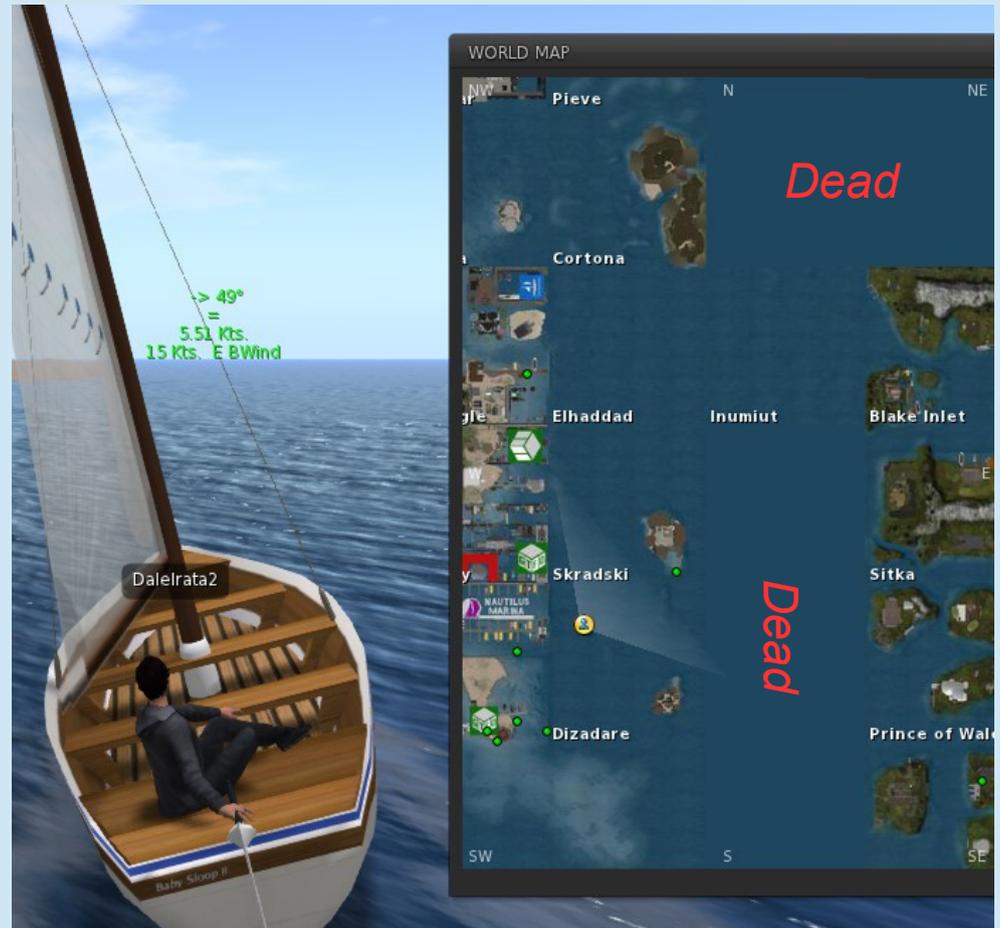


The Big Map

Hit **Ctrl-M** on your keyboard to bring up the big map. You can use your mousewheel to zoom in and out and see where you are.

Some things to know:

- Each word in white is the name of a **Region**, usually called a “**Sim.**” Each region is 256 meters square.
- Unlike the MiniMap, the green dots just tell you how many avatars are on the sim, but **not** their exact location.
- You see some areas with no white labels. Those look like ocean, but in fact are “**dead zones.**” You can not sail into those areas.



Looking pretty good out there, but time to head home



Using the Navigation Beacon

You can bring up the Map (Ctrl-M) and find the place you're going. CLICK the map and you get that red circle that you see here.



SL creates that vertical red arrow and red beacon to tell you the direction you need to go. (To make it go away, just click the red arrow.)

De-rezzing your boat

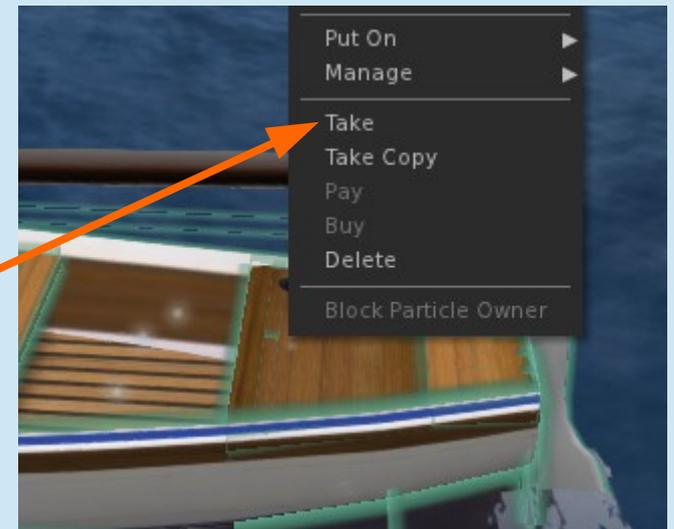
Unless you have a place to keep your boat (probably by paying rent in L\$ to someone), you'll derez it (meaning, remove it from the virtual world). You will still have a copy in your Inventory to use next time.

To leave the boat, just click the **Stand** button at the bottom of your viewer.



You'll stand up. If there's a dock nearby you can step onto it; if not you can hit your **HOME** button to start flying, or just get ready to drop into the water.

RIGHT-click the boat and click on **TAKE**, and it will disappear back into your Inventory.



Review

You now know how to really *sail* a boat in Second Life!

- You **bought** a boat (for free, but the process is the same for boats that cost money).
- You **rezzed** the boat
- You **boarded** the boat and **raised** the sails
- You learned to **steer** and to **trim** your sails using the data the boat gives you
- You **navigated** with the MiniMap, big Map and the Navigation Beacon
- You **disembarked** and **de-rezzed** your boat