

Second Life Sailing



for
Real Life Sailors
Tutorial 3



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)

SL Sailing for RL Sailors



Module 5: The Sailing World

Going Places, and Going Social

You may enjoy sailing, but you also came into Second Life to meet people and make some friends from around the world. This module will help you to do that.

- Your Privacy and Preferences
- Finding Yacht Clubs
- Joining Groups
- Cruising
- Racing
- Accepting TP (Teleport) Requests
- Sending and accepting Friend Requests

A few words about Your Privacy and Preferences

Unlike social media platforms, Second Life's parent company is very protective of your personal data. Where you go and what you do in SL is your business, period.

People come into SL for all kinds of reasons, including finding a close personal relationship, including, sometimes, a romantic or intimate relationship.

If that is NOT what you're looking for, there are some ways of avoiding people and places that have that focus.

Second Life Maturity Ratings

This is a very brief description; if you want to know more go right to the source:
<https://community.secondlife.com/knowledgebase/english/maturity-ratings-r52/>

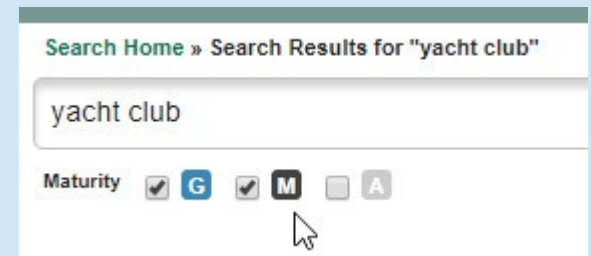
What are maturity ratings?

Maturity ratings designate the type of content and behavior allowed in a region and affect search results. They also apply to **Groups** in SL. ALL of these, regardless of rating, must adhere to the Second Life Community Standards and Terms of Service.

There are three maturity ratings in Second Life: **General**, **Moderate**, and **Adult**. They limit the levels of content of a sexual or violent nature that may occur in an area or Group.

You can easily set in your **Preferences** the maturity levels that you wish to see or wish to be blocked from visiting or coming up in your Search Requests. You can also set them for a particular Search as shown here.

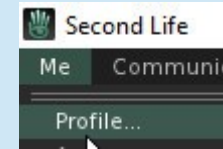
To open **Preferences**, click **Avatar** at the top left corner of your viewer, and then **Preferences**, then click the **General** tab. You will see the checkboxes for the three levels; check/uncheck as you wish and click the **OK** button at the bottom. (You can also open Preferences by hitting **Ctrl-P** on your keyboard.)



G and M are the best choices for most people.

Your Profile

Just as in social media, your Profile can say a lot about you. To access yours, click **Avatar** at the upper left, and click **Profile**. (Or *right-click your own body and click Profile.*)



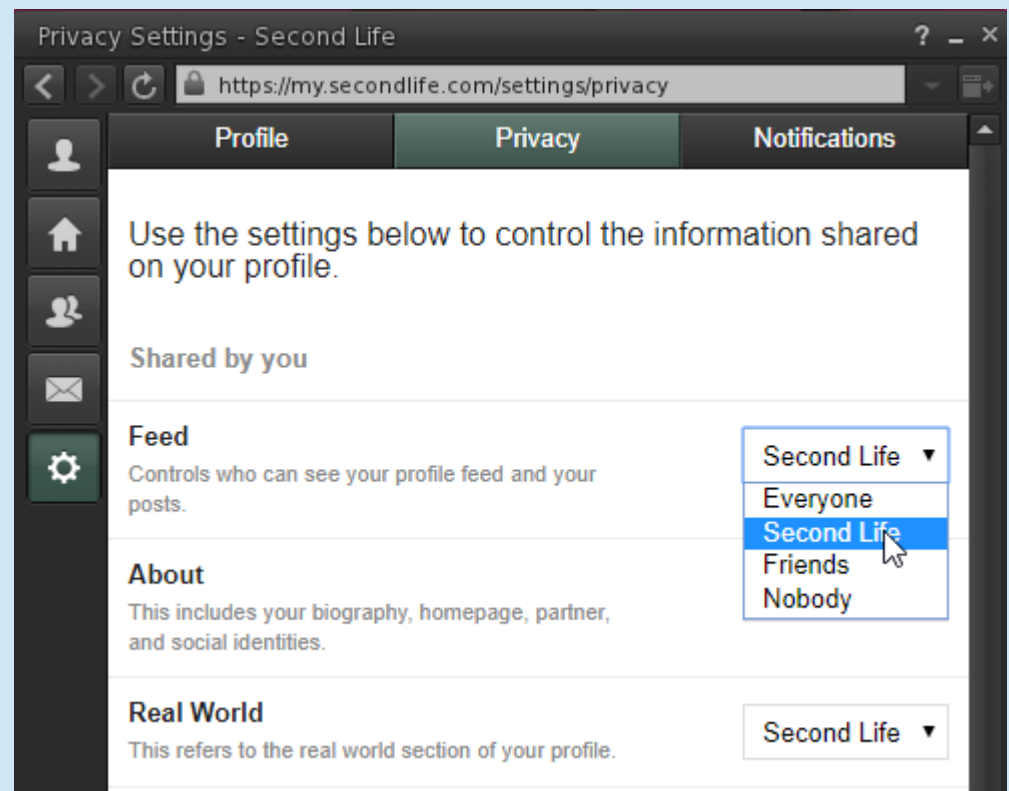
Your Profile opens. Since there's nothing in there yet, click **Edit Profile**.



You have control over what aspects of your profile and activities can be seen, and by whom. Click **Privacy**.

Each item has a list of options:

- **Everyone** includes people not in Second Life.
- **Second Life** means only people with an SL account.
- **Friends** means people you've Friended in SL.
- **Nobody** means just You. (This one is not available for every item.)

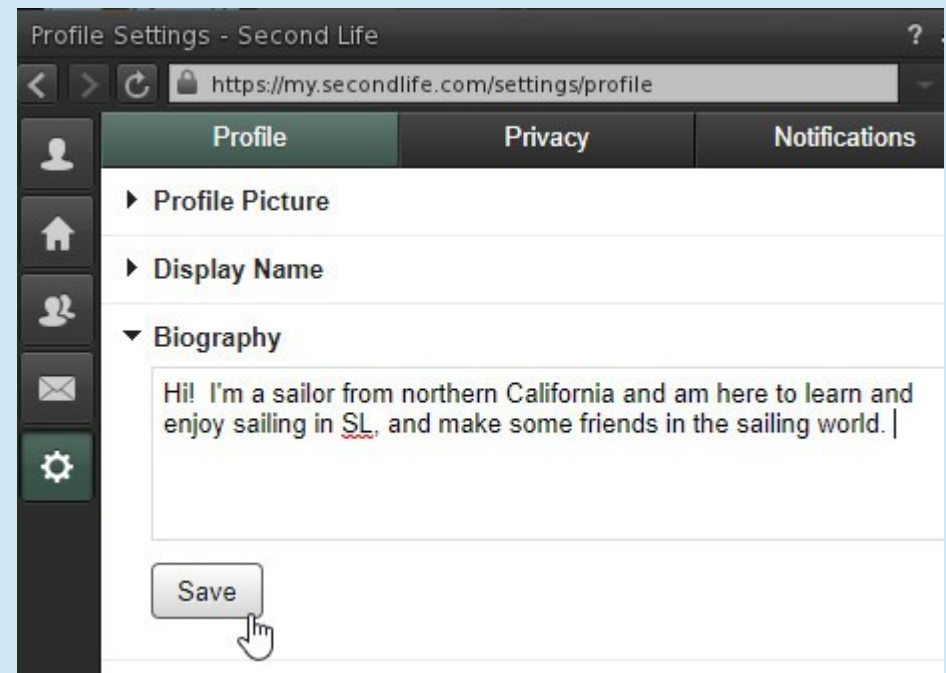


Your Profile

Now click the **Profile** tab, and then **Biography**. Type anything you would like in there, remembering that this will be visible to the people you selected under **Privacy**. When you're done, click **Save**.



(As you meet people in SL, you'll find that many put info about their *avatar's* life in the Biography, rather than their *real* life. That's especially important for roleplayers, who might be an elf or a mermaid. The info in the Profile is entirely up to its owner.)



Finding Yacht Clubs

With that information in mind, let's get you connected.

Finding a yacht club is easy!

You already learned how to search for “yacht club” in Search. But we've made it even easier for you.

Just go to https://sailvirtual.com/?page_id=20 and you'll see a list of clubs, with direct links that will take your avatar right to them.

Some of these clubs have their own Websites and/or Facebook pages; we'll add those as we find them.

SL Yacht Clubs



This list was updated on 23 April 2020; it has every club I have found so far.

What's a SLurl? A SLurl is a direct link to a location inside of Second Life. Click the link and you'll be taken to a Web page. With your avatar logged in to SL, click the [Visit this location](#) and you'll be teleported there instantly!

THE LIST BELOW is my attempt at a complete alpha list of clubs. This is a combination of every location that comes up in a SL search for “yacht club” and some I had already saved in my inventory. If you know any more, please let me know!

- **Carlisle YC** <http://maps.secondlife.com/secondlife/Carlisle/211/73/27>
- **Celtic Bay YC** <http://maps.secondlife.com/secondlife/Wahoo/139/240/23>
- **Connoisseur YC** <http://maps.secondlife.com/secondlife/Cerasi/68/136/22>
- **Danshire YC** <http://maps.secondlife.com/secondlife/Knaptrackicon/84/120/26>
- **Fishers Island YC** <http://maps.secondlife.com/secondlife/Sailors%20Rest/155/202/24>
- **Mango YC** <http://maps.secondlife.com/secondlife/Bael/230/129/24>
- **Nantucket YC** <http://maps.secondlife.com/secondlife/Nantucket%20Yacht%20Club/50/45/23>
- **Pierside YC** <http://maps.secondlife.com/secondlife/Salliohsis/50/205/22>
- **Rainbow Sails YC** <http://maps.secondlife.com/secondlife/Osprey%20Ridge/142/105/23>
- **Rangpur YC** <http://maps.secondlife.com/secondlife/Rangpur/84/79/23>
- **Starboards YC** <http://maps.secondlife.com/secondlife/Hollywood/84/118/22>
- **Tradewinds YC** <http://maps.secondlife.com/secondlife/Dex/184/34/24>
- **Tuarua Fiji YC** <http://maps.secondlife.com/secondlife/Port%20Victoria%20Isle/177/155/23>
- **XD Yacht Club** <http://maps.secondlife.com/secondlife/Tails/95/208/22>

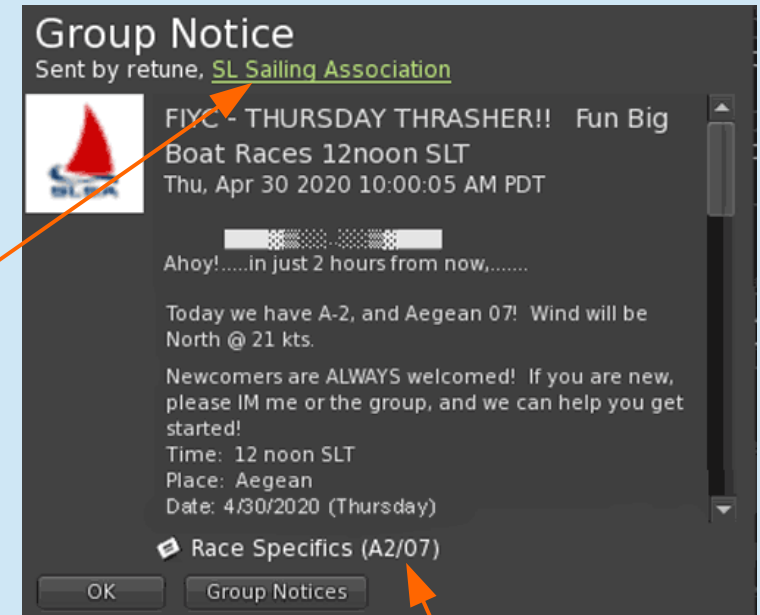
Joining Groups

How do you join a yacht club?

A yacht club is a type of **Group**. Second Life has thousands of **Groups**, organized around every topic of interest you can imagine. Belonging to a Group means you will get their Notices, like the one shown here.

*(The **SL Sailing Association** is the big group for all sailors; you will absolutely want to join this one.)*

Just about every yacht club has at least one Group you can join. Nearly all are free, although some may require a small fee (in L\$) or require you to be an SL resident for some period of time (often 30 days).

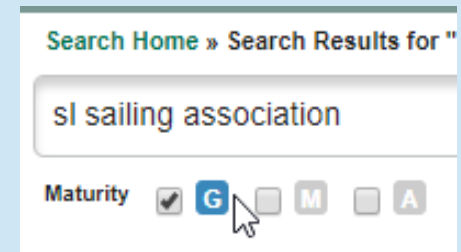


*This is an attached **Notecard** with details about the race. You just click to open it.*

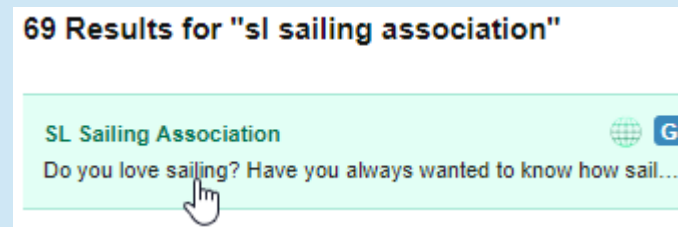
Joining a Group

Every SL sailor should belong to the SL Sailing Association, so let's join it!

Open **Search**, type **SL Sailing Association** in the box, and hit **Enter**.

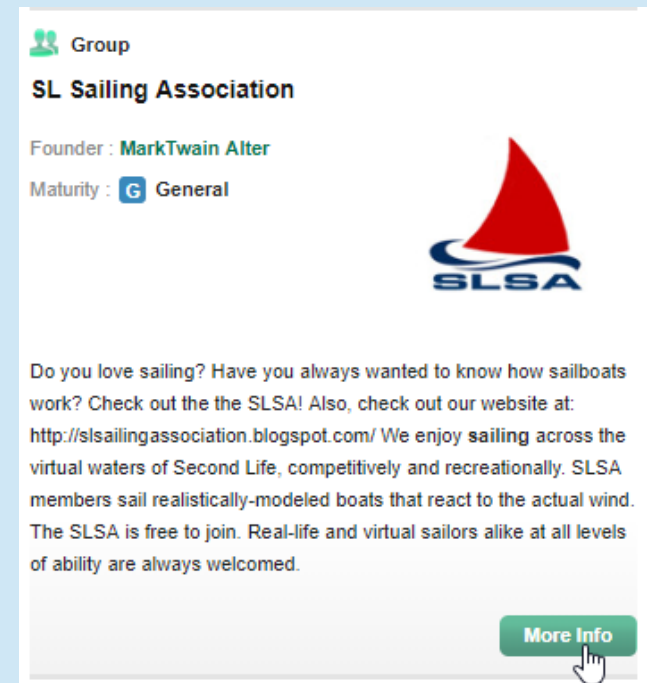


The SLSA comes right up. Click on it.



The SLSA information comes up in the Search box so you can make sure this is a Group you want to join.

We know it's the right one, so click **More Info**.



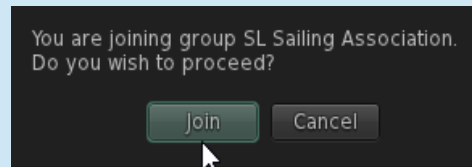
Joining a Group

The information box for the group pops open. We're out of **Search** now; this is the Profile for the group, just like you have your own personal Profile.

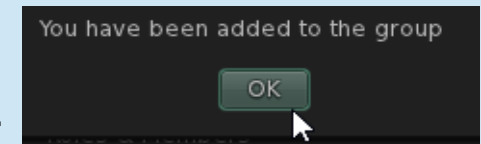
Since we know we want to join this group (and we can see it's Free), click **JOIN NOW!**



SL asks you to confirm; click **Join**.



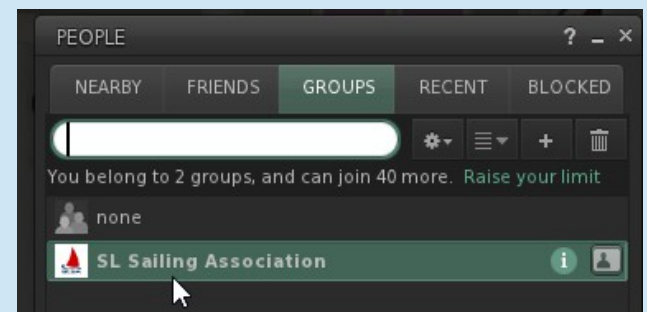
You're in!
Click **OK**.



When you join a new group, the tag for that group appears in your name bubble.



And it is now on your **Groups** list (Ctrl-Shift-G)




Group Notices

From now on, you will receive the Group Notices (unless you choose to opt out later, or you leave the group).

At the start of this topic, you saw a notice for a race. Here's one for a cruise:

Sail from The Poseidon Sailing Centre down through Fruit Islands, back up through the North Sea, to Eden Naturopolis, to party with me! All boats welcome - anything as long as it floats!

 [Eden Curlew \(21,233,22\)](#)

See you all there!

This was a long, complex and fun trip, with a party at the end! The notecard given to each skipper gives the waypoints. (This is just a piece of it.)

“**Nectarine/104/28/22**” means:

- **Nectarine** region
- **X/Y** coordinates **104** and **28**
(Coordinates go from 0 to 255; remember the regions are all 256x256 meters.)
- **22** is the Z coordinate. EVERY ocean surface is at the same level, meaning the deepest water is 22 meters deep.

Eden%20Curlew/26/218/21,START
Nectarine/104/28/22
Citrus/157/168/22
Avocado/104/82/22
Guava/98/24/22
Kiwi/220/240/22
Biriba/88/18/22
Quince/216/42/22
Tamarind/64/136/22
Pepino/28/222/22

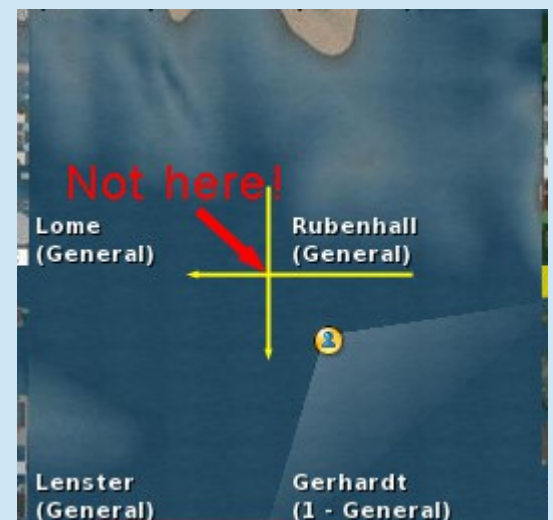
Cruising

You can always head out on your boat and just SAIL. The **Blake Sea** and **North Sea** have lots of space, and there are many other places as well. Practice your steering and your sail trim, and marvel at some of the stuff people have built out there. (There's a huge skeleton called *The Leviathan*; you can Search for it or just be surprised one day.)

You have probably already experienced your first **sim crossing**. When you and your boat cross the line from one region to another, you are actually being handed off from one Second Life server to another. The new server has to grab you, any passengers, and your boat. The most frequent experience is being visually “yanked backwards” and then continuing on.

But sometimes, you may find yourself flying off into the ozone. This issue has improved a LOT over the years, but it's still there.

There are ways to minimize the problem, but for now the best advice is to **avoid crossing in a CORNER**, where 4 different servers might each try to grab a piece of you. Stay away if you can.



You can't sail everywhere here, but there are huge areas of open water, and miles of small channels to navigate. (Remember, each of those little squares ■ is 256 x 256 meters.) And there are other areas, too.



Racing

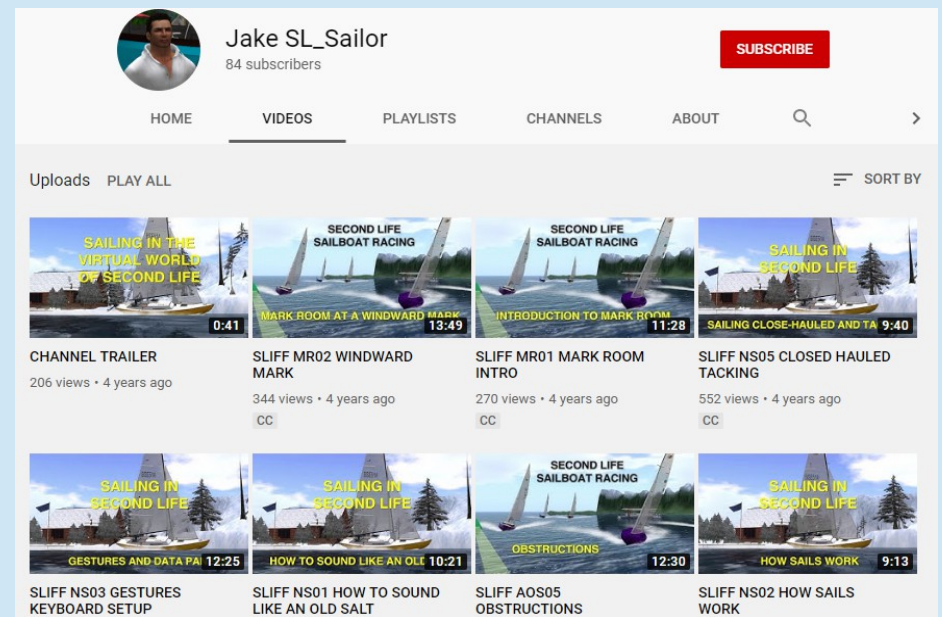
There is a LOT of sailboat racing in Second Life; nary a day goes by without at least one.

Now that you joined the SLSA (and maybe a yacht club or two), you're going to get Notices about races. Go watch some (there's always a race deck) and see how they work.

Getting the feel of racing is far better done with video than still pictures and text! So take the time to visit this channel on YouTube; the programs are both instructional and fun!

<https://www.youtube.com/channel/UCZyc9TSk8-zl0BbXfmQra8g/videos>

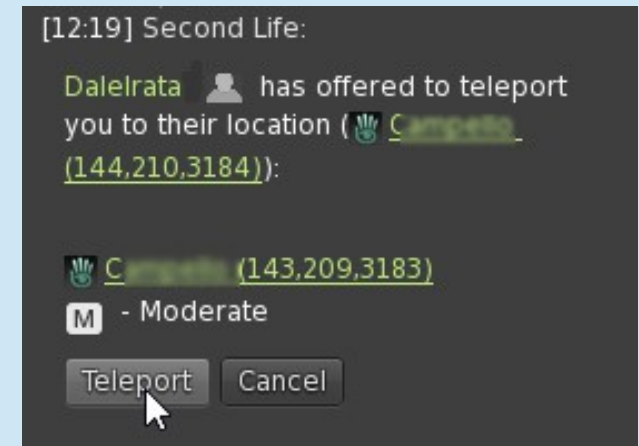
(Or search YouTube for **Jake SL_Sailor**)



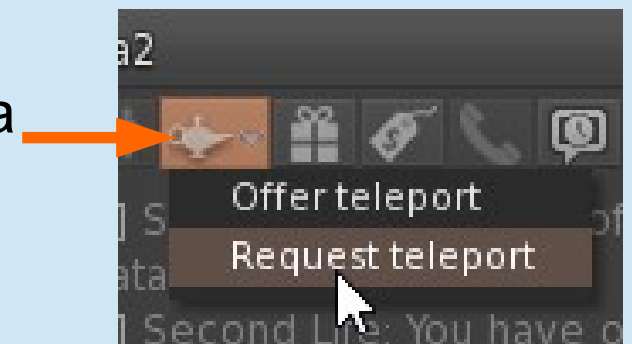
Accepting and Sending TP Requests

A very common way of getting somewhere is by **Teleporting**. If you are talking with someone (that is, Instant Messaging from far away) and you would like to go see them, you can ask them to “TP me.”

You'll get a little window like this one. Just click **Teleport** and you're there.



If you are in an IM (private) conversation, you can click this button in the IM window and either **Offer** a TP to them (come to you) or **Request** they TP you to them (the same as just asking them as in the example above).



Sending and Accepting Friend Requests

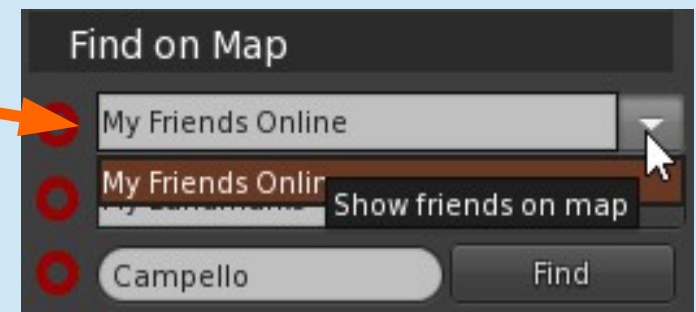
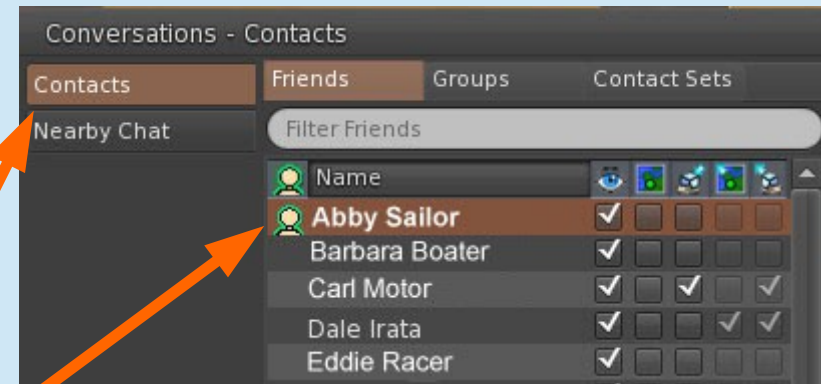
Just as in social media, you make **Friends** in Second Life. In SL, it really is polite to **ASK FIRST**, *“May I send you a Friend request?”* or *“May I Friend you?”* rather than just sending it out of the blue.

The main effects of being a Friend with someone:

- 1) They will appear on your **Contact List** (Ctrl-Shift-F) and vice versa.
- 2) You will know when each other are online (**shown in boldface**)..
- 3) You will be able to see where they are when you open the big Map, which makes it easy to go to wherever they are.

(Items 2 and 3 can be turned off; for example, YOU can decide whether you want a Friend to see where you are on the map.)

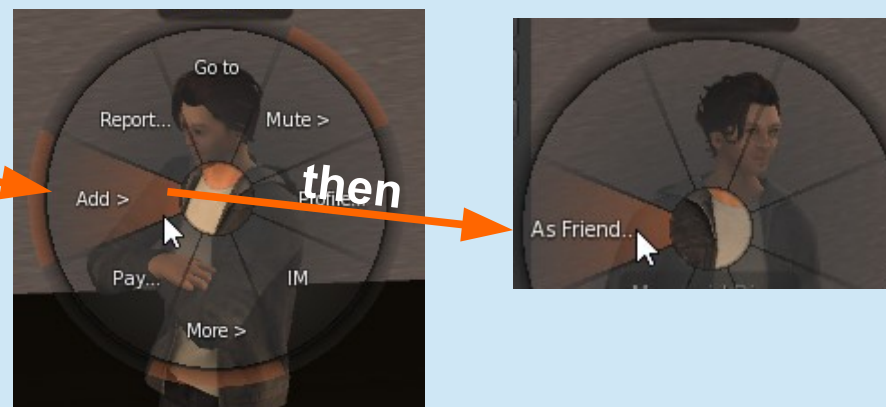
Your Contacts List



Sending/Accepting Friend Requests

To “Friend” someone you are near, just right-click their avatar.

You'll see **ADD** on the menu; click that, and then click **As Friend**.



A box pops up that lets you type a custom message, or just click **OK**.

SL will show you a “Sent” confirmation box. If they **accept**, you'll get a box that tells you so.

You've got a friend!



Now, if you haven't already,

Sign up for Summer Sailstice in SL!

Go to the Sailstice Website and Join our event! Here's a shortcut:

<https://tinyurl.com/SSinSL2020>

Signup is **FREE**. You'll become part of this worldwide celebration of sailing, and be eligible for their drawing for some great prizes.

Then **login** to SL and come to our Headquarters.

- Click the **Join Our Group** sign go join the SS in SL group (so you receive our Group Notices).
- Click a sign to grab your free **SS in SL** shirt!



And here's the shortcut to Teleport there (login to SL first):

<https://tinyurl.com/SSinSLHQ>

We're Done (for now)!

After 12 years in Second Life, I still learn new things all the time. You will too. Just take it easy and explore; ask questions; remember although it is not a game, it IS something you are doing for enjoyment, not work!

See you on the water!

