

Getting Around: Walking & Flying

Walk, Turn, Run, Sit

LEVEL: I MODULE: GETTING AROUND: WALK/FLY – MISSION I

I-2.I Introduction

Second Life offers many ways to get around and see the world. Do you see something you'd like to explore? It's easy to get there. Let's find out how.

I-2.I.I Instruction

Walking and running are two ways for your avatar to move around in Second Life. You can do so endlessly without ever getting tired. You can jump, crouch and sit as well. By the end of this mission you will be ready to explore the world around you.

I-2.I.2 Practice

TRY THIS:

Step 1: Walking and Turning

Use the following keys on your keyboard to move your avatar around in Second Life:

- W or UpArrowkey – To move forward
- S or DownArrowkey -- To move backward
- A or LeftArrowkey – Spin or turn to the left
- D or RightArrowkey – Spin or turn to the right

In addition to the above, you can also R-click (Cmd-click) on the ground and select **Go Here** from the pie menu that appears, to make your avatar walk to a specific spot.



TRY THIS NOW:

Practice walking around your immediate area. Make a few turns each way.

Step 2: Running

Press Ctrl-R to turn on the run mode. The same movement keys can now be used to run in any direction. Pressing Ctrl-R again will turn off the run mode.

You also have the option to select **Always Run** from the World menu.



World > Always Run

TRY THIS NOW:

Run around your area!

Step 3: Jumping

To jump, press E or PageUp.

TRY THIS NOW:

Jump!

Step 4: Crouching

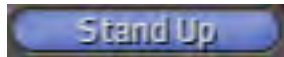
To crouch, press C or PageDown.

TRY THIS NOW:

Use the crouch feature to hide behind an object.

Step 5: Sitting

On most surfaces you can R-click (Cmd-click) your mouse and select **Sit Here** from the pie menu, to make your avatar sit. This includes chairs, the ground or on buildings. You may not actually sit on another avatar.



When you want to get back up, click the **Stand Up** button that appears at the bottom of your screen.

TRY THIS NOW:

Practice sitting on a few different objects.

I-2.1.3 Action Plan

Now you do it.

SHOWING OFF YOUR NEW POWER:

Want some extra practice? Try this:

Explore some parts of the Global Kids island, or your current area, using all the ways you have just learned. Practice walking, running, jumping, crouching and sitting.

Getting Around: Walking & Flying Fly

LEVEL: I MODULE: GETTING AROUND: WALK/FLY – MISSION 2

I-2.2 Introduction

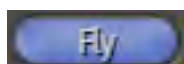
How many times have you wished you could just spread your wings and fly like a bird? You may not be able to do that in real life but in Second Life you can. You don't need wings but you certainly can fly.

I-2.2.1 Instruction

Flying is another way for your avatar to move around in Second Life. This mission will show you how to fly. You can then begin to discover places that you would not have been able to get to by walking or running.

I-2.2.2 Practice

TRY THIS:



Step 1: Flying

To fly, click the blue **Fly** button at the bottom of your screen or press **Ctrl-F**.

You also have the option to select Fly from the World menu.

Toggle the Fly mode on and off by clicking the same button or pressing Ctrl-F.

Note: If your chat window is open, close it! Otherwise your directional commands will appear as a public chat.



When in fly mode use the following keys on your keyboard to move your avatar around:

- W or UpArrowkey – To move forward
- S or DownArrowkey -- To move backward
- A or LeftArrowkey – Spin or turn to the left
- D or RightArrowkey – Spin or turn to the right

Step 2: Flying higher

When in fly mode, press E or PageUp to fly higher. You can fly up to 50 meters above the level of the ground.

Step 3: Flying lower

When in fly mode, press C or PageDown, to fly lower.

Note: Some laptops may require you press the function key with PageUp to fly higher.

Tip: No Fly Zones: In most areas of Second Life you will be able to fly but in some areas the landowner may have chosen not to allow flight. You will see a symbol at the top of your screen that looks like a white down arrow on a red circle if you are in a No Fly Zone.

I-2.2.3 Action Plan

TAKE ACTION:

Find something near you that you could only explore flying. Perhaps it's a very large mountain, waterfall, building or rocket! Investigate all the hidden features using your new flying and camera control skills.

If you are on Global Kids Island in the teen grid, find the volcano. Fly to the very top of the volcano to get a peek inside it. Now drop down into the hidden lava pit. What animal do you see? Blog it.

SHOWING OFF YOUR NEW POWER:

Have you ever seen air races? You don't need a plane in Second Life! Challenge a friend or two to an air race. Together, decide on a route and see who can fly it the fastest.

What did it feel like to fly? Blog it.