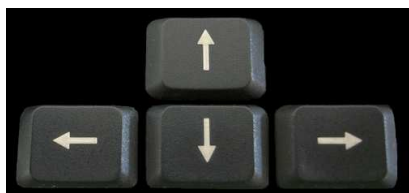


## How Do I Move Around?

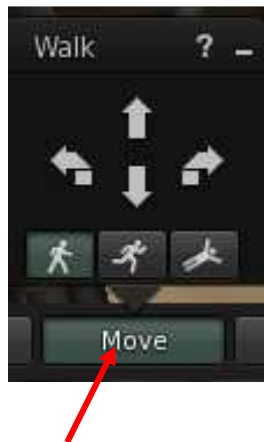
(walk, run, fly, and sit)

Since second Life is a three-dimensional (3D) world, you can use your avatar's body to move around within the virtual space, walking or running along the ground, or flying in the air. You can also command your avatar to sit on objects designed for sitting. You control your avatar using the arrow keys on your keyboard to move (back, forward, to the left or right).



Or you can click the “Move” button at the bottom of your screen to bring up the small move palette (below) and click on those arrows to move around.

### Walking



You walk by clicking on the first (left most) of three buttons along the bottom of the palette – the one with the walking man icon, or run by clicking on the running man icon (second one). When you're walking, you'll find that you will need to use the left and right arrows to turn your avatar. If you're using your keyboard arrows, try putting your middle finger on the up arrow and use two other fingers for the right and left arrows. That way you can smoothly toggle back and forth between forward, right, and left to walk your avatar to your destination. Practice makes for comfortable navigating.

### Flying

Unlike the real world, in the virtual world, you can also fly from place to place. On the move palette, click the fly icon (third one over) and your avatar will rise in the air (you can also raise and lower your avatar using the “e” and “c” keys on the keyboard at any time). Once you're up there, just use those same arrow keys to fly forward, back, left or right. When you are in “fly mode” there are also dashed up and down arrows on the Move palette to raise and lower your avatar to different elevations. Notice that you move much faster when you are flying than when you are on the ground and it is easy to get lost.

### Sitting

Once you've arrived at your destination, you might want to sit down. Just “right click” on a suitable location (a chair or bench), select “sit here” from the resulting menu, and your avatar will instantly sit (you can also sit on the ground). Some chairs have special animations inside them that will seat your avatar immediately when you click (no right clicking and selecting involved). If you click and don't sit, try the right-clicking method and that will work. When you're ready to stand up again, click on the stand button at the bottom center of your screen.