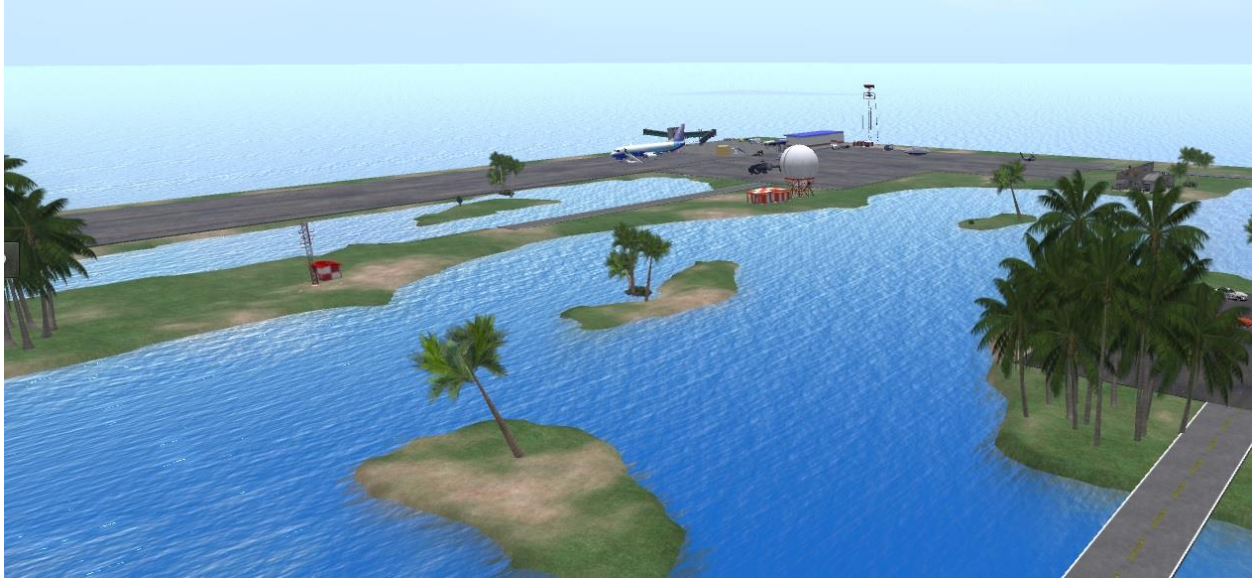# WELCOME TO PARADIGM VIRTUAL REALITY

Introduction

You have entered a virtual world. To interact with this world you have been called given a so called avatar. This avatar will represent you.

Everyone comes into this will be looking the same. But you will quickly discover that almost no one looks like you do now after a period of time. There are many possibilities to create different looks for your personal avatar.
How you can do that is covered by the information in this booklet.

The booklet will also help you to make use of your avatar – a virtual representation of yourself. You will get information about:
- Things you can do with your avatar.
- How to move around.
- How to interact with people.
- How to usual camera.
- How to communicate.
- How to interact with objects.

Whether you are a master or a beginner, the first rule of any virtual world is : HAVE FUN!

How to Move Around.

First things first leave your outfit for later.

There are two possibilities for movement controls on the viewer, which make getting around easy regardless of whether you are right or left-handed.

W – move forward	**Down arrow – Move backward**
A – turn left	**Left arrow – Turn left**
S – move backward	**[Shift]+A] Sidestep left**
D – turn right	**[Shift +D] Sidestep right**
E – jump/fly up	**[Shift]+A] Sidestep left**
C – Crouch/fly down	**Right arrow – turn right**
F – Start or stop flying	**Home – Start or stop flying**
Up arrow – Move forward	**[Shift]+Left arrow – Sidestep left**
	[Shift]+Right arrow – Sidestep right

If you are standing on the ground, pressing and holding the jump key (E or Page Up) will cause you to start flying up.

Holding down a SHIFT key and pressing the left or right turnkeys (A or Left arrow) / or D or Right arrow) will cause you to "sidestep" in the appropriate direction.

For precise directional control while walking, left-click and hold the mouse on your avatar the direction you wish to go to.

TIP
If a keyboard or mouse control seemed not to work, left-click on your avatar once, then use the movement controls again. This can happen if the focus of your viewer is elsewhere – four example in a chat.

A third option is using the movement controls on the viewer with your left mouse key. If you cannot see the controls on the screen, go to "View" in your upper menu bar on the left-click on "Movement Controls".

You can move this control window around on your screen by left-clicking on the Windows background and then dragging it with left mouse key pressed down.

How to Use the Camera

You can examine objects closely in your fuel without ever losing your avatar, by familiarising yourself with the camera control.

The Shift, Ctrl and Alt keys (or Shift, Cmd and Opt keys on the Mac) are held down in conjunction with mouse clicks and drags to centre the camera on a specific object or avatar, moving around the selected object , or zoom in and out.

Note:
In the following explanations, a mouse "drag" occurs when you move the mouse will be left button is held down.

While holding down the Alt / or Opt key:

Left click – Centre view on the object of avatar under the mouse pointer.

- Drag mouse left/right – Orbit the camera horizontally around the selected object or avatar.

- Drag mouse up/down – zoom the camera and now on the selected object or avatar.

- While holding down the Ctrl and Alt / Cmd and opt keys:

- Drag mouse left/right – Orbit the camera horizontally around the selected object or avatar.

- Drag mouse up / down – Orbit camera above or below the selected object or avatar. While holding down the Shift, Ctrl and Alt or Shift, Cmd and Opt keys:
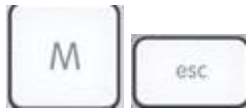

- Drag mouse – Pan the camera the selected direction.

To reset the view to its normal position, hit the Esc key.

TIP:
Hit it more than once that it does not seem to do anything. That means your viewers focus as elsewhere.


If you press the 'M' key, you enter "Mouselook" mode, which shows you around the world from your avatar's point of view. Moving the mouse in any direction will change the direction you look. Hit 'M' again or Esc, to leave "Mouselook".

Interacting with People

Click on people with the mouse

Right-clicking on an avatar brings up a "pie menu" (shown below) which gives you a list of options for interacting with people in various ways
.

- Walk to the location.
- View the profile.
- Send a private instant message.
- Offer friendship.
- And more.
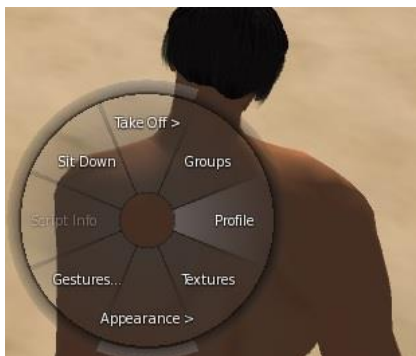
When you learn about communication, you will see more information on interacting with people around you – for example using the chat.

Interacting with Objects

If the mouse pointer changes to something other than an arrow when you hold motionless over an object, you may LEFT – CLICK the object to perform a special action. Among those are:

- Sit that of an object.
- Buy it.
- Cause it to do something that has been programmed (scripted) to do

You can RIGHT-CLICK on any object to display a "pie-menu" (shown here) which gives you a list of things you may do.

Move the cursor over the wedge which represents what you want to do, and click the mouse (or right-click on the centre to dismiss the menu without doing anything).

Chatting with text

You can type messages to the people around you by clicking the Chat button (the first button on the bar along the bottom edge of your screen).
Simply type your message in the Chatfield and hit Enter. People with a certain radius (30 metres by default) or see your message.

Click the "History" or "Local Chat" button for a scrollable window which shows all the text you have "heard" all long-term, including what you have said. Some viewers also let you shout (100 m radius as default there) or whisper (with a 10 m default radius).

TIP:
If your viewer resets your check bar every time you hit "Enter" to not show, go to "Edit" in your upper menu bar and left-click on "Preferences" ... (or use {Ctrl] P and then go to the tab "Chat". You can toggle (click on or off) the setting "Close chat bar after hitting return" the most viewers there. To apply the change, click "Apply" or "OK".

Instant Messages

A more personal form of cheating a so called Instant Messages, mostly abbreviated to "IM". It is a special chat window that allows two people to have a private conversation with each other. Unlike chat – which often is preferred to "open" – this form of communication is not limited by distance. This works across the whole world, independent of whether the two participants are. You can even save an "IM" to someone who was off-line and will normally receive the message on his/her next login – although with the world it can happen that the message is delivered late or not at all.

Group Chat

Very similar to IM's and that they were over the entire world are "Group Chats". The difference to IM's that this is not a private conversation is anyone on that particular group can join in the messaging.

Your Avatar

Appearance

Now we come back to: "There are possibilities to create a very personal Avatar." It is the very first thing that a lot of people ask, but it is not easy to answer without knowledge of the basics which we have covered in this booklet.
Nearly everything on your avatar can be changed to suit your personal style and form. Your avatar is made up of the following body parts:
- Shape.
- Skin.
- Eyes.
- Hair (can be bald)

When you first logon you will wear the default avatar of your choice. The easiest way to change the avatar is to end new body parts.

Note:
Some body parts such as your avatar's shape and skin can never be removed, but they can be replaced

Clothing

When you login first, the standard avatar with a default set of clothing: a simple shirt and pants. Those will probably be the only clothing and your entry yet, but since you know how to 'buy' objects, you can quickly change that.

Note
the default set of clothing cannot be modified, but you can wear other clothing items.

The simplest way to change your avatar is to explore and get ready-made body parts of clothing to put into your "inventory" – that is where all your things get stored. Everything you take a copy of, or buy, will go into your inventory. You can access your inventory with [Ctrl] I, or by clicking the "Inventory" button on the right side of the bottom menu.

To wear clothing – or body parts – from your inventory access the infantry with [Ctrl]+ and select the items you want to wear with the click of the right mouse and then select "Wear". To add to your avatar any existing clothing of the same type is replaced.

TIP:
To see what your avatar is where am currently, select the tab "Worn Items" in your inventory.

Attachments

You avatar can wear things made from prims (short for primitives, those are the basic building shapes in this virtual world) and sculpted prims, called sculpties (who shape is stored in a rainbow coloured texture and which can be used to create more complex, organic shapes). Those things are called attachments, as they are "attached" to a part of your avatar's body.

There are two ways to remove a piece of clothing or attachment from your avatar that you do not wish to wear anymore:
1.   Select the item you wish to remove in your inventory with a right-click and select "Take Off" (clothing) or "Detach from yourself" (for attachments).
2.   Right-click on your avatar, select "Take Off" from the pie-menu (for clothing) and then select "Clothing" clothing and "Detach" for attachments or in the case of attachments right-click the attachment itself and then select "Detach" from the pie-menu.

TIP:
If you avatar is grey or blurry, select "Character > Rebake Textures" from the Advanced menu on the top of the viewer, you can press [Ctrl], [Alt], D to display it.

Editing Appearance

There is a special window that you can open to make your own body parts in clothes (but not attachments) or change existing body parts or clothing. The Appearance Window.

As you can see in the picture, all body parts and clothing items that are not attachments have their own tabs and their settings can be changed and then saved with a new name.

You might be interested to know that the sex of your editor has saved with shape.

Take a copy of this booklet

If you wish to keep a copy of this booklet please download it from the download link. Then you can save the booklet to your desktop and available for later use.

Happy being an avatar.

Aurum Paradigm
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