

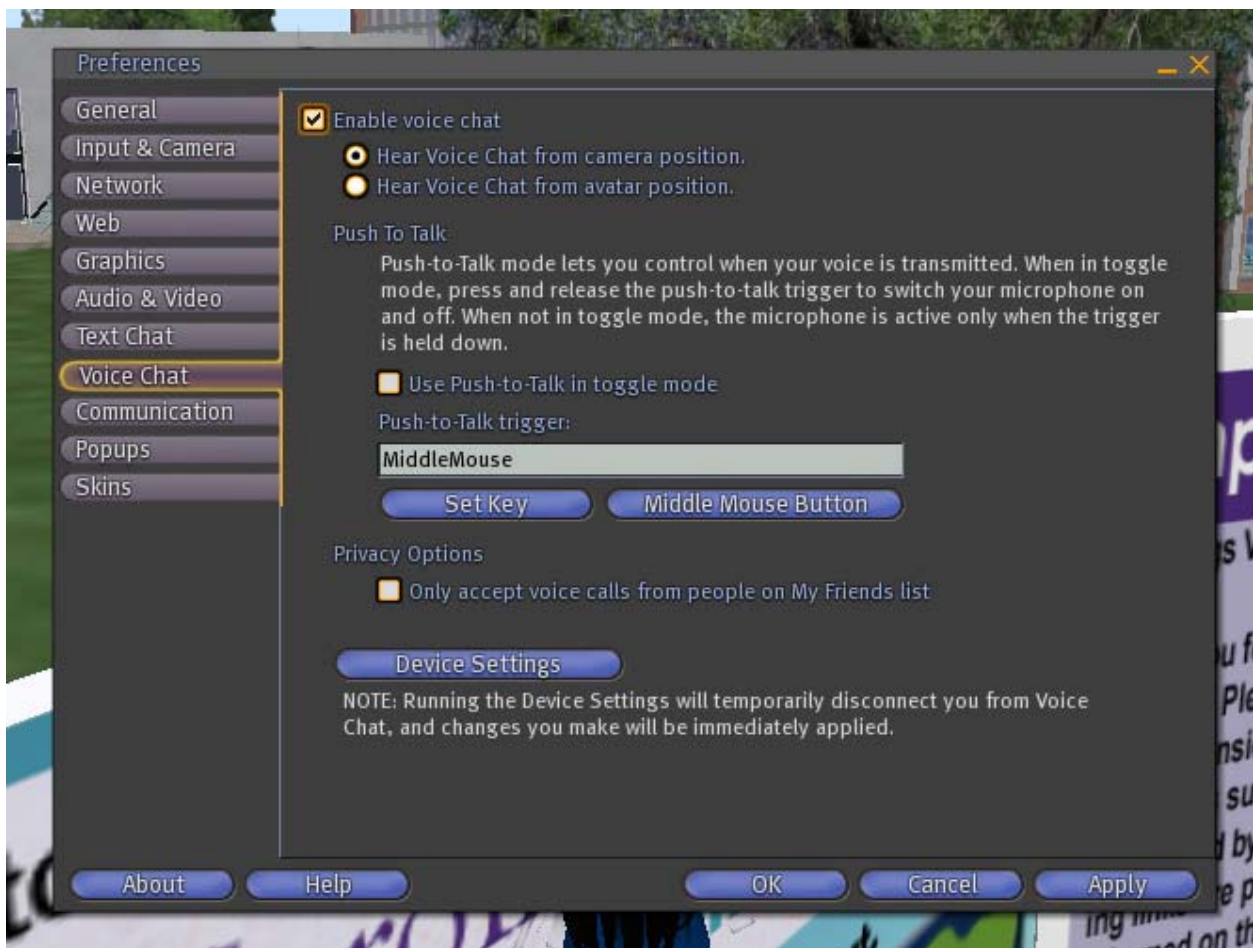
Voice Communication

In Second Life, you may find it easier to use voice chat to communicate. It's easy and efficient and brings another dimension to the experience but it may take some initial setup to get your SL Voice Chat optimized.

These settings may vary on whether you're using an *internal mic* or a *headset*; however, there are some basic steps that you must do to get started.

Optimizing Your Voice Chat

1. First, open your Preference window by either going to Edit > Preferences or using CTRL+P. This will open the Preference Window where you can adjust a variety of settings for your client.

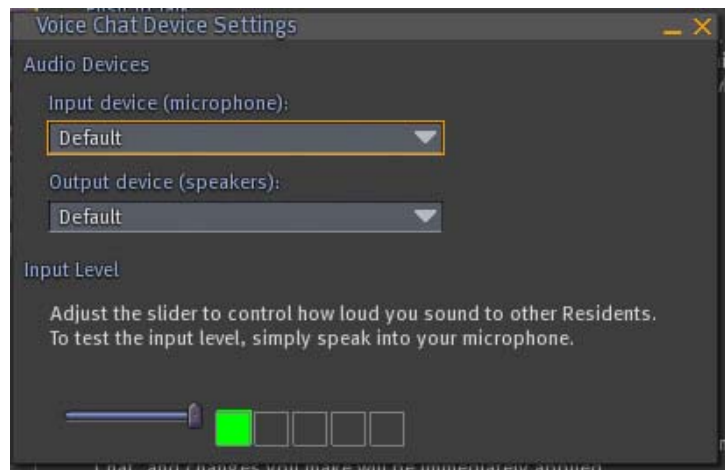


2. On the left side of the Preference window, click on the "Voice Chat" tab. In this window you're going to make sure you have "Enabled voice chat" by checking the box at the top of the screen.

3. Next, you can toggle your Push-to-Talk feature on or off. Push-to-talk enables you to either click a key or the middle mouse button toggle the talk button on and off when you are in world. This is a great feature, especially if you have a lot of background noise wherever you are working from or there is a lot of feedback coming from the chat. You can change the key by clicking on "Set key" or return the toggle back to the Middle Mouse Button by clicking on the respective button.
4. The next box is a privacy feature that will only enable private calls from people on your Friends list. (To learn more about Private Calls, consult the video tutorial at the bottom of this tutorial.)

5. The final button, "Device Settings" will help you optimize your input source (internal mic or headset/stand alone mic). This will vary depending on your system and type of input device you use.

In this screen, the first two drop down menus allow you to choose your preferred input and output devices. This list is populated by whatever input your system recognizes.



In the bottom section you can view to see how loud your voice will be when you speak into your mic. The loudness is indicated by the colored (green and red) squares. You should test this every time you use a new input device. Red means that you are very loud so try to keep it in the green range.

To find the best setting for you continue to speak into your mic and adjust the slider to the left so that you will stay in the green range when you are speaking at your normal range.

6. When you have finished adjusting your settings, click on the "Ok" button at the bottom of the window to save your settings.

Adjusting Another Avatar's Voice

In addition to optimizing your input, you may also need to raise or lower a certain avatar's voice if he or she happens to be too soft or too loud for you to hear.

1. To do this, you should be in range of the avatar and you will need to toggle the Active Speakers list of voice chat enabled avatars. This button is third button from the right, above the "Inventory" button. It looks like 2 people with voice chat indicators above their heads.



2. In this window, you should highlight the name of the avatar that whose sound you want to adjust and push the slider either up or down towards a more tolerable level.

For further guidance, please consult these video tutorials.

- VOICE CHAT: Getting Started - Second Life Tutorial
<http://www.youtube.com/watch?v=5zz54h1luw>
- VOICE CHAT: Who's Speaking (Active Speakers List) - Second Life Tutorial
<http://www.youtube.com/watch?v=mGXKTY-RDbM>
- VOICE CHAT: Private Calls - Second Life Tutorial
<http://www.youtube.com/watch?v=tSpNYwcvWD4>

