How to Adjust Your Video and Audio

QuickTime should be installed on your computer. It can be downloaded at www.quicktime.com. Second Life uses the QuickTime player to support video.

Make sure your audio drivers are current as well.

Second Life offers audio chat, the ability to hear streaming music and other audio, and the ability to see and hear videos.

To use these features, you will need to set up your Audio and Video Preferences.

Open your Preference window by clicking on the pull down menu Edit select Preferences.
From the Preference window, click the “Voice Chat” tab.

From the “Voice Chat” menu, make sure “Enable Voice Chat” is checked at the top and click “Apply”.
Next click the “Audio and Video” tab.

From the “Audio and Video” menu, check “Play Streaming Music” and “Play Streaming Media”. Do NOT check the “Automatically play media” box. Click “Apply” and then click “OK”. This will close the “Preference” window.
If your avatar is voice chat enabled, a white dot will appear over your avatar’s head.

In the lower right hand of the viewer are your volume and player settings.

The music note symbol is for playing streaming music. There is a play button (which toggles to pause) and a stop button. If the play button is activated you will hear any music that is being streamed into that Sim. Not all Sims have streaming music. Idahonia does provide streaming music.
To the right of the music control icon is the icon that will change from a web page to a movie projector depending on the content present. If video content is available, the movie projector symbol will appear. The play/pause and stop buttons work the same as the streaming music. It is important to make sure the play button is activated if you are trying to view a video. If the play button is not clicked, the video will not play.

The icon to the right of the movie control buttons is the Master Volume slider. This will increase and decrease the overall volume within Second Life.

Click on the round button with the arrow to the right of the Master Volume Slider. This opens the “volume settings menu”. Second Life allows you to adjust the volume individually for each of the audio types.

- **Master** - the general volume level
- **Music** - only adjusts the volume for the streaming music
- **Media** - only adjust the volume for videos and media
- **Voice** - only adjusts the volume for those using Voice Chat
- **Sounds** - only adjusts the sounds in a sim such as birds chirping
- **Ambient** - only adjusts the background “white” noise that is present in most sims
- **UI** - only adjusts the sounds used in the User Interface (UI) as you click on the various buttons and menus