As you use Second Life, you will acquire many items. Some of these things will be objects like clothing, hair, skins, and furniture. Other things may be scripts like animations and poses that make your avatar move. You will also be given notecards and landmarks as you visit various sims. All of these things and more are stored in your Inventory. You can open your Inventory by clicking on the blue “Inventory” button in the lower right corner of your Viewer.

As a new user there will not be many items in your inventory. Make sure the “All Items” tab is selected at the top.

You should see two folders “My Inventory” and “Library”.
All the items you acquire will be in the “My Inventory” folder.

The “Library” contains a base set of items given to every new user.

Click on the white triangle to the left of the “My Inventory” folder to show the folder contents.
Animations - Small programs that make your avatar move in a particular way. As a new user, this folder will be empty.

Body Parts - Hair, shapes, skins, eyes, and any other things that affect the appearance of your avatar's body will be stored here. As a new user, this folder will be empty.

Calling Cards - Profiles of your friends are stored in this folder. To read a profile, double click on the name. A calling card will only appear once you have exchanged friendship with another user.

Clothing - This contains clothing items for you avatar. As a new user, the look your avatar is wearing will be stored in the Clothing folder in one sub-folder. This sub-folder (called an Outfit) will also contain the shape, skin, and hair. To wear/take off an item of clothing, right-click or (command-click) the item in the list. Select Wear/Take off/Detach from the fly out menu.

Gestures - Gestures make your avatar move in smaller ways than animations. Each user receives two folders of gestures: Common Gestures and gender specific gestures. Make sure your Local Chat bar is active. To the right of the Local Chat bar and to the right of the “Say” button, is the “Gestures Fly Out Menu”. Click the Gestures word and the menu will open. If you click on a gesture in the list, your avatar will make that gesture. To add and remove gestures, open your Gestures folder and then your Common Gestures Folder. Right-click (command-click) on a gesture and select Activate to add it to the Gestures list. To remove an Active Gesture, Right-Click (Command-click) on the Active Gesture and select “Deactivate” from the fly-out menu.
Landmarks- A landmark is the exact location of something in Second Life and is defined by using three numbers for the X, Y, and Z axis. Landmarks allow a Second Life resident to teleport or move between two locations instantly rather than walking or flying from one location to another. To use a Landmark, find the landmark in your inventory and double click. Choose the “Teleport” button from the pop up window. As a new user, this folder will be empty.

Lost and Found- If you create an object in Second Life and leave it somewhere, Second Life will return the item to you. All returned items are stored in your Lost and Found folder.

Notecards- Notecards are small text files. You may receive notecards automatically when entering a sim for the first time. You may receive notecards from objects or other users. Regardless of how you received the notecard, they are all stored in the notecard folder. To open a notecard, double click the notecard name.

Objects- Objects are items that are not clothing or body parts. They can be anything from flowers to airplanes.

Photo Album- The photo albums stores snapshots that you take in Second Life. Click on File and then Take Snapshot to open the Snapshot window. Snapshots saved to your Second Life inventory cost $10Lindens per image. You can save a snapshot to your computer’s hard drive for no charge.

Scripts- Scripts are small programs that animate things. As a new user, this folder will be empty.
**Sounds**- Sound files are stored here. Sounds can be played during a gesture. As a new user, this folder will be empty.

**Textures**- Textures are the files use to create pattern, surfaces, the grass, paintings on walls, etc. Almost everything you see in Second Life has a texture on it. As a new user, this folder will be empty.

**Trash**- Anything you don’t want in your inventory can be moved here.

All of your inventory is saved to the Second Life server and will be available to you regardless of what computer you are using when you log in.
Click on the white triangle to the left of the “Library” folder to show the folder contents.

The Library contains the same folder names as “My Inventory”, but each of these folders (except for Animations) has things inside. Take some time to explore and try out the contents.