How to Talk and Hear Others

Make sure you are Voice Chat enabled.

Go to the top of your viewer and click on “Edit” and then “Preferences”. This will open your Preferences window.
Click on the “Voice Chat” tab.

Make sure the “Enable voice chat” box is checked at the top. Click “Apply” and then click “OK” in the lower right corner to save the changes and to close the Preference window.

There should be a white dot above your avatar’s head when Voice Chat is enabled.
In the lower right corner of your viewer is the “Talk” button.

You can click and hold the “Talk” button to speak, and release the button when you have finished speaking. The “Talk” button will highlight in gold when it is in use. This method is recommended if you are using your computer’s on-board microphone and built in speakers and NOT a headset.

If you are using your computer’s onboard speakers and microphone, it is suggested that you use earbuds (like those from an MP3 player). This will reduce the feedback effect that comes from an open microphone and speakers in close proximity to each other.
If you are using a headset, then you can lock down your “Talk” button by clicking the lock icon. The “Talk” button should highlight in gold and remain highlighted while locked. Please note that you should plug the headset into your computer before launching Second Life.

To the left of the “Talk” button is the Active Speakers button. Click this button to open the Active Speakers Window.

This window shows a list of the active speakers that are within range of your avatar.
From this window you can adjust each speaker’s volume individually. Click on the avatar’s name, and adjust his volume by using the slider at the bottom of the window.

As you or others speak, you will see green sound waves emanating from the “white dot”.