How to Use Landmarks

Landmarks are the bookmarks for Second Life. Second Life is a vast virtual space that would take a long time to fly or walk through. A landmark contains the coordinates for a particular point in the Second Life world. This allows your avatar to teleport (move directly) from one point to another by just clicking. Many Sims automatically deliver a landmark upon arrival. Other Sims request that you click on an object known as a landmark “generator” to receive a landmark or a folder of landmarks.

All landmarks are stored in your Inventory. Your inventory contains all the items you acquire while using Second Life. These can be objects, notecards, clothing items, landmarks, and many other items.

To access your inventory, click the “Inventory” button in the lower right corner of your viewer.
There is a folder named Landmarks in your inventory. If you click on the Landmark folder name, you will see your landmarks.

You can add subfolders to your main Landmark folder to keep your landmarks organized. On a PC right click with your mouse to open the black flyout menu. On a Mac, use command click

Click “New Folder” to create a subfolder inside the Landmark folder for organizing.
When the folder appears you can give it a name or you can rename it by following the above steps on the folder you just created and clicking “Rename”.

In Idahonia (the University of Idaho’s virtual campus in Second Life), you can receive our landmarks by clicking on our signs labeled “Click for University Landmarks”. A blue dialogue box will appear in the upper right hand corner of your screen. See items circled in red in the image.

Click “Accept” or “Keep” to receive the landmarks. A folder labeled “University of Idaho Landmarks” will appear in your inventory. Note that this folder will NOT be inside your Landmarks folder. You will need to drag and drop the “University of Idaho Landmarks” folder into your main Landmarks folder.
You can view the contents of the folder by clicking the white arrow to the left of the folder name. In this case the folder is “University of Idaho Landmarks”.

You can now see the landmarks inside the folder.
Information about a landmark can be obtained by Right-Clicking (PC) or Option-Clicking (Mac) and selecting “About Landmark”. This will pull up a window that will display information about the landmark.

You can teleport to that destination by clicking the “Teleport” button at the bottom of the window.
To use a landmark without opening the Landmark Window, locate the landmark in your inventory and double click on the name. A popup box will appear asking if you want to teleport. Click “Teleport”, and you will teleport to the landmark. If this popup box becomes a nuisance, you can turn it off by checking “Don’t Show me this again” in the popup box. After checking this box, you will teleport immediately when you double click on a Landmark in your inventory.

When you teleport a loading screen will appear. Teleporting can be fast or take several minutes. If you do not teleport, that is ok just try again. Sometimes it can’t teleport you the first time.

You can create a Landmark anywhere in Second Life by clicking on the pull down menu “World” and selecting “Create Landmark Here”
The Landmark Window will open and provide you with the information of the landmark you are creating. This new landmark will be saved to your Landmark Folder in your inventory.

You can also edit the name of your landmark to a name that maybe more familiar to you. Find the landmark in your inventory Right-Click (PC) or Option-Click (Mac). In the fly-out menu, select “Rename”.
Change the name to something that you will remember. All of the coordinate information is saved regardless of what name you give the landmark.