



Worlds Chat Help

The following topics are available in the **Worlds™ Chat** Help system. Click a topic to learn about it. Use the scroll bar to move up or down the list.

Answers to Your Questions

[Help! I`m just starting out!](#)
[How can I talk to people?](#)
[How do I know where I am?](#)
[How do I move?](#)
[What is whispering?](#)
[Why can`t I connect?](#)
[Who can I ask for more help?](#)
[Can I make text and messages appear bigger?](#)
[Can I turn sound and music on/off on the fly?](#)

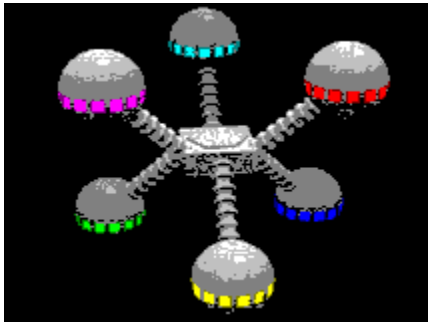
A - Z

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Knowing Where You Are

You will be traveling around the **Worlds Chat** Space Station in the first person perspective. As in the real world, you will not see your own avatar as you navigate. The Space Station map in the lower right corner tells you where you are, and can be used to teleport from one location to another.



On the map, platforms are represented by spheres, and the Hub Center (where you start) is represented as a rectangular box. Each of the platforms in the Space Station has a color associated with it. That identifying color is on the map and also appears on the circle on each of the escalator doors (the connections from the hub to each platform). When you are located on a platform, its sphere on the map will appear as a solid color. Clicking a sphere will teleport you to that platform, usually near the escalator door.

When you click on various portions of the screen, either to teleport or use some other feature, mouse navigation is suspended.



To reactivate mouse navigation, you must click on the Walk icon on the bottom right of the screen.

Each platform also has a name that reflects the names of the rooms accessed from that platform. To find out the names of different platforms, brush the cursor over the spheres on the map. The name of the platform pops up in the Tip Box.

For more information about navigating around in the Station, see Movement.



Moving Your Avatar

You can use either the mouse or the keyboard to move in **Worlds Chat**. The most striking feature of the **Worlds Chat** environment is that you may move freely through a virtual 3D environment, and you can see others doing the same thing, all in real time.

At first, you may move forward or backward when you want to rotate and vice versa. Stick with it, and you`ll soon get the hang of it. Don`t worry. You can`t get a bloody nose in cyberspace. For either the mouse or the keyboard, moving continuously forward or backward requires that you keep pressing the key, or pushing the mouse forward. Otherwise you`ll soon slow down.

Using the mouse

When you move your mouse:



...forward, you move forward.



...backward, you move backward.



...side to side, you turn right or left.

Note: It may seem that you should twist your mouse in place to turn around, but this doesn`t work.

Sliding:

If you hold down the SHIFT key and move the mouse from side to side, you will slide rather than turn. That is, you will be able to move sideways without changing your orientation. However, you can`t slide by using the keyboard.

Using the keyboard:

[Why use the keyboard instead of the mouse? Click here.](#)

When you press the arrow keys:



The up arrow key moves you forward.



The down arrow key moves you backward.



The right and left arrow keys spin you around.

Why use the keyboard, or why use the mouse?

While it may take a little practice to get used to, using the arrow keys to move provides some great advantages. It's easier to move in a straight line without turning. And it's easier to move continuously, without a lot of arm work with the mouse. One disadvantage is that it's more difficult to make small, precise movements with the arrow keys. Experiment with both and pick your favorite.



Compatibility

We have attempted to test **Worlds Chat** with a representative range of hardware and software. If you run into problems with your configuration, we`d appreciate your letting us know.

For more information, see [System Requirements](#).

TCP/IP Stacks Tested

Microsoft TCP/IP - 32
FTP Software PC/TCP
Chameleon
Network Telesystems TCP Pro
Internet in a Box

PPP Providers Tested

Interramp (PSI)
Interserv (Internet in a Box)



Choosing an Avatar and Entering the Space Station

The first thing you will be asked to do when you log on to **Worlds Chat** is to choose your Digital Actor™, or "avatar," that will be your visual representation in cyberspace. You can walk around the Avatar Gallery and see portraits of all the avatars from which you can choose.

To choose an avatar:

1. To view an avatar, position yourself such that the picture of the avatar you want to look at is visible in the zoomscape (your screen).
2. Click on the mouse once to get a cursor (this takes you out of movement mode).
3. Click on the avatar you want to view. The avatar will then rotate so you can see its full, 3D representation.
4. You will then be asked if you want to choose this avatar. If so, click the **Embody Me!** button. If you don't want to choose that avatar, click on the **Keep Looking** button instead to begin the avatar selection process again.

Once you have chosen an avatar, you will proceed to the Profile screen. You will be asked to choose a user name for your visit.

To log on to Worlds Chat:

1. If you have used **Worlds Chat** before, the last user name you entered is still displayed. If you want to change your user name, or if you are using **Worlds Chat** for the first time, type in the user name you want to use for this **Worlds Chat** session.

Note: Your keystrokes will appear in the Username Box in the upper right corner of the screen. This name can be no more than twelve characters long, and we'd appreciate it if you didn't use vulgar language.

2. At this time, you will also have the option of deactivating sound and/or music. If you have an 8-bit sound card and are experiencing difficulties with the software, you should try deactivating these features. You can also [change these settings later](#).



3.

When you have completed this screen, click the **Enter Worlds Chat** button, or click the **Back to Gallery** button to begin the avatar selection process again.

Once you have completed the Profile screen, the software will attempt to connect you to our server. If the user name that you have chosen is already in use, you will be asked to choose a new name. Subsequent versions of **Worlds Chat** will enable you to keep the same user name from session to session without having to worry about someone else taking it. You will then be connected to the world`s first 3D multi-user environment.



Connecting to the Server

Worlds Chat requires a 486DX2/50 running Windows 3.1 with a minimum of 8 Mb of memory. Our recommended platform is a Pentium processor with 16 Mb of memory. We also require a functional TCP/IP interface.

To enter **Worlds Chat**, you must first select an avatar from the Avatar Gallery. You must then enter a valid user name and click the Enter Worlds Chat button. For more information on these two steps, see [Choosing an Avatar and Entering the Space Station](#).

If all goes well, you will quickly connect and find yourself in the hottest scene in cyberspace, **Worlds Chat**.

If a problem arises, you will get a message in the [Message Box](#) on the Confirmation screen.

Common Problems:

User Name Already Taken: Your user name may already be taken (especially if you are foolish enough to try `Bob.`) Just try a different name and click on the Enter Worlds Chat button again.

Server Capacity Exceeded: We have a limit of a few hundred people in **Worlds Chat**. Our server may be filled to capacity. In this case, you will get a message "Sorry. **Worlds Chat** is full." The only cure for this condition is to wait and try again when the load may be reduced.

Other problems may be more technical in nature. Our server could, through some unlikely freak of nature, be down. Alternatively, there could be some problem with your Internet access or with your TCP/IP. In these cases, you will usually get a message "ERROR: No connection established!" You may report problems with your access via e-mail to HELP@WORLDS.NET.

When the program fails to establish a connection with the server, you will be prompted to enter **Worlds Chat** in single-user mode. If you answer yes, you will be placed in the neutron bomb version of the **Worlds Chat** space station: you`ll be all alone without the maddening crowd to contend with. On the other hand, if you say no to the single-user prompt, the program ends. You can restart **Worlds Chat** if you think that the problem might not recur.

Note: If you get disconnected from **Worlds Chat**, our server may think you are still logged on. Before reconnecting, you can pick a new name, but you must wait about three minutes for the server to recognize that you have been disconnected; then we can reconnect you again.



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Control Panel

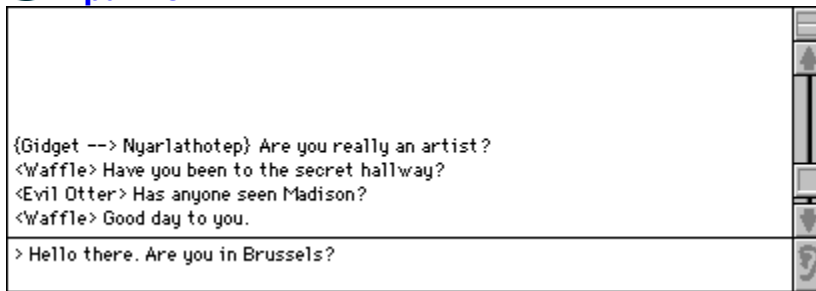
The **Worlds Chat** Control Panel is divided into four key areas:

Main Screen

This is your first person perspective of space. When you click on something to suspend

mouse navigation, the Walk icon  that you should click to reactivate navigation appears on the bottom right of this space.

Input Box



Use this box for communicating with others. Type your message and press ENTER to transmit. The controls for whispering are also located here.

Speech Box

The speech box is where all the messages sent by **Worlds Chat** users will appear (including yours). It is located immediately above the Input Box.

Advanced Input Features--click these to learn more about:

[Scrolling the Speech Box window up to view previous messages](#)

[Expanding the size of the Speech Box to see more messages](#)



Quit, Who?, and Help buttons



Quit ends your **Worlds Chat** visit. **Who?** lets you know who can hear you at a given time. Look for enhanced features of **Who?** in future releases. **Help** activates this Help system.



Map



You can use this diagram of the Space Station to teleport to different sectors.



Tip Box:

The Tip Box appears just above the Map, and gives you useful tips and reminders about features in **Worlds Chat** (plus some less useful tips...)

See also: [Controlling Sound, Music and Text Size](#)

Scrolling the Speech Box window up and down



Use this feature if you've `lost` someone`s message off the top of the Input Window.

You can review messages from other users that may have scrolled off the top of the Speech Box. Use the ScrollUp and ScrollDown buttons that are located on the right side of the Speech Box.

Expanding the size of the Speech Box window



Use this feature if you want to see more messages by temporarily increasing the size of the box where messages are displayed. However, you won't be able to move if you do this.

To expand the size of the input box, click the Expand Speech Box button on the upper right corner of the Speech Box, right above the slider that runs along the right side of the Speech Box.

Note: In order to return to regular navigation you will need to return this window to normal size. To return the Speech Box to normal size, click the Expand Speech Box button again.



Conversations

Worlds Chat provides you with an unprecedented experience: you can move and chat with other users in a virtual 3D environment.

Conversing with other users is as easy as typing on your keyboard. Once you have successfully connected to **Worlds Chat**, your keystrokes will appear in the Input Box at the bottom of the screen. Just type what you want to say and press ENTER when you are ready to transmit. Your message will be delivered to the six avatars closest to you, appearing as a text message in the Speech Box, just above the Input Box.

Your messages are also echoed back to you in the Speech Box, so you can carry on typed conversations with those around you.

There is a unique intimacy to the **Worlds Chat** experience; as you move through the environment, you can see the six avatars closest to you, and they can see you. Anyone who can see you can also hear you, so be sure to treat your virtual neighbors with the same respect you would show to anyone physically present.

Sometimes when there are more than six people in a room the conversation can get too complicated: people may be able to see you but you won't be able to see them. If you want to talk to a smaller set of people, ask to meet them in one of the smaller chat rooms. See Crowd Control for more information.

There is also a special way of communicating privately with just one other person called Whispers.




Whispers

For more personal conversations that you only want one other person to hear, you can use the whisper feature. A whisper is a message that can be heard only by a recipient you select. Another handy aspect of the whisper feature is that you don't have to be next to someone to whisper to them. In cyberspace, a whisper can be heard across great distances, anywhere in the entire Space Station! It's also a great way to locate lost friends. If you're walking with someone and lose them in a crowd or through a doorway, you can send them a whisper such as "Dana: Where'd you go?" Or, when you arrive in **Worlds Chat**, use the whisper to tell someone you've arrived. They'll hear you, no matter where they are.

To send a whispered message:

1. Enter the user name of the person you want to whisper to, followed by a colon. Then type your message normally. For example,

Robin: Whats happening?

2. To send the message as a whisper, click the Whisper button  to the right of the Input Box...
or press the TAB or ENTER keys.

A properly sent whisper will appear this way in the Speech Box, **after** you have actually pressed TAB or ENTER:

{UserMe--> Robin} What`s happening?

Shortcut: Click on any avatar you want to whisper to. If your Input Box is empty, Worlds Chat will automatically enter his or her name and a colon in your Input Box.

Note: Whispers are fairly fussy; if you don't spell your recipient's name correctly (including capital letters), she won't get the whisper.

One more tip: once you've sent a whisper, you can omit the user name for subsequent whispers. That is, just type the message you want to whisper and press the TAB key or click on the Whisper button. The message will be sent automatically as a whisper to the person you previously whispered to. Careful: if you press the ENTER key by mistake, your message will be sent as a normal talk message.



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Crowd Control

There is a limit to how many other people (avatars) you can see and hear at the same time.

Here are the basic rules:



You see only avatars in the same room with you.



You see only the six avatars nearest you.



As you move through a crowd, avatars may appear and disappear, because exactly which avatar is closest to you is constantly being recalculated.



If you can see someone, you can hear them.



If someone can see you, they can hear you.

Note: THERE ARE SITUATIONS IN A CROWD WHEN YOU CAN SEE PEOPLE WHO CAN`T SEE YOU!

Difficulty Conversing

It may be difficult to have a conversation with someone in a crowded room. When you respond to someone, she may not hear you. One remedy is to stand quite near the person that you want to talk with; this will help assure that you are one of the closest six avatars to the person you`re talking to, and vice versa. Another solution is to head for a less crowded room. **Worlds Chat** has lots of chat rooms--pick another room and flee the maddening crowd!

Note: In the Hub Corridor, you might notice people appearing and disappearing suddenly as you walk around. That`s because the Hub Corridor is actually made up of smaller virtual "rooms." For now, you can`t see people unless they are in the same room as you are. Bear with us, and have fun playing tag.



Future Versions

As we utilize your feedback to enhance **Worlds Chat**, we will be putting improved versions of the software on the Internet for you. These downloads will not take as long as the original you downloaded. If you try to log on using an outdated version of our software, you may be unable to connect and may be asked to get the latest version.



Getting Help

Help topics are organized in two ways: by a list of frequently asked questions and by subject. You can also attempt to find help on an appropriate topic by using the Search function inside Windows Help, and then entering a keyword.

For more information on using Help:

Windows Help has its own Help menu that will help explain how to use the Help program to quickly find what you're looking for.

To get help on a topic or question that you have:

When you click the Help button, a Contents page appears that lists frequently asked questions and an alphabetical index of Help topics.



Click on a question or a topic that you want to see more about.

or:

1. Click the Search button while the Help window is open.
2. Type in a keyword, or find the topic from the displayed list and highlight it. A list of related topics will appear in the lower window
3. Select the topic you want and click the Go To button.



While the Help window is open, you can click any underlined text to go to a related topic.

If your problem is not covered in this Help system, you can send us an e-mail at **HELP@WORLDS.NET**. We will try to respond promptly. Unfortunately, since we are not charging for this product, we cannot provide phone assistance at this time.



Installation

To get this far, you have already downloaded **Worlds Chat**. We recommend that you print out the README file before beginning the download; that way you will have step by step instructions available. To install the program, simply double-click on the file **setup.exe**. You will be asked if you want a standard installation or a custom installation.

Standard Installation

The standard installation will install Microsofts WinG™ high-performance graphics libraries on your machine. We recommend this for peak performance of our software.

Custom Installation

You may not want WinG™ installed as it may reconfigure your system. (Nothing permanent, though.) In this case, choose Custom Installation.



Known Problems



Problems have been encountered using ATI match 64 based video cards. The best solution to these problems is to use the SVGA drivers that come with Windows.



If you are using a nonrecommended video board or setup, you may occasionally need to minimize and maximize Worlds Chat in order for the screen to redraw properly.



Once in a while, when wandering around the station, you will find yourself lost in space. If this happens, just move a little more and you will be returned to your room.



When the crowds get heavy, the keyboard will sometimes become less responsive. At this point, use the mouse to move.



There are minor graphics glitches in avatar motion.
For more information, see [Installation Instructions](#).



Logging On

In order to use **Worlds Chat**, you must have an active direct Internet connection. After you have chosen an avatar, the software will attempt to connect you to our servers. If you do not have an active connection, you will not be able to connect to our servers, but may use **Worlds Chat** in single-user mode.

If you cannot connect, it may also be because our servers are completely full. Remember, we are not charging anything for this service and may not have enough servers to satisfy demand at all times.



Maintenance and Upgrades

We will periodically update our server and our clients. When we do upgrade the server, it will involve closing down access to Worlds Chat for several minutes. When this happens, it will usually be at midnight Pacific Standard Time. If you encounter problems connecting with the server at this time, please be patient and try again in a few minutes. Outages of service should be short.



Movement

You can use either the mouse or the keyboard to move in **Worlds Chat**. The most striking feature of the **Worlds Chat** environment is that you may move freely through a virtual 3D environment, and you can see others doing the same thing, all in real time.

You may already be a veteran of 3D navigation if you have experience with Doom or similar computer games. If not, you should read this section thoroughly to fully experience **Worlds Chat**. Another way to get from place to place is by [Teleporting](#).

Moving Forward and Backward

With the mouse, you can give your [avatar](#) a push forward or backward by sliding the mouse on the mousepad. Unless you keep giving yourself a push, you will quickly slow down until you reach a complete stop.

Rotating Right and Left

Rotate the avatar by sliding the mouse to the left or right. Merely twisting or rotating the mouse on the mousepad won't do anything, because it doesn't move the trackball in the mouse.

Sliding

If you hold down the SHIFT key and move the mouse from side to side, you will slide rather than turn. Have fun.

Difficulty Navigating?

At first, you may move forward or backward when you want to rotate and vice versa. Stick with it, and you'll soon get the hang of it. In the meantime, you may find yourself staggering drunkenly down corridors and bumping into walls. Don't worry. You can't get a bloody nose in cyberspace.

Using the Keyboard to Move

You may also use the arrow keys on the keyboard to move through **Worlds Chat**. The up arrow pushes your avatar forward. The down arrow pushes you in reverse. The right and left arrows rotate your avatar. While it may take a little practice to get used to, using the arrow keys to move provides some great advantages. It's easier to move in a straight line without turning. And it's easier to move continuously, without a lot of arm work with the mouse. One disadvantage is that it's more difficult to make small, precise movements with the arrow keys.



Teleporting

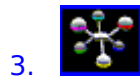
While moving through **Worlds Chat** can be a lot of fun, it can also be hard work to travel a long distance. As a shortcut, use the map of the Space Station in the lower right corner of

the screen to teleport instantly from one place to another.



To teleport to another location:

1. Click the left mouse button to get a cursor on screen. This will exit movement mode.
2. Move the cursor to the map and click on your desired destination. You will be teleported to a spot near the escalator on that platform.



3.

When you click on various portions of the screen, either to teleport or use some other feature, mouse navigation is suspended. To reactivate it, you must click on the Walk icon on the bottom right of the screen.



Providing Us Feedback

Because this is a cutting edge application, there are going to be some areas that will need to be improved in subsequent versions. We really need your help to do this. Please take the time to forward any thoughts, comments, problems, or suggestions via e-mail to **FEEDBACK@WORLDS.NET**. We try to respond to e-mail promptly.

We are particularly interested in feedback on how well crowd control works and in suggestions for improving navigation.



System Requirements

The **Worlds Chat** software will not work on all computers. Currently, it only runs on Microsoft Windows and requires a PC with a 486/50 or higher processor. (We will have Mac software available soon!)

You will also need a TCP/IP connection to connect to our servers and use **Worlds Chat** with other people. Some major on-line service providers such as Prodigy do not offer this feature yet.

You will need to be in 256 color mode.

Sound Difficulties

Worlds Chat is designed for computers with a 16-bit sound card. If you have an 8-bit sound card, you may experience some performance lapses. You have the option of deactivating sound if this is a problem. This option is located on the Profile screen when you log on. In this version of **Worlds Chat**, there are no level controls for sound or music; just on and off. You will need to adjust levels manually or with your sound card controller software.

Avatars

Worlds Chat uses digital representations called avatars to allow other users to see you and communicate with you as you travel through the Space Station. There are over a dozen different avatars to choose from. The user name of the person associated with that avatar appears in a text box directly above the avatar.



Getting Started

Don't worry, it's easy to move around and talk to people in **Worlds Chat**. It won't take you long at all to learn basic navigation and communication, and pretty soon you'll be one of the regulars! There are Help topics that should answer any questions that you have, and you can always ask other users about shortcuts, tricks and fun places to go. You can even leave the Help window open while you're moving around in **Worlds Chat**, and then refer to the Help topics when necessary.



What is Worlds Chat?

Worlds Chat is a 3-D social computing environment where users from all over the world can explore the individual platforms and rooms of a Space Station. Each user is represented by an animated graphic image called a Digital Actor^(TM), or avatar. All of the users logged in can communicate with one another by typing on the keyboard. There are lots of places to explore and lots of people to talk to.



Getting Connected

The first thing you'll see when you launch **Worlds Chat** is the Avatar Gallery, where you'll be asked to choose the avatar that will represent you in cyberspace. In order to choose an avatar, you'll need to figure out how to move. You can use either the mouse or the arrow keys on the keyboard to move. The basic idea is that you are viewing the world from a first person perspective, as if the computer screen were your own field of vision. Experiment with moving a little with the mouse or the keyboard, and if you still have questions, see Movement. Selecting an avatar is fairly straightforward and is covered in the Choosing an Avatar and Entering the Space Station section. If you've made it that far, you're hooked up to **Worlds Chat** and you're ready to go exploring.



Moving and Communicating

You've probably already figured out the basics of moving when you chose your avatar. There's no danger if you bump into the walls every now and again while you're still learning to move. 3-D gaming veterans should get the hang of it real quickly. There is also a quick way to instantly get from one place to another that's called teleporting. The map shows you where you're at in the Space Station and allows you to teleport.

Communicating is simple as well. Anything you type on the keyboard will appear in the Input Box, and pressing ENTER will send a message that will be heard by anyone else you see in the room with you. Your message and any responses will appear in the Speech Box. For private conversations, you can use the Whisper function that allows you to speak to only one person--only they can see what you type.

That`s the basics. You`re ready to experience **Worlds Chat!**



Controlling Sound, Music, and Text Size

You can change several features of the **Worlds Chat** interface on the fly: you can turn sound on or off, you can turn music on or off, and you can change the size of the font that appears in the Input and Speech Boxes. In this version of **Worlds Chat**, you can't change the volume levels; you'll need to do this manually.

To control sound, music or display text size:

The buttons that control sound, music and text size normally appear below the Quit, Who and Help buttons. If they are not visible, it may be that you have covered them with the window that displays names for the Who command, or with system login messages.

Click on the Close button to restore the sound/music/text buttons.

The Sound and Music buttons are simple enough, just click the On or Off buttons as desired.

The Font buttons offer three choices:



Small displays 7 lines of text in the standard Speech Box and might be a little hard to read on some systems.



Medium and Large display 6 and 5 lines respectively, and will make the text appear larger and darker.

