

Creating, Saving, and Loading Spaces

Cobalt Spaces are the sharable 3D environments where you create your simulations and interact in real-time with other Cobalt users. For those familiar with Second Life, Spaces are analogous to Islands or Estates. Since Cobalt Spaces don't depend on servers for delivery you can create as many Spaces as you wish — easily, and at no cost — to suit your specific individual, organizational or pedagogical objectives.

Creating a Space

Creating a new space is easy:

1. **Space > Make New**
2. A rectangular frame will open in front of your avatar. The face of the frame will be white for several seconds while the new Space loads. You'll know the Space is finished loading once you see the image within the frame change to a **black "room"** with gray grid lines. (**Tip:** Occasionally the new space won't load---blame it on the unavoidable crankiness of early phase software. You'll know that the new space hasn't loaded if the black "room" never materializes within the portal. Just close the portal and try again. It will very likely work the next time.)
3. **To enter** the Space, simply guide your avatar directly through the frame.

You're now ready to begin modifying your Space. To learn how to add sky and ground textures see [Editing Spaces](#). To learn how to add content see [Adding Objects](#).

Saving a Space

To save a space:

1. **Space > Save As...**
2. In the **Save Space As...** dialog box, give your Space a name
3. Click **OK**

Loading a Saved Space

Loading a Space from your hard drive:

1. **Space > Load From > Local Directory...**
2. In left pane of the **File Navigator** click the chevron next to **saved-spaces**, so the chevron points down. This will expand the menu to show your saved Spaces.
3. Click on the **name** of the Space you wish to open. Then, in the right pane, click on the file **island.c3d**.
4. Click **OK**.