Each avatar has an inventory of files organized by file type. You can access it by selecting from the menu "Avatar -> Inventory" (Ctrl + I). You can also create your own folders to organize your files as you wish.

Some of the most important file types are the following:

- **Animations**: Animations files '.bvh format' that can be performed by avatars (e.g running, sitting, wave)

- **Body Parts**: Items that can be used to adjust the appearance of an avatar. There are four types: Hair, Skin, Shape and Eyes.

- **Clothing**: Clothing items that can be equipped by an avatar to adjust their outfit.

- **Gestures:** Animations that can be performed by the avatar to support the communication with others.

- **Landmarks**: Location files that you can use to save favorite destinations, teleport between them and share with others.

- **Notecards**: Text files with some capabilities to add links to other files.

- **Objects**: These are simpler or complex 3D objects that you can put inside the world (this action is commonly referred to as 'rez')

- **Scripts**: Text files containing code that can be put inside of objects to change their behaviour.

- **Sounds**: Sound Files (.wav format) that can be put inside of objects and be triggered through scripts.

- **Textures**: Image files that can be applied on the surfaces of 3D Objects.