Creation in 3D Virtual Worlds Session 3

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Overview

- Scripting

- Script languages

- Basic features of LSL

- Resources

- Write some simple scripts

- Examine some more complex scripts

•**Scripting**

- A "prim" (primitive) can contain one or more scripts

    - Objects, composed of prims, can contain scripts in each prim

- Scripts are small programs

    - React to events, e. g. an avatar clicking on the object

    - Change the "world", e. g. move the object, for example an "open the door" script

•Script languages

- Second Life

  – LSL: Linden Scripting Language

- Grids running open simulator, e.g. OSGrid

  – LSL: cloned implementation,possibly incomplete

  – OSSL (or OSL): little information

  – C#: incomplete documentation

  – Others

  – See, OpenSim Scripting Wiki

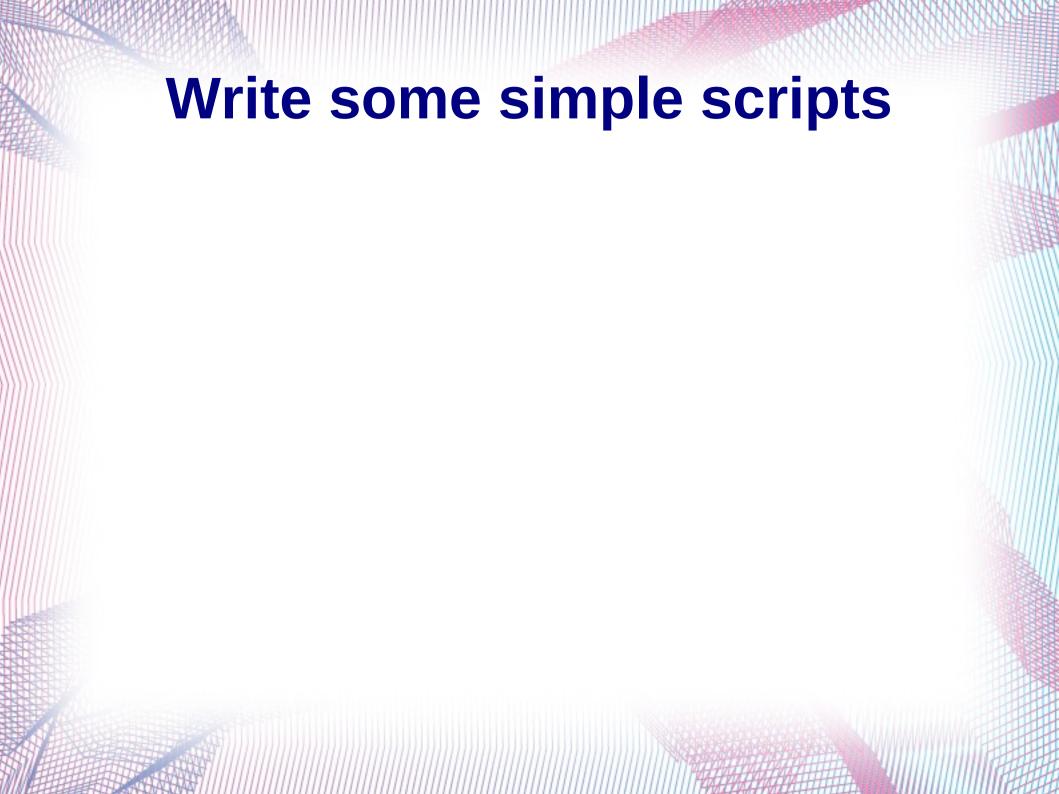 – But not well maintained

Basic features of LSL

- Syntax is like "C" family of languages ("C++", "C#", Java) e.g. ";", "{", "}", "=="

- Program composed of one or more "states", one state must be "default"

- A state contains zero or more event routines, each associated with one of the events defined for LSL

- Variables declared both "external" to states or in event routines

Web Resources

- Second Life LSL Portal (wiki)
    - Language reference
    - Usage information for each built in ("ll") function
    - Short examples
    - Library of longer (useful) scripts
- LSL Wiki (independent)

In world resources

- See notecard

Write some simple scripts

Examine some more complex scripts