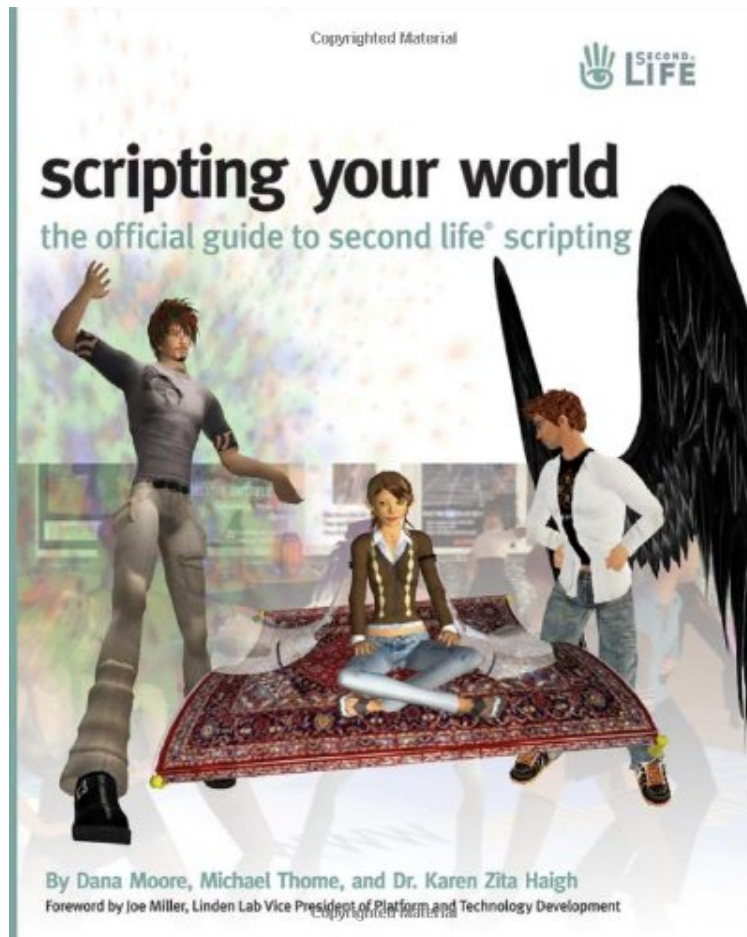


Scripting Your World: The Official Guide to Second Life Scripting

Dana Moore, Michael Thome, Dr. Karen Haigh
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Dana Moore, Michael Thome, Dr. Karen Haigh : Scripting Your World: The Official Guide to Second Life Scripting before purchasing it in order to gage whether or not it would be worth my time, and all praised Scripting Your World: The Official Guide to Second Life Scripting:

0 of 0 people found the following review helpful. Needs to be retired, useless for todays versionBy Andrew BrickerThe outdated information doesn't carry over to modern versions. Not really worth purchasing0 of 0 people found the following review helpful. eBook version not worth \$1By Roman Wilbert III bought this book as an eBook. First of all, \$20 for an electronic book is outrageous, but I thought - if it was well written - it might be worth it. Unfortunately, the Tables and the example Scripts are tiny, and colored a light grey which makes them almost invisible against a screen. I tried reading this both on my Fire 8.9 and my desktop computer. Neither one allowed me to zoom in, or scale up that text. It's hard to understand how anyone could let something like this go on the market.0 of 0 people found the following review helpful. Good reference with example code.By StepinwolfA really good book on lsl scripting. The scripting language has evolved since my copy was published.

Find complete information about Second Life scripting and gain access to more than 50 previously unpublished ready-to-use scripts in *Scripting Your World: The Official Guide to Second Life Scripting*. Learn how to script Second Life behaviors, grouped into categories like avatar movement, communications, prim and object control, automation, land control, combat, special effects, environment control and physics, and interacting with the world outside of Second Life. After you read this engaging book, you will possess a solid understanding Linden Scripting Language conventions.

From the Back Cover Your second life is how you script it Scripting is the spice of Second Life, and this official guide to the Linden Scripting Language (LSL) is the complete scripting resource for making your Second Life creations come to life, interacting with players, creating dazzling special effects, and adding realism to the virtual world. The authors are an expert team of programmers who cover every single aspect of LSL, from the basics of avatar movement and communication, to physics and special effects, to interacting with the world outside of Second Life. This thorough reference and tutorial features detailed walk-throughs and step-by-steps that teach the "why" of scripting while explaining core LSL conventions. It includes more than 50 exclusive, brand-new custom scripts that you can use and modify right now. Make doors open automatically, put a message in a bottle and watch it float out to sea, create a tip jar, and start a storm complete with loud thunderclaps and flashing lightning. Understand the Linden Scripting Language: Master every aspect of Second Life's programming language Automate with scripts: Greet visitors by name, teleport around the world, and dance with a partner Learn physics and vehicles: Create a jet pack, a magic carpet, and a machine gun Use environmental controls: Create moving shadows, make water splash, and have bees flit from flower to flower Integrate multimedia: Dazzle residents with streaming TV and ambient soundscapes Incorporate the outside world: Build a live news ticker and send e-mail About the Author Dana Moore is ElectricSheep Expedition in Second Life, where he runs a shop, creates clothes, and writes tons of scripts. Michael Thome (Vex Streeter) is a scripter-for-hire who develops everything from games to virtual toys. Dr. Karen Haigh (Karzita Zabaleta) enjoys writing scripts that push the boundaries of what is possible in SL. The authors have a combined 50 years of experience as enterprise software developers and are computer scientists for Internet pioneer BBN Technologies.