

Real World / Second Life

Jonathan Ozer

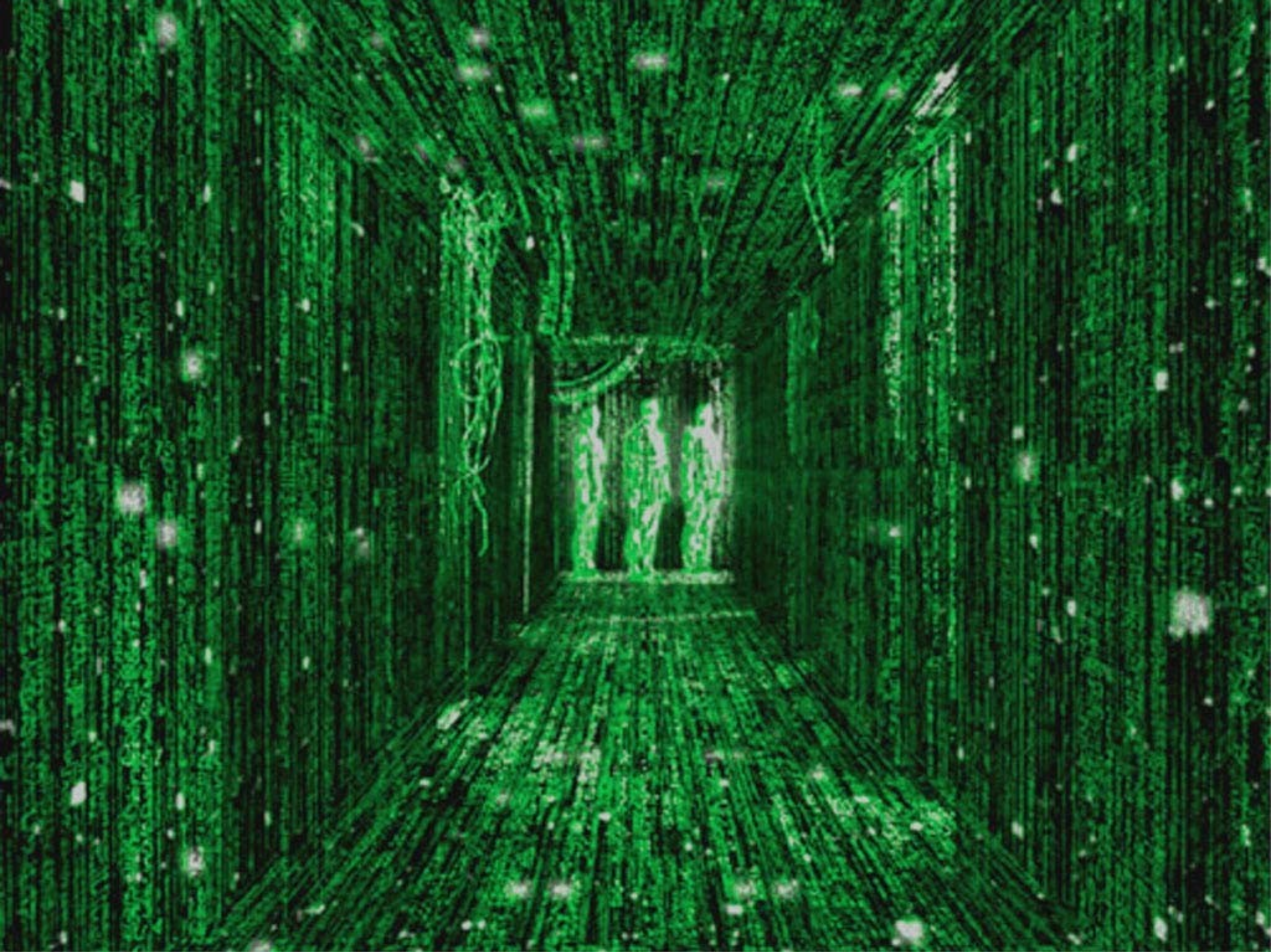
April 7th, 2008
Melbourne University



Joining the Real and the Virtual

free your mind













**re-imagine
reality**



DANGER OF DEATH

**Warning:
this can kill
you!**

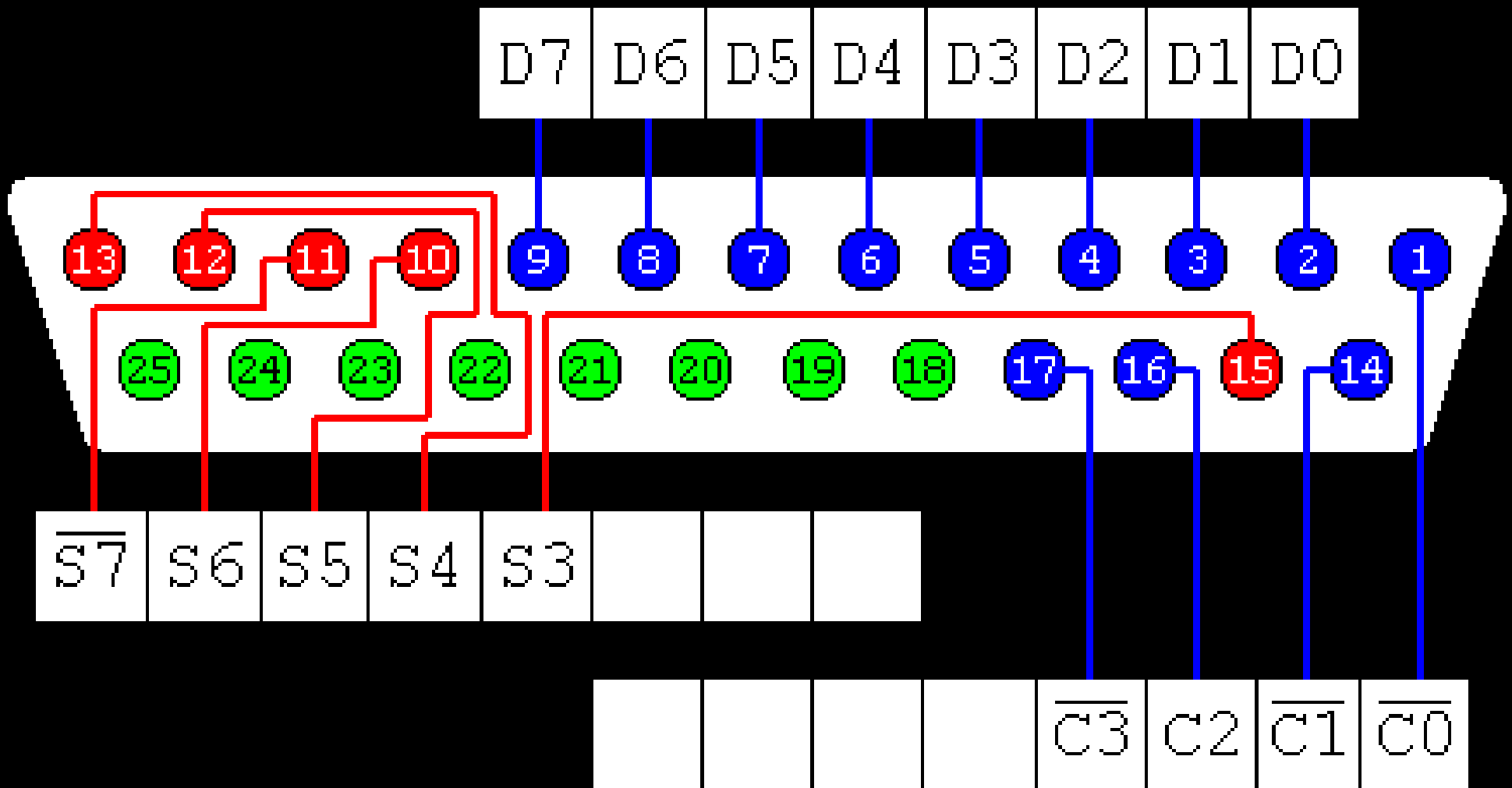
**I accept no
responsibility for
what you do with the
wild ideas I'm about
to put in your
head ;-)**

Choices, choices!
Parallel, RS232,
PS2, PCI, USB,
IR, Bluetooth, ...

the parallel port
is **good** because
it's "dumb"

**no high-falutin'
techie stuff like
flow control or
comms protocol**

just flip bits



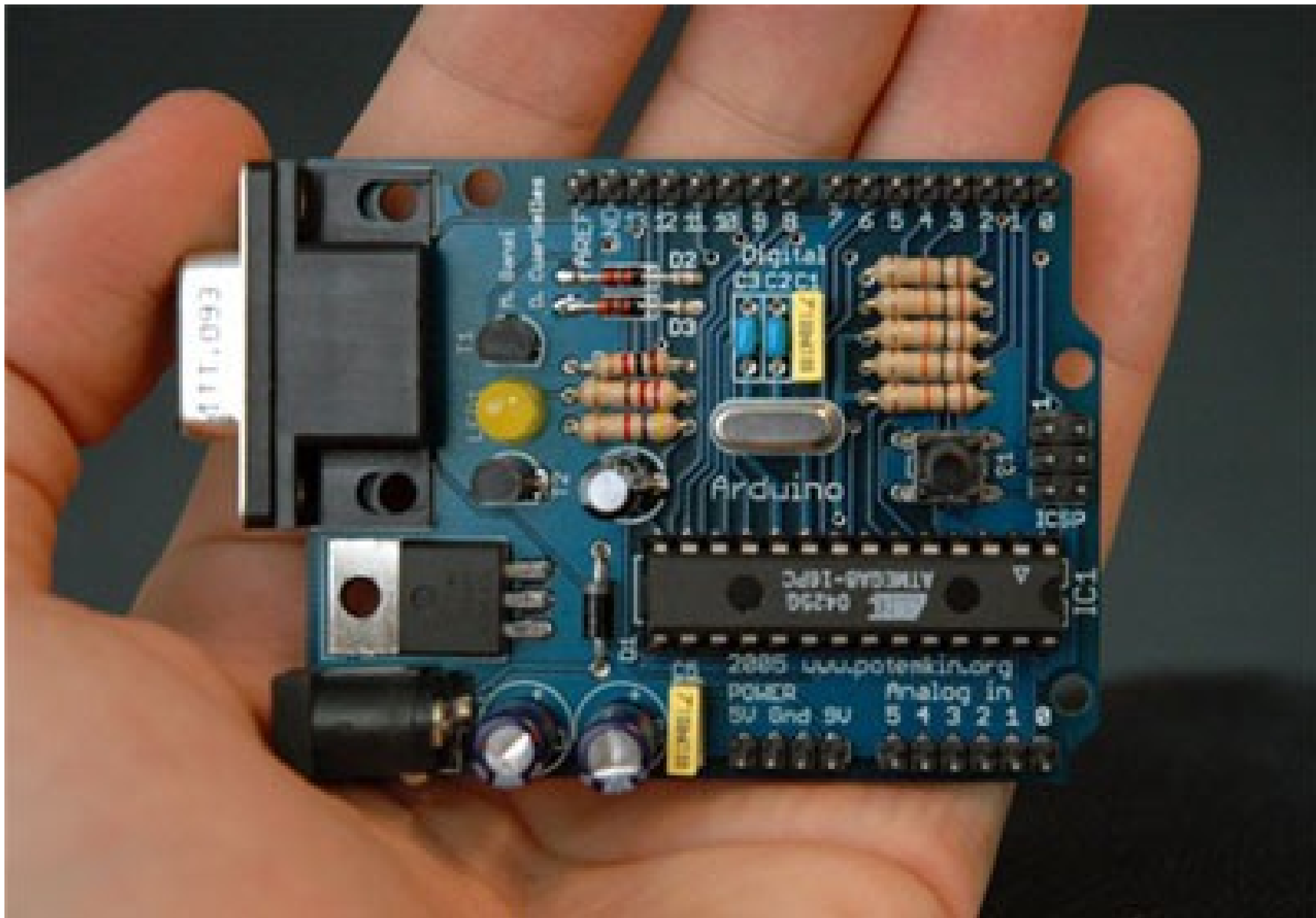
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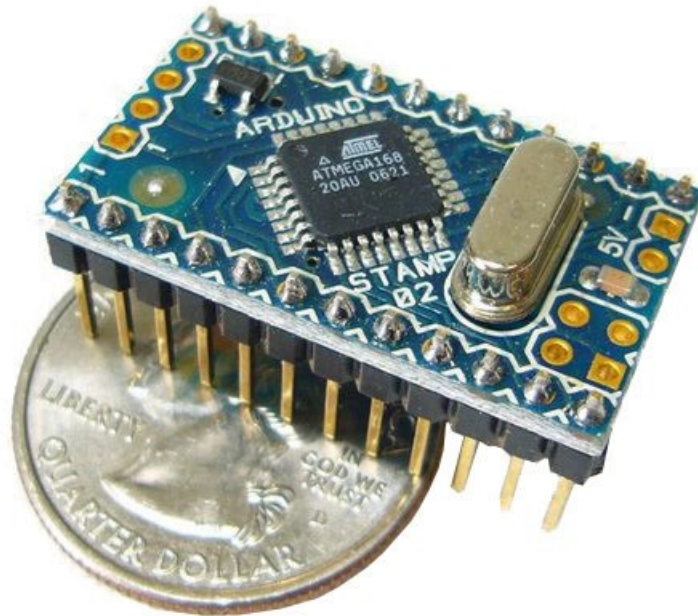
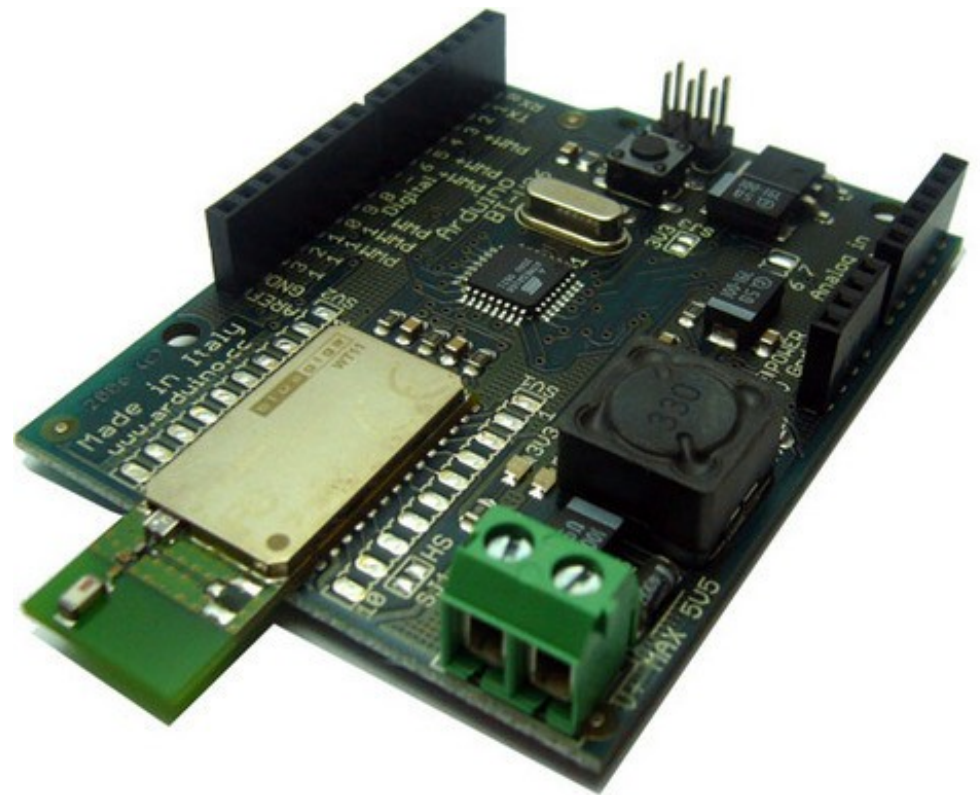
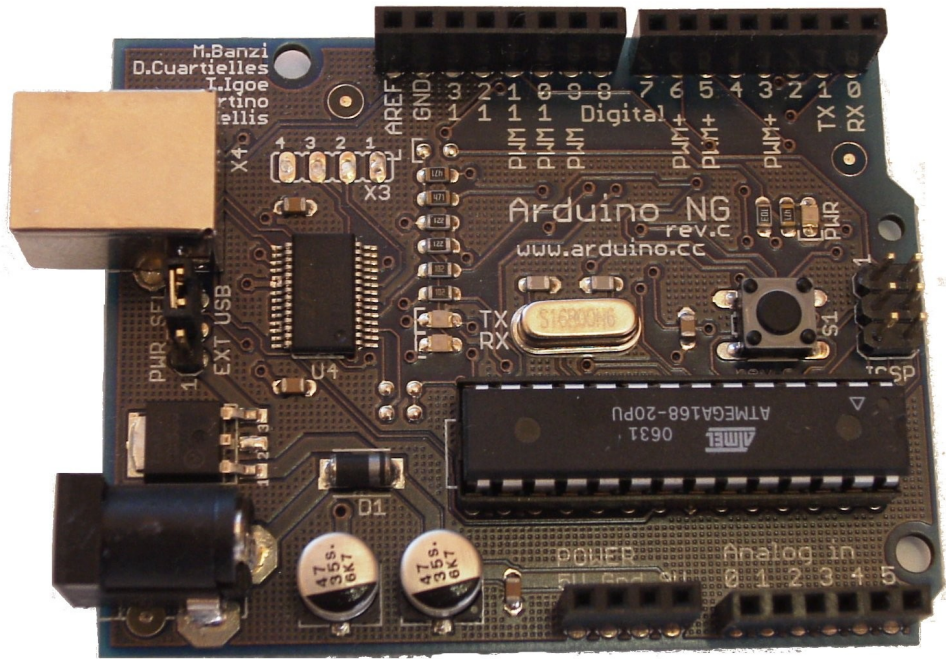
**no high-falutin'
techie stuff like
flow control or
comms protocol**

**scripting
language
support very
poor**

**use a trivial
C helper**

Arduino





Ohm sweet ohm



Not just a pretty face



Who goes there?



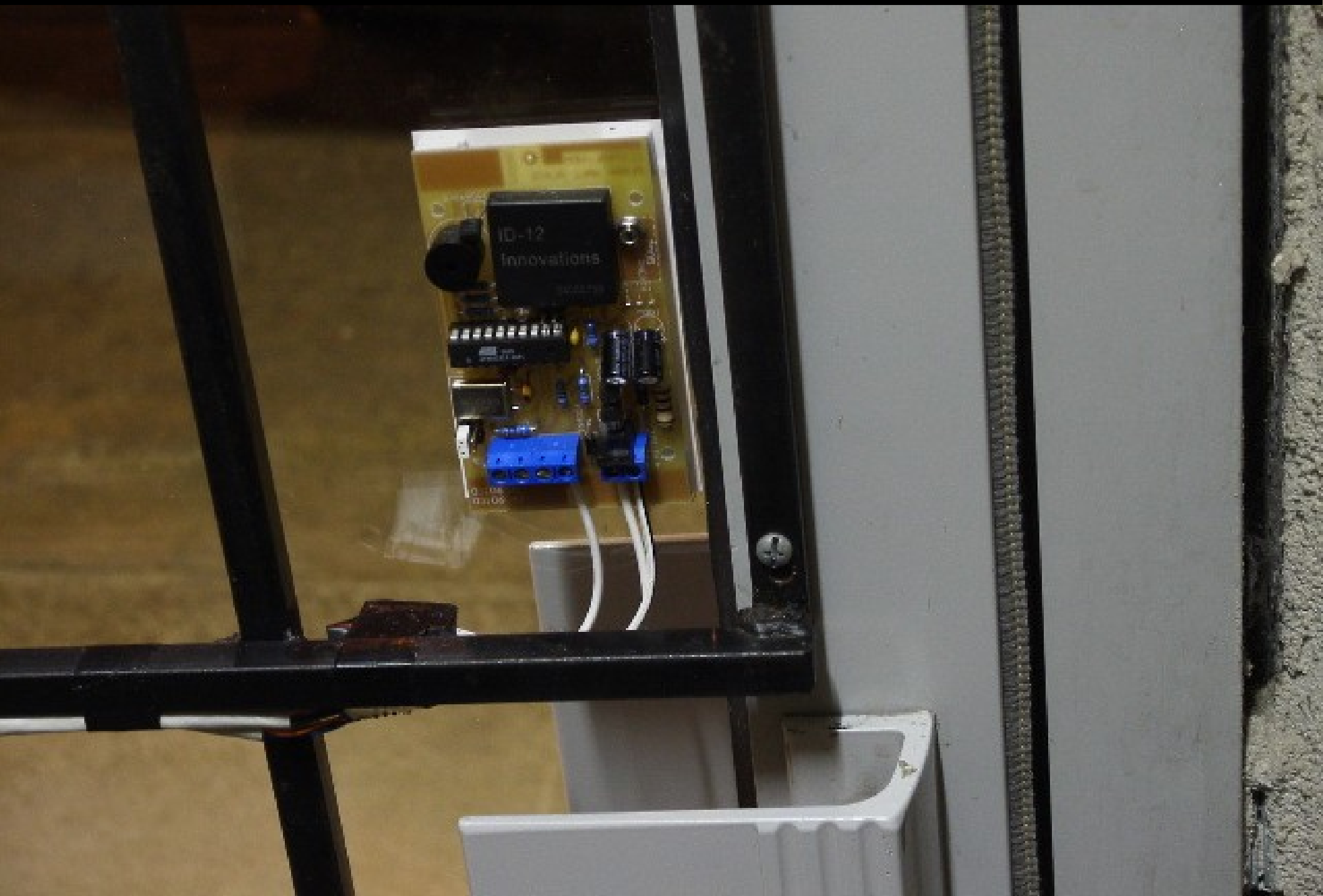
Let there be light



Magnet power!



What am I?



Curtains for lazy people



Curtains for lazy people



Price check on aisle 3!



Watering for lazy people



Linden Scripting Language

State machine

**states
and
triggers
(or “events”)**

LSL

Building Blocks

**HTTP out of
Second Life**

XML-RPC into Second Life

Email out of Second Life

Email into Second Life

Modified SL client

**Custom SL
client using
libsecondlife**

free your mind

**hardware
is malleable**

**software
is glue**

More information



Basic site now up at:

www.secondlifeintegration.com

Arduino information:

www.arduino.cc

Join the Second Life group:
“Second Life Integration”

These slides are at:

jon.oxer.com.au/talks

Thanks for playing :-)