

Real World / Second Life



Joining the Real and the Virtual

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**November 27th, 2007
Open Source Developers Conference
Brisbane, Australia**

**push bits
around**

change pixels

make sounds

(beep)

boring

free your mind

skills you have

(bits)

(pixels)

(sounds)

**re-imagine
reality**



DANGER OF DEATH

**Warning:
this can kill
you!**

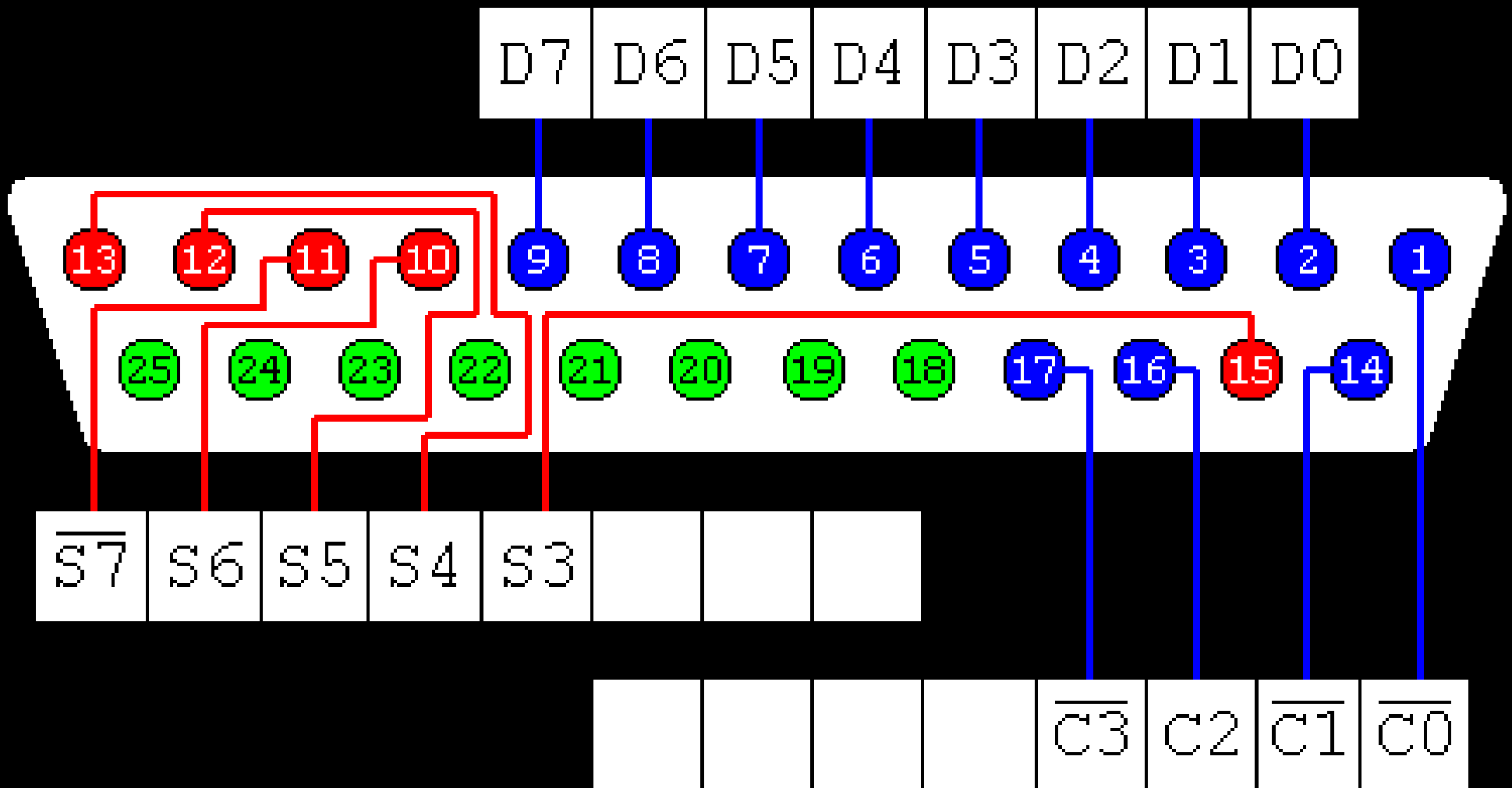
**I accept no
responsibility for
what you do with the
wild ideas I'm about
to put in your
head ;-)**

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

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

no flow control
no comms protocol

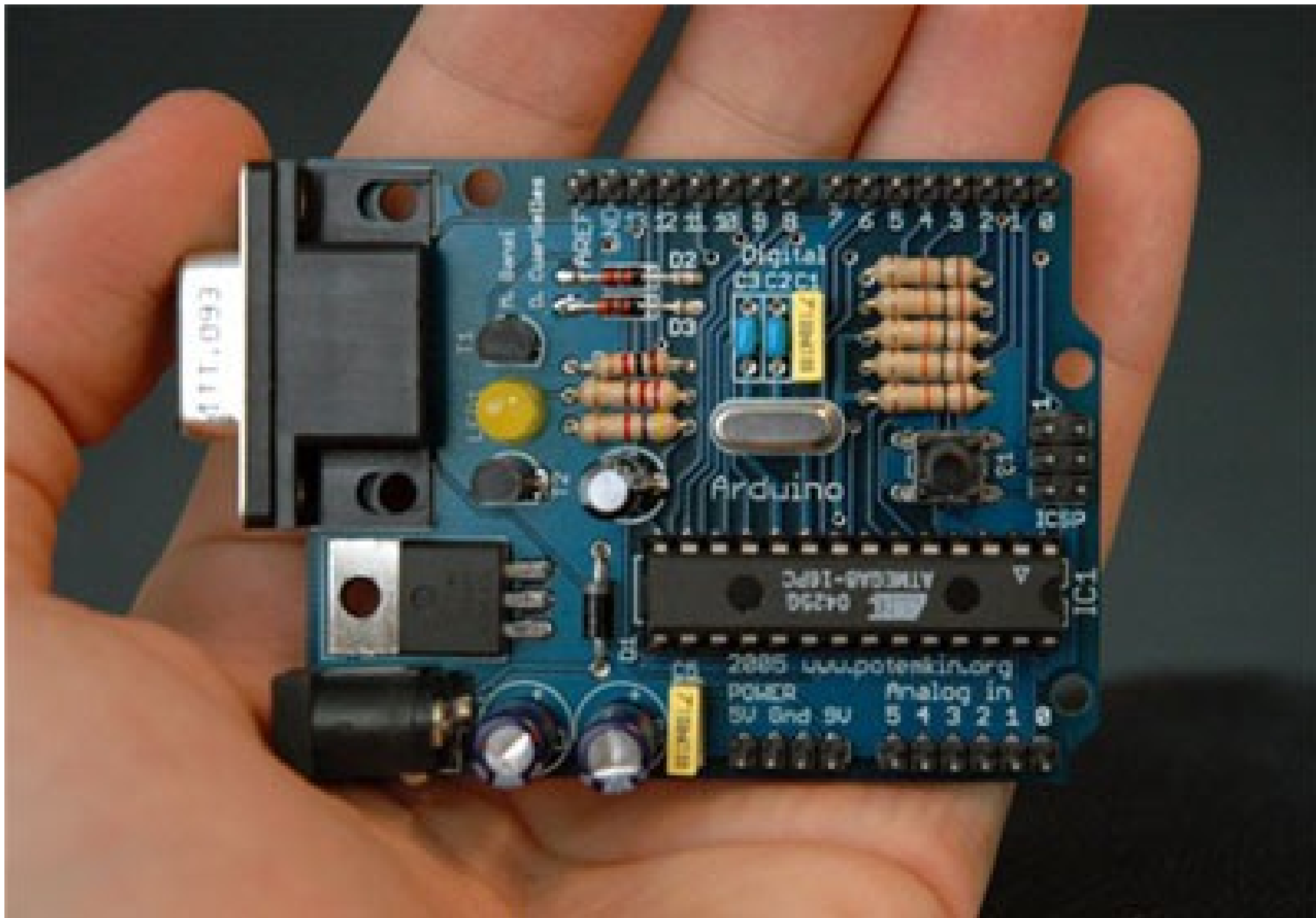
just flip bits

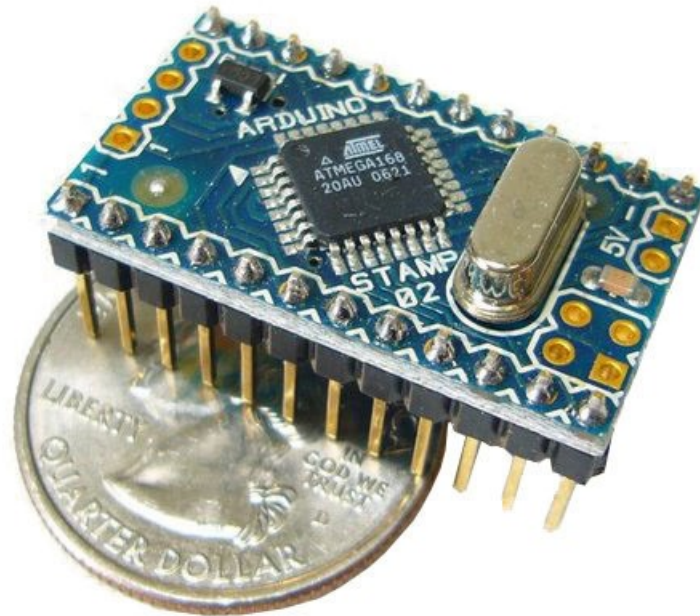
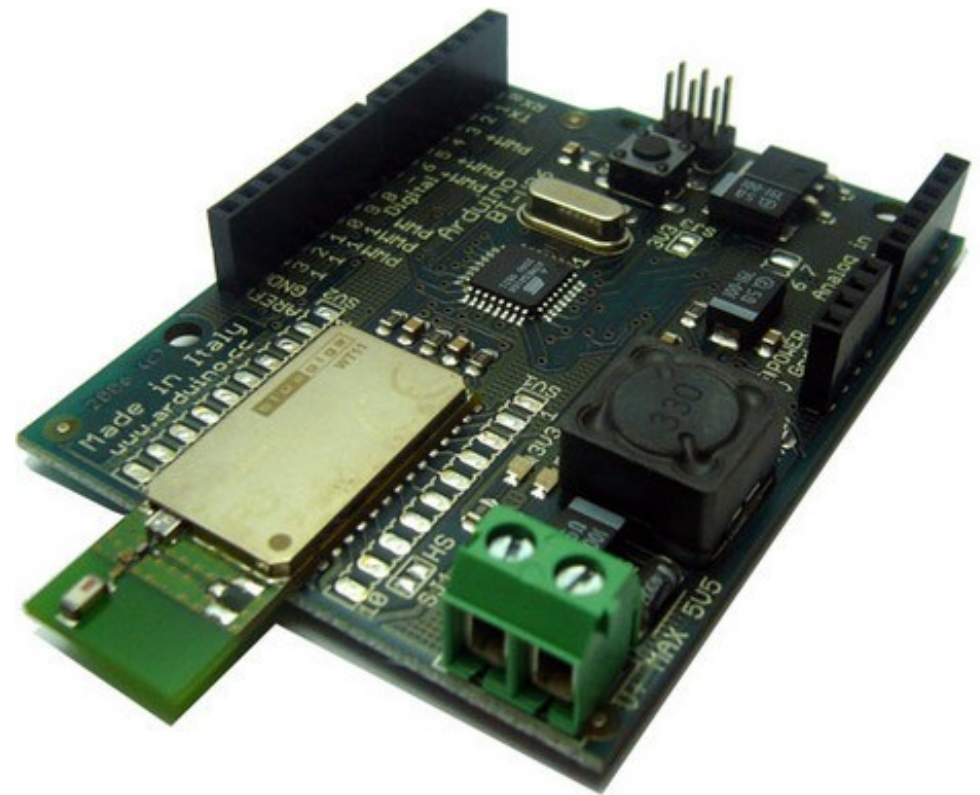
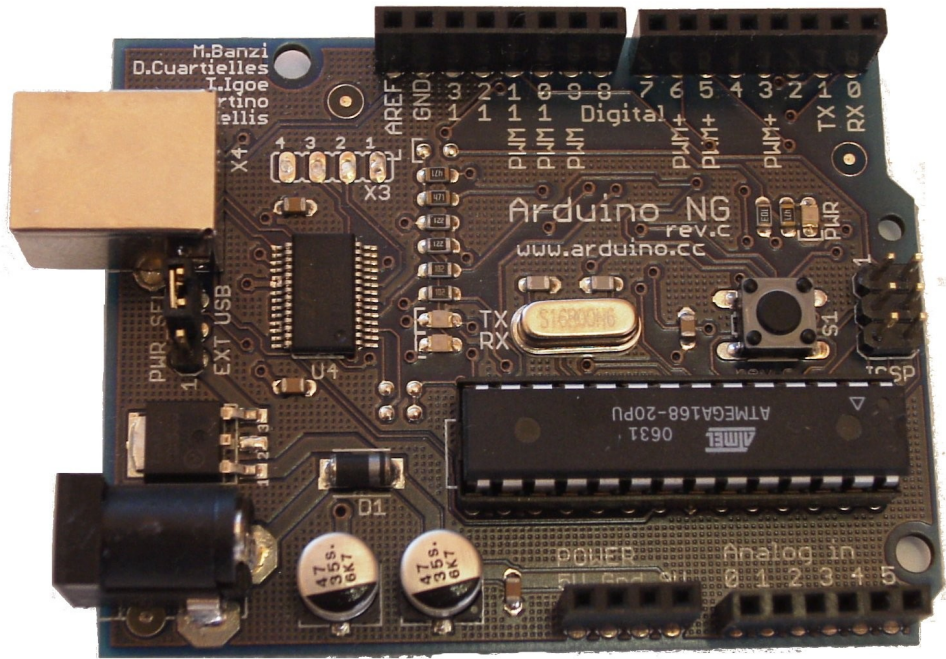


the parallel port
is **bad** because
it's "dumb"

**scripting
language
support very
poor**

**use a trivial
C helper**





Ohm sweet ohm



Not just a pretty face



Who goes there?



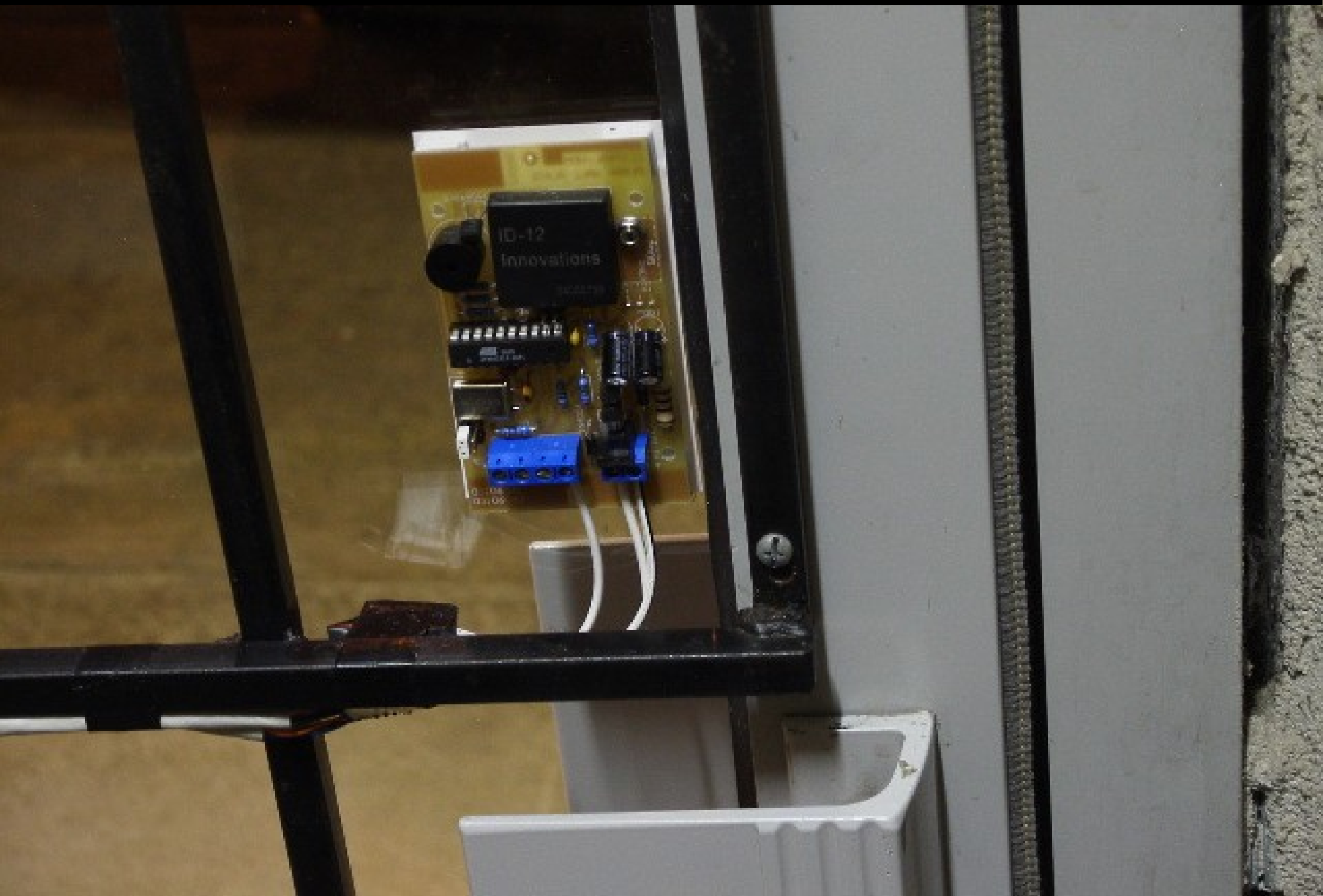
Let there be light



Magnet power!



What am I?



Curtains for lazy people



Curtains for lazy people



Price check on aisle 3!



Watering for lazy people



Introduction to Linden Scripting Language

State machine

**states
and
triggers
(or “events”)**

LSL

Building Blocks

Email out of Second Life

Email into Second Life

XML-RPC into Second Life

Modified SL client

**Custom SL
client using
libsecondlife**

**Private
SL sim**

**HTTP out of
Second Life**

free your mind

**hardware is
malleable**

**use scripts as
glue**

More information



Basic site now up at:

www.secondlifeintegration.com

Join the Second Life group:
“Second Life Integration”

These slides are at:

jon.oxer.com.au/talks

Thanks for listening :-)