

EVO VILLAGE – Scripting (Nick Zwart)

In this session we will do some scripting of our own.

I know a lot of you use ready made scripts in your objects, sometimes it is possible to change them, sometimes not. Now wouldn't it be great to understand what is happening and how to improve these scripts to your needs. Or even write your own scripts. Now don't be afraid, it can be done quite easy.

So I have found you three different scripting websites that can help you with the job. All three work in a different way and offer different possibilities. And if you combine the power of those three scripting websites you can really do very much.

All three create complete scripts, which you can copy and paste into the script window of your object. There is no need to upload, it is completely free.

And you can also use lines from one scripting website to insert in an already existing script. How handy is that?

CHANNELS

Before you start working on your own scripts, there are some things you should know about chat channels. These are very important and I have to explain this to you.

Normally all our text chat is sent out on channel zero. When I type something it will automatically be channel zero and you can see this chat appearing on your screen.

But besides this channel zero we have thousands of channels that we can use for background communication, from object to object. And this can not be seen by the users.

This is a very 'very' useful option when creating games, I use it in almost all my programming.

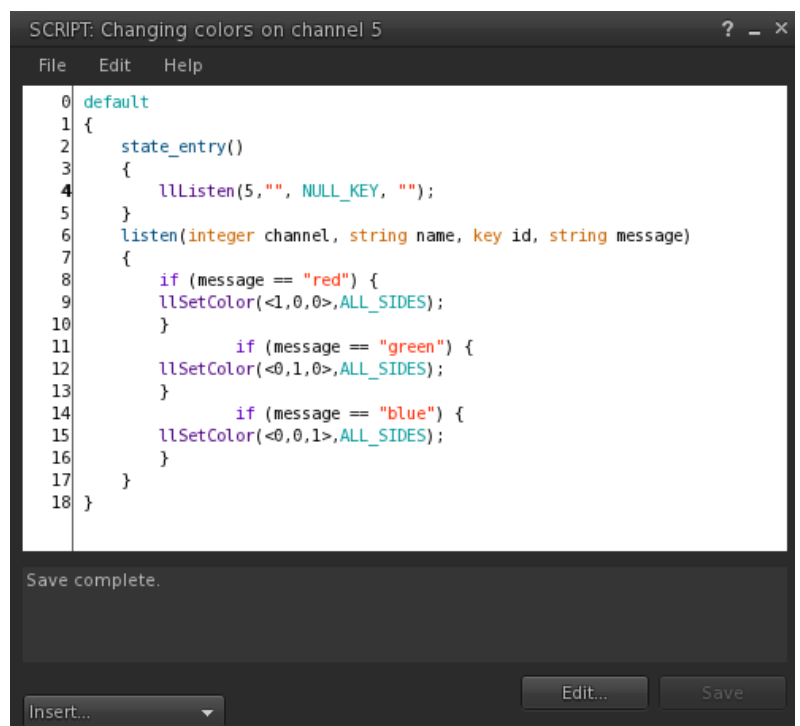
So I want to show you how this channel works. So I created two signs with some scripting on it at the side of the sandbox. Let us go there.

I have displayed two scripts. One is in the box on the floor and the other script is in the three balls in front of it.

Now the three balls and the box are 4 separate objects. But when I click on one of the balls, the colour of the box will change. It sends out RED, BLUE or GREEN to the box on chat channel 5.

If we look at the first script you will see **llListen** on the 4th line. That is where I have set the channel, as you can see it is set to **5**.

In the next lines, from 6 to 16 it tells the object what to do when they receive a message on channel 5. In line 8 and 9 it



```
0 default
1 {
2     state_entry()
3     {
4         llListen(5, "", NULL_KEY, "");
5     }
6     listen(integer channel, string name, key id, string message)
7     {
8         if (message == "red") {
9             llSetColor(<1,0,0>,ALL_SIDES);
10        }
11        if (message == "green") {
12            llSetColor(<0,1,0>,ALL_SIDES);
13        }
14        if (message == "blue") {
15            llSetColor(<0,0,1>,ALL_SIDES);
16        }
17    }
18 }
```

says: if the message is red, set the colour to 1,0,0 on all sides.

These three digits 1,0,0 are the RGB values. So if the first digit is 1, that means red.

On line 11 and 12 you see the same but now for the message green. And on line 14 and 15 you see this for blue.

Any other message will be ignored.

Now the second script shows you what is in the balls.

It is a short script that when touched it should **llSay** in channel 5 the word 'red' as you can see between the brackets.

I have used the same script in the three balls, but changed the word that it should send on channel 5.

Now you might wonder if you can also send a message in a channel from your chatbar, yes you can.

You can send a message to a channel by typing a / slash, followed by the number of the channel and the message you want to send and press enter. So if you type /5green and press enter, the box will turn green.

There are restrictions to the distance. In this script I have used **llSay**, which works just like chat, for 20 meters around the ball. If you use **llWhisper** it is 10 meters and **llShout** is 100 meter.

Now if you want to send a message to the other side of the region, that is over 250 meter, you can use **llRegionSay**, which sends the message on this channel to the whole region.

The sites

Here are the links of the sites.

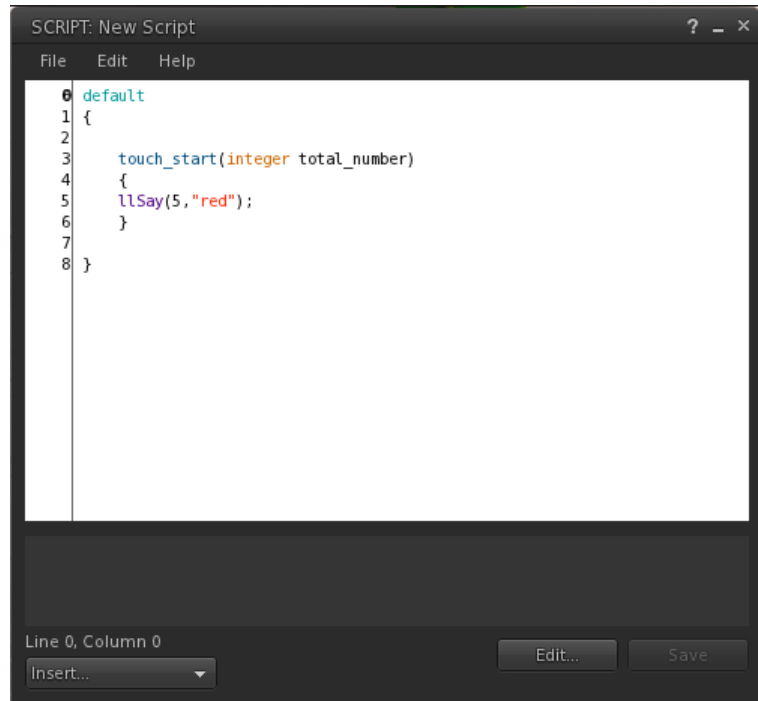
- <http://www.3greeneggs.com/autoscript/>
- <http://www.outworldz.com/scriptastic/>
- <http://www.conwylie.co.uk/ScriptGenerator>

So what I suggest you will do in the coming week is visit these three websites, try to create some scripts, copy them and use them in an object.

Copy and paste is quite easy. Just copy the created script from you webpage. Go in-world and edit your object, go to the CONTENT tab and press NEW SCRIPT.

Now open this script, there will be an example in it, and paste the script you created over the existing script. Or delete the existing script first.

Once your script is done, you can rename it to whatever is the best description for it, and then you can make a copy of it by dragging it from your object to your inventory, in the scripts folder.



```
0 default
1 {
2
3     touch_start(integer total_number)
4     {
5         llSay(5, "red");
6     }
7
8 }
```