

Introduction to Linden Scripting Language for Second Life

By Jeff Heaton

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The Linden Scripting Language allows residents of the Second Life World to program the three dimensional objects around them. Without this programming objects built in Second Life are motionless and non-interactive. Adding a script enables an object to interact with the world around it. Second Life scripts allow objects such as cars, planes, amusement park rides, weapons and other entertainment devices to be created. This book teaches the beginning Second Life programmer to make use of the basics of the Linden Scripting Language. Language fundamentals, such as variables, loops, lists, events, functions and state machines are covered. The book then moves to more advanced topics such as user interaction and non-physical movement. Later chapters show how to use the Second Life physics engine to create vehicles.

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