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| **Linden Scripting Language** | | | | |
| **Year** | **No.** | **Question** | **Marks** | **Answers** |
| 16/17 | 6 | Linden Scripting Language (LSL) is a programming language used within virtual worlds such as Second Life or OpenSim. Discuss the three events below in detail by giving first a general description on the context of the event (what needs to happen in the environment so that the event is executed) and a short example (do not include code but rather describe a scenario / object) where this event is used.  a) touch\_start [7 marks]  b) dataserver [7 marks]  c) sensor [7 marks] | 21 | a) touch\_start [7 marks]  When the system has a multi-prim object and the root has a touch start handler or more child prims have a touch start handler, the handler for the root prim will be called when a child is touched without a handler. If the user touches a child prim which has a touch start handler, the event will be received and the root prim will not.  Triggered by the start of agent clicking on Event\_ID task. It has a parameter called num\_detected which is consisting number of agents detected touching during the last clock cycle.  b) dataserver [7 marks]  This will trigger in all scripts when the dataserver events occur within the same prim where the request was made. If there are several scripts in the same prim with dataserver events, the query id key is often used to decide the response should be obtained. Scripts found in other prims do not cause dataserver events in the same linked object.  Triggered when task receives asynchronous data. It has two parameters: query\_id which is key type and data which is string type.    c) sensor [7 marks]  Sensors should use their forward vector in the direction the avatar is looking. Wherever the avatar looks, it will be out of mouselook, that means whichever the avatar points. This does not include where the head of the avatar is going, or what movement the avatar is doing, only the direction the avatar would step in if you walked ahead.  It has a parameter called num\_detector which has number of objects/avatars found. |
| 14/15 | 5 | Linden Scripting Language (LSL) is a programming language used within virtual worlds such as Second Life or OpenSim. Discuss the three events below in detail by giving first a general description on the context of the event (what needs to happen in the environment so that the event is executed) and a short example (do not include code but rather describe a scenario / object) where this event is used.  a) sensor [8 marks]  b) touch\_start [8 marks]  c) dataserver [9 marks] | 25 |  |
| 13/14 | 5 | Linden Scripting Language (LSL) is a programming language used within virtual worlds such as Second Life or OpenSim. Discuss the three events below in detail by giving first a general description on the context of the event (what needs to happen in the environment so that the event is executed) and a short example (do not include code but rather describe a scenario / object) where this event is used.  a) sensor (8 marks)  b) listen (8 marks)  c) http\_response (9 marks) | 25 |  |