# Easy Free Database

The Easy Free Database is an LSL-scripted database to save and fetch persistent variables in Second Life and OpenSim scripts.

## Usage

http://outworldz.appspot.com/store?service=<service uuid>&keyfield=<variable name>&datafield=<data to be stored>

**Example:** <http://outworldz.appspot.com/store?service=2b307c02-2133-4dba-bcc5-3d8f7db53eee&keyfield=AnimalName&datafield=bunny>

**service uuid:** unique identifier for your application. You can use a different one for each script or share the same identifier across several scripts in order to share data. To generate a random uuid: [http://outworldz.appspot.com/rand](https://outworldz.appspot.com/rand)

**keyfield:** variable name or other identifier for your data

**datafield:** data that you want to be stored.

## Response

This will return string OK as the body if successful.

You can get your data back by loading:

http://outworldz.appspot.com/load?service=<service uuid>&keyfield=<variable name>

Sample LSL script:

// src: <https://www.hypergridbusiness.com/2012/12/free-database-for-opensim-scripts/>  
// Change this to a UUID from [http://outworldz.appspot.com/rand](https://outworldz.appspot.com/rand)  
//

string serviceid = "b1e5e346-b831-47fa-9930-11223456778";  
default  
{  
 touch\_start(integer counter)  
 {  
 string URL = "http://outworldz.appspot.com/load?service=" + serviceid + "&keyfield=colors";  
 key httpkey=llHTTPRequest(URL, [] ,"");  
 }

http\_response(key id, integer status, list meta, string body)  
 {  
 list colors = llParseString2List(body,[","],[" "]);  
 llSetColor(<llList2Float(colors,0), llList2Float(colors,1), llList2Float(colors,2)>,ALL\_SIDES);

}  
}