# LSL Scripting

There are several extra features in DreamGrid to help Opensim LSL work better.

**EasyDatabase** is a way to store name=Value parameters from any script, region, or grid to any other script. See the manual for EasyDatabase.rtf

**Online Regions** can be fetched from <http://YourGrid::8002/Teleports.htm>. This is used by the Region signs you will find in Content->Load Local IARs.

**Item Giver with Notice Script** uses LSL to save the current date, a Name, and a Region to a CSV file. This makes it easy to see what and who got what item by touching a LSL giver script.

You need the password from the file Outworldzfiles\Opensim\bin\ AddinExample.ini.

To test this, fill in some sample data in <http://YourGrid::8004/diva/AddinExample.htm> This is data associated with the very first region. You must use the port for the region you are in to write, and it must be a POST action.



After clicking submit, you should see a confirmation the data was stored.

The data will be in Outworldzfiles\Opensim\bin\Name.csv

//  
// Give with notice via HTTP  
//  
// Fill in your server and port, if necessary, port 80 is a default. It will connect to this with the parameter: ?name=(Prim Name)

string SERVER = "http://outworldz.com";

// \* This function cases the script to sleep for 3.0 seconds.  
// \* If inventory is missing from the prim's inventory then an error is shouted on DEBUG\_CHANNEL.  
// \* Avatar must be, or have recently been, within the same Region as sending object.  
// \* Does not create a folder when avatar is a prim UUID.  
// o The prim must be in the same region.

//Examples  
// When a user clicks this object, this script will give a folder containing everything in the objects inventory  
// This can serve as a unpacker script for boxed objects

default {

http\_request(key id, string method, string body) {  
 llOwnerSay("Someone just got " + llGetObjectName());  
 }

touch\_start(integer total\_number) {

llHTTPRequest(SERVER + "?Name=" + llGetObjectName(),[], "");

list inventory;  
 string name;  
 integer num = llGetInventoryNumber(INVENTORY\_ALL);  
 integer i;

for (i = 0; i < num; ++i) {  
 name = llGetInventoryName(INVENTORY\_ALL, i);  
 if(llGetInventoryPermMask(name, MASK\_NEXT) & PERM\_COPY)  
 inventory += name;  
 else  
 llSay(0, "Don't have permissions to give you \""+name+"\".");  
 }

//we don't want to give them this script  
 i = llListFindList(inventory, [llGetScriptName()]);  
 inventory = llDeleteSubList(inventory, i, i);

if (llGetListLength(inventory) < 1) {  
 llSay(0, "No items to offer.");

} else {  
 // give folder to agent, use name of object as name of folder we are giving  
 llGiveInventoryList(llDetectedKey(0), llGetObjectName(), inventory);  
 llHTTPRequest(SERVER,[],llGetObjectName());  
 }  
 }  
}