Meet Beat

Twelfth Meeting: CVE
The twelfth meeting of the summer virtual computer science camp will be held in CVE at 7pm MDT / 6pm PDT. The session will be hosted by Hani and Jafar, our CVE experts. The objective is to try out the multi-user collaborative IDE, starting with the editor. We will meet at the Idaho server.

Eleventh Meeting: the Massacre in Hillsbrad

Our eleventh session was in WoW. We all met up in Brill and first toured the Undercity. We visited the bat handler, who controls flights on this continent to make traveling between regions and cities easier. Then we decided to do something ambitious and sensible, and ran to the nearest remote bat handler in a nice resort town called The Sepulcher. Monsters kept attacking, but we handled them easily, even the level 2 member made it. Then we decided to do something crazy by traveling to a friendly town in a nearby area intended for much higher level characters. We died. A lot. After the first few deaths, they get less emotionally painful, except that you start having to wait to get back into your body unless you get help from the spirit healer, who taxes you by charging extra wear against your armor and weapons that must be repaired.

Eventually, most folks sensibly gave up and took a hearthstone (that was my recommendation), which teleports them to their home city – you can change your home city by visiting the innkeeper in any town. Some of us, led by Brandini, recklessly pursued our objective against common sense, and found that it is much easier once you stop trying to fight, and stick with “flight” in your basic instinctual response to predators far more powerful than yourself. Monsters in WoW tend to give up after they chase you past a certain distance from their home area. Three of us made it to Tarren Mill, visited the bat handler (ha, I hope Brandini visited the bat handler, I didn't see him). Now we can come back here on fast bat flight whenever a quest demands it, without all that dangerous running around on the ground. Next week is “WoW” week of camp: WoW sessions on both Monday and Friday. Camp goals include: experiencing an instanced dungeon (such as Ragefire Chasm) and a battleground (such as warsong gulch). These experiences are for characters of level 10+, the higher the better. So if you are doing WoW, see if you can work your character a little higher (except Valtteri, who is level 80).

Aliasing and Activity Points
Believe it or not, we've been working on tallying your activity points. I'd like to report them in two batches: approximately the camp halfway point (which we are now at) and the finish. Guess what? I am not sure I know all your virtual aliases; if I get them dribbled in text chats and e-mails they are not "in one place" and I may miss some. And some of you have even changed your names or played multiple avatars in SL or WoW or whatever. So please e-mail me a list of all your aliases. You'll get...5 activity points of course. And 5 lindens and 5 silver pieces if you want them.

SecondLife Update
Dustin Vigil reports that the following URL: http://people.cc.ku.edu/~grobe/intro-to-LSL has a section titled "changing an object's
appearance over time” that might give us a starting point towards returning objects to their previous location after detonating (or beheading, or whatever) them.

**Alice Update**

Nina Javaher contributed an Alice example she titled Jackalope of Hanoi. Look for Alice examples from other participants via the Alice community forum's NMSU virtual camp thread. If you search for NMSU there, we are the only thread I think. Note that you can subscribe to the thread, and set it to e-mail you whenever a new program is posted there.

**CVE Update**

The elves are hard at work on features to support the upcoming CVE meets. Please get a C and/or Java compiler installed on your machine. If you need advice or instructions on it, e-mail Dr. J. Windows users: Dr. J recommends Mingw32 GCC and has a known good copy sitting in [http://www.cs.nmsu.edu/~jeffery/win32](http://www.cs.nmsu.edu/~jeffery/win32) a little ways down the page. Mac users: Xcode with gcc is free.

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**Quest Suggestions**

Here is a list of CVE quests you can try out. As a reminder, if I don't know what you've done, I won't know to award activity points for it. Usually a created artifact or a detailed report will suffice to document what you've done.

- Install a C (Mingw gcc or Xcode) or Java compiler (15 each).
- Attend the Meet (60).
- Compile a “Hello World” type of program in CVE (5).
- Run a “Hello World” type of program in CVE (5).
- Invite 2 or more persons (at the same time) to view a program or text file with you in CVE (10).
- Send Dr. J a digital photo of your face. Most of our CVE avatars don't have our faces yet. (5)
- File another CVE bug report or feature request on Source Forge (10).
- Send Dr. J your list of aliases / characters on Second Life and WoW (5).
- Send Dr. J your own estimate of your activity points so far, and how you think the camp is going (15).