Meet Beat

Fifth Meeting: Second Life

Day of the Jackalope

The fifth meeting of the summer virtual computer science camp will be held at 7pm MDT (6pm PDT). The session will be held in Second Life, at Clint Jeffery's Place, Crumbi 234,50. There will be visual surprises, and we will discuss the state model used in Lindenscript.

Your Role in the Second Life

If your role is not one of the acting parts in our camp play, you still need to set some goals for yourself for the Second Life part of the camp. Besides acting, we'd like help with set construction and scripting of dynamic objects in the play. If you aren't keen to participate in the Killer Jackalope production, you are encouraged to propose another virtual theater project, or to define your own goals.

Fourth Meeting: Very Useful

Our fourth session was again a sort of split experience. Half the folks logged into CVE as planned, and a lot of bugs got reported verbally. Bug reports are especially appreciated for CVE, since we can actually attempt to fix them (unlike with the other environments), and the Source Forge link for CVE bug reports is the best way to submit them. On source forge, if you obtain a free account and login to do your bug report, we get a record of who submitted it. If you don't bother to login, we won't know who submitted the report unless you put your name in the comments!

Anyhow, this first CVE meeting was very useful. A major issue was uncovered running the Windows binaries on XP that does not show up on Vista. In any case, half of the meeting stayed in Second Life.

CVE Update

Since we are likely to update the CVE program distributions with bug fixes, you can expect a new version of the CVE binaries for each CVE session. We will report regularly in the VDT when we think some bugs are fixed.

Quest Suggestions

Here is a list of Second Life quests you can try out. One thing we want to do is broaden our horizon to see more of what is in Second Life. Another thing we want to do is learn some scripting of objects' behavior. You can also do stuff that was suggested previously if you haven't done it yet.

- Construct a virtual object that bounces with a visual effect (20).
- Make a copy of Dr. J's scarecrow, fix it up a bit to look nicer, and modify it so that when the head is clicked, it rolls off and the scarecrow falls over (20; extra 40 for whichever looks the coolest).
- Clicking your scarecrow again from the ground should reset it to stand upright (20).
- Visit the “top 20” places in second life, e-mail Dr. J with a paragraph about your favorite of the twenty places (30).
- Find a nice, deserty western setting that the public can walk around in (20). Report to the group and/or teleport us there.
- Accept 400 Lindens from Dr. J. Go shopping, and bring back whatever is the best thing you can buy, preferably relevant for “The Killer Jackalope”, for that price (20; extra 20 for the coolest item). Priority should be: cowboy costumes, horses, etc.