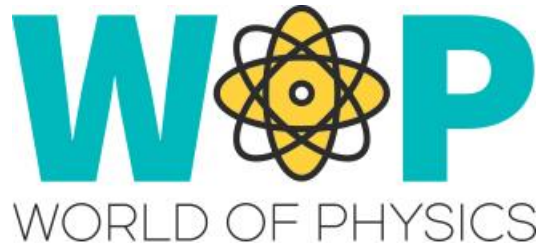




Erasmus+

Project funded by: Erasmus+ / Key Action 2 - Cooperation for innovation and the exchange of good practices, Strategic Partnerships for school education (European Commission, EACEA)



TECHNICAL GUIDE

Using Notecards to show and store information

1. Introduction

Notecards are basically simple text files but they can include other files among the text like:

'image links': Clicking the link displays the image

'landmark links': Clicking the link allows you to teleport to a specific location in the World.

'other notecard links': Clicking the link opens another notecard

You can use Notecards as a way to show text information to the avatars in the form of files that are also stored in their inventories so they can easily access them later. For example we give Notecards to the avatars at the start of some learning activity with instructions on what they have to do. The notecards are stored in their inventory so they can find them later there and open them again. The notecards also have a landmark that allows them to return to the learning activity by teleporting.

Another use of Notecards is to store and retrieve information inside objects using scripts. For example, in a quiz activity, the script that needs the text for the questions and the available options, can read this information from a notecard with specific format. This way you only need to change the notecard with the text and not the script when you want to change something. You may also want to store the names of the avatars that completed the quiz and a score with their performance. If you use scripts to store this information in notecard files the information will persist any changes to the script or a server restart!

2. Technical Details

If you have prepared some notecards and have placed them inside an object you can use the '!IGiveInventory' function to give that notecard to a specific avatar (e.g. the avatar that clicked the object).

If you want to read data from a notecard located in the same object as the script, you can use 'OsGetNotecard' that can read the content of the notecard and store it in a string variable.

If you want to write data in a notecard use: 'osMakeNotecard', specifying the name for the notecard and the string or list you want to store in it.

You can find the scripts we used and more instructions in the "Scripts Section" here:

<http://aigroup.ceid.upatras.gr/wop-oer/scripts.html>

3. References/Links

<http://aigroup.ceid.upatras.gr/wop-oer/scripts.html>

http://wiki.secondlife.com/wiki/Category:LSL_Notecard

<http://opensimulator.org/wiki/OsGetNotecard>

<http://opensimulator.org/wiki/OsMakeNotecard>

<http://wiki.secondlife.com/wiki/Dataserver>

<http://wiki.secondlife.com/wiki/LIGetNotecardLine>

<http://wiki.secondlife.com/wiki/LIGetNumberOfNotecardLines>