



# INTERGRID PHONE



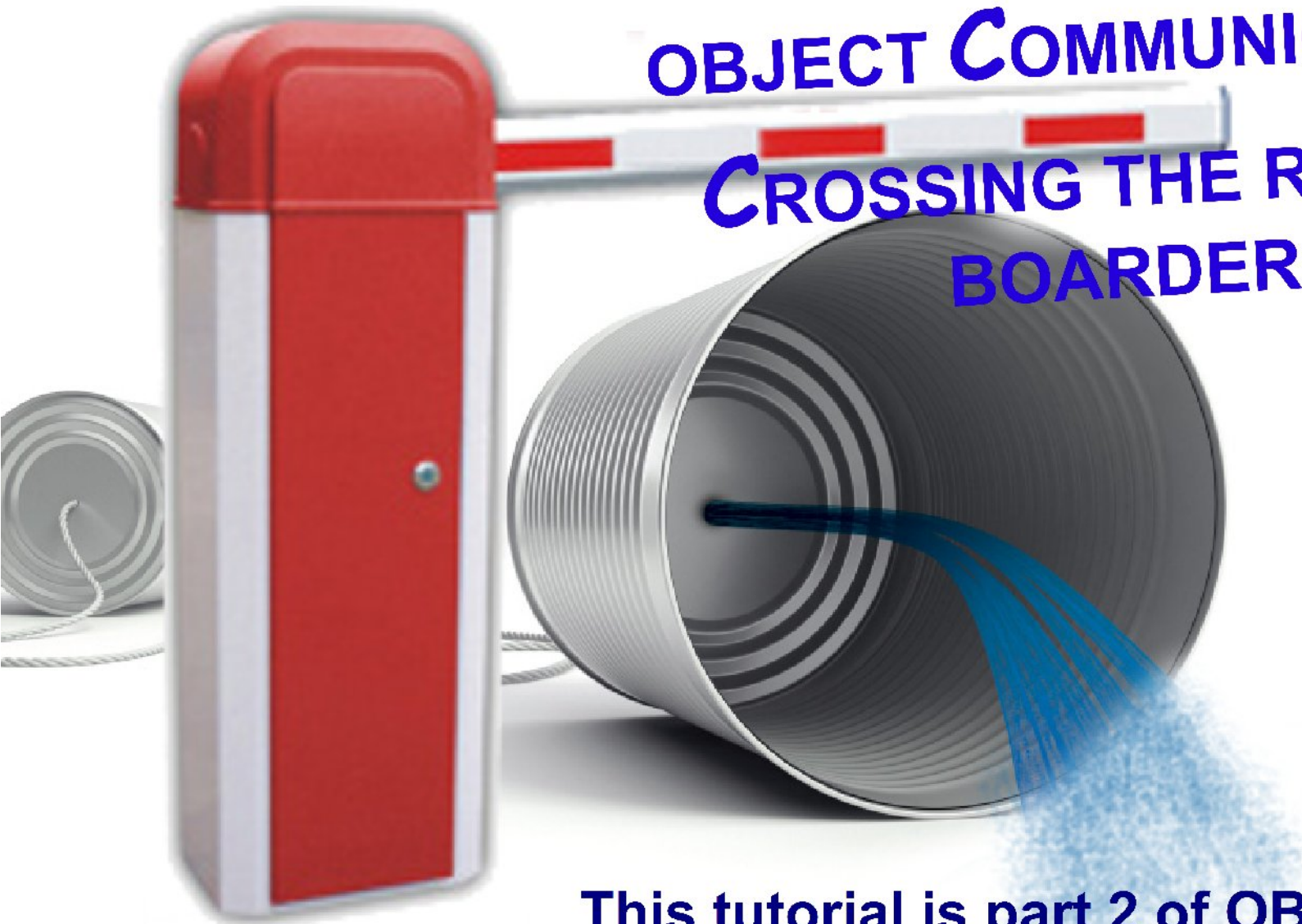
Reach Out to Your Friends



## AVATAR COMMUNICATION CROSSING THE GRID BORDER



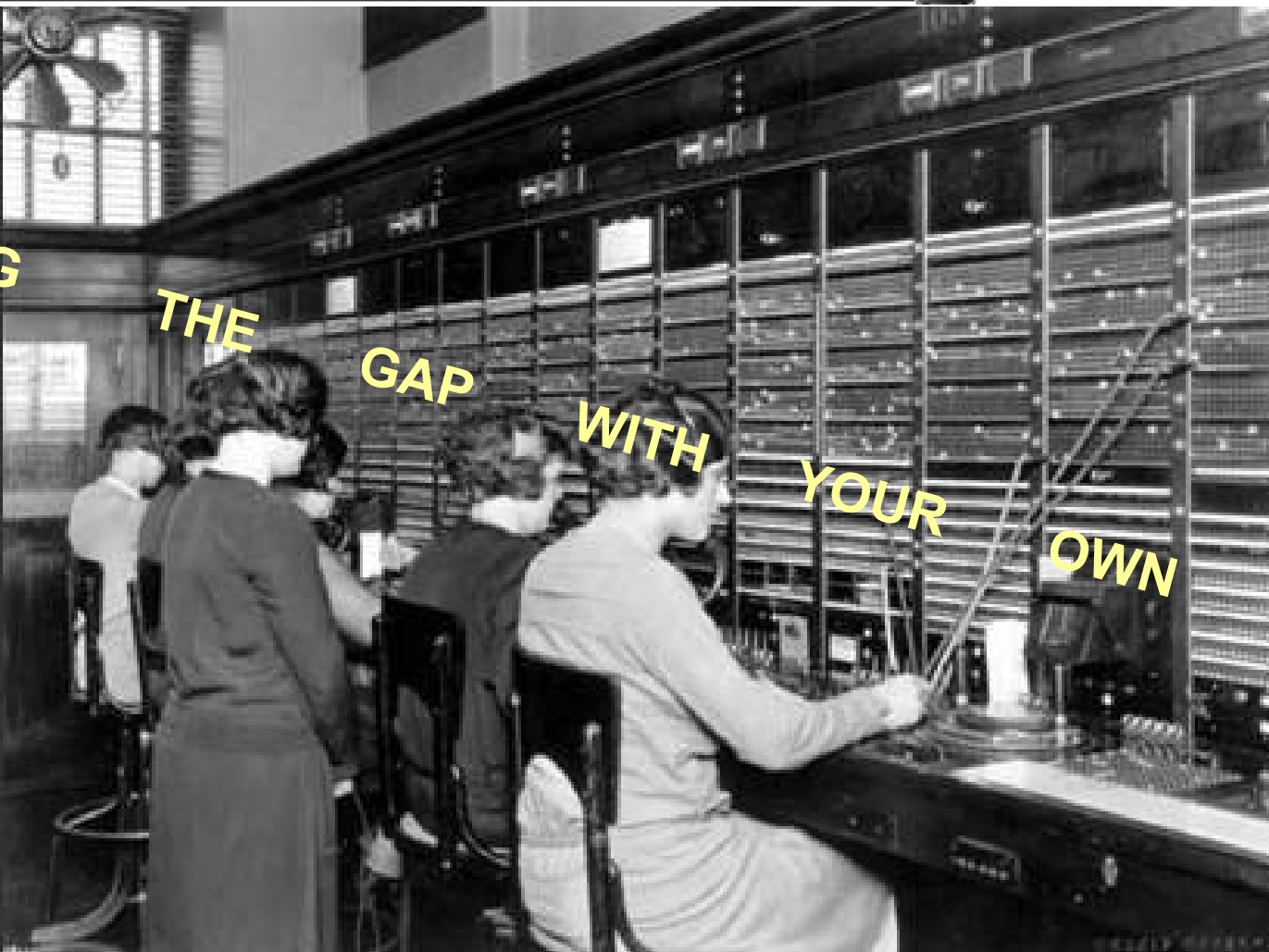
# OBJECT COMMUNICATION CROSSING THE REGION BOARDER



This tutorial is part 2 of OBJECT COMMUNICATION.

It shows how to use Object Communication knowledge in making a phone device to exchange Instant Messages with friends across Grids.



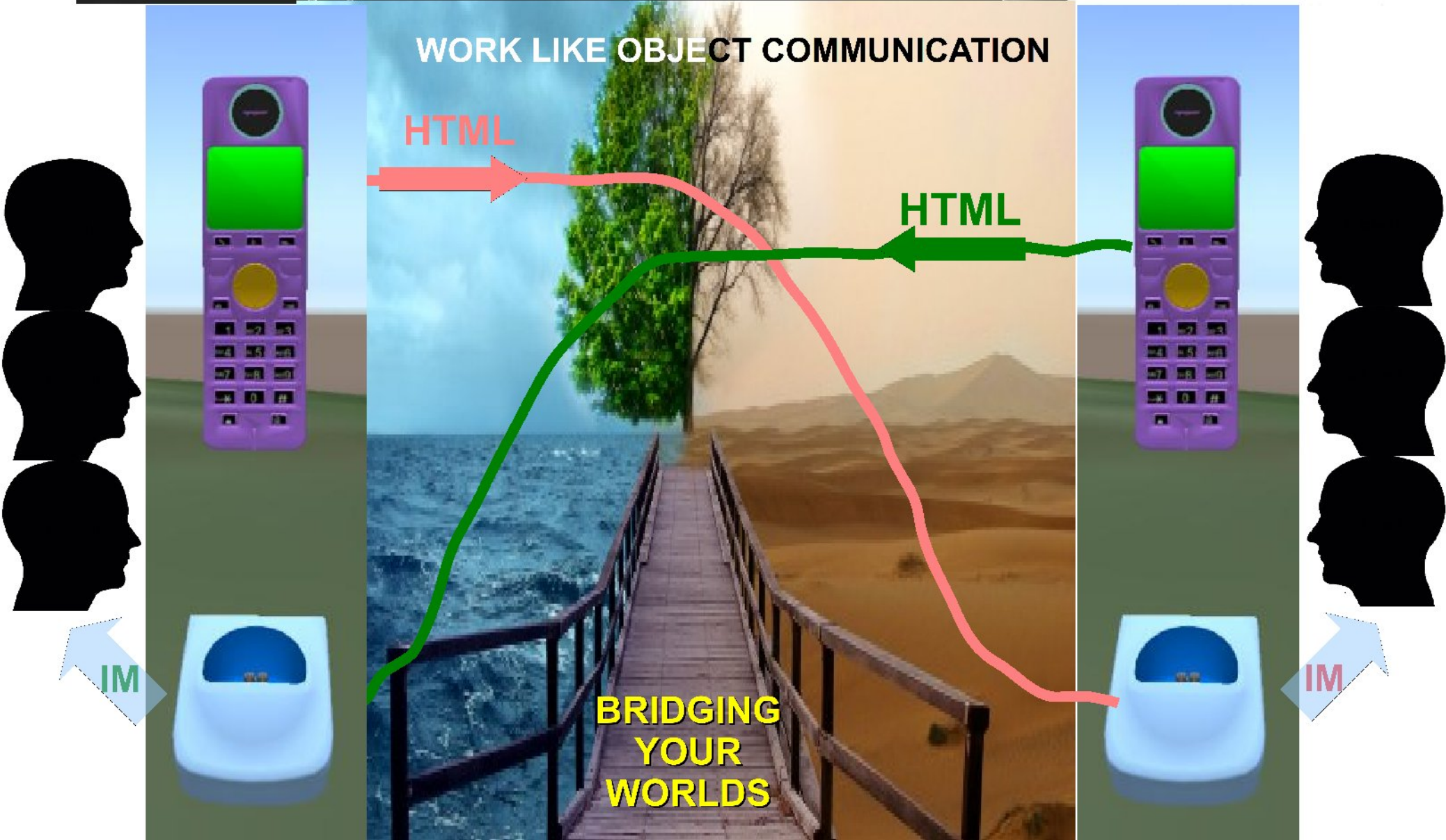


# Avatar COMMUNICATION

- The object aside of this tutorial is presenting the elements to make HTML avatar communication a reality for you.
- Its a personal system for one to one communication.
- Its intent is to emulate the friend list IM system.
- It will let you know who is online on the other grid in your own friend list (note card).
- It will allow your friends to reach YOU on this grid and allow you to reach any of your friends in the other grid.
- Its compose of
  - A backup server to be located on a reliable sim of your choice.
  - A cordless phone to wear.
  - A phone base to rez on your land in the grids you want to establish communication.











# INTERGRID PHONE



Reach Out to Your Friends



## SET UP THE BACKUP SERVER



Rez the updater (the green pyramid). Rez your backup server. Give it a name enclosed between stars

**\*myBackupServer\***

Be creative with your name you don't want your system to crosstalk another one.

Click the cube of the server and wait till updater indicates update complete. Take back your server in inventory and Re-Rez.

*Please note : This server is the same as object communication server.*





# INTERGRID PHONE



Reach Out to Your Friends

## SET UP THE PHONE AND THE BASE

Rez the updater (the green pyramid). Rez the phone and the base.  
Clic the base of the phone. Wait till update complete.  
Clic the phone wait till update complete. You can now take back your updater.

In Chat channel type as follow please be creative in your naming.

The backup server this grid phoneBase other grid PhoneBase, phone name  
/33 setup,\*myBackupServer\*,mOSFriends,mySLFriends,myOSLPhoneName

Take back phone and base and re-rez base. The base is now  
registering with your backup server. Wear phone on hip.

*Note : Following same principle an update will be available once in a while.*







# INTERGRID PHONE



Reach Out to Your Friends



## SET UP THE PHONE AND THE BASE

IMPORT these object to the other grid . Tested on SL and here.  
Rez the updater (the green pyramid).Rez the phone and the base.  
Clic the base of the phone. Wait till update complete.  
Clic the phone wait till update complete. You can now take back your updater.

In Chat channel type as follow please be creative in your naming.

The backup server this grid phoneBase other grid PhoneBase, phone name  
/33 setup,\*myBackupServer\*,mySLFriends,myOSFriends,mySLPhoneName

Take back in inventory and re-rez base and wear phone on hip.





# INTERGRID PHONE



Reach Out to Your Friends

SET UP  
EDITING FRIEND  
LIST

Edit link the interior (dark blue) part of the base. You will find the empty friend list. Open the empty friend list and add your friends information as follows:

## **Nick Name, UUID**

UUID is copy paste from your friend avatar profil.  
One line one friend. Dont leave empty line at end.







# INTERGRID PHONE



Reach Out to Your Friends

SET UP  
COPY PHONE

COPY THE PHONE (*not the base*)

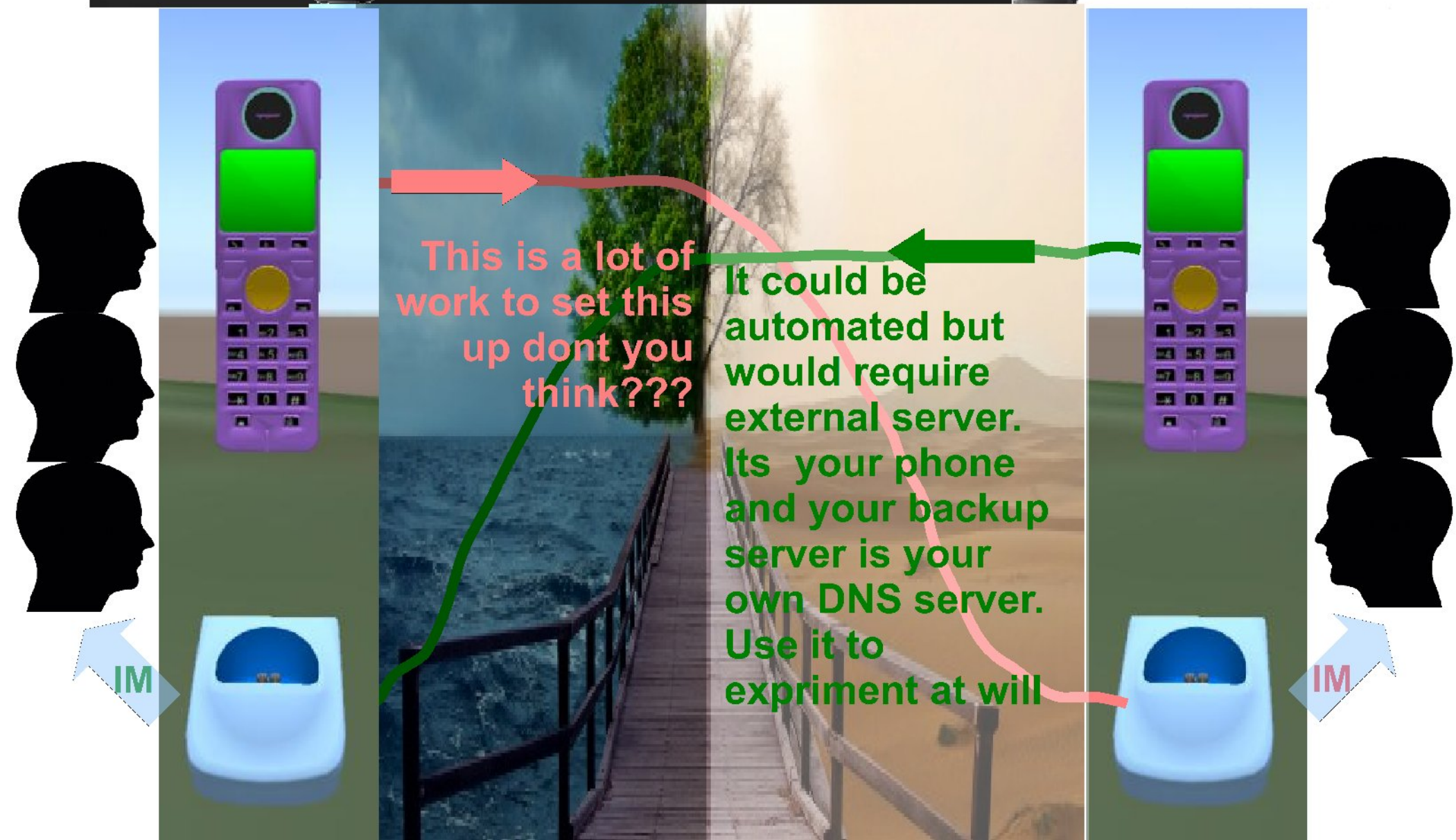
Give the phone a name of its own if you like (not important).

Give the copied phone to your friend(s). They will then be able to reply to your lms from the other grids.

Note : you cannot take back the phone you have given. Let me know if something is necessary for a futur version.











## USAGES

/33  
Empty message

Reply with friend list and  
online status.

/33 1,hello friend 1

« Hello friend 1 » sent to  
Friend 1 as listed in online  
status, and Reply with  
echo message

/33 next message

Next message to Friend 1  
dont need to repeat  
number

/33 1,+

This is sending an object  
to Friend 1 to attract  
attention

IM

IM





# INTERGRID PHONE

Reach Out to Your Friends



## COPY PHONE



/33  
Empty message

Empty message to you

/33 hello

« Hello » sent to YOU  
Reply with echo message

/33 +

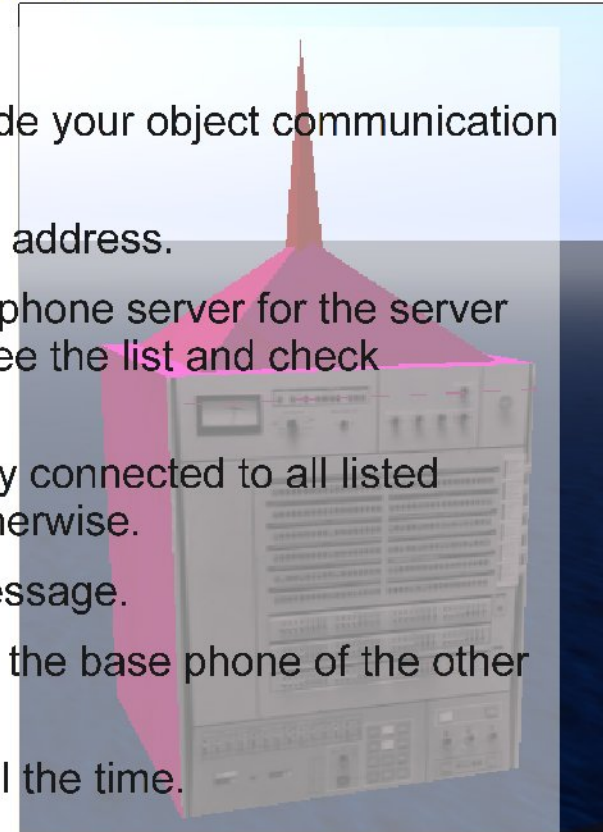
This is sending an object  
to attract Your attention



IM

# OBJECT COMMUNICATION server

- The backup server is the corner stone of reliability to your phone system.
- The server is the same as object communication so if you want to upgrade your object communication server don't hesitate to use this one instead.
- The server bottom disk is its storage. One disk base can hold one object address.
- New disk can be added before last. Last prim being reserved on the phone server for the server diagnostic reporting function. Touch the pyramid before the antenna to see the list and check reporting on the connected phone base.
- The antenna is prim number 2 and use to indicate if the server is properly connected to all listed phone base. The antenna shall be green to report good status and red otherwise.
- When the phone can find its counterpart base address it can send its message.
- Otherwise it calls up the backup server to obtain the current address for the base phone of the other grid.
- The backup server shall have the phone base proper address in file at all the time.
- Things start to go bad if the phone base address recorded with it is not good. To help prevent that the base and backup server make a self test and report to each every 4 hours.
- If the backup server address is corrupted either on the phone or on the phone base the communication cannot be establish. That is why the backup server location is so important.
- As a last resort ( you can disable it if you want total confidentiality) I have added an external php server with a database listing for your server. That database contains only your backup server entry name and ip address. When either situation arise the phone or the base gets in contact with the external server and correct there backup server address reestablishing the communication, .





# AVATAR COMMUNICATION SCRIPTING

If you like scripting you will find a few nice tricks in these scripts to make for a reliable setup both in SL and OSGrid.

- all data are stored in object names and descriptions
- notecard are use for friend list holding.
- listen channel is recorded in texture rotation.
- debugging function is implemented with a variable.
- configuration is done using a landmark name.
- list variable handling for message management.
- encoding exchange to enhance communication.
- update function using pins.
- error reporting using variables
- HTTP\_Request and HTTP\_Respond handling for get and post page.
- PHP script for domain name server provided.
- There is a lot of room for improvment as a full communication system is a challenge per say.
- as alway I have commented the script heavily and the function name are meaninfull (to me...)

*And the fine prints, come with no warrant implied or otherwise. Created for non profit, possibly for education. Hope you find it usefull . Bugs are oportunity of improvment. Any comment are welcome.*

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