Second Life Programming

- Using the Linden Scripting Language – The Linden Scripting Language (LSL) lets you add behaviors and interactivity to objects inside Second Life – article in Doctor Dobb's Journal
- Linden Scripting Language Reference

_Found on http://Slashdot.org _

Revision #3
Created 2007-02-26 00:51:04 UTC by Franks, Mike
Updated 2007-02-26 00:52:53 UTC by Franks, Mike