Table of Contents

License Information

//
	Nika's Werk-Books Script Package	
	Version 1.4	
	Nika Thought-werk – 2019	
	License: GPL-3.0-or-later	
	Please see:	
	http://www.gnu.org/licenses/gpl.html	
	for legal details, rights of fair usage and	
	the disclaimer and warranty conditions.	

//

Script Title: Nika's Werk-Book

Created by: Nika Thought-werk

Creation Date: Commercial - February 6, 2019

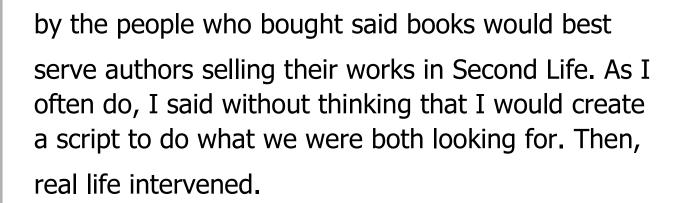   Non-Profit - February 6, 2019

Acknowledgements

INTRODUCTION AND HISTORY

Dear User:

Time for a bit of history … This scripting project began with a search for a book script in Second Life back in late-2013 / early 2014. I wanted 'actual' books that didn't cost an arm and a leg in supplies and tools like some of the book publishing equipment sold for use in a certain grid. The closest I came to what I wanted I found on a website of scripts for Open Sim – written by WhiteStar Magic on March 23, 2012. He based his script on the Improved Book Script for Open Sim (see http: //forums.osgrid.org/viewtopic.php?f=5&t=2400).

The script did a lot – and it came closer to what I wanted than nothing. However, it wasn't what I wanted.

In talking with Ceejay Writer about the needs of indie writers to break into publishing books on the grid in 2015, we both agreed that books usable only

by the people who bought said books would best

serve authors selling their works in Second Life. As I often do, I said without thinking that I would create a script to do what we were both looking for. Then,

real life intervened.

Four years later, as Miss Writer and I both hope to revisit publishing in Second Life, I decided to give

the project another go. Two weeks later, I had both

the commercial and non-profit versions of this script completed.

Both scripts differ in structure from each other. In addition, both scripts differ markedly from the scripts that started all this in structure and features.

The Werk-Book scripts are the scripts I was searching for back in 2013. Perhaps they will be the scripts you are looking for, too.

If they are – as the scripts I found back in 2013 to 2014 – closer than nothing, but … nothing is stopping you from modding them to fit your needs. The scripts are meant to be free – and they are under the terms of their licenses.

The books that are produced with these scripts? Well, that's up to the authors …

As O'Shaughnessy reminds us, we are the music makers. And we are the dreamers of dreams.

Authors, let us make music – and while we are at it, let us dream dreams, too.

Most Sincere I Remain,

N. Thought-werk

February 6, 2019

Package Contents

The parts you will find in this package should be as follows -

1) One copy of the 'Werk Books Script' – commercial or non-profit version, v. 1.4 or later.

2) One copy of the 'Werk Books Print Setting Script' – commercial or nonprofit version, v. 1.0 or later.

3) One "Copyright/Disclaimer" Notecard

4) One "Werk-Books Typesetting" Notecard

5) Help Documentation (You're Reading This Now)

6) One 'Page' Sound Effect

7) One "Nika's Bazaar Books" Landmark

All of these parts are full perm - as are the packages themselves. Just respect the license.

Let's look at each of these parts, shall we?

The only parts of this script that should be modified by the book creator are lines 28 through 34 in the commercial version or lines 29 through 34 in the non-profit version.

These lines should look like this –

```
string direction = "<0.0, 0.0, 180.0>";
string group = "2716cbe5-6a73-f9d8-fca5-0728698f6366";
string help = "NONE";
string legal = "NONE";
string teleport = "Nika's Bazaar Books";
string webaddress = "http://secondlife.com";
string website = "Second Life";
```

This is the information that your book's menu will pull from to power the options in the book's main menu. Each of these values is set to a string. Someone with coding experience may recognize that some of the values (for example, direction – which is present in the commercial version of the Werk-Books script but absent in the non-profit version) are not strings.

That's true, but they are set as strings because Linden Scripting Language (LSL) allows a scripter to declare string values at the top of a script. As these first six (or seven values, if one counts *direction*) are the only values that should need to be changed by a book author creating books with this system, they have been placed at the top of the script so that authors and creators may access and change them easily. The script is written to change any string values that aren't truly strings into the correct data types without any further input on the author's part.

With that in mind, lets take a quick look at these

seven lines and what they mean. The names of the values (direction, help, legal, etc)   are all listed in lowercase here to match how they are listed in the Werk Books Script. More on this in a moment.

a) direction – This is the vector an avatar is facing when teleporting using the book.
b) help – This is the name of the help card (or book?) you place inside your book – to be given to people using it if they need.
c) legal – This is the name of the notecard (or book?) with any copyright or disclaimer information for your work.
d) teleport – This is the name of the landmark included in your work for people to teleport to if they wish (in the commercial version – in the non-profit version, the user is instead given the landmark. This is due to Second Life restrictions on teleporting avatars).
e) webaddress – This is the URL for your website (if you have one and wish it included with your book).

f) website – This is the name of your website (again, if you have one and wish to include it with your book).

Note that, though you can (and should) change the values of each of the six / seven lines to match your work (example: changing the value listed under 'webaddress' to match your personal website – unless you don't mind people visiting the Second Life homepage every time they select the website option on your book's menu, that is).

You can either set the script into a running state in the box it comes in, or you can unpack the contents into your inventory and load the folder you get into a box of your own making. I know which I'd prefer, but to each their own …

Regardless of your choice, the script (once it starts running) will take over and produce your book – the skeleton of it, at least.

The Type-Settings Notecard

This is the actual workhorse of the system. The Type-Settings notecard contains the texture UUIDs and title information that the book uses. The parts of this notecard - and what they do - are as follows ...

i) CoverFR - the UUID for the book's front cover

ii) CoverBK - the back cover UUID

iii) CoverOB - the UUID of the cover when the book's open.

iv) PageED - the UUID of the book's edges

v) Title - The title of the book

vi) Pages - A sequential listing of the UUID (Universal Unique Identifier)s for the inner pages of the author's book. If you have an odd number of pages (1,3,25, ect.), please add a blank page UUID to the page UUID listings to round out the page count and make it even.

A Note on Data Structure

Most of the information on the Type-Settings notecard and the first six / seven lines of the Werk Books script uses the same structure.

This structure (with the exception of the 'direction' line in the Werk Books script is –

HEADER (ex: Title) = TEXT

For example, if your book was entitled *The Life of Lemmings*, your Typesetting notecard SHOULD have a title line that says …

Title=The Life of Lemmings

Once again, in order for the script to work as

designed (as this script is written), the headers for each line need to remain unchanged and on the lines they appear. If you want to try and modify the script to get around this limitation, that's up to you. One note to changing the items on the Type-Settings notecard or the Werk-Books script's first six or seven lines (after the license information) is this – if you do not have a website or group or … anything of the items on the card, no worries! Just amend the line for what you don't have like so …

1) HEADER=NONE

    or

2) HEADER=

For example, if you don't have a group in Second Life for your readers, the group line at the top of the Werk Books script would read either …

1) Group=NONE

    or

2) Group=

One other note about both the Type-Setting notecard is that the name of the card needs to remain unchanged. That is unless you change them in the script … or once the book initializes.

Once the book initializes, the typsetting notecard is deleted from the book's inventory.

Please also note that the author of this script assumes no liability if a user of this script pirates a copyrighted work and published that work in Second Life (or another environment like it) using this script or a derivative thereof.

Know the law. Know your 'rights'. Know the 'rights' of what you are trying to publish.

No excuses.

Help Document

You are reading it now. This book is made from the same script as those otherwise made by the non-profit version of the Werk-Book script. A few notes on this …

First, the Werk-Book Help Document is no-mod. Copy or transfer to your hearts' content. It's still no mod.

Second, the Help Document has no Help Document inside it (Are you kidding? You are kidding, right?). Ah, the Pandora's box that would be …

Third, the Help Document is made using the non-commercial version of the Werk-Book script. As such, rather than teleport users who select 'Site/Store' from the book's menu, it gives the user a landmark (in this case – the landmark for the store 'Nika's Bazaar Books' in Jadida, Mondrago). At the

Book Bazaar, you can get more copies of the commercial and non commercial script packages for free.

Fourth, the Help Document is set to invite users to the user-group for Nika's Bazaar Books.

Fifth, the Help Document displays the Second Life website. If you wish to visit my website, visit 'Nika's Bazaar Books. On my website, I have a blog where I will review books written by Second Life authors using the Werk-Book system and a FAQ for the Werk-Books system (if it's needed).

Lastly, the Help Document offers a page at a website that covers general purpose legal statements for works of fiction, nonfiction, and so on that an author might wish to include in their works.

The Copyright Notice/Legal Disclaimer

This is a notecard with any relevant rights and restrictions you place on your work. A discussion on these and additional resources are covered later in this document.

The Sound Effect

This is certainly not the best sound to use for a page turning. I recorded it back in 2011, I think. However, I own it, and for the purposes of this book system, it's something I can live with.

If you don't like it, that's more than fine. Feel free to use your own sounds in your books instead of this sound. Just make sure that whatever sound you use is named 'page' (just like the page sound in this script package).

Books: They're What's On The Menu

Now, let's take a look at what happens when you set the Werk-Books script to run (first), followed by the Werk-Books Print Settings Script …

Once the two script start inside a prim (preferably one you own – and a simple box) – it will reshape the box. It will then go through initializing the box based on the information you've set (and saved!) on the 'Werk-Books Type-Settings' notecard inside it.

Once the box is done initializing (after a few seconds depending on the page count in your book), you may receive a message alerting you to the number or pages in the book (in the commercial version, anyway). Then, the 'Type-Settings' notecard is deleted.

You might want to save a copy of Type-Settings notecard in your inventory before you place it inside

a prim and set the two book scripts to run … Also, make sure your book scripts are set to Mono and saved before you click 'Run' and save them. Otherwise, you will get a 'stack-heap' error message.

At this point, your book should be ready to be used. Who it may be used by depends on the type of script you used to create it.

The commercial version filters out the key of the person touching the script. If the person touching the book owns it, touching the book will bring up a menu, turn the book's pages, or open or close the book .

If you don't own the book, you get a message asking you to buy your own copy of the book instead.

In the non-profit version of the script, touching the book allows the user (the owner or otherwise) to use any of the features described above. Authors, please be sure of what version of the script you are using before you set your works for sale!

What about the book interface? Like many books of this type in Second Life, this book may either be rezzed and used left 'in the wild' or it may be worn by its owner as a HUD (I find the Center and Center2 options work best).

If you touch the book (and it is set to work with you), that's when the magic begins …

The Book Interface

The book is set via the script to choose what it does based on where you touch it. Imagine the box below is the book in an open position.

Brings up the book menu	Brings up the book menu
Turns to the previous page in the book (Note: If you 'page back' and you are already at page one, the book will close)	Turns to the next page in the book (Note: If you 'page forward' and you are already at the last page one, the book will close)

If the book is already closed, the top strip on the cover (see the 'menu' strip above) will still bring up the menu. Any other spot will open the book.

Here is a breakdown of the menu and what each button does –

Close Book	Help	Join Group
Legal Notice	Open Book	Page Jump
Resize	Site/Store	Website
←	Exit Menu	→

What the buttons do are as follows –

1) Close Book: Closes the book
2) Help: Hands out the Help document
3) Join Group: Offers the ability to join a group
4) Legal Notice: The author's legal document
5) Open Book: Opens the book
6) Page Jump: Jumps to a selected page
7) Resize: Resizes the book
8) Site/Store: Vends a landmark or teleports
9) Website: Opens the author's URL
10) ← :   Goes to the previous page
11) Exit Menu: Exits the menu
12) → :   Goes to the next page

A few notes and reminders …

Once again, the menu should only come up for the book owner in the commercial script – or anyone using it (one person at a time) in the non-profit script.

If the book is already closed, selecting 'Close Book' does nothing.

'Join Group' requires the author to set the group's key on the 'Contents' notecard. How does one get said string? See the script 'Group-Key' Finder in the appendix.

Legal Notice is the name of a notecard (or book perhaps?) the author sets on the Contents notecard and creates (either as a notecard or with this script or …). It should contain both copyright information for the book in question and its disclaimer.

(see ` https://www.thebookdesigner.com/2010/01/6-copyright-page-disclaimers-and-giving-credit/ ` for examples of these).

Open Book does nothing if the book is already open.

Page Jump relies on the page count of the textures the book loads when it first initializes.

Resize will resize the book along the following lines: Tiny, Extra-Small, Small, Medium, Large, and Extra-Large sizes. These are preset in the script and are based on a ratio of around 1 to 1.6 (a common ratio in book sizes).

Site / Store will teleport the owner (in the commercial version if the Site/Store option is offered on the 'Contents' notecard) to the location listed there – which must list the sim name and the landing point coordinates. In the commercial

version of the script, the owner of the book will be asked for teleport permissions the first time that they ask to be teleported. If they do not accept, the book will not teleport them. Once they accept, the book will function normally and if the owner selects 'Site/Store' in the future, they will teleport to the location listed for the book. In the non-profit version, the user instead receives a landmark – to use as they will.

Website offers to open the URL specified on the teleport line of the Werk-Books script.

← does nothing if the book is closed. If you are at the first page of the book, this will close the book.

Exit Menu closes the menu.

→ closes the book if you are on the last page.

Formatting Suggestions

In preparing your book, you may find the following guidelines helpful –

JPEGs used for the book pages will work best following size dimension ratios of 1 to 1.6 ~ 1.7. A Second Life texture saved at 615 px*1024px and at least 300 dpi should work nicely.

The way I prepare my books is I first prepare a file in Word and convert it to a .pdf file. I then load said file in Adobe Acrobat and convert all of the pages to jpgs. I then load the jpgs (in bulk) into Second Life. This is just what I do. Find the way that works best for you.

The book requires texture UUIDs to be listed correctly on the Type-Settings notecard. You may

want to number your texture files in such a way to assist you in listing them in the right order (ex: Texture_1, Texture_2, etc).

The book uses UUIDs. Again, it may help to place all the book's UUIDs in a singular folder in your avatar's inventory – and make sure not to delete that folder. Deleting the textures from your inventory – or moving their locations once the UUIDs have been set - may break your books. Also, you may wish to include a copy of your 'Type-Settings' notecard in your book's UUID folder – as the one in the master copy of your book is deleted once your book initializes.

One last thing … that folder you create for each of your books? The one with all your textures and the Type-Settings notecard? The book you just created (the one you are going to make ALL your books from because you can make as many copies as you

want of your own items)? Put that in your book

folder – AND DON'T DELETE IT. DON'T MOVE IT. Once you do this, then sell and give away as many copies of your book from this book as you want.

Permissions

Permissions are one of the trickiest things (I think!) about Second Life. I think the following permissions may work best for an author trying to sell a work with this system –

Component Name	Modify?	Copy?	Transfer?
Your Book	No	Yes	No
The Werk-Books Script	No	No	No
The Type-Settings Card	This is removed from the book once you create it (by setting the book script to 'run').		
The Landmark You Use	Landmarks are always Mod/Copy/Trans.		
Help or Legal Cards	Yes	Yes	Yes
Page Sound	It's your book – you decide!		

These are guidelines only. It's your book. Test permissions out and see which work best for you!

If you have any other questions about formatting or the script, please feel free to ask in the 'Nika's Book Bazaar' group. That's one of the reasons it's there.

You can also see the FAQ page in the Appendix for a handful of Frequently Asked Questions and their answers.

HELP! (AKA 'Where Do I Go From Here)

For further assistance, you are strongly encouraged to join the 'Nika's Bazaar Books' group in Second Life. Here, you will be able to ask (or answer questions regarding the script) to and for other script users. You may also attempt to ask questions of me via notecard in Second Life. However, as I often spend my time in Second Life scripting, I may or may not respond to you very quickly.

You may also try the Nika's Bazaar Books blog at https://werksfromtheironroad.com . This blog will list book reviews of books published in Second Life using the Werk-Books system.

Q) *If this script is free to use and modify, does that mean that books made from it are free, too?*

A) The Werk-Book Script (commercial and non-profit versions 1.0 and any derivatives thereof) are free to use and modify under the conventions of GPL-3.0-or-later. Any derivatives of these scripts should reference this.

HOWEVER, the rights of any original works produced (books, calendars, photo albums, etc.) using these scripts belong to the creator of the original work itself. The Non-Profit version of this script is meant to create works which can freely disseminated. Still, you should probably consult any legal notices the author / creator may have placed in their work – and possibly contact the author / creator prior to doing so.

Q. *Are you planning a revision to either of these script packages?*

A) Not at present. The scripts do what I want them to do.

Q*. Do you see yourself creating any other variants of these scripts?*

A. No. That's where you come in. The script package does what I need it to do. The question then becomes – does it do what you need it to do? If it doesn't, mod it till it does.

Q. *What if using the Werk-Books script package fails to properly load my book, crashes my computer, fails, or does something else I don't want it to do? Are you responsible in any way?*

A. The script was tested prior to its release to the public to ensure that it is stable. Prior to its general publication, it was deemed stable and fit for use by the public. Still, it is free software. I assume no

liability or responsibility for the failure of this

software or any iterations thereof. This includes but is not limited to, failures caused by Second Life servers or changes to the Second Life program infrastructure now or in the future. This is an issue content creators may wish to address in the legal information for their works using this system as well.

Please refer to the liability statement found at the end of this document.

Q. Is there a limit to the number of pages a Werk-Books book can hold?

A. Through testing, the page limit of a Werk-Books book appears to be 400 pages. Any more than that will result in a failure of the book to 'print' during initialization.

Q. Is there any way to get around this 400 page limit? My book is 450 … 500 … 1000 … pages?

A. You can always break your book up into multiple volumes – with no single volume being more than

400 pages. Ah, a boxed set of *The Tale of the Genji*. In Japanese. In Second Life.

The pulse quickens.

Appendix B: The Group Key Script

A simple way to get the group key you need to set up a 'Join Group' function for your book goes something like this –

1) Place a basic prim on the ground

2) Set prim to the group you want to use for the book

3) Place a copy of the script that follows into the prim.

4) Save and run the script.

5) Copy the key you receive through instant message into the book's 'Contents' notecard on the 'Join Group' line - after the '='.

SCRIPT STARTS HERE:

```
string group;


default
{ state_entry()
 { string group
=llList2String(llGetObjectDetails(llGetKey(),
[OBJECT_GROUP]), 0);
 llInstantMessage(llGetOwner(), "The key you of this
object is currently: "+group);
}


touch_start(integer total_num)
{
llResetScript();
}
}
```

Appendix C: Release Notes & Revision History

RE: 1.4

   a) The initial script (Werk Books Script) was broken into two (the Werk Books Script and the Werk Book Print Settings Script). This was done to accommodate up to the 400 page maximum page limit the books now possess.

RE: 1.1 – 1.3

   a) Versions 1.1 – 1.3 saw numerous attempts to free memory in the commercial version of the Werk Books script. The script was pared down and any unnecessary lines of code were tossed out. This was done in preparation for using two scripts to run the book starting with v. 1.4 .

RE: 1.0

   a) Permission suggestion added to the suggestions

card regarding permissions for the book as a whole - for both commercial and free books.

b) Rewrote the commercial script's initialization state to happen only once. At the end of this, the book passes to a state called 'reset.' This also occurs once – at setting the script to run. At the end of this state, the 'Print Settings' card is deleted from the inventory of the book. This is to prevent texture UUIDs from being copied from the book's Print Settings notecard once you start giving the book away – or selling it.

RE: v 0.9

a) Permission suggestions for the commercial and non-commercial version of the book are now added to the suggestions card.

b) Release notes edited slightly.

c) Size menu buttons re-ordered to make the menu easier to read.

RE: v0.8 Change

a) Notecheck rewritten to eliminate several lines of code - and attempt to free memory for the script. This was done after - upon saving and running the book script after v. 0.7 was saved to the group - it produced a 'stack-heap' collision. I later realized this was due to the script being placed in a running state AND mono at the same time. Leaving the script in mono but not running when I post it to the group SHOULD make things ok for the script users. If not, let me know, please?

RE: v0.7 - Changes

a) Calculated and scripted book sizes into script that account for mostly standard real-world book sizes.

b) Included a notecard that suggests pixel
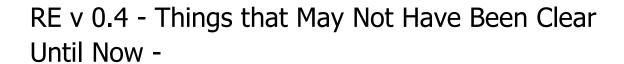
dimension when creating book textures.

c) On the notecard with textures is also a script that will help users identify group keys to use with the book's Contents card.

RE: v.06 - Changes

a) Additional script trimming and slimming to head off stack-heap collisions.

b) Rewriting of main menu, listen states, and structure to add framework for three additional buttons and functions - Exit Menu, Join Group, and Legal Notice.

c) Scripted Exit, Join Group, and Legal Notice buttons and effects into script.

RE v.0.5 - Change

a) The book now checks to see if a teleport location has been set on initialization. If one hasn't, it does not ask the owner for teleport permissions.

RE v 0.4 - Things that May Not Have Been Clear Until Now -

a) The book asks for teleport permissions in order for the book's teleport function to work. I want the contents of the book to be as clean as possible - rather than loading down the inside of a book with texture files, landmarks, and so on. Just FYI, if you wondered.

b) Starting with this iteration of the script, you can disable any of the first seven lines of the Contents notecard (lines 0 through 6) or the ninth through eleventh (lines 8 through 10) of the notecard. To do this, either remove the text for a line after the "=" OR replace the text after the "=" with the word NONE. This is meant to help SL-based churches without church websites in the real world - or Second Life authors without author websites ... or anyone, really.

Please see the following example -

i) To disable the Help function in this book - you would replace this line of the Contents card as follows ...

ORIGINAL

Help=Release Notes

REPLACE WITH ...

Help=

OR ...

Help=NONE

ii) To disable the Website function, you could replace either the URL or Website information as follows -

ORIGINAL

Website=Werks from the Iron Road

REPLACE WITH ...

Website=

OR ...

Website=NONE

c) Disabling any of the cover texture UUIDs on the content card as outlined above will cause the script to hiccup - cycling through a 'no ... texture specified' message twice before settling into being usable. I've looked at the script, not sure why this is occurring. As this only happens when the book is first set with the texture being not present, this isn't a huge priority for me to chase down and try to fix. If I am making a book ... I am going to have all my textures present.

Just me ...

This hiccup does not seem to occur if the website or other elements of the notecard are absent (for example, by marking them with NONE on the notecard).

d) If you set this script to run inside this box - rather than unpacking the contents and putting it in a box of your own - remember to change the 'Click to:' box (under the General tab of the Edit window) to 'Touch (default)'. Friendly reminder :).

For additional changes made to v 0.4 over and above v 0.3, please see the v 0.4 release notes below.

REVISION HISTORY

v. 1.4 for Nika's Werk Book -- 02/06/2019

a) The initial script (Werk Books Script) was broken into two (the Werk Books Script and the Werk Book Print Settings Script). This was done to accommodate up to the 400 page maximum page limit the books now possess.

b) The non-profit script was tweaked to hold a detected key during a touch event – and use that key to prevent other users from disrupting either the Werk-Books script or the Print-Settings script while they are in use.

RE: 1.1 – 1.3

b) Versions 1.1 – 1.3 saw numerous attempts to free memory in the commercial version of the Werk Books script. The script was pared down and any unnecessary lines of code were tossed out. This was done in preparation for

using two scripts to run the book starting with v. 1.4 . Through these revisions, the script reached a maximum capacity of 300 pages.

v. 1.0 for Nika's Werk Book -- 02/04/2019

a) Permission suggestion added to the suggestions card regarding permissions for the book as a whole - for both commercial and free books.

b) After noting that there was no real way to copy-protect notecards in Second Life on February 1 (while writing this document and working on the 'Formatting Suggestions' section), the initialization and reset states were rewritten, and the 'Contents' card was broken into two parts – the Print Settings Card and the Table of Contents Card. After a book is created – the Print Settings card is deleted from it so as to protect the book's texture UUIDs. The commercial book script's teleport state was also rewritten, so that the owner is not asked for teleport permissions until they actually choose 'Site/Store' using the book's menu.

v. 0.9 for Nika's Werk Book -- 01/31/2019

a) Sizing buttons reordered to make them easier for most people to read and understand.

b) Permission suggestions added to the suggestions notecard.

v. 0.8 for Nika's Werk Book -- 01/31/2019

a) Several extra lines of script eliminated to free memory as the script runs. See note on 'mono' script state above.

v 0.7 for Nika's Werk Book -- 01/31/2019

a) Calculated and scripted book sizes into script that account for standard real-world book sizes.

b) Included a notecard that suggests pixel dimension when creating book textures.

c) On the notecard with textures is also a script that will help users identify group keys to use with the book's Contents card.
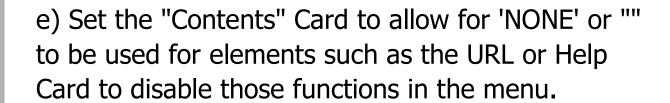
v 0.6 for Nika's Werk Book -- 01/30/2019

a) Additional script trimming and slimming to try and head off stack-heap collisions.

b) Rewriting of main menu, listen states, and structure to add framework for three additional buttons and functions - Exit Menu, Join Group, and Legal Notice.

c) Scripted Exit, Join Group, and Legal Notice buttons and effects into script.

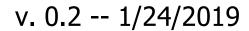v 0.5 for Nika's Werk Book -- 01/27/2019

a) Added the book checking the Contents notecard on initialization to see if a teleport location has been set. If one hasn't because the maker of the book left the line on the card 'Contents' blank OR wrote NONE after "=" (see RELEASE NOTES for v 0.4 below), the book will not ask the book's owner for Teleport permissions.

v 0.4 for Nika's Werk Book -- 01/27/2019

a) Added a "Book Title" function - where the book automatically //sets its title from the content notecard

b) Set a Changed Owner function in all states of the Werk book script. This is to guard against potential problems where the book's owner doesn't transfer on the book changing hands (from a vendor, etc).

c) Went through and tightened the script - looking for and snipping out code that wasn't needed.

d) Changed the error message in the 'Page Jump' function. The script will give an error message if a number outside the accepted range is used. However, it also gives the error message if letters or words are typed in the text box. The error message now includes a message about numbers outside the accepted range or words letters being used.

e) Set the "Contents" Card to allow for 'NONE' or ""
to be used for elements such as the URL or Help
Card to disable those functions in the menu.

f) Marked lines 416 - 423 of 'Nika's Werk Book, v
0.4' script for deletion in the non-commercial
versions. This *should be* the only change needed
in the script between the commercial and non-
commercial version of the script.

v. 0.3 -- 1/26/2019

a) Scripted the 'Page Jump' function.

b) Worked the Helpcard function into the script.

c) Cleaned out a good portion of the structure of
WhiteStar Magic's script - as the way they went
about getting the results they did are not ways I
know well. I worked to get the same results in ways
I have used many times before.

v. 0.2 -- 1/24/2019

a) Worked sizing into the touch-menu.

b) Shifted config data into the main 'Contents' notecard

c) Worked 'open' and 'close' states into the menu and the book itself along with the forward and back arrows.

d) Worked teleport and website functions into the script.

v. 0.1 -- 1/20/19

a) Added 'owner-only' response so that the book only responds to the owner.

b) Added 'touch' differentiation based on texture –

allows user to access the book's pages - or

alternately, the book's menu - based on where they press on the book.

c) Scripted 'Menu' state

THE WERK-BOOK LEGAL DISCLAIMER

By using the Werk-Book script or any of its derivatives or components, you recognize and agree to the following statements made by Nika Thought-werk and her Ghost (the person who created and has control of Nika Thought-werk's account in Second Life):

a) The script (Werk-Book Script, v. 1.0 or any derivative found with this documentation or otherwise) is provided "AS-IS" and with NO WARRANTIES. This includes any components included with the script (landmarks, textures, etc.). No express or implied warranties of any type, including for example implied warranties of merchantability or fitness for a particular purpose, are made with respect to these items, or any use of these items or components. The creator of the script and its components make no representations and

extends no warranties on this or any items created from this package's use (or created from the use of any or all of this script package's contents).

b) DISCLAIMER OF LIABILITY: I specifically DISCLAIM LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES and assume no responsibility or liability for any loss or damage suffered by any person as a result of the use or misuse of any of the materials found in this script package. I assume or undertakes NO LIABILITY for any loss or damage suffered as a result of the use, misuse or reliance on the components found in this package – including, but not limited to, the Werk-Book Script, v. 1.0 or any derivative therof.

c) USE AT YOUR OWN RISK: Though the author of this script has taken steps to ensure its

stability prior to release to the public, it is your responsibility to evaluate and independently determine whether to perform, use or adapt any of the information contained in the script included with this documentation (or any derivative therof) to determine whether or not the script is suitable for your needs. By voluntarily using the Werk-Book Script v. 1.0 (or any derivative thereof), you assume the risk of any resulting loss incurred by said use of the script or items produced from it.