FREE SINGLE VENDOR

FEE EDITION

User Guide and Setup Reference

Single product vendor with CONFIG, sale, stock, gift, split pay, and product image.

Disclosure

This vendor is free and includes a built in 1 percent creator fee per sale (minimum 1 L$).

Overview

Free Single Vendor Fee Edition is a simple single product vendor for Second Life. Drop in one product, set a price, and sell. Customers can also request product info or buy as a gift.

Disclosure and fair use fee

This vendor is provided for free. A built in creator fee of 1 percent is automatically deducted from each sale, with a minimum of 1 L$ per sale. Using this vendor means you accept this fee model.

Examples	Sale 99 L$ -> fee 1 L$ (minimum)
	Sale 2300 L$ -> fee 23 L$
	Sale 50 L$ -> fee 1 L$ (minimum)

Permissions and why the script is No Modify

The vendor script is Copy and No Modify, and it is No Transfer. This keeps the system stable, prevents accidental breakage, and ensures the disclosed fee logic stays intact. You can use the script in multiple vendor copies, but you cannot edit it.

Quick start

- Rez a prim (cube recommended).
- Drop the vendor script into the prim.
- Drop your product into the prim (the item you want to sell).
- Optional: drop a texture for the product image.
- Optional: drop a notecard named PRODUCT_INFO for customer info.
- Optional: add a CONFIG notecard for automatic setup.
- On first start, allow DEBIT permission when prompted (required for refunds and payouts).

How customers buy

Customers touch the vendor to open the menu, then buy by right clicking the vendor and choosing Pay. The pay button is set to the current price. Customers can also use GIFT to send the product to another avatar key (UUID).

Owner menu

Touch the vendor as owner to open the owner menu. The menu auto closes after a short timeout.

INFO	Shows current configuration: product, price, stock, sale, status, test mode.
TURN ON / TURN OFF	Enable or disable the vendor. When offline, pay buttons are hidden.
SALE ON / SALE OFF	Enable or disable sale pricing. Sale price must be lower than base price to apply.
TEST ON / TEST OFF	When on, owner touch opens the customer menu (useful for testing).
SET PRICE	Set the base price (integer L$).
SET PRODUCT	Set the product name. Must match the inventory item name exactly.
SET STOCK	Set stock: -1 unlimited, 0 sold out, N remaining.
COLOR	Select hover text color.
TEXTURE	Select the product image texture from inventory, or AUTO.
RESET	Restarts the script and reloads CONFIG.

Customer menu

GIFT	Buyer enters the receiver avatar key (UUID). After that, buyer pays normally and the product is de
INFO	Shows product name and price. If a notecard named PRODUCT_INFO exists, it is delivered to the
CANCEL	Cancels gift mode.
OWNER MENU (owner only)	Returns to the owner menu from the customer menu.