



{SCRIPTORIA} Gacha System

Complete Manual

4 scripts — Second Life LSL (Everything you need is in one pack)

Item Naming

All scripts detect rarity from the item name automatically. Names are case-insensitive — RARE, Rare, and rare all work. The keyword must appear anywhere in the name.

Keyword in name	Tier
ULTRARARE	Ultra Rare — highest rarity, lowest drop chance
RARE	Rare — second tier
UNCOMMON	Uncommon — third tier
SPECIAL	Special Prize — bonus item (Special version only)
Anything else	COMMON — fills remaining chance automatically

💡 ULTRARARE must be written as one word. A name like 'Ultra Rare Hat' will not be detected as ULTRARARE — use 'ULTRARARE Hat' instead.



Gacha Machine — Special Pull

A full-featured gacha with a pull counter system. Every customer gets a bonus SPECIAL item after reaching a set number of pulls. Includes a 24-hour sales log.

Setup

- Place your items inside the prim. Name them using the keywords above.
- Include one item with SPECIAL in its name — this is the bonus prize.
- Drop the script into the prim. It will confirm startup in local chat.

Special Pull System

Each customer has a personal pull counter. When they reach the threshold (default: 10), they automatically receive the SPECIAL item as a bonus alongside their regular pull. Their counter then resets.

- Pull progress resets after 24 hours of inactivity.

- The SPECIAL item is never given as a regular pull — it is always the bonus.
- If no SPECIAL item exists in inventory, the bonus is skipped silently.

Admin Menu

Button	Function
 Price	Set cost per pull in L\$
 Rates	Open rates submenu
 Special#	Set how many pulls trigger the bonus
Rates:ON/OFF	Toggle rate visibility for customers
 Log	Show last 24 hours of sales in local chat
 Contents	Show all items grouped by rarity
 Reload	Rescan inventory after adding or removing items

Rates Submenu

Button	Function
 ULTRARARE	Set ULTRARARE drop %
 RARE	Set RARE drop %
 UNCOMMON	Set UNCOMMON drop %
 Back	Return to Admin Menu

 COMMON fills the remainder automatically. Example: ULTRARARE 5% + RARE 15% + UNCOMMON 30% = COMMON 50%.

Sales Log

Tap  Log to see recent sales privately in your local chat. Each entry shows how long ago the sale was, the customer's name, and the item they received. Special Prize entries are tagged with [SPECIAL PRIZE]. Log covers the last 24 hours only.

Gacha Machine — Standard

Same as the Special version but without the pull counter or SPECIAL bonus system. Items named SPECIAL are treated as regular COMMON items. Includes the sales log.

Setup

- Place your items inside the prim using the naming keywords above.
- Drop the script. It will confirm startup in local chat.

Admin Menu

Button	Function
 Price	Set cost per pull in L\$
 Rates	Open rates submenu
Rates:ON/OFF	Toggle rate visibility for customers
 Log	Show last 24 hours of sales in local chat
 Contents	Show all items grouped by rarity
 Reload	Rescan inventory

 Rates submenu is identical to the Special version:  ULTRARARE,  RARE, 
UNCOMMON,  Back.

Gacha Machine — Transfer

Designed for selling spare gacha items from your own collection. No pull counter, no sales log. Includes an optional automatic refund system and a Silent mode toggle.

Setup

- Place your items inside the prim.
- Drop the script. A setup dialog will appear asking about automatic refunds.
- Choose **Yes** to grant Debit permission for auto-refunds, or **No** for manual refunds.
- **Auto-Refund** Second Life processes payments as they arrive — if a customer pays faster than items are delivered, the machine may accept payments even after the last item is gone. This is a platform limitation that cannot be prevented by the script.
- We recommend enabling auto-refund if you cannot actively monitor the machine. When enabled, any wrong or excess payments are returned to the customer instantly and automatically.
- To enable or disable auto-refund at any time, tap **Refund:ON** or **Refund:OFF** in the Admin Menu. Enabling will request Debit permission — a permission popup will appear.

Refund Options

Choice	Behaviour
Yes (auto-refund)	Script requests Debit permission. Wrong payments are refunded instantly and automatically.

No (manual)	No Debit permission needed. Wrong payments trigger a private owner alert — you refund manually.
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Admin Menu

Button	Function
 Price	Set cost per pull in L\$
 Rates	Open rates submenu
 Silent	Toggle owner sale notifications on/off
Rates:ON/OFF	Toggle rate visibility for customers
 Contents	Show all items grouped by rarity
 Reload	Rescan inventory

Profit Split Add-On

Automatically sends a percentage of each sale to a second avatar — a co-creator or business partner.

Setup

- Drop **Profit Split for v2.0 & v2.1** into the same prim as your main gacha script.
- A Debit permission popup will appear — accept it.
- This script allows you to add up to 3 partners. At least 1 partner is required. The 2nd and 3rd partners are optional. All percentages combined must not exceed 99% — the owner receives the remainder automatically.
- Edit the included split_cfg notecard and add inside the machine with the following content:

```
partner_uuid_1=xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxxxx
percentage_1=50
```
- Replace the UUID with your partner's Second Life key.
- Set the percentage your partner should receive (1–99).
- Save the notecard — the script reads it automatically.

How It Works

When a sale happens, the main gacha script notifies the split add-on internally. The add-on immediately sends the partner's share via Linden transfer. The owner receives the remainder through normal SL payment flow — no extra steps needed.

 The split add-on does not work with the Transfer version. It is compatible with Special and Standard only.

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