

User Guide for Discount Vendor

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The Discount Vendor is a one prim vendor that can give information and sell inventory

Introduction

Information is given when the field marked:"INFO" is clicked

The inventory is sold when someone pays the vendor by double clicking the field marked:"BUY"

The information given by the Vendor is

- An inventory list with permissions for each item and the price for it all
- A folder containing all note cards and landmarks
- A Discount code may be entered in order to get Discount price

How to set up

1. Put the Discount Vendor script in a newly created prim
2. In the dialog window answer "YES" to: "Initialize prim as one prim vendor?"
3. Place a texture on the vacant prim face. A picture of the item for sale is appropriate
4. Place all items you want to sell, including note cards and landmarks in the prim inventory
5. Add the Price to the Description separated by a comma.
The price is the number following the first comma in the prim description
6. Add the Discount Price after the Price, separated by a comma
This is the number following the second comma in the prim description
7. The Discount code to be accepted must be on a note card in the prim inventory
The note card name is reported by the script when the card is missing

Now the vendor is ready for use

Notes

- The package contains 5 or more button textures.
One may suit you better than the default texture.
- Before you leave the vendor you should check the "INFO" and "BUY" functions
- You may check the price anytime by clicking the vendor outside the "INFO" and "BUY" fields
- When paid money the vendor will send an Instant Message with the payers name to the owner
- All **specifications** are for a **none modified script**
- **Support** on this script is given only for **none modified scripts** and **scripts sold by Dora Gustafson**

The Discount Vendor is sold from a Vendor in-world, in Studio Dora's shop