

SK Discount Sale Vendor Instructions

Subscriber Kiosk (SK) Discount Sale Vendor (DSV)

Instructions

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1.0 General Description

The Subscriber Kiosk (SK) Discount Sale Vendor provides the following main functions:

- Sells a single or groups of inventory items contained in folders.
- Option to join and/or offer a discount to members of your Subscriber Kiosk or your Second Life (SL) Group.
- Option to specify 4 different prices: Non-sale non-member, non-sale member, sale non-member and sale member.
- Option to preset single or multiple sale dates/times and offer special sale discounts.
- Automatically changes textures during sale and non-sale periods.
- Includes a DSV HUD that acts like a Remote Control for changing the sale dates/times on groups of vendors.

Customers who are current Subscriber Kiosk and/or SL Group members are offered the member price. Others are offered the non-member price. In order to prevent people from subscribing just to get the member price then unsubscribing, you can specify the number of days someone has to have been a kiosk subscriber before being offered the member price. The number of prior days option is not available for SL Groups.

The pre-programmed sale feature is extremely flexible. It allows you to pre-program any number of sale dates/times in advance, as well as the inventory items, folder name, prices, textures, and other parameters associated with each sale period. Each sale period's parameters are specified on a separate Subscriber DSV Config notecard. There is no limit to number of config notecards and associated sale periods. Each config notecard is loaded sequentially at the end of the previous sale period. Additional features include the following:

- Can be use with or without a Subscriber Kiosk.
- Specify a sale period that repeats indefinitely after a specified number of days.
- Specify whether the vendor will or will not sell during non-sale periods.
- If the vendor is set to not sell during non-sale periods, clicking it will show when the next sale will start if applicable.
- Customizable welcome dialog text displayed in pop-up box with selection buttons.
- Send or not send transaction IMs.
- Send or not send transaction emails.
- Specify up to 10 avatar splits.
- Specify folder names in which inventory items are delivered (defaults to vendor object name).
- Specify the time zone for the sale start/end date/time parameters (UTC or SLT).
- Free gift items can be given by setting the corresponding price to zero.

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- Non-members can be prevented from buying by setting the non-member price to 1000000 (1 million) or greater. Non-member price shows as "Not Allowed".
- Set hover text off, on only when not idle, or always on.
- Change the sale date/time using a remote control HUD on up to 11 groups of vendors (no limit to the number of vendors in a vendor group).

The SK Discount Sale Vendor is mod/copy/no-transfer. Scripts are no-mod/copy/no-transfer.

2.0 Setup

Setup is simple. Just rez the vendor, apply your advertising texture (or specify via the config notecard), and edit the Subscriber DSV Config notecard to set your desired options. The config notecard is included in the vendor. Lines beginning with // are comments that describe the purpose and format of each option parameter. Note that you can delete comment (//) and blank lines to make the notecard read faster.

Place the items that are for sale into the vendor. Any number and type of items can be included. The group of items specified on the config notecard will be delivered in a folder whose name is also specified on the config notecard. The only restriction is that the item names may not begin with "Subscriber". Those names are reserved for the items that make the vendor work and are not transferable.

You can also optionally place one or more information items in the vendor. Information items must have names that start with one asterisk (*). When a customer selects the "Get Info" button, they will be given all items whose names start with one asterisk (*). Info items are normally notecards, however they can be any type inventory item. If no info items are in the vendor, the "Get Info" button will not appear in the pop-up dialog box.

3.0 Operation

Customers simply touch the vendor and follow the prompts in the pop-up dialog box. The vendor owner can specify the text that will be displayed. Below that, the member and non-member prices will be displayed. Customers will see some or all of the following buttons depending on which options you have enabled:

Subscribe: Sends a request to add the customer to the associated Subscriber Kiosk. Button not shown if no associated Subscriber Kiosk was specified.

Join Group: Provides a link to join the SL Group specified on the config notecard. The vendor must be set to the same SL Group. Button not shown if no Group Key is specified. Users selecting "Join Group" will be given a link to display the SL Group info window where they can join. For private (by invitation only) SL Groups, an IM is sent to the vendor owner with a message saying who wants to join.

Buy: Checks whether the customer has been a subscriber for at least the number of days specified on the config notecard or is a member of the same SL Group as the vendor. If either is the case, they will be prompted to right click on the vendor and pay the member price, otherwise they will be prompted to pay the non-member price. If no Subscriber Kiosk is specified and no Group Key is specified, everyone pays the non-member price. The Buy button is always shown except during non-sale periods if the OpenDuringNotSale option is set to NO. In that case, the next sale start date/time is shown, if applicable.

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Get Info: Delivers info item(s) to customer. Info items must have a name starting with one asterisk (*). Button not shown if no info items are in the vendor.

Test (Owner only): This button only appears when vendor is clicked by its owner. If different sale and non-sale textures were specified, the Test button momentarily applies the opposite texture, e.g. if the sale is ongoing, the non-sale texture is momentarily applied; if the sale is not ongoing, the sale texture is momentarily applied.

Cancel: Cancels the transaction and returns the vendor to a ready status, making it available to other customers.

Ignore: Same as Cancel, except vendor will not return to a ready status until it times out (approx 1 minute).

NOTE: The current transaction can also be canceled by the customer by touching the vendor.

NOTE: After selecting "Buy", customers are prompted to right-click on the vendor to pay. This will bring up the familiar pie menu and the customer must click on the "Pay" slice to bring up the Fast-Pay window with a button showing the required price. The item will not be delivered until the user clicks on the price button in the Fast-Pay window. Customers sometimes forget to do this, so the vendor includes pay prompts in the dialog box, chat, and hover text. It is strongly recommended that you set HovText to 1 or 2 on the config notecard so the hover text pay prompt is not suppressed.

4.0 Customizing the Vendor

A simple, one prim vendor object is included. You can modify this to your liking, or you can create your own vendor object. Just copy the three scripts and config notecard to it. Automatic sale and non-sale texturing is only supported for the root prim, but can be applied to any specified combination of faces on that prim.

5.0 Transaction Reporting

The vendor will report each transaction via IM and/or email, depending on which options you have set on the config notecard. The email report includes purchase time stamp (UTC date/time) buyer name and key (UUID), delivery folder name, total L\$ amount received, the amount and avatar key (UUID) of each split paid, and amount remaining for the vendor owner.

6.0 Remote Control DSV HUD

Since this vendor only sells a single set of items, many owners will want to set up many copies in their store to sell different items. It can be time consuming to set new sale dates/times into each vendor. The Remote Control HUD can set new sale dates/times into multiple vendors at the same time. You can select from up to 11 groups of vendors in which to set a new sale date/time, and you can have an unlimited number of vendors in each group. You assign each vendor to one of the 11 vendor groups by setting the VendorGroup parameter on the vendor's !Config notecard. Then, using the HUD, you select the desired vendor group, select which sale parameter you want to change, then enter the new value.

7.0 Limitations and Restrictions

- You can have as many SK Discount Sale Vendors as you want associated with any one Master Kiosk.
- Any SK Discount Sale Vendor can only be associated with only one Master Kiosk.

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- SK Discount Sale Vendors must be located in the same region as the associated Master Kiosk if you want to verify kiosk membership.
- The DSV HUD must be located in the same region as the vendors.
- Info Items (names beginning with *) will be given to anyone (members or non-members) who selects the "Get Info" button.

8.0 Comments and Questions

Please send comments and/or questions to Fred Allandale.

<http://subscriberkiosk.wordpress.com>

<http://slurl.com/secondlife/Distorted/203/159/223>

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