

1.0 General Description

The Subscriber Kiosk Affiliate Vendor Kit allows you to sell my Subscriber Kiosk products and receive a 20% commission on each sale. You are not expected to provide customer support or manual re-delivery of Subscriber Kiosk products. Please ask customers to contact me directly via either IM or notecard.

The Subscriber Kiosk Affiliate Vendor Kit it is comprised of the following two single prim vendors and this notecard:

1. Subscriber Kiosk Affiliate Vendor: Sells Master Kiosks, Remote Kiosks, Combos (Master + Remote). Also dispenses a free Master Demo Kiosk (limited to 100 subscribers) and a product description notecard.
2. Subscriber Kiosk Accessory Vendor: Sells optional Subscriber Kiosk accessory items such as the SISBox, API Kit, Remote TC Kiosk, Archive Controller and Subscriber Purge Device. Also dispenses free Master Demo Kiosk (limited to 100 subscribers), free Extra Kiosk Styles, and product description notecard.

NOTE: The actual Subscriber Kiosk products are contained in and delivered from my server, not from the vendors. This allows me to periodically update and add/delete products from time to time without visiting the vendors.

2.0 Setup

Simply rez both of the above vendors. Grant the vendors permission to debit your Linden account (see 4.0 below for why) and wait for confirmation from my server that the affiliate license has been granted. The hover text will then turn white with a "Ready" indication. The vendors are now ready to start selling Subscriber Kiosks and paying you a commission. NOTE: Commission is not paid on purchases made by the vendor owner (you).

Once a Vendor as been set up, it can be taken in/out of inventory, restarted, and/or reset without losing its setup data. Vendors are copyable, so you can place several of them out.

CAUTION:

Do not change or delete the long string of characters in the vendor's "Description" field. If you do, your vendor may stop working and may need to be replaced.

Do not add or delete any items to the contents of the vendors.

Do not apply your own textures to the vendors. Texture on faces 1 and 3 are updated automatically by my server from time to time.

3.0 Vendor Customization

The vendors are modifiable so you can change the size and shape to fit your available space. Please rez the vendors side-by-side with a small gap between them so it is clear they are two different objects. Customers must click on the correct vendor for the product they wish to buy. Also if you make a vendor smaller, make sure it is still readable and don't change the height to width ratio or the graphics won't look right.

You can optionally customize a vendor via its "MPAS Vendor Config" notecard to specify how/if hover text is displayed and whether your commission should be split with a partner. Comment lines begin with // and explain the format of the parameters. Make sure you update the config notecard in both vendors.

4.0 Money Transactions

You will need to grant permission (via the yellow drop down box) for the vendors to take Lindens from you because the full amount customers pay when they purchase an item is initially credited your account. The vendor then debits your account for 80% of the purchase price, leaving you with a 20% commission. Commission calculations are rounded to the nearest whole Linden dollar.

5.0 Vendor Menu

When customers touch the vendor, they will see a drop down dialog box with the following buttons:

Subscribe: Allows customers to subscribe to my Subscriber Kiosk mailing list, then brings up the Select Item menu.

Skip: Skips directly to the Select Item menu without subscribing to the mailing list.

Cancel: Cancels the transaction and frees up the vendor for another customer to use.

Ignore: Clears the dialog box like Cancel, but the vendor remains captured by the customer until it times out (1-2 minutes).

If the vendor owner (you) touches the vendor, you will see the above buttons as well as the following additional buttons:

Restart: Causes the vendor to re-start, renewing its affiliate license and updating its database and textures from the server.

Memory: Displays the amount of free memory available in the vendor. If this number falls below 1000, please contact me.

Once at the Select Item menu, the customer presses the Select button and simply follows the next dialog box prompts to select the desired item. If there are more items available than will fit in one dialog box, there will be a Page-> and/or <-Page button displayed. Once an item has been selected, the customer selects the 'Buy' button to confirm and is prompted to right-click on the Vendor to pay. Right clicking the vendor will bring up the pie menu and the customer right-clicks on 'Pay', bringing up the Fast Pay window with the correct price button (and Cancel) as the only options. Sometimes customers forget they have to right-click the Vendor to pay, so the Vendor reminds them with a blue dialog box, an IM in chat, and a special hover text message in green. It is recommended you set HovText=1 or 2 on the config notecard so the green hover text prompting to pay will not be suppressed.

6.0 Failed Transaction

In Second Life, transactions can occasionally fail for a variety of reasons. Sometimes the customer forgets to right-click on the vendor or fails to make the payment before the vendor times out, in which case the item is not delivered and money is not collected from

the customer. The customer is simply prompted to try again. This is probably the most common reason why transactions fail. Other possible causes for failed delivery include the following:

If payment is taken by the vendor but the selected item or price does not match the current server contents, no delivery will be made, the vendor will refund the customer's payment and no commissions will be distributed. Note that the item selection and prices menu in the vendor is re-synchronized with the contents of the server after every transaction (or once every 24 hours if no transactions are made). So the only way a mismatch can occur is on the first transaction within 24 hours after a change is made to the server. Since the customer's payment is refunded and no item is delivered, no further action is required except for the customer to try again. When he does, the vendor items/prices menu will have been re-synchronized with the server and he should not see the same problem again.

If payment is taken by the vendor and the customer does not receive either their item or a refund within a few minutes, commission distribution may have already been made. Ask the customer to contact me for a manual redelivery. This can happen if the vendor has lost the ability to communicate with the server either temporarily or permanently. If this problem persists, contact me for a replacement vendor.

If the customer is in "busy" mode, accidentally declines the delivery, or the SL inventory delivery function fails, he will not receive the item. Please ask the customer to contact me for a manual redelivery.

7.0 Comments and Questions

Please send comments and/or questions to Fred Allandale.

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