

VENDRIX

Creator's Guide

Sell anywhere in Second Life. Deliver instantly.

vendrix.pro

Edition 1.0 · Vendor script 1.3.0 · Delivery Server script 1.1.0

Contents

- 01** Welcome to Vendrix
- 02** Quick start
- 03** Your account
- 04** The Delivery Server
- 05** Products & publishing
- 06** Vendors
- 07** The touch menu
- 08** Sales & discounts
- 09** Affiliates
- 10** Orders, deliveries & support
- 11** Team & security
- 12** Updates
- 13** Troubleshooting

01 Welcome to Vendrix

Vendrix is a networked sales and delivery system for Second Life. Your products live in **Delivery Servers**, your **Vendors** display and sell them, and everything is managed from one web **control panel** at vendrix.pro.

- **Vendors hold no inventory.** Change what a vendor sells, its price, or its artwork from the web — every vendor updates itself within about a minute.
- **Deliveries are guaranteed jobs**, not fire-and-forget. Every purchase is recorded before delivery, retried on failure, and visible in a full timeline.
- **Money is never kept without delivering.** Wrong payments refund automatically; interrupted deliveries retry or surface for your intervention.
- **Buyers help themselves.** Redelivery and free demos are one touch away on every vendor, cutting your support load.

02 Quick start

1. Rez your **Vendrix Delivery Server** and choose **Register** in the dialog. Your account is created instantly; the panel password arrives by private IM.
2. Drop a packaged product (one box) into the Delivery Server.
3. In the panel, open **Inventory Inbox** → **Create product**. Set the price and your ad texture UUID, then **Publish**.
4. Rez a **Vendrix Vendor**, choose **Register**, and grant the **debit permission** when asked (required for automatic refunds).
5. On the vendor's page, **assign** the published product. Within a minute the vendor shows your artwork and takes payments.
6. Buy it once yourself to watch the whole flow end to end.

TIP Signing up on the web first? Enter your SL username in the optional field at vendrix.pro/register — any Vendrix object you rez later pairs into that account automatically, no codes needed.

03 Your account

- Sign in at vendrix.pro with your **email or SL username** (first.last).
- In-world registration IMs you a generated password. **Change it in Settings** after your first sign-in — that also permanently disables in-world password resets for your account (recommended).
- Forgot the password before that? Touch any paired object → **Reset Password**.
- Every sale, delivery, and change is written to your **Audit Log**.

04 The Delivery Server

The only object that holds saleable inventory. Its hover text always shows how many products it carries.

Packaging rules

- One complete product per box, named with a stable convention such as `SKU__V001__PRODUCT_NAME` (max 63 characters).
- **Your copy** of the box must be copy + transfer. The **next-owner** permissions are your product decision — copy / no-transfer is the usual choice.
- Drop it in: it appears in your Inventory Inbox within seconds. Missing or wrong-permission items are flagged there and block publishing.

Branding idle vendors

- Drop a **full-perm** texture named exactly `default_vendor` into the server: every vendor with no product assigned wears it as its idle face.

Redundancy

- Run a second server holding copies of the same boxes. Deliveries fail over automatically, and the single-lease rule guarantees an item is only ever sent once.

05 Products & publishing

- A **product** holds your listing; each **version** pins the exact inventory name, the price, the ad texture UUID, and options (demo package, redelivery policy).
- **Publish** succeeds only when an online server holds a deliverable copy — the readiness check names the exact problem otherwise.
- Published versions are **frozen**. To change anything, create a new draft version, publish it, and re-assign vendors; the old version keeps selling until each vendor switches over.
- Set a **Demo inventory name** and drop that box into the server to enable the free Demo button on vendors.

06 Vendors

One prim, one texture. The face shows your product artwork — never a title, never a price. The price appears only in the native Pay window.

- Setup: one prim, both vendor scripts inside → **Register** (or Enter Code) → grant the **debit permission**.
- Assignments, artwork and price arrive within ~80 seconds of any panel change.

Floating text	Meaning
<i>(none, bright art)</i>	Selling normally.
SALE	A discount is active — Pay offers the sale price.
Connecting...	Waiting for its first configuration.
Temporarily offline	Cannot reach the service; payments refused until it reconnects. Paid orders are safe.
Sales paused	You disabled it from the panel.
Not available right now	Debit permission missing or product not deliverable.
Touch to set up	Not registered yet.

07 The touch menu

Touching a vendor opens a dialog — this is the entire buyer interface.

Button	What it does
Buy	Arms payment — click the vendor again within 10 seconds to open the Pay window.
Gift	Enter another avatar's username, then pay within 120 seconds. They receive the item; you receive the receipt.
Info	Opens the product's information page.
Redeliver	Resends the toucher's most recent completed purchase from your store, free. Same recipient only; honors your per-product redelivery settings.
Demo	Free demo copy — shown only when the product offers one; once per avatar per 24 hours.
Status / Reset Password / Unregister	Owner only: diagnostics, fresh panel password by IM, retire the device (removes it from the panel too).

08 Sales & discounts

1. Product page → **Sales**: choose the version, a sale price, and a time window (leave the start blank to begin now).
2. Every vendor selling it switches to the sale price within ~80 seconds and floats **SALE**.
3. At the end time, prices revert automatically — nothing to remember.

TIP Boundary payments are safe: a customer who paid the previous price seconds after a switch is honored, and any genuinely wrong amount is auto-refunded.

09 Affiliates

Let other residents host your vendors in their stores for a commission.

1. Affiliates page → set your **payout avatar** (receives your share).
2. Add the affiliate: their avatar UUID and their commission percent.
3. Generate their **vendor code** and send it to them.
4. The affiliate rezzes **their own** vendor, chooses Enter Code, and grants the debit permission.

How the money moves

- Second Life pays the vendor's owner (the affiliate) in full; the vendor instantly forwards your share to your payout avatar and keeps their commission.
- Every order shows the split; the Affiliates page totals gross, kept, and received per partner.
- Failed forwards retry automatically and alert you — money is never silently lost. Disable an affiliate any time; their vendors stop selling within a minute.

10 Orders, deliveries & support

- **Dashboard**: sales today / 7 days / 30 days, device health, the delivery queue, and a “needs intervention” panel.
- Every order carries a full **timeline**: payment, queueing, which server delivered, and every retry.

- Customer trouble? First answer: touch any vendor → **Redeliver**. Otherwise: Orders → open the order → **Queue redelivery** (Owners may redirect to a different avatar — always logged).
- Wrong payments refund automatically; when an automatic refund was impossible, an open **Refund Incident** appears on the dashboard.
- Export your orders to **CSV** any time.

11 Team & security

Role	Can do
OWNER	Everything — including money settings, team, and security.
MANAGER	Products, publishing, vendors, sales, affiliates, pairing codes.
SUPPORT	Orders and same-recipient redelivery.
VIEWER	Read-only access.

- Add members in **Settings**; revoke any member's sessions instantly.
- All payments are verified server-side against what the vendor was told to sell; every sensitive action lands in the Audit Log.

12 Updates

When a newer script version exists, your objects tell you once per session in local chat, and vendrix.pro/updates lists what changed.

1. Touch a **Vendrix Update Kiosk** to receive the latest packages.
2. Rez the new object where the old one stood and choose **Register** — it joins your existing account.
3. Choose **Unregister** on the old object, then delete it.

TIP Products, assignments, and history live in the control panel — nothing is lost by swapping objects.

13 Troubleshooting

Symptom	Fix
Vendor floats “Connecting...” forever	It never received its first configuration: confirm it is registered and assigned, and that scripts/HTTP are enabled on the parcel.
“Not available right now”	Debit permission was declined (reset the scripts and grant it), or the product is not deliverable — check the Inventory Inbox.
“Temporarily offline”	The vendor cannot reach the service. Payments are refused meanwhile; already-paid orders are safe and submit on recovery.
Product will not publish	The readiness box names the reason — usually no online server holds the box, or its permissions are wrong.
Inbox shows “Invalid permissions”	Your copy inside the server needs copy + transfer (next-owner perms are separate and yours to choose).

Symptom	Fix
Sold but not delivered	Open the order timeline, fix the inventory problem it names, then Queue redelivery.
Deleted an object without Unregister	The stale row stays in the panel — remove it with Delete. Unregister first next time.

Control panel [vendrix.pro](#) · script updates [vendrix.pro/updates](#) · questions: IM the maker in-world.

[Thank you for building with Vendrix.](#)