Premium Donation Box Help
Tip Jars
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Premium Donation Box
Complete Instructions & Help

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_____General Use_____

Avatars pay money into Donation Box and it all goes to object owner. Based on extra owner settings, percentages of the pay may be split and paid out automatically from object owner's balance.

_____Setup Instructions_____

Rez a copy of the Donation Box somewhere.

Open the object in EDIT. Click on the "Content" tab. Open the notecard called "Configuration" and edit the settings inside, (see below.) Save and close notecard.

Object should reset automatically. Touch the object for more options.

_____About the Configuration Notecard_____

Note, only change things after "=" and DO NOT REMOVE ANY LINES!

Enter the text to display above the box.
DisplayText=Donation Box
   *Put a single space here after the "=" for No Hover Text

Set these to TRUE to show the last person to donate in floating text and amount.
ShowLastDonation=FALSE
ShowLastDonatorName=FALSE
   *You must have ShowLastDonation=TRUE to show the name

Specify a color for the floating text, (use the included Color Finder)

FloatTextColor=

Message to person making donation. Use AVNAME and PAYAMT to show donator's name and amount paid.
ThankYouText=Thank you for the donation of PAYAMT, AVNAME!
   *Message should be less than 250 characters.
   *AVNAME and PAYAMT do not have to be used. If in use they must be all capital letters.

How to deliver Thank You message? (IM, WHISPER, SAY, SHOUT)
ThankYouMode=IM

Amount of total Money to start the count at.
StartingTotal=0
   *Useful for if your script is accidentally reset.

To set a goal enter the amount in Lindens here, (0 for no goal)
DonationGoal=0
   *If you are not using the goal feature you must still have this line with a "0" or scripts may fail.

If using goal feature, total count can reset on this day, 1 to 28. (0 to not reset count automatically each month)
GoalScheduleDay=0
   *This can be great to use for your tier payment day each month.

To give away a gift on donation set the name of item here that is in object's inventory, (put NONE for no gift)
GiftName=NONE
   *Be sure it is the exact name of the item. It can be a landmark, object, notecard, clothing, etc; any one single item you want.

How much must be donated to get gift? Leave 1 for any amount of Lindens.
GiftAmount=1
   *Can be any amount. 1 is the minimum.

You can edit the Fast Pay button amounts here.
PayPresets=10,20,50,100
   *These are the 4 preset buttons users see when paying the object.

To link this donation box's totals up with others on your sim enter the channel number here, (must be any 4 to 8 digits). Leave 0 when not in use.
SimWideChannel=0
   *When this feature is used, the last Donation Box paid will update all boxes with that one's totals.
Tip: You make up the number to use, any 4 to 8 digits.

Send owner(s) an IM after donation is made? (Can be enabled/disabled by each owner via touch menu.)
OwnerNotifications=TRUE
   *This setting is only the default for when device is reset. Owners can also change their personal notification setting via touch menu at any time.

To split money with up to 3 more addtional avatars, specify their keys and percentages here, excluding the object owner. (Any remaining funds stay with object owner):
Owner2=00000000-0000-0000-0000-000000000000
Owner2percentage=25
Owner3=00000000-0000-0000-0000-000000000000
Owner3percentage=25
Owner4=00000000-0000-0000-0000-000000000000
Owner4percentage=25

   *Do not remove the percentage lines above, even if you are not using them. If you have extra owners, you will be asked to click "Yes" to allow the object to "Take Lindens from you? Click yes. This allows the script to pay the extra owners.

   // SERVER SETTINGS // INFO: http://www.asdwebtools.com/tipping.php

If using the ASD Tipping Server (sold separately,) please specify channel here. (Leave 0 for no server use.)
ServerChannel=0

Categories are defined using Tipping Server and must be one word, Case Sensitive. (Leave NONE for no category.)
Category=NONE

   *If using a Tipping Server with your device all donations will be logged in Transaction History on the web.

When finished editing the 'Configuration' note, click SAVE and close. You will be prompted to reset scripts by menu, accept it.

_____Customizing_____

You may resize the object as needed.

You can change the textures and colors in Edit under the Texture tab. Touch the object and turn off color change from the owner menu before selecting your color.

To use your own object:
   -Open the Donation Box and Copy Contents to your Inventory.
   -Open the object you want to use, (be sure you have modify rights.)
   -Drag the "Configuration" notecard from your Inventory to the new object.
   -Then drag the "Donation Box" and "Update Script" scripts into the new object.
   -You do not need the "Colors" script unless you want your new object to change colors.
*Note: Scripts must be in the Key prim to work properly, (the last linked prim.)

_____Helpful Tips & FAQ's_____

If your Donation Box is not working:

    -Check to be sure you have permission to run scripts on the land parcel and be sure the object is set to the right group if needed.

    -Open object in EDIT and click on TOOLS at very top of screen, then choose "Reset Scripts in Selection."

o **Q:** How do I setup Percentages with other owners in a product?

o **Q:** Why do the totals keep reseting on my Donation Goal Thermometer or Donation Box?

o **Q:** How do I get the money out of my donation box or tip jar?