

Donation Goal Thermometer Help

Tip Jars

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Donation Goal Thermometer
Complete Instructions & Help

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General Use

Avatars pay money into the object 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

- o Rez a copy of the Donation Thermometer somewhere.
- o 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.
- o Object should reset automatically.
- o 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=Our Donation Goal

*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 Lindens 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=10000

*You must have a positive number here 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 Thermometer paid will update all 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 additional 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

- o You may resize the object as needed. It can be very large or even smaller if you want!
- o Touch the object for an owner-only dialog menu. Then click on "Appearance" to change many things.
 - You can select from 3 built-in designs.
 - And you can select an object color.
 - And you can change the thermometer's mercury color from this menu!
- o To change the sign Numbers' Colors:
 - Open the object in EDIT and check the "Edit Linked Parts" box.
 - Select 1 of the 4 "text" prims and change its color under the "Texture" tab in Edit.
 - All the numbers on the sign can have their color changed.
- o To use your own sign Background Texture:

- Save this image to your computer: [thermometerbg.jpg](#)
- Open this file from your graphics program such as Photoshop. And use this image as your guide for lining up your own text over top. Then just delete the guide layer when finished.
- Upload your new finished image into Second Life.
- Apply your image to the object using "Select Texture" tool in Edit.

Helpful Tips & FAQ's

If your Donation Thermometer is not working:

- o 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.
- o 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 resetting on my Donation Goal Thermometer or Donation Box?](#)
- o [Q: How do I get the money out of my donation box or tip jar?](#)