



# Marketplace Direct Delivery (Merchant Web Admin)

# Manage Inventory

The screenshot displays the Merchant Web Admin interface. At the top, there is a navigation bar with links for 'Merchant home', 'Inventory', 'Orders', 'Reports', 'Store setup', and 'Help topics'. Below this, the 'Unassociated Marketplace Inventory' section is shown, containing a table with columns: Date, Name, Delivery, On Hand, Permissions, and Actions. A warning message is displayed: 'There are multiple items with the same name, you can list or combine items, or return them all to your Inventory.' Below the table is a bulk editor with options like 'Create New Listings' and 'Go'. The 'All Marketplace Listings' section follows, with a table including columns: Date, Name, Delivery, On Hand, Price, Permissions, and Actions. A 'Test Listing' button is visible in the actions dropdown for one item. At the bottom, there is a pagination control showing '1 2 3 ... 47 Next'.

1. Inventory that is imported or has not been created as a listing is added into a new table area called, "Unassociated Marketplace Inventory." The label is a toggle trigger and will hide or show the table, it will also have the number of top-level items contained in the table in parens. Items that are held in the table are: an item that has never been listed, limited quantity items that have not been listed, and items that were previously part of a listing but have been disassociated (replaced) by another inventory item.  
  
The table will be fixed height (maybe tall enough to show 5 top items), it will be able to scroll vertically (if needed), and there will be no pagination or filters, however the table column headers should be able to be sorted
2. A new button (refresh icon) is added to the page that refreshes the Inventory table with the items synced from the Outbox in the viewer. This can also be accomplished by refreshing the page.
3. Each line item in the Inventory table has this metadata: (import or replace) date, name, delivery type (direct or magic box), on hand/qty, permissions, and actions. An item is tagged with a badge as "new" since the user's last session or from a new sync. The item's name is linked to create a new listing
4. If there are 2 or more items that share the same top-level name then they are aggregated under one line item. It is then up to the user to decide how to manage these items. If this happens then we remove the checkbox in the first column so that the item does not get lumped into any bulk editing, we display a message inline with the line item that alerts them to the issue and tell them what to do next, the actions drop down will have these options in it: Review & Manage, Return To My Inventory, and Delete. Selecting the "View & Manage" link, arrow in the alert bar or the name of the item, will take the user to a new page where they can manage the items (more on this later in the document)
5. Options in the bulk editor: Create New Listings, Return To My Inventory and Delete
6. The actions a user can take in the Inventory are: Create New Listing, View Contents, Return To My Inventory and Delete. We will want to have an "Are you sure..." alert window pop up if the user tries to delete anything.
7. Any item that is currently associated with a listing (whether the listing is currently in the listed or unlisted state) are now in a new table called "Marketplace Listings". The table functions just as the Inventory table does today.
8. Each line item in the Listings table has this metadata: original listing (not modified) date, name, maturity level, delivery type (direct or magic box), on hand/qty, price, permissions, and actions. The table column headers should be able to be sorted.
  - The item's name is linked to detail/edit listing page
  - The checkmark can either list when clicked if it is dimmed, or Unlist if the checkmark is full green
9. The actions for each line item are: List/Unlist, edit, view contents, delete, preview, and test listing. Deleting will remove the listing and associated item.

# Manage Inventory (Toggle Inventory)

The screenshot shows the 'Marketplace Inventory' section of the Merchant Web Admin. At the top, there is a navigation bar with links for 'Merchant home', 'Inventory', 'Orders', 'Reports', 'Store setup', and 'Help topics'. Below this, a button labeled 'Marketplace Inventory (5)' is highlighted with a red circle containing the number '1'. To the right of this button is a 'Sync Marketplace with Magic Boxes' button. The main content area is titled 'All Marketplace Listings (465)'. Below the title, there are filters for 'View: All | Listed | Unlisted | Unavailable', 'Items per page: 10', and an 'Inventory:' search box. The main part of the page is a table with the following columns: 'Date', 'Name', 'Delivery', 'On Hand', 'Price', 'Permissions', and a status column with a green checkmark icon and the text '= Listed'. The table contains 10 rows of listings, each with a checkbox in the 'Date' column and an 'Actions' dropdown in the status column. At the bottom of the table, there is a 'Modify selected items:' section with a 'List' dropdown and a 'Go' button. To the right of this section is a pagination control showing '< Previous 1 2 3 ... 47 Next >'. The footer of the page contains several links: 'Affiliate Program', 'Second Life Marketplace', 'Second Life Blogs', 'Second Life Develop', 'Destination Guide', 'Download Second Life', and 'Follow Us' with social media icons for Facebook and Twitter.

1. The Inventory table is open by default if there are items in it, however if there are no items in it, the table will close automatically and change from a "label/header" into a button. The user can also toggle the table closed even if there are items in it.

The number in parens represents how many top-level items are in the table.

# Manage Inventory (Toggle Inventory)

The screenshot shows the 'All Marketplace Listings' page with the following table:

<input type="checkbox"/>	Date ▼	Name	Delivery	On Hand	Price	Permissions	<input checked="" type="checkbox"/> = Listed	
<input type="checkbox"/>	mm/dd/yyyy	! RFYRE BLACK GUARD II MENS (B)	Direct	Unlimited	849	Transfer	<input checked="" type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	! RFYRE BLACK GUARD II WOMENS ENSEMBLE(B)	Direct	Unlimited	849	Transfer	<input type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Black Guard II Mens Boots (B)	Direct	Unlimited	699	Copy, Modify	<input checked="" type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Black Guard II Womens Boots (B)	Direct	Unlimited	699	Modify	<input type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Magic Box	Unlimited	695	Copy, Modify, Transfer	<input type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	! RFYRE BLACK GUARD II MENS (B)	Direct	Unlimited	599	Transfer	<input type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	! RFYRE BLACK GUARD II WOMENS ENSEMBLE(B)	Direct	Unlimited	599	Transfer	<input type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Black Guard II Mens Boots (B)	Direct	Unlimited	800	Copy, Modify	<input type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Black Guard II Womens Boots (B)	Direct	Unlimited	800	Modify	<input checked="" type="checkbox"/>	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Magic Box	Unlimited	800	Copy, Modify, Transfer	<input checked="" type="checkbox"/>	Actions ▼

1. If the table is closed, and there have been additions to the Inventory then a "New Items" badge will appear letting the user know that this is the case. A new item can be a newly synced outbox item or an item that has been replaced in a current listing

# Manage Inventory (Delete)

The screenshot shows the 'Unassociated Marketplace Inventory' section with a table of items. A modal dialog is open, asking for confirmation to delete an item. The modal text reads: 'Are you sure you want to delete ITEM NAME CHOSEN TO BE DELETED GOES HERE? Please note that deleting will remove the item(s) forever from the Marketplace. If the item(s) are limited quantity we recommend you check the box below.  Return item(s) to my Inventory in Second Life'. The modal has 'Yes, Delete' and 'Cancel' buttons. A red circle with the number '1' is placed over the 'Yes, Delete' button.

Date	Name	Delivery	On Hand	Permissions
mm/dd/yyyy	RFYRE BLACK GUARD II MENS (B)	Direct	Unlimited	Transfer
mm/dd/yyyy	RFYRE BLACK GUARD II WOMENS ENSEMBLE(B)	Direct	10	Transfer
mm/dd/yyyy	RFYRE BLACK GUARD II MENS (B)	Direct	Unlimited	Transfer
mm/dd/yyyy	RFYRE BLACK GUARD II WOMENS ENSEMBLE(B)	Direct	Unlimited	Transfer
mm/dd/yyyy	RFyre Black Guard II Mens Boots (B)	Direct	Unlimited	Copy, Modify
mm/dd/yyyy	RFyre Black Guard II Womens Boots (B)	Direct	Unlimited	Modify
mm/dd/yyyy	RFyre Blackguard Men Boxed	Magic Box	Unlimited	Copy, Modify, Transfer
mm/dd/yyyy	RFYRE BLACK GUARD II MENS (B)	Direct	Unlimited	Transfer
mm/dd/yyyy	RFYRE BLACK GUARD II WOMENS ENSEMBLE(B)	Direct	Unlimited	Transfer
mm/dd/yyyy	RFyre Black Guard II Mens Boots (B)	Direct	Unlimited	Copy, Modify
mm/dd/yyyy	RFyre Black Guard II Womens Boots (B)	Direct	Unlimited	Modify
mm/dd/yyyy	RFyre Blackguard Men Boxed	Magic Box	Unlimited	Copy, Modify, Transfer

1. If the user tries to delete anything a modal/alert will display asking if they are sure they want to complete this. The white background of the modal is removed so the user can see what they are attempting to delete.

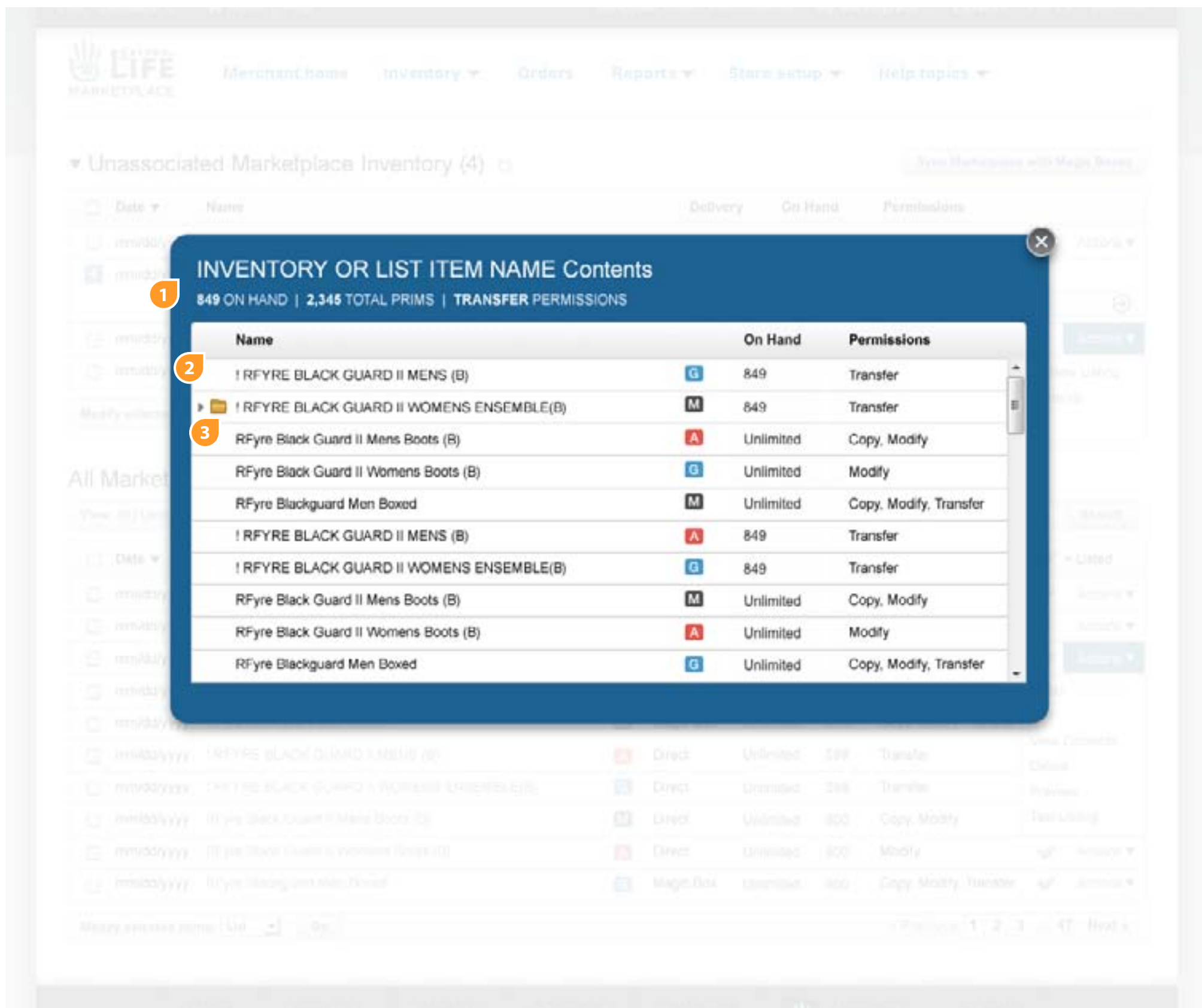
For items in the "Unassociated Marketplace Inventory" area the messaging is demonstrated in the mock to the left.

For listed items we need an additional message below the headline that reads, "This will delete the listing and the associated inventory item." And, the checkbox content should read "Send the associated item to my INventory in Second Life."

All actual copy is TBD.

Clicking the yes will complete the actions and close the modal. Cancel will only close the modal.

# View Contents Overlay



1. A user can view the contents of their top-level item by selecting, "View Contents," from the drop menu. When a user selects this option, a modal opens with a table that displays the contents of the item.

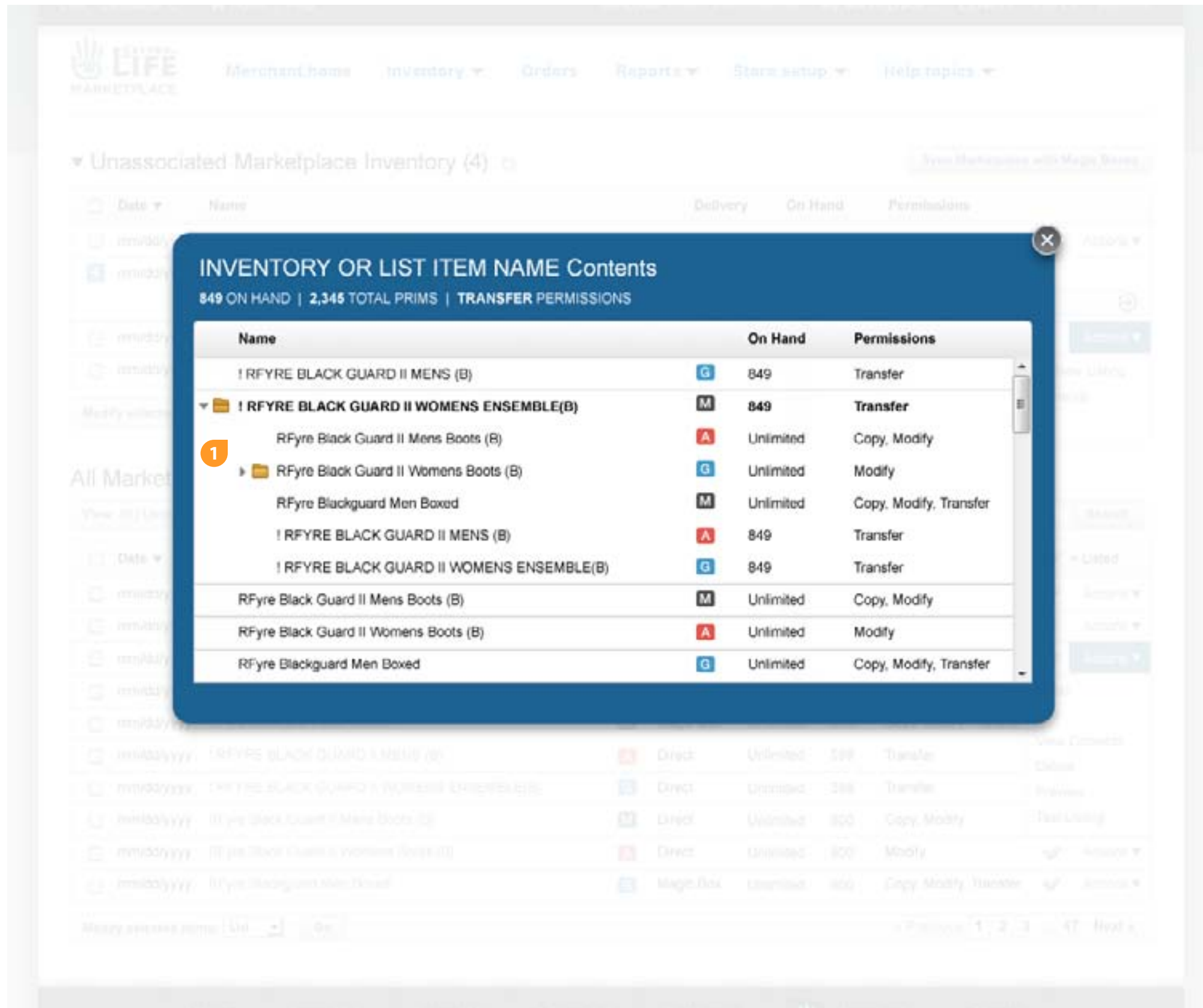
The header of the modal should be the item's name plus the word "Contents" at the end of it.

The text below the header are the totals/accumulative affects of all the enclosed items, so it displays the quantity available to be sold as dictated by the limited qty item with the least amount of on hand inventory, the total number of prims (only if part of the listing metadata), and the lowest common denominator permissions.

To close out of the modal the user can click anywhere on the white overlay or click on the X icon

2. The table should be fixed height (maybe tall enough so that 10 line items are visible) and it can scroll vertically (if needed)
3. If there is a sub folder it should be represented with a closed folder icon. The use can open the folder by clicking on the folder/arrow to reveal its contents. The meta data on the folder's line is also a cumulative of the contents it holds. None of the items have links - VIEW ONLY

# View Contents Overlay



1. When a folder is opened the icon should change to an open folder and the arrow should point down, also the line item's text the open folder is on should be bolded  
  
The line items under the open folder are indented and have no horizontal lines between them

# Review & Manage Limited Quantities (Folders w/Same Names)

**Review & Manage**

There are 10 items that share the same name and contents. List individual items or combine items into a single new inventory item.

Return All Items To My Inventory

Date	Name	Delivery	On Hand	Permissions
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer
mm/dd/yyyy	<a href="#">RFyre Blackguard Men Boxed</a>	Direct	1	Transfer

Modify selected items: **Combine & Create New Listing** Go

1. If there are 2 or more items that share the same top-level name then they are aggregated under one line item in the inventory table. When the user wants to manage this line item they would be presented with a new page (shown here). The new page displays a table with all of the folders presented as line items with. The label has a back button in front of it so the use can get back to the main manage inventory page.

The table should be a scrolling table with sortable column headers. The table should be fixed height to show 20 line items. If there are more than 20 then we add vertical scrolling to the table. There should be NO pagination. If there are less than 20 items in the table the table should shrink vertically to conform to the content.

- 2. A button is added to the display to give the user an "out" to go to the manage inventory page.
- 3. The user can return all of the items in the table (with one click of the button) back to their Inventory in SL
- 4. Each line item will have a date, name (should be same name for all), Delivery (Direct or Magic Box), On Hand, and Permissions (Next User), and actions

The item name is hyper linked to Create New Listing

- 5. The actions are: Create New Listing, View Contents, Combine, Return To My Inventory and Delete.

Combine is deactivated if 1 or less checkboxes are selected. If 2 or more checkboxes are selected then Combine becomes active

- 6. The bulk editor would have these options: Create New Listings, Combine, Combine & Create New Listing, Return To My Inventory and Delete

+ Combine would display the enter a new product name overlay  
+ Combine & Create New Listing would take the user to create a new item overlay then after they submit that then they would be taken to the edit page



## Review & Manage Limited Quantities (Folders w/Same Names)

The screenshot shows the 'Review & Manage' interface in the Merchant Web Admin. At the top, there are navigation links: Merchant home, Inventory, Orders, Reports, Store setup, and Help topics. Below the navigation is a 'Review & Manage' section with a 'Go Back' button. A message states: 'There are 10 items that share the same name and contents. List individual items or combine items into a single new inventory item.' A 'Return All Items To My Inventory' button is visible at the top right of the table area.

Date	Name	Delivery	On Hand	Permissions	Actions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men			Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men			Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men			Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men			Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men			Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men			Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions

An overlay dialog box is displayed in the center of the table, asking: 'Are you sure you want to return these items? These items will be delivered to your Inventory in Second Life.' The dialog has two buttons: 'Yes, Continue' and 'Cancel'. A 'Return All Items To My Inventory' button is also visible at the top right of the table area.

At the bottom of the table, there is a 'Modify selected items:' section with a dropdown menu set to 'Combine & Create New Listing' and a 'Go' button.

1. If the user selects the "return All Items To My Inventory" button, it triggers an alert/are you sure.. overlay
2. The overlay let's the user know that the items will be returned to their Second Life Inventory. If the user chooses yes, then the screen refreshes with the default manage inventory screen and the inventory is removed from the Unassociated Marketplace Inventory table and sent back to the user's inventory in Second Life. If the user selects cancel then the overlay closes and the user remains on the current page. The X button and also clicking anywhere outside the overlay performs the same action.

**Does the sent Inventory get sent to the Inbox?**

## Review & Manage Limited Quantities (Folders w/Same Names)

The screenshot shows the 'Review & Manage' interface in the Merchant Web Admin. At the top, there are navigation links: Merchant home, Inventory, Orders, Reports, Store setup, and Help topics. Below the navigation is a 'Review & Manage' section with a 'Go Back' button. A message states: 'There are 10 items that share the same name and contents. List individual items or combine items into a single new inventory item.' Below this is a 'Return All Items To My Inventory' button.

Date	Name	Delivery	On Hand	Permissions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer

A modal dialog titled 'Name & Create Your New Product' is overlaid on the table. The dialog contains the text: 'You are attempting to combine 5 items to create a SINGLE new item. Once they are combined there is no extracting them individually.' Below the text are 'Continue' and 'Cancel' buttons. A small orange circle with the number '1' is positioned near the 'Continue' button.

At the bottom of the table, there is a 'Modify selected items:' dropdown menu set to 'Combine & Create New Listing' and a 'Go' button.

1. When items with the same name are combined the user must give these newly combined items a new name. When the user is ready to combine and they either select the go button on bulk combine or Combine under actions, an overlay will be displayed with no background.

In the overlay will be a warning letting the user know that what they are attempting to do cannot be undone. If they continue they will be shown the name form, if they cancel the modal will close.

## Review & Manage Limited Quantities (Folders w/Same Names)

The screenshot shows the 'Review & Manage' interface in the Merchant Web Admin. At the top, there are navigation links: Merchant home, Inventory, Orders, Reports, Store setup, and Help topics. Below the navigation is a 'Review & Manage' section with a 'Go Back' button. A message states: 'There are 10 items that share the same name and contents. List individual items or combine items into a single new inventory item.' Below this is a 'Return All Items To My Inventory' button.

Date	Name	Delivery	On Hand	Permissions
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed			Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer
mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer

A modal dialog titled 'Name & Create Your New Product' is displayed over the table. It contains the text: 'Please give your new product a name. The new name must be different than the name from the combined items.' Below the text is a text input field with the value 'RFyre Blackguard Men Boxed' and an orange 'Create' button. A small orange circle with the number '1' is positioned near the bottom left of the modal.

At the bottom of the table, there is a 'Modify selected items:' dropdown menu set to 'Combine & Create New Listing' and a 'Go' button.

1. When items with the same name are combined the user must give these newly combined items a new name. The form to do this is displayed after the user clicks the continue button. We could add the old name as a ghost in the text field so they know the baseline name. However they cannot use this name.

Error Handling: We shouldn't allow the user to name the new item the same as any item in their Marketplace Inventory and possibly any listing as well.

Combine will delete ALL but (1) randomly selected inventory item on the back end and the newly created inventory item will have the "On Hand" set to the total of the combined items.

# Review & Manage Limited Quantities (Folders w/Same Names)

**Review & Manage** Go Back

Success! A new item named "NEWITEMNAMEHERE" has been added to your Marketplace Inventory.

Success! A new item named "ANOTHERNEWITEMNAMEHERE" has been added to your Marketplace Inventory.

There are 5 items that share the same name and contents. List individual items or combine items into a single new inventory item.

[Return All Items To My Inventory](#)

<input type="checkbox"/>	Date ▼	Name	Delivery	On Hand	Permissions	
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions ▼
<input type="checkbox"/>	mm/dd/yyyy	RFyre Blackguard Men Boxed	Direct	1	Transfer	Actions ▼

Modify selected items: Combine & Create New Listing Go

1. Handling for combined items...

If the user only combined a portion of all the items in the table then after they create the new product name it is noted in a success message. The newly created item is added to the inventory table on the manage inventory page.

These success messages can be "stacked" until the user either traverses away from the page or all of the items in the table are removed. When all items are removed the user is taken automatically to the manage inventory page.

# Edit Listing

## Edit Item Listing

Required fields are marked with \*

SKU:

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Version:

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Item Status:  Listed 1

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Maturity Level:  General  Moderate  Adult [Listing Guidelines](#) 2

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Permissions:  Copy  Modify  Transfer  See Description

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Usage Requirements:  None  Unpacking  Land   
 Contains wearable item(s) 3

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English Japanese German French Portuguese

SL object name: **! RFYRE BLACK GUARD II MENS (B) - Direct Delivery** 4

[Edit Associated Object](#)

Quick fill

1. Item status should either be listed or not so changed it to a single checkbox (the label is always Listed) - the terminology we will be using is List/Unlist or Listed/Unlisted - Active Inactive or what not are going away
2. To reinforce the maturity rating icons displayed in the tables, they are added here as well
3. A new section called "Usage Requirements" is added to the edit listing page. The usage requirements are set based on how the consumer will interact with the item being sold. If the item contains something wearable it can be indicated (checked on = yes) and "attached" with any of the "radio" options  
  
This is covered in more detail in the consumer experience walkthrough.
4. At the end of the associated items name will have the delivery type metadata of either Direct Delivery or Magic Box
5. Prim count will be autofilled and be editable, but can only be increased over the calculated value (since some objects may be boxed)
6. Quantity will be set to a discreet number and filled based on the limited quantity item with the least amount of available units - this will not be editable

Item price:

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Prim count:  5

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SLurl:

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Video URL:

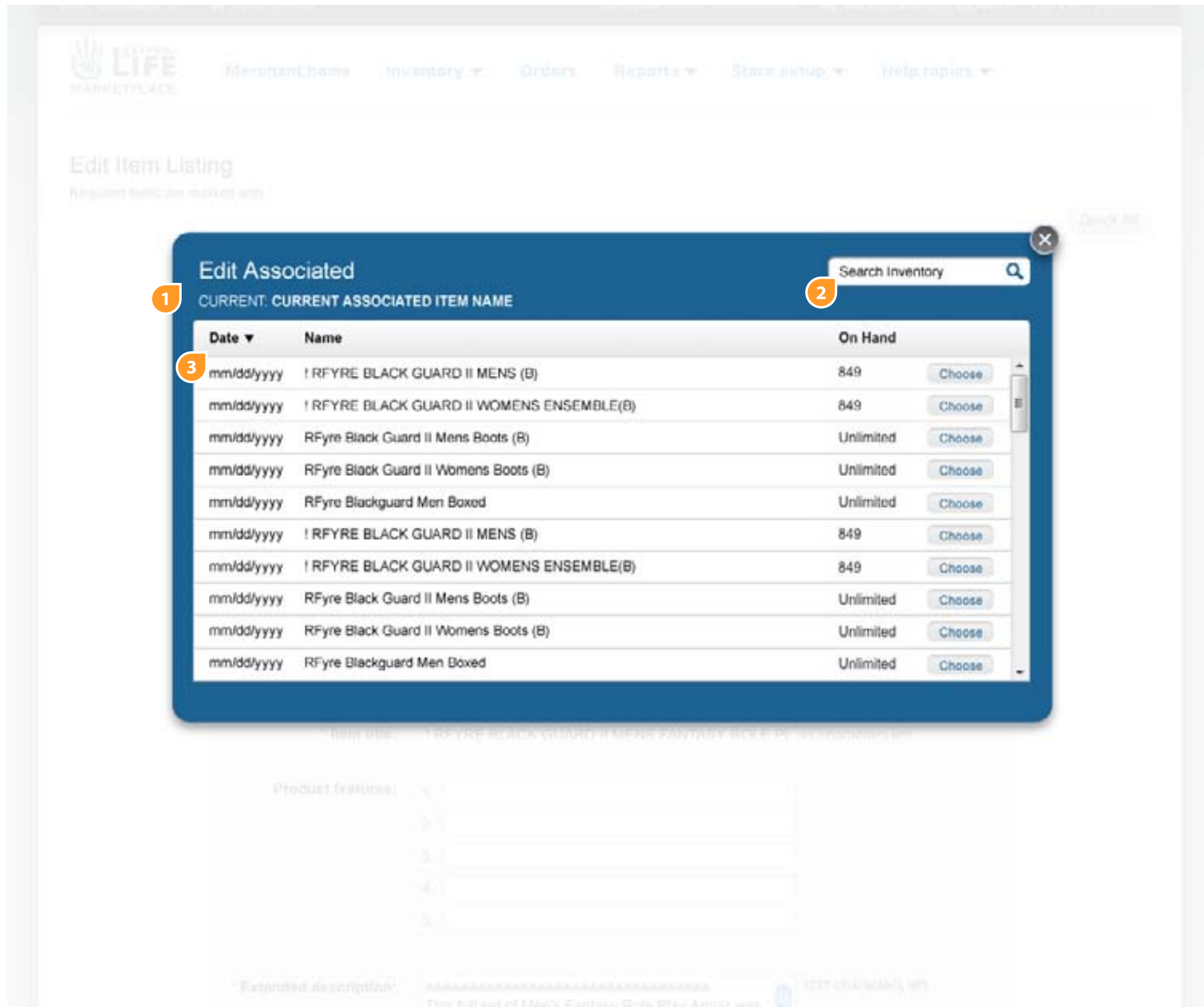
---

Available quantity:  Unlimited   6

---

Images:

# Edit Listing (Edit Associated)



1. When the user selects the edit associated button from the edit page they are presented with an overlay. The header will display the current associated item name. The overlay will populate with only inventory items. The table should be fixed height - maybe show 10 items. It should have vertical scrolling. The columns can be sorted by clicking on the column headers
2. The user can search within the table on the name column
3. Each line item will be read only with a choose button. Selecting this button will close the overlay and add it as the newly associated item in the edit page. To cancel without choosing an option the user can close the overlay by clicking the X icon or on the white areas

**NOTE:** The previously associated (removed item) is added back into the user's marketplace inventory and should be visible in the inventory table on the manage page