



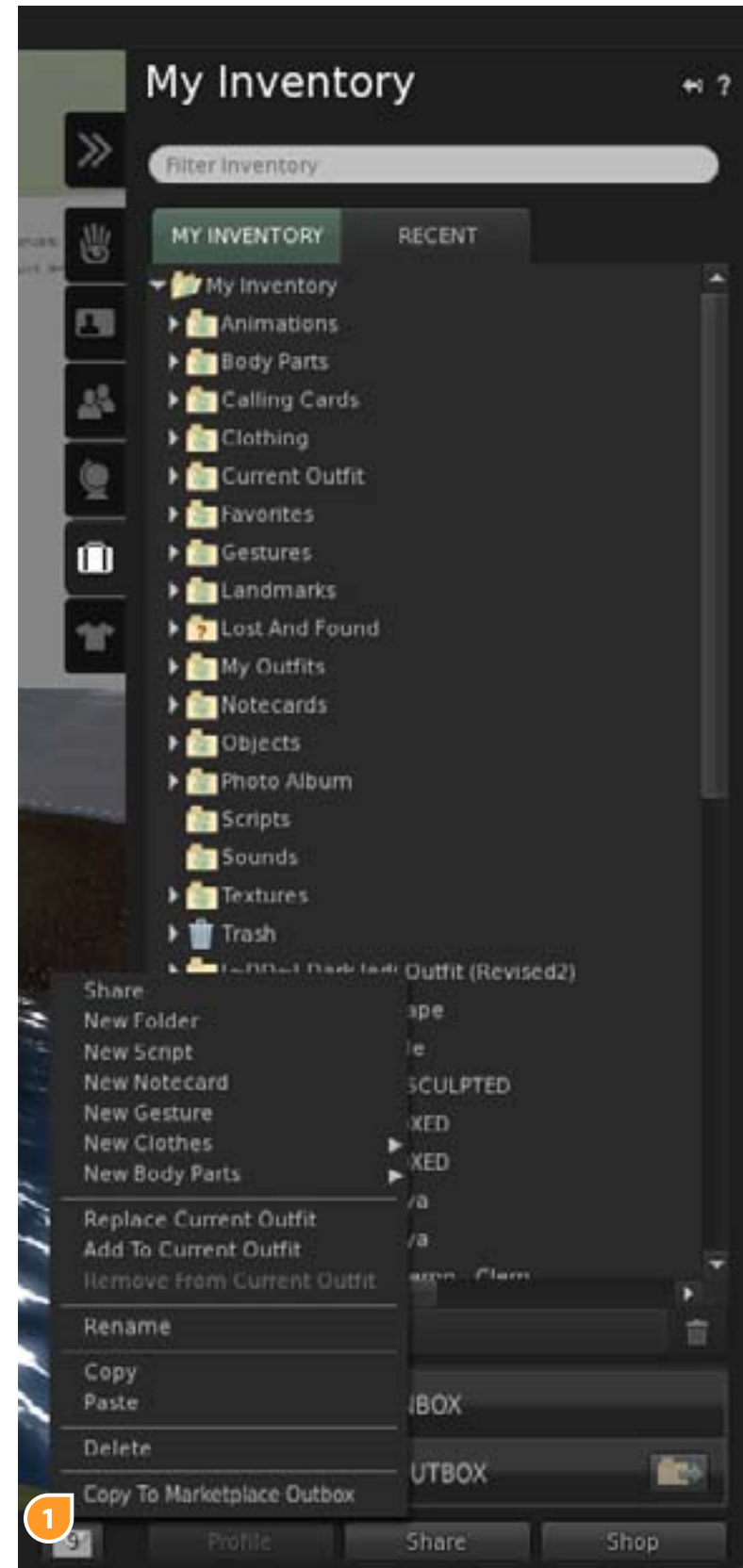
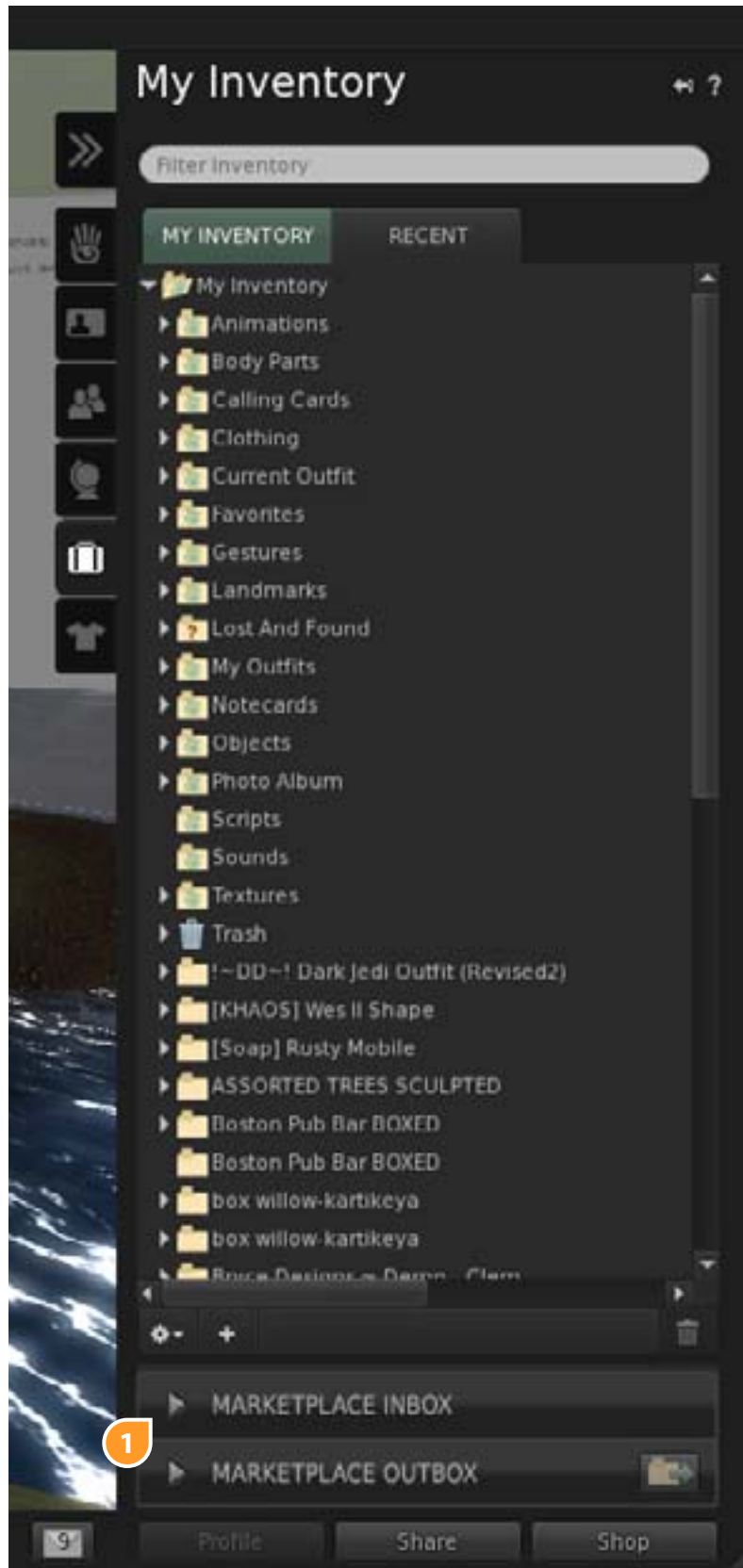
# Second Life Marketplace Direct Delivery (Viewer)

# Marketplace Outbox (My Inventory Tab)

1. Two new buttons (accordion buttons), "Marketplace Inbox" and "Marketplace Outbox" will be added to the bottom of the inventory panel. Actual names are TBD.

The Inbox is for receiving direct delivery items either purchased in-world or online on the marketplace

Both of these sub-panels can be opened at a time. The action on the panels is a slide open/close.

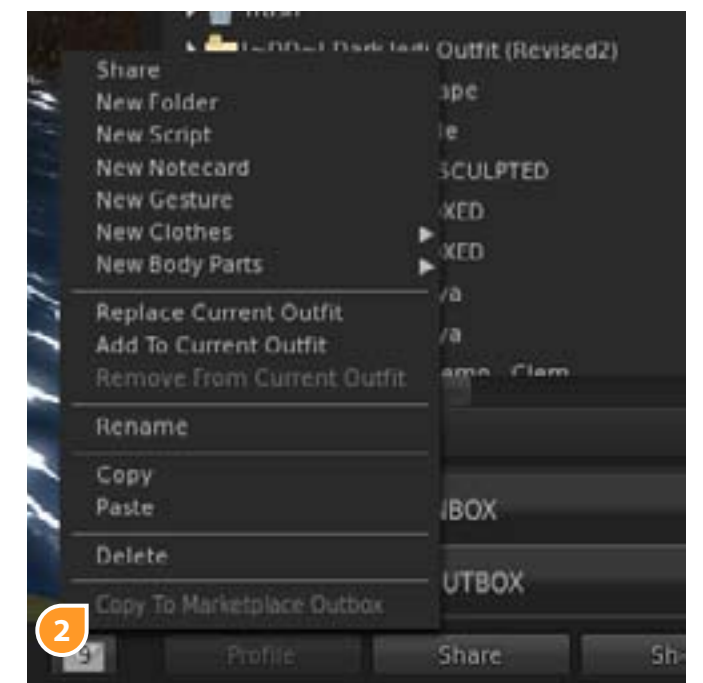


1. There will be two ways to add folders or items to the outbox one is drag and drop and the other is right clicking. So a new option will be added to the menu labeled, "Copy to Marketplace Outbox"

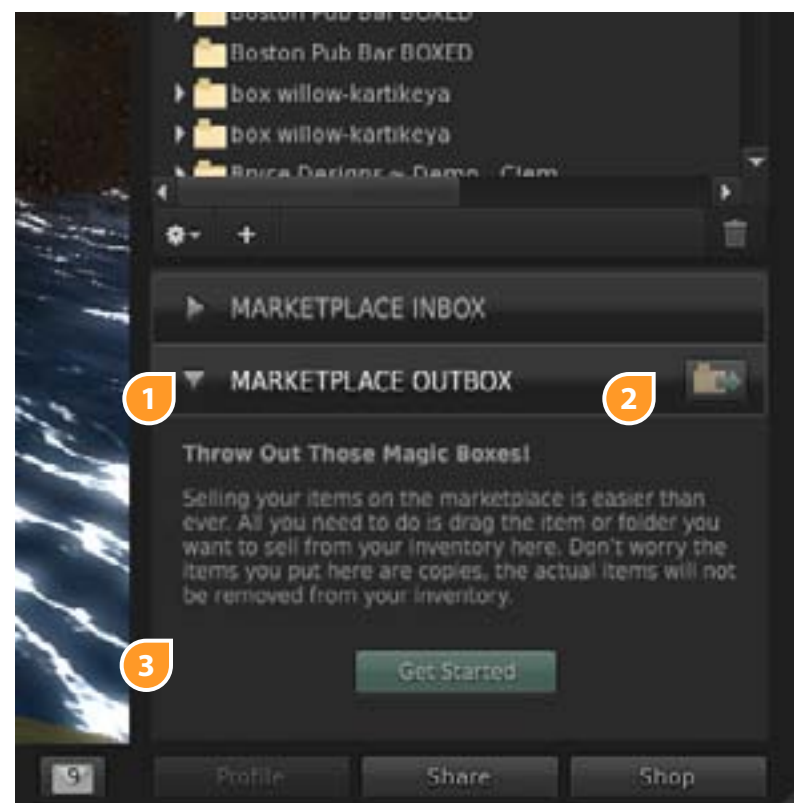
As soon as the user selects this option, if the Outbox panel is closed, the panel will slide open and reveal the newly added item

If the user chooses this option skip to here to see what happens next.

2. If the item has no transfer the option to copy to the marketplace is disabled



# Marketplace Outbox Introduction

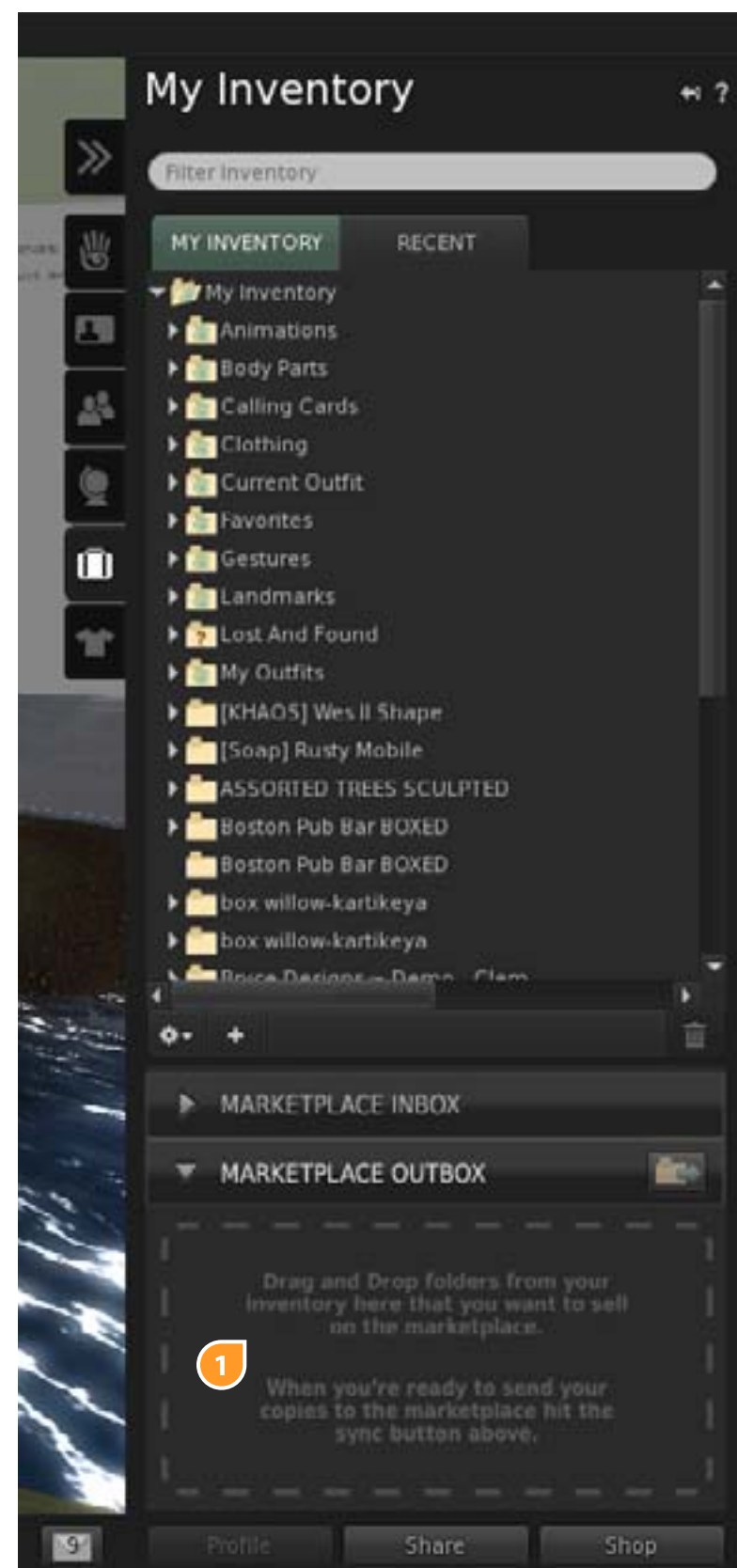
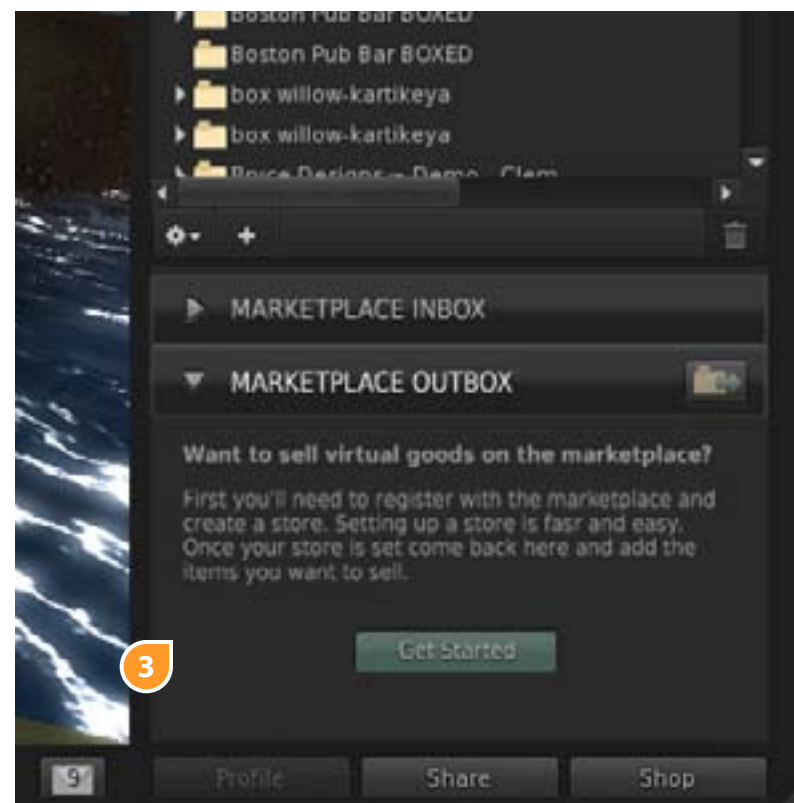


1. When the Outbox panel is opened the label gets full saturation of color, the arrow turns down, and a sync button is added to the bar

The panel opens to a fixed height and scroll bars are added when necessary

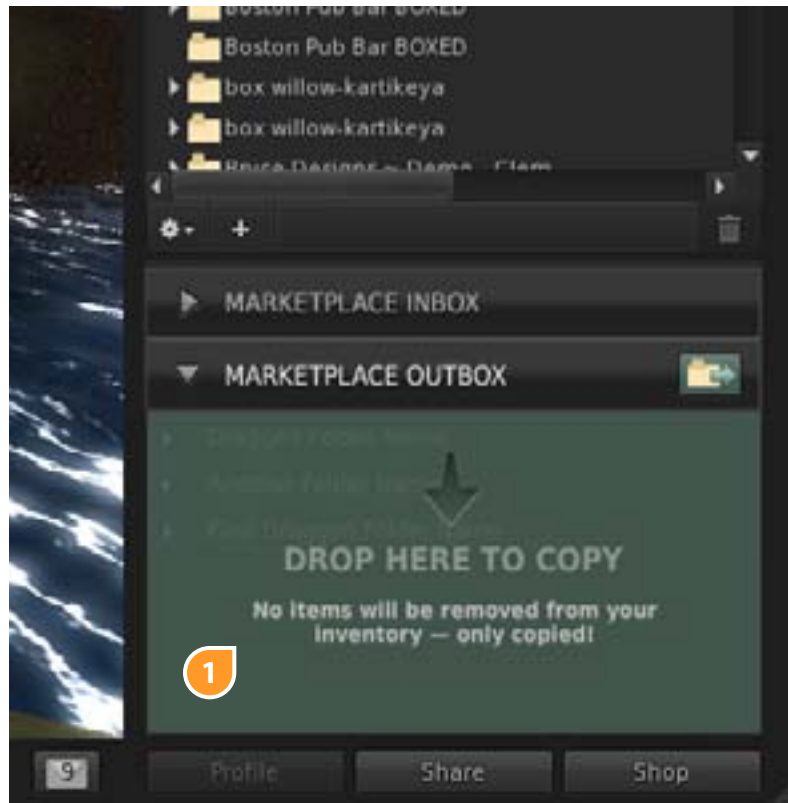
2. The "Push to Marketplace" button is inactive/dimmed if there are no items in the outbox

3. We will check to see if the user is a current store owner. The messaging and action will change depending on the check. If the user is a current store owner and they click the get started button they will be taken to the next step in this flow, if the user is not a store owner then they will be taken online to create their store.



1. If the user is a store owner, after the user selects the "Get Started" button they are shown a drag target area in the panel's background

# Marketplace Outbox Drag & Drop



1. As soon as a user clicks and holds down on any folder in their inventory, the outbox panel displays an overlay to call attention to itself.

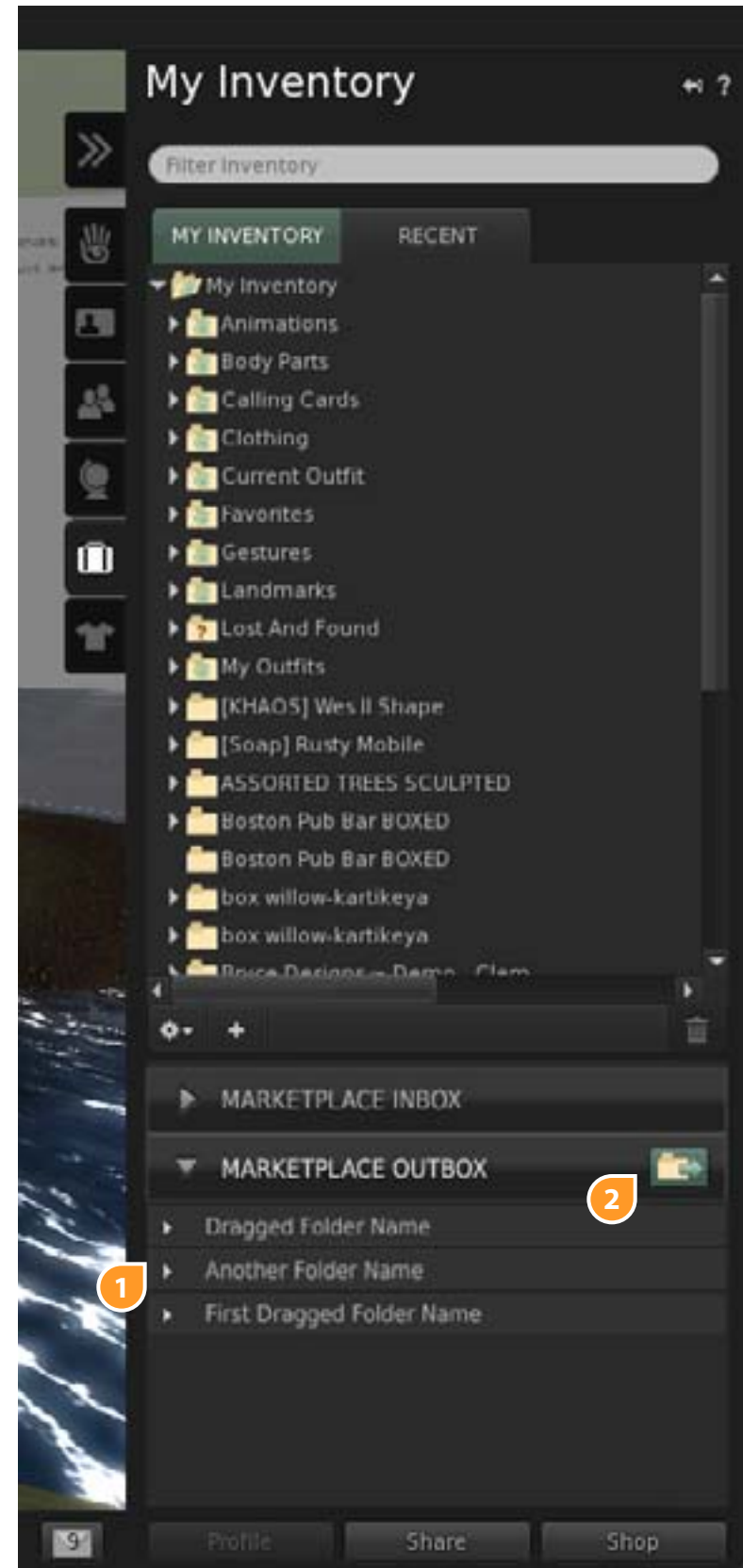
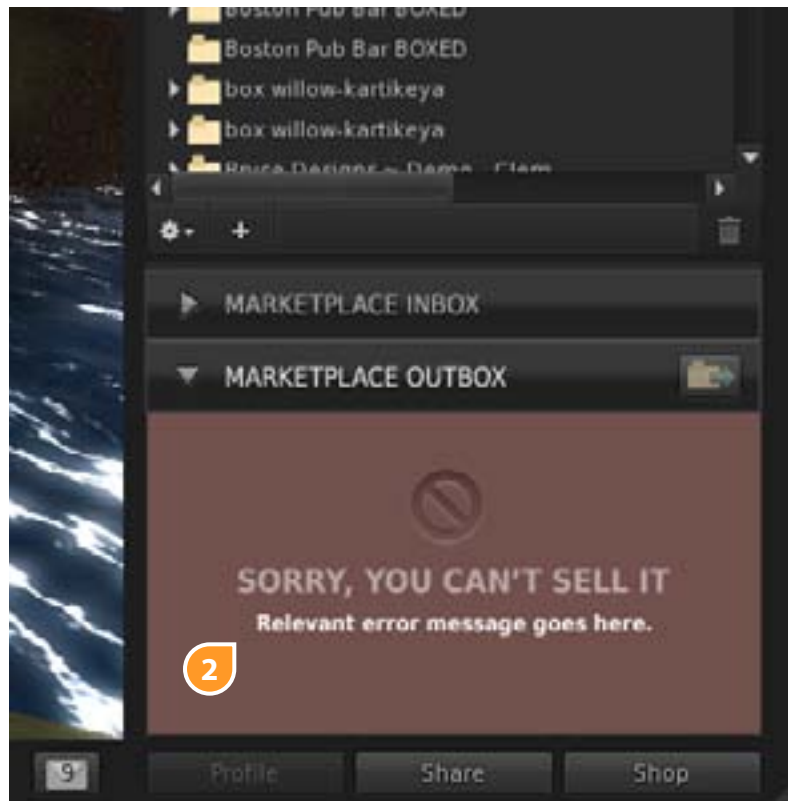
The panel overlay will either display red or green:

Green means that the item or folder is ok to be added to the outbox

2. Red means that there is a permissions problem with one or more items being copied to the outbox. The overlay should also display the error text. Actual error messaging TBD.

As soon as the user lets go of the item they are holding with their mouse the overlay disappears.

NOTE: If the outbox panel is closed do not open the outbox panel to show this to the user - this is only if the panel is open. Also the action happens on grab so the the user does not have to have the cursor over the outbox panel to see the overlay.



1. After a folder or item is dropped in the outbox, the green screen goes away and the item appears as demonstrated below.

The folder icon gets stripped from it and it becomes an "accordion" styled line-item ala the way saving outfits works.

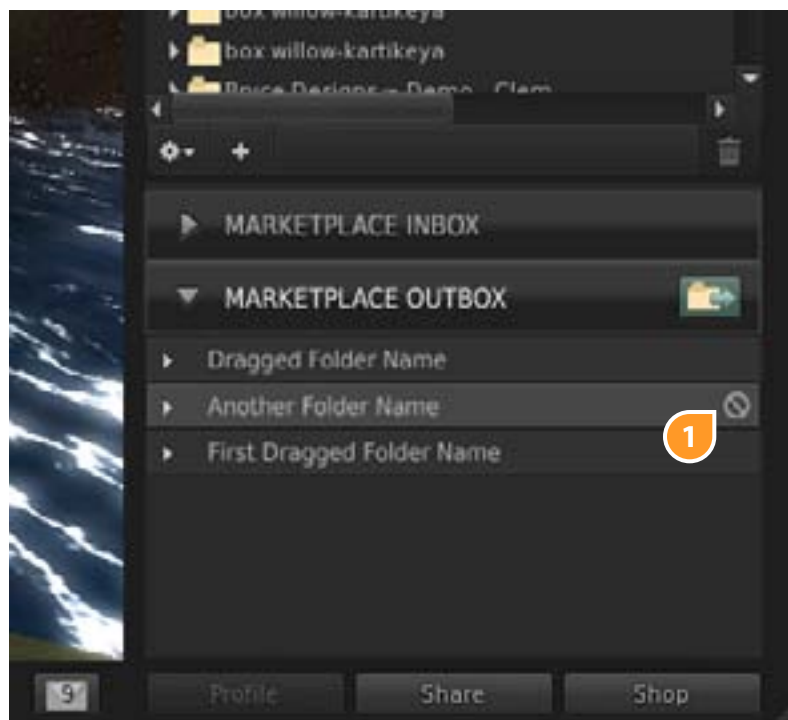
If the dropped item was not in a folder a "root" folder is created automatically for that item using the same name as the item.

2. When items are present the "Push to Marketplace" button becomes active

# Marketplace Outbox Management

1. On hover a “cancel” icon will appear, the user can click on the icon to remove the item from the outbox

The same can be accomplished by right clicking on the root - the only item in the right click menu should be “Cancel”

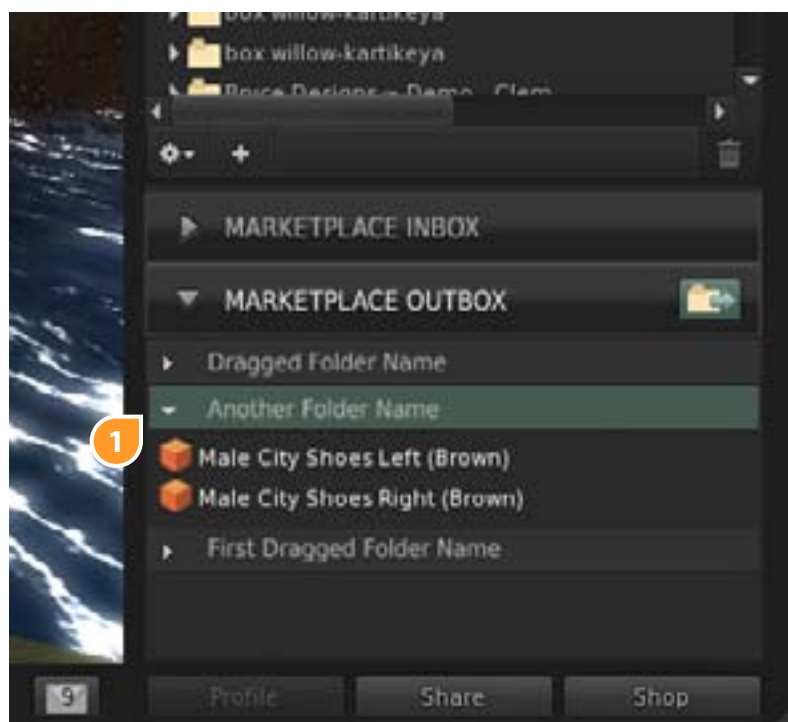


1. On drag, a confirmation window will pop up if 1 or more “no-copy” items are included in the drag. The user will be prompted for each “no-copy” item in the drag before any item is moved.

If (ABORT) is selected on any of the items, the entire drag operation will be cancelled.

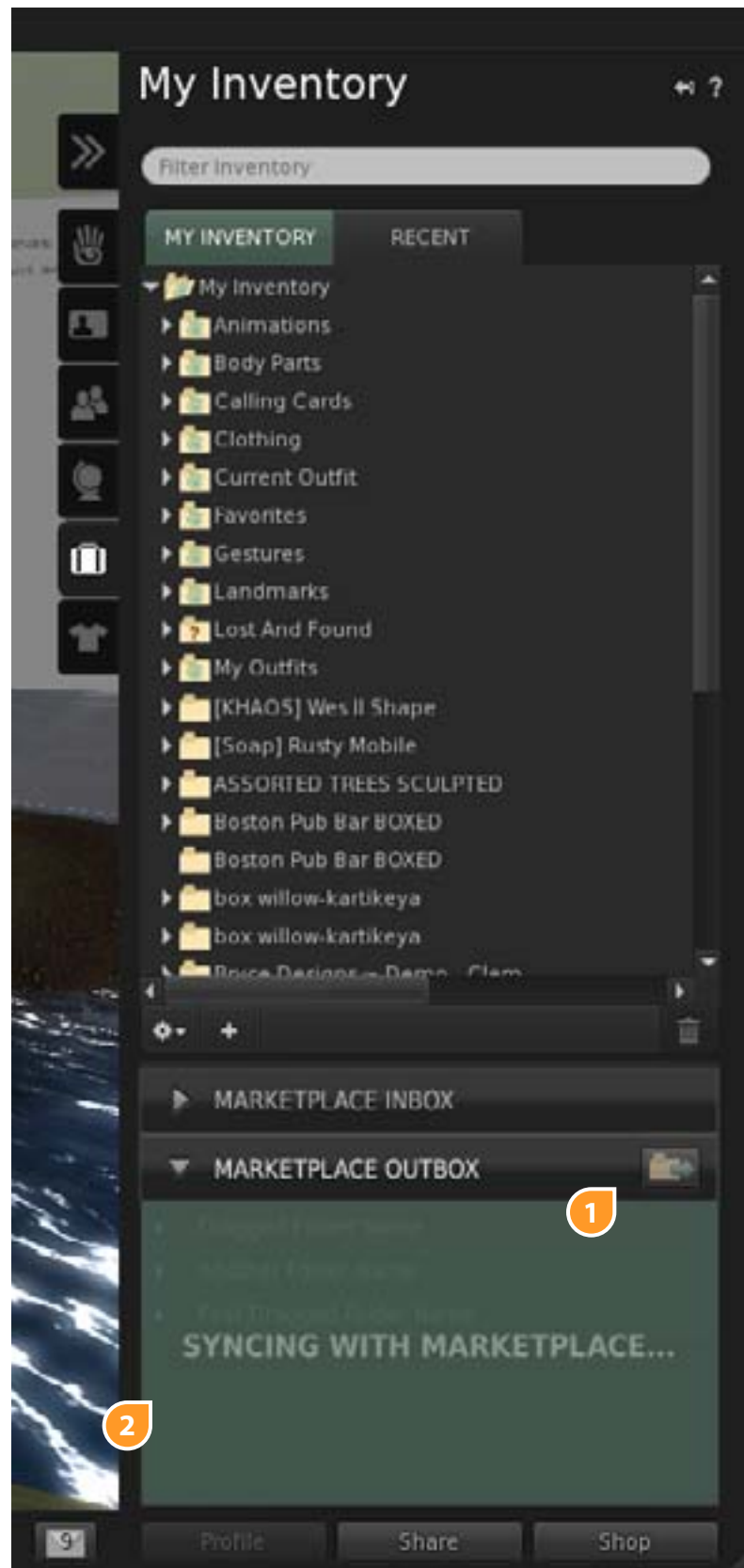
This stopper means we no longer need to support the various icons for items in the outbox since they have all been confirmed before arriving there. Also this simplifies the server transaction API for the “sync” command.

1. The user can expand the contents to view them only all other editing and changes to any items and contents of the root folder must be done in the inventory

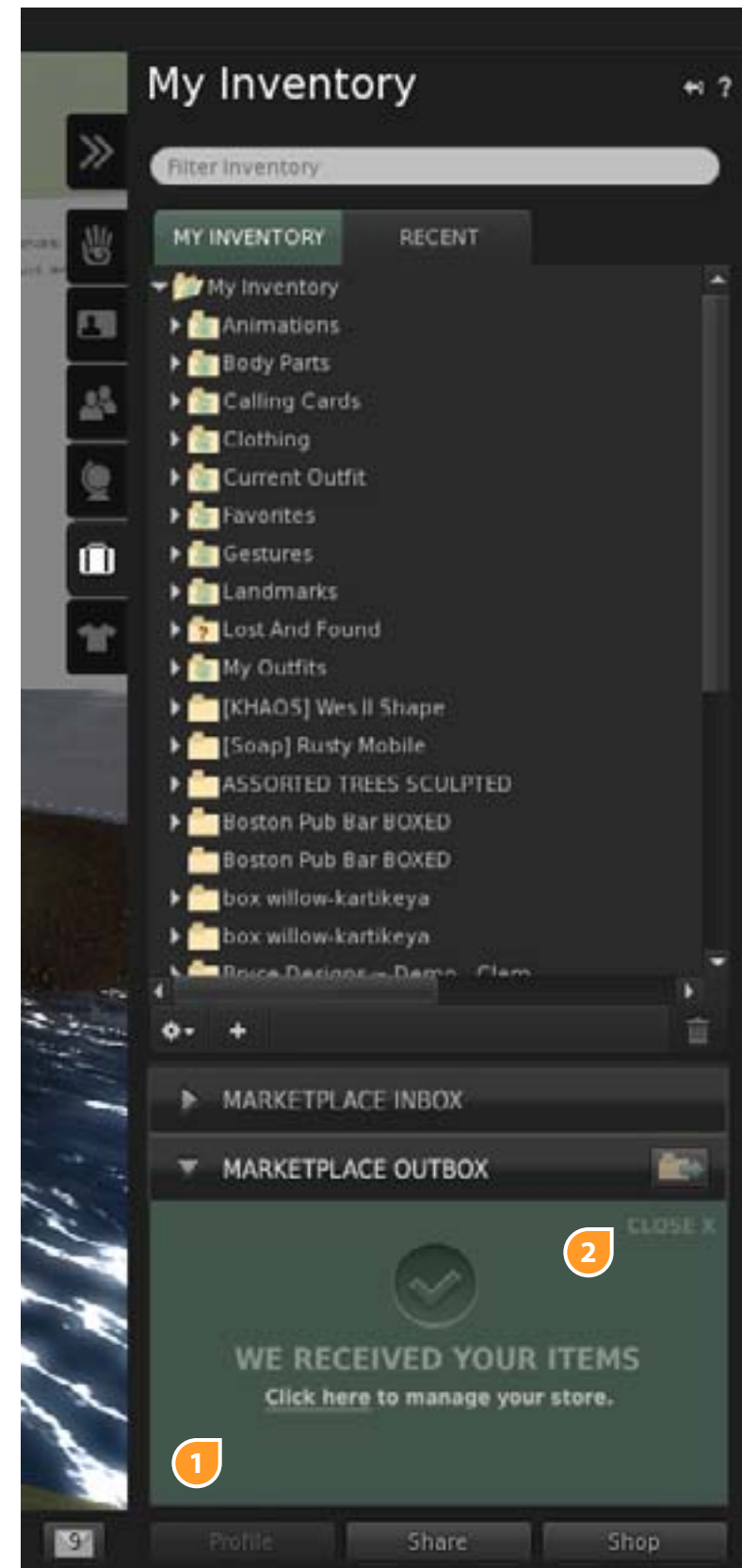


# Marketplace Outbox Sync

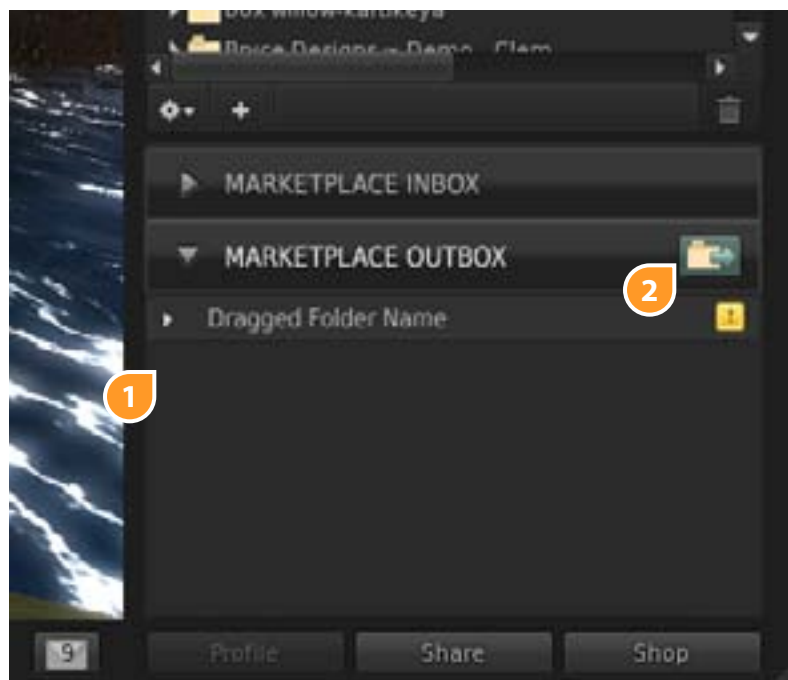
1. When the user is ready to send their items to the marketplace, they select the "Push to Marketplace" button, after the button is clicked it goes to an inactive state and...
2. An overlay is placed on top of the panel that shows the syncing action is happening, hopefully the overlay can be transparent enough to allow the users to see their items being removed from the outbox behind the curtain



1. When the "Push to Marketplace" is successful the user is shown a success message on the overlay with a link to manage their inventory online
2. The user will need to close the overlay to get back to the drag and drop target view



# Marketplace Outbox Sync Errors

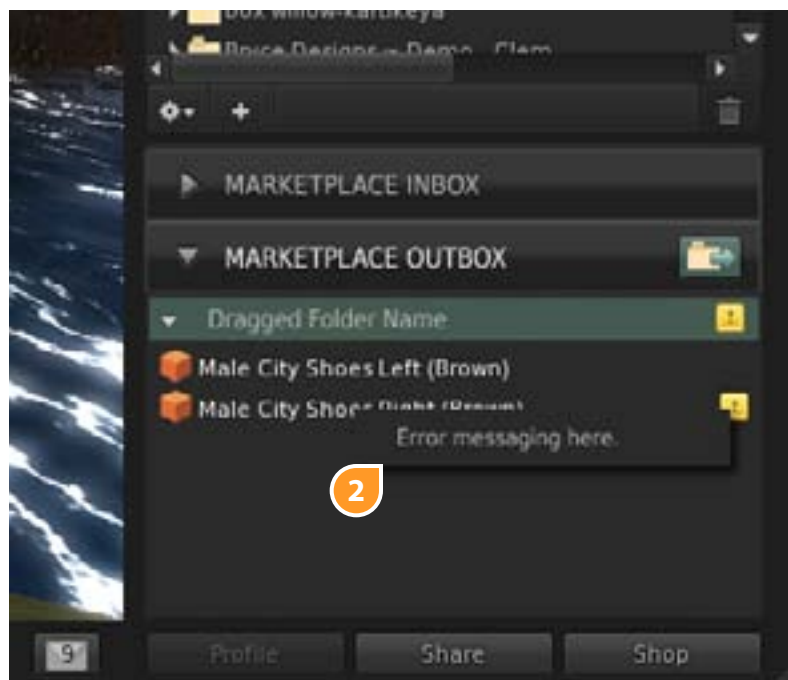


1. After the “Push to Marketplace”, all successfully sent items are removed from the outbox and the sync shield/overlay disappears.

If the outbox receives an error message during the send it's because of a transmission or server error. The error checking on the items has already been done before they made their way into the outbox.

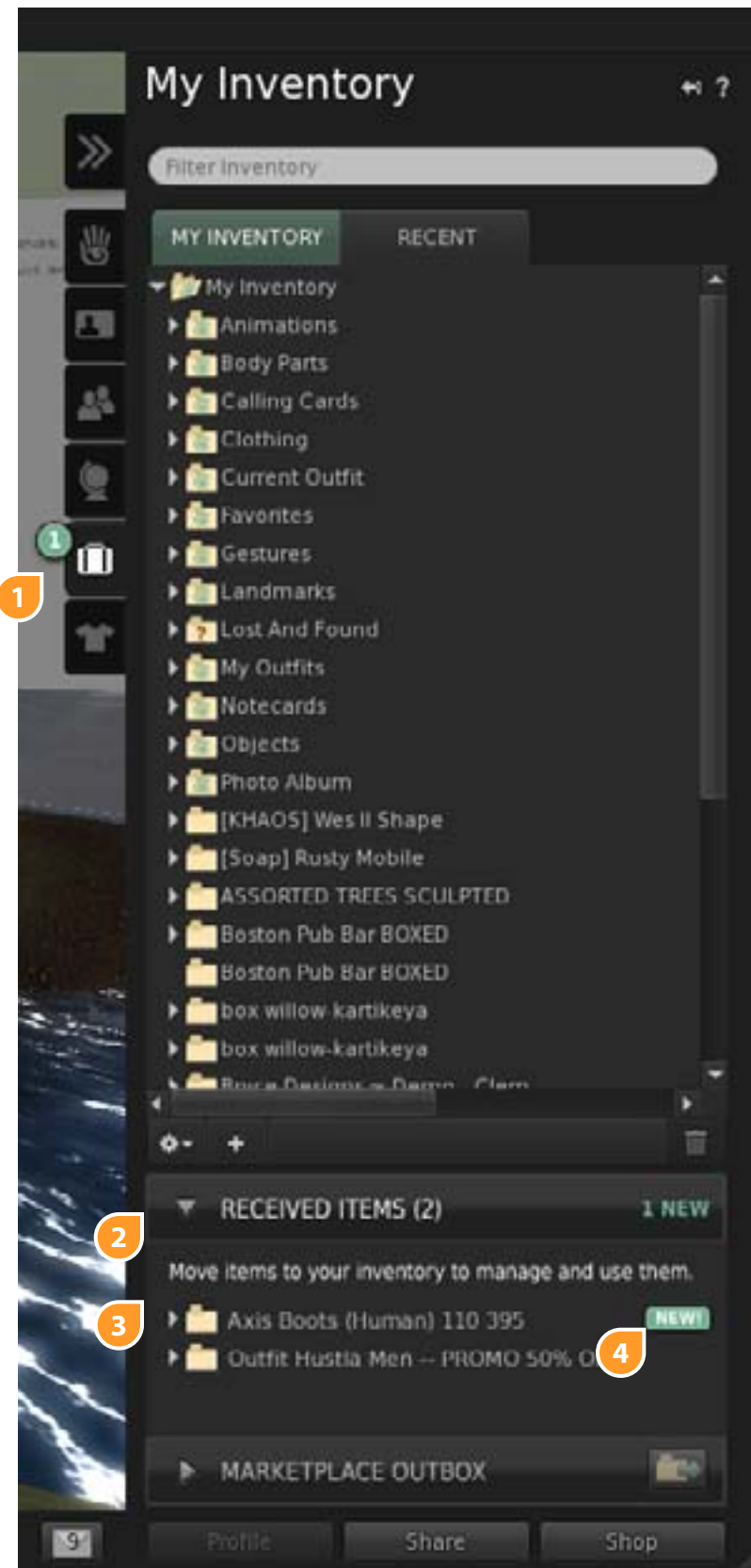
If there are errors, the whole outbox does not fail to send, however if only partial folders were transmitted the whole folder fails (stays in the outbox). So not every item in the outbox is considered a fail - successfully sent items disappear from the outbox as they are sent.

Any items that have problems are left behind and an alert icon is added to the root item and offending item inside the root (if needed) to show that there was a problem.



2. The “Push to Marketplace” button is activated. The error messages should have something like “Try syncing again.” at the end of the message where appropriate.

# Marketplace Inbox (Received Items)



1. Direct Delivery items are delivered into the Marketplace Inbox Subpanel. The panel opens automatically if there are newly tagged items in the it.

Just like the Outbox the Inbox panel is given the same fixed height and scroll bars are applied to the sub-panel when necessary.

The “My Inventory” side-panel tab has an “alert” icon is placed on the tab that indicates the number of new/fresh items that are presently in the Inbox

2. The Inbox label gets a number in parens to describe how many items (folders) are present, there is also a “new” label in green that as the user selects an item inside the inbox the number of “new” reduces by one each time until all folders have been clicked on.

3. Items are placed in the inbox as folders. If the item is a gift then the folder icon is chnaged to the gift icon.

Users can use and leave items in the inbox but we want to encourage them to move items out and manage their inventory.

4. The Inbox is always sorted by newness at the top. So, fresh items are placed at the top of the list and given a new badge. The new badge stays until the user clicks on the item or if they log into another computer and start a new session.

NOTE: Filtering should affect the inbox as well as My Inventory.

## “Freshness” & Inbox Behavior

- Newness/Freshness = Anything in the Inbox the user has not clicked on during their current session. This is not optimal but it will have to for now until the viewer DB can be adjusted.
- The icon/counter on the suitcase icon will ALWAYS represent newness

### Scenario 1

1. The side panel tabs are closed and a new item is delivered/received into the inbox  
The Inventory panel tab (suitcase) represents the newness by either displaying the fresh icon/counter with the number of new items displayed in it or increments up the number displayed if the icon is already there. The icon/counter only represents newness NOT the number of items in the Inbox. (if this number gets to 0 then the freshness icon is removed)
2. The user clicks on the Inventory Tab, The inventory Tab slides open...  
--- The Inbox accordion drawer will be open, even if the user has previously closed it  
--- The freshness icon on the suitcase icon will be removed  
--- On the Inbox drawer toggle label/bar will be the number of items in the Inbox in parens (number of items (top-level folders) = existing items + new items) (note this number is not affected by the new badge being removed), in addition to this off to the right in green will be the number of new items (if this number gets to 0 then the label is removed)  
--- Any new item (top level folder) will be given a new badge  
--- If the user clicks on a new item or any item inside the top level folder the new badge will be removed from the top level folder (only top level folders get a new badge), the new label in the accordion toggle/bar will tick down one. If the user has carefully opened the top level folder's contents (clicking the folder arrow) before selecting the folder this will not cause the folder to lose its new badge/state. Only when the folder or an item inside the folder is selected will it cause the badge to be removed
3. The user closes the Inbox accordion drawer with tagged new items still in the Inbox  
--- On the Inbox drawer toggle label/bar will be the number of items in the Inbox in parens (number of items (top-level folders) = existing items + new items), in addition to this off to the right in green will be the number of new items
4. The user closes the side panel with tagged new items in the Inbox  
--- The freshness icon on the suitcase icon will be added back (the fresh icon and the number of items noted on the accordion toggle should always be in sync)
5. If the user re-opens the side panel and NO new items have been received, and they are in the Inventory tab and they have previously closed the Inbox drawer  
-- The drawer remains closed until opened by the user (if new items come in it will open automatically)  
-- The freshness icon on the inventory tab suitcase icon is hidden

### Scenario 2

1. The side panel is open already, and the Inventory Panel is active, and the Inbox accordion drawer is open, and a new item is delivered/received into the inbox  
--- On the Inbox drawer toggle label/bar will be the number of items in the Inbox in parens (number of items (top-level folders) = existing items + new items), in addition to this off to the right in green will be the number of new items  
--- Any new item (top level folder) will be given a new badge  
--- If the user clicks on a new item or any item inside the top level folder the new badge will be removed from the top level folder, the new label in the accordion toggle will tick down one. If the user has carefully opened the top level folder's contents before selecting the folder this will not cause the folder to lose its new state. Only when the folder or an item inside the folder will cause the badge to be removed
2. Same as Scenario 1's 3, 4 and 5

### Scenario 3

1. The side panel is open but Inventory is NOT the active tab, and a new item is delivered/received into the inbox  
-- the Inventory panel tab (suitcase) represents the newness by either displaying the fresh icon/counter with the number of new items displayed in it or increments up the number displayed if the icon is already there.
2. Same as Scenario 1's 2, 3, 4 and 5