Two Leaf Technologies
Imaginative Products For an Interactive World

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MYSTERY GIFT BOX SCRIPT AND SERVER

⚠️ **Attention!** These are instructions for Version 1.2. If you have a previous version, Please visit the **Two Leaf Technologies store**, touch the Mystery Gift Box vendor and select 'Redeliver' to get an updated version. Re-deliveries are available for in world and SL Marketplace purchases

On This Page:

General Information

Mystery Gift Box Script and Server

LAND IMPACT: 1 (Server)
SCRIPTED: YES
PERMISSIONS: Copy, Modify
VERSION: 1
Buy at Two Leaf Tech: **Click Here**
Buy on SL™ Marketplace: **Click Here**

Product Features

The Mystery Gift Box Script and Server package has several features and lets you give gifts in a variety of ways:

Gift Server

Instead of setting out gifts that your friends can see inside, or boxing up your gifts in another box to hide them, your gifts are hidden away in a server that you can place anywhere on your sim. No one will know where to look, and no hint as to the contents of their gift is in their gift box!

Single Recipient Gifts

Basic gift giving. The recipient can touch their gift to read the gift card, shake the gift to get a hint of it's contents and open the gift on or after the date you set. Gift boxes and servers can delete themselves after the gift is delivered.

Group Gifts

You aren't limited to giving gifts to a single person per box. You can choose to give a group gift to be opened on the day you choose. Like the standard gift setup, people can read gift cards (if the card is public, or if they are wearing the correct group tab) as well as shake the gift. Group gift boxes will not delete themselves after opening, but you can have the gift and server delete themselves on a date you choose.

Public Gifts

These are just like the Group gifts, only EVERYONE can receive a gift from the box.

Endless Possibilities

Combining the different features, you can use the Mystery Gift Box Scripts and Server to set up gift parties, treasure hunts, Advent calendars for specific friends, groups, or everyone!

Inside The Package

The Mystery Gift Box Script and Server package contains:

TLT – Mystery Gift Server

This is where you put the gifts you want to send to friends and family. Each server handles a complete sim, so you only need one on your land.

.TLT gift script

This is this is the script you put inside the gift box you want your friend to open.

TLT – Example Mystery Gift Box

A gift box you can use to explore the system. You can use ANY item or box as a gift.
Two Leaf Technologies also sells Full Permission gift boxes that you can use in a variety of ways! **Click Here**

.TLT *EXAMPLE* server settings note card

A sample server note card that you can reference for quick help.

Setting Up Your Gift Server

Setting up a Mystery Gift Server is very simple!

First Steps: Rez a Server and Add Your Gifts

1. Rez a TLT – Mystery Gift Server from your inventory
2. Using edit, add the gifts from your inventory to the server inventory that you would like to give to your friends.

> ⚠️ **Attention!** Gifts will need to be in some kind of packaging. The server will not send folders of items.

Next Step: Edit the Server Note Card

Double click on the '.TLT gift server settings' note card in the server inventory.

Your note card should look like this:

```
SERVER_NUMBER | 1
IM_ON_OPEN | TRUE
IM_ON_TOUCH | TRUE
DELETE_GIFTBOX | TRUE
DELETE_SERVER | TRUE
DELETE_ALL_ON |
OWNER_NICKNAME |
FLOATING_TEXT | TRUE


## Template: GIFT | gift_number | YYYY-MM-DD | gift_name | gift_hint | firstname lastname | nickname
## Template: GIFTCARD | gift_number | PUBLIC | Example Gift Card message!
```

Note Card Commands

SERVER_NUMBER

Even though a single server can easily handle all your gifts on a sim, you may want multiple servers to organize your gifts. The server number lets you do this. Each gift will have the server number and gift number in it's description after you have finished the setup.

IM_ON_OPEN

When set to TRUE, the gift server will message you when the gift recipient has opened their gift. You can set this to TRUE or FALSE.

IM_ON_TOUCH

When set to TRUE, the gift server will message you when a gift is shaken (anyone can shake a gift) or when a gift's card is read. You can set this to TRUE or FALSE.

DELETE_GIFTBOX

When set to TRUE, the gift box someone has opened will delete itself from inworld. Do not use this option if you are using a No Copy item for a gift box. You can set this to TRUE or FALSE. PUBLIC and GROUP gifts will not delete themselves when opened.

DELETE_SERVER

When set to TRUE, the gift server will delete itself when all gifts have been opened. You can set this to TRUE or FALSE. This option is automatically disabled if you have PUBLIC or GROUP gifts in the server.

DELETE_ALL_ON

If you like, you can set a hard date when the server and gifts will disappear. If you have PUBLIC or GROUP gifts out, you will probably want to use this option, as those gifts will not delete themselves when opened. Enter a date for this field or **leave it blank**.

> ⓘ **Information!** When a server deletes itself, any inventory still remaining in the server will be sent back to the server owner.

> ⚠ **Attention!** Several fail-safes have been added to avoid permanent loss of items due to incorrect server setup. That said, Two Leaf Technologies will not accept responsibility for loss of items or inventory through the use of Mystery Gift Servers and Gift scripts.

OWNER_NICKNAME

You can use this to personalize YOUR name on a gift (It will show up as FROM: Nickname.

FLOATING_TEXT

You can choose to NOT have the gift show floating text when it is touched. This is a good option to disable for treasure hunts (to not give away the gift position to nearby people), or when you have a lot of gifts in one area (all that text can be confusing!). You can set this to TRUE or FALSE.

GIFT

This is where you actually assign a gift to be given to a friend. The GIFT command is broken down into 6 variables, separated by a spaced pipe " | ":

1. **Gift Number** – When set up, your gift boxes will have a server number and gift number in their description. The Gift Number makes sure the server delivers the right

gift to the right person.

2. **Open On Date** – This is the day you want the gift to be opened. The date format is 4 digit YEAR, a 2 digit MONTH and a 2 digit DAY Ex: 2014-12-25 or 2015-01-01. If you would like the gift to be opened immediately, just put the current date.
3. **Gift Name** – This is the name of the gift in the server inventory you want to deliver to the recipient.
4. **Gift Hint** – When a person touches (or 'shakes') their gift, it says a short message as a bit of fun. Setting a hint to 'clinks and sloshes' turns into "When you shake it, the gift clinks and sloshes" when the gift is touched.
5. **Recipient Legacy Name/PUBLIC/GROUP** – The legacy name of the recipient. This is the FirstName LastName every avatar has. Ex: Kriss Lehmann. If an avatar has only ONE name, their last name is 'Resident'. You can replace the 'firstname lastname' with **PUBLIC** to make it a public gift or **GROUP** to make it a group gift.
6. **Recipient Nickname** – Like the Owner Nickname, you can personalize the name of the recipient that shows up on the gift.

⚠ **Attention!** The **GROUP** gift is based on the group setting of the GIFT, not the SERVER.

GIFTCARD

You have the option of adding a note to a gift that can either be a private message for the recipient, or a public message anyone can read. This is completely optional, but adds a personal touch to the gift. The GIFTCARD command is broken down into 3 variables, separated by a spaced pipe " | ":

1. **Gift Number** – This is the same number of the present you want the message to be attached to.
2. **PUBLIC/PRIVATE** – This flag lets the gift know if anyone can read a message (PUBLIC) or only the recipient (PRIVATE).
3. **Message** – This is the message you want to send. The message must be all on one line. It may wrap around automatically, but do not use a new line to break the message up. Due to limitations of note cards, the message must be no longer than 200 characters. Keep it short and sweet!

ⓘ **Information!** The a spaced pipe " | " is used by the server to separate command variables. Make sure these stay between the options you set. Consult this page or the template entries in the note card if you aren't sure you have the command correctly entered.

Each new command (GIFT and GIFTCARD) goes a separate line. When you have finished, your note card will look something like this:

```
SERVER_NUMBER | 1
IM_ON_OPEN | TRUE
IM_ON_TOUCH | TRUE
DELETE_GIFTBOX | TRUE
DELETE_SERVER | TRUE
DELETE_ALL_ON | 2015-01-01
OWNER_NICKNAME | Beardy
FLOATING_TEXT | TRUE


## Template: GIFT | gift_number | YYYY-MM-DD | gift_name | gift_hint | firstname lastname | nickname
## Template: GIFTCARD | gift_number | PUBLIC | Example Gift Card message!


GIFT | 1 | 2014-12-25 | Grandma's Spiked Eggnog | sloshes a bit | Shai Delacroix | Shaipai
GIFTCARD | 1 | PUBLIC | To my darling wife
GIFT | 2 | 2014-12-25 | Snowman Kit | looks like it's melting | Shai Delacroix | Princess Playah
GIFTCARD | 2 | PUBLIC | Baby, it's cold outside, and no work to be done. Let's use this gift to have some fun!
```

Press the SAVE button after you have finished editing the note card and close it. The server will check to make sure that all the gifts listed in the note card GIFT lines are in the server inventory. If there is a problem, the server will tell you what is wrong, and you can edit the note card again to fix the problem, or edit the gifts in the server. Every time the server inventory changes (if you add or remove a gift or if the settings note card is updated and saved) the server will reset and begin validating the settings and inventory.

When setup is complete, the server will go online.

The Server Menu

Touching the gift server will open up following menu for the server owner ONLY:

Server Options

Server is ONLINE
1 item in server.
1 gift box configured.
No gifts have been delivered.
Single recipient gift boxes will delete after opening.
Server will delete after all deliveries are made.

[Close Menu]   [User Manual]   [☐ Hide]

The menu will tell you:

- The current server status (ONLINE / OFFLINE)
- How many gifts are in the server
- How many gifts are listed in the note card (these numbers can differ, especially if you are gifting an item you have created to many people.)
- How many gifts have been delivered
- Gift Box and Server deletion settings

The User Manual button will open this online guide, and the Hide button can be used to make the server invisible, to hide it from prying eyes.

> ⓘ **Information!** The server can also be renamed, to keep people from trying to locate it by name, and sneakily find out what you are giving them.

Setting Up a Gift Box

The easiest of all parts!

1. Rez a gift box you want to use as a present.
2. Edit the description of the present to match the server number and gift number in the server settings note card. The format is 'server number:gift number'. If the server number is '1' and the gift number is '2', put '1:2' in the gift box description.
3. Drop the '.TLT gift script' into the gift box from your inventory.

The gift box will contact the server you have set up in the region and attempt to complete it's setup. If setup is successful, you will see the recipient's name, your name, and the date the gift can be opened in yellow text above the gift. This text will disappear after 10 seconds. The gift box will also change it's name to "Gift for [recipient's name]".

If something has gone wrong, you may see one of two messages:

1. Gift is not configured – The gift does not have a server ID or gift ID number in it's description. Make sure it's description matches the server ID and the ID of the gift in the server note card and touch the gift to reset it.
2. Could not validate gift – Either the id number of the server or gift does match the server note card, or the server is offline. Check the server note card, and put the correct ID numbers in the gift box description. Touch the gift to reset it.

To: WonderLost
From: Two Leaf
Open On: December 25th, 2014

If Floating Text is active, the gift will show 'To:", "From:" and "Open On" information when touched.

Interacting with Gift Boxes

To interact with a gift box, all a person needs to do is touch the box. Depending on who is touching it, when it is touched, and the privacy settings attached to the gift, different people may see different things.
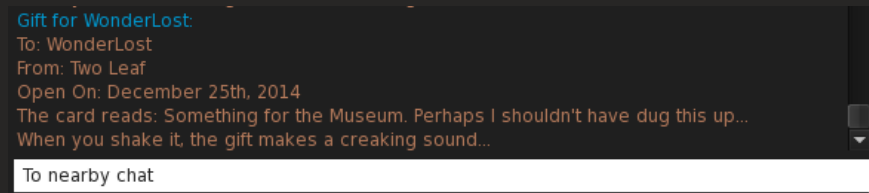
Gift Box Owner

As the gift box owner, your menu will have options for opening the User Manual (this page) and resetting the gift. You can also easily see the server and gift number.

```
TwoLeafTechnologies's 'Gift for Wonderlost'

To: Wonderlost
From: TwoLeafTechnologies Resident
Open On: December 25th, 2014

Server #: 1
Gift #: 1


  Read Card          Shake Gift

  Close Menu         User Manual          ↻ Reset
```

Gift Recipient

The gift recipient will have the gift card read to them, as well as seeing the shaking hint. If the recipient touches the gift on or after the open date, the gift will be delivered to them.

```
Gift for WonderLost:
To: WonderLost
From: Two Leaf
Open On: December 25th, 2014
The card reads: Something for the Museum. Perhaps I shouldn't have dug this up...
When you shake it, the gift makes a creaking sound...

To nearby chat
```

Maybe this gift was a bad idea?

Everyone Else

Everyone will be able to read the greeting card (if public) and see the shake hint.

Fun Ideas For Using Mystery Gift Boxes

Have a good idea on how to use Mystery Gift Boxes? **Let us know!**

Bad Gifts

Add an item inside the gift box and name it something that you know the recipient will hate, or something funny! "Ugly Sweater", "Fruitcake", "Sachet of Aromatic Belly Button Lint". Use your imagination! The name could also give another subtle hint as to what the actual gift is. The item in the box will not be given to them, instead, your real gift will be delivered!

Treasure Hunt

Set multiple gift boxes around your land, and use the greeting card for each one to point the recipient towards the next.

Advent Calendar

Leave a collection of boxes for your loved ones, with a new gift that can be opened each day.

Limited Edition Promotional Items

Create a GROUP gift and set the Open On date for a weekend promotion. Set the Delete date for the next weekday. Now your store's group members have two days to pick up a special gift before it vanishes! Drive traffic to your store!

Gifts are all about sharing and having fun, and we hope you get a lot of use and enjoyment out of using the Mystery Gift Box Script and Server set.

Version History

V1 – Dec 18th, 2014
– Initial Release.

V1.1 – Dec 20th, 2014
– Fixed an issue with gift giver names not being shown in the floating text or menu if the box owner was offline.
– Added the ability to have personal, public or group only gifts.
– You can now hide gift box floating text.
– You can now set up multiple servers on a sim.

V1.2 – Jan 2nd, 2015
– Added enhanced validation for server settings that involve server and gift deletion.
– Servers will now return remaining inventory to the server owner when deleting itself.
– Added more details to the server setup report.

Two Leaf Technologies