

Reseller Basics for project sellers

1. To become a reseller, please visit this page:
<https://www.evc.de/en/product/ols/reseller/info.asp>

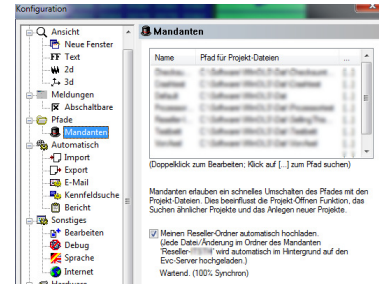
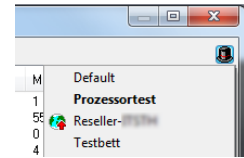
Here you will find the costs and can purchase the Res-Start product online and thus be activated.

2. A new client with the name "Reseller-(yourname)" was created. You can find this client in the open-project-dialog with the client-icon (hat-icon top-left corner). All files from this client are stored in the Windows file system in the corresponding client folder. That's a subfolder of your regular WinOLS project folder.
3. All projects in this folder are automatically copied to the EVC server and can be purchased by customers. That is done automatically in the background while WinOLS is running. Deleting and changing a project is also transferred automatically.

Use "Miscellaneous > Configuration > Clients" to check the status of the transfer. (If the status doesn't reach 100% after some time, please contact EVC and send us the log file from "Miscellaneous > Configuration > Debug".)

4. If you copied any projects to the reseller folder, you should always let WinOLS display the contents of the reseller folder once. This updates the contents list which is also transferred to the server (and the customer).

Tip: You can easily copy multiple projects if you select and right-click them in the project list.



File names

- File names are the key to the reseller system. If a customer has purchased a project, he can download it again later free of charge. There are also useful functions in Project>Open to compare the current folder with the reseller folder by file name.
- It is therefore helpful if all your file names only exist once (apart from the copy in the upload folder). To do this, activate the option in "F12 > Automatic" that file names should be unique across all clients.
- If you want to change your file naming system, i.e. rename large numbers of files, you should do this before you start the upload.

If you want to do this later (which we do not recommend), you should move all files to a separate directory and rename them there. Now delete the files in the upload folder and synchronize this state (requires switching off a security mechanism on F12>Reseller upload). Then copy a group of 50,000 files and allow them to finish synchronizing before copying the next group.

Clients

You should create and edit projects in a normal client for normal work. And only copy them over to the reseller client (and thus upload them) when they are finished. There is a special function for this in the context menu in the Open project dialog. This allows you to copy all selected projects to your reseller client and also directly adjust some project properties (such as credits).

Credits

- The credits are a virtual currency within the WinOLS ecosystem.
- Credits are always integer, meaning that "0.5" isn't possible.
- There's a separate credits-account for each reseller/customer combination. So, your credits are complete separate from other resellers.
- You decide the price-per-credit. (It's recommended to choose the price in such a way that a typical projects costs 10 credits.)
- Your customer pays you (real money). You put credits on his EVC credits account.

- The customer buys projects from you. The price is deducted from his credits account.
- You can set the price for each project in the project properties. If you do not enter a number in the Credits field, the default value of 10 credits is used.

Buy versions

You can also offer individual versions (or the original) for sale. The customer then receives the original and, if applicable, the corresponding version, as well as all other project data such as maps, comments, etc. when purchasing. To use this feature, you must enter a credits price in the version properties and fulfill the following conditions:

- The version name must be unique within the project and between 3 and 50 characters long
- The version name must not contain any special characters (e.g. \ " ')
- The credits must be >0 and <project credits
- The project may contain a maximum of 50 versions
- The original is a normal version and can also be offered for sale. It is delivered with the maps.
- You can offer only original projects (without maps) at a flat rate via the corresponding option in your evc.de. Account.

Tip: First Upload

After you have become a reseller, the next time you use Updates+Registration, the PC will become the upload computer. It is best to switch off the upload first (F12>Reseller upload) and make sure you have good data. Copy projects to your upload directory, set credit prices and correct the project properties. The Project>UpdateProjects function offers many valuable tools for this.

Tips for projects

- Make it easy for your customers to find you. Use meaningful, correct and consistent project properties.

Tip: The function "Project > Update projects" can help you normalize some fields and fill in some other fields automatically.

- Make it easy for your customers to understand what you're selling. For this WinOLS has the project properties "Project type" and "Details" (Right/Middle).
- By default each project costs 10 credits and has no right limitations. You can change both in the project properties. (Price: Right/Middle; Right: Bottom, §-Icon)

Tip: Use the function "Project > Update projects " to overwrite the rights of all projects of the current client with new values.

EVC Server

All projects are automatically encrypted before being uploaded to our servers.