Subject: Shapeways site update of January 18th 2011
Posted by barrys on Tue, 18 Jan 2011 20:05:53 GMT
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Hi all,

we had a site update this morning. It gave some unexpected problems at first with the model upload, but we fixed those later this day. We released the following feature:

Markup per Material
As Bart already announced in his newsletter, we extended the new markup and material editor page to be able to set markups per material now. You can also set the markup per material on the normal product details page, by selecting the material and entering the markup.

Besides that we had several bugfixes:

- Changing the countries of the billing address on the checkout page did not work.

- The 3D viewer popup did not work anymore for model owners due to the new description editor of the last release.

- There were some rounding issues for prices incl VAT in the gallery. They sometimes didn't match the correct price on the product details page.

- The left column on the markup and material page was not scrollable, which wasn't very userfriendly, so we made them scrollable.

Subject: Re: Shapeways site update of January 18th 2011
Posted by dizingof on Tue, 18 Jan 2011 20:23:11 GMT
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Great - thanks !

Subject: Re: Shapeways site update of January 18th 2011
Posted by virtox on Tue, 18 Jan 2011 20:36:04 GMT
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Awesome! Many many many thanks!

Cheers,

Stijn

Subject: Re: Shapeways site update of January 18th 2011
Posted by Kaetemi on Wed, 19 Jan 2011 08:33:17 GMT
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barrys wrote on Tue, 18 January 2011 20:05Markup per Material
As Bart already announced in his newsletter, we extended the new markup and material editor page to be able to set markups per material now. You can also set the markup per material on the normal product details page, by selecting the material and entering the markup.
Ehh, can we get a checkbox too that says "same markup for all materials" or something in the product details page, because it's a bit of work to manually have to type in a markup for every material.
And if Shapeways suddenly adds a new material, what markup will that have then? I hope it doesn't default new materials to 0...
In the product details page it seems I have to hit save for every markup per material I want to change, too.
Also, I can't easily make use of the "To all" feature in the markup inventory page when I have WSF disabled.
Perhaps a textbox for "minimum markup for all materials for this item" which automatically brings all markups for the item to at least that amount? That could be a friendly solution for setting the markup across all materials.

Subject: Re: Shapeways site update of January 18th 2011
Posted by MichielCornelissen on Wed, 19 Jan 2011 12:13:07 GMT
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The material editor looks great, going to have a play - thanks! One solution is to not automatically add new materials, or keep the mark-up in price classes; if a new material gets added in that class, it gets the same mark-up.

Subject: Re: Shapeways site update of January 18th 2011

Posted by MichielCornelissen on Wed, 19 Jan 2011 12:49:13 GMT
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I was able to do the mark-up per material on the product page (nice!), but not on the inventory page with the overview. Is that intentional?

Subject: Re: Shapeways site update of January 18th 2011
Posted by barrys on Wed, 19 Jan 2011 12:54:16 GMT
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Michiel Cornelissen wrote on Wed, 19 January 2011 12:49I was able to do the mark-up per material on the product page (nice!), but not on the inventory page with the overview. Is that intentional?

No, it should definately work on the inventory page. What was exactly the problem?
- did it not save?
- couldn't you edit the markup?

Subject: Re: Shapeways site update of January 18th 2011
Posted by MichielCornelissen on Wed, 19 Jan 2011 13:13:13 GMT
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I could edit, but once I left the page it didn't save. Or did I miss a 'save' button or something?

Subject: Re: Shapeways site update of January 18th 2011
Posted by virtox on Wed, 19 Jan 2011 13:14:30 GMT
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top (far) right of page

Subject: Re: Shapeways site update of January 18th 2011
Posted by barrys on Wed, 19 Jan 2011 13:16:20 GMT
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There is indeed a save button on the top right of your screen. (Next to cancel)
It needs to be pressed for the markup to be saved.

Subject: Re: Shapeways site update of January 18th 2011
Posted by MichielCornelissen on Wed, 19 Jan 2011 14:06:59 GMT
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Ok, that was well hidden. What happens, I work on a pretty big screen, with a full screen window. The material matrix is in a relatively small box on the left; the cancel and save are waaay over on the other side, top right... which is why I missed it.

Subject: Re: Shapeways site update of January 18th 2011
Posted by gibell on Wed, 19 Jan 2011 15:01:21 GMT
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Can we just ignore this new page and the markup will stay as before? I would rather not deal with setting different markups by material ...

Subject: Re: Shapeways site update of January 18th 2011
Posted by MichielCornelissen on Wed, 19 Jan 2011 15:04:10 GMT
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I think there's a 'use for all' button already. And I'm really happy with the mark-up per materials!

Subject: Re: Shapeways site update of January 18th 2011
Posted by Kaetemi on Wed, 19 Jan 2011 15:06:25 GMT
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Michiel Cornelissen wrote on Wed, 19 January 2011 15:04I think there's a 'use for all' button already. And I'm really happy with the mark-up per materials!

Yup, but only in the full inventory page, not in the item detail page. And it doesn't work when WSF is disabled.
Setting all the markups in the item detail page is not fun.
I'd just like a textbox where I can type in the minimum markup for all materials for an item (and that would also serve as the default markup when new materials are added), that would save a bit of work.

Subject: Re: Shapeways site update of January 18th 2011
Posted by virtox on Wed, 19 Jan 2011 15:48:37 GMT
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Perhaps a button/checkbox on the product page, apply for all?

Also is it possible to enlarge (based on window size) the inventory layout for big screens like Michiel noted?

Cheers,

Stijn

Subject: Re: Shapeways site update of January 18th 2011
Posted by Youknowwho4eva on Wed, 19 Jan 2011 18:27:26 GMT
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I'd still like a turn on/off button per item so I don't have to uncheck all materials. Even better if there were 2 buttons for sale/not for sale and visible/not visible. Also would like it if the save didn't kick you back to the shop editor. I'd like to periodically save not do them all and save or periodically save and have to go back in after every save. Definitely moving in the right direction though.

Oh and to be able to set the sale price instead of the mark-up. I think a lot of people wanted individual mark-ups so that they were all priced the same, and days like today I don't want to do math

---

Subject: Re: Shapeways site update of January 18th 2011
Posted by MichielCornelissen on Wed, 19 Jan 2011 19:53:29 GMT
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Ok, let me chip in with a wish from my side as well. For some reason, maybe because I'm in the Netherlands, I see the price inc VAT in the inventory matrix. However, I've decided I will tune my prices to the most stable price seen by the largest group of people, which I believe will the price in dollars, ex VAT. If I understand correctly, most territories outside of the Netherlands won't ever pay the VAT, right?
So, it would save me a lot of math if I would see that (price in dollar ex VAT) as a default in the inventory matrix. Makes sense?

Subject: Re: Shapeways site update of January 18th 2011
Posted by Magic on Wed, 19 Jan 2011 20:42:20 GMT
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That totally makes sense Michiel. I'd like this feature too...

Subject: Re: Shapeways site update of January 18th 2011
Posted by stop4stuff on Wed, 19 Jan 2011 22:11:50 GMT
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I haven't cheked yet, does the price per material include an 'all materials percentage markup' for all materials?

Subject: Re: Shapeways site update of January 18th 2011
Posted by dizingof on Wed, 19 Jan 2011 22:42:49 GMT
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Michiel Cornelissen wrote on Wed, 19 January 2011 19:53Ok, let me chip in with a wish from my side as well. For some reason, maybe because I'm in the Netherlands, I see the price inc VAT in the inventory matrix. However, I've decided I will tune my prices to the most stable price seen by the largest group of people, which I believe will the price in dollars, ex VAT. If I understand correctly, most territories outside of the Netherlands won't ever pay the VAT, right?
So, it would save me a lot of math if I would see that (price in dollar ex VAT) as a default in the inventory matrix. Makes sense?

I just checked that - what you can do is clear all cookies then choose USA in the country field/flag while you are logged in to shapeways.

now look at the price markup details on any of your design page - you'll see the $ value , your markup and the total price excluding any vat.

Subject: Re: Shapeways site update of January 18th 2011
Posted by Anonymous Coward on Wed, 19 Jan 2011 23:04:27 GMT
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Great feedback here! Thanks for all the suggestions, everyone. I will review them closely and work them into my feature roadmap to integrate and update the feature.

Subject: Re: Shapeways site update of January 18th 2011
Posted by MichielCornelissen on Thu, 20 Jan 2011 07:09:34 GMT
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Thanks Dizingof! Will give that a try.

Subject: Re: Shapeways site update of January 18th 2011
Posted by stop4stuff on Sun, 23 Jan 2011 17:49:55 GMT
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Uploading a new model is now a pain in the rear.

Here's why;
Upload model... fine
Set materials... fine
Set markup... not fine, on the model page, you now have to set each and every material markup. Going to the inventory page to set the markup for the model means waiting for the page to load all models, scrolling through to find the model, then setting the markup... saving changes take you back to your shop edit page.

If anyone has not set the markup per material and just set the one markup thinking the markup is set across the board... they're thinking wrongly and possibly losing out.

Subject: Re: Shapeways site update of January 18th 2011
Posted by bartv on Mon, 24 Jan 2011 13:01:36 GMT
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@stop4stuff: that's a good point, I'll forward it to Ben.

Thanks!

Bart

Subject: Re: Shapeways site update of January 18th 2011
Posted by stonysmith on Mon, 24 Jan 2011 16:44:04 GMT
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I know it's been mentioned before, but this is a perfect example of why a percentage based markup would be a wonderful thing.. enter a single % and apply it to all materials.. then go thru material by material if you wish and tweak the prices.

It should be pretty easy to code for.. if you enter say 20% in the markup box, detect the % and then do the calcs.

Subject: Re: Shapeways site update of January 18th 2011
Posted by stop4stuff on Mon, 24 Jan 2011 18:03:38 GMT
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stonysmith wrote on Mon, 24 January 2011 16:44I know it's been mentioned before, but this is a perfect example of why a percentage based markup would be a wonderful thing.. enter a single % and apply it to all materials.. then go thru material by material if you wish and tweak the prices.

It should be pretty easy to code for.. if you enter say 20% in the markup box, detect the % and then do the calcs.

+1 to adding a % markup (for all or just selected materials)

Subject: Re: Shapeways site update of January 18th 2011
Posted by kontor_apart on Mon, 24 Jan 2011 20:52:09 GMT
View Forum Message <> Reply to Message

+1.000 for getting away with markups and changing to fixed sale price.

Subject: Re: Shapeways site update of January 18th 2011
Posted by virtox on Wed, 26 Jan 2011 16:31:30 GMT
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Why is the material matrix so ridiculously small?
(Give the developers some 24" screens please!)

Two minute with firebug I got this :

(censored)

I just removed the weird fixed pixel (wtf?) size constraint on the matrix.

Please add an option to filter out non-public models.

I can only move products up one row at a time?
Please add buttons for top and eight rows up etc.

Please make the save button so, it does not leave the page.

And please take the row principle from the material matrix, make it vertical and implement that on the product page.
Hidden mark-ups on the product page leads to errors, we might miss an entry.

Cheers,

Stijn

File Attachments

1) BigScreen.jpg, downloaded 300 times

Subject: Re: Shapeways site update of January 18th 2011
Posted by Anonymous Coward on Wed, 26 Jan 2011 20:03:20 GMT
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Virtox: it looks like a clear improvement to remove the fixed pixel width per your suggestion. Is that CSS the only thing you changed in Firebug to get the screenshot you shared? If you can email me the CSS you modified, I'll take a look at modifying that ASAP.

There's a number of other suggestions here that I want to implement, and I really like the ideas for percentage markups and fixed sales prices...

Subject: Re: Shapeways site update of January 18th 2011
Posted by Anonymous Coward on Thu, 27 Jan 2011 22:56:28 GMT
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Stijn:

Thanks for the feedback on the CSS. The first thing I'll be able to implement is to increase the fixed width of the material matrix to about 960px. We tried to set it as a percentage but that interfered with some other things, so for now I'll make this partial fix first.

I think it will take a couple of iterations to get this page working as smoothly as I'd like, so rest assured more changes are coming!

-Ben