

MHCP Mentors

IWP Setup Best Practices October 2025



Shards632

IWP West Coast Regional Sales Rep

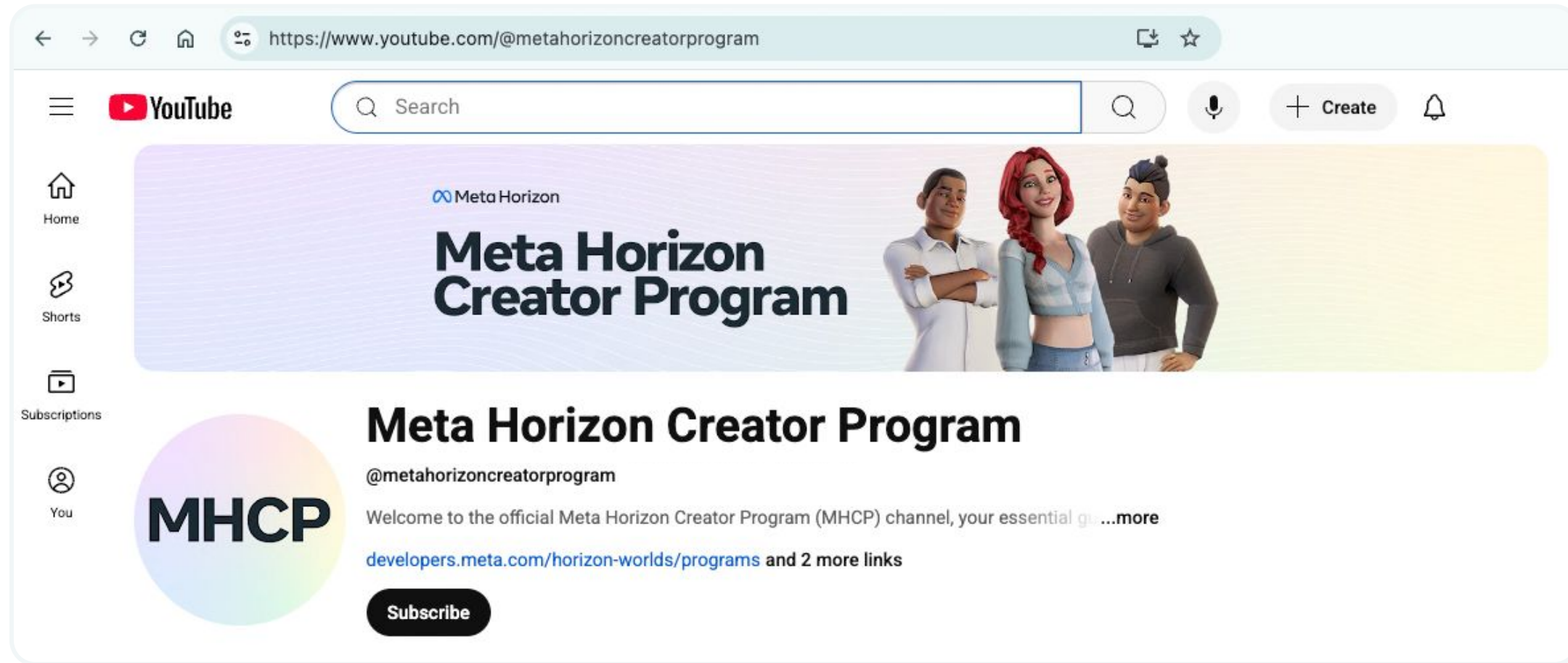
Callouts

Create IWP Items your Players Want
Thursday Oct 23rd 11am PDT / 2pm EDT
Tellous and SeeingBlue

Substance Painter for Avatar Clothing
Tuesday Oct 28th 10am PDT / 1pm EDT
MKE_TheGuru

How to Build Buzz: Nail your PR Story & Strategy
Monday Oct 27th 11am PDT / 2pm EDT
Elizabeth Hoang

Halloween Fashion Show
Thursday Oct 30th 11am PDT / 2pm EDT
SpaceGlitterUnicorn












<https://www.youtube.com/@metahorizoncreatorprogram>






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Mentor Workshop important info:

-  **This session is recorded**—the session will be posted on YouTube later.
-  **Raise your hand**—use the Zoom “Raise your hand” function to ask a question (or put it in the chat).
-  **Mute yourself**—keep muted unless you are asking a question.
-  **Keep the conversation going!** Post your work or questions in the forum.
-  **Questions at designated times**—save most questions for the Q&A portions.
-  **Be active in the chat**—share relevant insights and help answer others’ questions when possible.
-  **Use the chat for technical issues**—report technical problems in the chat, not verbally.
-  **Fill out the feedback survey**—your input helps us improve future workshops.
-  Tag me in the appropriate channels for feedback. Please don’t DM me. (I won’t answer.)

Skills Matrix alignment

Design 	Project Management	Scripting 	Art	Operations
Mechanics  <p>The main interactions, rules, procedures that a player uses / interacts with (that are fun / delightful / useful) via items, interactions, UI, etc.</p>	Product Management <p>The frameworks for turning ideas into practical, executable projects with clear goals, timelines, and deliverables</p>	Programming  <p>The skills needed to write and manage (3D content) codebases.</p>	Assets <p>The design and creation of static meshes for use as world environments or items / props / wearables / characters (including meshes and textures).</p>	Marketing <p>The tools for acquiring and managing an audience.</p>
Core Loop <p>The creation of meaning / accomplishment / feedback when repeatedly using the (main) mechanics.</p>				
Progression  <p>The frameworks that allow players to accrue long-term value and retain in a world (achievements, identify, items, etc.).</p>				

Key Takeaways

- Able to pick the correct IWP selling mechanism for your item type and skill level.
- Able to respond to item purchases via events.
- Able to use either Meta Credits or your own In-World Currency to sell (most) items.
- Able to use advanced scripting to make your own custom selling experience.



Some things to take with you to go!

Agenda

- Definitions
- Restrictions / Bugs
- Creating Commerce Items
- Shop and Inventory Settings
- IWP Gizmo (spatial)
- World Shop Gizmo (spatial / overlay)
- Shop Asset (overlay)
- Quest Completion Rewards
- Scripted Meta Credits Purchases
- Scripted Item Grants
- Q&A

Restrictions / Bugs

Avatar Items (clothing) must be sold using Meta Credits

- You cannot 'gift' them to people through code or via quests.
- You cannot sell them using In-World Currency.

Store Gizmo only supports consumables

- You cannot use it to sell any durable item.
 - That includes any avatar items (clothing).

Must have IWP Seller Gizmo to get `OnItemPurchaseComplete` events

- You will get `OnItemPurchaseStart`, but no `OnItemPurchaseComplete` events without a matching configured seller gizmo in the world *somewhere*.

Item Packs have hidden 'Event SKU's

- Item Pack 'event SKU's are of the form `"itemName_(Pack_of_N)_1234567890123456"`
- The 'event SKU' for item packs is **required** when using scripted purchase flow or confirming purchase via `OnItemPurchaseComplete` or auto-consumption via `OnConsumeItemComplete`.
- No way to get the 'event SKU' other than by observing a purchase attempt and logging the value to the debug console.

Avatar Item 'Event SKU's don't match Avatar Item SKUs obtained from Commerce Menu

- Event SKUs for avatar items are of the form `"itemName_1234abcd"` while Avatar Item SKUs in the UI are of the form `"creatorName_1234567890abcdef1234567890abcdef"`.
- The 'event SKU' for clothing is **required** when using Shop Asset, scripted purchase flow, or confirming purchase via `OnItemPurchaseComplete` events.
- Same mechanism as item packs to get the 'event SKU'... observe and log a purchase attempt.



Restrictions / Bugs (cont)

No way to do Test Purchase via IWP Seller Gizmo, Shop Asset, or Scripts on DE or Web

- Only possible on VR, and for *some* people, on Mobile.
- Test Purchase should be available to Creator and every *MHCP* Editor of the world.
- **Exception:** you *can* Test Purchase via the World Shop Gizmo in the Desktop Editor and Web

No way to do Test Purchase of Avatar Items (clothing) you created

- You can only Test Purchase things you don't own, and creators automatically own all their clothing.
- *MHCP* Editors of your world can Test Purchase your clothing IWPs and return them.

No way to delete an IWI that has ever been granted to a player (even test purchases)

No way to view inventory on Desktop Editor

- Only available from Web, VR, and Mobile

API `WorldInventory.getPlayerEntitlementQuantity()` returns a `bigint`, not a `number`

- The API definition is incorrect. You will need to convert this to a `number` using `Number()` constructor.

Incorrect `CodeBlockEvents.OnPlayerSpawnedItem` in API

- You will need to define your own via `new CodeBlockEvent<[item: Entity, asset: Asset, player: Player]>("assetSpawnPlayerInventory", [PropTypes.Entity, PropTypes.Asset, PropTypes.Player])`

All these Restrictions / Bugs were reported to Meta months ago, but still seem unaddressed. If they are important to you, please file additional issues and upvote public investigations:

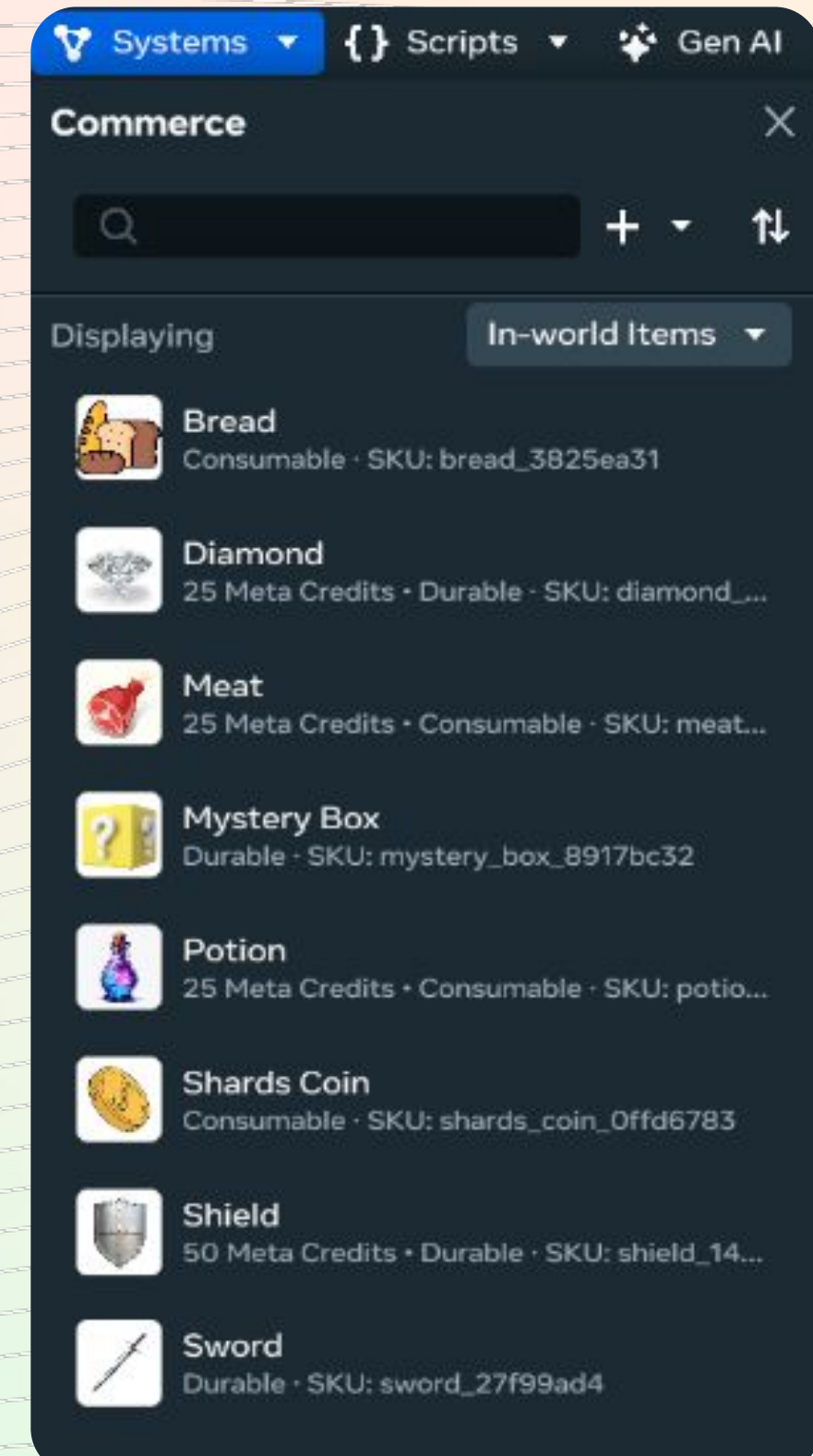
<https://developers.meta.com/horizon/feedback>



Creating Commerce Items

In-World Item

- Name
 - Keep it short! Used in UI and will be part of the SKU string.
- Description
 - Go into detail here.
- Thumbnail (jpeg only)
 - Optional, but *highly recommended*, especially if using with Shop Gizmo or Quests. Also appears in Inventory UI.
- Meta Credits
 - Choose whether this is purchasable with Meta Credits, and if so, for how many credits in Item Price.
 - One of the *few* values you can change later after creating IWI.
- Item Type
 - Durable
 - Asset Reference
 - An asset the *player* can spawn *at any time* from their inventory associated with this IWI.
 - Recommend not using without a deep understanding of spawning implications.
 - Consumable
 - Auto Use (only available when purchased with Meta Credits)
 - Whether the IWI goes into the player inventory, or is automatically consumed upon purchase.
 - Can **NOT** be viewed or changed later!
 - Inventory based consumables are tricky to manage!



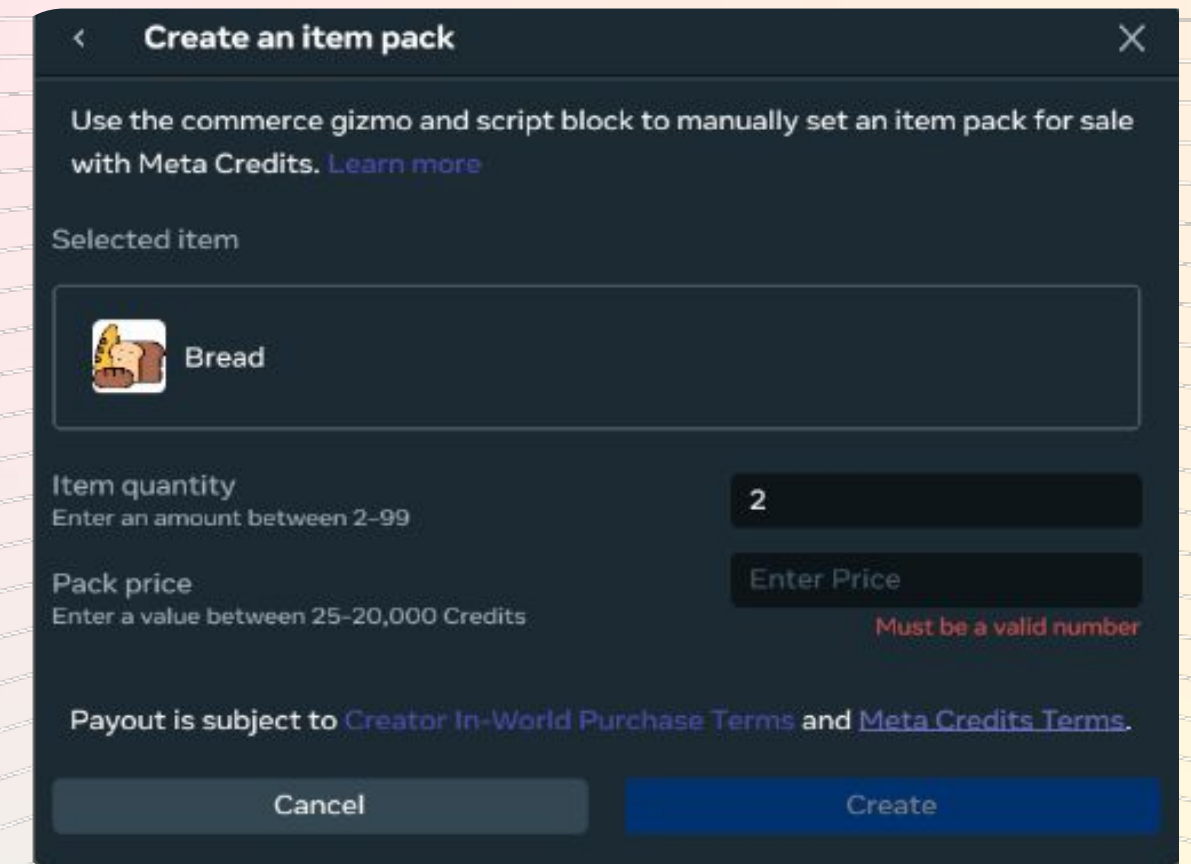
Creating Commerce Items (cont)

In-World Item Pack

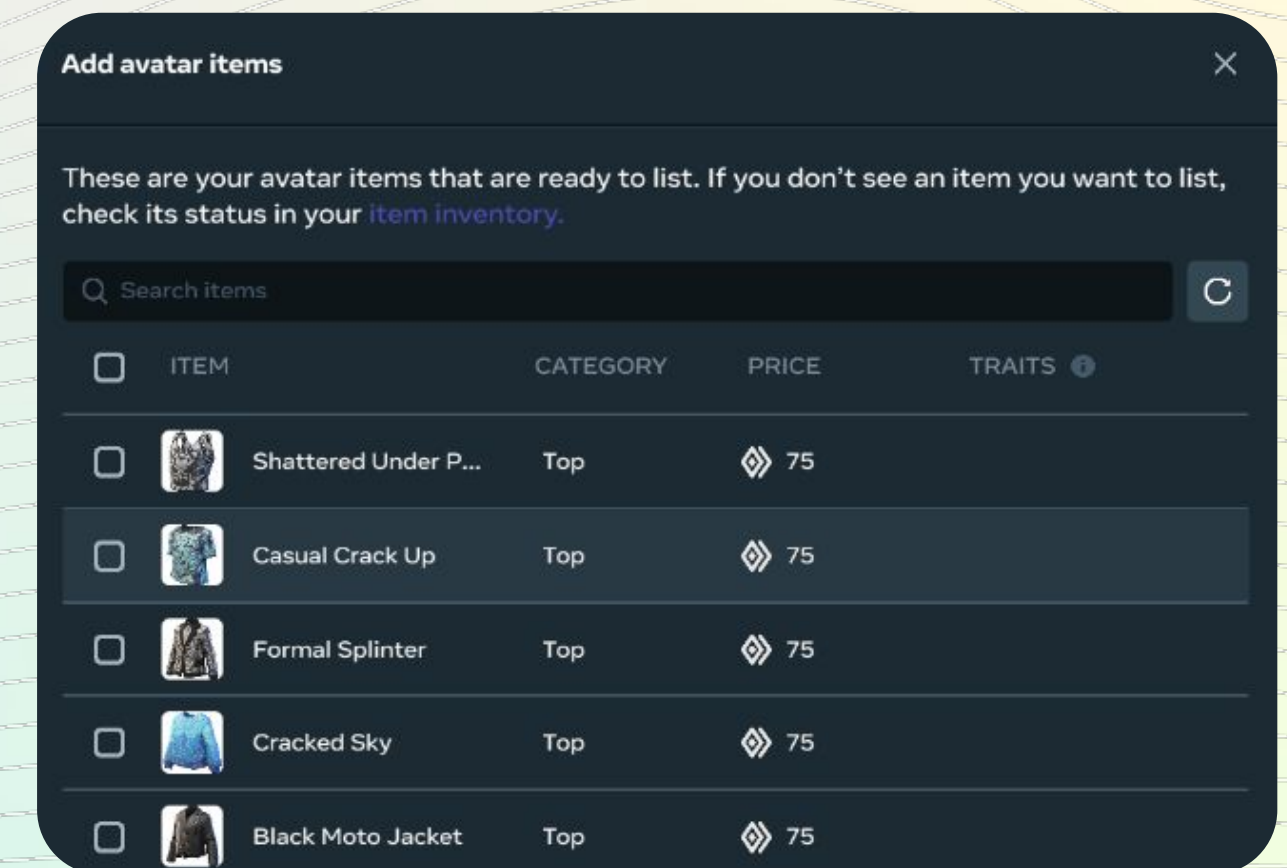
- Only for consumable items.
- Packs are grouped by the consumable item they contain.
- Only sellable for Meta Credits.
 - even if original item was *not* for sale with Meta Credits.
- Quantity limited to 99.
 - Seems unnecessarily limiting, especially for In-World Currency packs
- You set the quantity / price points you want to support.
 - Good for 'volume discounts'!
- Auto-consumed consumables **NOT** good candidates for packs
 - Requires special event handling due to hidden 'event SKU'

Avatar Item

- Must be *separately* created and priced in the Web Horizon Creator Portal.
 - <https://horizon.meta.com/creator/avatars/>
- Video on Clothing Creation.
 - https://www.youtube.com/watch?v=eemelEg_eJg
- All avatar items are currently 'durable', and must be sold for no less than 75 Meta Credits.
- You select which items from your pre-built avatar items to list in this world.



Creating Item Packs



Adding Avatar Items]

Shop and Inventory Settings

Set when publishing your world

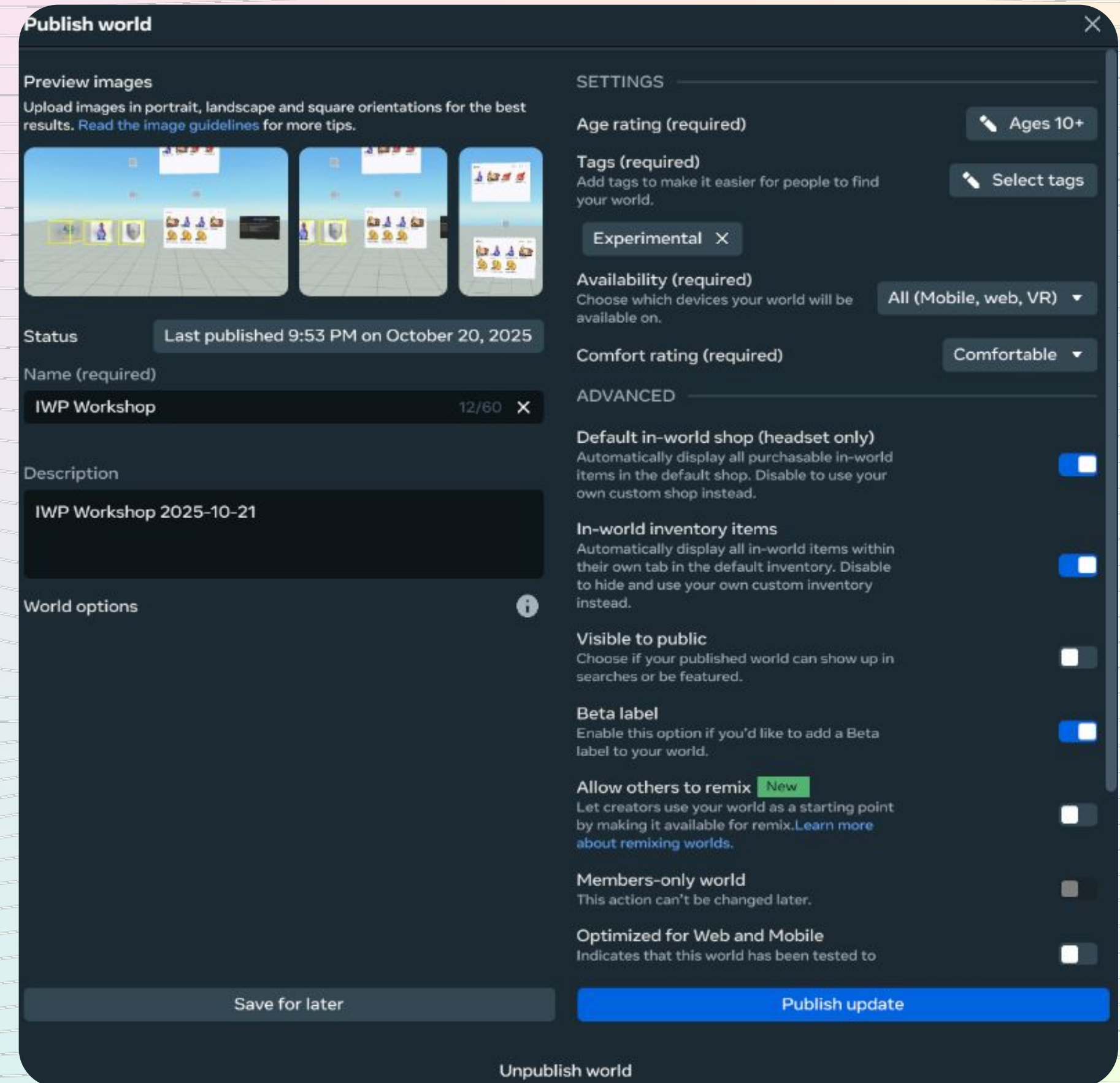
- Controls ability for player to 'directly interact' with purchasables

Default in-world shop

- VR only setting
- If enabled, allows players to see **all** of the items configured for sale in your world (even if not listed anywhere for sale)
- If you plan any sort of curated store experience, strongly recommend you disable this

In-world inventory items

- For VR and web/mobile players
- Allows players to bring up a system UI of all their In-World Items
 - A submenu under the 'backpack' icon
- If you plan on providing a custom inventory UI, you might want to disable this.
 - E.g. MetaHorizons provided Inventory Asset
 - <https://developers.meta.com/horizon-worlds/learn/documentation/code-blocks-and-gizmos/inventory-as-set-template>
- Note that non-auto-consumed consumables in the system inventory require 'special handling' to be consumed by player!



Publish Dialog

In-world Purchase (IWPSeller) Gizmo

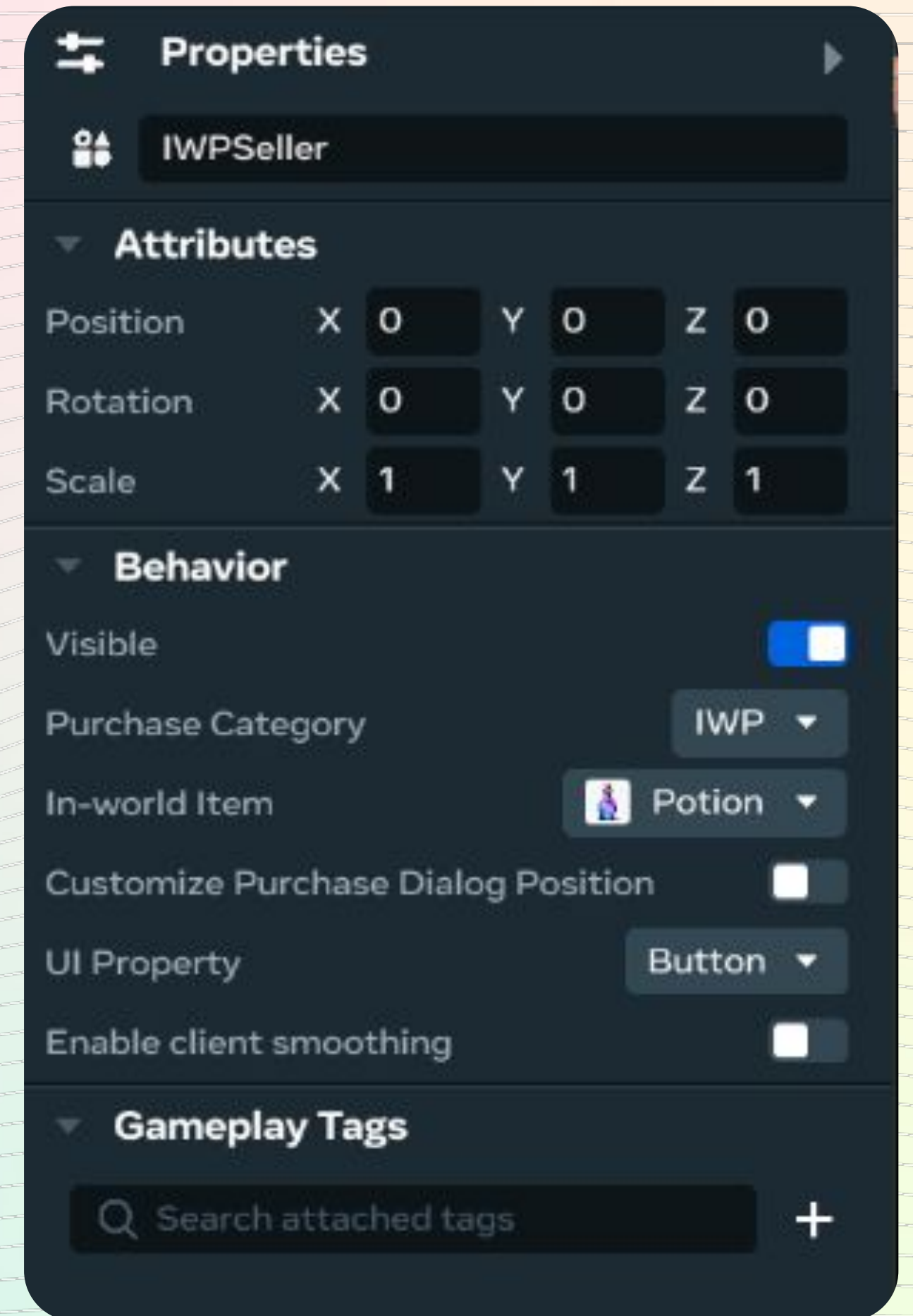
Easiest way to sell, but only via Meta Credits

- Works in VR and mobile, but not Web or Desktop Editor

Configuration

- Purchase Category
 - IWP
 - Can be IWPs, Item Packs, or Avatar Items
 - Pick item from the drop down list
- UI Property
 - Trigger
 - Invisible region the player will need to interact with
 - Best if you are creating your own static UI 'around' the trigger area
 - Button
 - Displays the price in Meta Credits
 - Icon
 - Displays a Meta Credit icon with no price

If you use an IWPSeller Gizmo with an IWI without a Meta Credits price, it will appear to cost 0 credits, but will fail to purchase.



In-world Purchase (IWP Seller) Gizmo (cont)

CodeBlockEvents for Purchasing

- OnItemPurchaseStart
 - Checkout flow is beginning
 - player and item SKU purchased
- OnItemPurchaseComplete
 - Checkout flow has completed
 - player, item SKU, and success flag
 - **MUST** have an IWP Seller Gizmo for this sku *somewhere* in the world in order to get this event!

CodeBlockEvents for Consumption

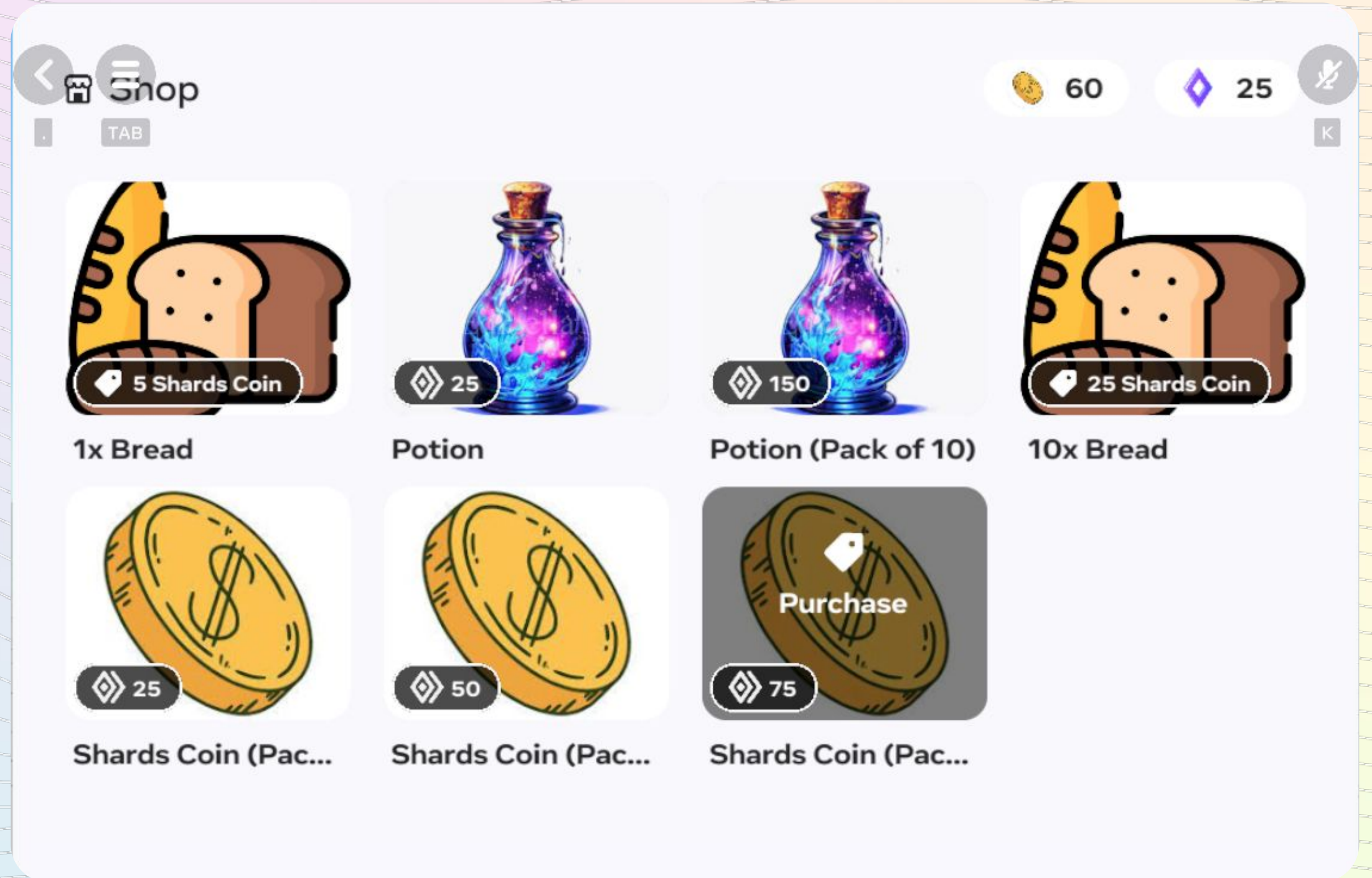
- OnItemConsumeStart
 - Player is trying to consume *from their Inventory*
 - Not sent for auto-consumed items
 - player and item SKU attempting to be consumed
 - **MUST** be 'approved' in code via `WorldInventory.consumeItemForPlayer()` or the consume attempt will fail!
- OnItemConsumeComplete
 - Consumable finished being consumed
 - player, item SKU, and success flag



World Shop Gizmo

System UI Style Window

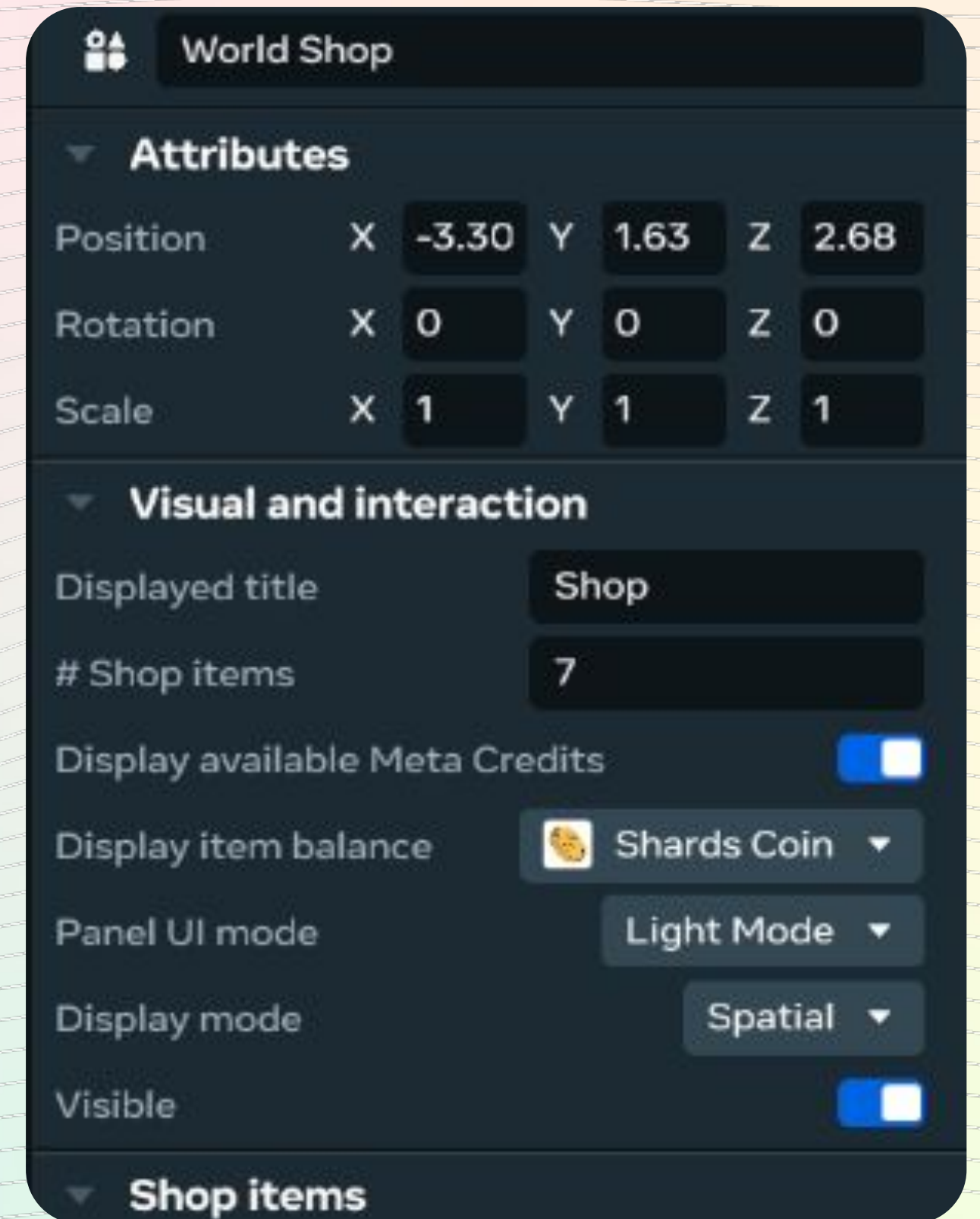
- Looks "official" (because it is)
- Up to 20 items can be sold in one Gizmo
 - scrolling list of 4 per row
- Can sell with Meta Credits or In-World Currency
 - Items configured with Meta Credit prices can only be sold for Meta Credits
 - In-World Currency *must* also be an IWI
- Has both a spatial and overlay mode
- Works in both web/mobile and VR (including overlay mode)
- Can **only** sell consumable items
 - Cannot sell clothing



World Shop Gizmo (cont)

Configuration

- Displayed title
 - Name in upper left corner of gizmo
- # Shop Items
 - 1 - 20 items that will be sold.
 - Making smaller will *forget* previously configured items, so be careful!
- Display available Meta Credits
 - If you want the player's Meta Credit balance in upper right
- Display item balance
 - Select a 'main' In-World currency consumable IWI balance to display in upper right (can leave blank if desired)
- Display Mode
 - Spatial
 - In the 3D world as an object players can walk up to
 - Overlay
 - Attached to the player's screen
 - Invisible by default
 - Must call `this.world.setShopOverlayVisible()` to make it visible/invisible to specific players



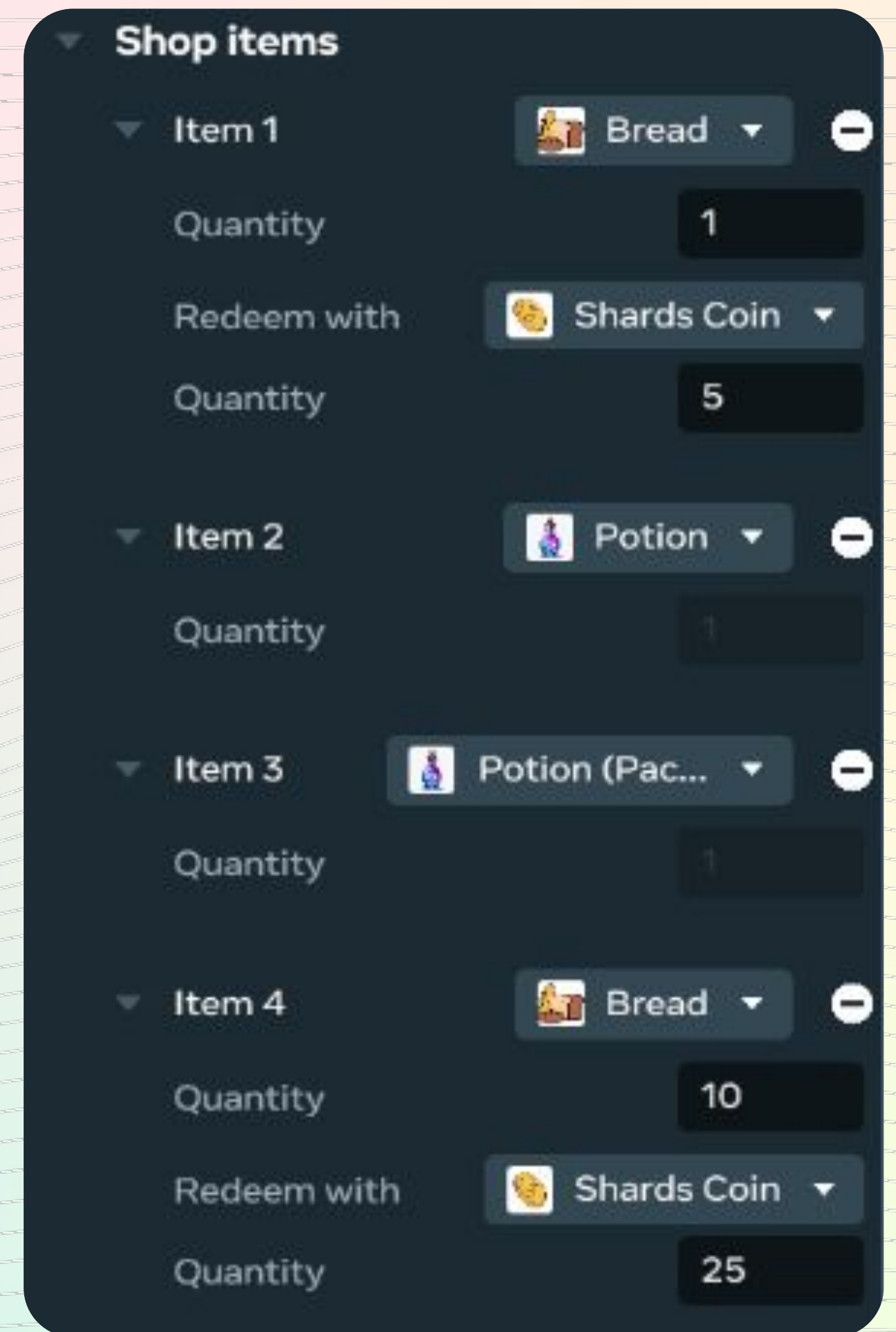
World Shop Gizmo (cont)

Item Configuration

- Item ##
 - Choose the consumable item or item pack from drop down

Following options are only applicable to non Meta Credit items. Meta Credit item quantities are fixed at creation time, and costs can only be edited in the Commerce menu.

- Quantity
 - Indicate the number of items for sale
- Redeem With
 - Choose the consumable IWI that is your In-World Currency
 - You can use different consumable IWIs other than just your 'main' one, e.g. if there is 'laddering' resource progressions
- Quantity
 - Indicate the number of Redeemed IWIs will be consumed to purchase this item



World Shop Gizmo (cont)

Purchase Confirmation

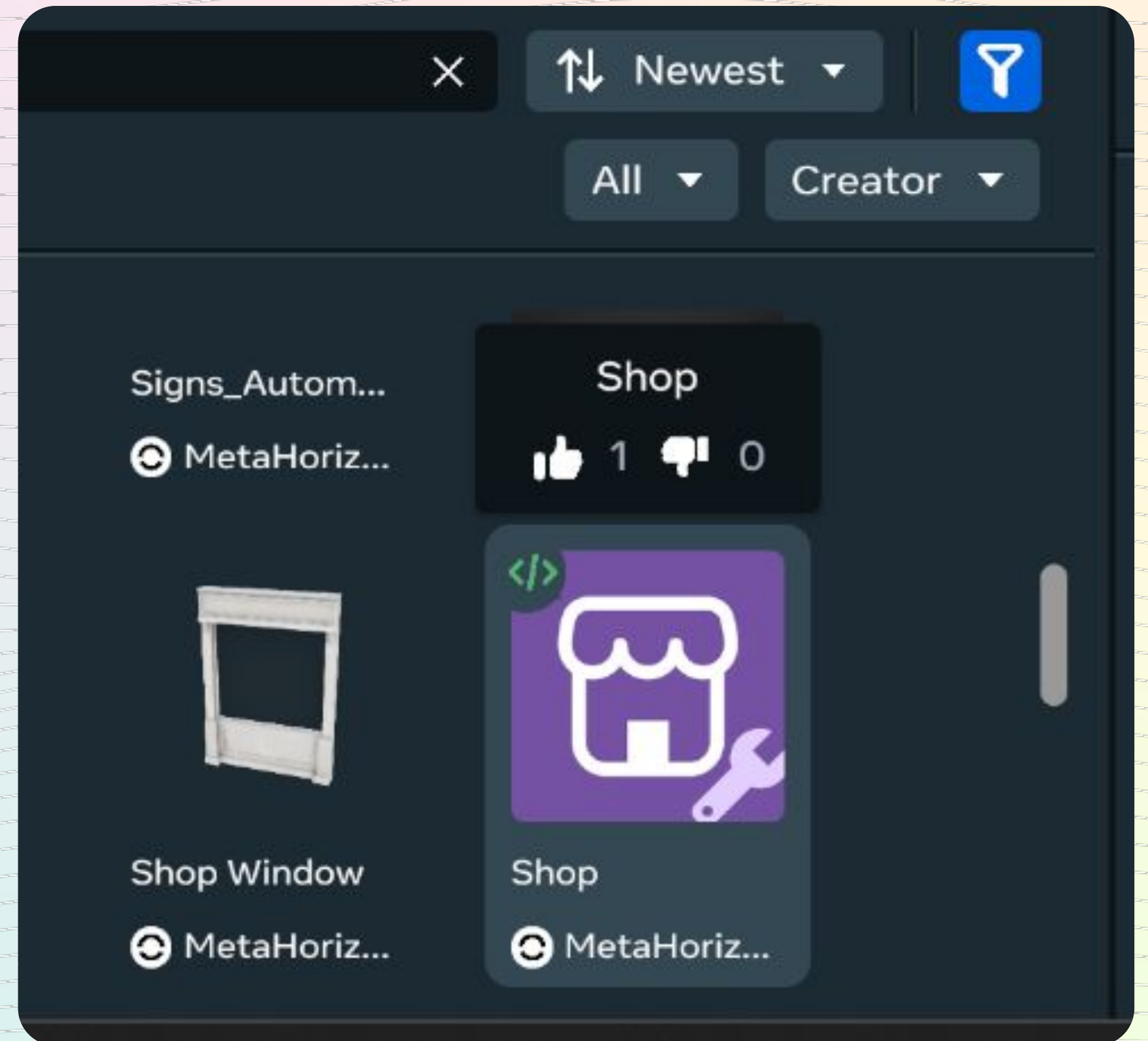
- For IWP purchased with Meta Credits, broadcasts `OnItemPurchaseStart` and `OnItemPurchaseComplete` `CodeBlock` events
- Also broadcasts a special `NetworkEvent` (**not a `CodeBlockEvent`**) on successful purchase
- `InWorldShopHelpers.OnPlayerPurchasedItemEvent`
 - `playerId`
 - **NOT** a `Player` object. You may need to do `new Player(playerId)` if you need the `Player`
 - `shopId`
 - The Entity id of the Shop Gizmo
 - Note that `Entity.id` is a `bigint`, but `shopId` is a number
 - `consumedItemSku`
 - The In-World Currency IWI SKU
 - empty if using Meta Credits to purchase
 - `consumedItemQuantity`
 - Cost of the item in Meta Credits or In-World Currency
 - `grantItemSku`
 - The SKU of the IWI that was purchased
 - `grantItemQuantity`
 - The number of items that were purchased



Shop Asset

Available from Public Assets

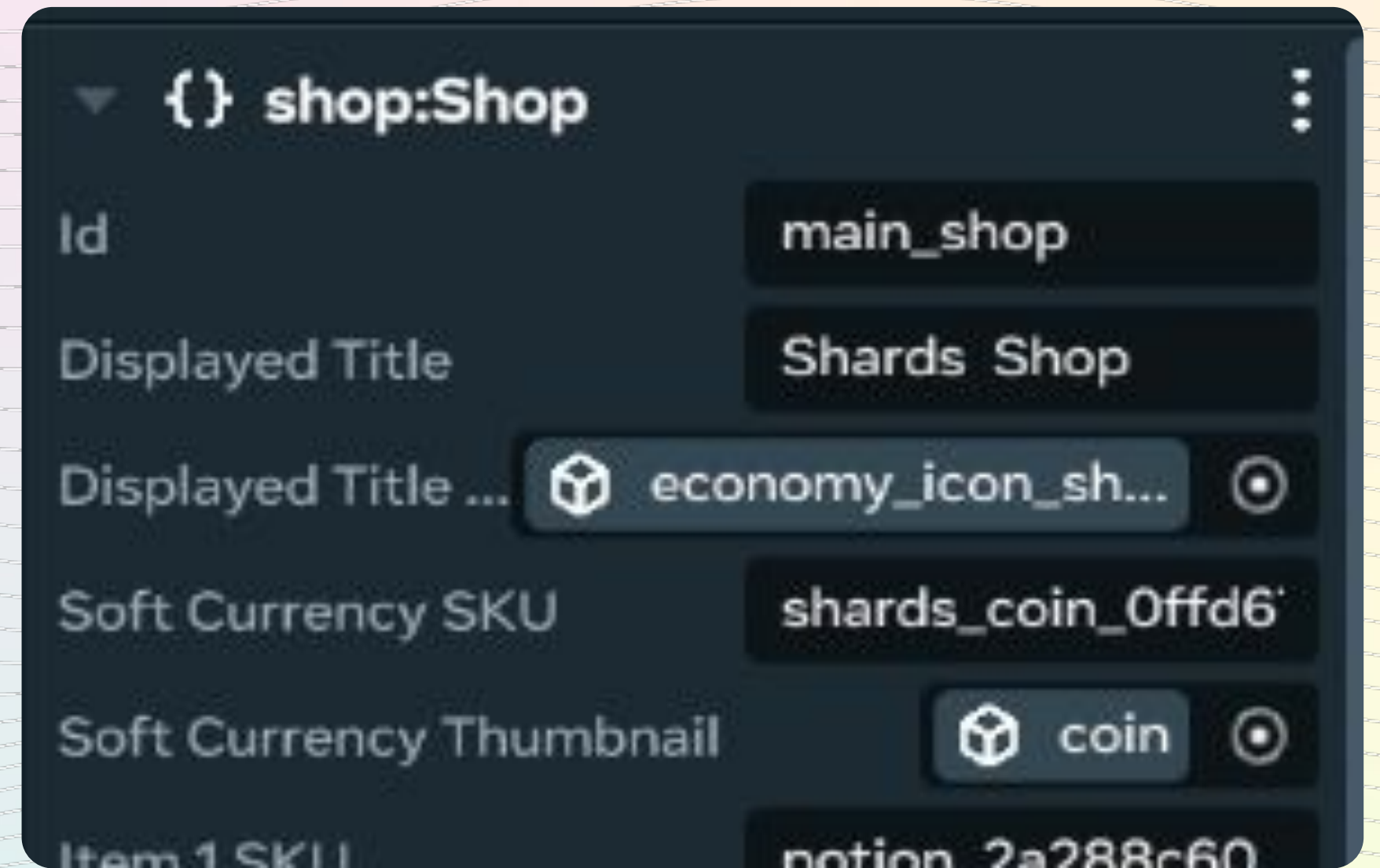
- Search filter by 'MetaHorizons' creator and 'Interactive' type
- Only pull in the 'colored' Shop asset, not the grey subsidiary assets used internally
- Visually 'similar' to Shop Gizmo
- Configuration also 'similar' to Shop Gizmo
- Can sell *both* durable and consumable (but not Item Packs!)
- **Only** available as an 'overlay' UI
 - Installs a 'Grocery Bag' icon in the upper right of player screen. Clicking on the icon shows the Shop overlay.
 - Significant work to refactor it into a 'spatial' UI if you are sufficiently familiar with TypeScript and Custom UI
- Comes out of the box supporting up to 8 items
 - You could probably add more items via minor code changes.
- **DOES NOT** work in VR!
 - Would require refactoring of Shop Button asset to use "Interactive, Blocking" Screen Overlay, which exclude working in Web/Mobile.



Shop Asset (cont)

Configuration





- Id
 - A text string used in events identifying the shop
- Displayed Title
 - Name in the upper left corner of the overlay UI
- Displayed Title Icon
 - TextureAsset of the upper left corner shop icon
- Soft Currency SKU
 - The IWI SKU of your 'main' In-World Currency
 - Can leave blank if none
- Soft Currency Thumbnail
 - TextureAsset of your soft currency icon
 - Should match the image used for the IWI configuration
 - Can leave blank if none



Shop Asset (cont)

Item Configuration

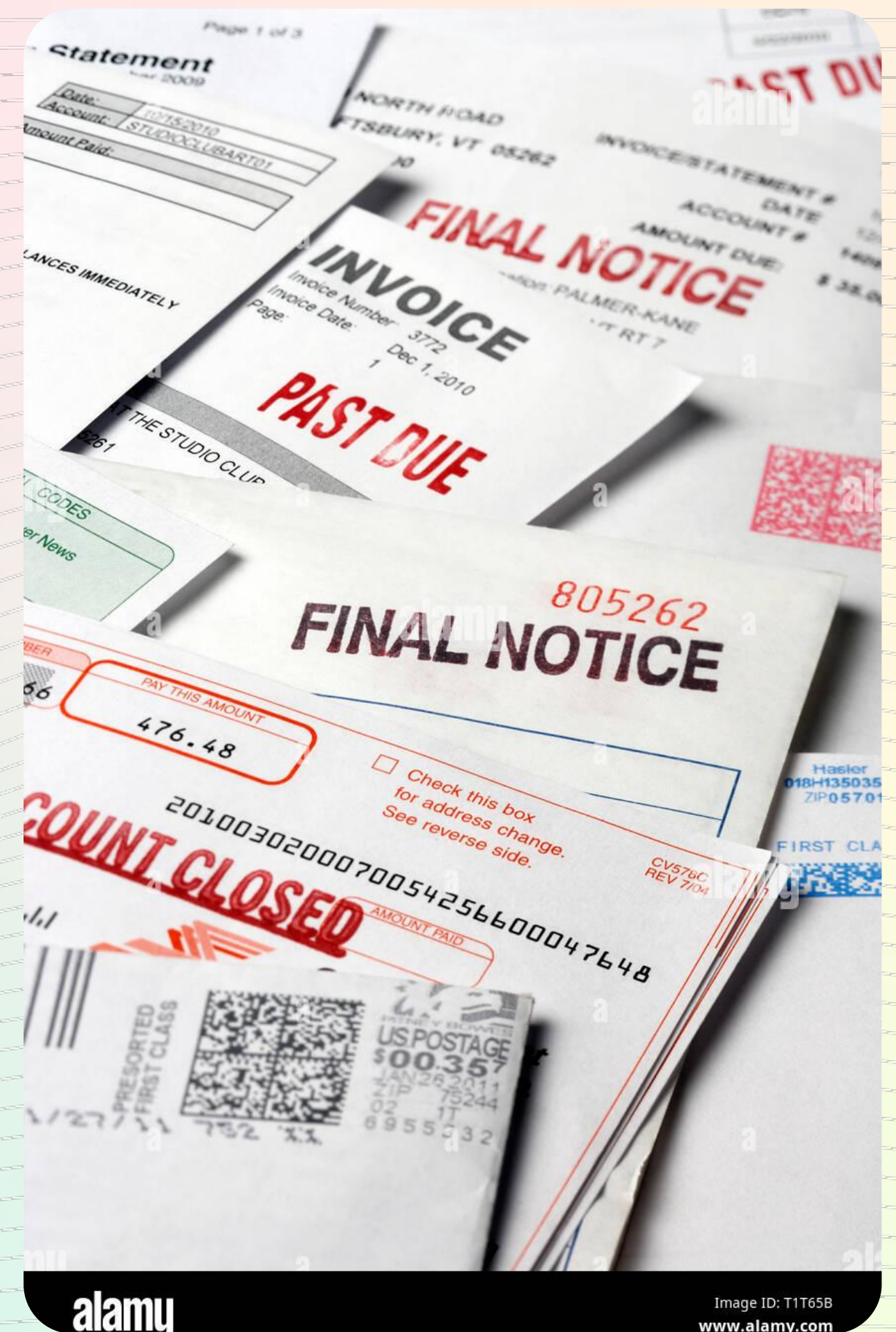
- Item ## SKU
 - The SKU of the IWI item for sale
 - Must be an 'event SKU' for clothing!
 - Does not support Item Pack 'event SKU's
- Item ## Thumbnail
 - TextAsset showing the the item for sale
 - Should match the image used for the IWI configuration
- Item ## Cost SKU
 - The SKU for the IWI you are using as an In-World Currency
 - You can use different consumable IWIs other than just your 'main' one, e.g. if there is 'laddering' resource progressions
- Item ## Cost Quantity
 - Indicate the number of Cost SKU IWIs that will be consumed to purchase this item
 - If set, overrides Meta Credits cost with Cost SKU In-World Currency cost

Item 1 SKU	potion_2a288c60
Item 1 Thumbnail	 potion
Item 1 Cost SKU	
Item 1 Cost Quantity	0
Item 2 SKU	bread_3825ea31
Item 2 Thumbnail	 bread
Item 2 Cost SKU	shards_coin_0ffd6
Item 2 Cost Quantity	15
Item 3 SKU	mystery_box_8917
Item 3 Thumbnail	 mystery
Item 3 Cost SKU	shards_coin_0ffd6
Item 3 Cost Quantity	33
Item 4 SKU	casual_crack_up_0
Item 4 Thumbnail	 tee
Item 4 Cost SKU	
Item 4 Cost Quantity	0

Shop Asset (cont)

Purchase Confirmation

- Purchases using Meta Credits use normal CodeBlockEvents for `OnItemPurchaseStart` and `OnItemPurchaseComplete`
- Purchase using In-World Currency IWI broadcast a NetworkEvent (not a CodeBlockEvent) that is **NOT** exported from shop.ts
- `ShopEvents.Receipt`
 - `player`
 - The Player who made the purchase
 - `id`
 - The text string id of the shop configured earlier
 - `item`
 - A `ShopItemDescription` structure describing the item purchased (**NOT** exported from shop.ts)
 - extends `InWorldPurchasable`
 - https://developers.meta.com/horizon-worlds/reference/2.0.0/core_inworldpurchasable
 - `result`
 - The `PurchaseResult` enum value (**NOT** exported from shop.ts)
 - 'success' means it was successful
 - 'pending_checkout_flow' means it is an in-progress Meta Credits purchase



Quest Completion

Configure Quests to Grant IWIs

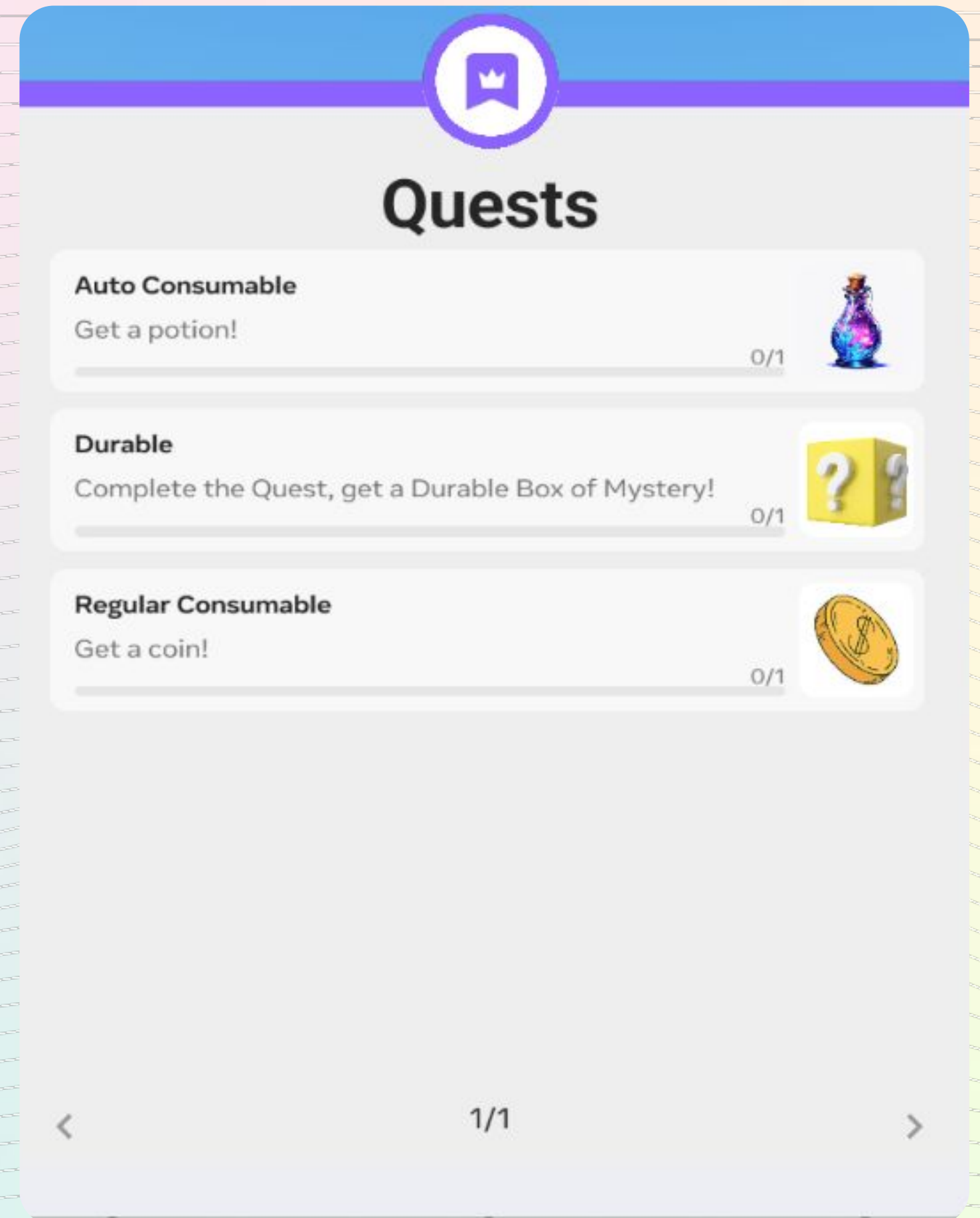
- Can only grant simple IWIs
 - No Item Packs or Avatar Items (clothing)
- Can grant either durable or consumable IWIs
 - auto consumed consumables as rewards are risky!
- Can grant Meta Credit or non Meta Credit IWIs
- Works with Simple and Tracked Quests
- The Thumbnail for the IWI will appear on the Quest board in lieu of the default 'crown' image.
- Item grant animation on quest completion is quite... dramatic.

Configuration

- Reward Item
 - Pick the IWI you want to reward the player with when they complete this quest.
 - You can change the reward item to something else later.

Issues

- You *must* add an In-World Item to your Commerce menu *before* creating or editing the Quest or the 'Reward Item' option will not appear!
- Once set, you can **NOT** clear the reward item back to nothing.
- No way of knowing *when* the player 'accepts' the reward, must poll entitlements.



Scripted Purchase with Meta Credits

You can use scripts to launch the system dialog to purchase with Meta Credits.

- Can be used with IWPs, Item Packs, and Avatar Items (clothing)
- Can purchase either durable or consumable IWPs
- Use to build your own Custom UI Shop to sell items using Meta Credits

API

- `InWorldPurchase.launchCheckoutFlow()`
 - `player`
 - The player purchasing the IWI
 - `sku`
 - The SKU string of the IWI to purchase
 - must be an 'event SKU' for clothing!

```
private onGrab(player: Player) {
    this.entity.as(GrabbableEntity).forceRelease();
    this.entity.position.set(this.oPos);
    this.entity.rotation.set(this.oRot);
    console.log(`Launching purchase flow for item ${this.props.sku}`);
    InWorldPurchase.launchCheckoutFlow(player, this.props.sku);
}
}

Component.register(Purchase);
```

Scripted Meta Credits purchase

```
override preStart() {
    this.connectCodeBlockEvent(this.entity, CodeBlockEvents.OnItemPurchaseStart, (player, item) => this.onPurchaseStart(player, item));
    this.connectCodeBlockEvent(this.entity, CodeBlockEvents.OnItemPurchaseComplete, (player, item, success) => this.onPurchaseComplete(player, item, success));
}

override start() {}

private onPurchaseStart(player: Player, item: string) {
    console.log(`Player ${player.id} started purchasing item: ${item}`);
}

private onPurchaseComplete(player: Player, item: string, success: boolean) {
    console.log(`Player ${player.id} completed purchasing item: ${item} with success: ${success}`);
}
}
```

Purchase Complete Notification

Scripted Item Grants

You can use scripts to grant IWIs to Players

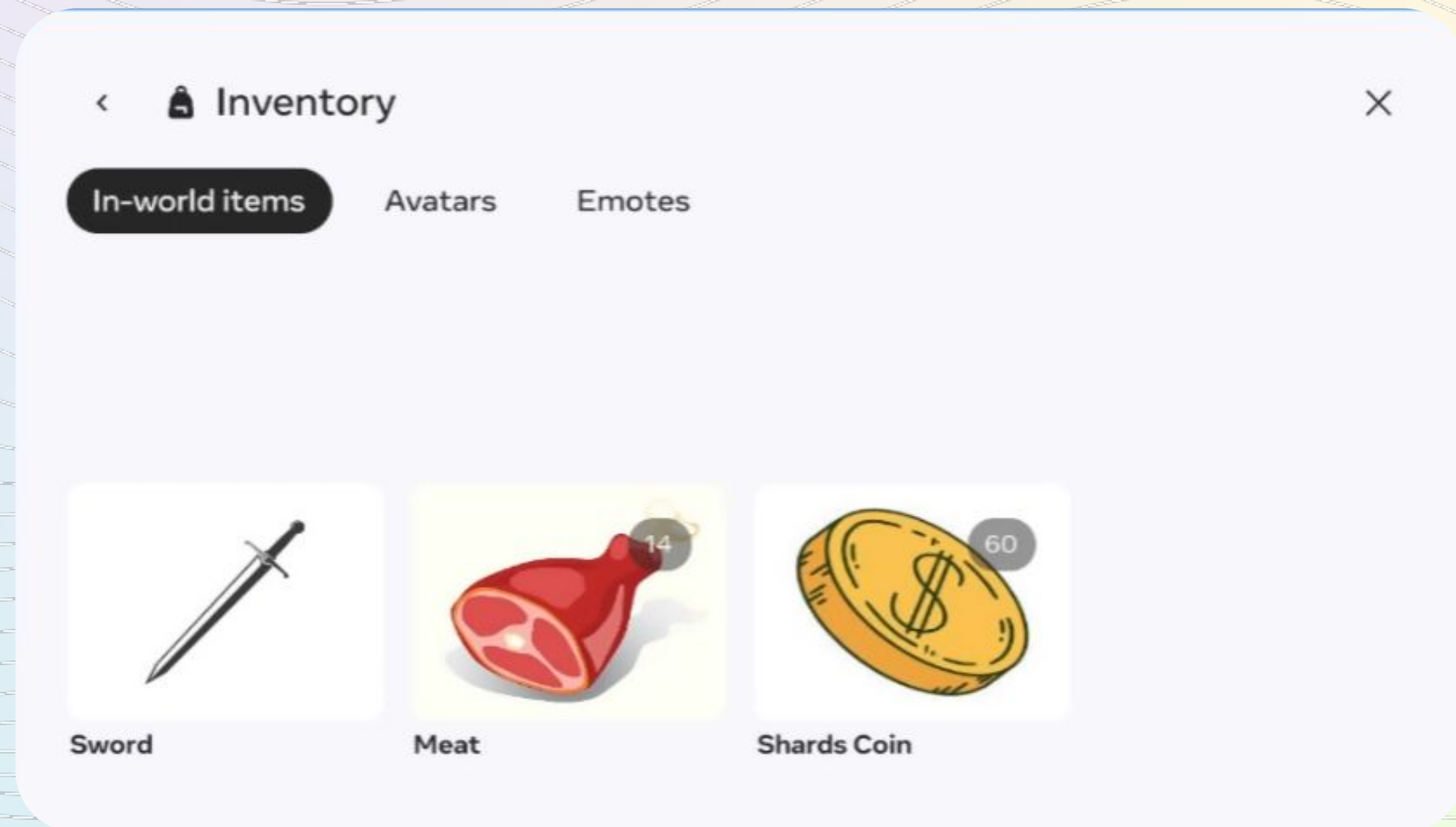
- Can only grant simple IWIs
 - No Item Packs or Avatar Items (clothing)
- Can grant either durable or consumable IWIs
- Can grant Meta Credit or non Meta Credit IWIs
- Use to build your own custom In-World Currency system based on PPVs or hand tracked 'currency' IWIs.

API

- `WorldInventory.grantItemToPlayer()`
 - `player`
 - The player to grant the IWI to
 - `sku`
 - The SKU string of the IWI to grant
 - You cannot grant clothing!
 - `quantity`
 - For consumable items, how many to grant
 - Optional, and defaults to 1

```
private onGrab(player: Player) {  
    this.entity.as(GrabbableEntity).forceRelease();  
    this.entity.position.set(this.oPos);  
    this.entity.rotation.set(this.oRot);  
    console.log(`Granting item ${this.props.sku} to player ${player.id}`);  
    WorldInventory.grantItemToPlayer(player, this.props.sku);  
}  
  
Component.register(Grant);
```

Scripted IWI grant



In World Inventory

Resources

Learn Site

- IWP
 - <https://developers.meta.com/horizon-worlds/learn/documentation/mhcp-program/monetization/meta-horizon-worlds-inworld-purchase-guide>
 - <https://developers.meta.com/horizon-worlds/learn/documentation/mhcp-program/monetization/setting-in-world-purchase-pricing>
 - <https://developers.meta.com/horizon-worlds/learn/documentation/mhcp-program/monetization/inworld-test-purchase>
- Shop Gizmo
 - <https://developers.meta.com/horizon-worlds/learn/documentation/code-blocks-and-gizmos/shop-gizmo>
- Shop Asset
 - <https://developers.meta.com/horizon-worlds/learn/documentation/code-blocks-and-gizmos/shop-asset-template>
- World Inventory
 - <https://developers.meta.com/horizon-worlds/learn/documentation/mhcp-program/monetization/world-inventory-api-guide>

Learn Site (cont)

- Off world selling of avatar items
 - <https://developers.meta.com/horizon-worlds/learn/documentation/mhcp-program/monetization/link-to-listed-items>
 - <https://developers.meta.com/horizon-worlds/learn/documentation/mhcp-program/monetization/avatar-posts>

MHCP Videos

- Digital items Make Worlds Amazing
 - <https://www.youtube.com/watch?v=8QMJgJ-zoBg>
- Boost IWP & Retention with Data-Driven Monetization
 - <https://www.youtube.com/watch?v=NdP2yDdYhjw>
- Creating Avatar Clothing that Sells
 - https://www.youtube.com/watch?v=eemeIEg_eJg

Public Asset Library

- Search for 'shop' or 'store' or 'iwp' or similar to see if anyone has any good customizable shop assets to share!

Remix World of Workshop

- <https://horizon.meta.com/world/10162213676676146>

**Go Sell
All The Things!**

Q&A

Thank You!



Thank you for learning with me!

Please scan the QR code to fill out the feedback survey:



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