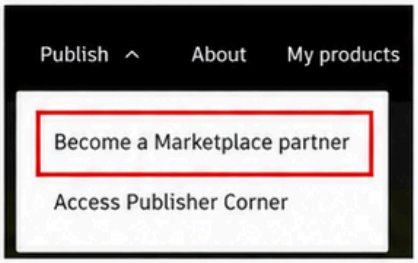
Design and Make Marketplace - Browser-based App Submission Process Overview

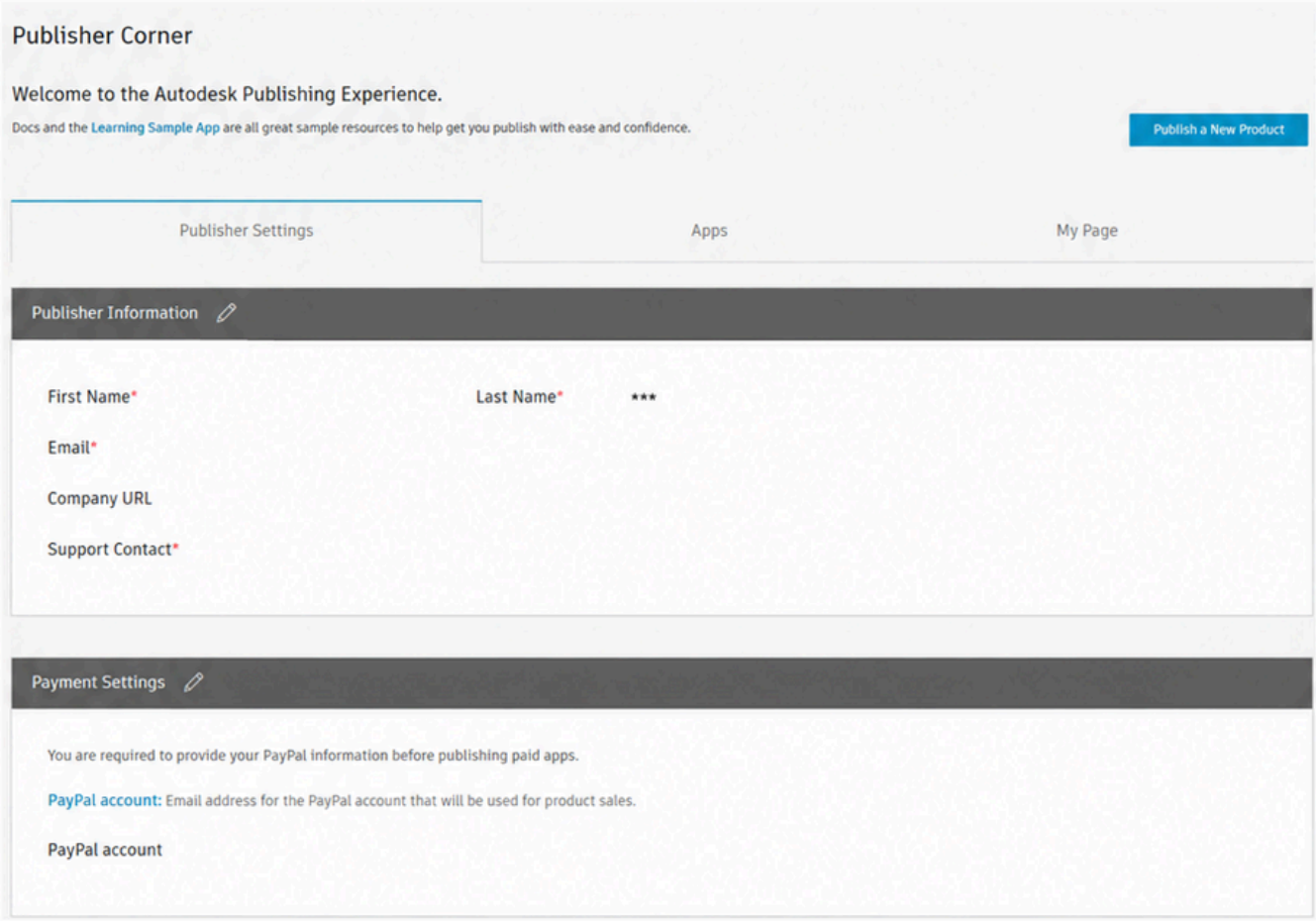
Please read this information before and while submitting your first app to the Design and Make Marketplace. It explains the basic workflow and provides some additional information to make publishing your app as easy as possible.

Submitting an app:

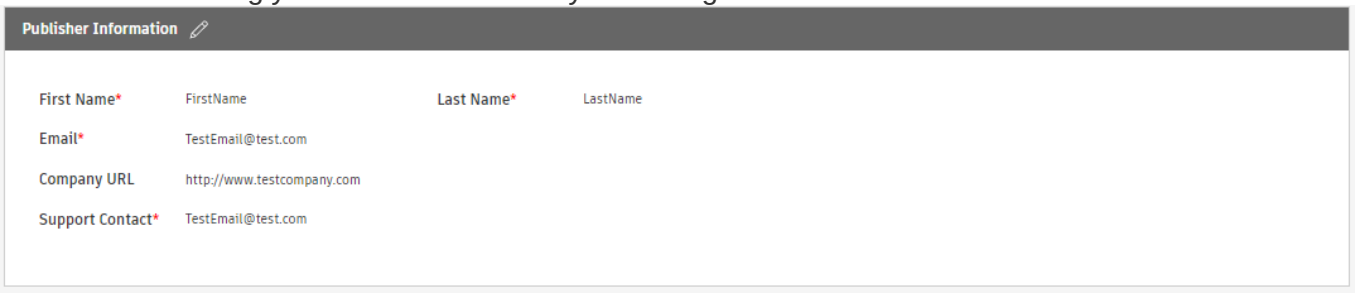
- To start your app submission, click on Publish and choose the option 'Become a Marketplace partner' as shown in the image below.



- You will be asked to login using your Autodesk Single-Sign-On account if you're not already logged in. Once you sign in, you will then be taken to a page showing the Publisher Corner and you can edit each field by clicking on the edit icon next to it. Information in Publisher Settings in the Publisher Corner applies to all apps you publish. If you edit this in one app, it will change for all of them.

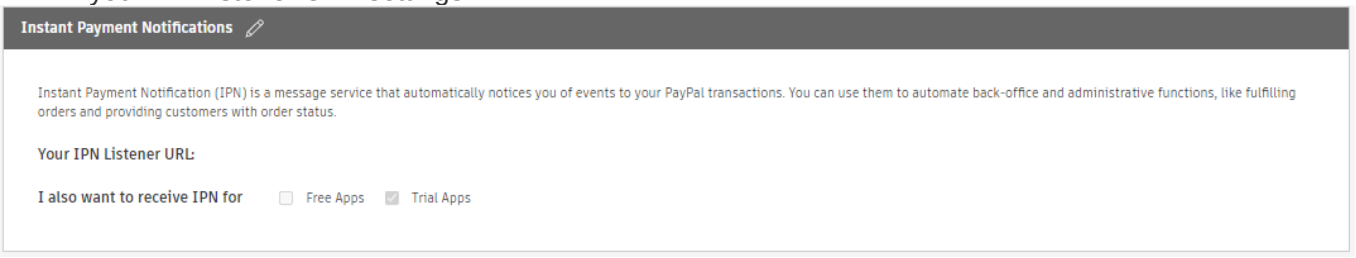


- In the **Publisher Information** section, the email address you provide will be used to send you automated email notifications when your web service link is accessed through store, and where we will contact you for any additional information we need while reviewing your submission. Also, provide the support contact where end users can contact you for support. After entering your information ‘save’ your settings.

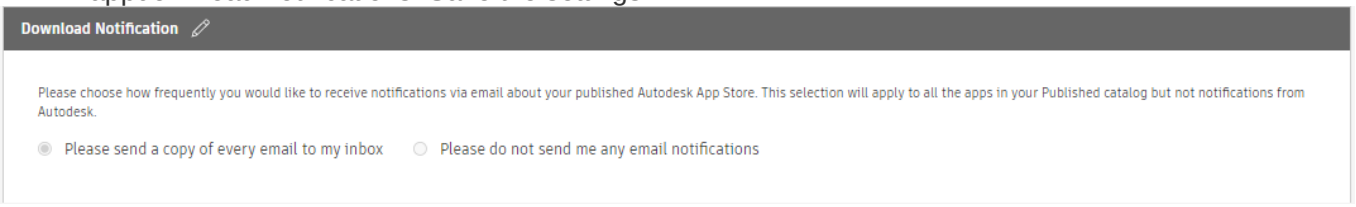


- If your web service is a paid version, you have a choice of using PayPal. You will need to add a PayPal email address. If you have any questions, please contact appsinfo@autodesk.com.

- For PayPal you should have a PayPal Business Account. Refer to this additional documentation for PayPal account settings required for the Autodesk App Store**. Note: If you choose to use PayPal, please make sure you use your master PayPal email address as 'PayPal account' in the Autodesk App Store.**
- Save your PayPal settings.
- If you have implemented the IPN Handler to take action in response to IPN messages received from the Autodesk App Store, you can provide that valid IPN Listener URL. (See the ADN IPN Example). Also, if you wish to receive the IPN notifications for Free and Trials apps you can select the relevant option according to the app type (i.e., Free or Trial). Save your IPN listener URL settings.



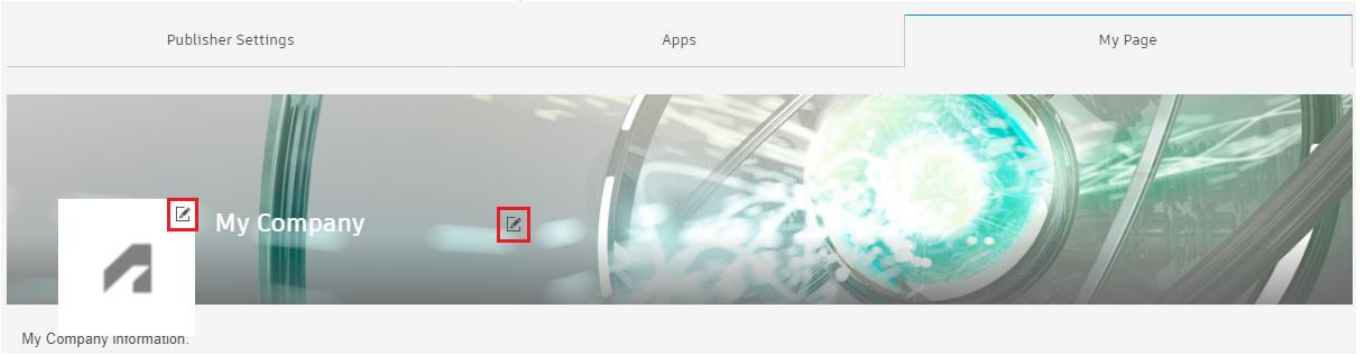
- In the **Download notification** section, you can set how frequently you want to receive the appdownload notifications. Save the settings.



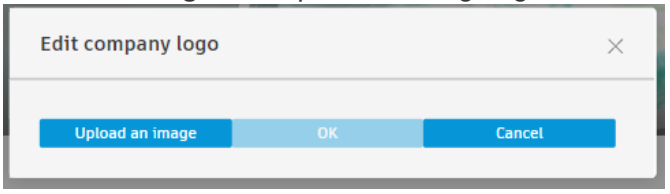
My Page

The **'My Page**' section in Publisher Corner allows the publisher to customize his/her own page that will be displayed to the Autodesk App Store end users. This is your opportunity to market your company, your experience and your consulting services. Treat it like a short brochure. Add your company logo and arrange your apps in whatever format you like.

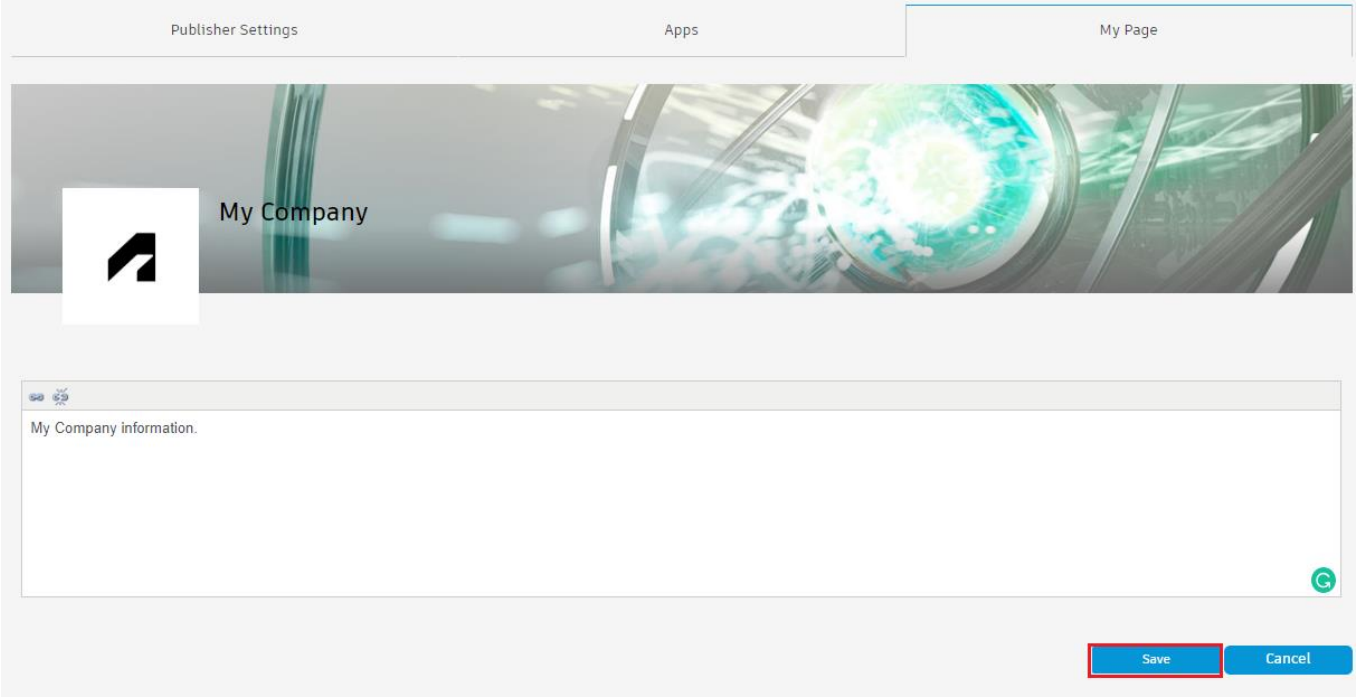
To add the company logo, click on the company logo and the edit option will appear. Click on this and you will see the “Edit company logo” pop-up appear.



- Click on ‘**Upload an image**’ and you will get an option to browse and select the logo, then clickon ‘open’. Once the image is uploaded the preview of the image will be displayed. If you are satisfied with the logo, click on ‘**OK**’ or if you want re-upload an image to click on ‘**Upload an image**’ and upload an image again.

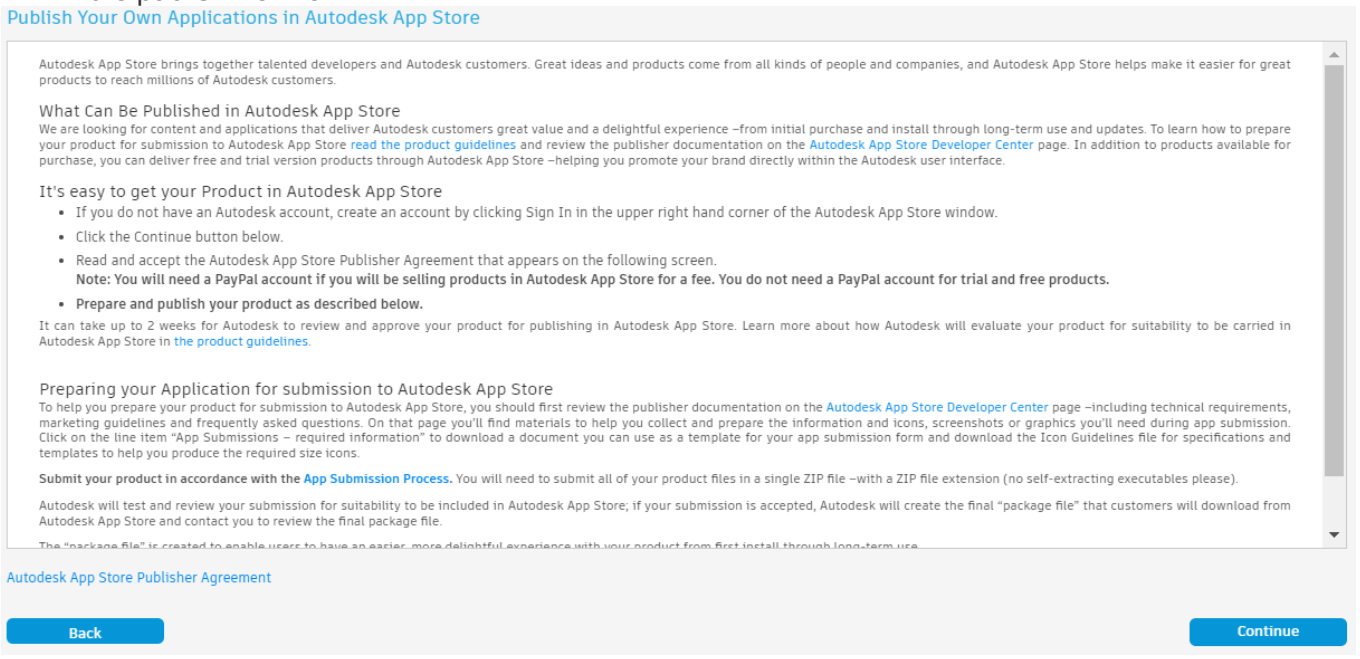


- To add the company name and company information click on the company name edit option and add company name and information about your company then ‘**Save**’ the information.

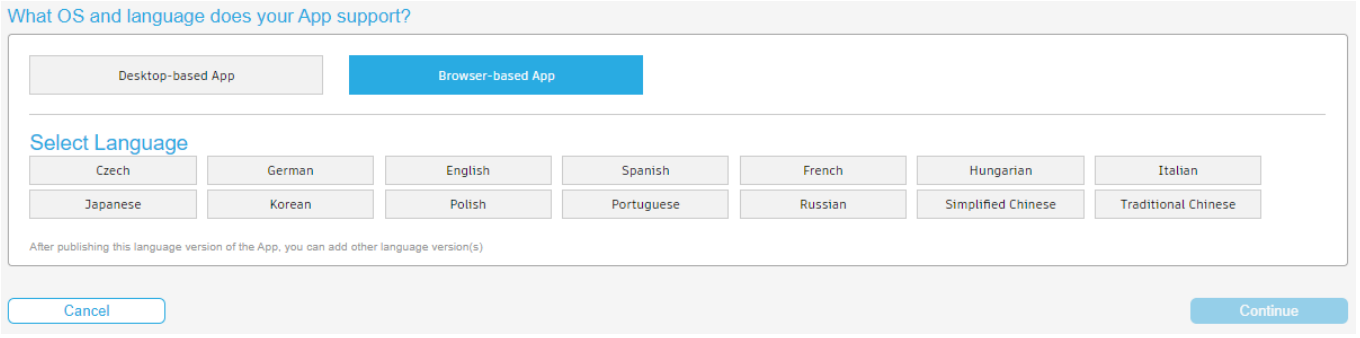


Publish a New Product

- After completing '**My Page**' click '**Publish a New Product**' to proceed. Next you will see some publishing information and a publisher agreement. Make sure you read this information carefully and click "**I agree**" to accept the agreement. Click the **Continue** button to move to the publish workflow.



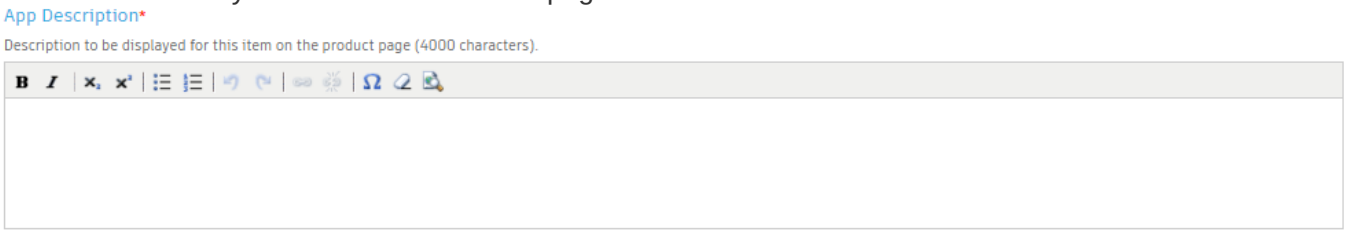
- Select the type of app you plan to submit i.e., browser-based app.
- **Browser-based App**: Customer can use your app that runs in a Web browser without having toinstall it on a local hard drive.
- Select the language for the app and Click on **Continue**.



• You can use the **Save as Draft** button to save your app submission so you can continue it later. You can access your app at any time from the Publisher Corner screen – see 'Editing an existingapp'.

App Submission Form

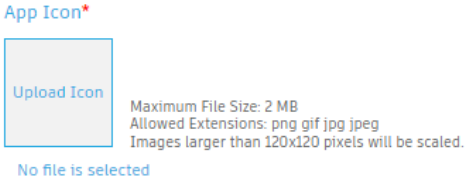
- Enter information for your app in the textboxes on the form.
- The **App Description** textbox allows long descriptions (i.e., 4000 characters). This is where you should include a detailed description of your app. Customers will read this section to see if your App is worth buying/downloading.
- Also, in **App Description** textbox you can use formatting and bullets and include links to your company websites or videos. For hyperlinks, type the URL and select the URL and using Insert/Edit link option make the URL hyperlinked. If you have both a trial and paid app version in the store you can link between the pages.



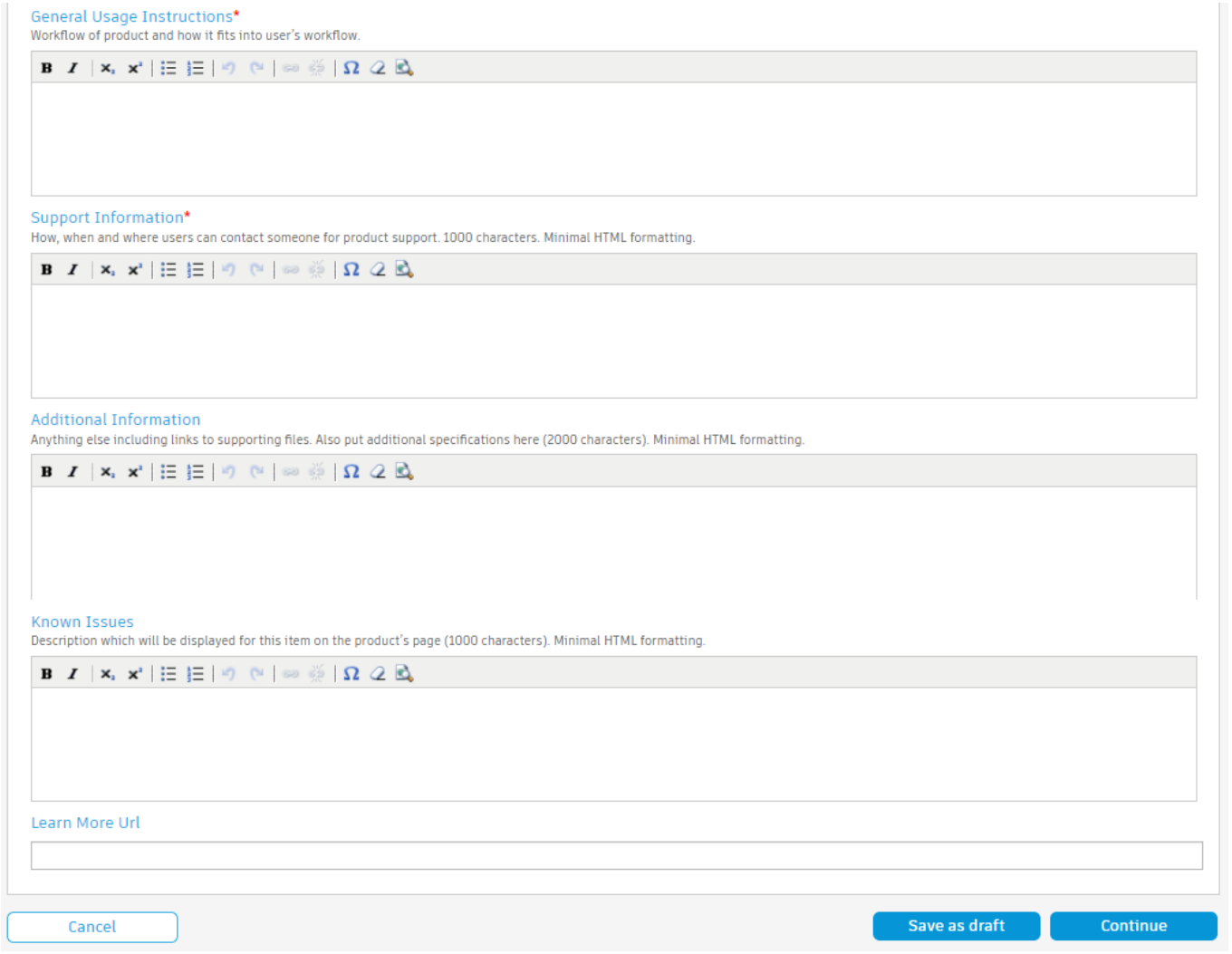
• Enter the **Web service URL** of your app.

• **App Icon**: This is the icon displayed on the store to represent your app. A quality and professional-looking icon is very important and should be treated as a key marketing tool. Your icon is the first impression a customer will have about your app. Icons should be pictorial and convey a concept about your app. There is no need to put the name of your company or the name of the app on the icon as both are displayed next to the icon.
Icons that are too small, not legible, or do not have a border/are framed will not be considered.
• We recommend 120x120 pixels for your icon.
• If you're looking for a free icon editing tool, then you might consider GIMP, Paint.NET or something similar.
Refer to Icon Guidelines and Template for guidance and specifications.
• Add up to 10 **App Screenshots**. Adding screenshots is a good way to showcase your app. Once you've uploaded each image, a text box will appear in which you should enter the text that will accompany the screenshot. Screenshot images will be scaled to fit the views that the Autodesk App Store supports for screenshots. Recommended maximum image size and dimensions: 2000 pixels wide x 2000 pixels high, DPI: 96 or 72 pixels per inch (PPI), maximum file size 20MB.

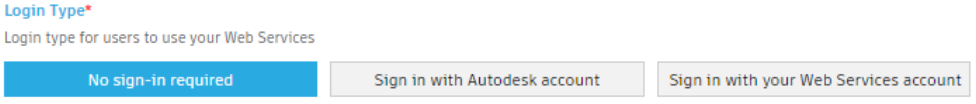
• It is recommended that you also add your app demo videos posted in posted in YouTube.



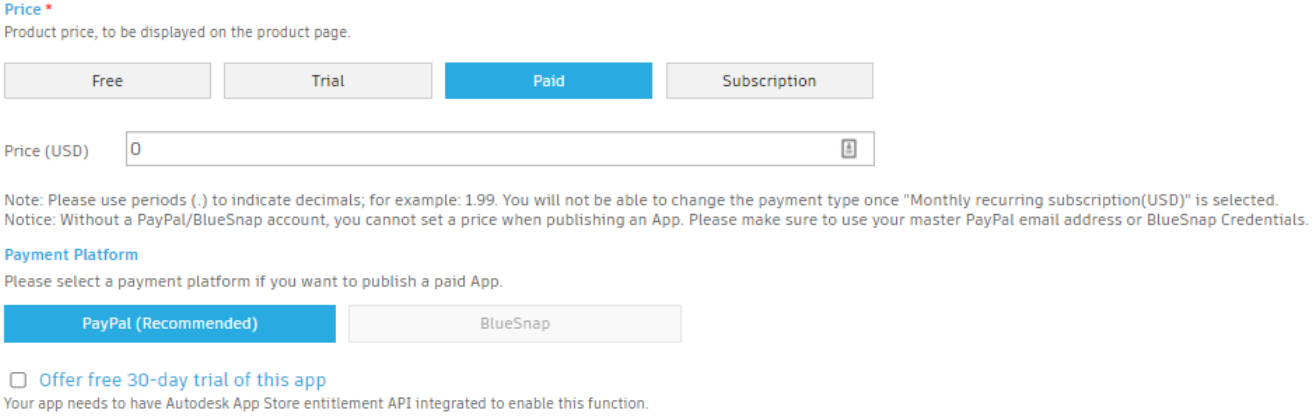
- **It is very important that you provide enough information about your app so that end users can easily use your app.**
- The Support Information textbox must include details on how a customer can contact you for support (e.g., email this email address, or visit this webpage).
  Click **Continue** to proceed.



- You need to select the appropriate login type i.e., how an end user can login to your Webservice.

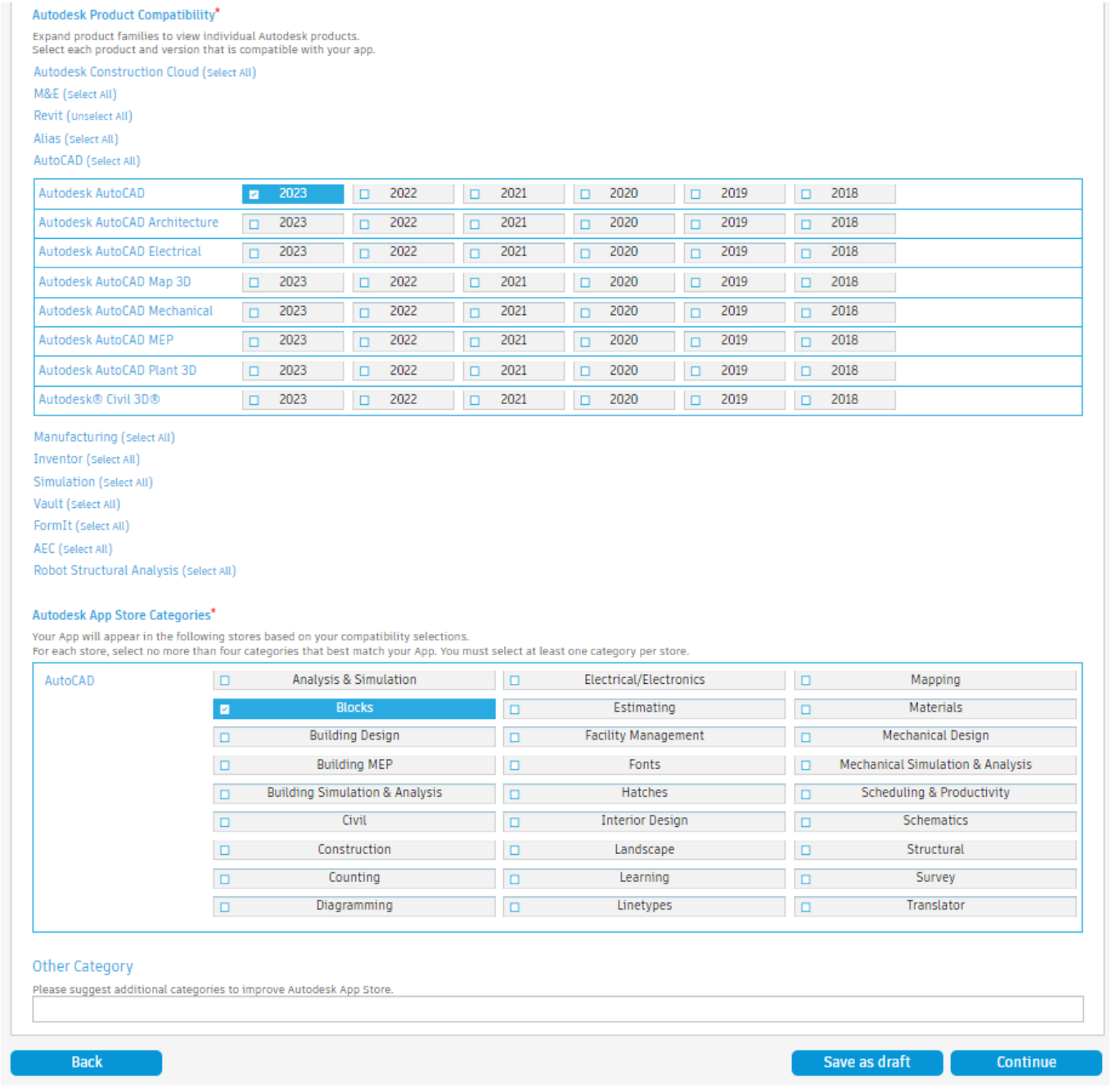


- If you set a **Price**, the value you enter must be numeric only (i.e., don't use $, £, ¥, €, etc.). All prices are in US Dollars.
- **Note:** You **will not** be able to change the payment type once "**Subscription**" is selected.
- Select "**Subscription**" if customer must pay a subscription price to have access to the webservice for a definite period of time. After the expiry of subscription date customers will be charged the fee monthly/Annual unless they take action to cancel.



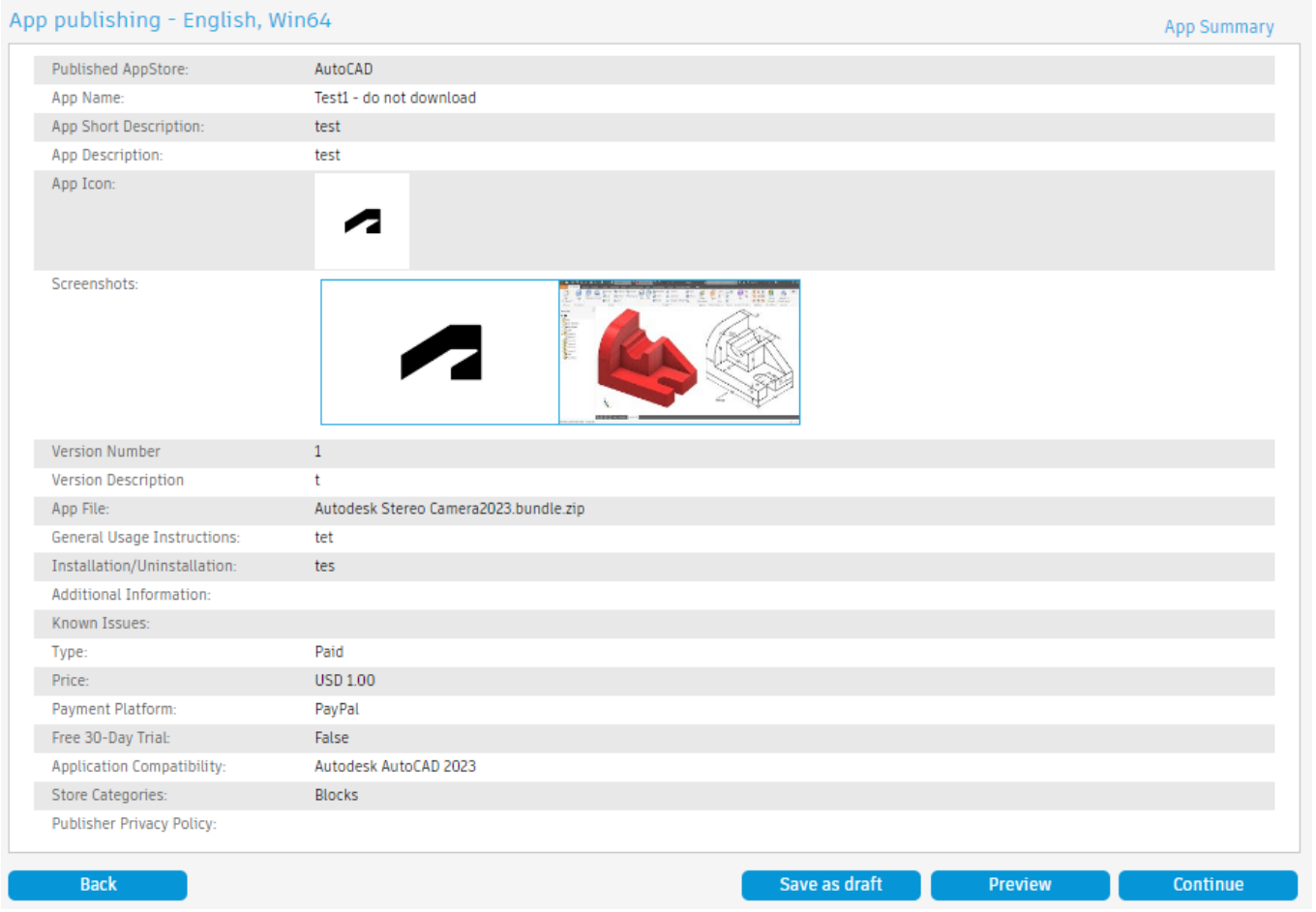
App Compatibility:

- Click on the ‘down arrow’ symbols to extend a product family list.
- Select all the Autodesk products, users of which will be able to use your web service.
- If a product isn’t listed here, then it means that it is not supported by the store at this time. Please contact us for information on unlisted products you’re interested in.
  Marking your web service as compatible with a product means that:
  You have tested your web service such that users of that Autodesk product can use it.
  You are able to support customers using your web service with that product.
  AutoCAD means ‘vanilla’ AutoCAD only. It does not include an AutoCAD vertical running its ‘vanilla’ profile.
- A list of Categories will be displayed for each Product you have selected under the Compatibility.
- **Select up to 4 categories** that apply to your web service for each product it is compatible with, and add a custom category if needed.
- Don’t spam customers by selecting Categories that are not relevant to your web service. Click **Continue** to proceed.

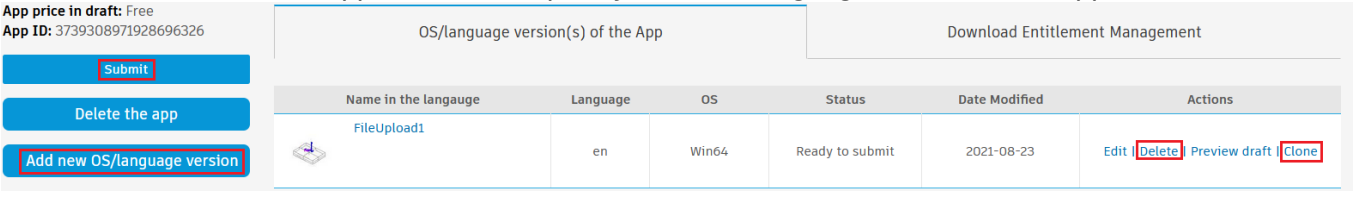


App Summary Screen

- This is a summary of the information you entered about your app.
- Click the Preview Button to open a new browser tab showing how your app will look in the store.
- Use the Back button to go back through the workflow to change any information that you don't like in the Preview.
  Click the **Continue** button if you're happy with the Preview.



- Click the **Submit** button to complete the app submission.
- Use the "**Add new OS/language version**"/"**Clone**" button to add new supported language for the app.
- Use the **Delete** the app button to completely delete all language versions of the app

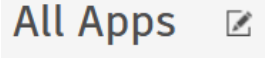


You should be contacted by an app reviewer within 24hr submitting your app. Please email AppSubmissions@autodesk.com if you have not heard from us within that time.

Arranging Apps in Widget

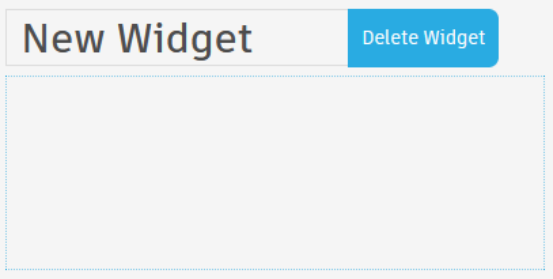
In 'My Page', you can arrange apps using widgets. For example, you can arrange apps based onPrice type like Free, Trial, Paid or Subscription or based on Autodesk Products that the apps aresupporting. The default setting is all apps are under 'All Apps' widget

- To arrange the app, click on 'Edit' option next to 'All apps' widget

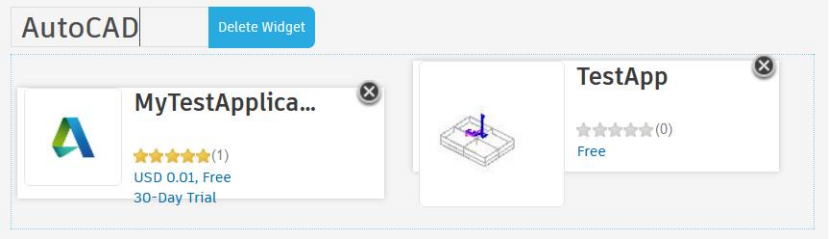


- Click on '**Add Widget**' to add the new widget

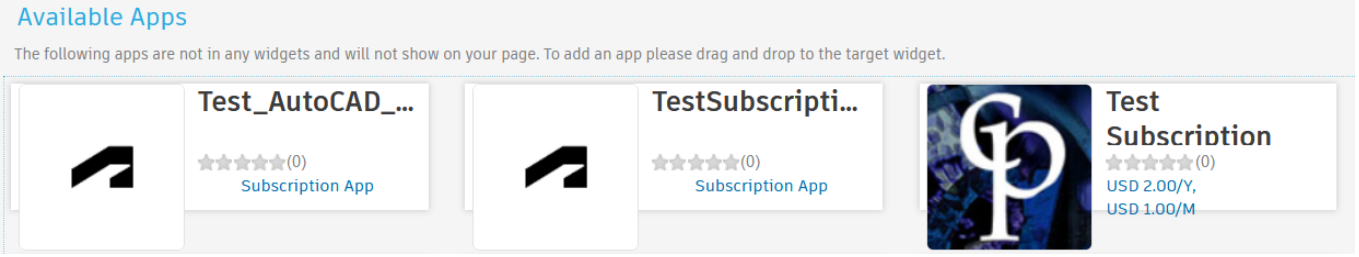
• Add a name to the widget then drag and drop the apps from '**All Apps**' widget. Similarly, you can add few more widgets and arrange apps in the widget. Once you are done with arrangingapps in the widget, click on 'Save' button.



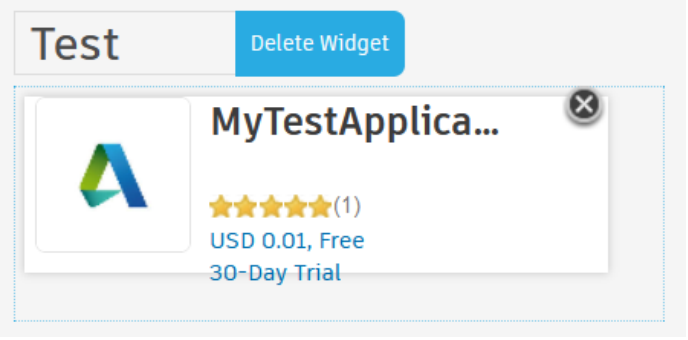
• In editing mode of widget, you can drag and drop apps across widgets and to remove an app from the widget, click on the close button of the app.



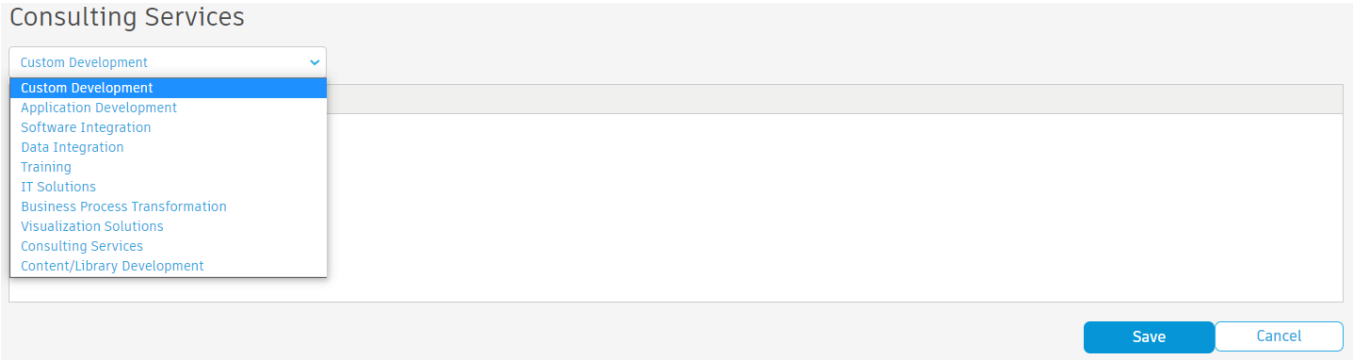
• Note: The apps in the '**Available Apps**' list will not be displayed on the Publisher's profile page. The app must be in any one of the widgets added by you or in the default widget '**All Apps**'



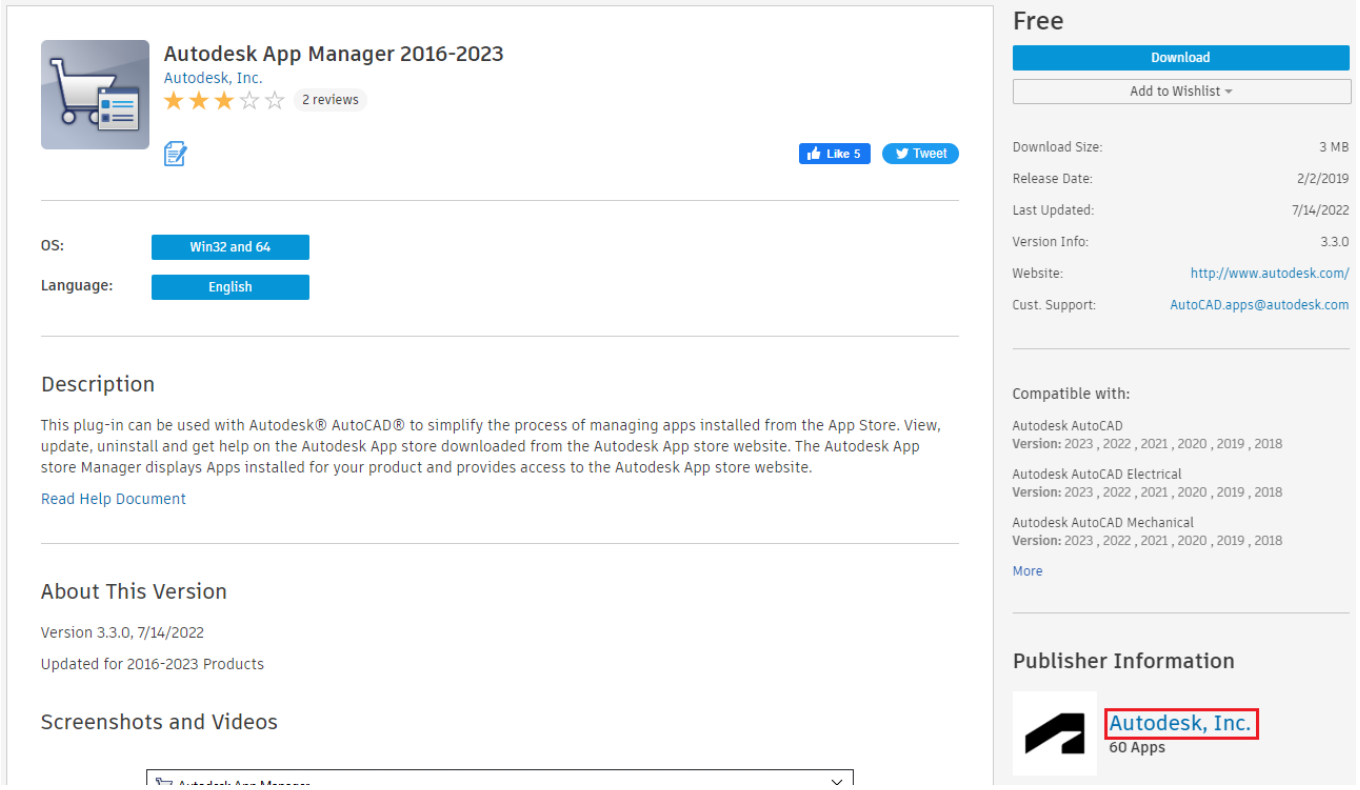
• To delete the widget, just click on '**Delete Widget**' option next to the widget. Once you deletethe widget, the apps in the widgets will be moved to 'Available Apps' list.



• Once you have arranged the apps in widgets, you can add the consulting services you offer. To add the services, click on '**Add**' option provided under '**Consulting Services**' and select the consulting service then Save thechanges.

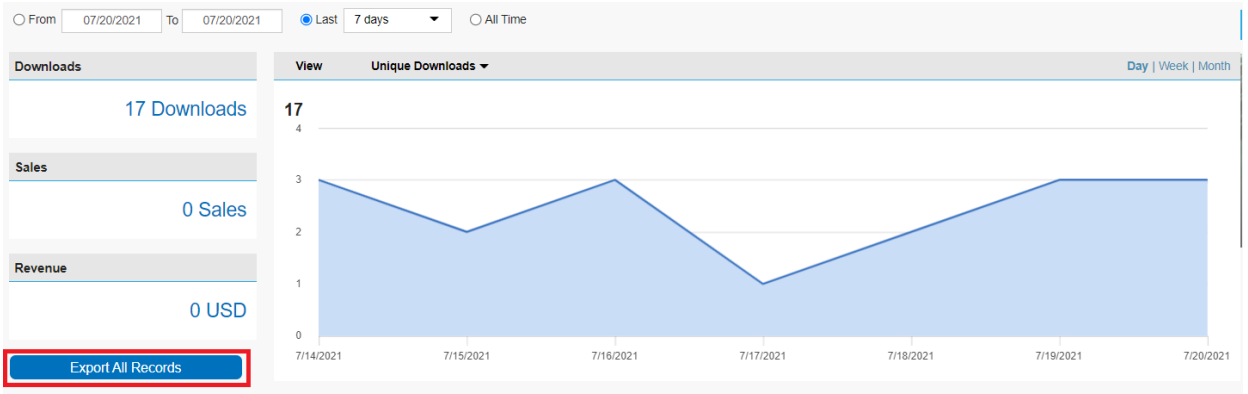


- To see how your **Publisher Profile** page will appear to customers go to any app detail page ofyour apps and click on the company name.



Access & receive download information

You have choices in how you receive download information. In addition to receiving download notifications via email, once the app is published you can go to "**Publisher Corner**" and navigate to apps tab, then under the apps go to Published apps.

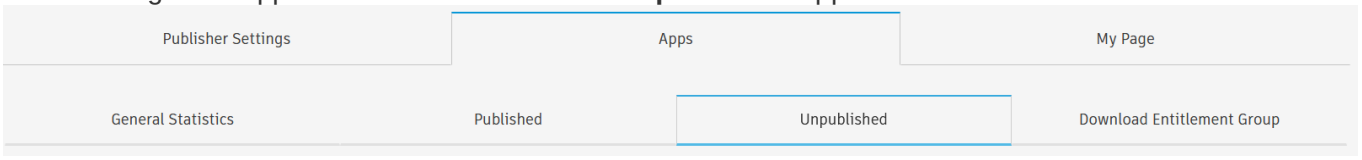


You can access your download information at any time. To download the CSV file for each **app**, click on '**Statistics**' and then click on '**Export All Records**'.

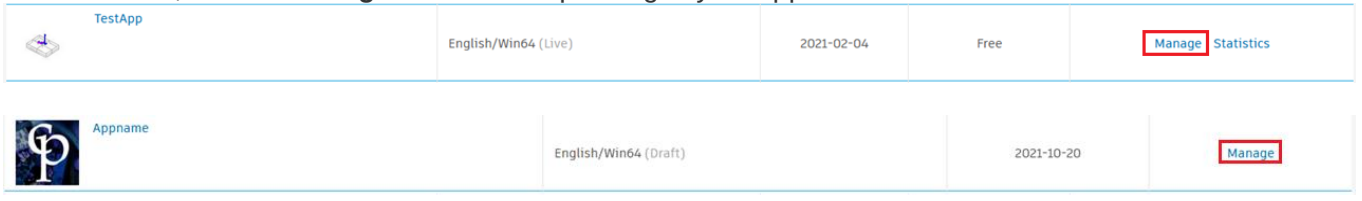
Editing an existing app

- Go to https://apps.autodesk.com/ and you will then be prompted to log in using your Autodesk Single Sign On account. (If you have not signed in).

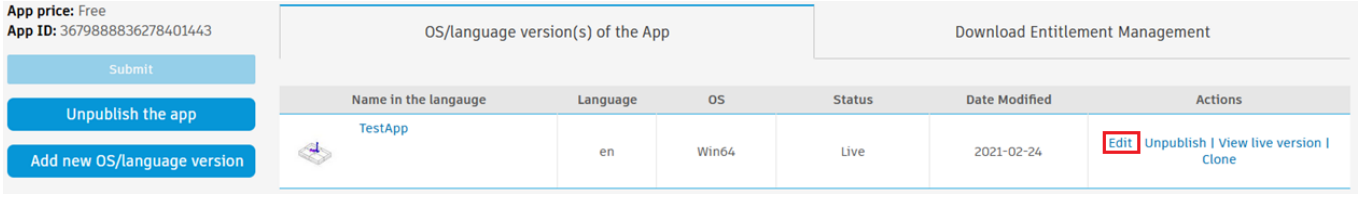
- Navigate to Apps tabs then '**Published**' or '**Unpublished**' apps tab.

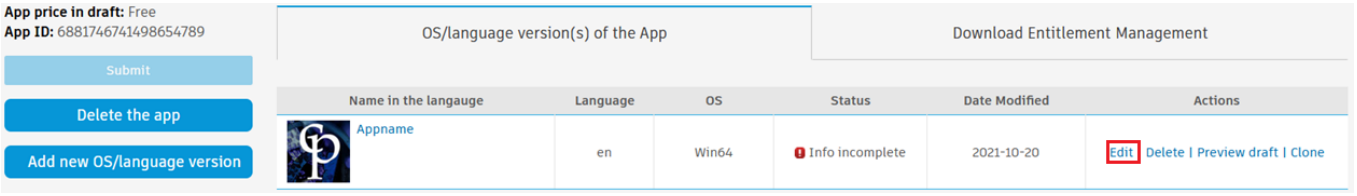


- To edit, use the **Manage** button corresponding to your application as shown below.

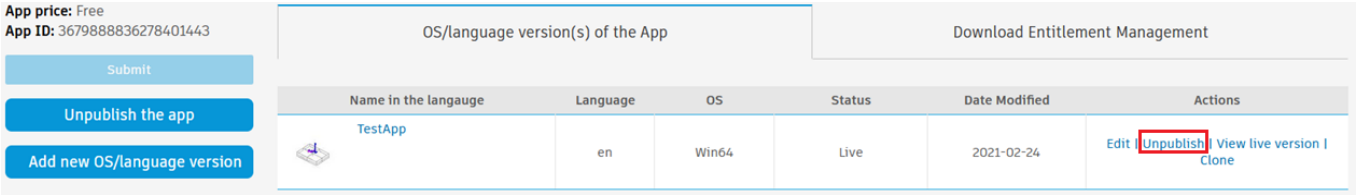


- Use **Edit** button to edit the corresponding language version shown below.

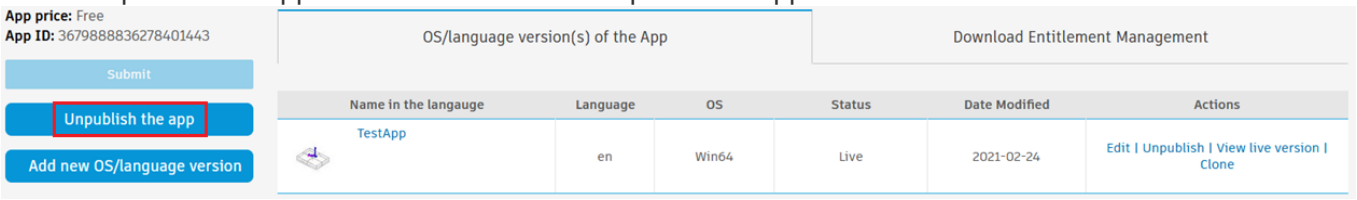




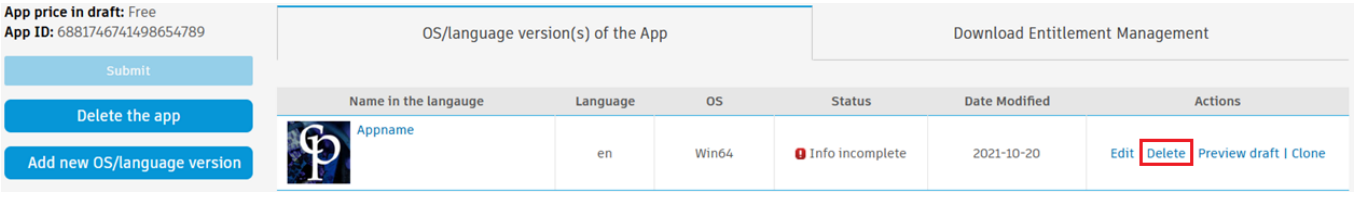
- If you want to unpublish an app for a particular language from store then click on **Unpublish** button under actions for corresponding language.



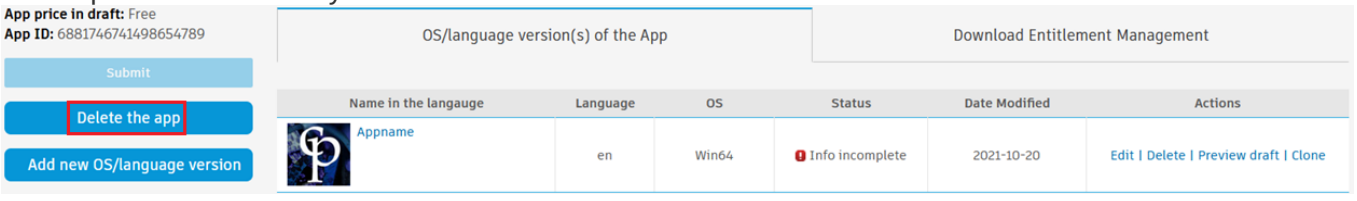
- Use **Unpublish the app** button to take all versions of the app offline from the store. Once you unpublish the app it will be moved to the Unpublished apps tab.



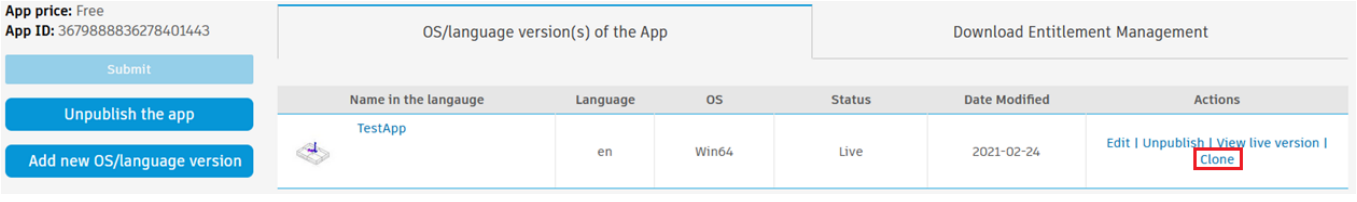
- Use **Delete** button under actions to delete the corresponding language version shown below (this option is available only if app is unpublished). **Note:** once you perform this action you will not be able to retrieve the information.

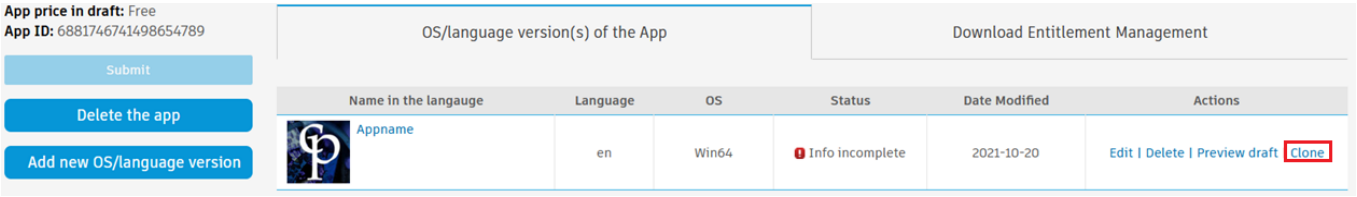


- Use **Delete the app** button to delete the app completely from the store. **Note:** once you perform this action you will not be able to retrieve the information.



- Use **Clone** button to add new supported language for the app.





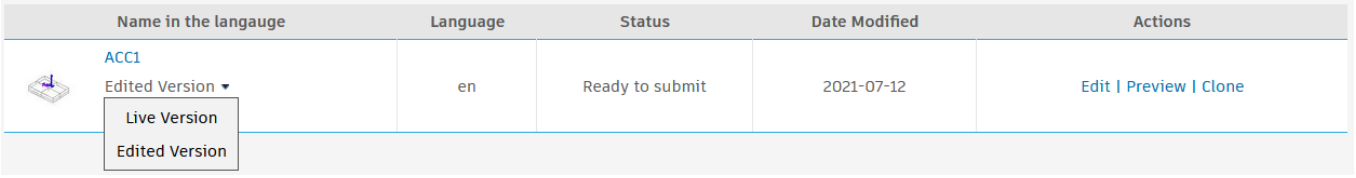
When you update an app there are two possible scenarios:

1. If you update only the app description the updated content is Auto Published without review by Autodesk. Exceptions to this include a modification to your actual file uploaded or a change in the price type – e.g., from trial/free to paid or change to product (version) compatibility.

2. Modifications as noted above require review. When you update an app, your existing version will remain in the store until it is reviewed and replaced with the updated version. To update an app, login and go to Apps tab then Published apps tab.

Click the **Manage** the app and click **edit** button to move to the publishing workflow.

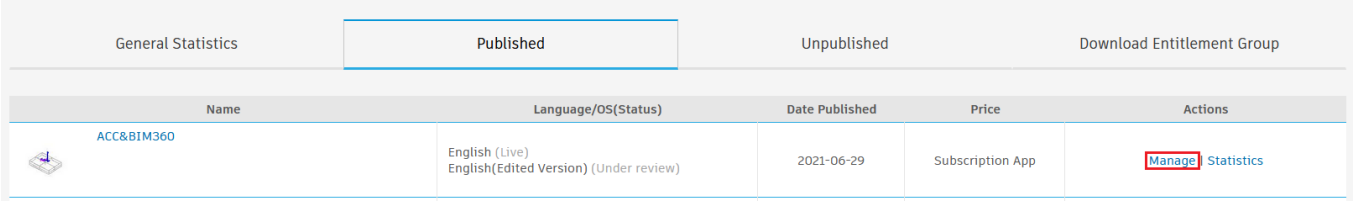
- To upload updated files:
  - Click the **Remove** button.
  - Click the **Choose Files** button and select your file in the dialog that appears.
- Update only the information you wish to change.
- Once the updated app is submitted for review, the app will have two versions - a "live" version and an "Edited" version.



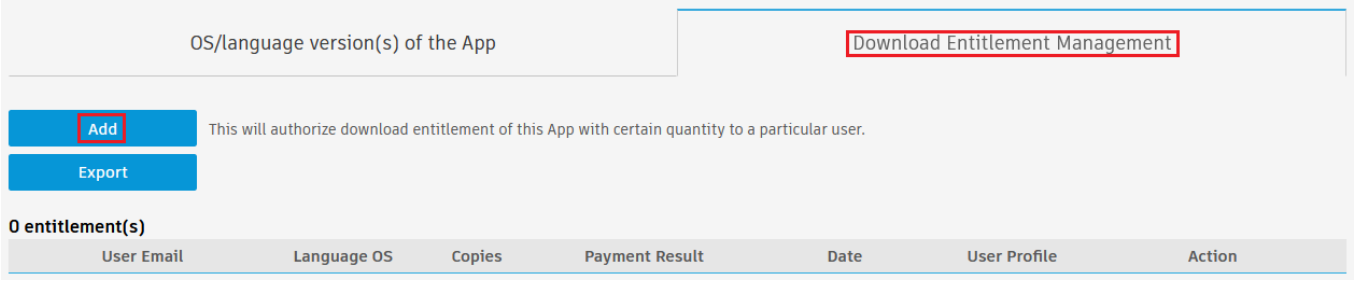
Adding Entitlement for a customer

For **paid apps** that are live, you can grant/add entitlement for a customer to enable them to download the app without purchasing it.

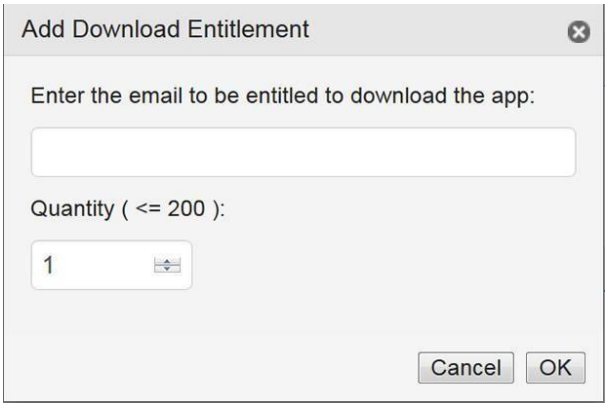
- Please go to https://apps.autodesk.com/ and login using your credentials.
- Navigate to Apps tab and then Published Apps tab. Click on 'Manage' next to the app for whichyou want to provide access to customer.



- In app details page, click on '**Download Entitlement Management**' then click on '**Add**'



- Add the email address of the customer and select the quantity then click '**OK**'.

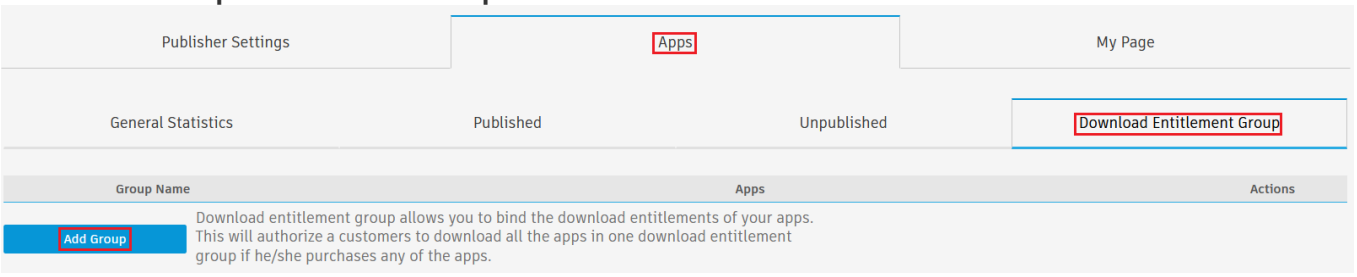


At any point of time you can remove the entitlement by using the option '**Delete**'.

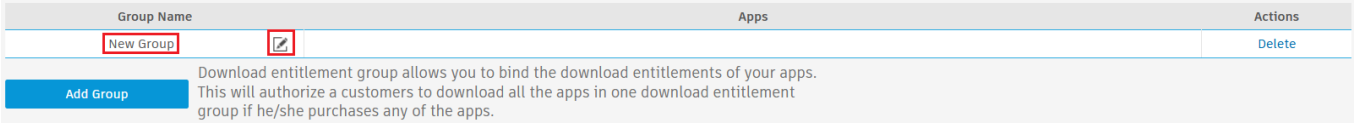
Binding Feature on the Autodesk App Store:
Using the binding feature, you can provide an option for the user to download an app for free when they purchase another app. You can do this by grouping the Apps in the 'publisher corner' section of the Autodesk App Store. Note: This feature is available only for binding paid apps which are live in the Autodesk App Store. We anticipate that this feature will be primarily used when releasing a new version of your app, when you want customers who own your old app to get the new version for free or customers buying the new version to get the old version for free.

To bind apps:-

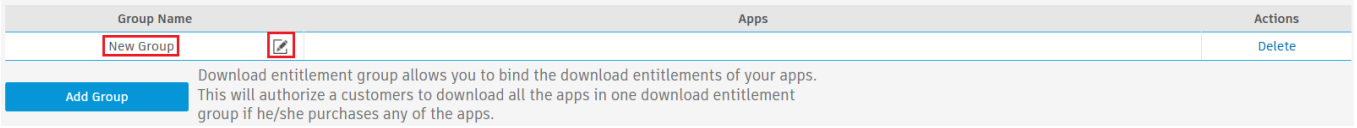
- Go to https://apps.autodesk.com/MyUploads
- Navigate to **Apps** tab and Click on '**Download Entitlement Group**'Click on '**Add Group**'



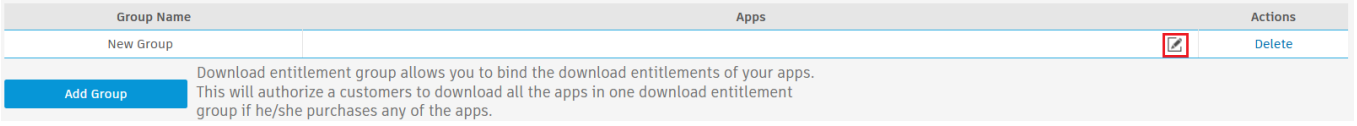
- Click on newly added group, on New Group under Group Name, and then you'll get an option toedit the name of the group.



- After adding the name click on the check mark next to it. This will save the new group name.



- Click on the blank field under Apps column and you'll get an option to edit.



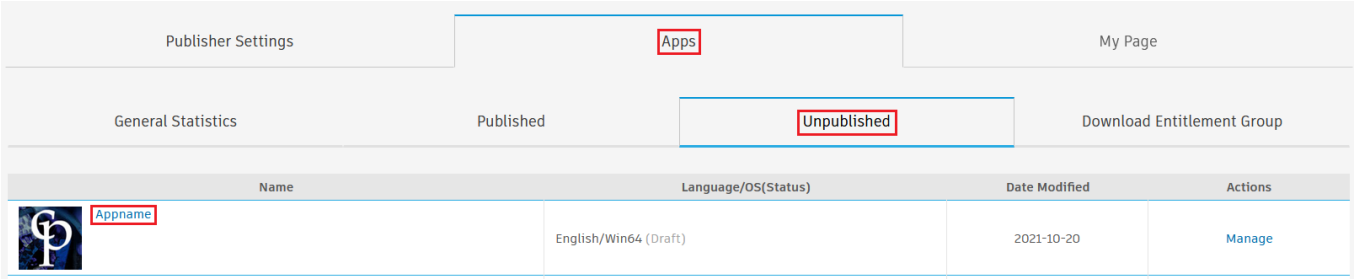
- When you click on edit option, a popup window appears with a list of paid apps which are live inthe store.
- Select the apps you want to bind and click on 'Ok' option.
- Now, you can see the apps which are grouped together in the Apps column.

At any point of time you can unbind these apps by deleting the group using option '**Delete**'.

Test Purchase

As a publisher you can test to see if your apps download correctly and test that the purchase flow for a paid app is working correctly.

- Please go to https://apps.autodesk.com/en/
- Navigate to Apps tab and Click on the 'Unpublished' tab and click on the App name. This willopen the preview page of the app.



- On the preview page, click on ‘Open link’ button to verify if the file downloads correctly.

- To verify the purchase flow click on the ‘Test Purchase’ button. This will redirect the app previewpage to the selected payment gateway i.e. PayPal.

Note: As a purchase requires a monetary value, for this test purchase you will be making a payment of USD 0.01 ($0.01) though the actual amount of the app is different.
Once you make the payment of $0.01, you will be redirected back to app preview page where you can see the test results like the screenshot below.

If the test result fails, you need to verify if the payment options are setup correctly.

Also, if you have setup IPN listener URL then you should check if you received the proper response for ‘ValidateIPN’ property.

More information

The ADN team is here to help you be a successful publisher on the Autodesk App Store. We’ll do whatever we can do to help you. You are welcome to email appsubmissions@autodesk.com if you have any further questions after reviewing these guidelines and the other documentation on www.autodesk.com/developapps.

Thank you for participating in the Autodesk App Store.