

**Checklist**

- Desktop App
- Web App

**Steps and Timing**

**Other Resources**

- Autodesk Developer Network
- App Store Product Guidelines
- Paypal setup guide
- IPN handler
- Entitlement API
- Forge client ID
- Publisher Privacy Policy
- Publisher FAQ
- Apps ideas community forum

**Support**




# Getting Started Guide

Welcome to the Autodesk Publishing Experience. Whether you're a cloud developer, desktop developer; whether you're new or have published here before; whether you're publishing an app, widget, add-on or plugin. We've created this getting started guide so that you can publish your tool with ease and confidence!




You will be asked to [create an account](#) or [login](#) using your Autodesk Single-Sign-On account if you're not already logged in.

## What You Need to Get Started

### Desktop App checklist

- Review Autodesk App Store [Product Guidelines](#)
- Company name and information 
- Company logo (120 x 120 pixels, PNG format)
- Paypal account and price (if charging). View [Paypal setup guide](#)
- App title (100 ch)
- App description (4000 ch)
- App icon (120 x 120 pixels)
- App screen shots (up to 10 at 2000 x 2000 pixels, 96 or 72 pixels per inch (PPI))
- App demo videos (screencast and/or posted on YouTube)
- Support Information 
- Publisher Privacy Policy (provide url). [Learn more](#)
- Forge Client ID (If you app is compatible with ACC and/or BIM 360 products). [Learn more](#)
- IPN Listener URL (optional)  [Learn more](#)
- App file (zipped)
- App ID (Optional - if utilizing Autodesk entitlement API). [Learn more](#)

### Web App checklist

- Review Autodesk App Store [Product Guidelines](#)
- Company name and information 
- Company logo (120 x 120 pixels, PNG format)
- Paypal account and price (if charging) View [Paypal setup guide](#)
- App title (100 ch)
- App description (4000 ch)
- App icon (120 x 120 pixels)
- App screen shots (up to 10 at 2000 x 2000 pixels, 96 or 72 pixels per inch (PPI))
- App demo videos (posted on YouTube)
- Support Information 
- Publisher Privacy Policy (provide url). [Learn more](#)
- Web service URL of your app
- Test account login credentials
- Forge Client ID (If you app is compatible with ACC and/or BIM 360 products). [Learn more](#)
- IPN Listener URL (optional) 
- Test your web service/browser based app on some of the standard browsers in the market.

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**Steps and Timing**

- 1 Set Up Your Account and Profile**

Create an account and profile, including company and/or individual information, permissions, and payment options. This is where you'll submit all the information you'll need to become a publisher.
- 2 Enter and then Submit Your App Info**

Provide basic information like your app's Title, Type (web-based or desktop-based) and/or Program (Add-on, Extension, Plugin), OS, as well as your Forge API Client ID or your cloud product URL, and assets (description, photos, video etc...). Then click submit and we'll get back to you within 24 hours with next steps.
- 3 App Review**

App Store team will perform initial review on your submission to determine suitability to be included in Autodesk App Store. We will commuciate via email to provide feedback and/or request for missing items within 24 hours. It takes 2 to 3 working days to do in-depth testing of the app. If your submission is accepted, Autodesk will create the final “package file” that customers will download from Autodesk App Store and contact you to review the final package file.
- 4 Manage Your App**

After the app is published, you can adjust the version, language, title, or assets. And, you can even base those changes on insights gleaned from you personalized dashboard.

View [documentation for Desktop app](#) (page 6-13)

View [documentation for Web app](#) (page 12-17)

**Other resources**

**Autodesk Developer Network**  
 The Developer Center contains information to help you create or modify your apps to integrate with the simple Autodesk App Store requirements and technical guidelines designed to give App Store customers a consistent user experience and to speed your product through the approval process.  
[Join Autodesk Developer Network](#)

**What can be published in Autodesk App Store**  
 Learn more about how Autodesk will evaluate your product for suitability to be carried in Autodesk App Store in the product guidelines  
[Autodesk App Store Product Guidelines](#)

**Payment set up**  
 You will need a PayPal account if you will be selling products in Autodesk App Store for a fee. You do not need a PayPal account for trial and free products.  
[Paypal setup guide](#)

**IPN Handler**  
 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). Visit the link below to learn about how Exchange IPN Listener works and how to create an IPN Listener  
[ADN IPN Example](#)

**Entitlement API for desktop app**  
 The Entitlement API service exposes a REST based “checkentitlement” API that you can use to identify whether a user has an ‘entitlement’ to use your App or not.  
[View documentation](#)

**Forge Client ID**  
 App compatible with ACC and/or BIM 360 products requires accessing Forge APIs. The Forge Client ID can be found in [Forge Developer Portal My Apps](#) section. Please provide the Client ID you would like to use in Production.  
[Get Forge Client ID](#)

**Publisher Privacy Policy**  
 Each and every App must include a link to the applicable privacy policy in the [App description page] and within the App in an easily accessible manner. In addition, Publisher must include the text of the applicable privacy policy within the App itself.

- The privacy policy must clearly and expressly do the following:
1. Identify and describe the data, if any, that the App collects, how that data is collected, and all uses of that data.
  2. Confirm that any third party with whom an App shares that data will provide the same protection of that data as stated in the App’s privacy policy. Examples of such third parties are analytics tools, advertising networks and third-party SDKs, as well as legal affiliates of the Publisher (parent, subsidiary, related entities).
  3. Explain Publisher’s data retention and deletion policies.
  4. Describe how end users can revoke consent and/or request deletion of their data.

**Publisher FAQ**  
 Answers to the most common questions asked by Autodesk App Store publishers  
[Learn more](#)

**Apps Ideas Exchange**  
 Find out what apps are requested by Autodesk users.  
[Visit Autodesk Idea Station](#)

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### What can be published in Autodesk App Store

Learn more about how Autodesk will evaluate your product for suitability to be carried in Autodesk App Store in the product guidelines

[Autodesk App Store Product Guidelines](#)

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If you have any further questions after reviewing these guidelines and other documentation, or if you wish to submit an app for a product for which no specific guidelines are posted, email [appsubmissions@autodesk.com](mailto:appsubmissions@autodesk.com).

Thank you for participating on Autodesk App Store

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