

Autodesk App Store - Desktop App Submission Process Overview

Please read this information before and while submitting your first app to the Autodesk App Store. 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 the link displayed on the Autodesk App Store front:

Autodesk App Store Developers!

Sign up now and publish your products to millions of Autodesk users

- 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.

Publisher Corner

Welcome to the Autodesk Publishing Experience.

Check out our [Getting Started Guide](#) and other helpful resources to help you publish with ease and confidence.

[Publish a New Product](#)

Publisher Settings Apps My Page

Publisher Information

First Name*	Last Name*	dev
Email*		
Company URL		
Support Contact*		

Payment Platform

You are required to provide your PayPal information before publishing paid apps.


[PayPal account](#) Email address for the PayPal account that will be used for product sales.

PayPal account


- In the **Publisher Information** section, the email address you provide will be used to send you automated email notifications when your app is downloaded, and where we will contact you for any additional information we need while reviewing your app. Also, provide the support contact where end users can contact you for support. After entering your information **'save'** your settings.

Publisher Information 			
First Name*	FirstName	Last Name*	LastName
Email*	TestEmail@test.com		
Company URL	http://www.testcompany.com		
Support Contact*	TestEmail@test.com		

- If your App is a paid App, you have a choice of using PayPal. You will need to add the required PayPal email address. If you have any questions on this, please contact appsinfo@autodesk.com.
- For PayPal you should have either a PayPal Business Account or a Premier 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 IPNListener 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.

Instant Payment Notifications 	
<p>Instant Payment Notification (IPN) is a message service that automatically notifies you of events to your PayPal transactions. You can use them to automate back-office and administrative functions, like fulfilling orders and providing customers with order status.</p>	
Your IPN Listener URL:	
I also want to receive IPN for	<input type="checkbox"/> Free Apps <input checked="" type="checkbox"/> Trial Apps

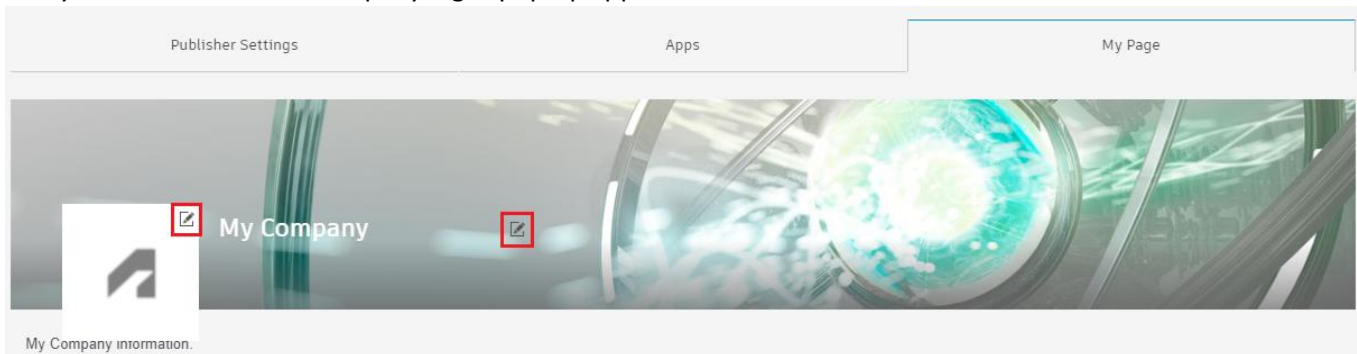
- In the **Download Notification** section, you can set how frequently you want to receive the appdownload notifications. Save the settings.

Download Notification 	
<p>Please choose how frequently you would like to receive notifications via email about your published Autodesk App Store. This selection will apply to all the apps in your Published catalog but not notifications from Autodesk.</p>	
<input checked="" type="radio"/> Please send a copy of every email to my inbox <input type="radio"/> Please do not send me any email notifications	

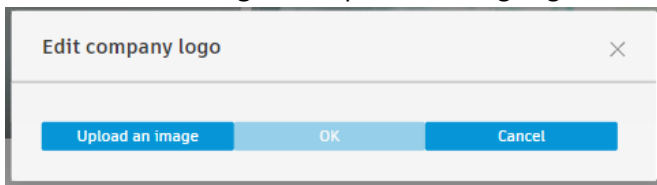
My Page

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.

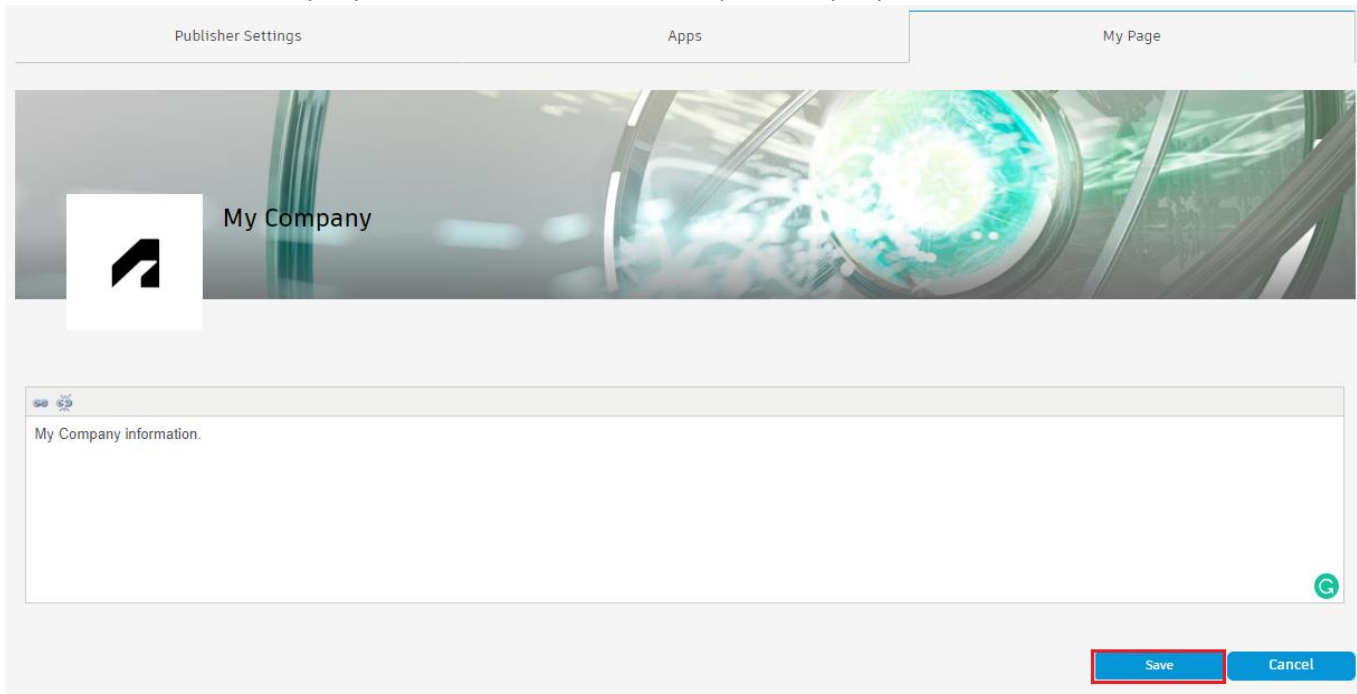
To add the company logo, click on the company logo and the edit option will appear. Click on this and you will see the "Edit company logo" pop-up appear.



- Click on '**Upload an image**' and you will get an option to browse and select the logo, then click on '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.

Publish Your Own Applications in Autodesk App Store

Autodesk App Store brings together talented developers and Autodesk customers. Great ideas and products come from all kinds of people and companies, and Autodesk App Store helps make it easier for great products to reach millions of Autodesk customers.

What Can Be Published in Autodesk App Store
We are looking for content and applications that deliver Autodesk customers great value and a delightful experience –from initial purchase and install through long-term use and updates. To learn how to prepare your product for submission to Autodesk App Store [read the product guidelines](#) and review the publisher documentation on the [Autodesk App Store Developer Center](#) page. In addition to products available for purchase, you can deliver free and trial version products through Autodesk App Store –helping you promote your brand directly within the Autodesk user interface.

It's easy to get your Product in Autodesk App Store

- If you do not have an Autodesk account, create an account by clicking Sign In in the upper right hand corner of the Autodesk App Store window.
- Click the Continue button below.
- Read and accept the Autodesk App Store Publisher Agreement that appears on the following screen.
Note: 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.
- Prepare and publish your product as described below.

It can take up to 2 weeks for Autodesk to review and approve your product for publishing 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](#).

Preparing your Application for submission to Autodesk App Store
To help you prepare your product for submission to Autodesk App Store, you should first review the publisher documentation on the [Autodesk App Store Developer Center](#) page –including technical requirements, marketing guidelines and frequently asked questions. On that page you'll find materials to help you collect and prepare the information and icons, screenshots or graphics you'll need during app submission. Click on the line item "App Submissions – required information" to download a document you can use as a template for your app submission form and download the Icon Guidelines file for specifications and templates to help you produce the required size icons.

Submit your product in accordance with the [App Submission Process](#). You will need to submit all of your product files in a single ZIP file –with a ZIP file extension (no self-extracting executables please).

Autodesk will test and review your submission for suitability to be included in Autodesk App Store; 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.

The "package file" is created to enable users to have an easier, more delightful experience with your product from first install through long-term use.

Autodesk App Store Publisher Agreement

[Back](#) [Continue](#)

- Select the type of app you plan to submit i.e., **Desktop based app**.
- Select the Operating system for the app.

Note: If you have a **different** bundle/installer for **each operating system**, you need to add the app submission information **again** by using 'Add new OS/language version' for the respective operating system(s) that the app supports. Using the clone option available in the app detail page, **most of the details are prepopulated from your first submission of the app, therefore you can quickly submit the app for a different operating system and language.**

- Select the language for the app and Click on Continue.

What OS and language does your App support?

Desktop-based App Browser-based App

Select OS

Mac OS Win32 Win64 Win32 and 64

Linux

Select Language

Czech German English Spanish French Hungarian Italian

Japanese Korean Polish Portuguese Russian Simplified Chinese Traditional Chinese

[Cancel](#) [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 existing app](#)'.

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.

App Description*

Description to be displayed for this item on the product page (4000 characters).



A rich text editor toolbar with various icons for text formatting and editing. Below the toolbar is a large, empty text area for entering the app description.

- To upload your app files, click **the Choose File** button and select your file in the dialog that appears. If your file size is very large then you can upload the file in any of the cloud storages (Dropbox, Box, etc.) and share that link using 'File link' option instead of uploading the file in the Autodesk App Store directly.
- Your **App File** is your installer, your zipped app files, or PDF files. If you are supporting multiple languages in a single bundle/installer then upload the same file while submitting for each language.
- Please also upload PDF files unzipped.

App File*

Upload file

No file is selected

Maximum File Size: 600MB

Allowed Extensions: zip rar tar tar.gz gzip tgz pdf msi

To streamline review and packaging of your product, please include application and help file (txt, doc, html or pdf) in a zip archive

OR

File link (Recommended for large files)

Share the file on your cloud storage (Dropbox, Box, etc), append the password if available



A large, empty text area for providing a file link to cloud storage.

- **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 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 a posted in YouTube.
- Select **Certifications**, if your app is already certified Autodesk (Note: Currently, this certification is applicable to Inventor and Vault apps only.)

App Icon*

Upload Icon

Maximum File Size: 2 MB
Allowed Extensions: png gif jpg jpeg
Images larger than 120x120 pixels will be scaled.

No file is selected

App Screenshot

Browse files

Please enter video link from Autodesk Screencast or YouTube

Add Video

Maximum upload size: 2 MB. Supported files: png, gif, jpg, jpeg.

- Enter the information for your app that we can use to create a standard format quick start help file. This will be included with your app. **It is very important that you provide enough information about your app so that end users can easily use your app.**
- If you're using our standard installer template (i.e., we are creating the installer for you) just write 'standard text' in the **Installation/Uninstallation** textbox, and we'll substitute the correct text for you when we review 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.

General Usage Instructions*

Workflow of product and how it fits into user's workflow.

B *I* ~~x~~ ~~x'~~ | **B** *I* | ↶ ↷ | ↺ ↻ | Ω ↶ ↷

Support Information*

How, when and where users can contact someone for product support. 1000 characters. Minimal HTML formatting.

B *I* ~~x~~ ~~x'~~ | **B** *I* | ↶ ↷ | ↺ ↻ | Ω ↶ ↷

Additional Information

Anything else including links to supporting files. Also put additional specifications here (2000 characters). Minimal HTML formatting.

B *I* ~~x~~ ~~x'~~ | **B** *I* | ↶ ↷ | ↺ ↻ | Ω ↶ ↷

Known Issues

Description which will be displayed for this item on the product's page (1000 characters). Minimal HTML formatting.

B *I* ~~x~~ ~~x'~~ | **B** *I* | ↶ ↷ | ↺ ↻ | Ω ↶ ↷

Learn More Url

Cancel

Save as draft

Continue

- 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 app 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.
- Also, you can offer a free 30-day trial for your Paid or Subscription apps. Note: Your app needs to have the Autodesk App Store Entitlement API integrated to enable this.

Price*

Product price, to be displayed on the product page.

Free Trial **Paid** Subscription

Price (USD)

Note: Please use periods (.) to indicate decimals; for example: 1.99. You will not be able to change the payment type once "Monthly recurring subscription(USD)" is selected.
Notice: Without a PayPal/BlueSnap account, you cannot set a price when publishing an App. Please make sure to use your master PayPal email address or BlueSnap Credentials.

Payment Platform

Please select a payment platform if you want to publish a paid App.

PayPal (Recommended) BlueSnap

Offer free 30-day trial of this app

Your app needs to have Autodesk App Store entitlement API integrated to enable this function.

App Compatibility:

- Expand product families to view individual Autodesk products. Select all the Autodesk products your app is compatible with.
- 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 app as compatible with a product means that:
You have tested your app with that product
You can support customers using your app 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 application 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 app.
Click **Continue** to proceed.

Autodesk Product Compatibility*
Expand product families to view individual Autodesk products.
Select each product and version that is compatible with your app.

Autodesk Construction Cloud (Select All)
M&E (Select All)
Revit (Unselect All)
Alias (Select All)
AutoCAD (Select All)

Autodesk AutoCAD	<input checked="" type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk AutoCAD Architecture	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk AutoCAD Electrical	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk AutoCAD Map 3D	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk AutoCAD Mechanical	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk AutoCAD MEP	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk AutoCAD Plant 3D	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018
Autodesk® Civil 3D®	<input type="checkbox"/> 2023	<input type="checkbox"/> 2022	<input type="checkbox"/> 2021	<input type="checkbox"/> 2020	<input type="checkbox"/> 2019	<input type="checkbox"/> 2018

Manufacturing (Select All)
Inventor (Select All)
Simulation (Select All)
Vault (Select All)
FormIt (Select All)
AEC (Select All)
Robot Structural Analysis (Select All)

Autodesk App Store Categories*
Your App will appear in the following stores based on your compatibility selections.
For each store, select no more than four categories that best match your App. You must select at least one category per store.

AutoCAD	<input type="checkbox"/> Analysis & Simulation	<input type="checkbox"/> Electrical/Electronics	<input type="checkbox"/> Mapping
	<input checked="" type="checkbox"/> Blocks	<input type="checkbox"/> Estimating	<input type="checkbox"/> Materials
	<input type="checkbox"/> Building Design	<input type="checkbox"/> Facility Management	<input type="checkbox"/> Mechanical Design
	<input type="checkbox"/> Building MEP	<input type="checkbox"/> Fonts	<input type="checkbox"/> Mechanical Simulation & Analysis
	<input type="checkbox"/> Building Simulation & Analysis	<input type="checkbox"/> Hatches	<input type="checkbox"/> Scheduling & Productivity
	<input type="checkbox"/> Civil	<input type="checkbox"/> Interior Design	<input type="checkbox"/> Schematics
	<input type="checkbox"/> Construction	<input type="checkbox"/> Landscape	<input type="checkbox"/> Structural
	<input type="checkbox"/> Counting	<input type="checkbox"/> Learning	<input type="checkbox"/> Survey
	<input type="checkbox"/> Diagramming	<input type="checkbox"/> Linetypes	<input type="checkbox"/> Translator
	<input type="checkbox"/>		


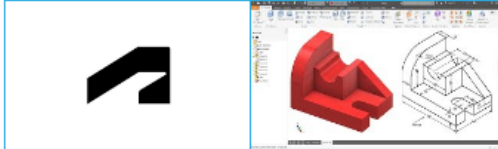
Other Category
Please suggest additional categories to improve Autodesk App Store.

Back **Save as draft** **Continue**

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.

App publishing - English, Win64 App Summary

Published AppStore:	AutoCAD
App Name:	Test1 - do not download
App Short Description:	test
App Description:	test
App Icon:	
Screenshots:	
Version Number	1
Version Description	t
App File:	Autodesk Stereo Camera2023.bundle.zip
General Usage Instructions:	tet
Installation/Uninstallation:	tes
Additional Information:	
Known Issues:	
Type:	Paid
Price:	USD 1.00
Payment Platform:	PayPal
Free 30-Day Trial:	False
Application Compatibility:	Autodesk AutoCAD 2023
Store Categories:	Blocks
Publisher Privacy Policy:	

Back
Save as draft
Preview
Continue

- Click the Submit button to complete the app submission.
- Use the Add new 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
- App ID: You will require this unique id for your app, if you are utilizing the [Entitlement API](#) offered by the Autodesk App Store in your app

App price in draft: Free
App ID: 3739308971928696326

OS/language version(s) of the App	Download Entitlement Management												
<table border="1"> <thead> <tr> <th>Name in the language</th> <th>Language</th> <th>OS</th> <th>Status</th> <th>Date Modified</th> <th>Actions</th> </tr> </thead> <tbody> <tr> <td>FileUpload1</td> <td>en</td> <td>Win64</td> <td>Ready to submit</td> <td>2021-08-23</td> <td>Edit Delete Preview draft Clone</td> </tr> </tbody> </table>	Name in the language	Language	OS	Status	Date Modified	Actions	FileUpload1	en	Win64	Ready to submit	2021-08-23	Edit Delete Preview draft Clone	
Name in the language	Language	OS	Status	Date Modified	Actions								
FileUpload1	en	Win64	Ready to submit	2021-08-23	Edit Delete Preview draft Clone								

Submit
Delete the app
Add new OS/language version

You should be contacted by an app reviewer within 24hr of 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 on Price type like Free, Trial, Paid or Subscription or based on Autodesk Products that the apps are supporting. The default setting is all apps are under 'All Apps' widget.

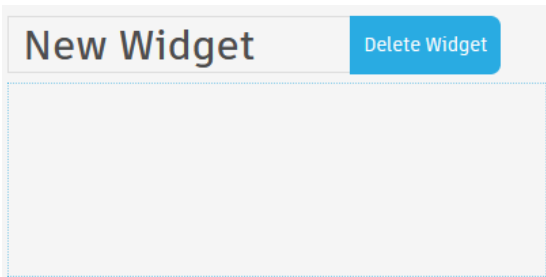
- To arrange the app, click on 'Edit' option next to 'All Apps' widget

All Apps 

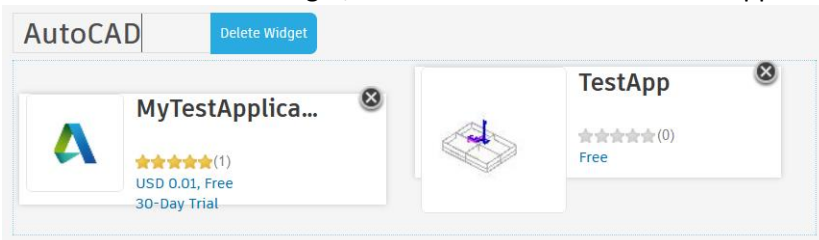
- Click on 'Add Widget' to add the new widget



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



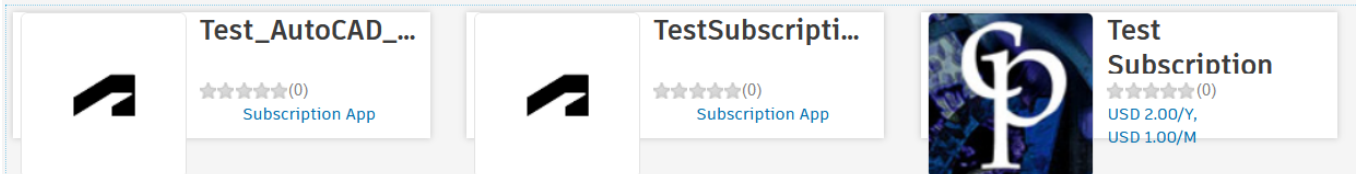
- In editing mode of widget, you can drag and drop apps across widgets and to remove an app from the widget, click on the close button of the app.



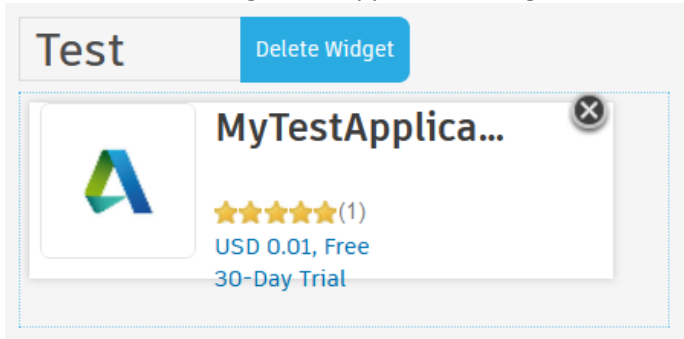
- **Note:** The apps in the 'Available apps' list will not be displayed on the Publisher's profile page. The app has to be in any one of the widgets added by you or in the default widget 'All Apps'

Available Apps

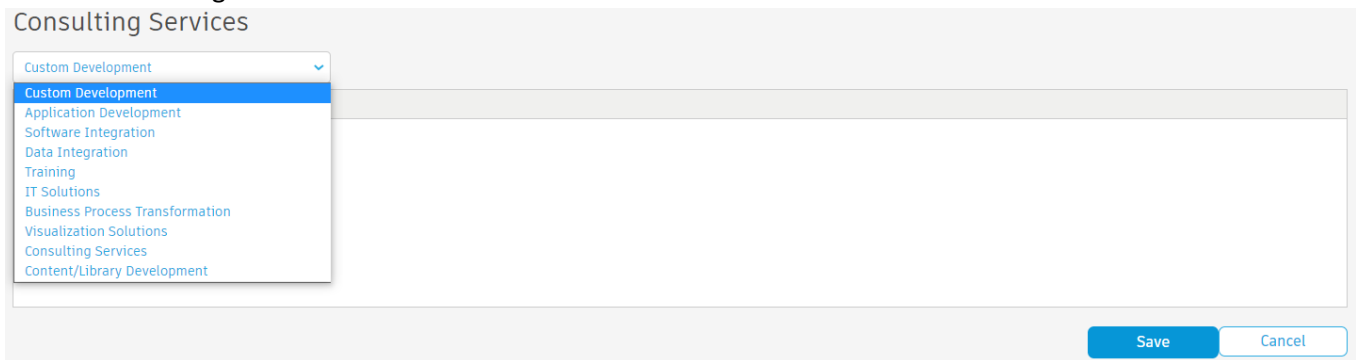
The following apps are not in any widgets and will not show on your page. To add an app please drag and drop to the target widget.



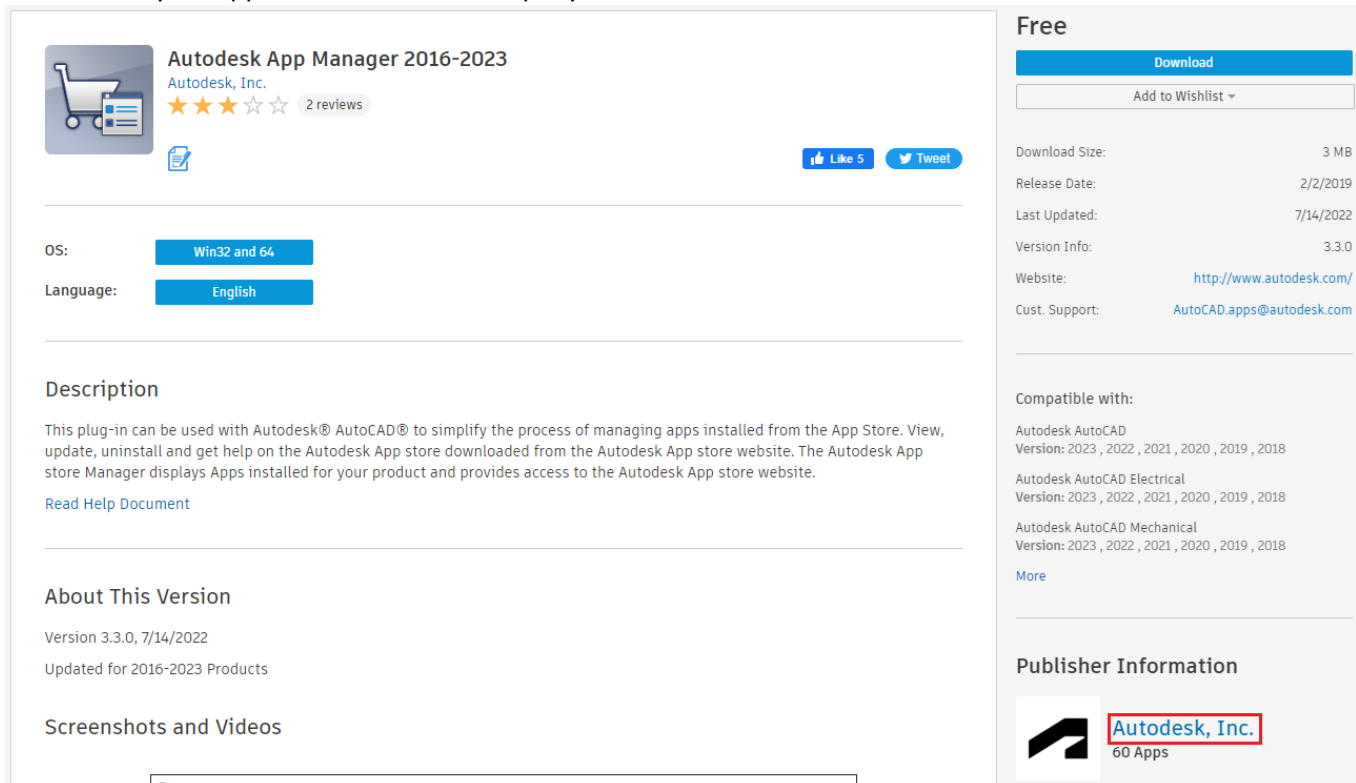
- To delete the widget, just click on 'Delete Widget' option next to the widget. Once you delete the widget, the apps in the widgets will be moved to 'Available Apps' list.



- Once you have arranged the apps in widgets, you can add the consulting services you offer. To add the services, click on edit option provided and select the consulting service then Save the changes.




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

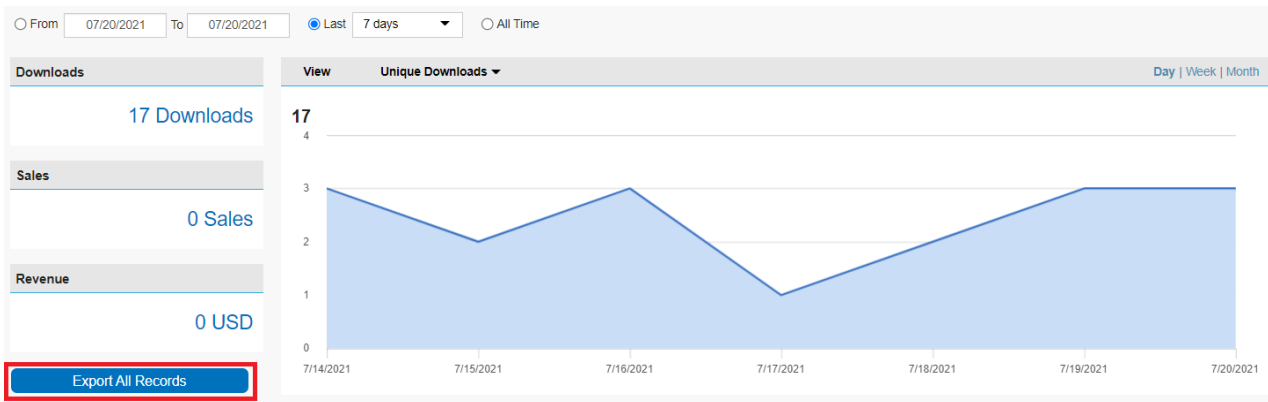


Access & receive download information

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'

Publisher Settings		Apps		My Page			
General Statistics		Published		Unpublished		Download Entitlement Group	
Name	Language/OS(Status)	Date Published	Price	Actions			
 ADN Copy protection demo App	English/Win32 and 64 (Live) English/Win32 and 64(Edited Version) (Draft)	2019-05-10	Free	Manage	Statistics		



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.

Publisher Settings		Apps		My Page			
General Statistics		Published		Unpublished		Download Entitlement Group	

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

 TestApp	English/Win64 (Live)	2021-02-04	Free	Manage Statistics
 Appname	English/Win64 (Draft)	2021-10-20		Manage

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

App price: Free
App ID: 3679888836278401443

[Submit](#)

[Unpublish the app](#)


[Add new OS/language version](#)


App price in draft: Free
App ID: 6881746741498654789

[Submit](#)

[Delete the app](#)

[Add new OS/language version](#)

OS/language version(s) of the App				Download Entitlement Management		
Name in the language	Language	OS	Status	Date Modified	Actions	
 TestApp	en	Win64	Live	2021-02-24	Edit	Unpublish View live version Clone

OS/language version(s) of the App				Download Entitlement Management		
Name in the language	Language	OS	Status	Date Modified	Actions	
 Appname	en	Win64	Info incomplete	2021-10-20	Edit	Delete Preview draft Clone


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

App price: Free
App ID: 3679888836278401443

[Submit](#)

[Unpublish the app](#)

[Add new OS/language version](#)

OS/language version(s) of the App				Download Entitlement Management		
Name in the language	Language	OS	Status	Date Modified	Actions	
 TestApp	en	Win64	Live	2021-02-24	Edit Unpublish	View live version Clone


- 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.

App price: Free
App ID: 3679888836278401443

[Submit](#)

[Unpublish the app](#)

[Add new OS/language version](#)

OS/language version(s) of the App				Download Entitlement Management		
Name in the language	Language	OS	Status	Date Modified	Actions	
 TestApp	en	Win64	Live	2021-02-24	Edit Unpublish	View live version Clone


- Use the **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.

App price in draft: Free
App ID: 6881746741498654789

[Submit](#)

[Delete the app](#)

[Add new OS/language version](#)

OS/language version(s) of the App				Download Entitlement Management		
Name in the language	Language	OS	Status	Date Modified	Actions	
 Appname	en	Win64	Info incomplete	2021-10-20	Edit Delete	Preview draft Clone

- 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.

App price in draft: Free
App ID: 6881746741498654789


Submit

Delete the app

Add new OS/language version

OS/language version(s) of the App

Download Entitlement Management

Name in the language	Language	OS	Status	Date Modified	Actions
 Appname	en	Win64	Info incomplete	2021-10-20	Edit Delete Preview draft Clone

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

App price: Free
App ID: 3679888836278401443


Submit

Unpublish the app

Add new OS/language version

OS/language version(s) of the App

Download Entitlement Management

Name in the language	Language	OS	Status	Date Modified	Actions
 TestApp	en	Win64	Live	2021-02-24	Edit Unpublish View live version Clone

App price in draft: Free
App ID: 6881746741498654789


Submit

Delete the app

Add new OS/language version

OS/language version(s) of the App

Download Entitlement Management


Name in the language	Language	OS	Status	Date Modified	Actions
 Appname	en	Win64	Info incomplete	2021-10-20	Edit Delete Preview draft Clone

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.


Name in the language	Language	Status	Date Modified	Actions
 ACC1 Edited Version ▾ Live Version Edited Version	en	Ready to submit	2021-07-12	Edit Preview Clone

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 which you want to provide access to customer.

General Statistics	Published	Unpublished	Download Entitlement Group	
Name	Language/OS(Status)	Date Published	Price	Actions
 ACC&BIM360	English (Live) English(Edited Version) (Under review)	2021-06-29	Subscription App	Manage Statistics

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

OS/language version(s) of the App

[Download Entitlement Management](#)

[Add](#) This will authorize download entitlement of this App with certain quantity to a particular user.

[Export](#)

0 entitlement(s)

User Email	Language OS	Copies	Payment Result	Date	User Profile	Action
------------	-------------	--------	----------------	------	--------------	--------

Add the email address of the customer and select the quantity then click 'ok'.

Add Download Entitlement ✕

Enter the email to be entitled to download the app:

Quantity (<= 200):

[Cancel](#) [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'

The screenshot shows the Autodesk App Store interface. At the top, there are three tabs: 'Publisher Settings', 'Apps' (highlighted with a red box), and 'My Page'. Below these tabs, there are three sub-tabs: 'General Statistics', 'Published', and 'Unpublished'. To the right of these sub-tabs is a button labeled 'Download Entitlement Group' (highlighted with a red box). Below the sub-tabs, there is a table with columns 'Group Name', 'Apps', and 'Actions'. Below the table, there is a blue button labeled 'Add Group' and a text box that reads: 'Download entitlement group allows you to bind the download entitlements of your apps. This will authorize a customers to download all the apps in one download entitlement group if he/she purchases any of the apps.'

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

The screenshot shows the Autodesk App Store interface. The table has columns 'Group Name', 'Apps', and 'Actions'. Under 'Group Name', there is a button labeled 'New Group' (highlighted with a red box). Under 'Apps', there is a checkmark icon (highlighted with a red box). Under 'Actions', there is a button labeled 'Delete'. Below the table, there is a blue button labeled 'Add Group' and a text box that reads: 'Download entitlement group allows you to bind the download entitlements of your apps. This will authorize a customers to download all the apps in one download entitlement group if he/she purchases any of the apps.'

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

The screenshot shows the Autodesk App Store interface. The table has columns 'Group Name', 'Apps', and 'Actions'. Under 'Group Name', there is a button labeled 'New Group' (highlighted with a red box). Under 'Apps', there is a checkmark icon (highlighted with a red box). Under 'Actions', there is a button labeled 'Delete'. Below the table, there is a blue button labeled 'Add Group' and a text box that reads: 'Download entitlement group allows you to bind the download entitlements of your apps. This will authorize a customers to download all the apps in one download entitlement group if he/she purchases any of the apps.'

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

The screenshot shows the Autodesk App Store interface. The table has columns 'Group Name', 'Apps', and 'Actions'. Under 'Group Name', there is a button labeled 'New Group'. Under 'Apps', there is a blank field (highlighted with a red box). Under 'Actions', there is a button labeled 'Delete'. Below the table, there is a blue button labeled 'Add Group' and a text box that reads: 'Download entitlement group allows you to bind the download entitlements of your apps. This will authorize a customers to download all the apps in one download entitlement group if he/she purchases any of the apps.'

When you click on the edit option, a popup window appears with a list of paid apps which are live in the store.

Select the apps you want to bind and click on 'Ok' option.

The screenshot shows a popup window titled 'Add Apps'. It contains a list of three apps: 'TestDesktop', 'TestWebservice', and 'Chrome28Oct13'. Each app name has a checkbox next to it, and all three checkboxes are checked (highlighted with red boxes). At the bottom of the popup, there are two buttons: 'Cancel' and 'OK' (highlighted with a red box).

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 the option 'Delete'.

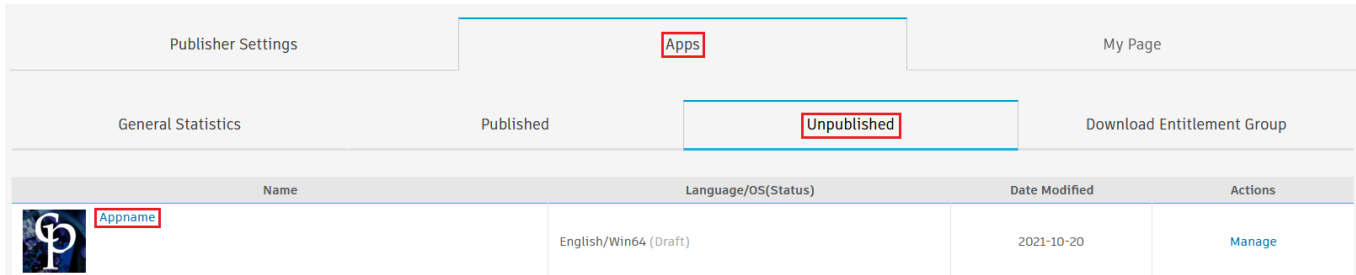
Test Purchase


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 will open the preview page of the app.



Publisher Settings		Apps	My Page	
General Statistics		Published	Unpublished	Download Entitlement Group
Name	Language/OS(Status)	Date Modified	Actions	
 Appname	English/Win64 (Draft)	2021-10-20	Manage	

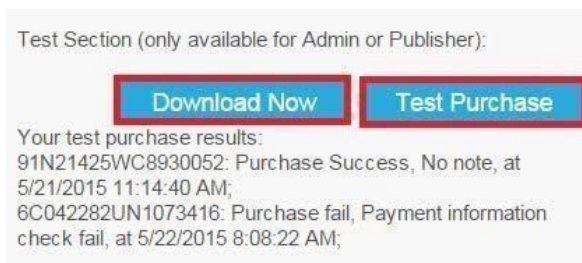
On the preview page, click on 'Download Now' button to verify if the file downloads correctly.



To verify the purchase flow, click on the 'Test Purchase' button. This will redirect the app preview page 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 the 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 set up 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.