APPLE COMPUTER, INC.
APPLE GAME SPROCKETS QUESTIONNAIRE
License Request Form

Company Name: _____

Address: _____

City: _____

State: _____

Postal Code: _____

Country: _____

Contract Administration Contact: _____

Phone Number: _____

Email Address: _____

Fax Number: _____

Complete a copy of the following section for EACH product or service for which you wish to license Apple Game Sprockets for distribution. If you wish to expand your license to cover additional products at a later date, you can do so. However, you must provide a License Request form for each product with which you wish to redistribute Apple Game Sprockets.

Product or Service Information:
Product or Service Name: _____
Available Date (Estimate date is ok): _____

Description of your Product or Service:

Marketing Contact Information: (if different from the administrative contact)

Marketing Contact: _____

Phone Number: _____

Email Address: _____

Fax Number: _____

Provide address in the space below if different from above:

Technical Contact Information: (if different from the administrative contact)

Technical Contact: _____

Phone Number: _____

Email Address: _____

Fax Number: _____

Provide address in the space below if different from above:

Product Check List:

Was the product named in this section designed and/or created by or for the Company named above? (Y/N)	
Is the product named in this section a software product that runs on the MacOS? (Y/N)	
Will this product use the InputSprocket?	
Will this product use the DrawSprocket?	
Will this product use the NetSprocket?	
Will this product use the SoundSprocket?	
Will this product use QuickDraw 3D RAVE?	
Will this product use the SpeechSprocket?	
If this is a software product and it can run on a PowerPC-based MacOS system, is it accelerated for Power PC (native)? (Y/N)	
If the product named in this section is a software product, does it link to and call Apple Open Transport application program interfaces (APIs) and libraries? (Y/N)	
If the product named in this section is a software product, does it link to and call only those Open Transport APIs and libraries that provide backward compatibility with MacOS 'classic' networking (AppleTalk v58.x and MacTCP v2.0.x)? (Y/N)	

Please return the completed questionnaire to the Apple Software Licensing Department, either by mail 2420 Ridgepoint Drive, M/S 198-SWL, Austin, TX 78754 USA, by fax (512) 919-2120 or by AppleLink SW.LICENSE.