Programmers

COLLABORATORS

	TITLE : Programmers		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Chapter 1

Programmers

1.1 Programmers and Submissions Information

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PROGRAMMERS AND SUBMISSIONS INFORMATION
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If you are a programmer or individual who has written a software product, or
is in the process of writing a software product, and believes it is of the
high quality demanded by F1 Licenceware then this guide is for you.

 CLICK for Introduction for All Amiga Programmers
 CLICK for Information on How to Submit to F1 Licenceware
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 CLICK for Questions and Answers for Programmers Queries
 CLICK for the Submissions Check List
 CLICK for the Wanted List for F1 Licenceware

 CLICK for Active Software's Programming Wants!

Remember more detail can be obtained by phoning or writing to F1 Licenceware.

1.2 Programmers Introduction

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TO ALL AMIGA PROGRAMMERS IN ANY LANGUAGE
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Why not join the HAPPY band of F1 programmers and join in the thrill and fun
of seeing your software reviewed and advertised in the Amiga press and
hopefully even make yourself a few bucks beer money into the bargain?

You will find F1 a bit friendlier than your usual Licenceware vendor as we
DO CARE about your product and we work hard to make it available to the

Amiga software buying public, after all it's our living!

Just take a look back over the last year in all the Amiga magazines and you
will see more than 117 reviews of F1 Licenceware products, we have even won
awards for best games software of 1994 from Amiga Format. Any one of those
reviews could of been yours, what are you waiting for?

O.K let's be honest and realistic, not all of our programmers make much
money, some very little indeed, all we can do is get your reviews in the mags
spread demo versions into the P.D and ask our distributers to promote your
products the best they can in their adverts and catalogues.

It is a fact that some software will sell like hot cakes and other titles,
no matter how good, just do not sell. This part is up to you, send us
something that people want, make it of a very high standard and you are
well on your way.

Here at F1 we recognise the need for speed, we won't keep you on
tenter-hooks waiting for months to find out if your product has been
accepted or not. As a general rule you will receive a reply from us within
FOUR DAYS, yes I will repeat that, F O U R D A Y S, not six months or even
worse, no reply at all, we ALWAYS reply to your letters.
We would appreciate a stamp if you have never submitted to F1 before though,
to keep costs down.

1.3 How to Submit to F1

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HOW TO SUBMIT PROGRAMS FOR EVALUATION
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1) The program you are submitting must be 100% your own work, you will be
personally responsible for any breaches of copyright and as the copyright
of your program will stay with you and not F1, we will be sued and have to
sue you for compensation.
Also the program must be exclusive to us and previously unreleased, except
in demo form or if you have upgraded the software sufficiently. There may
be other exceptions, ask us if you are not sure, we can only say no at worse.

2) All programs submitted must be compatible with at least Amiga's 500,600
& A1200 standard memory/hardware configurations. Exceptions being things
like AGA only. We can be flexible here if the program is outstanding.

3) Please include the following details about your program:
Basic outline of what it does, Language written in, Cheat modes (if any)
How many levels (if applicable) which Amiga's you have been able to test
it on. Your name, address and phone number.

4) Please supply full documentation on disk in ASCII, or in the program
   itself.*PLEASE NOTE* THIS IS ESSENTIAL.

5) The final version for distribution must be standard AmigaDos format.
   No custom formats please. We need to be able to DMS it and have it run
   from a CD.

6) If accepted, we will require you to insert an IFF picture file (supplied)
   of the F1 label INSIDE your main executable.

7) Please supply a stamp with all correspondence if you want a reply.

8) If you want to enhance your chances of sales please supply us with a demo
   version for the Public Domain (Saying how much and where to buy it)
   We will give it to our distributers to spread and you can send it where
   you like too, if you want.

9) One other thing you can do to help us/yourselves is to supply a
   screenshot of your game/program that we can use in advertising/on the F1
   cat disk and more importantly send to the mags with your review copy.
   It means less work for the mags and enhances your chance of a review.

1.4 Accepting Your Program

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ACCEPTING YOUR PROGRAM
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Your program will be sold for £3.99 if it is on 1 disk £4.99 2 disks etc.
Your royalty per copy sold will be approx 25% of the selling price for
example: Sold at £3.99 (£1 royalty) £4.99 (£1.25 royalty) etc.

Our top selling programs author each quarter will receive a small cash bonus.

If we accept your program you will be sent a contract to sign, read it
carefully and if you are happy with it, sign it and return it as soon as
possible. All programs accepted will be sent to all relevant magazines for
review. Please leave sending review copies out to us as this is part of our
service to you.

Every three months you will receive a cheque from F1 if your program has
earnt £10.00 or more. If it has not earnt you £10 then that money will be
held over until the next quarter or until you have earned £10+ or you
request payment.

If we cannot accept your program we will let you know within a week, maximum.
We will usually tell you what we think is wrong with it and may offer advice
and/or ideas to make your program acceptable to us.

1.5 Some Questions and Answers

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PROGRAMMERS QUESTIONS AND ANSWERS
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Q. How, when and how much will I be paid for my program?

A. Royalties are calculated at roughly 25% of the purchase price of your
   program so if your program is being sold at £3.99 you will receive £1.00
   for each and every copy we sell for you. Cheques will be sent directly
   to the programmers every quarter.

Q. What type of programs are F1 looking for?

A. Anything of quality, including games/utilities/educational/Hyperbook etc.
   as long as your program is of better quality than a good P.D equivelent
   then you have a chance of acceptance, only about one in five programs are
   accepted by us though as the standard is quite high. SEE WANTED DOC.
   * * PLEASE NOTE, we cannot accept games written using S.E.U.C.K. * *

Q. What else can F1 offer us programmers apart from our royalty?

A. Not a lot! Well you can get 20% off of all our Licenceware products,
   and a friendly/fast/helpful service.

Q. How are you going to sell my program?

A. We will do everything in our power to sell your product, At the time of
   writing we have 12 distributers selling F1 products. We will send review
   copies of all our products to the relevant mags and will be coaxing news
   stories and plugs in any and every mag on the market.
   Selling your program is the only way we can survive so you can be sure we
   will be doing our best.

Q. How do we know you will pay us the correct amount of royalties?

A. You don't! This is a trust thing, but saying that 99% our income will be
   from postal customers and they will mostly be paying by cheque which will
   have to go through the F1 bank account which the taxman will have his
   eye on for any discrepancies, we will publish sales records of every disk
   which will be sent to you with your cheque, in any case we are honest
   people (Husband, wife and two kids) trying to make an honest living and we
   want F1 to be a long term job for us and to do this successfully we have
   to build a bond of trust with our programmers. I have been stitched up in
   the past myself and you get to know who the straight people are very
   quickly, we wouldn't last long being dishonest it is in our interest to be
   straight with you in the long run. Just ask yourself why F1 has suceeded
   where other Licenceware schemes have failed! It's because we are HONEST.

Q. What happens if my program just simply does not sell?

A. We will give it every chance but if sales are very bad we may offer to
   release it back to you.

Q. Can I put adverts in my program for other products of mine not Licenced
   to F1?

A. Within reason, yes you can, most other Licenceware outfits won't allow it.
   We don't mind as long as you don't go over the top. There may be some
   subject limitations to this though, please ask.

Q. How long before I get some dosh!

A. From the day we take a new title on it can take anything between 6 weeks
   to 3 months for your title to get reviews and into our distributers
   adverts/catalogues. So your first royalty cheque may be quite small.
   Normally your second royalty cheque will be your best. In a nutshell it
   could take anything from 1-6 months to get some decent royalties under
   your belt. Having said that two of our most succesful titles sold loads
   almost straight away.

Q. Will my programs get reviewed?

A. As I have said, we send all our titles to ALL the relevent magazines.
   We have no power ovr what gets reviewed, in fact we have a few titles
   that have never been reviewed. But then again we have some that have been
   reviewed in EVERY magazine. Basically if your program is good enough
   (In the eyes of the reviewer) it will get reviewed.

Q. I am in a programming team consisting of five people how much money
   will we get each?

A. The same as everyone else, you will have to split the 25% between you I
   am afraid. Think about it, we would never cover our costs and the system
   would be open to abuse ("I wrote this game with 10 other mates" etc.)

 If you have any other questions or anything you are not sure of drop us a
          line and we will be pleased to answer your questions.

                          F1 Licenceware
                          31 Wellington Rd,
                          Exeter. Devon.
                             EX2-9DU

          * NO PERSONAL CALLERS PLEASE, MAIL ORDER ONLY! *

This text does NOT constitute part of the F1 contract and does NOT apply to
F1 Gold titles. The contents of this text are subject to change without

1.6 Submissions Check List

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                     SUBMISSION CHECK LIST
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Please complete the following to the best of your knowledge to save us time
and help us deal quickly with your submission.

Please return this form with your submission.

If you don't have a printer please answer the questions in writing.

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YOUR NAME_____

ADDRESS_____

_____

PHONE_____

PROGRAM TITLE_____


Known compatability:_____

Minimum memory required:_____

Language written in:_____

Basic outline of game or util:_____

_____

_____


Demo or full version supplied?:_____

Instructions on disk?:_____

How many levels? (If any):_____

Cheats (If any):_____

_____

Age range (If educational title)_____


If accepted can you supply the following?

A Screenshot in IFF_____

A Demo version_____
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1.7 Programs Wanted by F1

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            PROGRAMS WANTED BY F1 LICENCEWARE
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We are always on the look-out for superb software. Here is a list of
software that we are particularly interested in for the F1 Licenceware range.
Remember it could be included in the prestigous F1 GOLD range for the most
innovative, quality based software.

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A football management game, come on, somebody must be writing a decent one?
If it's any good it is virtually guarunteed to be a top seller.

A techically brilliant Lottery predictor, not a randon number generator
but a serious database and prediction system. This will sell, but be quick
before people buy too many of the rubbish predictors and lose faith.

High quality graphic adventures. If it's good it will sell well.

A top class Text editor or Word Processor/DTP program. F1 GOLD title!?

A really good racing (car/mbike) game, strategy and/or action game.
These are standard good sellers.

A Blitz Basic disk magazine series or just tutorials. Blitzers are crying
out for this, wether they will pay is disputable?.

A general, updated bi-monthly, disk magazine covering the entire Amiga market.

A seriously good Art package rivalling commercial versions.

An in-depth Deluxe Paint Tutorial from beginners to expert and others.

Anything else original and of a very high quality.

1.8   Active Software's Programming Wants!

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                    WANTED BY PROGRAMMERS
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From working with this CD for two months, and from working with our own
programmers on future releases, here is our own list of programming "wants"
for submissions to F1 Licenceware or any other software house (including
ourselves).

1. Make the program instantly easy to use for ages 14+ (On-line help etc)

2. Make the program hard drive installable by using standard routines and
   the Amiga Technologies official install program

3. Use AmigaGuide documentation as well as standard text information

4. Only use assigns in minimalistic circumstances – i.e. if you are going
   to assign your work assign it to the NAME of the disk and not to DF0:
   or sub-directories within directories

5. Your programs must look for their fonts in drawers OTHER than SYS:fonts
   or DF0:fonts. Very lazy programming if they don't

6. Utilitise the AGA chipset. The AGA computers is now the "de-facto"
   standard – if people do not upgrade then they are holding back the
   Amiga industry. A few decent AGA releases and A500/600 users will start
   to be a little red-faced.

7. Use the gadtools when designing GUI based programs. It is amazing (see
   Turbo Suite for instance) how many people do not write true WB2+ GUI
   interfaces! Your interfaces should allow for font preference changes and
   not just utilitise the topaz 8 font

8. Put a QUIT routine into your program! After using this CD even programmers
   will see how many programs do not have any quit function – very poor!

9. Get a graphic artist to help you with the graphics and help them get
   recognised. It is strange to see programmers, when sending letters to us,
   say comments like "oh I programmed this game and I did all the graphics
   and music myself....althougth I admit I am not a good graphic artist!". Ok
   why bother releasing a decent, well coded game with poor graphics. If you
   don't know a graphic artist get in touch with a software company such as
   F1 or ourselves and we will help you out!

10.Take time with your program. There is nothing worse than seeing version 1
   released, then version 2 a few weeks later and after four months we are
   upto version 3.256. "Get it right first time" – as Demming would say.

Chris Wiles
Active Software.