



Audiokinetic Community Partner Program

Program Rules

Overview

Welcome to our Wwise Community Plug-ins developer page. We're pleased to offer you the opportunity to develop Wwise Plug-ins, and feature them on the AUDIOKINETIC Store.

Please note that to become a Community Partner and share your Wwise Plug-ins with Wwise users through the AUDIOKINETIC Store, you must agree to comply with certain requirements of our program, namely the Community Partner Agreement, technical requirements related to use of development tools, as well as guidelines for your marketing collateral to ensure that your Community Plug-ins are packaged and promoted correctly.

If you wish to create and feature your Wwise Community Plug-ins on the AUDIOKINETIC Store, please apply to participate in the program and register your Community Plug-in by completing the **AUDIOKINETIC Community Partner Program** registration process.

Approval of your Community Plug-in by AUDIOKINETIC

All Community Plug-in submissions must be made through the AUDIOKINETIC portal and will be subject to a 2-step approval process by AUDIOKINETIC.

AUDIOKINETIC Approval Process

Step 1

Once you have submitted your AUDIOKINETIC Community Partner Program registration application, you can expect us to get back to you within 10 business days to confirm your participation in the program and provide you with a Company ID created by AUDIOKINETIC.

Step 2

AUDIOKINETIC will evaluate each Community Plug-in submission to ensure it meets **Technical Requirements** and **Marketing Guidelines** for the Community Partner Program. Once you submit your Community Plug-in for approval, you will be informed through the AUDIOKINETIC portal whether or not it has been approved by AUDIOKINETIC. AUDIOKINETIC will have no obligation to provide you the reasons for which it did not approve your Community Plug-in. Every Community Plug-in will be subject to testing for deployment, and for malware and virus only.



Access to Wwise

Once your Plug-in has been approved by AUDIOKINETIC, and we have confirmed you can participate in the Community Partner Program, you will receive access to a Wwise version for download to enable you to develop your Community Plug-in. You will also receive beta access to early versions of future Wwise releases, so that you can prepare your Community Plug-in updates alongside ours.

AUDIOKINETIC Store Badge

Once your Plug-in becomes an approved Community Plug-in, you will be provided with the AUDIOKINETIC Store Badge and granted rights to use it on all your communication material and marketing channels. This AUDIOKINETIC Store Badge is for use only by approved AUDIOKINETIC Community Partner Program members, and only for their approved Community Plug-ins. Always use the AUDIOKINETIC Store Badge without modification. AUDIOKINETIC reserves the right to withdraw permission for use of the AUDIOKINETIC Store Badge should its use be inconsistent with these guidelines or is otherwise deemed inappropriate by AUDIOKINETIC.

Requirements and Guidelines

The **Technical Requirements** and **Marketing Guidelines** for the Community Partner Program are subject to change at any time at AUDIOKINETIC's discretion, and are intended to help Community Partners assemble marketing collateral and meet prerequisite technical requirements towards featuring their Wwise Plug-in on the AUDIOKINETIC Store.

Please refer to the Technical Requirements and Marketing Guidelines for complete information. Below, you'll find a summary of the essential Community Partner Program terms.

Key Technical Requirements

Your Community Plug-in may not:

- allow data collection;
- allow ads (either pop-up or otherwise);
- use analytics software to collect and send device data to you or any third party;
- use any permanent, device-based identifier, or any data derived therefrom, for purposes of uniquely identifying a device;
- contain content or materials of any kind (text, graphics, images, photographs, sounds, etc.) that in AUDIOKINETIC's reasonable judgment may be found objectionable or inappropriate. For example, materials that may be considered obscene, pornographic, or defamatory;
- contain any malware, malicious or harmful code, program, or other internal component (e.g., computer viruses, trojan horses, "backdoors") which could damage, destroy, or



adversely affect the AUDIOKINETIC Wwise Technology, or other software, firmware, hardware, data, systems, services, or networks; or

- contain any other content for which you do not have permission from the content owner.

Your Community Plug-in must:

- be compatible with Wwise Authoring on both Windows and macOS, and you must verify that your Community Plug-ins are functioning correctly for both Windows and macOS Authoring;
- handle memory allocation failures;
- install properly via the Wwise Launcher;
- instantiate properly in Wwise;
- offer exemplary stability; and
- be compatible with the Wwise Launcher packaging format.

Any compiled binary file, or code (DLL, LIB, EXE, or any executable format) executed by the Wwise Sound Engine or the Wwise Authoring shall be tested under all configurations and conditions.

Note that Audiokinetic will not evaluate the performance nor will it perform any aesthetic/quantitative testing (i.e. evaluate the quality).

Supported Platforms

We recommend that your Community Plug-in be developed and made available for all platforms, but this remains at your discretion. If your Community Plug-in can be used for restricted platforms (consoles, for example), we will require proof of your developer access to those platforms before making your Community Plug-in available to users.

Documentation

The documentation you make available with your Community Plug-in must meet all Technical Requirements. We recommend that your documentation be available in the five languages supported by the AUDIOKINETIC Store:

- English
- French
- Japanese
- Korean
- Simplified Chinese



End User License Agreement

You are responsible for providing an End User License Agreement governing the use by Wwise licensee of your Community Plug-in. Your End User License Agreement should not contain any requirements regarding credit in products.

If your Community Plug-in contains open source software, you will have to follow AUDIOKINETIC's technical requirement to include the information in your documentation. If a user wants to avoid the use of such open source components, they will have to contact you directly.

Source Code

At no time will you be required to deliver the source code of your Community Plug-in to AUDIOKINETIC.

Make your Community Plug-in Available to Users

Your Community Plug-in will be made available to users in object code only through the AUDIOKINETIC Store. AUDIOKINETIC will be responsible for making your Community Plug-in available and all purchase transactions. You may make your Community Plug-in available to users directly from your website, but the AUDIOKINETIC Store will not allow links to third party sites or pages for the purposes of selling or allowing download of the Community Plug-in from a third party site.

Pricing

You are responsible for defining the pricing for your Community Plug-in, which must be based on our three tier licensing model (see the AUDIOKINETIC Detailed Pricing page <https://www.audiokinetic.com/pricing/for-games/>).

You may also submit free Community Plug-ins.

You agree that whatever your pricing, your Community Plug-in must be made available free of charge for evaluation, academic, and non-commercial projects in a way that is consistent with the AUDIOKINETIC business model.

License Key

AUDIOKINETIC will create license keys (the "License Key") using the Company ID created by AUDIOKINETIC for each Community Plug-in to provide access to users on a project by project basis.

The license key will allow each Project team member to download and use the Community Plug-in in accordance with the relevant license Agreement and the licenses thereunder. A new



License Key shall be available through the Project License Page in the event of any change in the terms of the license or in access granted.

The License Key can unlock the Community Plug-in with one or several platforms, to the extent provided under the relevant License Agreement. If a license is purchased for a specific platform, the License Key shall be designed to unlock the Community Plug-in with this or these platforms only.

Trial License

Users who download a trial version of the AUDIOKINETIC Wwise Technology will be able to select your Community Plug-ins for download for trial; they will be installed in the Wwise Launcher. The Trial version of the AUDIOKINETIC Wwise Technology does not allow the user to generate SoundBanks using unlicensed plug-ins.

Evaluation License

Evaluation licenses for the AUDIOKINETIC Wwise Technology may be granted to users by AUDIOKINETIC on demand only, in which case Community Plug-ins selected by the licensee will be unlocked and available for installation in the Wwise Launcher for the same period as the evaluation license period.

Support and Maintenance of Community Plug-ins

With every major release, once available and at AUDIOKINETIC's own discretion, AUDIOKINETIC will make available to you a beta version of the AUDIOKINETIC Wwise Technology to allow you to update your Community Plug-in as required. You will be required to support the most current version of Wwise (at plug-in release) in addition to a 1-point preceding release version.

You will be required to maintain and test every major version of your Community Plug-in before it is made available to AUDIOKINETIC for distribution. If you fail to maintain your Community Plug-in to allow its compatibility with the latest version of the AUDIOKINETIC Wwise Technology for a period of more than 6 months, your Community plug-in may be removed from the AUDIOKINETIC Store.

AUDIOKINETIC will not provide any free support to you or the users of your Community Plug-in. If you need support, you will have to buy support tickets (Pay2Go) from AUDIOKINETIC. AUDIOKINETIC will have a link to your site for users requiring support for your Community Plug-in. You will be required to fix any bugs within 30 days.



Revenue Sharing

Revenue Sharing

- Every time your Plug-in is sold through the AUDIOKINETIC Store, you will earn a seventy percent (70%) revenue share of your Plug-in's retail price net of any discounts granted to the customers.

Collection and Payment

- Revenue share shall be paid on a quarterly basis, within sixty (60) days of every calendar quarter-end.
- No payment will be made until your revenue share payable reaches an accumulated minimum of \$250, but a sales report will be delivered to you every quarter whether or not you have reached this minimum.
- The sales report will not disclose any confidential information regarding the purchasers of your Plug-in or their projects.
- Revenue share shall be paid in US dollars.
- All amounts shall be paid to you promptly by PayPal or check.

Withholding Tax

- If we are required by law to deduct tax from the amounts payable to you, we can deduct such tax and remit such tax to the proper governmental body.
- We will provide you with proof of the tax payment.
- If there is a tax treaty between Canada and your country, we will cooperate with you in order to obtain the benefit of such tax treaty and to claim reduction or exemption of withholding tax in Canada.