



- **Licensing Model**

Our licensing model is designed to be flexible with the customer business model, as we have found that each customer is different, so we are willing to do any of the following: -

- 1) **Single one off payments.**

This will be a single payment for a product and no other cost to your project. This will consist of usually 50% upfront and the remaining percentage when then the product ships.

- 2) **Partial payment and part (royalty or percentage of product net profits).**

Here an initial payment is made at the start of the development and then further payments of either a royalty amount per individual unit or percentage of net profit of that product. These payments are made when the product is shipping.

- 3) **Percentage of product net profits.**

With percentage of net profits all payments are made when product is shipping, but there will be a bond payable which is refundable when the products ships.

- 4) **or any other ...**

Please email us with your business proposal (Please contact sales@coderus.com)

Other factors, which affect the pricing models, are: -

- **Number of products** - you want to use the MacDX. E.g. 2 or more brings down the price per product compared to just a single product.
- **Usage of Interfaces** - Another factor taken into account is that not all products/games use all the interfaces i.e. DirectDraw, Direct3D, DirectInput and DirectSound, so if you presently only use DirectDraw, DirectInput and DirectSound this will make it more cost effective.

Please contact sales if you require more information.

Web Site	www.coderus.com	Phone	+ 44 1473 434466
Email	sales@coderus.com	Fax	+ 44 1473 434466

MacDX Interface for MacOS



- *What will you get?*

- MacOS Direct-X CD
 - Header files
 - Libraries
 - Key to unlock the features of your licensed components
 - Samples using the MacDX, which work on PC, and MacOS (These samples are based on the samples, which are provided by the Microsoft DirectX™ SDK.
 - Documentation
 - How to integrate the DirectX API libraries/Headers
 - A Porting guide of usual problems
 - Performance notes of getting best of DirectX & MacOS
- FTP access to the latest version of the API as it becomes available.
- Access to Online help and full documentation
- Web based FAQ
- Web based updates to registered Users
- Knowledgeable staff available by phone, email or face-to-face (the face-to-face service is available at extra cost).

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