Developer Signature Guidelines

To avoid name conflicts with other Newton applications, you need to register a single developer signature with Newton, Inc. Partner Engineering. You can then use this signature as the basis for creating unique application symbols, soup names and other global symbols and strings according to the guidelines described in this section.

Signature

A **signature** is an arbitrary sequence of approximately 4 to 10 characters. Any characters except colons (:) and vertical bars(|) can be used in a signature. Case is not significant.

Like a handwritten signature, the developer signature uniquely identifies a Newton application developer. The most important characteristic of a signature is that it is unique to a single developer, which is why Newton Partner Engineering maintains a registry of developer signatures. Once you have registered a signature with Newton Partner Engineering it is yours, and will not be assigned to any other developer.

Examples of valid signatures include

```
NEWTONDTS
Joe's Cool Apps
1NEWTON2DTS
What the #$*? SW
```

How to Register

To register your signature, you need to provide the following information to Newton, Inc.

```
Company Name:

Contact Person:

Mailing Address:

Phone:

Email Address:

Desired Signature 1st choice:

Desired Signature 2nd choice:
```

Send this information to the e-mail address `newtondev@newton.apple.com`**, or send it via US Mail to the address listed on the contact page of the Newton Development website at the following URL:** http://www.newton-inc.com/dev/

Application Name

The **application name** is the string displayed under your application's icon in the Extras drawer. Because it is a string, any characters are allowed. This symbol does not need to be unique, because the system does not use it to identify the application. For example, it is possible for there to be two applications named `Chess` on the market. The application name is used only to identify the application to the user. If there were in fact two applications named `Chess` installed on the same Newton device, hopefully the user could distinguish one from the other by some other means, perhaps by the display of different icons in the Extras drawer.

Examples of valid application names include
```
Llama
Good Form
2 Fun 4 U
Chess
```

Note
It's recommended that you keep your application names short so that they don't crowd the names of other applications in the Extras drawer. u

Application Symbol

The **application symbol** is created by concatenating the application name, a colon(:), and your registered developer signature. This symbol is not normally visible to the end user. It is used to uniquely identify an application in the system. Because application symbols contain a colon (:), they must be enclosed by vertical bars (|) where they appear explicitly in NewtonScript code.

Examples of valid application symbols include:
```
'|Llama:NEWTONDTS|
'|2 Fun 4 U:Joe's Cool Apps|
```

You specify the application symbol in the Output Settings dialog of NTK. At the beginning of a project build, NTK 1.5 or newer defines a constant for your project with the name `kAppSymbol` and sets it to the symbol you specify as the application symbol. Use of this constant throughout your code makes it easier to maintain your code.

At the end of the project build, if you've not created a slot with the name `appSymbol` in the application base view of your project, NTK creates such a slot and places in it the application symbol. If the slot exists already, NTK doesn't overwrite it.

Package Name

The **package name** is simply a string version of the application symbol. The package name may be visible to the user if no application name is provided. Package names are limited to 26 characters, so this places a practical limit on the combined length of application names and signatures.