

GUIDELINES FOR THE PLUGIN MARKET

Members of the Buzztouch Community help each other, help newcomers, and help Buzztouch. These guidelines were written by experienced Buzztouch Developers in an effort to create a fair playing field for everyone. This is intended to be a living document; the Buzztouch Developers will update these guidelines as new situations are identified. Buzztouch leadership supports these guidelines.

1. Give attribution to developers when you use their code, including links to where you found the code. Retain their copyright statements within the code.
2. If you would like to use another Buzztouch developer's code within your own code, request permission from the other developer and put a statement in the code acknowledging the other developer's code and the granted permission.
3. While it is not ok to copy code from another developer (without permission), it is ok to have similar or duplicate plugins in the market.
4. Generally, plugins should use iOS and Android code. Buzztouch plugins should not merely be a wrapper around a web view.
5. Do not use any copyrighted code or images in your plugin, as that puts Buzztouch and its users at risk.
6. Avoid private conversations and advertising on the forum. Use the Buzztouch Personal Message (PM) system to contact someone with product and service information if you believe it would help them.

Related Documents:

There are other documents that guide the Buzztouch Community. These include:

- Forum Rules: <https://www.buzztouch.com/forum/rules.php>
- Buzztouch Terms and Conditions: <https://www.buzztouch.com/pages/terms.php>
- Buzztouch Plugin Developer Terms of Use: <https://www.buzztouch.com/pages/terms-plugin-developer.php>
- SDK Partnerships: <http://www.buzztouch.com/files/howtos/buzztouch-sdk-partner-program.pdf>
- Guidelines for Self-Hosting (on the How-To's page)

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