

# STACKS Developer Guide: Uploading and Testing Products

## Getting Set Up with a Developer Account

To begin using STACKS authentication and uploading products, follow these steps:

1. **Create an Account:** Sign up on STACKS using the email you want to associate with your developer access.
  2. **Request Access:** Email [cohagen@stacks.audio](mailto:cohagen@stacks.audio) and ask to be added to your brand page.
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## Creating a Product

Once your developer account is set up and linked to your brand, you can create products:

1. **Navigate to Your Brand Page:** Use the search function to find your brand and click on your profile.
  2. **Create a New Product:**
    - Select **"New Product"** on your profile page.
    - Fill out the required product details.
    - Click **Publish** to create the product.
  3. **Editing Your Product:**
    - After publishing, you can edit product details, including:
      - **Media** (images, videos, descriptions)
      - **Pricing**
      - **Versions** (file uploads and enabling STACKS authentication)
      - **Redemption Codes** (used to distribute licenses via other platforms)
    - **License Keys** are automatically generated for products using STACKS authentication and do not require manual setup.
  4. **Product Visibility:**
    - Products are invisible by default.
    - Contact [cohagen@stacks.audio](mailto:cohagen@stacks.audio) to make them active when ready.
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## Finding Your Created Products

Products you have permission to edit can be accessed via the **Edit Products** menu:

- Click the menu under your profile photo.
- Select **Edit Products**.

Note: The menu is only visible if you are logged into an account with edit access for one or more existing products.

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## Uploading Files

To upload files for your product:

1. Open the **Edit Product** menu
2. **Go to the Versions Tab:**
  - Add an **RSA Key**. (We can provide an RSA key upon request.)
  - Create a NEW VERSION and enter the version number.
3. **Upload binaries** for distribution:
  - Label files with the correct file type.
    - VST3 - mac or windows VST3 file (Must be zipped)
    - AU - mac component file (Must be zipped)
    - AAX - mac or windows AAX file (Must be a .pkg on mac, .zip on windows)
      - a. Example PKG creation command on mac

```
sudo pkgbuild --install-location
/Library/Application\
Support/Avid/Audio/Plug-Ins/ --sign
"Developer ID Installer: YOUR CERTIFICATE
ID" --component PRODUCT.aaxplugin
./MacOS_PRODUCT_AAX.pkg
```
    - Stand Alone - mac stand alone executable
    - Executable - windows stand alone executable
    - Other, Template, Auth - see next section
  - Assign Windows or macOS compatibility.
    - Note: Windows and macOS versions **must have different file names** (e.g., add "\_w" to the file name for Windows versions *before uploading*).
4. **Adding Special Files:**
  - **Template Files** (for pointing your product to sample directories, etc.):
    - Requires a payload (target directory) and installation paths for macOS and Windows.
  - **Sample** (audio sample files):

- Must be zipped
- Automatically is downloaded to
  - **Mac:** `~User/Music/Stacks/Samples/STACKS_PRODUCT_ID`
  - **Windows:** `%MUSIC%\Stacks\Samples\STACKS_PRODUCT_ID`
- **Other** (Preset files, etc):
  - Must be zipped
  - Requires installation paths for macOS and Windows.
- **Auth Files** (for STACKS authentication):
  - Requires a directory where the plugin will look for the auth file.
    - Recommended paths:
      - a. **Windows:**  
`%ROAMING%\DEVELOPERNAME\PRODUCTNAME\AuthCode.txt`
      - b. **Mac:** `~/Library/Application Support/DEVELOPERNAME/PRODUCTNAME/AuthCode.txt`

## Windows Directory Shortcodes:

These shortcodes ensure proper installation of files on Windows filesystems despite differences in directory names due to non-english languages, user names, and OneDrive usage.

Shortcode	Directory Equivalent
<code>%PROGRAMFILES%</code>	<code>C:\Program Files</code>
<code>%USERPROFILE%</code>	<code>C:\Users\USERNAME</code>
<code>%COMMONFILES%</code>	<code>C:\Program Files\Common Files</code>
<code>%MUSIC%</code>	<code>C:\Users\USERNAME\Music</code>
<code>%ROAMING%</code>	<code>C:\Users\USERNAME\AppData\Roaming</code>
<code>%DOCUMENTS%</code>	<code>C:\Users\Documents</code>

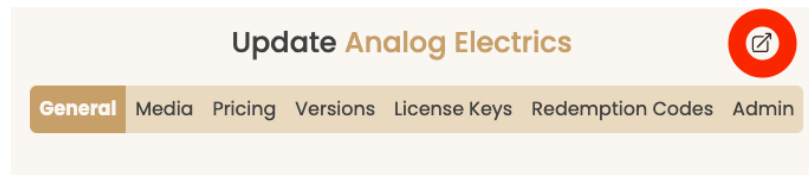
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## Testing a Product

Once you have uploaded a version, you can test your product:

1. **Visit the Product Page:**

- Click the button next to the product title in the **Edit Product** modal.



2. **Assign a License:**

- If the product price is set to **\$0**, click "**Add Product to My Stack**" to assign yourself a license.

3. **Test Installation:**

- Navigate to the **My Stack** page.
- Install the product as if it were live in the marketplace.