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iPhone developer
program promo
material
Apple

[Softpedia 'Patents' Way for Apple and Devs to Get Along](#)

Openness is the key word

Ever realized how everyone is much, much better off telling the truth, being open and sincere? Can we say Apple is any of these things? Maybe, up to a point. Particularly, up to the point where Apple has something cooking in its labs that no one must know about. However, this secretive attitude is affecting everyone, from software developers to the end user.

Several iPhone developers have seen months of painstaking work to get [rejected](#) by Apple [with a simple e-mail](#), upon [sending their apps](#) for [approval](#) in the App Store.

Generally, rejections occurred because said apps conflicted with Apple's existing solutions, or worse, with those in-the-works ([as revealed recently](#)). The thing is, iPhone developers [can't possibly know](#) whether or not they should pick up that SDK, and start turning a brilliant idea into an app, since Apple itself might have some tech gurus coding hard on a similar project. This is why Apple should provide devs with means of expressing their mind BEFORE starting work.

Patent No. S00000001 for Openness

Abstract

Openness provides a way for Apple and iPhone developers to share knowledge about their activities surrounding the iPhone. However, said openness can be practiced up to the point where the two parties just don't feel comfortable anymore. Thus...

Summary

...the minute they start work on an app, the developer would be able to tell Apple, "Hi your Appleness, here's what I was thinking..." Apple, in turn, would be able to reply saying something like, "Whoa there, cowboy, we've got this topic covered." Apple wouldn't be obliged to disclose any details whatsoever, keeping its activity under wraps, just the way it likes it. A link to a patent application would be enough, or even a simple "we're considering it."

Should this be the case, developers would have the option to sweeten the pot, offering their own professional expertise. Apple would then have two choices to make - say yes or no -, both of which would see the company get another product out the door. Should Apple accept collaboration, the developers would get compensation from Apple based on the extent of the involvement. In case Apple saw nothing wrong with one developer's idea as originally described, the company would give the go-ahead for development.

Apple may choose not to call the developers "cowboys" or "cowgirls." Developers, however, would have to refer to the company as "Apple almighty," "your Appleness," and any adjective of the sort that comes to mind.

Anything you'd like to add yourselves?

NOTE: Remember, this is a hypothetical pamphlet and should not be taken as the official

stance of Softpedia, Apple or anyone else for that matter.