

Sponsored Development Program

Tunnel Vision Laboratories, LLC

Introduction

The sponsored development program allows individuals and companies to help facilitate the timely release of Tunnel Vision Labs' open source and freeware releases by sponsoring projects at substantially discounted contract rates. By covering some of the costs associated with these development efforts, we are able to spend more hours each week working on these projects. In addition, sponsors have the opportunity to prioritize particular projects or features most relevant to them.

We are truly passionate about working on these releases, but without sponsorship our time on these projects is limited (for obvious reasons). This program was carefully designed for the specific purpose of providing new development opportunities, so several aspects of the program were created to keep sponsorship costs of everyone involved to a minimum and absolutely fair.

If you have any questions about this program or are interested in sponsoring a project, please do not hesitate to contact us at sponsors@tunnelvisionlabs.com.

Frequently Asked Questions

What projects are available for sponsoring?

We are currently accepting up to 20 hours per week of sponsored time for the following projects.

- ANTLRWorks, GoWorks, and/or creation of new IDEs for other languages
- Creation of IDEs for other development environments, such as Visual Studio, Eclipse, or IntelliJ
- ANTLR 3 and 4, including creation of new runtime targets
- Creation of new IDE extensions to provide specific features, such as the [Inheritance Margin](#) extension for Visual Studio

What projects are not available for sponsoring?

The sponsorship program is only available for projects which Tunnel Vision Labs has permission and plans to offer for public release. Currently, all of the involved projects are either open source or released as freeware.

Tunnel Vision Labs is also available for more traditional contracts for confidential, in-house, and/or work for companies which require special rights related to licensing and/or distribution of the resulting products.

Can I sponsor only a specific product feature?

This varies by project, but this is typically available especially for larger projects. For example, GoWorks sponsors may choose to specifically sponsor the creation of a Go debugger, in which case unrelated changes to the editor or project system would not count as sponsored development time. Sponsorships are also available for new features not currently on the product roadmap (e.g. customized refactoring or support for specific build systems), as long as the proposed feature is relevant to a wider audience.

Smaller, well-defined projects such as the creation of a specific language target for ANTLR 4 can only practically be sponsored as a whole.

How much does it cost to sponsor a project?

All sponsorships are priced per hour of work directly related to the sponsored project or feature. The specific hourly rate varies based on a number of factors, including the following.

- Priority: projects which are already high-priority, such as the C# target for ANTLR 4 or a debugger for GoWorks, cost less to sponsor than projects which are lower priority or not currently planned, such as a Lua target for ANTLR 4 or a new Python IDE.
- Audience scope: projects relevant to a larger audience are cost less to sponsor than projects for niche markets.

Your sponsorship agreement will include a minimum and maximum number of billed hours per week for the project. Tunnel Vision Labs may (and frequently does) spend more time than this working on the project, in which case the additional time will not be billed to a sponsor.

How are sponsored projects licensed?

This depends on the project. Some projects, such as new language targets for ANTLR, have a fixed license for the resulting software (in this case BSD). Other projects, including GoWorks and sponsored IDEs for other languages, are released free to the community but remain closed-source.

Tunnel Vision Labs retains all rights to set the license and distribution policy of sponsored software, but sponsors gain a perpetual license to use the sponsored software under the terms of sponsorship. For example, current GoWorks sponsors will always be allowed to use GoWorks as it exists at the end of their sponsorship for free, even if GoWorks has transitioned to a commercial product at that point.

If you have specific licensing questions or requirements, please contact us directly.

Can a single project have multiple sponsors?

Absolutely! In addition, if a new sponsor joins a project the sponsorship price per hour will be automatically adjusted for all previous sponsors of the project. The names and/or affiliations of individual sponsors will not be released either publicly or to other sponsors without explicit permission from the sponsor.

How does billing work for projects with multiple sponsors?

When the same (or similar) projects or features have multiple sponsors, individual sponsors may receive invoices with automatic discounts for each hour of sponsored work. To simplify billing for companies, these invoices are itemized as follows.

- Sponsored hours are listed and billed at the rate given in your sponsorship agreement.
- Any necessary adjustments due to multiple sponsors are listed as an “Automatic multi-sponsor discount” and subtracted from the invoice total.
- Any necessary adjustments in the price per hour due to a task’s relevance to multiple projects (described below) are listed as a “Related feature discount” and subtracted from the invoice total.



Sponsored hours are not double-billed. If an hour of work is relevant to sponsors of two or more different projects or features, the hour will be billed at the lowest hourly rate for any of the relevant sponsors, and the resulting charge will be divided among all relevant sponsors.

Multiple sponsors may affect the number of billable hours per week Tunnel Vision Labs spends on a project. For example, suppose a project has a sponsor A sponsoring 1-5 hours per week, and sponsor B sponsoring 3-4 hours per week. In this case Tunnel Vision Labs will spend at least 3 hours per week on the project, and may spend up to 9 hours of work per week on the project. The bill for up to 8 hours of work will be split evenly between sponsors A and B. When applicable, sponsor A will pay for the 9th hour. These adjustments support the earlier release of projects with multiple sponsors without exceeding the expected costs of any sponsor involved.

[What guarantees do I have regarding a sponsored release?](#)

With the exception of the licensing terms described above, Tunnel Vision Labs generally does not provide any guarantees regarding the release of a sponsored project. Sponsors may withdraw their sponsorship at any time with one week's notice.

Depending on project, specific guarantees may be available for an additional cost. If you have specific questions about release or other guarantees, please contact us directly.

In many cases unsponsored projects are still likely to be released, especially for high-priority projects like the C# and C++ language targets for ANTLR 4. However, due to time constraints and a requirement to spend time each week on paid work, even high-priority unsponsored projects are expected to have a later release date than would be possible with sponsorship.