Instant Software Machine 1.0 Guide

Here is the main interface of 'Instant Software Machine 1.0'.

Step 1.

Enters the name of your software and the details that you want to appear in the 'About Box' in your software.

You can include a dynamic link to your own website. This is great for creating a viral element within your software.

Step 2.

You then need to enter what we call a 'recipe'. This is the basis of the software that is being created - and one of the reasons why we can make 'Instant Software Machine 1.0' so simple to use.

At the end of this guide, there is a section entitled 'Recipes', which fully explains everything there is to know about 'recipes' - from what you are, to how to create them.

Simply copy and paste your recipe into 'Instant Software Machine 1.0' and click next.
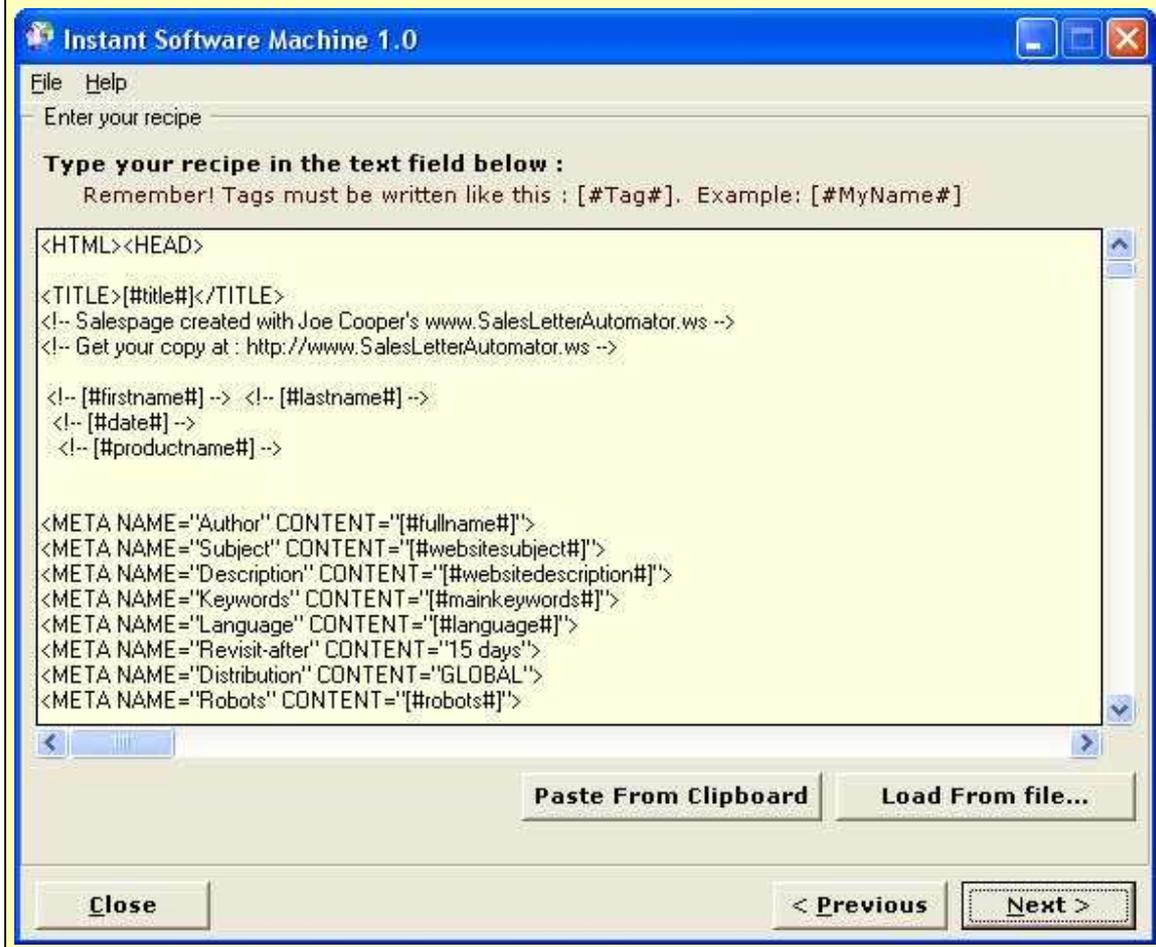
Step 3.

Within the 'recipes' are a number of tags. These are pieces of text in the format [#Tag#] that can be replaced with new text automatically.

During this step, 'Instant Software Machine 1.0' detects and displays all the tags within the given 'recipe'.

Step 4.

You then need to enter a question regarding each tag in the 'recipe'. This needs to tell the person using your software exactly what information they have to write in the box.

Whatever they write in the box will replace the respective tag when your software generates the final output.
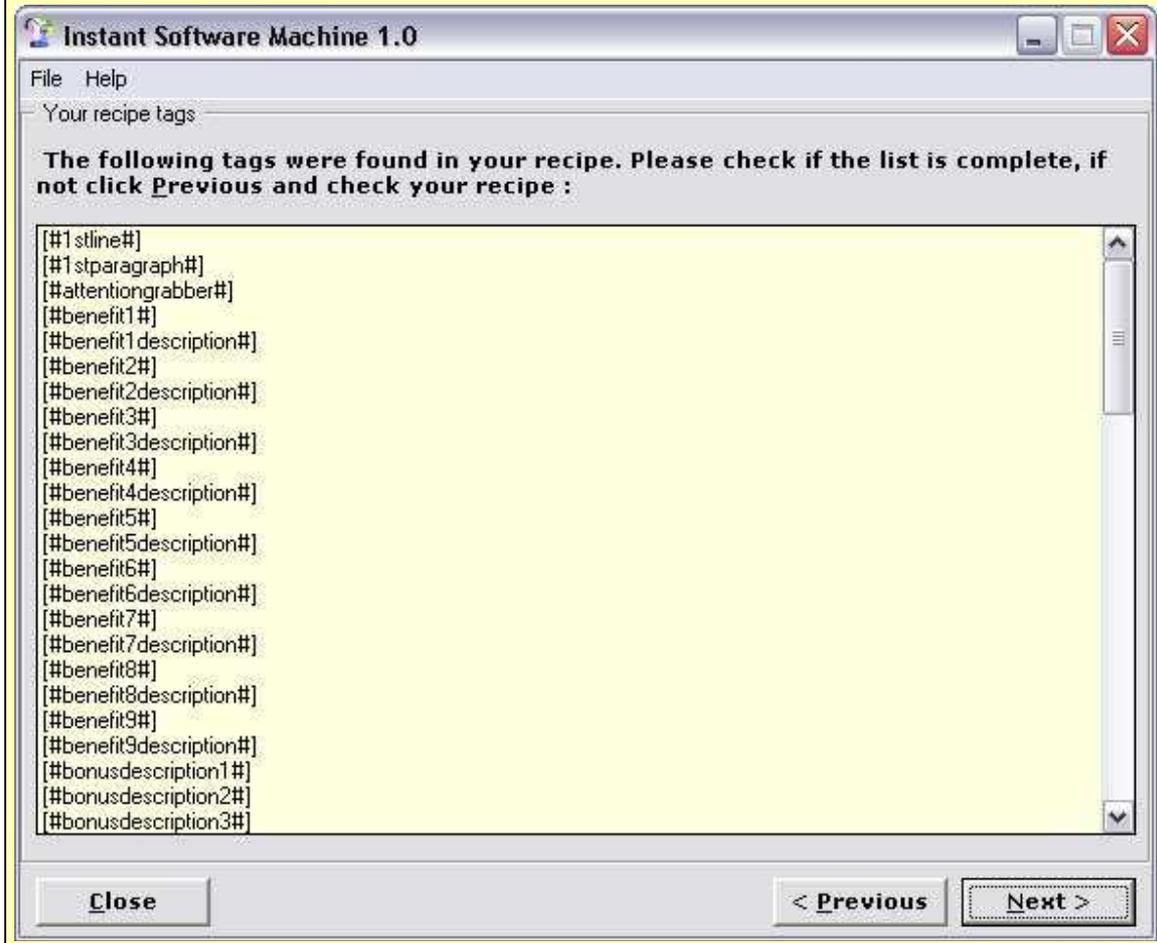
You can also add a short help/description. This will appear below the text box that your software user has to enter information into.

For each tag, you can choose whether the question/tag is optional or whether the software user can chooses to skip it.

You can also choose whether they enter their answer into a single line box, or whether they need a multi-line answer.

You need to enter a question for every tag within your recipe before proceeding to the next step.

Step 5.

You then need to choose what output options your new software will have. This really depends on what sort of software you are creating.

You can choose for the user to be able to save the software output as:

- Save as an html file – useful if you are creating web pages.
- Save as a text file – useful particularly if you are creating scripts or codes.
- Print result – useful for things like creating letters.
- Save to Windows Clipboard – useful for pretty much anything.

Instant Software Machine 1.0

File Help

Output format

Please choose the output formats that you want your program to support :

☑ **Save results as HTML file**

☐ **Print result**

☑ **Save results as a text file**

☑ **Send result to Windows Clipboard**

Close   < Previous   Next >
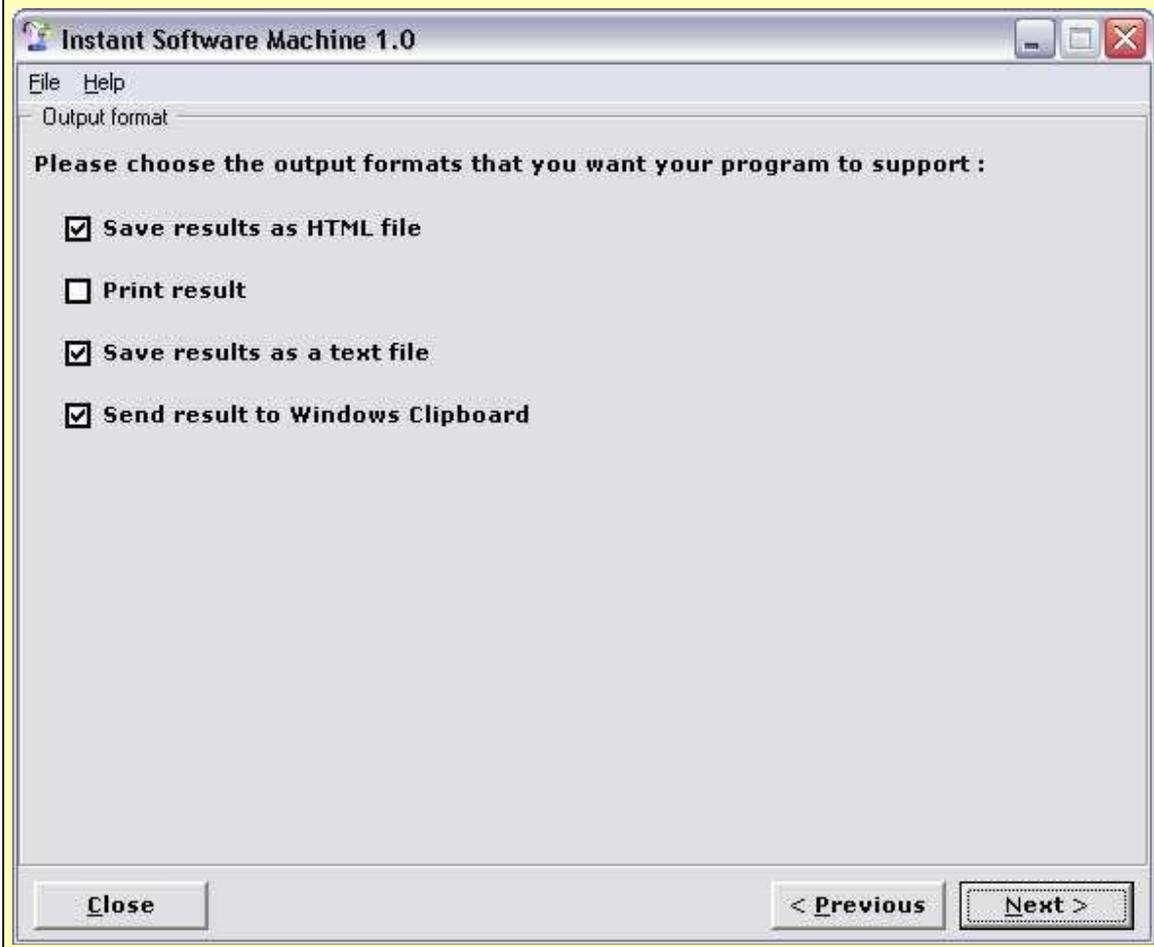
Step 6.

In this step, you can decide what size window your software is displayed in.

You can also decide to show a dynamic webpage every time your software is started or ended. This is a very powerful feature of 'Instant Software Machine 1.0' as this allows software to contain viral or backend possibilities.

Keep an eye out for 'Instant Software Machine 2.0' – it will have an incredible extra feature here!

You can now preview what your software will look like, so you can make any changes if you need to.
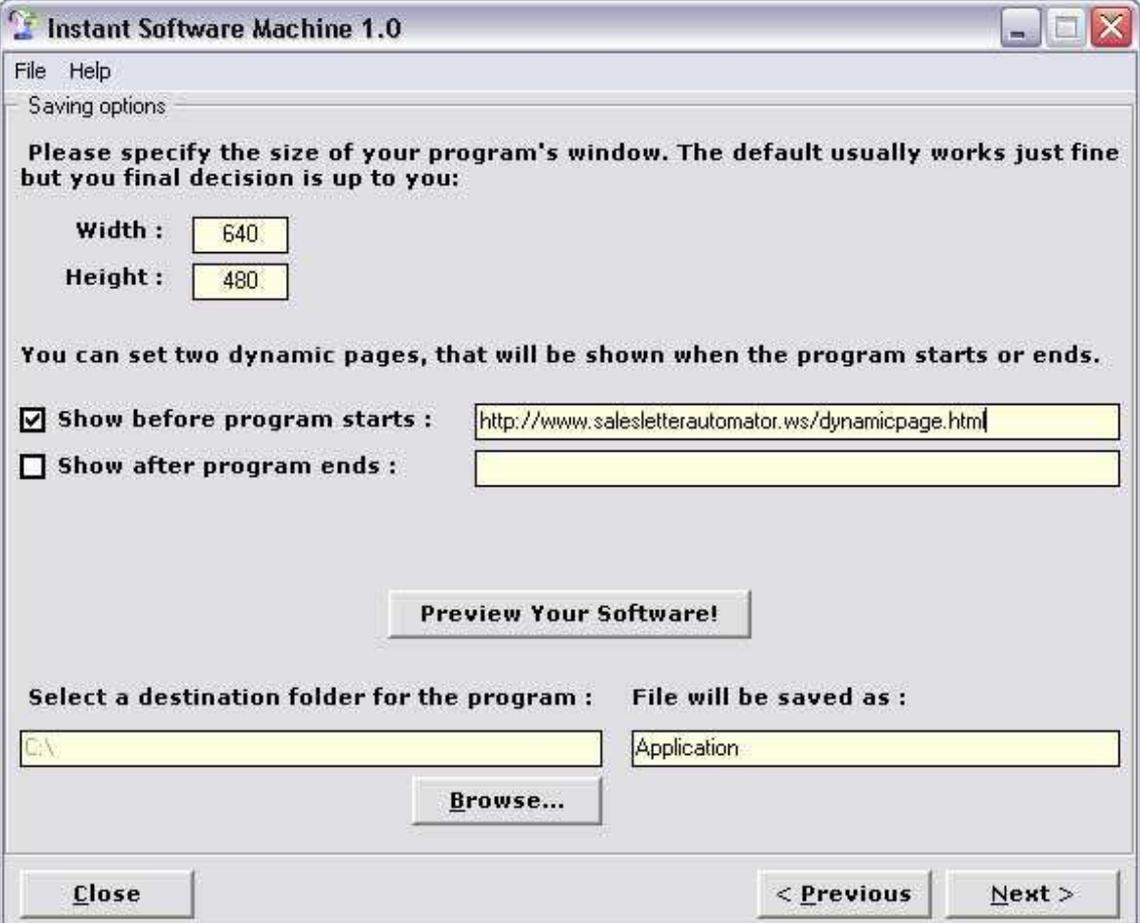
Step 7.

You can choose what you want to save your software as, and also select the destination to save it to.
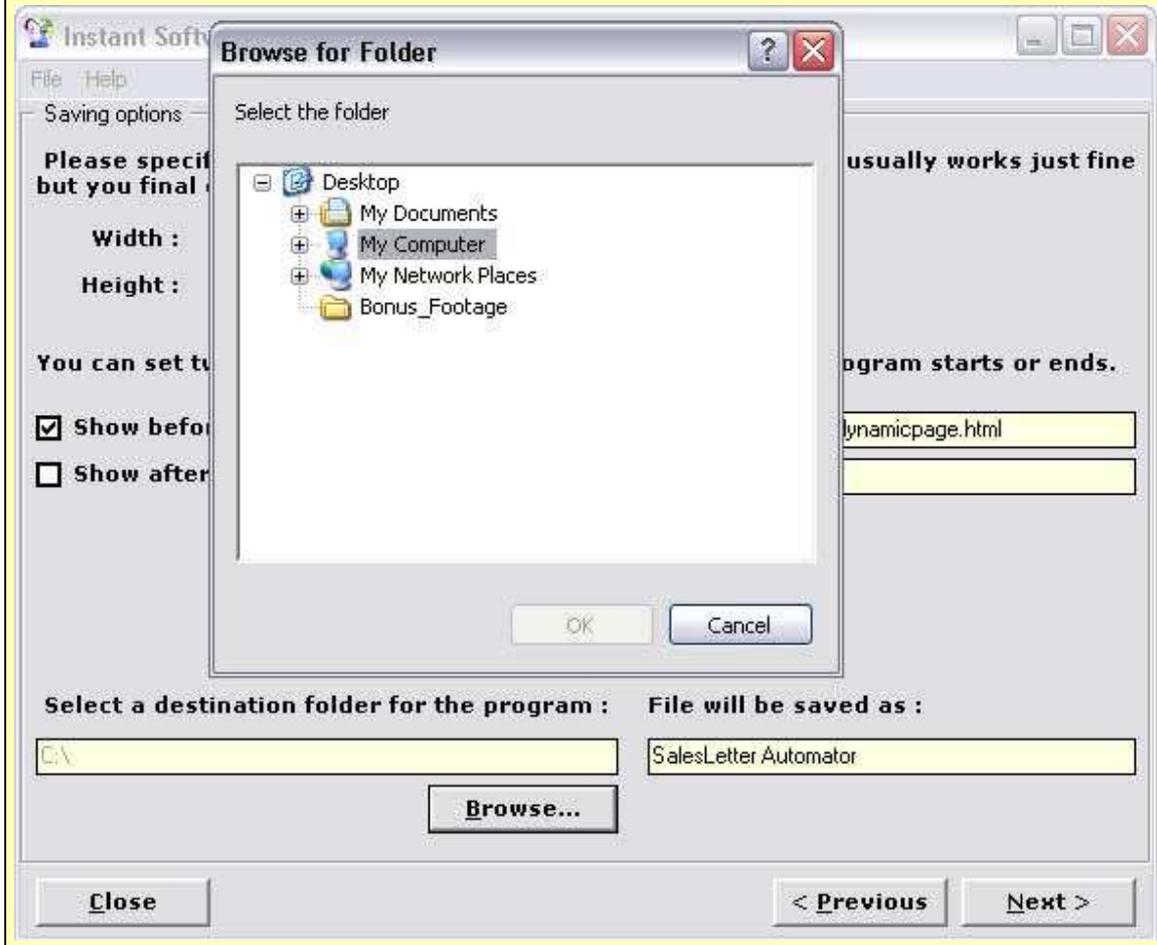
Step 8.

A new piece of software has just been created!

The project settings can now be saved for future use.

Instant Software Machine 1.0

File   Help

Done!

Congratulations!

The application has been generated and saved in the folder you specified.

Start a new project by clicking the "New" option in the file menu, it will clear all the current settings.

Before you exit the program or start a new project, you may wish to save your software settings by clicking on the "Save Project" option in the File menu. This will create a template that you may open later for easy adjustments of your software if necessary.

Exit the wizard by clicking the Close option in the File menu or by clicking Close button.

Close   < Previous   Next >

Step 9.

Start selling the software!

The software that I created in the example above, is currently selling for $197 at www.salesletterautomator.ws.

Recipes

Remember the "fill in the blank" exercises that your teacher used to give you way back in school? You could take a small paragraph and by filling in the blanks with different words, create different sentences.

Well, ISM works in just the same manner. It lets you create the same kind of "Fill in the Blanks" paragraph (lets call it a 'recipe' for the time being) and have it filled out automatically with the right words.

Let's take an example

> Tom was late for _____ because he met _____ on the way. As a result, he got scolded by the _____ of the _____ because he had already been late quite often in the past _____.

Now we can take this same recipe (our special word for this fill-in-the-blank) and fill it out like this

> Tom was late for school because he met his friend Dave on the way. As a result, he got scolded by the principal of the school because he had already been late quite often in the past week.

You could also use different words and make the same recipe look very different…

> Tom was late for work at the factory because he met an old friend on the way. As a result, he got scolded by the manager of the factory because he had already been late quite often in the past month.

So you see, as long as you have a 'recipe', and some words for turning it into a complete sentence or a paragraph, it's quite simple really. You define the outline in a recipe and then using a different set of words, you can create entirely new things with it.

Let's use the same concept of 'recipes' in something that you could really use in everyday life.

Here's a recipe:

> Dear [#contactname#],
>
> I had recently visited your site at [#siteurl#].
>
> I was impressed with it, and wanted to suggest something.
>
> I have a new product called '[#product#]', which I will be selling at [#producturl#].
>
> This is what the product does:
>
> [#productdescription#]
>
> I was wondering if you wanted to do a joint venture and promote '[#product#]' for a share in the profits?
>
> If you are interested please send me an email at [#myemail#].
>
> All the best,
>
> [#myname#]

[#myemail#]

Did you notice anything different about this 'recipe'? That's correct. Instead of using blanks, we have used special "tags" to denote places that need some words or phrases to be filled in.

So instead of indicating the name of the recipient with a blank ("_____"), we indicate it with the special tag [#contactname#]. This is a simple way of ensuring that the correct words find their way into the correct blank space.

These tags let you define where words have to be inserted and at the same time, let you re-use the information.

Did you see that we have used the [#product#] tag in several places? This means that whatever has to be placed in this blank in the first place is simply to be copied to the other locations – making your task that much easier and convenient.

The computer does not need to know the name of the recipient. It will just ask you for the words that go into this blank and will reuse them everywhere we place this tag.

So in the letter example above, the tags we have used are

- [#contactname#]
- [#siteurl#]
- [#product#]
- [#producturl#]
  [#productdescription#]
- [#myemail#]
- [#myname#]

Using these tags, you will make it easy to write a letter to contact potential affiliates.

It's not that hard to get people to fill out these forms to get the right answers that will result in a clear and useful letter.

You just need to frame questions that will get the right responses.

For example
- *What is the name of the person who you will be contacting?*
- *What is the URL of their site?*
- *What is the name of your product?*
- *What exactly does your product do?*
- *What is your email address?*
- *What is your name?*

The moment you ask these questions, you have sufficient data to fill out the recipe and to complete the letter.

Now you only have to tell the computer what to do with the completed letter – save it, print it, email it etc. Your software program is complete

That's all there is to it!