

Third-Party Notices and Component Licenses

WideOrbit products use software provided by third parties, including open source software. The following copyright statements and licenses are applicable or have been found in the third-party files that are distributed with one or more WideOrbit products.

WideOrbit does not represent or warrant that all third-party files distributed with WideOrbit products are listed below or that the copyright notices and licenses are accurate.

FASTMM

The following files incorporating FastMM are licensed under the MPL 1.1, which is available at <https://www.mozilla.org/en-US/MPL/1.1/> and attached hereto as Appendix A.

The following notice(s) are found with the code or materials:

SettingsEditor.exe: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

WoCompressOrderApprovals.exe: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

WOCCMSConversion.exe: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

WOHarrisAsrunExport.exe: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

woFixJavaUserProperties.exe: Copyright © 2004–2008, FastMM Borland Edition Pierre le Riche / Professional Software Development. All Rights Reserved.

FastMM4.pas: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

FastMM4Messages.pas: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

FastMM4Options.inc: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

FastMM4_FAQ.txt: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

FastMM4_Readme.txt: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

SmartHeapMM.pas: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

FastMM_FullDebugMode.dll: Copyright ©, Professional Software Development / Pierre le Riche. All Rights Reserved.

~~~~~

The source code for the FastMM is available at <https://github.com/plerliche/FastMM4>

~~~~~

This work is copyright Professional Software Development / Pierre le Riche. It is released under a dual license, and you may choose to use it under either the Mozilla Public License 1.1 (MPL 1.1, available from <http://www.mozilla.org/MPL/MPL-1.1.html>) or the GNU Lesser

General Public License 2.1 (LGPL 2.1, available from <http://www.opensource.org/licenses/lgpl-license.php>). If you find FastMM useful or you would like to support further development, a donation would be much appreciated. My banking details are:

Country: South Africa
Bank: ABSA Bank Ltd
Branch: Somerset West
Branch Code: 334-712
Account Name: PSD (Distribution)
Account No.: 4041827693
Swift Code: ABSAZAJJ

My PayPal account is:

bof@psd.co.za

Contact Details:

My contact details are shown below if you would like to get in touch with me.

If you use this memory manager I would like to hear from you: please e-mail me your comments – good and bad.

Snailmail:

P0 Box 2514
Somerset West
7129
South Africa

E-mail:

plr@psd.co.za

Support:

If you have trouble using FastMM, you are welcome to drop me an e-mail at the address above, or you may post your questions in the BASM newsgroup on the Embarcadero news server (which is where I hang out quite frequently).

Disclaimer:

FastMM has been tested extensively with both single and multithreaded applications on various hardware platforms, but unfortunately I am not in a position to make any guarantees. Use it at your own risk.

~~~~~

The source code for these files as implemented in Wideorbit products is available at <https://github.com/pleriche/FastMM4>

TeeClustering.pas

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

The following notice(s) are found with the code or materials:

Code adapted from: <https://stackoverflow.com/questions/4390149/how-to-realize-parallel-loop-in-delphi/4390985#4390985>

Lines 1446-1464 contain matches to code found at the above URL.

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user

contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

The original source code has been modified.

#### SYNEDIT

The following files are licensed under the MPL 1.1, which is available at <https://www.mozilla.org/en-US/MPL/1.1/> and attached hereto as

#### Appendix A:

daSynUHighlighterSQL.pas  
ppSynEditSearch.pas  
ppSynUEdit.pas  
ppSynUEditKbdHandler.pas  
ppSynUEditKeyCmds.pas  
ppSynUEditKeyConst.pas  
ppSynUEditMiscClasses.pas  
ppSynUEditMiscProcs.pas  
ppSynUEditStrConst.pas  
ppSynUEditTextBuffer.pas  
ppSynUEditTypes.pas  
ppSynUEditWordWrap.pas  
ppSynUHighlighterHashEntries.pas  
ppSynUHighlighterMulti.pas  
ppSynUHighlighterPas.pas  
ppSynUsp10.pas  
daSynUHighlighterSQL.pas  
ppSynEditSearch.pas  
ppSynUEdit.pas  
ppSynUEditKbdHandler.pas  
ppSynUEditKeyCmds.pas  
ppSynUEditKeyConst.pas  
ppSynUEditMiscClasses.pas  
ppSynUEditMiscProcs.pas  
ppSynUEditStrConst.pas  
ppSynUEditTextBuffer.pas  
ppSynUEditTypes.pas  
ppSynUEditWordWrap.pas  
ppSynUHighlighterHashEntries.pas  
ppSynUHighlighterMulti.pas  
ppSynUHighlighterPas.pas  
ppSynUsp10.pas

The following notice(s) are found with the code or materials:

SynEdit: Copyright (C) 1998, Martin Waldenburg. All Rights Reserved.  
Unicode translation by Maïl H^rz.

PPSynUTextDrawer.pas -This unit is a subset of the original. A prefix of pp has been added to all classes and methods to differentiate them from the original. This has been done to avoid conflicts for users that install ReportBuilder and SynEdit.

This unit is a adapted from the SynEdit project

The original header appears in the box below.

original unit: SynEditStrConst.pas

This unit is a subset of the original. A prefix of pp has been added to all classes and methods to differentiate them from the original.

This has been done to avoid conflicts for users that install ReportBuilder and SynEdit

Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/> Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is: SynEditStrConst.pas, released 2000-04-07. The Original Code is based on mwLocalStr.pas by Michael Hieke, part of the mwEdit component suite.

All Rights Reserved.

Contributors to the SynEdit and mwEdit projects are listed in the Contributors.txt file.

Alternatively, the contents of this file may be used under the terms of the GNU General Public License Version 2 or later (the "GPL"), in which case the provisions of the GPL are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the GPL and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the GPL. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the GPL.

\$Id: SynEditStrConst.pas,v 1.41.2.4 2008/01/30 20:39:46 maelh Exp \$  
You may retrieve the latest version of this file at the SynEdit home page, located at <http://SynEdit.SourceForge.net>

~~~~~

The source code for these files as implemented in WideOrbit products is available at <https://github.com/SynEdit/SynEdit>.

ppSynUEditHighlighter.pas, ppSynUTextDrawer.pas,
ppSynUEditHighlighter.pas, and ppSynUTextDrawer.pas

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

This unit is a adapted from the SynEdit project

The original header appears in the box below.

original unit: SynEditHighlighter.pas

This unit is a subset of the original. A prefix of pp has been added to all classes and methods to differentiate them from the original.

This has been done to avoid conflicts for users that install ReportBuilder and SynEdit

The contents of this file are subject to the Mozilla Public License

Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/> Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is: SynEditHighlighter.pas, released 2000-04-07.

The Original Code is based on mwHighlighter.pas by Martin Waldenburg, part of the mwEdit component suite.

Portions created by Martin Waldenburg are Copyright (C) 1998 Martin Waldenburg.

Unicode translation by Maïl H^rz.

All Rights Reserved.

Contributors to the SynEdit and mwEdit projects are listed in the Contributors.txt file.

\$Id: SynEditHighlighter.pas,v 1.36.2.17 2008/03/01 18:32:02 maelh Exp \$

You may retrieve the latest version of this file at the SynEdit home page, located at <http://SynEdit.SourceForge.net>

~~~~~

The source code for these files as implemented in WideOrbit products is available at <https://github.com/SynEdit/SynEdit>.

TeeDownSampling.pas

The source code for this file is subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

TeeDownSampling.pas: Copyright (C) 2003, Nils Haeck. All Rights Reserved.

~~~~~

Implementation of the famous Douglas-Peucker simplification algorithm. This file contains a 3D floating point implementation, for spatial polylines, as well as a 2D integer implementation for use with Windows GDI.

Loosely based on C code from SoftSurfer (www.softsurfer.com)

http://geometryalgorithms.com/Archive/algorithm_0205/algorithm_0205.htm

References:

David Douglas & Thomas Peucker, "Algorithms for the reduction of the number of points required to represent a digitized line or its caricature", The Canadian Cartographer 10(2), 112-122 (1973)

Delphi code by Nils Haeck (c) 2003 Simdesign (www.simdesign.nl)

<http://www.simdesign.nl/components/douglaspeucker.html>

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in

compliance with the License. You may obtain a copy of the License at:
<http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

~~~~~

The source code for TeeDownSampling.pas as implemented in WideOrbit products is available at <https://web.archive.org/web/20060704200530/https://www.simdesign.nl/components/douglaspeucker.html>

TeeGDIPAPI.pas and TeeGDIPOBJ.pas

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

TeeGDIPAPI.pas: Copyright (C) 2002, Henri Gourvest. All Rights Reserved.

TeeGDIPOBJ.pas: Copyright (C) 2002, Henri Gourvest. All Rights Reserved.

\*\*\*\*\*

GDI+ API

home page : <http://www.progdigy.com>

email : [hgourvest@progdigy.com](mailto:hgourvest@progdigy.com)

date : 15-02-2002

The contents of this file are used with permission, subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/MPL-1.1.html>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

\*\*\*\*\*

The source code for TeeGDIPAPI.pas and TeeGDIPOBJ.pas as implemented in WideOrbit products is available at [http://www.vclcomponents.com/Delphi/Image\\_Processing/GDIPLUS-info.html](http://www.vclcomponents.com/Delphi/Image_Processing/GDIPLUS-info.html)

SiWinSock2.pas, Wcrypt2.pas, JwaPdhMsg.pas, JwaWinperf.pas, and OAuth.pas

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

SiWinSock2.pas: Copyright (C) 1997-2006, Project JEDI. All Rights

Reserved.

Wcrypt2.pas: Copyright (C) 1997-2006, Project JEDI. All Rights Reserved.

JwaPdhMsg.pas: Copyright (C) 1997-2006, Project JEDI. All Rights Reserved.

JwaWinperf.pas: Copyright (C) 1997-2006, Project JEDI. All Rights Reserved.

OAuth.pas: Copyright (C) 1997-2006, Project JEDI. All Rights Reserved.

\*\*\*\*\*

Contributor(s): Alex Konshin

Obtained through:

Joint Endeavour of Delphi Innovators (Project JEDI)

You may retrieve the latest version of this file at the Project JEDI home page, located at <http://delphi-jedi.org>

The contents of this file are used with permission, subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/MPL-1.1.html>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

~~~~~

The source code for SiWinSock2.pas, Wcrypt2.pas, JwaPdhMsg.pas, JwaWinperf.pas, and OAuth.pas as implemented in WideOrbit products is available at <https://github.com/project-jedi/jcl>

JEDI Code Library

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

JEDI Code Library: Copyright (C) 1997-2006, Project JEDI. All Rights Reserved.

JEDI VCL: Copyright (C) 1997-2006, Project JEDI. All Rights Reserved.

~~~~~

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Initial Developer of the Original Code is Project JEDI <http://www.delphi-jedi.org>

Alternatively, the contents of this file may be used under the terms

of the GNU Lesser General Public License (the "LGPL License"), in which case the provisions of the LGPL License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the LGPL License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the LGPL License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the LGPL License.

For more information about the LGPL: <http://www.gnu.org/copyleft/lesser.html>

~~~~~

The source code for the JEDI Code Library and JEDI VCL as used by WideOrbit is available at <https://github.com/project-jedi/jcl>

JclCompression.pas, JclPreProcessorLexer.pas,
JclPreProcessorParser.pas, jedi.inc, ObjSel.pas, MsTaskApi.pas,
JwaWinBase.pas, JwaNtStatus.pas, JwaPdh.pas, JwaWinNT.pas,
JwaWinSvc.pas, and JwaWinType.pas

These files are licensed under the MPL 1.1, which is available at <https://www.mozilla.org/en-US/MPL/1.1/> and attached hereto as Appendix A.

The following notice(s) are found with the code or materials:

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is: jedi.inc.

The Initial Developer of the Original Code is Project JEDI <http://www.delphi-jedi.org>

Alternatively, the contents of this file may be used under the terms of the GNU Lesser General Public License (the "LGPL License"), in which case the provisions of the LGPL License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the LGPL License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the LGPL License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the LGPL License.

For more information about the LGPL: <http://www.gnu.org/copyleft/lesser.html>

~~~~~

The source code for these files as implemented in WideOrbit products is available at <https://github.com/project-jedi/jcl>.

TOOLBAR2000

The Toolbar 2000 files are licensed pursuant to the Toolbar 2000 license, available as indicated below.

The following notice(s) are found with the code or materials:  
Toolbar2000: Copyright (C) 1998-2004 Jordan Russell. All Rights Reserved.

The contents of this file are subject to the "Toolbar2000 License"; you may not use or distribute this file except in compliance with the "Toolbar2000 License". A copy of the "Toolbar2000 License" may be found in TB2k-LICENSE.txt or at: <http://www.jrsoftware.org/files/tb2k/TB2k-LICENSE.txt>

Alternatively, the contents of this file may be used under the terms of the GNU General Public License (the "GPL"), in which case the provisions of the GPL are applicable instead of those in the "Toolbar2000 License". A copy of the GPL may be found in GPL-LICENSE.txt or at: <http://www.jrsoftware.org/files/tb2k/GPL-LICENSE.txt>

If you wish to allow use of your version of this file only under the terms of the GPL and not to allow others to use your version of this file under the "Toolbar2000 License", indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the GPL. If you do not delete the provisions above, a recipient may use your version of this file under either the "Toolbar2000 License" or the GPL.

The source code for Toolbar 2000 is available at <http://www.jrsoftware.org/tb2k.php>

Delphi XML-RPC

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

DI.inc: Copyright (C) 2018-2019, Ralf Junker. All Rights Reserved.

DIMime.pas: Copyright (C) 2018-2019, Ralf Junker. All Rights Reserved.

DIMimeStreams.pas: Copyright (C) 2018-2019, Ralf Junker. All Rights Reserved.

DISystemCompat.pas: Copyright (C) 2018-2019, Ralf Junker. All Rights Reserved.

uRODI.inc: Copyright (C) 2018-2019, Ralf Junker. All Rights Reserved.

uRODIMime.pas: Copyright (C) 2018-2019, Ralf Junker. All Rights Reserved.

~~~~~

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations

under the License.

The Original Code is DI.inc.

The Initial Developer of the Original Code is Ralf Junker

<delphi@zeitungsjunge.de>. All Rights Reserved.

The source code for DIMime.pas, DIMimeStreams.pas, DISystemCompat.pas, uRODI.inc, and uRODIMime.pas used by WideOrbit is available at

<https://github.com/ypapouin/delphixmlrpc>.

evointernal.dll

The evointernal.dll file is licensed pursuant to a commercial license available at: <https://www.evopdf.com/license-agreement.aspx>

The following notice(s) are found with the code or materials:

evointernal.dll: Copyright ©, QT Company. All Rights Reserved.

~~~~~

Qt is a C++ toolkit for cross-platform application development.

Qt provides single-source portability across MS Windows, Mac OS X, Linux, and all major commercial Unix variants. Qt is also available for embedded devices as Qt for Embedded Linux and Qt for Windows CE.

Qt is available under three different licensing options designed to accommodate the needs of our various users.

Qt licensed under our commercial license agreement is appropriate for development of proprietary/commercial software where you do not want to share any source code with third parties or otherwise cannot comply with the terms of the GNU LGPL version 2.1 or GNU GPL version 3.0.

Qt licensed under the GNU LGPL version 2.1 is appropriate for the development of Qt applications (proprietary or open source) provided you can comply with the terms and conditions of the GNU LGPL version 2.1.

Qt licensed under the GNU General Public License version 3.0 is appropriate for the development of Qt applications where you wish to use such applications in combination with software subject to the terms of the GNU GPL version 3.0 or where you are otherwise willing to comply with the terms of the GNU GPL version

Comercial versions of Qt are also available at the URL: <https://www.qt.io/download>

Main.pas

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

Code adapted from: <https://stackoverflow.com/questions/5134712/how-to-get-the-sort-order-in-delphi-as-in-windows-explorer>

The following notice(s) are found with the code or materials:

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

WOS\_BXF\_GenerateSchedule\_Crispin.js

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/>

licenses/by-sa/3.0/us/legalcode.

Code adapted from: <http://stackoverflow.com/questions/424292/how-to-create-my-own-javascript-random-number-generator-that-i-can-also-set-the-s>

The following notice(s) are found with the code or materials:

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

W0.Redirects.woUtils.pas

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

Code adapted from:

<http://stackoverflow.com/questions/24145214/can-i-modify-a-constant-in-the-rtl-class-system-classes-tstream-and-rebuild-it-a>

<http://stackoverflow.com/questions/16876977/tactionmainmenubar-vcl-styles-and-mdi-buttonsminimize-close-etc-not-being-st>

<http://stackoverflow.com/questions/11183243/obtaining-address-locations-of-an-overload-method>

<http://stackoverflow.com/questions/16979435/override-delphi-function-system-round>

The following notice(s) are found with the code or materials:

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

ExceptionLog7.pas

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

Code adapted from: <http://stackoverflow.com/questions/2628859/unit-finalization-order-for-application-compiled-with-run-time-packages>

The following notice(s) are found with the code or materials:

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

ESendWebHTTP.pas

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

Code adapted from:

<http://stackoverflow.com/questions/702629/utf-8-characters-mangled-in-http-basic-auth-username>

The following notice(s) are found with the code or materials:

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

ELowLevel.pas

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

Code adapted from: <http://stackoverflow.com/questions/8521129/how-to-read-data-from-absolute-address-in-delphi-xe2>

The following notice(s) are found with the code or materials:

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

Super Object Toolkit

These files are licensed under the MPL 1.1, which is available at <https://www.mozilla.org/en-US/MPL/1.1/> and attached hereto as Appendix A.

The following notice(s) are found with the code or materials:

SuperObject\readme.html: Copyright (C) 2002, Henri Gourvest. All Rights Reserved.

superobject.pas: Copyright (C) 2002, Henri Gourvest. All Rights Reserved.

superxmlparser.pas: Copyright (C) 2002, Henri Gourvest. All Rights Reserved.

~~~~~

Usage allowed under the restrictions of the Lesser GNU General Public License or alternatively the restrictions of the Mozilla Public License 1.1

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

Unit owner : Henri Gourvest <hgourvest@gmail.com>

Web site : <http://www.progdigy.com>

This unit is inspired from the json c lib: Michael Clark
<michael@metaparadigm.com> <http://oss.metaparadigm.com/json-c/>

The source code for these files as implemented in WideOrbit products is available at <https://github.com/hgourvest/superobject>.

IdASN1Util.pas

This file is licensed under the MPL 1.1, which is available at <https://www.mozilla.org/en-US/MPL/1.1/> and attached hereto as Appendix A.

The following notice(s) are found with the code or materials:

IdASN1Util.pas: Copyright © 2000, Hernan Sanchez. All Rights Reserved.
Project : Delphree - Synapse 001.003.004

=====

=

Content: support for ASN.1 coding and decoding

=====

=

The contents of this file are subject to the Mozilla Public License

Ver. 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

=====

=

The Original Code is Synapse Delphi Library.

=====

=

The Initial Developer of the Original Code is Lukas Gebauer (Czech Republic).

Portions created by Lukas Gebauer are Copyright (c) 1999,2000,2001.

Portions created by Hernan Sanchez are Copyright (c) 2000.

All Rights Reserved.

=====

=

Contributor(s):

Hernan Sanchez (hernan.sanchez@iname.com)

=====

=

History: see HISTORY.HTM from distribution package

(Found at URL: <http://www.ararat.cz/synapse/>)

=====

=

The source code for these files as implemented in WideOrbit products is available at <http://ararat.cz/synapse/doku.php>.

TurboPack Lockbox 3

This file is licensed under the MPL 1.1, which is available at <https://www.mozilla.org/en-US/MPL/1.1/> and attached hereto as Appendix A.

The following notice(s) are found with the code or materials:

TurboPower LockBox3: Copyright (C) 2015 Roman Kassebaum. All Rights Reserved.

Contributors: Jim McKeeth, Vasily

~~~~~

TurboPower LockBox 3 is free software being offered under a dual licensing scheme: LGPL3 or MPL1.1.

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL>

The source code for these files as implemented in WideOrbit products is available at <https://github.com/TurboPack/LockBox3>.

TurboPower SysTools

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/>

licenses/MPL-2.0 and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:  
TurboPower SysTools: Copyright (C) 1996-2002, TurboPower Software. All Rights Reserved.

\*\*\*\*\* BEGIN LICENSE BLOCK \*\*\*\*\*  
Version: MPL 1.1

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is TurboPower SysTools  
The Initial Developer of the Original Code is TurboPower Software  
Portions created by the Initial Developer are Copyright (C) 1996-2002 the Initial Developer. All Rights Reserved.  
Contributor(s):

\* \*\*\*\*\* END LICENSE BLOCK \*\*\*\*\* \*

The source code for the TurboPower SysTools used by WideOrbit is available at <https://github.com/TurboPack/SysTools>.

TurboPower Visual PlanIt  
The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:  
TurboPower Visual PlanIt: Copyright (C) 2002, TurboPower Software Inc. All Rights Reserved.

\* \*\*\*\*\* BEGIN LICENSE BLOCK \*\*\*\*\* \*  
Version: MPL 1.1

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis,  
WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is TurboPower Visual PlanIt  
The Initial Developer of the Original Code is TurboPower Software  
Portions created by TurboPower Software Inc. are Copyright (C) 2002  
TurboPower Software Inc. All Rights Reserved.

Contributor(s):

\* \*\*\*\*\* END LICENSE BLOCK \*\*\*\*\*

The source code for TurboPower Visual PlanIt used by WideOrbit is  
available at <https://sourceforge.net/projects/tpvplanit/>.

APPBAR.PAS

The AppBar.pas file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:  
AppBar.pas, Copyright (C) 2000-2002, Utilmind SolutionsÆ (Utilmind).  
All Rights Reserved.

~~~~~

The authors - Utilmind SolutionsÆ and Aleksey Kuznetsov (founder of
Utilmind), exclusively own all copyrights to the Advanced Application
Controls (AppControls) and all other products distributed by Utilmind
SolutionsÆ.

The source code for the AppBar component is available at: [http://
appcontrols.com/manuals/appbar/index.html?installationinstruction.htm](http://appcontrols.com/manuals/appbar/index.html?installationinstruction.htm)
Liability disclaimer

THIS SOFTWARE IS DISTRIBUTED "AS IS" AND WITHOUT WARRANTIES AS TO
PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER
EXPRESSED OR IMPLIED. YOU USE IT AT YOUR OWN RISK. THE AUTHOR WILL NOT
BE LIABLE FOR DATA LOSS, DAMAGES, LOSS OF PROFITS OR ANY OTHER KIND OF
LOSS WHILE USING OR MISUSING THIS SOFTWARE.

Restrictions

You may not attempt to reverse compile, modify, translate or
disassemble the software in whole or in part. You may not remove or
modify any copyright notice or the method by which it may be invoked.

Operating license

Unregistered version

You may distribute the unregistered version of software freely,
provided that all files are included and remain unmodified and that no
extra files have been added to the package. You may not ask any money
for the distribution. You may use the unregistered version of software
free of charge for testing purposes, but if you want to use it for
other purposes than testing - you have to register it with the author.
Registered version (single user license)

Once you have registered, you will receive a personal registered copy
via email and login information to access your personal area at
AppControls.com. This copy may not be copied or lend. You have the
non-exclusive right to use registered version of the software only by
a single person, on a single computer at a time. You may physically
transfer the software from one computer to another, provided that the
software is used only by a single person, on a single computer at a
time. In group projects where multiple persons will use the software,

you must purchase an individual license for each member of the group or purchase site license. Use over a "local area network" (within the same locale) is permitted provided that the software is used only by a single person, on a single computer at a time. Use over a "wide area network" (outside the same locale) is strictly prohibited under any and all circumstances.

Registered version (site/team license)

Once you have registered, you will receive a personal registered copy via email and login information to access your personal area at AppControls.com. This copy may not be copied or lend. You have the non-exclusive right to use and transfer registered version of software on any number of computers by your company or your team only in one location (building complex). If you purchase a site license, you may use the program in an unlimited number of your company's computers within this area.

Registered version (Educational site license)

Once you have registered, you will receive a personal registered copy via email and login information to access your personal area at AppControls.com. This copy may not be copied or lend. You have the non-exclusive right to use and transfer registered version of software on any number of computers by your educational organisation (school/college/university etc) in one location (building complex). If you buy a educational site license, you may use the program in an unlimited number of your educational organisation's computers within this area.

Registered version (World-wide license)

Once you have registered, you will receive a personal registered copy via email and login information to access your personal area at AppControls.com. This copy may not be copied or lend. You have the non-exclusive right to use and transfer registered version of software on any number of computers by your company or your team world-wide. If your company has many branches even with thousands of computers, world wide license covers them all.

Notes (clarification)

"Single-user license" means "single-developer license". "Site license" means that it can be used by any number of software developers within your company.

You can use purchased components in ANY number of your projects and deploy the "end-user" applications to ANY number of your users/customers without any additional royalty fees. However you are not permitted to distribute the component itself (the source code or .dcu files of components).

Back-up and transfer

You may make one copy of the software solely for "back-up" purposes, as prescribed by international copyright laws. You must reproduce and include the copyright notice on the back-up copy.

Terms

This license is effective until terminated. You may terminate it by destroying the program, the documentation and copies thereof. This license will also terminate if you fail to comply with any terms or conditions of this agreement. You agree upon such termination to

destroy all copies of the program and of the documentation, or return them to author.

Other rights and restrictions

All other rights and restrictions not specifically granted in this license are reserved by authors.

AppBar.pas – AppBar component, Copyright (c) 1998–2001 UtilMind Solutions. All rights reserved.

E-Mail: info@utilmind.com WWW: <http://www.utilmind.com>, <http://www.appcontrols.com>

The entire contents of this file is protected by International Copyright Laws. Unauthorized reproduction, reverse-engineering, and distribution of all or any portion of the code contained in this file is strictly prohibited and may result in severe civil and criminal penalties and will be prosecuted to the maximum extent possible under the law.

Restrictions

The source code contained within this file and all related files or any portion of its contents shall at no time be copied, transferred, sold, distributed, or otherwise made available to other individuals without express written consent and permission from the UtilMind Solutions.

Consult the End User License Agreement (EULA) for information on additional restrictions.

ASTA

The Asta files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Asta, Copyright (C) 1997–2000 Asta Technology Group LLC. All Rights Reserved.

General Site License Agreement

This General License Agreement (this "Agreement") is entered into as of the date indicated on the applicable invoice for the product licensed hereunder by and between ASTA Technology Group, Inc. ("Licensor") and any person or entity who consents to the terms of this Agreement ("Licensee"). Licensor and Licensee each are referred to herein as a "Party" and collectively as the "Parties".

BY CLICKING THE ACCEPTANCE BUTTON OR ACCESSING, USING OR INSTALLING ANY PART OF THE SOFTWARE, LICENSEE EXPRESSLY AGREES TO AND CONSENTS TO BE BOUND BY ALL OF THE TERMS OF THIS AGREEMENT. IF LICENSEE DOES NOT AGREE TO ALL OF THE TERMS OF THIS AGREEMENT, THE BUTTON INDICATING NON-ACCEPTANCE MUST BE SELECTED, AND LICENSOR WILL PROMPTLY CANCEL THIS TRANSACTION AND LICENSEE MAY NOT ACCESS, USE OR INSTALL ANY PART OF THE SOFTWARE.

1. Definitions

1.1 "Software" refers to the object code or source code form of

the software, sample applications and development tools as specified in Licensee's online ordering form or applicable invoice for the product licensed hereunder.

1.2 "Documentation" refers to any product documentation, technical information user manuals and guides and any other associated media that accompany the Software.

1.3 "Corporate Offices" refers to the confines of Licensee's offices located at the physical facility listed in Licensee's online ordering form or applicable invoice for the product licensed hereunder.

1.4 "Authorized End User(s)" refers to any end user of Licensee who has executed an End User License Agreement (as defined in Section 3.2, below).

1.5 "Authorized User(s)" refers to the user(s) specified in the applicable online product license description at www.astatech.com ("Product License Description") who has reviewed and agreed to be bound by the terms and conditions of this Agreement. An Authorized User is charged with the custody, supervision, control, and security of any copy of the Software or Documentation that he or she receives or has access to from the Licensee. For purposes of this Agreement, a person acting as an Authorized User is acting on behalf of Licensee.

2. License Grant. Subject to the terms and conditions of this Agreement, Licensor grants Licensee the following non-exclusive, non-transferable, revocable and limited license: (i) to use the Software and Documentation only by Authorized Users and only within the Corporate Offices on single-processing or multi-processing microcomputing server units (as specified in the applicable Product License Description) owned, leased, or operated by Licensee; (ii) to make copies of the Software solely in machine-executable object code form to distribute, sell or otherwise transfer to Authorized End Users worldwide as inseparably embedded content in Licensee's application software product (collectively, the "Target Application"); and (iii) to sublicense to end users, subject to this Section 2, the right to internally use the Software in connection with the operation of the Target Application.

3. Restrictions

3.1 Licensee Restrictions. Licensee shall (i) not offer, sell, license, list or quote any Software as a stand alone or separately priced item or option; (ii) not distribute the Software other than in its compiled object code form within the Target Application; (iii) configure the Software within Licensee's Target Applications so that it will not operate apart from the operation of the Target Application; (iv) not distribute or disclose in any manner any source

code (if applicable) of the Software or part thereof to any Authorized End Users or other third parties. In consideration of the license rights granted hereunder and Licensor's disclosure of the Confidential Information described in Section 4, below, Licensee shall in no manner create, design or enhance any development tool, or assist any third party to create or enhance any development tool, in the form of a product or service, that directly or indirectly competes with the Software. Further, Licensee's use of the Software and Documentation is expressly limited to Authorized Users at the Corporate Offices and use at any other office, facility, or location or by any other party is strictly prohibited.

3.2 Authorized End User Restrictions. Licensee shall take all steps necessary to protect Licensor and its licensors' proprietary rights in the Software and Documentation and shall use its best efforts to ensure that all Software distributed by Licensee as part of the Target Applications will be accompanied by a localized copy of an end user license agreement ("End User License Agreement") agreed to by the end user. Such End User License Agreement shall prohibit the end user from: (i) copying the Software, except for archive purposes consistent with the end user's archive procedures; (ii) transferring the Software to a third party apart from the Target Application; (iii) modifying, decompiling, disassembling, reverse engineering or otherwise attempting to derive the source code of the Software; (iv) exporting the Software or underlying technology in contravention of applicable U.S. and foreign export laws and regulations; and (v) using the Software other than in connection with operation of the Target Application. In addition, the End User License Agreement shall: (i) state that the Software is licensed, not sold and that Licensor and its licensors retain ownership of all copies of the Software; (ii) expressly disclaim all warranties; (iii) disclaim all implied warranties including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, title and non-infringement; and (iv) exclude liability for any special, indirect, punitive, incidental and consequential damages. The End User License Agreement shall also state that, with respect to the Software, Licensor and its licensors are third party beneficiaries of the End User License Agreement and that the provisions related to the Software are made expressly for the benefit of, and are enforceable by, Licensor and its licensors.

3.3 Ownership. Licensor and its licensors shall retain (i) all rights, title and interest in and to the Software and Documentation, copies thereof and related materials, (ii) all right, title, interest and goodwill associated with Licensee's service marks, trademarks, trade names or any other designations, and (iii) all copyrights, patent rights, trade secret rights and all other intellectual property and proprietary rights in the Software and Documentation. Third party trademarks are the property of their respective owners. Licensee shall, at the reasonable request of Licensor, promptly execute and

assign any and all applications, including, but not limited to, copyright applications, any and all assignments, and any other instruments which Licensor deems necessary to protect or maintain Licensor's rights in the Software and Documentation. Licensee hereby irrevocably appoints Licensor as attorney-in-fact for Licensee with full power and authority to execute and deliver in the name of Licensee any such instruments.

3.4 Notices. Any patent, copyright and trademark notices or other proprietary legends included with the Software or Documentation shall be included on or within any material reproduced or used by Licensee, including, but not limited to, the Target Applications.

4. Confidentiality. For purposes of this Agreement, "Confidential Information" includes all trade secrets and confidential information of Licensor and its licensors, including the Software (both source and object code) and Documentation, algorithms, development techniques, support techniques, methodologies, formulae, business plans, research and development strategies, customer names and lists, work product resulting from or related to the Software, internal personnel, financial, marketing and other business information, and product and service prices, as well as know-how and proprietary information related to the foregoing (collectively, the "Confidential Information"). Licensee acknowledges that (i) pursuant to this Agreement, Licensee shall learn of Confidential Information or otherwise have access to Confidential Information, (ii) such Confidential Information constitutes highly valuable information of Licensor not generally known by Licensor's competitors, and (iii) that disclosure of such Confidential Information to competitors of Licensor or other third parties would cause undue harm to Licensor. As such, except as otherwise expressly provided herein, Licensee will retain in strict confidence the Confidential Information and use its best efforts to protect the same by preventing any unauthorized disclosure, copying, use, distribution, installation, or transfer of possession of the Confidential Information. By way of example, and without limiting the generality of the foregoing, Licensee's obligations under this Section 4 as they relate to the use of the Software and Documentation by Authorized Users shall be to advise Authorized Users of the provisions hereof and immediately report to Licensor and to halt unauthorized copying, use, distribution, installation, or transfer of possession thereof by any Authorized User of which Licensee has actual knowledge. If Licensee violates any of the provisions of this Agreement, including, but not limited to this Section 4, Licensor (in addition to any other and additional rights or remedies it may have at law, in equity, or by statute) shall be entitled to immediate and permanent injunctive relief, it being agreed that the damages that Licensor would sustain upon such violation are difficult or impossible to ascertain in advance. The posting of a bond shall not be required as a pre-condition to such injunctive relief.

5. Payment and Audits

5.1 Payment. Licensee shall pay to Licensor the applicable license fees set forth in Licensor's current price list unless otherwise agreed to in writing by Licensor. Payment of all amounts shall be made pursuant to the terms specified in Licensor's invoice. Interest on any late payments shall accrue at the rate of one and one-half percent (1.5%) per month, or the highest rate permitted by law, from the date such amount is due until finally paid. Licensee shall pay all costs of collection, including reasonable attorney's fees and expenses, in the event any invoice requires collection efforts. Additionally, Licensee shall pay and indemnify and hold harmless Licensor against all federal, state and local taxes (exclusive of taxes on Licensor's net income), duties and assessments, if any, due, arising on or measured by the license or use of the Software and Documentation hereunder or amounts payable to Licensor under this Agreement; alternatively, Licensee shall furnish Licensor with evidence acceptable to the taxing authority necessary to sustain any exemption therefrom.

5.2 Audits. During the term of this Agreement and for a period of three (3) years after the termination hereof, Licensor shall have the right to conduct an inspection and audit of Licensee's use of the Software and Documentation, including, but not limited to, all documents, accounting and sales books and records of Licensee, and to obtain true and correct photocopies thereof, during regular business hours at Licensee's offices and in such a manner as not to interfere unreasonably with Licensee's normal business activities. If such audit reveals a material breach of this Agreement or any underpayment of any fees paid, then, in addition to any other of Licensor's rights at law or in equity, Licensee shall immediately reimburse Licensor for Licensor's expenses associated with such audit, plus such underpaid amount, together with interest thereon at a rate of one and one-half percent (1.5%) per month, or the highest rate allowed by law.

6. Technical Support and Maintenance. Upon request, Licensor may make technical support and maintenance available to Licensee under the terms and conditions of its then current support and maintenance policies, which may be requested at support@astatech.com and which Licensor may change at any time in its sole discretion. Licensee shall pay for technical support and maintenance pursuant to the terms of Licensor's invoice and those terms listed in Section 5.1. All support and maintenance services and/or products shall be subject to the terms and conditions of this Agreement.

7. Indemnification. Licensee agrees to indemnify, defend and hold harmless Licensor, its shareholders, directors, officers, employees, agents and affiliated companies from and against any claims, losses, costs, or damages (including reasonable attorneys' fees) resulting from or in connection with (i) any breach of any covenants,

representations, or warranties in this Agreement, (ii) infringement or violation of any U.S. patent, copyright, or trademark, or misappropriation of any trade secret, or any other intellectual property, contract, tort or other right arising from or in connection with the Target Applications, or (iii) any use, manufacture, offering or distribution of Target Applications by Licensee and/or use by Licensee's direct or indirect end users in any country, worldwide; provided that, Licensor (i) promptly notifies Licensee in writing of the claim (although failure to provide timely notice shall not affect the Licensee's obligation hereunder except to the extent the Licensee is materially prejudiced by such failure); and (ii) provides, at Licensee's expense, all information and assistance requested by Licensee to settle, defend or bring a counter-suit in conjunction with the claim.

8. Warranty Disclaimer. THE SOFTWARE AND DOCUMENTATION ARE PROVIDED "AS IS". LICENSOR MAKES NO WARRANTY OF ANY KIND UNDER THIS AGREEMENT, EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTY OF MERCHANTABILITY, NON-INFRINGEMENT OR FITNESS FOR A PARTICULAR PURPOSE. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY LICENSOR, ITS DEALERS, DISTRIBUTORS, AGENTS OR EMPLOYEES SHALL IN ANY WAY ALTER THIS DISCLAIMER OR INCREASE THE SCOPE OF THIS WARRANTY.

9. Limitation of Liability. LICENSOR SHALL NOT BE LIABLE FOR ANY INCIDENTAL, SPECIAL, CONSEQUENTIAL OR INDIRECT DAMAGES OF ANY KIND (INCLUDING, BUT NOT LIMITED TO, DAMAGES FOR INTERRUPTION OF BUSINESS, PROCUREMENT OF SUBSTITUTE GOODS, LOSS OF PROFITS, OR THE LIKE) REGARDLESS OF THE FORM OF ACTION WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE), STRICT PRODUCT LIABILITY OR ANY OTHER LEGAL OR EQUITABLE THEORY EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL THE AGGREGATE CUMULATIVE LIABILITY OF LICENSOR FOR ANY CLAIMS ARISING OUT OF OR RELATED TO THIS AGREEMENT EXCEED THE AMOUNTS PAID TO LICENSOR BY LICENSEE PURSUANT TO THIS AGREEMENT. THE WARRANTY DISCLAIMER AND LIMITED LIABILITY ARE FUNDAMENTAL ELEMENTS OF THE BASIS OF THE BARGAIN BETWEEN LICENSOR AND LICENSEE. LICENSOR WOULD NOT BE ABLE TO PROVIDE THE SOFTWARE WITHOUT SUCH LIMITATIONS.

10. Termination. This Agreement is effective until terminated by Licensor for material breach by providing thirty (30) days written notice, unless Licensee cures the breach within such thirty (30) day period; provided, however, at Licensor's option, this Agreement and the licenses granted hereunder shall terminate immediately upon notice in the event of a breach by Licensee of Sections 3, 4 or 5 hereof. Upon termination, Licensee shall not use the Software or Documentation for any purpose whatsoever and shall return or destroy any Confidential Information, including, but not limited to, any copies of the Software and Documentation, then in its possession or any portion thereof and shall so certify to Licensor. This remedy shall be in

addition to any other remedies available to Licensor. Any valid licenses to Target Applications incorporating the Software granted by Licensee to Authorized End Users under this Agreement shall survive the termination of this Agreement. Except for the license grant to Licensee in Section 2, all other terms of this Agreement shall survive its termination.

11. Prerelease and Evaluation Software. Certain portions of the Software may be identified as prerelease or evaluation software. Licensee acknowledges that such software may contain defects and errors, that it may not perform or be compatible with the final, commercially available product offering, that it may not function fully upon installation and that it may be substantially modified in a commercial shipment. Licensee's license and use of such software shall be subject to the terms and conditions of this Agreement and Licensor shall not be obligated to supplement or make available any modified version of the prerelease or evaluation software.

12. General Provisions

12.1 Assignment. Except as otherwise expressly provided herein, Licensee shall not assign or sublicense this Agreement or any rights provided under this Agreement without Licensor's prior written consent. Any attempted assignment in violation of the foregoing will be void.

12.2 Entire Agreement. This Agreement and the materials incorporated herein by reference set forth the entire understanding of the Parties with respect to the subject matter of this Agreement and supersede all prior agreements, understandings and negotiations with respect to the subject matter hereof. Any amendment to this Agreement must be in writing and signed by both Parties. In the event of any conflict between the terms of this Agreement and those of any purchase order, invoice, acknowledgement or other preprinted form used by either Party, the terms of this Agreement shall control.

12.3 Export Restrictions. Licensee acknowledges that use of the Software and the Documentation may be subject to restrictions under U.S. or other government regulations relating to exports. Licensee agrees to fully comply with all applicable laws and regulations including, but not limited to, the Export Administration Act of 1979 as amended from time to time, and any regulations promulgated thereunder.

12.4 U.S. Government Entity. If Licensee is a U.S. Government entity, Licensee acknowledges that the Software and the Documentation were developed at private expense, that no part is in the public domain, and that the Software and the Documentation are provided with restricted rights. Use, duplication, or disclosure by the U.S. Government is subject to restrictions as set forth in the Rights in

Technical Data and Computer Software clause at DFARS 252.227-7013, and the Commercial Computer Software-Restricted Rights at 48 C.F.R. 52.227-19, as applicable.

12.5 No Waiver. Failure by either Party to enforce its rights in any particular instance under this Agreement shall not be deemed a waiver of those rights.

12.6 Governing Law. This Agreement shall be governed by, and construed in accordance with, the laws of the State of Idaho and the United States, as applicable, without regard to principles of conflicts of law.

12.7 Notices. Without precluding any other sufficient form of notice, all notices, demands or other communications under this Agreement shall be deemed given if sent by registered airmail or overnight courier to the address of the Party as set forth in the registration information or to another address specified by the Party. All notices, demands and other communications in connection with this Agreement shall be written in the English language.

12.8 Headings. The headings and captions contained in this Agreement are for convenience only and are not to be used in the interpretation of this Agreement. Neither Party shall be afforded favorable interpretation of this Agreement and its terms shall not be construed against the drafter with regard to ambiguities.

12.9 Severability. Whenever possible, each provision of this Agreement will be interpreted in such a manner as to be effective and valid under applicable law, but if any provision of this Agreement is found to violate a law, it will be severed from the rest of the Agreement and ignored and a new provision deemed added to this Agreement to accomplish to the extent possible, the intent of the parties as evidenced by the provision so severed.

12.10 Jurisdiction and Venue. Licensee and Licensor both agree to submit to the jurisdiction of state or federal courts in the State of Idaho, and agree that venue is proper in Boise, Idaho. In any action or proceeding to enforce or interpret the terms or rights under this Agreement, the prevailing Party shall be entitled to recover costs and attorneys' fees.

12.11 Status of Parties. Nothing contained herein shall be construed as creating any agency, employment relationship, partnership, principal-agent or other form of joint enterprise between the Parties.

12.12 Digital Signature. Licensee represents and warrants that the individual electronically agreeing to the terms of this Agreement is empowered to agree to this Agreement. Licensee further agrees that by

clicking the "I AGREE" option below such act constitutes an electronic signature as defined by the Electronic Signatures in Global and National Commerce Act and that the Agreement is completely valid, has legal effect, is enforceable and is binding on and non-refutable by Licensee. Further Licensee represents and warrants to Licensor that: (a) Licensee is over the age of eighteen (18) and has the power and authority to enter into and perform Licensee's obligations under this Agreement; (b) all information provided by Licensee to Licensor is truthful, accurate and complete; (c) Licensee is the authorized signatory of the credit or charge card provided to Licensor to pay fees; and (d) Licensee has provided and will provide accurate and complete registration information, including, without limitation, Licensee's legal name, address and telephone number.

LICENSEE HAS READ, UNDERSTANDS AND AGREES TO THE TERMS & CONDITIONS OF THIS AGREEMENT.

```
*****
*      Copyright (c) 1997-2000 Asta Technology Group LLC      *
*                      All rights reserved.                    *
*                      www.astatech.com                        *
*****
```

BINARIES ORIGINATED FROM MICROSOFT VISUAL STUDIO

The Atl71.dll, msvcp71.dll, msucr71.dll, cscompmd.dll,
WOSTrestTester.vhost.exe, Interop.Microsoft.Office.Core.dll,
Interop.Microsoft.Office.Excel.dll, and OracleEBSTrigger.vshost.exe
files are licensed pursuant to a commercial license.

The following notice(s) are found with the code or materials:

Atl71.dll: Copyright (C) Microsoft Corporation. All Rights Reserved.

msvcp71.dll: Copyright (C) Microsoft Corporation. All Rights Reserved.

msucr71.dll: Copyright (C) Microsoft Corporation. All Rights Reserved.

cscompmd.dll: Copyright (C) Microsoft Corporation. All Rights Reserved.

WOSTrestTester.vhost.exe: Copyright (C) Microsoft Corporation. All Rights Reserved.

Interop.Microsoft.Office.Core.dll: Copyright (C) Microsoft Corporation. All Rights Reserved.

Interop.Microsoft.Office.Excel.dll: Copyright (C) Microsoft Corporation. All Rights Reserved.

OracleEBSTrigger.vshost.exe: Copyright (C) Microsoft Corporation. All Rights Reserved.

~~~~~

Original File Name: Interop.Microsoft.Office.Core.dll | Product Name  
Assembly imported from type library 'Office'. 4 Product Version  
2.3.0.0  
Interop.Microsoft.Office.Core.dll source code is available at [https://  
visualstudio.microsoft.com/](https://visualstudio.microsoft.com/)

AssemblyInfo.cs: Copyright (C) 2014. Microsoft Corporation. All Rights Reserved.

OracleEBSTrigger.exe: Copyright (C) 2014. Microsoft Corporation. All Rights Reserved.

UnivisionOracleServiceLibrary.dll: Copyright (C) 2014. Microsoft Corporation. All Rights Reserved.

~~~~~

CLEVER INTERNET SUITE

This software is licensed pursuant to a commercial license.
The following notice(s) are found with the code or materials:
Copyright (C) 1999 – 2012 Clever Components. All Rights Reserved.
www.CleverComponents.com
Software licensed pursuant to a commercial license. More pricing
information can be found at the URL: [https://www.clevercomponents.com/
order/inetsuite/](https://www.clevercomponents.com/order/inetsuite/)
vfw.pas
The vfw.pas file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:
VfW.H – Video for windows include file for WIN32
Copyright (c) 1991–1999, Microsoft Corp. All rights reserved.

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT WINDOWS SOFTWARE DEVELOPMENT KIT (SDK) FOR WINDOWS 10

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

i APIs (i.e., APIs included with the installation of the SDK or APIs accessed by installing extension packages or service to use with the SDK),

i updates,

i supplements,

i internet-based services, and

i support services

for this software, unless other terms accompany those items. If so, those terms apply.

By using the software, you accept these terms. If you do not accept

them, do not use the software.

As described below, using some features also operates as your consent to the transmission of certain standard computer information for Internet-based services.

If you comply with these license terms, you have the rights below.

1. INSTALLATION AND USE RIGHTS.

a. You may install and use any number of copies of the software on your devices to design, develop and test your programs that run on a Microsoft operating system. Further, you may install, use and/or deploy via a network management system or as part of a desktop image, any number of copies of the software on computer devices within your internal corporate network to design, develop and test your programs that run on a Microsoft operating system. Each copy must be complete, including all copyright and trademark notices. You must require end users to agree to terms that protect the software as much as these license terms.

b. Utilities. The software contains certain components that are identified in the Utilities List located at <http://go.microsoft.com/fwlink/?LinkId=524839>. Depending on the specific edition of the software, the number of Utility files you receive with the software may not be equal to the number of Utilities listed in the Utilities List. Except as otherwise provided on the Utilities List for specific files, you may copy and install the Utilities you receive with the software on to other third party machines. These Utilities may only be used to debug and deploy your programs and databases you have developed with the software. You must delete all the Utilities installed onto a third party machine within the earlier of (i) when you have finished debugging or deploying your programs; or (ii) thirty (30) days after installation of the Utilities onto that machine. We may add additional files to this list from time to time.

c. Build Services and Enterprise Build Servers.† You may install and use any number of copies of the software onto your build machines or servers, solely for the purpose of:

i. Compiling, building, verifying and archiving your programs;

ii. Creating and configuring build systems internal to your organization to support your internal build environment; or

iii. Enabling a service for third parties to design, develop and test programs or services that run on a Microsoft operating system.

d. Included Microsoft Programs. The software contains other Microsoft programs. The license terms with those programs apply to your use of them.

e. Third Party Notices. The software may include third party code that Microsoft, not the third party, licenses to you under this agreement. Notices, if any, for the third party code are included for your information only. Notices, if any, for this third party code are included with the software and may be located at <http://aka.ms/thirdpartynotices>.

2. ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.

a. Distributable Code. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

i. Right to Use and Distribute. The code and test files listed below are Distributable Code.

ii. REDIST.TXT Files. You may copy and distribute the object code form of code listed in REDIST.TXT files plus the files listed on the REDIST.TXT list located at <http://go.microsoft.com/fwlink/?LinkId=524842>. Depending on the specific edition of the software, the number of REDIST files you receive with the software may not be equal to the number of REDIST files listed in the REDIST.TXT List. We may add additional files to the list from time to time.

iii. Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

iv. Distribution Requirements. For any Distributable Code you distribute, you must

i. Add significant primary functionality to it in your programs;

ii. For any Distributable Code having a filename extension of .lib, distribute only the results of running such Distributable Code through a linker with your program;

iii. Distribute Distributable Code included in a setup program only as part of that setup program without modification;

iv. Require distributors and external end users to agree to terms that protect it at least as much as this agreement;

v. For Distributable Code from the Windows Performance Toolkit portions of the software, distribute the unmodified software package as a whole with your programs, with the exception of the KernelTraceControl.dll and the WindowsPerformanceRecorderControl.dll which can be distributed with your programs;

vi. Display your valid copyright notice on your programs; and

vii. Indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

viii. Distribution Restrictions. You may not

i. Alter any copyright, trademark or patent notice in the Distributable Code;

ii. Use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;

iii. Distribute partial copies of the Windows Performance Toolkit portion of the software package with the exception of the KernelTraceControl.dll and the WindowsPerformanceRecorderControl.dll which can be distributed with your programs;

iv. Distribute Distributable Code to run on a platform other than the Microsoft operating system platform;

v. Include Distributable Code in malicious, deceptive or unlawful programs; or

vi. Modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License.

And Excluded License is one that requires, as a condition of use,

modification or distribution, that

i. The code be disclosed or distributed in source code form; or

ii. Others have the right to modify it.

b. Additional Rights and Restrictions for Features made Available with the Software.

i. Windows App Requirements. If you intend to make your program available in the Windows Store, the program must comply with the Certification Requirements as defined and described in the App Developer Agreement, currently available at: <https://msdn.microsoft.com/en-us/library/windows/apps/hh694058.aspx>.

ii. Bing Maps. The software may include features that retrieve content such as maps, images and other data through the Bing Maps (or successor branded) application programming interface (the "Bing Maps API") to create reports displaying data on top of maps, aerial and hybrid imagery. If these features are included, you may use these features to create and view dynamic or static documents only in conjunction with and through methods and means of access integrated in the software. You may not otherwise copy, store, archive, or create a database of the entity information including business names, addresses and geocodes available through the Bing Maps API. You may not use the Bing Maps API to provide sensor based guidance/routing, nor use any Road Traffic Data or Bird's Eye Imager (or associated metadata) even if available through the Bing Maps API for any purpose. Your use of the Bing Maps API and associated content is also subject to the additional terms and conditions at <http://go.microsoft.com/fwlink/?LinkId=21969>.

iii. Additional Mapping APIs. The software may include application programming interfaces that provide maps and other related mapping features and services that are not provided by Bing (the "Additional Mapping APIs"). These Additional Mapping APIs are subject to additional terms and conditions and may require payment of fees to Microsoft and/or third party providers based on the use or volume of use of such Additional Mapping APIs. These terms and conditions will be provided when you obtain any necessary license keys to use such Additional Mapping APIs or when you review or receive documentation related to the use of such Additional Mapping APIs.

iv. Push Notifications. The Microsoft Push Notification Service may not be used to send notifications that are mission critical or otherwise could affect matters of life or death, including without limitation critical notifications related to a medical device or condition. MICROSOFT EXPRESSLY DISCLAIMS ANY WARRANTIES THAT THE USE OF THE MICROSOFT PUSH NOTIFICATION SERVICE OR DELIVERY OF MICROSOFT PUSH NOTIFICATION SERVICE NOTIFICATIONS WILL BE UNINTERRUPTED, ERROR FREE, OR OTHERWISE GUARANTEED TO OCCUR ON A REAL-TIME BASIS.

v. Speech namespace API. Using speech recognition functionality via the Speech namespace APIs in a program requires the support of a speech recognition service. The service may require network connectivity at the time of recognition (e.g., when using a predefined grammar). In addition, the service may also collect speech-related data in order to provide and improve the service. The speech-related

data may include, for example, information related to grammar size and string phrases in a grammar.

Also, in order for a user to use speech recognition on the phone they must first accept certain terms of use. The terms of use notify the user that data related to their use of the speech recognition service will be collected and used to provide and improve the service. If a user does not accept the terms of use and speech recognition is attempted by the application, the operation will not work and an error will be returned to the application.

vi. PlayReady Support. The software may include the Windows Emulator, which contains Microsoft's PlayReady content access technology. Content owners use Microsoft PlayReady content access technology to protect their intellectual property, including copyrighted content. This software uses PlayReady technology to access PlayReady-protected content and/or WMDRM-protected content. Microsoft may decide to revoke the software's ability to consume PlayReady-protected content for reasons including but not limited to (i) if a breach or potential breach of PlayReady technology occurs, (ii) proactive robustness enhancement, and (iii) if Content owners require the revocation because the software fails to properly enforce restrictions on content usage. Revocation should not affect unprotected content or content protected by other content access technologies. Content owners may require you to upgrade PlayReady to access their content. If you decline an upgrade, you will not be able to access content that requires the upgrade and may not be able to install other operating system updates or upgrades.

vii. Package Managers. The software may include package managers, like NuGet, that give you the option to download other Microsoft and third party software packages to use with your application. Those packages are under their own licenses, and not this agreement. Microsoft does not distribute, license or provide any warranties for any of the third party packages.

viii. Font Components. While the software is running, you may use its fonts to display and print content. You may only embed fonts in content as permitted by the embedding restrictions in the fonts; and temporarily download them to a printer or other output device to help print content.

ix. Notice about the H.264/AVD Visual Standard, and the VC-1 Video Standard. This software may include H.264/MPEG-4 AVC and/or VD-1 decoding technology. MPEG LA, L.L.C. requires this notice:

THIS PRODUCT IS LICENSED UNDER THE AVC AND THE VC-1 PATENT PORTFOLIO LICENSES FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE ABOVE STANDARDS (i) VIDEO STANDARDS (i) AND/OR (ii) DECODE AVC, AND VC-1 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE SUCH VIDEO. NONE OF THE LICENSES EXTEND TO ANY OTHER PRODUCT REGARDLESS OF WHETHER SUCH PRODUCT IS INCLUDED WITH THIS SOFTWARE IN A SINGLE ARTICLE. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE WWW.MPEGLA.COM.

For clarification purposes, this notice does not limit or inhibit the use of the software for normal business uses that are personal to that business which do not include (i) redistribution of the software to third parties, or (ii) creation of content with the VIDEO STANDARDS compliant technologies for distribution to third parties.

3. INTERNET-BASED SERVICES. Microsoft provides Internet-based services with the software. It may change or cancel them at any time.

a. Consent for Internet-Based Services. The software features described below and in the privacy statement at <http://go.microsoft.com/fwlink/?LinkId=521839> connect to Microsoft or service provider computer systems over the Internet. In some cases, you will not receive a separate notice when they connect. In some cases, you may switch off these features or not use them as described in the applicable product documentation. By using these features, you consent to the transmission of this information. Microsoft does not use the information to identify or contact you.

i. Computer Information. The following features use Internet protocols, which send to the appropriate systems computer information, such as your Internet protocol address, the type of operating system, browser, and name and version of the software you are using, and the language code of the device where you installed the software.

Microsoft uses this information to make the Internet-based services available to you.

ii Software Use and Performance. This software collects info about your hardware and how you use the software and automatically sends error reports to Microsoft.† These reports include information about problems that occur in the software.† Reports might unintentionally contain personal information. For example, a report that contains a snapshot of computer memory might include your name. Part of a document you were working on could be included as well, but this information in reports or any info collected about hardware or your software use will not be used to identify or contact you.

iii Digital Certificates. The software uses digital certificates. These digital certificates confirm the identity of Internet users sending X.509 standard encryption information. They also can be used to digitally sign files and macros to verify the integrity and origin of the file contents. The software retrieves certificates and updates certificate revocation lists using the Internet, when available.

iv Windows Application Certification Kit. To ensure you have the latest certification tests, when launched this software periodically checks a Windows Application Certification Kit file on download.microsoft.com to see if an update is available.† If an update is found, you are prompted and provided a link to a web site where you can download the update. You may use the Windows Application Certification Kit solely to test your programs before you submit them for a potential Microsoft Windows Certification and for inclusion on the Microsoft Windows Store. The results you receive are for informational purposes only. Microsoft has no obligation to either (i) provide you with a Windows Certification for your programs and/or (ii) include your program in the Microsoft Windows Store.

ii Microsoft Digital Rights Management for Silverlight.
If you use Silverlight to access content that has been protected with Microsoft Digital Rights Management (DRM), in order to let you play the content, the software may automatically

ii request media usage rights from a rights server on the Internet and

ii download and install available DRM Updates.

For more information about this feature, including instructions for turning the Automatic Updates off, go to <http://go.microsoft.com/fwlink/?LinkId=147032>.

ii Web Content Features. Features in the software can retrieve related content from Microsoft and provide it to you. To provide the content, these features send to Microsoft the type of operating system, name and version of the software you are using, type of browser and language code of the device where you installed the software. Examples of these features are clip art, templates, online training, online assistance, help and Appshelp. You may choose not to use these web content features.

i. Use of Information. We may use information collected about software use and performance to provide and improve Microsoft software and services as further described in Microsoft's Privacy Statement available at: <https://go.microsoft.com/fwlink/?LinkId=521839>. We may also share it with others, such as hardware and software vendors. They may use the information to improve how their products run with Microsoft software.

ii. Misuse of Internet-based Services. You may not use these services in any way that could harm them or impair anyone else's use of them. You may not use the services to try to gain unauthorized access to any service, data, account or network by any means.

1. YOUR COMPLIANCE WITH PRIVACY AND DATA PROTECTION LAWS.

a. Personal Information Definition. "Personal Information" means any information relating to an identified or identifiable natural person; an identifiable natural person is one who can be identified, directly or indirectly, in particular by reference to an identifier such as a name, an identification number, location data, an online identifier or to one or more factors specific to the physical, physiological, genetic, mental, economic, cultural or social identity of that natural person.

b. Collecting Personal Information using Packaged and Add-on APIs. If you use any API to collect personal information from the software, you must comply with all laws and regulations applicable to your use of the data accessed through APIs including without limitation laws related to privacy, biometric data, data protection, and confidentiality of communications. Your use of the software is conditioned upon implementing and maintaining appropriate protections and measures for your applications and services, and that includes your responsibility to the data obtained through the use of APIs. For the data you obtained through any APIs, you must:

i. obtain all necessary consents before collecting and using data and only use the data for the limited purposes to which the user

consented, including any consent to changes in use;

ii. In the event you're storing data, ensure that data is kept up to date and implement corrections, restrictions to data, or the deletion of data as updated through packaged or add-on APIs or upon user request if required by applicable law;

iii. implement proper retention and deletion policies, including deleting all data when as directed by your users or as required by applicable law; and

iv. maintain and comply with a written statement available to your customers that describes your privacy practices regarding data and information you collect, use and that you share with any third parties.

c. Location Framework. The software may contain a location framework component or APIs that enable support of location services in programs. Programs that receive device location must comply with the requirements related to the Location Service APIs as described in the Microsoft Store Policies (<https://docs.microsoft.com/en-us/legal/windows/agreements/store-policies>). If you choose to collect device location data outside of the control of Windows system settings, you must obtain legally sufficient consent for your data practices, and such practices must comply with all other applicable laws and regulations.

d. Security. If your application or service collects, stores or transmits personal information, it must do so securely, by using modern cryptography methods.

2. BACKUP COPY. You may make one backup copy of the software. You may use it only to reinstall the software.

3. DOCUMENTATION. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

4. SCOPE OF LICENSE. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

i Except for the Microsoft .NET Framework, disclose to a third party the results of any benchmark test of the software, without first obtaining Microsoft's prior written approval;

i work around any technical limitations in the software;

i reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

i make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

i publish the software for others to copy;

i rent, lease or lend the software;

i transfer the software or this agreement to any third party; or

i use the software for commercial software hosting services.

1. EXPORT RESTRICTIONS. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.
2. SUPPORT SERVICES. Because this software is *as is*, we may not provide support services for it.
3. ENTIRE AGREEMENT. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.
4. INDEPENDENT PARTIES. Microsoft and you are independent contractors. Nothing in this agreement shall be construed as creating an employer-employee relationship, processor-subprocessor relationship, a partnership, or a joint venture between the parties.
5. APPLICABLE LAW AND PLACE TO RESOLVE DISPUTES. If you acquired the software in the United States or Canada, the laws of the state or province where you live (or, if a business, where your principal place of business is located) govern the interpretation of this agreement, claims for its breach, and all other claims (including consumer protection, unfair competition, and tort claims), regardless of conflict of laws principles. If you acquired the software in any other country, its laws apply. If U.S. federal jurisdiction exists, you and Microsoft consent to exclusive jurisdiction and venue in the federal court in King County, Washington for all disputes heard in court. If not, you and Microsoft consent to exclusive jurisdiction and venue in the Superior Court of King County, Washington for all disputes heard in court.
6. LEGAL EFFECT. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.
7. DISCLAIMER OF WARRANTY. The software is licensed *as-is*. You bear the risk of using it. Microsoft gives no express warranties, guarantees or conditions. You may have additional consumer rights or statutory guarantees under your local laws which this agreement cannot change. To the extent permitted under your local laws, Microsoft excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.
FOR AUSTRALIA ñ You have statutory guarantees under the Australian Consumer Law and nothing in these terms is intended to affect those rights.
8. LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. You can recover from Microsoft and its suppliers only direct damages up to U.S. \$5.00. You cannot recover any other damages, including consequential, lost profits, special, indirect or incidental damages. This limitation applies to
 - i anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and

ii claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

Please note: As this software is distributed in Quebec, Canada, some of the clauses in this agreement are provided below in French.

Remarque : Ce logiciel Étant distribuÉ au QuÉbec, Canada, certaines des clauses dans ce contrat sont fournies ci-dessous en franÁais.

EXON...RATION DE GARANTIE. Le logiciel visÉ par une licence est offert ' tel quel ^a. Toute utilisation de ce logiciel est É votre seule risque et pÉril. Microsoft nÍaccorde aucune autre garantie expresse. Vous pouvez bÉnÉficier de droits additionnels en vertu du droit local sur la protection des consommateurs, que ce contrat ne peut modifier. La ou elles sont permises par le droit locale, les garanties implicites de qualitÉ marchande, dÍadÉquation É un usage particulier et dÍabsence de contrefaÁon sont exclues.

LIMITATION DES DOMMAGES-INT...R TS ET EXCLUSION DE RESPONSABILIT... POUR LES DOMMAGES. Vous pouvez obtenir de Microsoft et de ses fournisseurs une indemnisation en cas de dommages directs uniquement É hauteur de 5,00 \$ US. Vous ne pouvez prÉtendre É aucune indemnisation pour les autres dommages, y compris les dommages spÉciaux, indirects ou accessoires et pertes de bÉnÉfices.

Crete limitation concern:

ii tout ce qui est reliÉ au logiciel, aux services ou au contenu (y compris le code) figurant sur des sites Internet tiers ou dans des programmes tiers ; et

ii les rÉclamations au titre de violation de contrat ou de garantie, ou au titre de responsabilitÉ stricte, de nÉgligence ou dÍune autre faute dans la limite autorisÉe par la loi en vigueur. Elle sÍapplique Également, mÍme si Microsoft connaissait ou devrait connaÓtre lÍÉventualitÉ dÍun tel dommage. Si votre pays nÍautorise pas lÍexclusion ou la limitation de responsabilitÉ pour les dommages indirects, accessoires ou de quelque nature que ce soit, il se peut que la limitation ou lÍexclusion ci-dessus ne sÍappliquera pas É votre Égard.

EFFET JURIDIQUE. Le prÉsent contrat dÉcrit certains droits juridiques. Vous pourriez avoir dÍautres droits prÉvus par les lois de votre pays. Le prÉsent contrat ne modifie pas les droits que vous confÉrent les lois de votre pays si celles-ci ne le permettent pas.

EULAIID:WIN10SDK.RTM.AUG_2018_en-US

DELPHI RUNTIME LIBRARY

The Data.DB.pas, Data.Win.ADODB.pas, System.Classes.pas, Vcl.Controls.pas, Vcl.Forms.pas, Vcl.Graphics.pas, and Vcl.SvcMgr.pas

files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Data.DB.pas: Copyright (C) 1995–2017 Embarcadero Technologies, Inc.
All Rights Reserved.

Data.Win.ADODB.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

System.Classes.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

Vcl.Controls.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

Vcl.Forms.pas: Copyright (C) 1995–2017 Embarcadero Technologies, Inc.
All Rights Reserved.

Vcl.Graphics.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

Vcl.SvcMgr.pas: Copyright (C) 1995–2017 Embarcadero Technologies, Inc.
All Rights Reserved.

CompVer.inc: Copyright (C) 1995–2017 Embarcadero Technologies, Inc.
All Rights Reserved.

Soap.OTToSOAPDomConv.pas: Copyright (C) 1995–2017 Embarcadero
Technologies, Inc. All Rights Reserved.

u_woD10Hash.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

System.Net.HttpClient.Win.pas: Copyright (C) 1995–2017 Embarcadero
Technologies, Inc. All Rights Reserved.

System.Net.HttpClient.pas: Copyright (C) 1995–2017 Embarcadero
Technologies, Inc. All Rights Reserved.

System.Net.Mime.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

System.Net.URLClient.pas: Copyright (C) 1995–2017 Embarcadero
Technologies, Inc. All Rights Reserved.

System.NetConsts.pas: Copyright (C) 1995–2017 Embarcadero
Technologies, Inc. All Rights Reserved.

Winapi.WinHTTP.pas: Copyright (C) 1995–2017 Embarcadero Technologies,
Inc. All Rights Reserved.

CompVer.inc: Copyright (C) 1995–2017 Embarcadero Technologies, Inc.
All Rights Reserved.

~~~~~

#### Software License and Support Agreement

1. SCOPE. This Software License and Support Agreement ("Agreement") is a legal agreement between you (either an individual or an entity ("you" or "Licensee")) and Embarcadero Technologies, Inc., a Delaware corporation with offices at 10801 N Mopac Expressway, Building 1, Suite 100, Austin, Texas 78759, including its affiliates ("Licensor"). By downloading or unsealing Licensor's software and/or documentation ("Products"), Licensee is agreeing to be bound by the terms of this Agreement. In the event of a conflict between the terms of this Agreement and any ordering document, the terms of this Agreement will govern and control. Delivery if made by any means other than electronic delivery, shall be made FCA (Incoterms 2010) Licensor's

shipping point. If Licensee is evaluating Licensor software, only the provisions of Section 22 below will govern such evaluation.

## 2. LICENSE.

2.1 LICENSE GRANT. Licensor grants to Licensee a non-exclusive, nontransferable, perpetual (except to the extent Licensee has purchased a Subscription License (as defined below)) right and license (the "License") to install this Product within the country (or in the case of a country within the European Union within the European Union) specified by Licensee's ship to address provided by Licensee in the ordering documentation for the Product at the time of purchase ("Licensed Country") and solely for the development of software programs and/or management of its internal systems and data in the following manner:

(a) If Licensee has purchased a Network Named User or Named User License, Licensee may install the Product on one or more computers and designate one person in Licensee's organization ("Named User") the right to use the Product within the Licensed Country, provided that only the Named User uses the Product. For clarity, this section does not apply to the Community Edition, which is a free edition, limited commercial use edition.

(b) If Licensee has purchased a Concurrent Users License, Licensee may install the Product on a network within the Licensed Country to be used concurrently on different computers by up to the authorized number of users for which Licensee has purchased a license provided that the Product is accessed and used only in the Territory.

"Territory" means the geographical area in which the Product may be accessed and used. The use in the Territory shall be subject to the export restrictions set forth below. Territory may be any one, and only one, of the following three geographic areas: Americas Territory, EMEA Territory or AsiaPac Territory each as defined below.

The geographic Territories are:

'Americas Territory' including and limited to those geographical areas found within the boundaries of North and South America (but excluding Cuba).

'Europe, Middle East and Africa Territory' or 'EMEA Territory' including and limited to those geographical areas found within the boundaries of Europe, Middle East and Africa, including countries in the former Soviet Union (but excluding Syria, Iran and Sudan);

'Asia Pacific Territory' or 'AsiaPac Territory' including and limited to those geographical areas found within the boundaries of Asia and Australia/Pacific (but excluding North Korea).

Except where prohibited by applicable law, transfer of the Product into a country (or in the case of the European Union, outside the EU) not identified on the ordering documentation at the time of purchase is prohibited and will void the license. Temporary usage of a Product outside the Licensed Country or Territory while a user is traveling is permitted.

Licensee usage of the Product may be restricted to DBMS platforms please look to Licensee's ordering document(s) for the specific platforms licensed. Certain editions of the Product may include

AppWave and/or app features. Additional restrictions applicable to those features may be found in supplemental terms accompanying them.

## 2.2. GENERAL TERMS THAT APPLY TO COMPILED PROGRAMS AND REDISTRIBUTABLES.

2.2.1 Redistributables. The Product may include certain files, libraries and/or source code specifically designated as "redistributables" by Licensor in the accompanying printed or on-line documentation ("Redistributables") that are necessary to use works ("Works") created using the Product. From time to time, Licensor may designate other files as Redistributables. Licensee should refer to the documentation, including any "readme" or "deploy" files provided with the Product, for additional information regarding Redistributables. Unless otherwise indicated in a "readme" or "deploy" file, Redistributables may only be distributed as part of Licensee's Works, in executable, non-source form. Subject to the terms and conditions of this Agreement, Licensee may freely redistribute source code or compiled code that is entirely Licensee's own and does not contain any Redistributables.

2.2.2 Licensing of Redistributables. Subject to the terms and conditions of this Agreement including the restrictions of Section 2.2.3, Licensor grants Licensee the personal, nonexclusive, nontransferable, and limited license to: (a) make exact copies of the Redistributables and distribute those copies solely as components of Licensee's Works and solely as required for permitting end users of the Works ("End Users") to install and execute the Works; (b) install and execute Redistributables, without modification, on computers that Licensee owns or possesses solely for Licensee's own internal use; and (c) sublicense to Licensee's End Users the personal, nonexclusive, nontransferable right to install and execute Redistributables, without modification, solely as components of Works and solely for such End Users' own internal use, subject to End Users' compliance with the restrictions in Section 5 as to Redistributables. Notwithstanding the foregoing, Licensee may modify Redistributables that are provided to Licensee in source form, subject to all the terms of this Section 2.2 and provided that the modified Redistributables are distributed (i) only as part of Licensee's larger Work (ii) the Redistributable file is renamed and (iii) only executable, non source Redistributables may be distributed. The rights granted to Licensee under this Section 2.2.2 may not be exercised by others, including co-developers, regardless of how Licensee might compile, link, or package Licensee's Works. These rights apply only to Redistributables and to no other file, library, source code or other component or derivative work of the Product. They may be exercised only with respect to Works created by Licensee using a duly licensed, properly registered copy of the Product.

2.2.3 Certain Restrictions. Regardless of any modifications that Licensee makes and regardless of how Licensee might compile, link, or package Licensee's Works: (a) except as provided in Section 2.2.6, Licensee may not permit Licensee's End Users to modify or further distribute Redistributables or use Redistributables in any program

that they create; (b) Licensee may not use Licensor's or any of its suppliers' names, logos, or trademarks to market Licensee's Works, except to state descriptively that Licensee's Work was written using the Product; (c) all copies of the Works Licensee create must bear a valid copyright notice, either Licensee's own or the Licensor copyright notice that appears on the Product, and Licensee may not remove or alter any Licensor copyright, trademark or other proprietary rights notice contained in any portion of the Redistributables; and (d) Licensee may only distribute Redistributables with Works that add primary and substantial functionality to the Redistributables and are not merely a set or subset of any of the Redistributables, and that are created in accordance with the terms of this Agreement. Licensee shall not modify or distribute the Redistributables so that any part of it becomes, or could be interpreted or asserted to be, subject to an Excluded License. An "Excluded License" is one that requires, as a condition of use, modification or distribution, that (a) the code be disclosed or distributed in source code form; or (b) others have the right to modify it.

2.2.4 Relationship with End Users. Except as set forth in Section 2.3, there are no third party beneficiaries to this Agreement.

Consequently, Licensor provides no warranty at all to any person, other than the limited warranty provided to Licensee the original purchaser of the Product, as set forth herein, and Licensee will be solely responsible to Licensee's End Users (or anyone else who uses or acquires Works) for support, service, upgrades, or technical or other assistance (including with respect to any Redistributables included therein), and such persons will have no right to contact Licensor for any services or assistance. Licensee will indemnify, defend and hold Licensor, its licensors, its suppliers and each of their respective employees, officers, directors and affiliates, harmless from and against any claims or liabilities arising out of or related to the use, procurement, reproduction or distribution of Licensee's Works by third parties.

2.2.5 Third Party Software. The Product, including Redistributables, may include source code, redistributable files, and/or other files, libraries or components provided by third party vendors and/or open source projects ("Third Party Product"). Use of such Third Party Products is subject to license restrictions imposed by the copyright owner of such Third Party Product ("Third Party Vendor"). Licensee is solely responsible for ensuring full compliance with the license terms for such Third Party Products. Licensee should refer to the on-line documentation (if any) provided with Third Party Product for any license restrictions imposed by the Third Party Vendor. In any event, any license restrictions imposed by the Third Party Vendor are in addition to, not in lieu of, the terms and conditions of this Agreement.

2.2.6 Provisions Applicable to Component Developers. For the purpose of this Section 2.2.6, the following terms have the following meanings:

"Component" means a program module or object, developed by Licensee

using the Product, that is designed to interoperate with other program modules/objects developed by others using a different development environment.

"Component Customer" means an individual or entity that procures Components from Licensee for the purposes of: (i) integrating such Components with program modules/objects developed using a different development environment; and (ii) distributing such integrated products to their End Users.

"Component Developer" means an individual or entity that uses the Product to develop Components for distribution to Component Customers. If Licensee is a Component Developer, Licensee may (i) distribute copies of the Redistributables to Licensee's Component Customers, and (ii) grant them the right to distribute copies of the Redistributables along with both Licensee's Components and their Works to their End Users only if Licensee have first entered into an agreement with each such Component Customer that conforms to this Section 2.2.6 and contains the following provisions (enumerated as appropriate to the context):

2.2.6.1 Sublicensing of Redistributables. Subject to the terms and conditions of this section, including the restrictions of Section 2.2.6.2, [insert Component Developer name] grants you the personal, nonexclusive, nontransferable, and limited sublicense to: (a) make exact copies of the Redistributables and distribute those copies solely in conjunction with your works that embody components procured from [insert Component Developer name] ("Works"), solely as required for permitting end users of the Works ("End Users") to install and execute the Works; (b) install and execute Redistributables, without modification, on computers that you own or possess solely for your own internal development use; and (c) further sublicense to your End Users the personal, nonexclusive, nontransferable right to install and execute Redistributables, without modification, solely as components of your Works and solely for such End Users' own internal use, subject to End Users' compliance with the restrictions in Section 2.2.6.4 as to Redistributables.

2.2.6.2 Certain Restrictions. Regardless of any modifications that you make and regardless of how you might compile, link, or package your Works: (a) you may not permit your End Users to modify or further distribute Redistributables or use Redistributables in any program that they create; (b) you may not use Licensor's or any of its suppliers' names, logos, or trademarks to market your Works, except to state descriptively that your Work was written using the Product; (c) all copies of the Works you create must bear a valid copyright notice, either your own or the Licensor copyright notice that appears on the Product, and you may not remove or alter any Licensor copyright, trademark or other proprietary rights notice contained in any portion of the Redistributables; and (d) you may only distribute Redistributables with Works that add primary and substantial functionality to the Redistributables and are not merely a set or subset of any of the Redistributables.

2.2.6.3 No Warranties. Licensor provides no warranty at all to you or

to any other person. You will be solely responsible to your End Users (or anyone else who uses or acquires Works) for support, service, upgrades, or technical or other assistance (including with respect to any Redistributables included therein), and such persons will have no right to contact Licensor for any services or assistance. You will indemnify, defend and hold Licensor, its licensors, its suppliers and each of their respective employees, officers, directors and affiliates, harmless from and against any claims or liabilities arising out of or related to the use, procurement, reproduction or distribution of your Works by third parties.

2.2.6.4 Restrictions. You may not: (a) modify, adapt, alter, translate, or create derivative works of the Redistributables; (b) lease, rent or loan the Redistributables to any third party; (c) sublicense, distribute or otherwise transfer the Redistributables or any component thereof to any third party except as expressly authorized in this section; (d) reverse engineer, decompile, disassemble, or otherwise attempt to derive the source code of the Redistributables; (e) remove, alter, or obscure any confidentiality or proprietary notices (including copyright and trademark notices) of Licensor or its suppliers on the Redistributables; (f) allow third parties to access or use the Redistributables such as in a time-sharing arrangement or use the Redistributables as part of a service bureau or otherwise for the use or benefit of third parties; or (g) reproduce or use the Redistributables except as expressly authorized under this section. Furthermore, you may not permit your End Users to conduct the restricted activities limited by items (a) through (e) and (g) above insofar as they apply to Redistributables, and such End User's sublicense rights to the Redistributables are conditioned upon compliance with such limitations. The limitations in this Section apply equally to your use of the Redistributables, in whole or in part, including any component or Redistributables.

2.2.7 Restrictions. You shall not and you shall not permit your End Users to (a) modify, adapt, alter, translate, or create derivative works of the Redistributables or merge the Redistributables with other software other than as described in the Product's accompanying documentation or as approved of in writing by Embarcadero; (b) lease, rent or loan the Redistributables to any third party; (c) sublicense, distribute or otherwise transfer the Redistributables or any component thereof to any third party except as expressly authorized in this Agreement; (d) reverse engineer, decompile, disassemble, or otherwise attempt to derive the source code of the Redistributables; (e) remove, alter, or obscure any confidentiality or proprietary notices (including copyright and trademark notices) of Embarcadero or its suppliers on the Redistributables; or (f) reproduce or use the Redistributables except as expressly authorized under herein. End User's sublicense rights to the Redistributables are conditioned upon compliance with such limitations.

2.2.8 Other Rights. Contact Licensor for the applicable royalties due and other licensing terms for all other uses or distribution of the Redistributables.

**2.2.9 Third Party Libraries.** The Product, including the Redistributables, may be used to download additional components and libraries from a third party, regardless if it is a proprietary source code (or binary code) or an open source code (or binary code). Licensors are not the publisher or copyright owner of any additional third party library or component downloaded by Licensee using the Product. As such, Licensors do not make any assurances of such third-party library and component compliance with U.S. laws or applicable export regulations. Each third-party library is governed by its own license agreement. Licensors hereby expressly disclaim all liability and obligations relating to any third-party library or component downloaded by Licensee using the Product.

**2.3 PROGRAM NOTES.** The following terms and conditions contained in this Section 2.3 (the "Program Notes") are specific to certain editions, versions and components of the Product and are in addition to the other terms and conditions contained in this Agreement, including the provisions of Sections 2.1 and 2.2. If any provision of the Program Notes applicable to the Product conflicts with any other provision of this Agreement, then the provision of the Program Notes will supersede and control.

**ADDITIONAL LICENSE TERMS APPLICABLE TO MAC OS X AND iOS DEVELOPMENT**  
Use of the Product for Mac OS X and iOS development requires that Licensee (i) complete development on an Apple-branded computer using Xcode and the iOS SDK and (ii) agrees to the applicable Apple software license agreement for Xcode and the iOS SDK agreement. Any applications developed using the Product cannot be installed or used on an iOS product or submitted to the Apple App Store unless Licensee has met all of Apple's requirements including but not limited to entering into a separate iOS Developer Program Agreement with Apple. Any images based on Apple's Human Interface Guidelines may only be used with applications for Mac OS X and iOS.

**ADDITIONAL TERMS APPLICABLE TO ANDROID DEVELOPMENT**  
Use of the Product for Android development requires that Licensee agrees to the applicable Google software license agreement for the Android SDK and NDK. Any applications developed using the Product may require compliance with certain Google requirements prior to submission to the Google Play Store.

**ADDITIONAL LICENSE TERMS FOR RAD SERVER**  
Deployment of RAD Server's REST Endpoint Publishing technology (also known as Enterprise Mobility Services) for up to five (5) users within Licensee's organization for testing purposes is permitted under this Agreement without additional charge. Deployment of the REST Endpoint Publishing technology internally in excess of five (5) users for testing purposes is prohibited unless you purchase additional licenses for such excess users or obtain an extended trial license from Embarcadero, which may be granted, denied or conditioned by Embarcadero in its sole discretion. Deployment of RAD Server in a production environment or distribution of RAD Server externally to third parties for any purpose is prohibited unless Licensee purchases a RAD Server Deployment License, which is available for sale

separately. Use of RAD Server in a production environment and distribution externally to third parties shall be governed by the terms of such RAD Server Deployment License.

IoT Edgware technology (also known as ThingPoint) is a component of RAD Server that extends the functionality of RAD Server to smart devices and sensors. The IoT Edgware technology is subject to the same additional license terms and usage restrictions contained in this Section 2.3 governing RAD Server's REST Endpoint Publishing technology. You may not deploy or use the IoT Edgware technology unless each user that accesses or connects to the IoT Edgware technology has a valid RAD Server license. Use of the IoT Edgware technology by a user without a valid RAD Server license that covers such user is prohibited.

Redistributables under the RAD Server Deployment License are defined in the software deployment file that is provided with the Product.

#### ADDITIONAL LICENSE TERMS APPLICABLE TO THE COMMUNITY EDITION

In the event Licensee has obtained a Delphi Community Edition or a C++Builder Community Edition license (collectively, the "Community Edition") the following terms apply in addition to the General Terms described in Section 2 above. Please note that RAD Studio is not offered and may not be licensed as a Community Edition. The Community Edition license applies solely if Licensee cumulative annual revenue (of the for-profit organization, the government entity or the individual developer) or any donations (of the non-profit organization) does not exceed USD \$5,000.00 (or the equivalent in other currencies) (the "Threshold"). If Licensee is an individual developer, the revenue of all contract work performed by developer in one calendar year may not exceed the Threshold (whether or not the Community Edition is used for all projects). For example, a developer who receives payment of \$5,000.00 for a single project (or more than \$5,000.00 for multiple projects) even if such engagements do not anticipate the use of the Community Edition, is not allowed to use the Community Edition. In addition, a developer building solely an app store application would not be allowed to use the Community Edition once the app store revenue reaches a revenue of \$5,000.00 or more in a year. If Licensee is a company that has a cumulative annual revenue which exceeds the Threshold, then Licensee is not allowed to use the Community Edition, regardless of whether the Community Edition is used solely to write applications for the business' internal use or is seen by third parties outside the company or has a direct revenue associated with it. If Licensee does not qualify to use the Community Edition or otherwise satisfy the additional terms and restrictions applicable to the Community Edition described in this Section, Licensee's may not download or use of the Community Edition and any such use is unauthorized, constitutes a violation of this Agreement and may constitute a misappropriation of Licensor's intellectual property rights.

Licensee may use a Community Edition license to develop software (X) for which Licensee does not charge directly or indirectly a fee or receive other consideration including but not limited to a license

fee, a service fee, a development fee, a consulting fee, a subscription fee, a support fee, a hosting fee, or receive an income, or the like ("License Fees") or (Z) to the extent Licensee charges License Fees, Licensee cumulative annual revenue shall not exceed USD \$5,000.00 (or the equivalent in other currencies). The Community Edition Licensees are prohibited from moving the command line compiler to a different machine; therefore, the rights granted to Licensee in Section 2.4 do not apply to the Community Edition licenses.

In the event Licensee elects to license the Community Edition (for profit or non-profit) then (i) the total number of the Community Edition licenses deployed may not exceed five (5) individual users; and (ii) Licensees are only allowed to read the VCL, FireMonkey and other source code provided with the Community Edition.

The term of the Community Edition license is for one year from your first download or unsealing of Licensors' Products ("Community Edition Term") and will automatically expire upon the end of the Community Edition Term – the Community Edition license will not auto-renew. To the extent you want to continue using the Community Edition after the expiration or termination of your Community Edition Term, you must re-install the latest version of the Community Edition and agree with the terms and conditions of the Agreement in force at that time. For example, if Licensee installed the Community Edition v1.0 and upon expiration of the Community Edition Term intends to continue using the Community Edition then, subject to Licensee's continued compliance with the additional license terms and restrictions of the Community Edition, Licensee must re-install the then current version of the Community Edition license. Upon expiration of the Community Edition Term, all software developed using the Community Edition license may continue to be distributed by Licensee subject to the terms and restrictions of this Agreement. All restrictions and conditions relating to the Community Edition license shall survive the termination or expiration of your Community Edition Term. The Community Edition license granted under this Section will automatically terminate upon Licensee's breach of the terms specified in this Section. The support described in Section 6.2 below does not apply to the Community Edition Licensees. None of the indemnification rights set forth in this Agreement apply to the Community Edition Licensees.

Embarcadero will collect information about your use of the Community Edition for auditing purposes and improve our products and services. For more information about our collection, use and disclosure of personal data, please review Embarcadero's Privacy Statement at <https://www.embarcadero.com/privacy-statement>.

#### ADDITIONAL LICENSE TERMS APPLICABLE TO SOFTWARE LICENSED ON A SUBSCRIPTION BASIS

In the event Licensee has purchased an annual or multi-year term License (a "Subscription License") the following terms apply ñ the terms contained in this Section do not apply to perpetual or trial licenses. If Licensee has purchased a Network Named User or Named User License then during the term of the subscription commencing on the

Effective Date (the "License Term"), Licensee is granted a limited, non-exclusive and non-transferable right and license to install the Product on up to three computers for use by one designated person in Licensee's organization (the "Named User"). Upon expiration of each License Term, all Subscription Licenses shall automatically renew for an additional 12-month License Term (unless otherwise agreed in writing) and Licensors will invoice Licensee at the then-current subscription-based list price for such additional License Term unless Licensors or its authorized representatives are notified by Licensee in writing at least sixty (60) days prior to the expiration of the current License Term that Licensee will not renew the Subscription Licenses granted hereunder for another License Term. Upon expiration or termination of the License Term, Licensee must immediately cease use of and uninstall the Product but Licensed Works developed using the Product may still be distributed. Continued use of Subscription Licenses following the expiration or termination of the License Term is unauthorized, constitutes a violation of this Agreement and may constitute a misappropriation of Licensors' intellectual property rights.

In the event that Licensee provides a credit card in connection with any purchase or renewal of a Subscription License, Licensee hereby represents that Licensee has the authority to use such credit card and hereby agrees to provide valid and current credit card information. By providing credit card information to Licensors, Licensee authorizes Licensors to charge such credit card for all Subscription Licenses and any renewals thereof as set forth in the applicable invoice. Unless otherwise stated in the invoice, invoiced charges are due net thirty (30) days from the invoice date. If any invoiced amount is not received by Licensors by the due date, then without limiting Licensors' rights or remedies, those charges may accrue late interest at the rate of 3% of the outstanding balance per month, or the maximum rate permitted by law, whichever is lower.

#### ADDITIONAL LICENSE TERMS APPLICABLE TO SOFTWARE LICENSED FOR EDUCATIONAL USE

In the event Licensee has obtained an educational license the following terms apply. Licensee may exercise Licensee's rights under this Agreement to use the Product and to create Works solely for Licensee's own personal use in providing or receiving instruction within the limited scope of guided computer programming and/or software training courses in which Licensee are a direct and personal participant, either as student or instructor ("Courses"). Licensee may only reproduce, distribute and use Works, in source or object code form, to other participants of the Courses and then only for educational or training purposes. Licensee may not use the Products or Works created with the products for any commercial, business, governmental or institutional purpose of any kind, except to the extent Licensee are an instructor teaching a Course. All rights not specifically granted to Licensee herein are retained by Licensors.

ADDITIONAL LICENSE TERMS APPLICABLE TO RAD STUDIO, DELPHI AND C++ BUILDER, PROFESSIONAL, PROFESSIONAL WITH MOBILE, COMMUNITY EDITION,

#### AND PROFESSIONAL ACADEMIC EDITIONS

In the event Licensee has obtained a RAD Studio, Delphi or C++Builder Professional, Professional with Mobile or Professional Academic product license then the following terms apply.

Subject to the terms and conditions of this Agreement, Licensor grants to Licensee as the licensed user of the Product the limited right to use those portions of the Product identified as "dbExpress" and "FireDAC", in executable form only, to access a local database installed on the same machine as the Work. Licensee may not use that portion of the Product identified as "dbExpress" or "FireDAC" in association with a database located on a different machine other than the machine on which the Works are installed.

#### STYLES

The Product may include certain graphical "styles." Some of the styles included with the Product are intended to be deployed on specific platforms or operating systems as indicated in the documentation. Licensee is not licensed to deploy a platform and/or operating system specific style onto an operating system or platform for which the style is not licensed. Licensee is not permitted to use styles used in the IDE itself in their own applications.

#### ADDITIONAL LICENSE TERMS FOR INTERBASE DEVELOPER EDITION AND TOGO TEST DEPLOYMENT

The portion of the Product identified as InterBase Developer Edition and ToGo Test Deployment are not a Redistributable and is licensed for development and test purposes only. This license does not permit Licensee to use the InterBase portion of this Product for any commercial, business, governmental institutional or other purpose of any kind, other than development and testing of Applications (defined below). Licensee must obtain a separate InterBase deployment license from Embarcadero before deploying or distributing any Application that uses InterBase.

Under the InterBase Developer Edition license, Licensee may install and execute the InterBase Developer Edition on a single computer, subject to the limitations of this section. The Developer's license is limited to use for development purposes only, using solely client applications executing on the same computer as the server, and grants no rights whatsoever for use for production purposes. For purposes of this section, "development purposes" means the purpose of executing the InterBase Developer Edition, alone or in conjunction with other programs or systems solely to evaluate the performance or operation of InterBase Developer Edition or the programs or systems, and "production purposes" means the purpose of executing the Product in conjunction with programs or systems where the results of the programs or systems are, directly or indirectly, used for business operations or relied upon for business decisions. When executing under a Developer's license, the InterBase Developer Edition is subject to limitations on the number of concurrent users, the number of simultaneous database connections and the duration for which the InterBase Developer Edition will execute, as further described in the accompanying documentation and/or README file.

Provided Licensee has obtained a Developer license, Licensee may write, compile and use Licensee's own applications ("Application(s)") using the InterBase Developer Edition including the Client Software, and Licensee may distribute and authorize third parties to distribute the Applications; provided, however, that (a) Licensee's Application is a product which operates in conjunction with InterBase, (b) Licensee does not use any of Licensor's or its licensors' or suppliers' name, logos or trademarks, or any names, logos or trademarks of any product of Licensor (including InterBase) or its licensors or suppliers to market the Application or any of Licensee's associated software product(s), (c) Licensee includes Licensor's copyright notice as part of the sign-on message for the Application or any of Licensee's associated software product(s), (d) Licensee agree to indemnify, hold harmless, and defend Licensor and its licensors and suppliers from and against any claims or lawsuits, including attorney's fees, that arise out of Licensee's writing, compiling, use or distribution of Licensee's Application or any of Licensee's associated software product(s), and (e) Licensee's Application or any of Licensee's associated program(s) is not merely a set or subset of InterBase or any libraries or source code included with InterBase. Licensee is not entitled to distribute any part of InterBase with its Application(s) except for the Client Software, without first entering into a separate license agreement with Licensor.

Use of IBLite and IBToGo requires acceptance of the separate InterBase license agreement.

Licensee may use the InterBase ToGo Test Deployment license for the purpose of executing the InterBase ToGo Test Deployment software, alone or in conjunction with other programs or systems solely to evaluate the performance or operation of Product or the programs or systems. It may not be used for production purposes. When executing under an InterBase ToGo Test Deployment license, the Product is subject to limitations on the duration for which the Product will execute, as further described in the accompanying documentation and/or README file. Embarcadero may extend the duration at its sole discretion.

#### THIRD PARTY SOFTWARE AND SEPARATELY LICENSED CODE

Certain components of the Product use or incorporate third party software programs and/or libraries (but excluding Separately Licensed Code) ("Third Party Software"). Licensee agrees that Licensor's third party licensors and suppliers are intended third party beneficiaries of all terms and conditions of this Agreement intended to protect intellectual property rights in the Product (including the Third Party Software) and limit certain uses thereof.

The components listed in the third party license file are considered "Separately Licensed Code".

Separately Licensed Code is licensed to Licensee under the terms of the applicable third party license agreement(s) set forth in the third party license file or as provided with the Separately Licensed Code. The terms of such third party license agreement(s) governs Licensee's use of all Separately Licensed Code.

LICENSOR DISCLAIMS ANY AND ALL EXPRESS AND IMPLIED WARRANTIES AND CONDITIONS INCLUDING, BUT NOT LIMITED TO, THE WARRANTY OF TITLE, NON-INFRINGEMENT OR INTERFERENCE AND THE IMPLIED WARRANTIES AND CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WITH RESPECT TO THE SEPARATELY LICENSED CODE;

Licensor is not liable to Licensee, and will not defend, indemnify, or hold Licensee harmless for any claims arising from or related to the Separately Licensed Code; and

Licensor is not liable for any direct, indirect, incidental, special, exemplary, punitive or consequential damages including, but not limited to, lost data, lost savings, and lost profits, with respect to the Separately Licensed Code.

2.4. Command Line Compiler. Licensee may install the command line compiler on a separate computer from the Product itself, provided that the sole purpose of doing so is to allow that computer to perform unattended building of applications. The Command Line Compiler shall not be considered a 'redistributable'.

3. TERM. This Agreement shall be effective on the date first accessed by Licensee.

4. TERMINATION. Licensor may immediately terminate this Agreement without further obligation or liability: (a) with respect to a License, if Licensee fails to pay the license fee due for the License hereunder and continues to be delinquent for a period of thirty (30) days after the last day on which payment is due, (b) if a petition alleging insolvency is filed by or against Licensee and not stayed within 60 days, or a receiver is appointed for any part of Licensee's business, or its assets are assigned for the benefit of creditors; or (c) if Licensee commits any material breach of this Agreement and fails to remedy such breach within thirty (30) days after written notice by Licensor of such breach. The termination of this Agreement shall not affect: (i) the obligation of either party pursuant to any License which has not been terminated, and which shall therefore remain in effect in accordance with its terms; or (ii) the survival of the representations and warranties contained herein. Within 60 days of the termination of any License, Licensee shall return to Licensor the terminated Product and all related documentation, and copies thereof. Licensee shall promptly certify in writing to Licensor that all copies of the Product have been removed from each computer upon which the Product was installed, and that any copies not returned have been destroyed.

5. TITLE AND PROPRIETARY INFORMATION.

5.1 TITLE AND COPYRIGHT. Licensor represents and warrants that it has the full rights to license the Product to Licensee and to perform its obligations under this Agreement. All title and copyrights and other industrial, intellectual and marketing rights in and to the Product, including but not limited to all modifications thereto made by or for any person, are owned by Licensor and/or its affiliates and licensors, and are protected by both United States copyright law and applicable international copyright treaties. Licensee agrees not to claim or assert title to or ownership of the Product. Except as expressly set

forth herein, Licensee may copy the Product only for backup or archival purposes, and for no other purpose. Licensee will not remove or alter any copyright or proprietary notice from copies of the Product, and copies made by or for Licensee shall bear all copyright, trade secret, trademark and any other intellectual property right notices on the original copies. All rights not specifically granted to licensee herein are retained by Embarcadero.

5.2 RESTRICTIONS. Licensee acknowledges and agrees that the Product contains valuable trade secrets of Licensor and/or its affiliates and licensors, and that this Agreement establishes a confidential relationship between the parties with respect to this information. The licenses granted herein are subject to the following restriction: Licensee agrees not to use the Product to develop an application that is directly competitive to the Product or to any other Embarcadero products. Subject to applicable law, Licensee agrees (a) not to decompile, disassemble, reverse engineer or otherwise attempt to derive the Product source code from object code except to the extent expressly permitted by applicable law or treaty despite this limitation; (b) not to sell, rent, lease, license, sublicense, display, modify, time share, outsource or otherwise transfer the Product to, or permit the use of the Product by, any third party; and (c) to preserve the confidential nature of the proprietary and trade secret information by retaining and using the Product in trust and confidence, solely for its internal use, and using the degree of care and protection that Licensee would use for its own information of similar importance, but in no event less than a reasonable degree of care and protection, to prevent the unauthorized use, copying, publication or dissemination of the Product and Licensor's confidential information learned from Licensee's use of the Product. Licensee will not export or re-export the Product without both the written consent of Licensor and the appropriate U.S. and/ or foreign government license(s) or license exception(s). Licensor shall have the right to seek injunctive relief against any actual or threatened violation of these restrictions, in addition to any other available remedies. Additional restrictions may apply to certain files, programs or data supplied by third parties and embedded in the Product; consult the Product installation instructions or release notes for details. Licensee agrees to promptly report to Licensor any violations of these provisions by Licensee's employees, consultants or agents of which Licensee is aware.

6. SUPPORT AND MAINTENANCE ("Support"). Licensee is entitled to the Support services defined below as part of an annual Support fee.

6.1 ELECTRONIC SERVICES. To the extent that electronic services are available, Licensee may electronically access, at no charge, Support services which will be available twenty four (24) hours a day, seven (7) days per week. Such electronic services may include, but are not limited to: incident submission, case management and Product Releases.

6.2 SUPPORT. Support shall be applicable only to the Product licensed or sold under this Agreement for which Support fees have been paid. Users who have not purchased and paid for Support are not entitled to

the services set forth in this Section 6.2. Support will not cover any adaptation or modification of the Product made by Licensee or any third party. The email and phone support hours shall be as identified on the Embarcadero support website.

Support shall consist of:

(a) Making available a regional telephone number or other electronic support to Licensee in order for the Licensee to report Product issues and to receive assistance. Licensor will analyze the incident and verify the existence of the problem and provide direction and assistance in resolving the incident; and

(b) Making available all updates, upgrades and other changes ("Releases") that Licensor, at its sole discretion, makes or adds to the Product and which Licensor furnishes, without charge, to other licensees of the Product that are enrolled in Support. Requests for Releases will only be honored during the support term. Physical media requires an additional charge.

(c) Making available or modifying license keys as required for additional permitted installations of properly licensed software (up to the authorized number of users) or transfers to new users, servers, or companies, as permitted under the terms of your license.

**6.3 TERMINATION OF SUPPORT.** Licensee may cancel enrollment in Support upon written notice to Licensor at least thirty (30) days prior to the next Support Anniversary Date. If Licensee has failed to renew or terminated its enrollment in Support, for a period of up to six months from the Support expiration date, Licensee may re-enroll in Support by paying a reinstatement fee to be calculated based on Licensor's then current reinstatement policy and due for the period during which Licensee was not enrolled in Support. In addition, Licensee must pay the annual charge for Support for the next year in advance. Such reinstatement date shall then be considered the Support Anniversary Date. For the avoidance of doubt, Support reinstatement will not be permitted after six months of lapsed Support. Licensee agrees not to modify the Product without the prior written approval of Licensor. Unapproved alterations to the Product shall void any obligation by Licensor to provide Support for the Product, pursuant to this Section 6, during the warranty period and any subsequent period in which Licensee is enrolled in Support. Licensor may elect to cease offering support services at any time (i) for a particular Product version in the case where it has been replaced by newer release(s) and (ii) in the case where a particular Product has reached its end of life.

**6.4 CHANGE OF SUPPORT FEES.** Licensor reserves the right to change its then current published list prices for the Products and its charge for Support at any time prior to renewal. Any such change to Support shall not take effect until the completion of the then current support term.

**6.5 SERVICES; UPDATES; PRODUCT CHANGES.** Licensor is not required under this Agreement to provide any installation, training or other services to licensee. Such services, if available, must be purchased separately. If Licensee purchases support and Licensor provides licensee with a new release, error correction, update, upgrade or other modification to the Product, or Licensee separately purchases an

upgrade such modification or upgrade will be deemed part of the Product, and subject to the terms of this Agreement, unless the modification is expressly provided subject to a separate license agreement. If licensee have acquired an upgrade version of the Product (whether through support or purchase of a separate upgrade), such upgrade constitutes a single Product together with the copy of the Product that licensee upgraded. This means that, although Licensee may have two sets of Product media and/or two license keys, licensee still has only one license. Therefore, licensee may not transfer the original copy of the Product or license key to any other party or user. Licensor reserves the right at any time not to release or to discontinue release of any Product and to alter prices, features, specifications, capabilities, functions, licensing terms, release dates, general availability or other characteristics of any future releases of the Product. If licensee acquires a Network Named upgrade or Concurrent upgrade license which includes rights to older product versions, then Licensee must deactivate the upgraded license upon installation of the upgrade license provided that the product version(s) of the upgraded license are also included in the upgrade license.

7. PAYMENT SCHEDULE. Payment for all License and Support fees shall be due thirty (30) following receipt by Licensee of an invoice by Licensor specifying the amounts due, unless otherwise set forth in an ordering document accepted by Licensor in writing. All fees are nonrefundable. Licensor shall invoice Licensee for the initial Support fees upon the initial order of the licensed Products (the "Support Anniversary Date"). Sixty (60) days prior to each annual Support Anniversary Date of the licensed Products, Licensor shall invoice Licensee the then-current fee for the next year of Support.

8. LIMITED WARRANTY AND CONDITIONS. Licensor warrants and conditions for a period of sixty (60) days that the media on which the Product is furnished will be, under normal use, free from defects in material and workmanship. Licensor also warrants that the Product will perform in all material respects with the operating specifications contained in the accompanying Product documentation, for a period of sixty (60) days from the date of shipment. Other than with respect to any indemnification hereunder, Licensor's entire liability and Licensee's exclusive remedy under this provision will be for Licensor to use commercially reasonable efforts to remedy defects covered by this warranty and condition within a reasonable period of time or, at Licensor's option, either to replace the defective Product or to refund the amount paid by Licensee to license the use of the Product. Licensor does not warrant or condition that the operation of the Product will be uninterrupted or error free or that all software defects can be corrected. This warranty and condition shall not apply if (a) the Product is not used in accordance with applicable documentation; (b) Product defect has been caused by Licensee's malfunctioning equipment; or (c) Licensee has made modifications to the Product not expressly authorized in writing by Licensor. No employee, agent, or representative of Licensor has the authority to

bind Licensor to any oral representations, warranties or conditions concerning the Product. Any written representation, warranty or condition not expressly contained in this Agreement shall not be enforceable.

THIS WARRANTY AND CONDITION IS IN LIEU OF ALL OTHER WARRANTIES AND CONDITIONS. THERE ARE NO OTHER EXPRESS OR IMPLIED WARRANTIES OR CONDITIONS, INCLUDING WITHOUT LIMITATION THOSE OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, REGARDING THIS AGREEMENT OR ANY PRODUCT (S) LICENSED HEREUNDER.

9. LIMITATION OF LIABILITY. In no event shall Licensor be liable to Licensee or any other party for consequential, indirect, incidental, exemplary, special or punitive damages from any cause, whether in contract, tort (including negligence) or otherwise, arising out of or in any way connected with the design, manufacture, sale, support or use of the Product. Except as provided in Section 10 below, in no event shall Licensor's liability for direct damages resulting from the use of the Product exceed the amount paid by the Licensee to license the use of the Product.

10. INDEMNIFICATION FOR INFRINGEMENT. The terms of this Section 10 do not apply to the Community Edition Licensees. Licensor will defend or settle, at its own expense, any claim against Licensee asserting a copyright, trademark or trade secret which concerns the Product used within the scope of the Agreement hereunder. Licensor shall indemnify Licensee against any loss, expense or liability including reasonable attorney's fees from any damages alleged against Licensee. Licensor's obligations under this Section are conditioned on Licensee promptly notifying Licensor in writing after Licensee first receives notice of any such claim, action or allegation of infringement and, Licensor being given sole control of the defense of any action and all negotiations for its settlement or compromise, with the reasonable assistance of Licensee. Licensor shall not be liable for any costs or expenditures incurred by Licensee without Licensor's prior written consent. If an injunction or order is obtained against Licensee's use of the Product by reason of the allegations of infringement, or if in Licensor's opinion the Product is likely to become the subject of a claim of infringement, Licensor shall, at its expense:

(a) Procure for Licensee the right to continue using the Product; or

(b) Modify or replace the Product with a compatible, functionally equivalent, non-infringing Product(s); or

(c) If neither (a) nor (b) is reasonably practical in Licensor's judgment, remove the Product and issue Licensee a pro rata credit based upon the License fees paid for the Product prorated over a thirty-six (36) month period from the date of shipment of the Product. Thereafter, termination shall proceed in accordance with the terms of Section 4.

Licensor shall have no obligation under this Section to the extent the alleged infringement results from (i) modification of the Product other than by Licensor; (ii) the combination of the Product with products not provided by Licensor; or (iii) use of any older version of the Product when use of a newer version made available to Licensee

would have avoided the infringement.

This Section 10 is Licensor's entire liability and Licensee's sole and exclusive remedy in the event of intellectual property infringement of any kind.

11. VALIDATION AND COLLECTION OF DATA. If Licensee is entering into this Agreement as an entity (e.g., as a corporation, a partnership, or other organization) or as an individual, Licensor may, at its expense, audit (electronic or otherwise) Licensee's records and systems as they may relate to the use of Products, including, but not limited to, the number of copies of the Product in use by Licensee, the designated CPU(s) on which the Product is installed, the access of the Product including access to machine IDs, serial numbers and related information. As part of any such audit, Licensor or its authorized representative will have the additional right, on fifteen (15) days' prior notice to Licensee, to inspect Licensee or the Named User's records, systems and facilities, including machine IDs, serial numbers and related information, to verify that the installation, use of, and access to any and all Product is in conformance with this Agreement and its applicable terms. Additionally, within fifteen (15) days of such prior notice for audit, Licensee will provide Licensor all records and information requested by Licensor in order to verify that the installation, use and/or access of the Product is in conformance with this Agreement. Licensee and the Named User will provide full cooperation to enable any such audit. If Licensor determines that Licensee or the Named User's installation, use of or access to the Product is not in conformity with this Agreement, Licensee will immediately take such steps as are necessary to bring Licensee and the Named User's installation, use and/or access into compliance with this Agreement, and pay the reasonable costs of the audit, in addition to any penalties, fees, or other remedies available to Licensor at law. Any such audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. If an audit reveals that Licensee has underpaid fees to Licensor, Licensee shall be invoiced for such underpaid fees (based on the list prices in effect at the time the audit is completed); and if the underpaid fees exceed 5% of the License fees already paid, then Licensee shall also pay Licensor the reasonable costs of conducting the audit.

12. ASSIGNMENT. Neither this Agreement nor any of Licensee's rights, licenses or obligations hereunder may be assigned or delegated by Licensee to any third party, including without limitation in connection with a merger, acquisition, reorganization, outsourcing, change of control or under any other circumstance. Any such purported assignment or delegation shall be void and of no effect and shall constitute an incurable breach of this Agreement resulting in the automatic termination of this Agreement and all rights and licenses granted to Licensee hereunder.

13. U.S. GOVERNMENT RESTRICTED RIGHTS; EXPORT COMPLIANCE. Use, duplication, or disclosure by the U.S. Government is subject to restrictions set forth in FAR Section 52.227-14 Alt. III (g)(3), FAR

Section 52.227-19, DFARS 252.227-7014 (b) or DFARS 227.7202, as amended from time to time. Contractor/Manufacturer is Embarcadero Technologies, Inc., 10801 N Mopac Expressway, Building 1, Suite 100, Austin, Texas 78759. Any contract notices should be sent to this address. Licensee may not download, use, transfer, export or re-export the Product except as authorized by United States law and the laws of the jurisdiction in which the Product was obtained. In particular, but without limitation, Product may not be, downloaded, used, exported or re-exported (a) in or to (or by or to a national or resident of) any country then under U.S. economic embargo (currently including, but not necessarily limited to, Cuba, Iran, North Korea, Sudan, and Syria), (b) or any end user who Licensee's knows or has reason to know will utilize them in the design, development or production of nuclear, chemical or biological weapons, or rocket systems, space launch vehicles, and sounding rockets, or unmanned air vehicle systems or (c) to any person or entity on the U.S. Treasury Department's list of Specially Designated Nationals or on the U.S. Department of Commerce's Denied Persons List or Entity List. By downloading or using Products, Licensee represents and warrants that it is not located in, under control of, or a national or resident of any such country or on any such list.

14. SEVERABILITY. Should any provision of this Agreement be determined to be invalid, ineffective, or unenforceable, under present or future laws, the remainder of the provisions shall remain in full force and effect and shall in no way be affected, impaired or invalidated.

15. NOTICE. Notices to either party shall be in writing to the address indicated in this Agreement (or as later amended) and deemed effective when received, or twenty-four (24) hours following the date of the postmark, if sent by prepaid certified mail, return receipt requested.

16. REFERENCING. If applicable, Licensee agrees that Licensor may refer to the corporate name of Licensee as a customer of Licensor, both internally and in externally published media; any additional disclosure by Licensor with respect to Licensee shall be subject to the prior written approval of Licensee.

17. FORCE MAJEURE. Neither party will be in default of its obligations under this Agreement to the extent its performance is delayed or prevented by causes beyond its reasonable control, including but not limited to acts of God, earthquake, flood, embargo, riots, sabotage, utility or transmission failures, fire or labor disturbances. The party facing an event of force majeure shall use its commercially reasonable efforts in order to remedy that situation as well as to mitigate its effects.

18. WAIVER. The waiver by a party of one breach or default by another party under this Agreement will not constitute the waiver of any subsequent breach or default. No waiver shall be effective unless made in writing and signed by an authorized representative of the waiving party.

19. SURVIVAL. In the event of expiration or termination of this Agreement for any reason, the provisions of Sections 1, 4, 5, 7-10 and 13-20 shall survive in accordance with their respective terms.

20. ENTIRE AGREEMENT. Licensee agrees that this is the complete and exclusive statement of the agreement between the parties, and supersedes all prior proposals and understandings, oral and written, relating to the subject matter of this Agreement.

21. GOVERNING LAW. This Agreement shall be governed by and construed in accordance with the laws of the State of California without regard to conflicts of law principles. The provisions of the UN Convention on Contracts for the International Sale of Goods shall not apply.

22. EVALUATION LICENSE. Licensors are the owner and provider of certain proprietary software and documentation that Licensee desires to have tested and evaluated on the terms and conditions of this Section 22("Software"). For a term not to exceed fourteen (14) days ("Evaluation Period") without Licensors' written authorization, the Software will be provided solely for evaluation purposes for Licensee's own internal use ("Evaluation") and Licensee is hereby granted a nontransferable, nonexclusive, limited license to operate and use the Software for such Evaluation. The Evaluation Period begins on the date Licensee downloads or unseals the Software. At the end of the Evaluation Period, Licensee shall cease using and shall remove the Software from its systems. This requirement applies to copies of the Software in all forms (partial and complete) on all types of media and computer memory and whether or not merged into other materials. Licensee agrees not to cause or permit the reverse engineering, disassembly, modification, translation or decompilation of the Software. Licensee shall not copy the Software, or write or develop any derivative software. Licensee shall not release the results of any Evaluation testing or other performance results of the Software conducted under this Section 22 to any third party without Licensors' prior written consent for each such release.

THE SOFTWARE PROVIDED FOR THIS EVALUATION IS DELIVERED "AS IS, WHERE IS" AND LICENSOR SPECIFICALLY DISCLAIMS ANY AND ALL WARRANTIES OF ANY KIND INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. Licensors do not warrant that the Products will operate without interruption or be error free.

Sections 5, 9, 11-15 and 17-21 of the Agreement shall be deemed incorporated by this reference in the Evaluation license granted under this Section 22.

23. HAZARDOUS USES. The Product is not intended for use, and Licensee may not use or allow others to use the Product, in connection with any application requiring fail-safe performance such as the operation of nuclear power facilities, air traffic control or navigation systems, weapons control systems, life support systems, or any other system whose failure could lead to injury, death, environmental damage or mass destruction. Licensee agree that Embarcadero will have no liability of any nature, and Licensee is solely responsible, for any expense, loss, injury or damage incurred as a result of such use of the Product.

24. PRIVACY. The software may collect information about you and your use of the software, and send that to Embarcadero. Embarcadero may use this information to provide services and improve our products and

services. For more information about our collection, use and disclose of personal data, please visit [www.embarcadero.com/legal](http://www.embarcadero.com/legal).

DEVEXPRESS

DEVELOPER EXPRESS INC

The ExpressBars(tm) ExpressSideBar(tm) and ExpressImage Controls SOFTWARE COMPONENT PRODUCT(S) COMPONENT SUITE files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

DevExpress Component Suite: Copyright (C) 1998-2002 Developer Express Inc.

End-User License Agreement-Single Developer License for all software component products

IMPORTANT- READ CAREFULLY: This DEVELOPER EXPRESS CORPORATION ("DEVEXPRESS.") End-User License Agreement ("EULA") is a legal agreement between you, an individual developer of SOFTWARE COMPONENT PRODUCT(S) applications, ("Developer End User") and DEVEXPRESS. for all DEVEXPRESS. SOFTWARE COMPONENT PRODUCT(S) components, source code, demos, intermediate files, media, printed materials, and "online" or electronic documentation ("SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S)") contained in this installation file.

DEVEXPRESS grants to you as an individual, a personal, nonexclusive license to install and use the SOFTWARE COMPONENT PRODUCT(S) for the sole purposes of designing, developing, testing, and deploying application programs which you create. If you are an entity, you must designate one individual within your organization to license the right to use the SOFTWARE COMPONENT PRODUCT(S) in the manner provided herein.

By installing, copying, or otherwise using the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S), you agree to be bound by the terms of this EULA. If you do not agree to any part of the terms of this EULA, DO NOT INSTALL, USE, DISTRIBUTE IN ANY MANNER, OR REPLICATE IN ANY MANNER, ANY PART, FILE OR PORTION OF THE SOFTWARE COMPONENT PRODUCT(S). Immediately return it to place of purchase for a full refund.

All SOFTWARE COMPONENT PRODUCT(S) is licensed, not sold.

RIGOROUS ENFORCEMENT OF INTELLECTUAL PROPERTY RIGHTS. If the licensed right of use for this SOFTWARE COMPONENT PRODUCT(S) is purchased by you with any intent to reverse engineer, decompile, and the exploitation or unauthorized transfer of, any DEVEXPRESS intellectual property and trade secrets, to include any exposed methods or source code where provided, no licensed right of use shall exist, and any PRODUCT(s) created as a result shall be judged illegal by definition of all applicable law. Any sale or resale of intellectual property or created derivatives so obtained will be prosecuted to the fullest extent of all local, federal and international law.

1. GRANT OF LICENSE. This EULA, if legally executed as defined herein, licenses and so grants the single individual Developer End User the following rights:

SOFTWARE COMPONENT PRODUCT(S). You may install and use one copy of the SOFTWARE COMPONENT PRODUCT(S), including any and all source code if

provided, or any prior version legally licensed for the same operating system, on a single computer. The primary user of the computer on which the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) is installed may make a second copy for his or her exclusive use on a portable computer. You acknowledge and agree that the SOFTWARE COMPONENT PRODUCT(S) in source code form remains a confidential trade secret of DEVELOPER EXPRESS CORPORATION.

(a) Storage/Network Use. You, as Developer End User, may also store or install a copy of the SOFTWARE COMPONENT PRODUCT(S) on a storage device, such as a network server, used only to install or run the SOFTWARE COMPONENT PRODUCT(S) on your other computers over an internal network; however, Developer End User must acquire and dedicate a license for each separate computer on which the SOFTWARE COMPONENT PRODUCT(S) is installed or run from the storage device. A license for the SOFTWARE COMPONENT PRODUCT(S) may not be shared or used concurrently on different computers.

#### DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

2. Not for Resale Software. If the SOFTWARE COMPONENT PRODUCT(S) is labeled and provided as "Not for Resale" or "NFR", then, notwithstanding other sections of this EULA, you may not resell, distribute, or otherwise transfer for value or benefit in any manner, the SOFTWARE COMPONENT PRODUCT(S) or any derivative work using the SOFTWARE COMPONENT PRODUCT(S). You may not transfer, rent, lease, lend, copy, modify, translate, sublicense, time-share or electronically transmit the SOFTWARE COMPONENT PRODUCT(S), media or documentation. This also applies to any and all intermediate files, source code, and compiled executables.

Limitations on Reverse Engineering, Decompilation, and Disassembly. You may not reverse engineer, decompile, or disassemble the SOFTWARE COMPONENT PRODUCT(S), and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation. The provision of source code, if included with the SOFTWARE COMPONENT PRODUCT(S), does not constitute transfer of any legal rights to such code, and resale or distribution of all or any portion of all source code and intellectual property will be prosecuted to the fullest extent of all applicable local, federal and international laws. You agree to take all reasonable, legal and appropriate measures to prohibit the illegal dissemination of the SOFTWARE COMPONENT PRODUCT(S) or any of its constituent parts and Distributables to the fullest extent of all applicable local, US Codes and International Laws and Treaties regarding anti-circumvention, including but not limited to, the Geneva and Berne World Intellectual Property Organization (WIPO) Diplomatic Conferences.

Separation of Components, their constituent parts and Redistributables. The SOFTWARE COMPONENT PRODUCT(S) is licensed as a single PRODUCT(s). The SOFTWARE COMPONENT PRODUCT(S) and its constituent parts and any provided Distributables may not be reverse engineered, decompiled, disassembled or separated for use on more than one computer, nor placed for distribution, sale, or resale as individual creations by Developer End User. The provision of source

code, if included with the SOFTWARE COMPONENT PRODUCT(S), does not constitute transfer of any legal rights to such code, and resale or distribution of all or any portion of all source code and intellectual property will be prosecuted to the fullest extent of all applicable local, federal and international laws. All DEVEXPRESS libraries, source code, Redistributables and other files remain DEVEXPRESS's exclusive property. Regardless of any modifications that you make, you may not distribute any files (particularly DEVEXPRESS source code and other non-executable files) except those that DEVEXPRESS has expressly designated as Redistributable. DEVEXPRESS PRODUCT(s) may include certain files ("Redistributables") intended for distribution by you to the users of programs you create. Redistributables include, for example, those files identified in printed or on-line documentation provided on demand by DEVEXPRESS as redistributable files, those files preselected for deployment by an install utility provided with the SOFTWARE COMPONENT PRODUCT(S) (if any). In any event, the Redistributables for the SOFTWARE COMPONENT PRODUCT(S) are only those files specifically designated as such by DEVEXPRESS. From time to time, DEVEXPRESS may designate other files as Redistributables. You must contact DEVEXPRESS to obtain a list of for additional information on redistributable files. Subject to all of the terms and conditions in this EULA, you may reproduce and distribute exact copies of the Redistributables, provided that such copies are made from the original copy of the SOFTWARE COMPONENT PRODUCT(S) or the copy transferred to the single hard disk. Copies of Redistributables may only be distributed with and for the sole purpose of executing application programs permitted under this EULA that you have created using the SOFTWARE COMPONENT PRODUCT(S). Under no circumstances may any copies of Redistributables be distributed separately.

3. Rental. You may not rent, lease, or lend the SOFTWARE COMPONENT PRODUCT(S).

SOFTWARE COMPONENT PRODUCT(S) Transfer. You may NOT permanently or temporarily transfer ANY of your rights under this EULA to any individual or entity. Regardless of any modifications which you make and regardless of how you might compile, link, and/or package your programs, under no circumstances may the libraries, code, Redistributables, and/or other files of the SOFTWARE COMPONENT PRODUCT(S) (including any portions thereof) be used for developing programs by anyone other than you. Only you as the licensed Developer End User have the right to use the libraries, code, Redistributables, or other files of the SOFTWARE COMPONENT PRODUCT(S) (or any portions thereof) for developing programs created with the SOFTWARE COMPONENT PRODUCT(S). In particular, you may not share copies of the Redistributables with other co-developers. You may not reproduce or distribute any DEVEXPRESS documentation without DEVEXPRESS's permission.

4. Termination. Without prejudice to any other rights or remedies, DEVEXPRESS will terminate this EULA upon your failure to comply with all the terms and conditions of this EULA. In such event, you must

destroy all copies of the SOFTWARE COMPONENT PRODUCT(S) and all of its component parts including any related documentation, and must remove ANY and ALL use of such technology immediately from any applications using technology contained in the SOFTWARE COMPONENT PRODUCT(S) developed by you, whether in native, altered or compiled state.

5. Additional Restrictions. ONLY THE LEGALLY REGISTERED DEVELOPER END USER IS LICENSED TO DISTRIBUTE ROYALTY-FREE THE EXPRESS BARS, EXPRESS SIDEBAR, AND ALL ACCOMPANYING VCL CONTROLS AS PART OF AN EXECUTABLE PROGRAM ONLY, subject to all of the conditions of this agreement.

You may use the SOFTWARE COMPONENT PRODUCT(S) and related source code to create new VCL components for your company's internal use ONLY. THE SOURCE CODE, PACKAGES, LIBRARIES AND ALL RESULTING INTERMEDIATE FILES (DCU, OBJ, DLL, ETC.) ARE CONFIDENTIAL AND PROPRIETARY TRADE SECRETS OF DEVEXPRESS.

YOU MAY NOT CREATE NEW 'VCL' COMPONENTS OR 'ACTIVE X' COMPONENTS, or ANY OTHER COMPONENT ARCHITECTURE, INCLUDING BUT NOT LIMITED TO DLLs, FOR DISTRIBUTION OUTSIDE OF YOUR COMPANY IN ANY FORM, MANNER OR MEDIA OR USING ANY DISTRIBUTION CHANNEL, WHICH UTILIZES ALL OR ANY PORTION OF THE SOFTWARE COMPONENT PRODUCT(S) AND ITS RELATED SOURCE CODE.

YOU MAY NOT CREATE ANY TOOL OR SOFTWARE COMPONENT PRODUCT(S) THAT DIRECTLY OR INDIRECTLY COMPETES WITH THE SOFTWARE COMPONENT PRODUCT(S) WHICH UTILIZES ALL OR ANY PORTION OF THE SOFTWARE COMPONENT PRODUCT(S) AND ITS RELATED SOURCE CODE. MODIFICATION OF SOURCE CODE AND SUBSEQUENT REDISTRIBUTION OF ANY SUCH MODIFICATIONS IS PROHIBITED.

6. UPGRADES. If the SOFTWARE COMPONENT PRODUCT(S) is labeled as an upgrade, you must be properly licensed to use a PRODUCT(s) identified by DEVEXPRESS. as being eligible for the upgrade in order to use the SOFTWARE COMPONENT PRODUCT. A SOFTWARE COMPONENT PRODUCT labeled as an upgrade replaces and/or supplements the SOFTWARE COMPONENT PRODUCT that formed the basis for your eligibility for the upgrade, and together constitute a single PRODUCT. You may use the resulting upgraded PRODUCT only in accordance with all the terms of this EULA.

7. COPYRIGHT. All title and copyrights in and to the SOFTWARE COMPONENT PRODUCT(S) (including but not limited to any images, demos, source code, intermediate files, packages, photographs, distributables, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE COMPONENT PRODUCT(S) the accompanying printed materials, and any copies of the SOFTWARE COMPONENT PRODUCT(S)) are owned by DEVEXPRESS. or its subsidiaries. The SOFTWARE COMPONENT PRODUCT(S) is protected by copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE COMPONENT PRODUCT(S) like any other copyrighted material except that you may install the SOFTWARE COMPONENT PRODUCT(S) on a single computer provided you keep the original solely for backup or archival purposes. You may not copy the printed materials accompanying the SOFTWARE COMPONENT PRODUCT(S).

8. DUAL-MEDIA SOFTWARE COMPONENT PRODUCT(S). You may receive the SOFTWARE COMPONENT PRODUCT(S) in more than one medium. Regardless of the type or size of medium you receive, you may use only one medium that is appropriate for your single computer. You may not use or

install the other medium on another computer. You may not loan, sell, rent, lease, or otherwise transfer in any manner the other medium to another user or entity.

9. Installation and Use. The license granted in this EULA for you to create your own compiled programs and distribute your programs and the Redistributables (if any), is subject to all of the following conditions:

a) (i) all copies of the programs you create must bear a valid copyright notice, either your own or the DEVEXPRESS copyright notice that appears on the SOFTWARE COMPONENT PRODUCT(S); (ii) you may not remove or alter any DEVEXPRESS copyright, trademark or other proprietary rights notice contained in any portion of DEVEXPRESS libraries, source code, Redistributables or other files that bear such a notice; (iii) DEVEXPRESS provides no warranty at all to any person, other than the Limited Warranty provided to the original purchaser of the SOFTWARE COMPONENT PRODUCT(S), and you will remain solely responsible to anyone receiving your programs for support, service, upgrades, or technical or other assistance, and such recipients will have no right to contact DEVEXPRESS for such services or assistance; (iv) you will indemnify and hold DEVELOPER EXPRESS CORPORATION, its related companies and its suppliers, harmless from and against any claims or liabilities arising out of the use, reproduction or distribution of your programs; (v) your programs containing DEVEXPRESS SOFTWARE COMPONENT PRODUCT(S) must be written using a licensed, registered copy of the SOFTWARE COMPONENT PRODUCT(S); (vi) your programs must add primary and substantial functionality, and may not be merely a set or subset of any of the libraries, code, Redistributables or other files of the SOFTWARE COMPONENT PRODUCT(S); (vii) regardless of any modifications which you make and regardless of how you might compile, link, or package your programs, the libraries, code, Redistributables, and/or other files of the SOFTWARE COMPONENT PRODUCT(S) (including any portions thereof) may not be used in programs created by your end users (i.e., users of your programs) and may not be further redistributed by your end users; and (viii) you may not use DEVEXPRESS's or any of its suppliers' names, logos, or trademarks to market your programs.

U.S. GOVERNMENT RESTRICTED RIGHTS. The SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) is provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer SOFTWARE COMPONENT PRODUCT(S) clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer SOFTWARE COMPONENT PRODUCT(S) Restricted Rights at 48 CFR 52.227-19, as applicable. Manufacturer is DEVEXPRESS. /650 West Wilson Avenue, Suite C/Glendale, CA 91203-2460.

EXPORT RESTRICTIONS. DEVEXPRESS. expressly complies with all export restrictions imposed by the government of the United States of America. You, as Developer End User, must agree not to export or re-export the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) within any created application to any country, person, entity or end user

subject to U.S.A. export restrictions. Restricted countries currently include, but are not necessarily limited to Cuba, Iran, Iraq, Libya, North Korea, Sudan, and Syria. You warrant and represent that neither the U.S.A. Bureau of Export Administration nor any other federal agency has suspended, revoked or denied your export privileges.

NOTE ON JAVA SUPPORT. Certain SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S)S may contain support for programs written in Java. Java technology is not fault tolerant and is not designed, manufactured, or intended for use or resale as on-line control equipment in hazardous environments requiring fail-safe performance, such as in the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines, or weapons systems, in which the failure of Java technology could lead directly to death, personal injury, or severe physical or environmental damage.

NO WARRANTIES. DEVEXPRESS. expressly disclaims any warranty for the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S). THE SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) AND ANY RELATED DOCUMENTATION IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. THE ENTIRE RISK ARISING OUT OF USE OR PERFORMANCE OF THE SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) REMAINS WITH YOU. To the maximum extent permitted by applicable law, in no event shall DEVEXPRESS. be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) or the provision of or failure to provide Support Services, even if DEVEXPRESS has been advised of the possibility of such damages.

DEVEXPRESS's entire liability and your exclusive remedy shall be, at DEVEXPRESS's option, either (a) return of the price paid, or (b) repair or replacement of the SOFTWARE COMPONENT PRODUCT(S) that does not meet DEVEXPRESS's Limited Warranty and which is returned to DEVEXPRESS with a copy of your receipt. DO NOT RETURN ANY PRODUCT(S) UNTIL YOU HAVE CONTACTED THE DEVEXPRESS CUSTOMER SERVICE DEPARTMENT AND OBTAINED A RETURN AUTHORIZATION NUMBER. This Limited Warranty is void if failure of the SOFTWARE COMPONENT PRODUCT(S) has resulted from accident, abuse, or misapplication. Any replacement SOFTWARE COMPONENT PRODUCT(S) will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Outside the United States, neither these remedies nor any PRODUCT(s) support services offered by DEVEXPRESS are available without proof of purchase from an authorized non-U.S. source. Some states and jurisdictions do not allow the exclusion or limitation of liability, so the above limitation may not apply to you.

Support Services. DEVEXPRESS. may provide you with support services related to the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) ("Support Services"). Use of Support Services is governed by the

DEVEXPRESS. policies and programs described in the user manual, in "on line" documentation and/or other DEVEXPRESS.-provided materials. Any supplemental SOFTWARE COMPONENT PRODUCT(S) code provided to you as part of the Support Services shall be considered part of the SOFTWARE COMPONENT PRODUCT(S) COMPONENT PRODUCT(S) and subject to the terms and conditions of this EULA. With respect to technical information you provide to DEVEXPRESS. as part of the Support Services, DEVEXPRESS. may use such information for its business purposes, including for PRODUCT(s) support and development. DEVEXPRESS. will not utilize such technical information in a form that personally identifies you. SOFTWARE COMPONENT PRODUCT(S) Transfer. You may NOT permanently transfer ANY of your rights under this EULA.

MISCELLANEOUS. This EULA shall be construed, interpreted and governed by the laws of the State of Nevada, U.S.A. This EULA gives you specific legal rights; you may have others that vary from state to state and from country to country.

DEVELOPER EXPRESS CORPORATION reserves all rights not specifically granted in this EULA. This EULA is governed by the laws of the State of Nevada, U.S.A.

GENERAL PROVISIONS. This EULA may only be modified in writing signed by you and an authorized officer of DEVELOPER EXPRESS CORPORATION. If any provision of this EULA is found void or unenforceable, the remainder will remain valid and enforceable according to its terms. If any remedy provided is determined to have failed for its essential purpose, all limitations of liability and exclusions of damages set forth in the Limited Warranty shall remain in effect.

If this PRODUCT(s) was acquired outside the United States, then you, as the Developer End User, agree and ascend to the adherence to all applicable international treaties regarding copyright and intellectual property rights which shall also apply. In addition, you, as Developer End User, agree that any local law(s) to the benefit and protection of DEVEXPRESS. ownership of, and interest in, its intellectual property and right of recovery for damages thereto will also apply.

Should you have any questions concerning this EULA, or if you desire to contact DEVEXPRESS. for any reason, please contact us directly at us in the United States of America at 702-262-0609, or write:

DEVEXPRESS. Legal department / 6340 McLeod Dr, Suite 1 Las Vegas NV 89120.

#### DOCKMANAGER

The following notice(s) are found with the code or materials:

GSCtrl.pas: Copyright (C) 1999-2000 Gavina Int. Inc. by Alexey Lavnikov. All Rights Reserved.

GSCtrl.res: Copyright (C) 1999-2000 Gavina Int. Inc. by Alexey Lavnikov. All Rights Reserved.

GSDock.int: Copyright (C) 1999-2000 Gavina Int. Inc. by Alexey Lavnikov. All Rights Reserved.

GSDock.pas: Copyright (C) 1999-2000 Gavina Int. Inc. by Alexey Lavnikov. All Rights Reserved.

GSFlat.pas: Copyright (C) 1999-2000 Gavina Int. Inc. by Alexey

Lavnikov. All Rights Reserved.  
GSMenu.pas: Copyright (C) 1999–2000 Gavina Int. Inc. by Alexey  
Lavnikov. All Rights Reserved.  
GSRecent.pas: Copyright (C) 1999–2000 Gavina Int. Inc. by Alexey  
Lavnikov. All Rights Reserved.  
GSReg.dcr: Copyright (C) 1999–2000 Gavina Int. Inc. by Alexey  
Lavnikov. All Rights Reserved.  
GSReg.pas: Copyright (C) 1999–2000 Gavina Int. Inc. by Alexey  
Lavnikov. All Rights Reserved.  
GSTabs.pas: Copyright (C) 1999–2000 Gavina Int. Inc. by Alexey  
Lavnikov. All Rights Reserved.  
GSUI70.res: Copyright (C) 1999–2000 Gavina Int. Inc. by Alexey  
Lavnikov. All Rights Reserved.  
[https://web.archive.org/web/20010223202907/  
http://gavina-software.com/dockmanager/](https://web.archive.org/web/20010223202907/http://gavina-software.com/dockmanager/)  
DotNetZip (.NetZip)

The DotNetZip files are licensed pursuant to the below license.  
The following notice(s) are found with the code or materials:  
Constants.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation.  
All rights reserved.

Crc32.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation. All  
rights reserved.

Events.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation. All  
rights reserved.

Exceptions.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation.  
All rights reserved.

Ionic.Utills.Zip.csproj: Copyright (c) 2006, 2007, 2008 Microsoft  
Corporation. All rights reserved.

Ionic.Utills.Zip\_3.5.csproj: Copyright (c) 2006, 2007, 2008 Microsoft  
Corporation. All rights reserved.

AssemblyInfo.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation.  
All rights reserved.

Shared.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation. All  
rights reserved.

ZipCrypto.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation.  
All rights reserved.

ZipDirEntry.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation.  
All rights reserved.

ZipEntry.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation.  
All rights reserved.

ZipFile.SaveSelfExtractor.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation. All rights reserved.

ZipFile.cs: Copyright (c) 2006, 2007, 2008 Microsoft Corporation. All rights reserved.

~~~~~

This class library reads and writes zip files, according to the format described by pkware, at: http://www.pkware.com/business_and_developers/developer/popups/appnote.txt

This implementation is based on the System.IO.Compression.DeflateStream base class in the .NET Framework v2.0 base class library.

There are other Zip class libraries available. For example, it is possible to read and write zip files within .NET via the J# runtime. But some people don't like to install the extra DLL. Also, there is a 3rd party LGPL-based (or is it GPL?) library called SharpZipLib, which works, in both .NET 1.1 and .NET 2.0. But some people don't like the GPL, and some people say it's complicated and slow.

Finally, there are commercial tools (From ComponentOne, Xceed, etc). But some people don't want to incur the cost.

This alternative implementation is not GPL licensed, is free of cost, and does not require J#. It does require .NET 2.0 (for the DeflateStream class).

This code is released under the Microsoft Public License available at <https://opensource.org/licenses/MS-PL>.

See the License.txt for details

Dream Controls

The following notice(s) are found with the code or materials:

Dream Controls: Copyright (c) 1997-2001 Altium Limited. All Rights Reserved.

~~~~~

\*\*\*\*\*

Copyright (c) 1997-2001 Altium Limited

<http://www.dream-com.com>

[contact@dream-com.com](mailto:contact@dream-com.com)

\*\*\*\*\*

More pricing information can be found at the URL:

<https://web.archive.org/web/20070208002255/http://dream-com.com/ordering.html>

EUREKALOG 7

The following notice(s) are found with the code or materials:

EurekaLog 7: Copyright (C) 2001 - 2008 by Fabio Dell'Aria. All Rights Reserved.

EurekaLog v 7.x

CGI Application support unit - EAppCGI

Copyright (c) 2001 - 2008 by Fabio Dell'Aria

\*\*\*\*\*

<https://www.eurekalog.com/about.php>

More pricing information can be found at the URL:

<https://www.eurekalog.com/buy.php>

EVO HTML to PDF Converter

The evohhtmltopdf.dll and evointernal.dll files are licensed pursuant to the EVO PDF Software License Agreement which can be found at

<https://www.evopdf.com/license-agreement.aspx>.

The following notice(s) are found with the code or materials:

evohhtmltopdf.dll: Copyright © 2010–2020†EVO PDF Software. All Rights Reserved.

evointernal.dll: Copyright © 2010–2020†EVO PDF Software. All Rights Reserved.

~~~~~

More pricing information can be found at the URL:

<http://www.evopdf.com/buy.aspx>

Nielsen Media Ratings

The following notice(s) are found with the code or materials:

u_woNielsenDisclaimer.pas: Copyright © Nielsen Media Research Inc. All Rights Reserved.

~~~~~

Rating information is copyrighted by and proprietary to Nielsen Media Research Inc.

<https://www.nielsen.com/us/en.html>

JSLINQ

The WOS\_EXT\_jslinq.js file is licensed pursuant to the MIT license.

The following notice(s) are found with the code or materials:

WOS\_EXT\_jslinq.js: Copyright (C) 2009 Chris Pietschmann. All Rights Reserved.

WOS\_EXT\_jslinq-js.html: Copyright (C) 2009 Chris Pietschmann. All Rights Reserved.

~~~~~

Part of the LINQ to JavaScript (JSLINQ) v2.10 Project – <http://jslinq.codeplex.com>

Copyright (C) 2009, 2017 Chris Pietschmann (<http://pietschsoft.com>). All rights reserved.

This project is licensed under the Microsoft Reciprocal License (Ms-RL)

This license can be found here: <http://jslinq.codeplex.com/license>
Modifications by Marak Squires (C) 2010, MIT

~~~~~

MIT License

Copyright (c) 2017 Chris Pietschmann

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

kuRAFMerge.pas

The kuRAFMerge.pas file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

kuRAFMerge.pas: Copyright (C) 2002 J. Kevin Ugan. All Rights Reserved.  
LICENSE

---

You are allowed to USE this component in any project for free. You are NOT allowed to sell this component on its own or as a part of a suite of components. You are NOT allowed to claim that you have created this component or to copy its code into your own component and claim that it was your idea. If you come up with modifications, enhancements, or bug fixes, I would like to receive a copy of them so that I can incorporate them into the official version. You will be credited in this document with any additions you offer that are incorporated into the official version.

Send modifications (identified and commented please) to

support@kusoftware.com

Microsoft ASPNet MVC 5.2.3

The Microsoft ASPNet MVC 5.2.3 files are licensed pursuant to the Microsoft Software License Terms (link below).

The following notice(s) are found with the code or materials:

Web.config.install.xdt: Copyright (C) Microsoft Corp. All Rights Reserved.

Web.config.uninstall.xdt: Copyright (C) Microsoft Corp. All Rights Reserved.

Microsoft.AspNet.Mvc.5.2.3.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Mvc.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Mvc.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

~~~~~

Microsoft.AspNet.Mvc 5.2.3

Microsoft ASP.NET MVC

Microsoft Software License Terms at http://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm

<http://www.asp.net/mvc>

Microsoft ASPNet WebAPI 5.2.4

The Microsoft ASPNet WebAPI files are licensed pursuant to the Microsoft Software License Terms (link below).

The following notice(s) are found with the code or materials:

Microsoft.AspNet.WebApi.5.2.4.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.

Microsoft.AspNet.WebApi.Client.5.2.4.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.
System.Net.Http.Formatting.dll: Copyright (C) Microsoft Corp. All Rights Reserved.
System.Net.Http.Formatting.xml: Copyright (C) Microsoft Corp. All Rights Reserved.
web.config.transform: Copyright (C) Microsoft Corp. All Rights Reserved.
Microsoft.AspNet.WebApi.Core.5.2.4.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.
System.Web.Http.dll: Copyright (C) Microsoft Corp. All Rights Reserved.
System.Web.Http.xml: Copyright (C) Microsoft Corp. All Rights Reserved.
Microsoft.AspNet.WebApi.WebHost.5.2.4.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.
System.Web.Http.WebHost.dll: Copyright (C) Microsoft Corp. All Rights Reserved.
System.Web.Http.WebHost.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

~~~~~

Microsoft.AspNet.Cors 5.2.4  
Microsoft ASP.NET Cross-Origin Support  
Microsoft Software License Terms at [http://www.microsoft.com/web/webapi/eula/net\\_library\\_eula\\_ENU.htm](http://www.microsoft.com/web/webapi/eula/net_library_eula_ENU.htm)  
<http://www.asp.net/web-api>  
Microsoft SQL Server files  
The following notice(s) are found with the code or materials:  
MSDAERR.DLL: Microsoft SQL Server #169 Copyright (C) 2008 Microsoft Corp. All rights Reserved.  
WOITPanel20111107.msi: Microsoft SQL Server #169 Copyright (C) 2008 Microsoft Corp. All rights Reserved.  
SQLOLEDB.H: Microsoft SQL Server #169 Copyright (C) 2008 Microsoft Corp. All rights Reserved.  
f\_About.dfm: Microsoft SQL Server #169 Copyright (C) 2008 Microsoft Corp. All rights Reserved.

~~~~~

See: <https://www.microsoft.com/en-us/sql-server/sql-server-2017-pricing>
vc_redist.x86.exe
The vc_redist.x86.exe file is licensed pursuant to the below license.
The following notice(s) are found with the code or materials:
vc_redist.x86.exe: Copyright © 2015 Microsoft Corp. All Rights Reserved.

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT VISUAL STUDIO 2015 ADD-ONS, VISUAL STUDIO SHELLS and C++ REDISTRIBUTABLE

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. They apply to the software named above. The terms also apply to any Microsoft

services or updates for the software, except to the extent those have different terms.

IF YOU COMPLY WITH THESE LICENSE TERMS, YOU HAVE THE RIGHTS BELOW.

1. INSTALLATION AND USE RIGHTS.

- a. You may install and use any number of copies of the software.
- b. Backup copy. You may make one backup copy of the software, for reinstalling the software.

2. TERMS FOR SPECIFIC COMPONENTS.

- a. Utilities. The software may contain some items on the Utilities List at <http://go.microsoft.com/fwlink/?LinkID=523763&clid=0x409>. You may copy and install those items, if included with the software, on your machines or third party machines, to debug and deploy your applications and databases you develop with the software. Please note that Utilities are designed for temporary use, that Microsoft may not be able to patch or update Utilities separately from the rest of the software, and that some Utilities by their nature may make it possible for others to access machines on which they are installed. As a result, you should delete all Utilities you have installed after you finish debugging or deploying your applications and databases. Microsoft is not responsible for any third party use or access of Utilities you install on any machine.

- b. Microsoft Platforms. The software may include components from Microsoft Windows; Microsoft Windows Server; Microsoft SQL Server; Microsoft Exchange; Microsoft Office; and Microsoft SharePoint. These components are governed by separate agreements and their own product support policies, as described in the license terms found in the installation directory for that component or in the `licenses` folder accompanying the software.

- c. Third Party Components. The software may include third party components with separate legal notices or governed by other agreements, as may be described in the `ThirdPartyNotices` file accompanying the software. Even if such components are governed by other agreements, the disclaimers and the limitations on and exclusions of damages below also apply.

- 3. DATA. The software may collect information about you and your use of the software, and send that to Microsoft. Microsoft may use this information to provide services and improve our products and services. You may opt-out of many of these scenarios, but not all, as described in the product documentation. There are also some features in the software that may enable you to collect data from users of your applications. If you use these features to enable data collection in your applications, you must comply with applicable law, including providing appropriate notices to users of your applications. You can learn more about data collection and use in the help documentation and the privacy statement at <http://go.microsoft.com/fwlink/?LinkID=528096&clid=0x409>. Your use of the software operates as your consent to these practices.

- 4. SCOPE OF LICENSE. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights

despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- Σ work around any technical limitations in the software;
- Σ reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;
- Σ remove, minimize, block or modify any notices of Microsoft or its suppliers in the software;
- Σ use the software in any way that is against the law; or
- Σ share, publish or lend the software, or provide the software as a stand-alone hosted as solution for others to use, or transfer the software or this agreement to any third party.

5. EXPORT RESTRICTIONS. Microsoft software, online services, professional services and related technology are subject to U.S. export jurisdiction. You must comply with all applicable international and national laws, including the U.S. Export Administration Regulations, the International Traffic in Arms Regulations, Office of Foreign Assets Control sanctions programs, and end-user, end use and destination restrictions by the U.S. and other governments related to Microsoft products, services and technologies. For additional information, see www.microsoft.com/exporting <<http://www.microsoft.com/exporting>>.

6. SUPPORT SERVICES. Because this software is *as is*, we may not provide support services for it.

7. ENTIRE AGREEMENT. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

8. APPLICABLE LAW. If you acquired the software in the United States, Washington law applies to interpretation of and claims for breach of this agreement, and the laws of the state where you live apply to all other claims. If you acquired the software in any other country, its laws apply.

9. LEGAL EFFECT. This agreement describes certain legal rights. You may have other rights under the laws of your state or country. This agreement does not change your rights under the laws of your state or country if the laws of your state or country do not permit it to do so. Without limitation of the foregoing, for Australia, YOU HAVE STATUTORY GUARANTEES UNDER THE AUSTRALIAN CONSUMER LAW AND NOTHING IN THESE TERMS IS INTENDED TO AFFECT THOSE RIGHTS

10. DISCLAIMER OF WARRANTY. THE SOFTWARE IS LICENSED *AS-IS*. YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

11. LIMITATION ON AND EXCLUSION OF DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. \$5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST

PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES.

This limitation applies to (a) anything related to the software, services, content (including code) on third party Internet sites, or third party applications; and (b) claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law. It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

EULAID: VS2015_RTM_ShellsRedist_ENU

vcredist_x64.exe

The vcredist_x64.exe and vcredist_x86.exe files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

vcredist_x64.exe Copyright © 2010 Microsoft Corp. All Rights Reserved.

vcredist_x86.exe Copyright © 2010 Microsoft Corp. All Rights Reserved.

~~~~~

#### MICROSOFT SOFTWARE LICENSE TERMS

#### MICROSOFT VISUAL C++ 2010 RUNTIME LIBRARIES

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any

Microsoft

Σ updates,  
Σ supplements,  
Σ Internet-based services, and  
Σ support services

for this software, unless other terms accompany those items. If so, those terms apply.

BY USING THE SOFTWARE, YOU ACCEPT THESE TERMS. IF YOU DO NOT ACCEPT THEM, DO NOT USE THE SOFTWARE.

If you comply with these license terms, you have the rights below.

1. INSTALLATION AND USE RIGHTS. You may install and use any number of copies of the software on your devices.
2. Scope of License. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

Σ disclose the results of any benchmark tests of the software to any third party without Microsoft's prior written approval;

Σ work around any technical limitations in the software;

Σ reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

Σ make more copies of the software than specified in this

agreement or allowed by applicable law, despite this limitation;

Σ publish the software for others to copy;

Σ rent, lease or lend the software;

Σ transfer the software or this agreement to any third party; or

Σ use the software for commercial software hosting services.

3. BACKUP COPY. You may make one backup copy of the software. You may use it only to reinstall the software.

4. DOCUMENTATION. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

5. Export Restrictions. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see [www.microsoft.com/exporting](http://www.microsoft.com/exporting) <<http://www.microsoft.com/exporting>>.

6. SUPPORT SERVICES. Because this software is *as is*, we may not provide support services for it.

7. Entire Agreement. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

8. Applicable Law.

a. United States. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. Outside the United States. If you acquired the software in any other country, the laws of that country apply.

9. Legal Effect. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

10. Disclaimer of Warranty. The software is licensed *as-is*. You bear the risk of using it. Microsoft gives no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this agreement cannot change. To the extent permitted under your local laws, Microsoft excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

11. Limitation on and Exclusion of Remedies and Damages. You can recover from Microsoft and its suppliers only direct damages up to U.S. \$5.00. You cannot recover any other damages, including consequential, lost profits, special, indirect or incidental damages. This limitation applies to

Σ anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and

Σ claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

Microsoft.AspNet.Web.Optimization 1.1.3

The Microsoft.AspNet.Web.Optimization 1.1.3 files are licensed pursuant to the Microsoft Software License Terms (link below).

The following notice(s) are found with the code or materials:

Microsoft.AspNet.Web.Optimization.1.1.3.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Optimization.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

system.web.optimization.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

~~~~~

Microsoft.AspNet.Web.Optimization 1.1.3

Microsoft ASP.NET Web Optimization Framework

Microsoft Software License Terms at

http://www.microsoft.com/web/webapi/eula/aspnetcomponent_rtw_enu.htm

Microsoft.AspNet.Webpages 3.2.3

The Microsoft.AspNet.Webpages 3.2.3 files are licensed pursuant to the Microsoft Software License Terms (link below).

The following notice(s) are found with the code or materials:

Microsoft.AspNet.Razor.3.2.3.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Razor.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Razor.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

Web.config.install.xdt: Copyright (C) Microsoft Corp. All Rights Reserved.

Web.config.uninstall.xdt: Copyright (C) Microsoft Corp. All Rights Reserved.

Microsoft.AspNet.WebPages.3.2.3.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Helpers.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.Helpers.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.WebPages.Deployment.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.WebPages.Deployment.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.WebPages.Razor.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.WebPages.Razor.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.WebPages.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

System.Web.WebPages.xml: Copyright (C) Microsoft Corp. All Rights Reserved.

~~~~~

Microsoft.AspNet.Razor 3.2.3

Microsoft ASP.NET Razor

Microsoft Software License Terms at [http://www.microsoft.com/web/webpi/eula/net\\_library\\_eula\\_ENU.htm](http://www.microsoft.com/web/webpi/eula/net_library_eula_ENU.htm)

<https://www.asp.net/web-pages>

Microsoft.Web.Infrastructure 1.0.0

The Microsoft.Web.Infrastructure.1.0.0.0.nupkg and

Microsoft.Web.Infrastructure.dll files are licensed pursuant to the Microsoft Software License Terms (link below).

The following notice(s) are found with the code or materials:

Microsoft.Web.Infrastructure.1.0.0.0.nupkg: Copyright (C) Microsoft Corp. All Rights Reserved.

Microsoft.Web.Infrastructure.dll: Copyright (C) Microsoft Corp. All Rights Reserved.

~~~~~

Microsoft.Web.Infrastructure 1.0.0.0

Microsoft.Web.Infrastructure Software License Terms at <http://go.microsoft.com/fwlink/?LinkID=214339>

<http://www.asp.net/>

The following notice is found at the website: <http://go.microsoft.com/fwlink/?LinkID=214339>

This installation contains the following software, the license terms of each of which are included below:

Σ Microsoft ASP.NET Model View Controller 3 Tools Update

Σ Microsoft ASP.NET Web Pages

Σ Microsoft Package Manager for .NET

Σ Microsoft software update to Visual Studio, KB2483190

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT ASP.NET MODEL VIEW CONTROLLER 3 TOOLS UPDATE

MicrosoftAjax

The MicrosoftAjax.debug.js and MicrosoftAjax.js files are licensed pursuant to the Microsoft Software License Terms (link below).

The following notice(s) are found with the code or materials:
MicrosoftAjax.debug.js: Copyright (C) Microsoft Corp. All Rights Reserved.

MicrosoftAjax.js: Copyright (C) Microsoft Corp. All Rights Reserved.

~~~~~  
Name: MicrosoftAjax.debug.js  
Assembly: System.Web.Extensions  
Version: 4.0.0.0  
FileVersion: 4.0.30319.36278

-----  
-  
Copyright (C) Microsoft Corporation. All rights reserved.  
-----

-  
MicrosoftAjax.js  
Microsoft AJAX Framework.

The license is available at [https://www.microsoft.com/web/webpi/eula/aspnetcomponent\\_ENU.htm](https://www.microsoft.com/web/webpi/eula/aspnetcomponent_ENU.htm)

OpenSSL 0.9.6m and OpenSSL 1.0.0d  
The libeay32.dll, ssleay32.dll, and evinternal.dll files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:  
libeay32.dll: Copyright (c) 1998-2018 The OpenSSL Project. All rights reserved.

ssleay32.dll: Copyright (c) 1998-2018 The OpenSSL Project. All rights reserved.

evinternal.dll: Copyright (c) 1998-2018 The OpenSSL Project. All rights reserved.

~~~~~  
LICENSE ISSUES

=====

The OpenSSL toolkit stays under a double license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit.

See below for the actual license texts.

OpenSSL License

=====

Copyright (c) 1998-2018 The OpenSSL Project. All rights reserved.
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright

notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. All advertising materials mentioning features or use of this software must display the following acknowledgment:

"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)"

4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact openssl-core@openssl.org.

5. Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.

6. Redistributions of any form whatsoever must retain the following acknowledgment:

"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)"

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT ``AS IS'' AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

=====
This product includes cryptographic software written by Eric Young (eay@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

Original SSLeay License

Copyright (C) 1995-1998 Eric Young (eay@cryptsoft.com) All rights reserved.

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com).

The implementation was written so as to conform with Netscape's SSL. This library is free for commercial and non-commercial use as long as the following conditions are adhered to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed.

If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used.

This can be in the form of a textual message at program startup or in

documentation (online or textual) provided with the package.
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:

"This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)"

The word 'cryptographic' can be left out if the routines from the library being used are not cryptographic related :-).

4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement:

"This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence [including the GNU Public Licence.]

libeay32.pas

The libeay32.pas file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

libeay32.pas: Copyright (c) 2018, Universit  di Genova – CSITA/APOEL/CeDIA. All rights reserved.

~~~~~

Delphi import unit for OpenSSL libeay, version 0.7m, 2010-11-05  
For OpenSSL libeay32.dll version 0.9.6b, DLL compiled by GnuWin32.  
Tested with Borland Delphi 6, 7 Personal  
Copyright (C) 2002-2010, Marco Ferrante.  
2002-2006, CSITA – Universit  di Genova (IT).  
    <http://www.csita.unige.it/>.  
2007-2009, DISI – Universit  di Genova (IT).  
    <http://www.disi.unige.it/>.  
2010, CSITA – Universit  di Genova (IT).

<http://www.csita.unige.it/>.

Thanks to:

- Michal Hlavac (Slovakia)
- Risto Tamme (Estonia)
- Simon Sun (probably USA)
- Luis Carrasco, Bambu Code (Mexico)

for contributes and fix

A small part of this work is inspired on MySQL, interface to OpenSSL for Delphi written by Jan Tomasek.

This product is related to cryptographic software written by Eric Young (eay@cryptsoft.com). This product is related to software written by Tim Hudson (tjh@cryptsoft.com)

BSD 3-Clause License

Copyright (c) 2018, Università di Genova - CSITA/APOEL/CeDIA

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- \* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- \* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- \* Neither the name of the copyright holder nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

RemObjects SDK

The RemObjects SDK files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

RemObjects SDK: Copyright © 2002–2020. RemObjects Software. All rights reserved.

~~~~~

=====

RemObjects SDK License Agreement

=====

This is the license agreement for the RemObjects SDK ("Software"). BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, YOU AGREE TO BE BOUND BY ALL OF THE TERMS AND CONDITIONS OF THE LICENSE AGREEMENT. This Software is owned by RemObjects Software, Inc. and is protected

by copyright law and international copyright treaty. Therefore, you must treat this Software like any other copyrighted material (e.g., a book), except that you may either make one copy of the Software solely for backup or archival purposes or transfer the Software to a single hard disk provided you keep the original solely for backup or archival purposes. You may not alter any of the programs or accompanying files without written permission from RemObjects Software, Inc.. Any resale or commercial distribution of the Software is strictly prohibited, unless RemObjects Software, Inc. has given explicit written permission.

You have the right to use the Software as set forth in this licensing agreement.

You are not obtaining title to the Software or any copyrights. You may not sublicense, rent, lease, convey, modify, translate, convert to another programming language, decompile, or disassemble the Product for any purpose. RemObjects Software, Inc. grants to you as an individual, a personal, nonexclusive license to install and use the Software for the sole purpose of developing systems that are not in competition with the RemObjects SDK.

You may install a copy of the Software on a computer and freely move the Software from one computer to another, provided that you are the only individual using the Software.

If you are an entity, RemObjects Software, Inc. grants you the right to designate one individual within your organization to have the right to use the Software in the manner provided above.

Disclaimer

THIS SOFTWARE IS PROVIDED TO YOU "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED INCLUDING BUT NOT LIMITED TO THE APPLIED WARRANTIES OF MERCHANTABILITY AND/OR FITNESS FOR A PARTICULAR PURPOSE. YOU ASSUME THE ENTIRE RISK AS TO THE ACCURACY AND THE USE OF THE SOFTWARE AND ALL OTHER RISK ARISING OUT OF THE USE OR PERFORMANCE OF THIS SOFTWARE AND DOCUMENTATION.

RemObjects Software, Inc. SHALL NOT BE LIABLE FOR ANY DAMAGES WHATSOEVER ARISING OUT OF THE USE OF OR INABILITY TO USE THIS SOFTWARE, EVEN IF RemObjects Software, Inc. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL RemObjects Software, Inc. BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL, DIRECT, INDIRECT, SPECIAL, PUNITIVE, OR OTHER DAMAGES WHATSOEVER, INCLUDING BUT NOT LIMITED TO DAMAGES OR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR OTHER PECUNIARY LOSS, EVEN IF RemObjects Software, Inc. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES/JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY.

REPORTBUILDER

The Reportbuilder Class Library 14.02 and 16.02 files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Reportbuilder Class Library: Copyright (C) 1996-2010, Digital

Metaphors Corporation. All Rights Reserved.

~~~~~

ReportBuilder Class Library is available at <http://www.digital-metaphors.com/>.

#### ENTERPRISE EDITION SOFTWARE LICENSE

THIS IS A LEGAL DOCUMENT BY AND AMONG YOU ("LICENSEE"), AND VENDOR. PLEASE READ THIS AGREEMENT BEFORE USING THE SOFTWARE AND THE SERVICES. BY USING THE SOFTWARE YOU INDICATE THAT YOU HAVE READ AND UNDERSTAND THIS AGREEMENT AND AGREE TO ACCEPT AND BE BOUND BY THIS AGREEMENT. IF YOU DO NOT AGREE WITH THIS AGREEMENT, DO NOT ACCESS THE SOFTWARE AND PROMPTLY RETURN THE DOCUMENTATION TO VENDOR.

#### SOFTWARE LICENSE

By clicking the "Agree" button you accept this SOFTWARE LICENSE ("Agreement") as made by and among Digital Metaphors Corporation, a Texas corporation with offices located at 16775 Addison Rd. Suite 613, Addison, Texas and you; the party identified as "Licensee" in this Agreement. If you do not accept and agree to all of the terms and conditions, click the "Do Not Accept" button and installation of the software will be canceled.

#### W I T N E S S E T H:

WHEREAS, Digital Metaphors Corporation ("Vendor") has developed and owns ReportBuilder ("Software"); and

WHEREAS, Licensee desires to obtain a license to access the Software, subject to the terms and conditions of this Agreement; and

WHEREAS, Vendor desires to grant Licensee a license to access the Software, subject to the terms and conditions of this Agreement.

NOW, THEREFORE, in consideration of the mutual benefits of the covenants and restrictions set forth below, Licensee and Vendor hereby agree as follows:

#### ARTICLE I: DEFINITIONS:

Section 1.01 -- Recitals: The above identification of parties and recitals are true and correct.

Section 1.02 -- Definitions: The following definitions shall apply:

(1) Access: The term "access" and variants thereof (including, but not limited to, the terms "access", "accessible" and "accessing", in upper or lower case) shall mean to store data in, retrieve data from or otherwise approach or make use of (directly or indirectly) through electronic means or otherwise.

(2) Associates: The term "Associates" shall mean an employee of Vendor or an independent contractor hired by Vendor.

(3) Authorized Person: The term "Authorized Person" shall mean employees of Licensee authorized by Licensee to access Confidential Information and individuals or entities who are authorized in writing by Vendor to receive Confidential Information and who agrees to maintain the confidentiality of such Confidential Information.

(4) Cancellation Notice: The term "Cancellation Notice" shall mean that written notice sent by one party to this Agreement to the other party to this Agreement seeking to cancel this Agreement because of breach by such other party.

(5) Concurrent Access: The term "Concurrent Access" shall mean

concurrent access to the Product using the same Password.

(6) Confidential Information: The term "Confidential Information" shall mean all information concerning the business and technical plans of Vendor and all information in connection with the Services, the Product and this Agreement which is disclosed by Vendor to Licensee or learned by Licensee and which is not: (a) already known to Licensee; (b) conveyed to Licensee by a third party without restriction; (c) released by Vendor without restriction; (d) independently developed by Licensee; or (e) in the public domain.

(7) Documentation: The term "Documentation" shall mean the Software user guide as provided in printed or electronic form to Licensee.

(8) Effective Date: The term "Effective Date" shall mean the date Licensee accesses the Product.

(9) Export Laws: The term "Export Laws" shall mean the Export Administration Act, 50 U.S.C. §2401 et. seq., and the Export Administration Regulations, 15 C.F.R. Parts 730-774.

(10) Government: The term "Government" shall mean the state and federal governments of the United States of America, including (without limitation) any and all branches, bodies, agencies, departments, offices, entities and corporations in connection therewith.

(11) Licensee: The term "Licensee" shall mean the individual or entity referenced herein as Licensee.

(12) Password: The term "Password" shall mean that certain user name and password assigned by Vendor to each User for purposes of accessing the Software.

(13) Price Schedule: The term "Price Schedule" shall mean the schedule of fees and payment terms regarding access to the Software as published by Vendor and as modified by Vendor from time to time.

(14) Product: The term "Product" shall mean the Software and the Documentation.

(15) Restatements: The term "Restatements" shall mean Section 757 of the Restatement of Torts, Section 39 of the Restatement (Third) of Unfair Competition, 18 U.S.C. §1839 and Section 1 of the Uniform Trade Secrets Act.

(16) Rules: The term "Rules" shall mean laws, rules, regulations, orders, procedures or policies of Government or third parties as amended.

(17) Software: The term "Software" shall mean the executable code for that certain computer software developed and owned by Vendor as accessed by Licensee.

(18) Unauthorized Access: The term "Unauthorized Access" shall mean any access to the Product except for the exclusive purposes of using the performance, utility and functions of the Product for internal business operation of Licensee, and training employees of Licensee in the use of the Product.

(19) Unauthorized User: The term "Unauthorized User" shall mean any individual who accesses the Product except for employees of Licensee to access the Product using the performance, utility and

functions of the Product for internal business operations of Licensee and training employees of Licensee in the use of the Product.

(20) Users: The term "Users" shall mean employees of Licensee authorized by Licensee to access the Product, excluding Unauthorized Users.

#### ARTICLE II: SCOPE OF LICENSE:

Section 2.01 -- Grant of License: Vendor hereby grants to Licensee a non-exclusive and non-transferable license to access the Software and to use the Documentation for the Term, subject to the terms and conditions of this Agreement.

Section 2.02 -- Authorized Use: Licensee shall prevent Unauthorized Users from accessing the Product. Licensee shall prevent Unauthorized Access to the Product. Licensee shall promptly inform Vendor of any and all Unauthorized Access (or suspected Unauthorized Access) and Unauthorized Users (or suspected Unauthorized Users) of which Licensee has knowledge or suspicion. Access to the Product using third party software for the purpose of viewing, using or disclosing the internal structure of the Product; Concurrent Access; and modifications to the Product shall be deemed Unauthorized Access.

#### ARTICLE III: SERVICES:

Section 3.01 -- Password: Vendor shall assign each User a Password for purposes of accessing the Software during the Term. The Password shall be used only by such User. All assignments of the Password by Licensee shall be void. Licensee shall not concurrently access the Software using the same Password. Licensee shall prevent Concurrent Access. Licensee shall be responsible for the confidentiality and maintenance of the Password. Modification and termination of the Password shall be subject to prior written approval of Vendor.

#### ARTICLE IV: PAYMENTS AND FEES:

Section 4.01 -- Fees: Licensee shall pay the Fee to Vendor in accordance with the payment terms set forth in the Price Schedule.

Section 4.02 -- Taxes: Licensee shall pay any and all applicable taxes (municipal, state and federal) which may now or hereafter be imposed on accessing the Product or use of the Services by Licensee (excluding income taxes assessed against Vendor).

#### ARTICLE V: INTELLECTUAL PROPERTY:

Section 5.01 -- Ownership and Title: Vendor shall own any and all rights, title and interests in the Product, including (without limitation) ownership rights to any and all patents, copyrights, trademarks, and trade secrets in connection therewith.

Section 5.02 -- Confidential Information: Licensee shall not disclose Confidential Information except to Authorized Persons. Licensee shall not duplicate, use or disclose Confidential Information except as otherwise permitted under this Agreement. The Product shall be deemed Confidential Information of Vendor.

Section 5.03 -- Trade Secrets: Licensee hereby acknowledges and agrees that the Confidential Information of Vendor derives independent economic value (actual or potential) from not being generally known to other persons who can obtain economic value from its disclosure or use and not being readily ascertainable by proper means by other persons

who can obtain economic value from its disclosure or use; is the subject of reasonable efforts by Vendor under the circumstances to maintain its secrecy; and is a trade secret as defined under Chapter 688 of the Florida Statutes [§688.002(4)] and the Restatements.

Section 5.04 -- No Contest: Licensee shall not contest or aid in contesting the ownership or validity of the copyrights, trademarks, service marks, and trade secrets of Vendor.

Section 5.05 -- Reverse Engineering: Licensee shall not reverse engineer, decompile, disassemble or translate the Product or access the Product using third party software, without the prior written consent of Vendor. Licensee shall not allow the Product to be reverse engineered, decompiled, disassembled, translated, or accessed using third party software without the prior written consent of Vendor.

Section 5.06 -- Modifications: Licensee may modify or extend the Product or use the Product or any materials incident thereto to develop computer software. These rights do not extend to any of the following activities:

1. Distribution of files contained in this software package, including, but not limited to, .PAS, .DFM, .DCU, .DCP files, and design-time packages. Run-time packages, as listed in the on-line help, may be distributed.
2. Modification, decompilation, disassembly, reverse engineering or translation of the Software.
3. Removal of proprietary notices, labels or marks from the Software or Software Documentation.
4. Inclusion of the Software in a development environment.
5. Creation of an application that does not differ materially from the Software.
6. Development and/or distribution of a stand-alone reporting application based on the Software.
7. Creation of an application (whether it be freeware, shareware or a commercial product) which competes directly or indirectly with the Software.

In the event that the Licensee engages in any of above listed activities, the Vendor may terminate this Agreement as stated in Article VIII.

Section 5.07 -- Export: Licensee shall not export or reexport the Product and shall not allow the Product to be exported or perform any act in violation of any applicable law, including (without limitation) the Export Laws. The Product or Services shall not be used by Licensee to transfer the Data to either a foreign national or a foreign destination in violation of any applicable law, including (without limitation) the Export Laws.

Section 5.08 -- U.S. Government Restricted Rights: Where Licensee is the U.S. Government or an agency or department thereof (collectively "Government"), the Product is provided with RESTRICTED RIGHTS and use or disclosure by the Government is subject to restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (c)(2) of the Commercial Computer Software Restricted Rights

clause at 48 C.F.R. 52.227-19, as applicable, which is incorporated herein by this reference.

Section 5.09 -- Continuation: The terms and provisions of this Article V shall survive termination and cancellation of this Agreement.

ARTICLE VI: WARRANTY:

Section 6.01 -- Software Warranty: Vendor provides no warranty with regard to the Software. Licensee agrees that any and all computer software developed by Licensee which utilizes the Software is warranted solely by Licensee, and further; that Licensee will hold harmless Vendor, from any liabilities which may arise out computer software so developed by Licensee.

SECTION 6.02 -- EXPRESS WARRANTIES: LICENSEE HEREBY ACKNOWLEDGES AND AGREES THAT VENDOR (INCLUDING OFFICERS, ASSOCIATES, AGENTS AND DIRECTORS OF VENDOR) HAS NOT MADE OR GRANTED ANY EXPRESS WARRANTIES CONCERNING THE SERVICES AND THE PRODUCT EXCEPT FOR THE SOFTWARE WARRANTY IN SECTION 6.02.

SECTION 6.03 -- WARRANTY LIMITATION: THE WARRANTIES SET FORTH IN SECTIONS 6.01 AND 6.02 ARE IN LIEU OF ALL OTHER WARRANTIES EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE AND WARRANTIES OF MERCHANTABILITY. THE WARRANTIES SET FORTH IN SECTIONS 6.01 AND 6.02 ARE LIMITED TO THE PRODUCT AND DO NOT APPLY TO ANY THIRD PARTY SOFTWARE OR TECHNOLOGY. EXCEPTING THE WARRANTY SET FORTH IN SECTION 6.01, VENDOR HEREBY DISCLAIMS AND LICENSEE HEREBY WAIVES ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ALL IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE, ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND ALL IMPLIED WARRANTIES ARISING BY USAGE OF TRADE, COURSE OF DEALING OR COURSE OF PERFORMANCE. VENDOR DOES NOT MAKE ANY WARRANTY AND LICENSEE HEREBY WAIVES ANY AND ALL WARRANTIES AS TO THE RESULTS OBTAINED FROM THE SUPPORT SERVICES. LICENSEE HEREBY ACKNOWLEDGES AND AGREES THAT USE OF SUPPORT SERVICES SHALL BE AT THE SOLE AND EXCLUSIVE RISK OF LICENSEE AND SUBJECT TO THE RULES, THE POLICY STATEMENT AND THIS AGREEMENT. VENDOR SHALL NOT BE LIABLE UNDER ANY CIRCUMSTANCES FOR HARM OR DAMAGES RESULTING FROM OR ARISING OUT OF LICENSEE INABILITY TO USE VENDOR SERVICES OR TO ACCESS THE PRODUCT.

Section 6.04 -- Regulations: The Product shall not be used (directly or indirectly) to conduct or solicit the performance of any business or activity which is tortious or prohibited by law. Licensee shall comply with Rules.

Section 6.05 -- Force Majeure: Vendor shall not be liable for any failure to perform its obligations or for any failure of the Services because of circumstances beyond the control of Vendor. Such circumstances shall include (without limitation) any acts or omissions of any government or governmental authority, declarations of government, war, natural disaster, act of a public enemy, acts of terrorism, riot, sabotage, labor disputes, power failure, delays in transportation or deliveries of supplies or materials, laws, court orders, acts of God, computer failure, network downtime, electronic mail failure, telecommunication failure, failure of Licensee to

cooperate with the reasonable requests of Vendor, misuse of the Service by Licensee or a third party, misuse of the Product by Licensee or a third party, breach of this Agreement by Licensee, or any other events reasonably beyond the control of Vendor.

**ARTICLE VII: INDEMNIFICATION:**

**Section 7.01 -- Limitation of Damages:** Vendor shall not be liable for any lost profits or consequential, exemplary, incidental or punitive damages under this Agreement (including, without limitation, in connection with (i) use or performance of Vendor Services and Borrower Services; (ii) use, performance or operation of the Product; and (iii) loss of Data), regardless of the form of action, whether in contract or in tort, including negligence, regardless of whether Vendor has been advised of the possibility of such damages in advance or whether such damages are reasonably foreseeable.

**SECTION 7.02 -- LIMITATION OF LIABILITY:** THE LIABILITY OF VENDOR FOR ANY REASON AND FOR ANY CAUSE OF ACTION WHATSOEVER IN CONNECTION WITH THIS AGREEMENT, THE PRODUCT OR SUPPORT SERVICES, REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT OR IN TORT, INCLUDING NEGLIGENCE, SHALL NOT EXCEED THE TOTAL AMOUNT OF MONEY PAID BY LICENSEE TO VENDOR FOR THE SOFTWARE.

**Section 7.03 -- Vendor Indemnification:** Licensee shall release, indemnify, defend and hold harmless Vendor (including officers, directors, agents, and Associates of Vendor), Vendor subsidiaries, Vendor affiliates and Vendor suppliers and distributors, from and against any and all losses, costs, claims, suits, obligations, demands, damages, liabilities, expenses and reasonable attorney and paralegal fees on account thereof resulting from or in connection with (i) access to the Product by Licensee (including, without limitation, any claim regarding use of the Product by Licensee in an infringing manner or any claim by Borrower or third parties for breach of warranty, libel, slander, invasion of privacy or false advertising); (ii) the performance of the Product; (iii) the Services; (iv) Licensee failure to comply with the Rules or Licensee breach of the Rules; (v) the acts (or any failure to act) of Licensee hereunder; or (vi) any breach by Licensee of the obligations of Licensee hereunder; (vii) the performance of any product created by Licensee, which utilizes the Product in its construction. This Section 7.03 shall survive termination and cancellation of this Agreement. Licensee hereby accepts responsibility for, and shall be liable for, all access to the Software and use of Vendor Services in connection with the Password.

**Section 7.04 -- Licensee Indemnification:** If a third party receives a judgment from a court of competent jurisdiction upholding claims that the Product violates trade secrets, proprietary information, trademark, copyright or any patent rights of such third party, Vendor shall perform one or more of the following actions (as determined by Vendor) within one year of the date of judgment in favor of such third party's claim is rendered by a court of competent jurisdiction:

(1) **Replacement:** Replace the Product by delivering to Licensee a non-infringing software product or Documentation (as the case may be) of substantially equivalent functional and performance capability;

(2) Modification: Modify the Software or the Documentation (as the case may be) to avoid the infringement without substantially eliminating the functional and performance capabilities of the Product as described in the Documentation;

(3) Obtain License: Obtain a license for use of the Product from the third party claiming infringement for use of the Product by Licensee.

The remedies set forth herein shall be the sole and exclusive remedies of Licensee for any and all claims of indemnification under this Section 7.04.

#### ARTICLE VIII: TERMINATION:

Section 8.01 -- Termination Limitations: This Agreement shall only be terminated or canceled as provided under this Article VIII. This Agreement shall be valid for the Term. Licensee may terminate this Agreement for convenience upon providing thirty (30) days advance written notice of termination to the other parties.

Section 8.02 -- Cancellation: If a party violates its obligations under this Agreement, the other party may cancel this Agreement by sending Cancellation Notice describing the noncompliance to the noncomplying party and to the other party. Upon receiving Cancellation Notice describing the noncompliance, the noncomplying party shall have thirty (30) days from the date of such notice to cure any such noncompliance. If such noncompliance is not cured within the required thirty day period, the party providing Cancellation Notice shall have the right to cancel this Agreement as of the thirty-first (31st) day after the date of the Cancellation Notice.

Section 8.03 -- Access to the Product: Upon termination or cancellation of this Agreement, Licensee shall cease accessing the Product, and provide Vendor with a certificate of compliance with this Section 8.04 signed by an authorized representative of Licensee.

#### ARTICLE IX: MISCELLANEOUS:

Section 9.01 -- Assignments: All assignments of rights under this Agreement by Licensee without the prior written consent of Vendor shall be void.

Section 9.02 -- Entire Agreement: This Agreement contains the entire understanding of the parties and supersedes previous verbal and written agreements between the parties concerning the subject matter herein.

Section 9.03 -- Amendments and Modifications: Vendor may modify this Agreement from time to time in the exclusive discretion of Vendor. Such modifications shall be deemed accepted and approved by Licensee, shall apply to the Product, and the Services and shall be binding upon Licensee upon notice to Licensee pursuant to Section 9.09.

Alterations, modifications or amendments of a provision of this Agreement by Licensee and Vendor shall not be binding unless such alterations, modifications or amendments are in writing and signed by authorized representatives of Vendor and Licensee.

Section 9.04 -- Policy Statement: Licensee shall comply with the Policy Statement. Vendor may modify the Policy Statement from time to time in the exclusive discretion of Vendor. Such modified Policy

Statement shall be deemed accepted and approved by Licensee, shall apply to the Product, the Services and Borrower Services and shall be binding upon Licensee upon notice to Licensee pursuant to Section 9.09.

Section 9.05 -- Severability: If a provision of this Agreement is rendered invalid, the remaining provisions shall remain in full force and effect.

Section 9.06 -- Captions: The headings and captions of this Agreement are inserted for reference convenience and do not define, limit or describe the scope or intent of this Agreement or any particular section, paragraph or provision. Pronouns and nouns shall refer to the masculine, feminine, neuter, singular or plural as the context shall require.

Section 9.07 -- Public Announcement: All public announcements of the relationship of Vendor and Licensee under this Agreement shall be subject to the prior written approval of Vendor.

Section 9.08 -- Governing Law: This Agreement shall be governed by the laws of the State of Texas without regard to any rules of conflict or choice of laws which require the application of laws of another jurisdiction, and venue shall be Collin County, Dallas, Texas.

Section 9.09 -- Notice: All notices shall be in writing. Notices to Vendor shall be deemed delivered when delivered by commercial overnight delivery service, Certified or Registered Mail ñ Return Receipt Requested - or by hand to the address set forth below for Vendor on the Subscriber Agreement. Notices to Licensee shall be deemed delivered when delivered electronically, by commercial overnight delivery services, by Certified or Registered Mail ñ Return Receipt Requested ñ or by hand to the address set forth in the Subscription Subscriber Agreement for Licensee. Notices shall be deemed given on the date notice is delivered electronically (in case of notices delivered to Licensee) or on the date of receipt - as evidenced in the case of Certified or Registered Mail by Return Receipt. Notices delivered to Licensee electronically (including, without limitation, electronic mail) shall be deemed written notices.

Digital Metaphors Corporation  
4323 Gilbert Ave, #3  
Dallas, Texas 75219

Section 9.10 -- Waiver: Waiver of breach of this Agreement shall not constitute waiver of another breach. Failing to enforce a provision of this Agreement shall not constitute a waiver or create an estoppel from enforcing such provision. Any waiver of a provision of this Agreement shall not be binding unless such waiver is in writing and signed by the party waiving such provision.

Section 9.11 -- Relationship of the Parties: It is agreed that the relationship of the parties is primarily that of licensee and licensor. Nothing herein shall be construed as creating a partnership, an employment relationship, or an agency relationship between the parties, or as authorizing either party to act as agent for the other. Each party shall maintain its separate identity.

Section 9.12 -- Litigation Expense: In the event of litigation

arising out of this Agreement, Licensee agrees to pay both its own costs and any costs incurred by Vendor in the pursuit of litigation or arbitration.

Section 9.13 -- Equitable Remedies: The parties hereby acknowledge that damages at law may be an inadequate remedy for Vendor. In addition to other rights which may be available, Vendor shall have the right of specific performance, injunction or other equitable remedy (including, but not limited to, the right to such equitable remedies prior to or pending arbitration) in the event of a breach or threatened breach of this Agreement by Licensee.

#### RichView 14.0.3

TRichView files have been modified. The original code may be downloaded at <https://www.trichview.com/> and is subject to the following License.

The following notice(s) are found with the code or materials:

RichView 14.0.3: Copyright (C) Sergey Tkachenko. All Rights Reserved.

~~~~~

RichView 14.0.3

Full source code (without help and demo projects)

See Install.chm for the instructions.

See "New in version 14" in the help file.

More pricing information can be found at the URL: <https://www.trichview.com/order/>

TRichView End User License Agreement (EULA)

1. Introduction

This License is a legal agreement between you (the End User), and Sergey Tkachenko (the Software Developer).

îTRichViewî, îScaleRichViewî, îReport Workshopî (the Main Components) are sets of software components and documentation. For the purposes of this text, îsoftware componentsî means a set of Object Pascal (Delphi and Lazarus) files, "documentation" means printed materials, help and text files carrying the description of the software components.

The Additional Component is a set of software components and documentation that meets the following conditions:

1. it is available for downloading from the web site <https://www.trichview.com>.
2. it can be used only if TRichView is installed (i.e. it requires one or more TRichView units to be compiled)
3. its distribution does not include a license agreement other than this one.

The Additional Components include (but are not limited to):

RichViewActions, SRVControls, RvHtmlImporter, RvHtmlViewImporter, RichViewXML.

The demonstration project (the Demo Project) is a set of Object Pascal (Delphi and Lazarus) and/or C++ code (the Demo Source), as well as executable files (*.EXE files) and data files required to run them (the Compiled Demo), that meets the following conditions:

1. it is available for downloading from the web site <https://www.trichview.com>.
2. it requires one or more TRichView units to be compiled (for

source code) or it was compiled with use of TRichView (for compiled applications)

3. its distribution does not include a license agreement other than this one.

The Images is a set of toolbar images available on <https://www.trichview.com/resources/images/> and used in some of the Demo Projects.

The Main Components, the Additional Components, the Demo Projects and the Images (the Software) are protected by copyright laws.

The subject of this agreement is the non-exclusive license for using the Software or its parts, transferred by Software Developer to the End User. As the End User you get a right to the use the Software if you accept the terms and condition of this license agreement.

2. Evaluation Version of the Main Components

The evaluation version of the Main Components is provided by the Software Developer for evaluation purposes only.

The evaluation version of the Main Components may be distributed through normal software channels in any medium (CD, DVD, Internet etc.), providing that it is transmitted for free, as a whole and unchanged. You may only charge a fee for the physical act of transferring. You are not allowed to reverse-engineer, decompile, or disassemble the software.

3. The full (registered) version of the Main Components

The number of users who can use the Main Components depends on the type of the developer license you acquired.

- i license for 1 Developerî gives rights to one person to use the Main Components.

- i license for 2 or 3 Developersî gives rights to up to three persons to use the Main Components.

- i Site Licenseî gives rights to unlimited number of people working in the same organization to use the Main Components.

The developer license includes at least one year of free updates from the day of the purchase.

The full version of the Main Components includes the source code.

You may use the Main Components for creating unlimited number of software applications. Applications created using the Main Components may be distributed in the form of executable file (*.EXE file) without additional payment to the Software Developer.

Other form of distribution of software created with use of the Main Components (including but not limited to dynamic libraries (DLL), components packages (*.BPL and *.DPL), ActiveX components) is possible only with the Software Developer's personal written permission.

You may not redistribute the Main Components, neither as a source code (*.PAS files) nor as a compilation result (*.DCU, *.OBJ, *.O, *.PPU, *.LIB files). Under redistribution of the software we mean giving access to the third parties to the software by network and other ways, as well as through selling, hiring, leasing or lending.

You may make any changes in the Main Components' source code. The same rights and restrictions apply to the modified version of the Main Components.

4. The Additional Components and the Demo Projects

If an Additional Component or a Demo Project requires a third-party software to run or to be compiled, and a license agreement of this third-party software applies limitations on software that uses this third-party software, the terms and condition in this section are applied to this Additional Component or a Demo Project only if they comply with the license of this third-party software; otherwise, the terms and conditions of this third-party license apply.

The Compiled Demos are provided for demonstration purposes only. Any other use is possible only with the Software Developer's personal written permission.

You may use the Additional Components and the Demo Sources for creating unlimited number of software applications. Applications created using the Additional Component and/or the Demo Sources may be distributed in the form of executable file without additional payment to the Software Developer.

The Additional Components and the Demo Projects may be distributed through normal software channels providing that they are transmitted for free, as a whole and unchanged. You may only charge a fee for the physical act of transferring.

You may make any changes in the Additional Components and the Demo Sources. If you distribute a modified version of them, you must include the original unchanged version of them, including this license and all copyright notices. The same rights and restrictions apply to the modified version of the Additional Components and the Demo Sources.

5. The Images

If you acquired a developer license to use the full version of the Main Components, you can use the Images free of charge. Otherwise, you need acquiring a special developer license to use the Images.

You may use the The Images for creating unlimited number of software applications. Applications created using the Images may be distributed in the form of executable file without additional payment to the Software Developer. Any other use and distribution is possible only with the Software Developer's personal written permission.

6. Scope of Use and Termination

This License for the Software comes into effect after the Software (or any its part) is installed on your computer and remains in force during the time you use the Software (or any its part).

If you fail to comply with the terms and conditions of this License, you must delete all copies of the Software and of all applications that use it, and the agreement is terminated.

Territory in which the Software may be used: Worldwide.

7. Warranty and Disclaimer

The Software is provided "as is" and without warranty of any kind. The Software Developer hereby excludes and disclaims all implied or statutory warranties, including any warranties of merchantability, fitness for a particular purpose, quality, and non-infringement. There is no warranty that the product will be error-free or will function without interruption. The End User assumes the entire risk for the

results obtained using the Software. To the extent that Software Developer may not disclaim any warranty as a matter of applicable law, the scope and duration of such warranty will be the minimum permitted under such law.

ServiceLocation

The Microsoft.Practices.ServiceLocation.dll file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Microsoft.Practices.ServiceLocation.dll: Copyright (C) 2008. Microsoft Corporation. All Rights Reserved.

~~~~~

Comments A simple facade that provides insulation from specific IoC containers.

Company Name Microsoft

File Description Microsoft.Practices.ServiceLocation

File Version 1.0.0.0 p

Internal Name Microsoft.Practices.ServiceLocation.dll

Legal Copyright Copyright Microsoft 2008

Original File Name Microsoft.Practices.ServiceLocation.dll

Product Name Microsoft.Practices.ServiceLocation

Product Version 1.0.0.0

~~~~~

The following notice is found in the file license.json in ServiceLocation.zip available for download at the website: <https://archive.codeplex.com/?p=servicelocation>

Microsoft Reciprocal License (Ms-RL) available at <https://opensource.org/licenses/MS-RL>

TeeChart Pro Charting Library

These files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

TeeChart Pro Charting Library files: Copyright (C) 1995-2012 David Berneda. All Rights Reserved.

~~~~~

\*\*\*\*\*

TeeChart Pro Charting Library

Copyright (c) 1995-2012 by David Berneda

All Rights Reserved

\*\*\*\*\*

More pricing information can be found at the URL: <https://www.steema.com/buy>

#### END-USER LICENSE AGREEMENT FOR STEEMA SOFTWARE S.L.

IMPORTANT- READ CAREFULLY BEFORE INSTALLING THE SOFTWARE.

This End User License Agreement (this "EULA") contains the terms and conditions regarding your use of the SOFTWARE (as defined below) and material limitations to your rights in that regard. You should read this EULA carefully.

By installing the TeeChart Pro VCL / FMX software (hereinafter the "SOFTWARE"), you are accepting the following EULA.

I. THIS EULA.

## 1. Software Covered by this EULA.

This EULA governs your use of the Steema Software SL ("Steema") SOFTWARE enclosed either as part of a SOFTWARE installer or otherwise accompanied herewith. The term "SOFTWARE" includes, to the extent provided by Steema: 1) any revisions, updates and/or upgrades thereto; 2) any data, image or executable files, databases, data engines, computer software, or similar items customarily used or distributed with computer software products; 3) anything in any form whatsoever intended to be used with or in conjunction with the SOFTWARE; and 4) any associated media, documentation (including physical, electronic and online) and printed materials (the "Documentation").

## 2. This EULA is a legal agreement between you and Steema.

If you are acting as an agent of a company or another legal person, such as an officer or other employee acting for your employer, then "you" and "your" mean your principal, the entity or other legal person for whom you are acting. However, importantly, even if you are acting as an agent for another, you may still be personally liable for violation of laws such as copyright infringement.

This EULA is a legal agreement between you and Steema. You intend to be legally bound to this EULA to the same extent as if Steema and you physically signed this EULA. By installing, copying, or otherwise using the SOFTWARE, you agree to be bound by the terms and conditions contained in this EULA. If you do not agree to all of the terms and conditions contained in this EULA, you may not install or use the SOFTWARE. If you have already installed or begun to install the SOFTWARE you should cancel any install in progress and uninstall the SOFTWARE. If you do not agree to all of these terms and conditions, then you must promptly return the uninstalled SOFTWARE to the place from which you purchased it in accordance with the return policies of that place.

## II. YOUR LICENSE TO DEVELOP AND TO DISTRIBUTE.

Detailed below, this EULA grants you three licenses: 1) a license to use the SOFTWARE to develop other software products (the "Development License"); 2) a license to use and/or distribute the Developed Software (the "Distribution License"); and 3) a license to use and/or distribute the Developed Software on a Network Server (the "Web Server License"). All of these licenses (individually and collectively, the "Licenses") are explained and defined in more detail below.

### 1. Definitions. Terms and their respective meanings as used in this EULA:

"Developer" means a person using the SOFTWARE in accordance with the terms and conditions of this EULA.

"Network Server" means a computer with one or more computer central processing units (CPU's) that operates for the purpose of serving other computers logically or physically connected to it, including, but not limited to, other computers connected to it on an internal network, intranet or the Internet. "Web Server" means a type of Network Server that serves other computers more particularly connected to it over an intranet or the Internet.

"Developed Software" means those computer software products that are

developed by or through the use of the SOFTWARE. "Developed Web Server Software" means those Developed Software products that reside logically or physically on at least one Web Server and are operated (executed therein) by the Web Server's central processing unit(s) (CPU). "Developed Desktop Software" means those Developed Software products that are not Developed Web Server Software, including, for example, standalone applications. "Redistributable Files" means the SOFTWARE files or other portions of the SOFTWARE that are provided by Steema and are identified as such in the Documentation for distribution by you with the Developed Software. "Developer" means a person using the SOFTWARE in accordance with the terms and conditions of this EULA.

"Seat" is a computer on which the SOFTWARE is installed.

"Developer seat" is the use of one "Per seat" licensed copies of the SOFTWARE by one concurrent Developer.

"Development License" defines the right to use the SOFTWARE for development purposes. Every machine installing, running and/or using the SOFTWARE for development purposes must have a licensed copy and its appropriate license.

"Subscription period" is the period during which an active subscription agreement exists as confirmed in writing by Steema, usually at the moment of subscription purchase.

## 2. Your Development License.

You are hereby granted a limited, royalty-free, non-exclusive right to use the SOFTWARE to design, develop, and test Developed Software, on the express condition that, and only for so long as, you fully comply with all terms and conditions of this EULA.

The SOFTWARE is licensed to you on a Per Seat License basis.

The Development License means that one Developer may install two seats not to be used concurrently, performing a maximum of two installs of the SOFTWARE for use in designing, testing and creating Developed Software on two single computers with a single set of input devices, restricting the use of the SOFTWARE to a maximum of one concurrent seat. Conversely, you may not install or use the SOFTWARE on a computer that is a network server or a computer at which the SOFTWARE is used by more than one Developer. You may not network the SOFTWARE or any component part of it, where it is or may be used by more than one Developer unless you purchase an additional Development License for each Developer. You must purchase another separate license to the SOFTWARE in order to add additional developer seats if the additional developers are accessing the SOFTWARE on a computer network. If the SOFTWARE is used to create Developed Web Server Software, then you may perform a single install of the SOFTWARE for use in designing, testing and creating Developed Web Server Software by a single Developer on a single computer or Network Server. No additional End User Licenses are required for additional CPUs on the single computer or Network Server. In all cases, you may not use Steema's name, logo, or trademarks to market your Developed Software without the express written consent of Steema; agree to indemnify, hold harmless, and defend Steema, its suppliers and resellers, from and against any claims or lawsuits,

including lawyer's fees that may arise from the use or distribution of your Developed Software; you may use the SOFTWARE only to create Developed Software that is significantly different than the SOFTWARE.

### 3. Your Distribution License.

License to Distribute Developed Desktop Software. Subject to the terms and conditions in this EULA, you are granted the license to use and to distribute Developed Desktop Software on a royalty-free basis, provided that the Developed Desktop Software incorporates the SOFTWARE as an integral part of the Developed Software in machine language compiled format (customarily an ".exe", or ".dll", etc.). You may not distribute, bundle, wrap or subclass the SOFTWARE as Developed Software which, when used in a "designtime" development environment, exposes the programmatic interface of the SOFTWARE. You may distribute, on a royalty-free basis, Redistributable Files with Developed Desktop Software only.

### 4. Your Web Server License.

Subject to the terms and conditions in this EULA, you are granted the license to use and to distribute Developed Web Server Software, provided that you must purchase one Web Server License for each Network Server operating the Developed Web Server Software (and/or Redistributable Files called or otherwise used directly by the Developed Web Server Software). Notwithstanding the foregoing, however, you may distribute or transfer, free of royalties, the Redistributable Files (and/or any Developed Desktop Software) to the extent that they are used separately on the client/workstation side of the network served by the Web Server.

### 5. License Serial Number.

Upon purchase of the SOFTWARE a unique serial number (the "Serial Number") is provided by Steema either electronically or via the delivery channel. The Serial number provides a means to install and Register the SOFTWARE. The Serial Number is subject to the restrictions set forth in this EULA and may not be disclosed or distributed either with your Developed Software or in any other way. The disclosure or distribution of the Serial Number shall constitute a breach of this EULA, the effect of which shall be the automatic termination and revocation of all the rights granted herein.

### 6. Updates/Upgrades.

Subject to the terms and conditions of this EULA, the Licenses are perpetual. Updates, bug fixes and upgrades to the SOFTWARE may be provided by Steema at their discretion at timely intervals only during the Subscription period though Steema does not commit to providing such updates or upgrades, and, if so provided by Steema, are provided upon the terms and conditions offered at that time by Steema.

### 7. Evaluation or Beta Copy.

If you are using an "evaluation copy", "Beta" copy or similar version, specifically designated as such by Steema on its website or otherwise, then the Licenses are limited as follows: a) you are granted a license to use the SOFTWARE for a period of fifty (50) days counted from the day of installation (the "Evaluation Period"); b) upon completion of the Evaluation Period, you shall either i) delete the SOFTWARE from

the computer containing the installation, or you may ii) contact Steema or one of its authorized dealers to purchase a license of the SOFTWARE, which is subject to the terms and limitations contained herein; and c) any Developed Software developed with an evaluation or Beta copy may not be distributed or used for any commercial purpose.

### III. INTELLECTUAL PROPERTY.

#### 1. Copyright.

You agree that all right, title, and interest in and to the SOFTWARE (including, but not limited to, any images, photographs, code examples and text incorporated into the SOFTWARE), and any copies of the SOFTWARE, and any copyrights and other intellectual properties therein or related thereto are owned exclusively by Steema, except to the limited extent that Steema may be the rightful license holder of certain third-party technologies incorporated into the SOFTWARE. The SOFTWARE is protected by copyright laws and international treaty provisions. The SOFTWARE is licensed to you, not sold to you. Steema reserves all rights not otherwise expressly and specifically granted to you in this EULA.

#### 2. Backups.

You may make one copy the SOFTWARE solely for backup or archival purposes.

#### 3. General Limitations.

You may not reverse engineer, decompile, or disassemble the SOFTWARE, except and only to the extent that applicable law expressly permits such activity notwithstanding this limitation.

#### 4. Software Transfers.

You may not rent or lease the SOFTWARE. You may transfer the SOFTWARE to another computer, provided that it is completely removed from the computer from which it was transferred. You may permanently transfer all of your rights under the EULA, provided that you retain no copies, that you transfer all the SOFTWARE (including all component parts, the media and printed materials, any dates, upgrades, this EULA and, if applicable, the Certificate of Authenticity), and that the recipient agrees to the terms and conditions of this EULA as provided herein. Steema should be notified in writing of license transfers where the company of the recipient is different to that of the original licensee. If the SOFTWARE is an update or upgrade, any transfer must include all prior versions of the SOFTWARE.

#### 5. Termination.

Without prejudice to any other rights it may have, Steema may terminate this EULA and the Licenses if you fail to comply with the terms and conditions contained herein. In such an event, you must destroy all copies of the SOFTWARE and all of its component parts.

### IV. DISCLAIMER and WARRANTIES

#### 1. Disclaimer

Steema's entire liability and your exclusive remedy under this EULA shall be, at Steema's sole option, either (a) return of the price paid for the SOFTWARE; (b) repair the SOFTWARE through updates distributed online. Steema cannot and does not guarantee that any functions contained in the Software will meet your requirements, or that its

operations will be error free. The entire risk as to the Software performance or quality, or both, is solely with the user and not Steema. You assume responsibility for the selection of the component to achieve your intended results, and for the installation, use, and results obtained from the SOFTWARE.

## 2. Warranty.

Steema makes no warranty, to the maximum extent permitted by law, either implied or expressed, including with-out limitation any warranty with respect to this Software documented here, its quality, performance, or fitness for a particular purpose. In no event shall Steema be liable to you for damages, whether direct or indirect, incidental, special, or consequential arising out the use of or any defect in the Software, even if Steema has been advised of the possibility of such damages, or for any claim by any other party. All other warranties of any kind, either express or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are expressly excluded.

## V. MISCELLANEOUS.

### 1. This is the Entire Agreement.

This EULA (including any addendum or amendment to this EULA included with the SOFTWARE) is the final, complete and exclusive statement of the entire agreement between you and Steema relating to the SOFTWARE. This EULA supersedes any prior and contemporaneous proposals, purchase orders, advertisements, and all other communications in relation to the subject matter of this EULA, whether oral or written. No terms or conditions, other than those contained in this EULA, and no other understanding or agreement which in any way modifies these terms and conditions, shall be binding upon the parties unless entered into in writing executed between the parties, or by other non-oral manner of agreement whereby the parties objectively and definitively act in a manner to be bound (such as by continuing with an installation of the SOFTWARE, "clicking-through" a questionnaire, etc.) Employees, agents and other representatives of Steema are not permitted to orally modify this EULA.

### 2. You Indemnify Steema.

You agree to indemnify, hold harmless, and defend Steema and its suppliers and resellers from and against any and all claims or lawsuits, including attorney's fees, that arise or result from this EULA.

### 3. Interpretation of this EULA.

If for any reason a court of competent jurisdiction finds any provision of this EULA, or any portion thereof, to be unenforceable, that provision of this EULA will be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this EULA will continue in full force and effect. Formatives of defined terms shall have the same meaning of the defined term. Failure by either party to enforce any provision of this EULA will not be deemed a waiver of future enforcement of that or any other provision. Except as otherwise required or superseded by law, this EULA is governed by the laws of Spain. If the SOFTWARE was acquired

outside of Spain, then local law may apply.

WebGrease 1.5.2

The WebGrease.1.5.2.nupkg, WebGrease.dll, WG.exe, install.ps1, and uninstall.ps1 files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

WebGrease.1.5.2.nupkg: Copyright © Microsoft Corporation. All Rights Reserved.

WebGrease.dll: Copyright © Microsoft Corporation. All Rights Reserved.

WG.exe: Copyright © Microsoft Corporation. All Rights Reserved.

install.ps1: Copyright © Microsoft Corporation. All Rights Reserved.

uninstall.ps1: Copyright © Microsoft Corporation. All Rights Reserved.

~~~~~

MICROSOFT SOFTWARE LICENSE TERMS

MICROSOFT MSN WEBGREASE

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any

Microsoft

Σ updates,

Σ supplements,

Σ Internet-based services, and

Σ support services

for this software, unless other terms accompany those items. If so, those terms apply.

By using the software, you accept these terms. If you do not accept them, do not use the software.

If you comply with these license terms, you have the perpetual rights below.

1. INSTALLATION AND USE RIGHTS.

a. Installation and Use. One user may install and use any number of copies of the software on your devices.

b. Third Party Notices. The software may include third party code. Microsoft, not the third party, licenses to you under the terms set forth in this agreement. Notices, if any, for any third party code are included for your information only.

2. INTERNET-BASED SERVICES. Microsoft provides Internet-based services with the software. It may change or cancel them at any time. You may not use these services in any way that could harm them or impair anyone else's use of them. You may not use the services to try to gain unauthorized access to any service, data, account or network by any means.

3. SCOPE OF LICENSE. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

Σ work around any technical limitations in the software;

∑ reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

∑ make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

∑ publish the software for others to copy;

∑ rent, lease or lend the software; or

∑ transfer the software or this agreement to any third party.

4. BACKUP COPY. You may make one backup copy of the software. You may use it only to reinstall the software.

5. DOCUMENTATION. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

6. EXPORT RESTRICTIONS. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

7. SUPPORT SERVICES. Because this software is *as is*, we may not provide support services for it.

8. ENTIRE AGREEMENT. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

9. APPLICABLE LAW.

a. United States. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. Outside the United States. If you acquired the software in any other country, the laws of that country apply.

10. LEGAL EFFECT. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

11. DISCLAIMER OF WARRANTY. The software is licensed *as-is*. You bear the risk of using it. Microsoft gives no express warranties, guarantees or conditions. You may have additional consumer rights or statutory guarantees under your local laws which this agreement cannot change. To the extent permitted under your local laws, Microsoft excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

FOR AUSTRALIA ñ You have statutory guarantees under the Australian Consumer Law and nothing in these terms is intended to affect those rights.

12. LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. You can recover from Microsoft and its suppliers only direct damages up to U.S. \$5.00. You cannot recover any other damages, including

consequential, lost profits, special, indirect or incidental damages.
This limitation applies to

Σ anything related to the software, services, content
(including code) on third party Internet sites, or third party
programs; and

Σ claims for breach of contract, breach of warranty, guarantee
or condition, strict liability, negligence, or other tort to the
extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the
possibility of the damages. The above limitation or exclusion may not
apply to you because your country may not allow the exclusion or
limitation of incidental, consequential or other damages.

Please note: As this software is distributed in Quebec, Canada, these
license terms are provided below in French.

Ajax Control Toolkit 4.1.50927

The Ajax Control Toolkit files are licensed pursuant to the below
license.

The following notice(s) are found with the code or materials:

Ajax Control Toolkit files: Copyright © 2011, CodePlex Foundation. All
Rights Reserved.

~~~~~

Redistribution and use in source and binary forms, with or without  
modification, are permitted provided that the following conditions are  
met:

- \* Redistributions of source code must retain the above copyright  
notice, this list of conditions and the following disclaimer.

- \* Redistributions in binary form must reproduce the above copyright  
notice, this list of conditions and the following disclaimer in the  
documentation and/or other materials provided with the distribution.

- \* Neither the name of CodePlex Foundation nor the names of its  
contributors may be used to endorse or promote products derived from  
this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS AS  
IS AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED  
TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A  
PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT  
OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,  
SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT  
LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE,  
DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY  
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT  
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE  
OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Antlr 3.4.1.9004

The Antlr.3.4.1.9004.nupkg, Antlr3.Runtime.dll, and Antlr3.Runtime.pdb  
files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Antlr.3.4.1.9004.nupkg: Copyright © 2011, Sam Harwell. All Rights  
Reserved.

Antlr3.Runtime.dll: Copyright © 2011, Sam Harwell. All Rights

Reserved.

Antlr3.Runtime.pdb: Copyright © 2011, Sam Harwell. All Rights Reserved.

~~~~~

Company Name Tunnel Vision Laboratories LLC

File Description Antlr3.Runtime

File Version 3.4.1.9004

Internal Name Antlr3.Runtime.dll

Legal Copyright Copyright Sam Harwell 2011

Original File Name Antlr3.Runtime.dll

Product Name Antlr3.Runtime

Product Version 3.4.1.9004

The "BSD license"

Copyright (c) 2011 The ANTLR Project

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. Neither the name of the copyright holder nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED.

IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Delphi ZLib

The following notice(s) are found with the code or materials:

Delphi ZLib files: Copyright © Base2 Technologies. All Rights Reserved.

~~~~~

disclaimer

-----  
This software is provided "as-is", without any express or implied warranty.

in no event will the authors be held liable for any damages arising from the use of this software.

permission is granted to anyone to use this software for any purpose,

including commercial applications. please do not misrepresent the origin of this software. if you use this software in a product, an acknowledgment in the product documentation (readme, about box, help file, etc.) would be appreciated but is not required.

#### FluentValidation 7.1.1

The FluentValidation files are licensed pursuant to the Apache 2.0 license available at <http://www.apache.org/licenses/> and attached hereto as Appendix C.

The following notice(s) are found with the code or materials:

FluentValidation.7.1.1.nupkg: Copyright (C) 2008–2017, Jeremy Skinner. All Rights Reserved.

FluentValidation.dll: Copyright (C) 2008–2017, Jeremy Skinner. All Rights Reserved.

FluentValidation.xml: Copyright (C) 2008–2017, Jeremy Skinner. All Rights Reserved.

FluentValidation.Mvc5.7.1.1.nupkg: Copyright (C) 2008–2017, Jeremy Skinner. All Rights Reserved.

FluentValidation.Mvc.dll: Copyright (C) 2008–2017, Jeremy Skinner. All Rights Reserved.

FluentValidation.Mvc.xml: Copyright (C) 2008–2017, Jeremy Skinner. All Rights Reserved.

Comments A validation library for .Net that uses a fluent interface to construct strongly-typed validation rules.

Company Name Jeremey Skinner

File Description FluentValidation

Vile Version 7.1.1.0

Internal Name FluentValidation.dll

Legal Copyright Copyright © Jeremy Skinner 2008–2017

Original File Name FluentValidation.dll

Product Name Fluent Validation

Product Version 7.1.1

jquery-1.9.1.min.js

The jquery-1.9.1.min.js file is licensed pursuant to the MIT license.

The following notice(s) are found with the code or materials:

jquery-1.9.1.min.js: Copyright (C) 2005, 2012, jQuery Foundation, Inc. All Rights Reserved.

~~~~~

jQuery v1.9.1 | (c) 2005, 2012 jQuery Foundation, Inc. | jquery.org/license

Copyright 2012 jQuery Foundation and other contributors

<http://jquery.com/>

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jquery.mousewheel.js

The jquery.mousewheel.js file is licensed pursuant to the MIT license.

The following notice(s) are found with the code or materials:

jquery.mousewheel.js: Copyright (c) 2011 Brandon Aaron (<http://brandonaaron.net>). All Rights Reserved.

~~~~~

Licensed under the MIT License (LICENSE.txt).

Thanks to: <http://adomas.org/javascript-mouse-wheel/> for some pointers.

Thanks to: Mathias Bank(<http://www.mathias-bank.de>) for a scope bug fix.

Thanks to: Seamus Leahy for adding deltaX and deltaY

Version: 3.0.6

Requires: 1.2.2+

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jquery.textchange.min.js

The jquery.textchange.min.js file is licensed pursuant to the MIT license.

The following notice(s) are found with the code or materials:

jquery.textchange.min.js: Copyright (c) 2010 Zurb. All Rights Reserved.

~~~~~

jQuery TextChange Plugin

<http://www.zurb.com/playground/jquery-text-change-custom-event>

Copyright 2010, ZURB

Released under the MIT License

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.
THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jquery-ui-1.10.1.min.js

The jquery-ui-1.10.1.min.js file is licensed pursuant to the MIT license.

The following notice(s) are found with the code or materials:

jquery-ui-1.10.1.min.js: Copyright (c) 2013 jQuery Foundation. All Rights Reserved.

~~~~~

jQuery UI - v1.10.1 - 2013-02-27

<http://jqueryui.com>

Includes: jquery.ui.core.js, jquery.ui.widget.js, jquery.ui.mouse.js, jquery.ui.position.js, jquery.ui.draggable.js, jquery.ui.droppable.js, jquery.ui.resizable.js, jquery.ui.selectable.js, jquery.ui.sortable.js, jquery.ui.accordion.js, jquery.ui.autocomplete.js, jquery.ui.button.js, jquery.ui.datepicker.js, jquery.ui.dialog.js, jquery.ui.menu.js, jquery.ui.progressbar.js, jquery.ui.slider.js, jquery.ui.spinner.js, jquery.ui.tabs.js, jquery.ui.tooltip.js, jquery.ui.effect.js, jquery.ui.effect-blind.js, jquery.ui.effect-bounce.js, jquery.ui.effect-clip.js, jquery.ui.effect-drop.js, jquery.ui.effect-explode.js, jquery.ui.effect-fade.js, jquery.ui.effect-fold.js, jquery.ui.effect-highlight.js, jquery.ui.effect-pulsate.js, jquery.ui.effect-scale.js, jquery.ui.effect-shake.js, jquery.ui.effect-slide.js, jquery.ui.effect-transfer.js

Copyright (c) 2013 jQuery Foundation and other contributors Licensed MIT

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be

included in all copies or substantial portions of the Software.  
THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,  
EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF  
MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.  
IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY  
CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT,  
TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE  
SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jQuery Validation Plugin

The DevExpress.Web.v14.1.dll file is licensed pursuant to the MIT  
license.

The following notice(s) are found with the code or materials:

DevExpress.Web.v14.1.dll: Copyright (c) 2013 Jorn Zaefferer. All  
Rights Reserved.

~~~~~

Microsoft grants you the right to use these script files for the sole
purpose of either: (i) interacting through your browser with the
Microsoft website or online service, subject to the applicable
licensing or use terms; or (ii) using the files as included with a
Microsoft product subject to that product's license terms. Microsoft
reserves all other rights to the files not expressly granted by
Microsoft, whether by implication, estoppel or otherwise. Insofar as a
script file is dual licensed under GPL, Microsoft neither took the
code under GPL nor distributes it thereunder but under the terms set
out in this paragraph. All notices and licenses below are for
informational purposes only.

NUGET: END LICENSE TEXT

jQuery Validation Plugin - v1.11.1 - 3/22/2013\n* <https://github.com/jzaefferer/jquery-validation>

Copyright (c) 2013 Jorn Zaefferer; Licensed MIT

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining
a copy of this software and associated documentation files (the
"Software"), to deal in the Software without restriction, including
without limitation the rights to use, copy, modify, merge, publish,
distribute, sublicense, and/or sell copies of the Software, and to
permit persons to whom the Software is furnished to do so, subject to
the following conditions:

The above copyright notice and this permission notice shall be
included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,
EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF
MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.
IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY
CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT,
TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE
SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Json.Net 6.0.4

The Json.Net 6.0.4 files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Newtonsoft.Json.6.0.4.nupkg: Copyright (C) 2007, 2008 James Newton-King. All Rights Reserved.
Newtonsoft.Json.dll: Copyright (C) 2007, 2008 James Newton-King. All Rights Reserved.
Newtonsoft.Json.xml: Copyright (C) 2007, 2008 James Newton-King. All Rights Reserved.
install.ps1: Copyright (C) 2007, 2008 James Newton-King. All Rights Reserved.

~~~~~

Comments Json.Net is a popular high-performance JSON framework for .Net.

Company Name Newtonsoft  
File Description Json.net Net 2.0  
File Version 6.4.4.17603  
Internal Name Newtonsoft.Json.dll  
Legal Copyright Copyright James Newton-King 2008  
Original File Name Newtonsoft.Json.dll  
Product Name Json.NET  
Product Version 6.0.4.17603

~~~~~

The MIT License (MIT)

Copyright (c) 2007 James Newton-King

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.
THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

LibJpeg

The evointernal.dll file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

evointernal.dll: Copyright (C) 1991-2016, Thomas G. Lane, Guido Vollbeding. All Rights Reserved.

~~~~~

LICENSE TERMS (ships as a part of the libjpeg package in the README file)

=====

1. We don't promise that this software works. (But if you find any bugs, please let us know!)

2. You can use this software for whatever you want. You don't have to pay us.

3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2016, Thomas G. Lane, Guido Vollbeding.

All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.

(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".

(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

Mongo Delphi Driver

The GridFS.pas, MongoBson.pas, MongoDB.pas, and mongoc.dll files are licensed pursuant to the Apache 2.0 license attached hereto as Appendix C.

The following notice(s) are found with the code or materials:

GridFS.pas: Copyright 2009-2011, 10gen Inc. All Rights Reserved.

MongoBson.pas: Copyright 2009-2011, 10gen Inc. All Rights Reserved.

MongoDB.pas: Copyright 2009-2011, 10gen Inc. All Rights Reserved.

mongoc.dll: Copyright 2009-2011, 10gen Inc. All Rights Reserved.

~~~~~

Copyright 2009-2011 10gen Inc.

Licensed under the Apache License, Version 2.0 (the "License"); you

may not use this file except in compliance with the License.
You may obtain a copy of the License at <http://www.apache.org/licenses/LICENSE-2.0>

Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.

See the License for the specific language governing permissions and limitations under the License.

NLog.dll

The NLog.dll file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

NLog.dll: Copyright (c) 2004-2011, Jaroslaw Kowalski. All Rights Reserved.

~~~~~

Comments NLog

Company Name NLog

File Description NLog for .Net Framework 4.0

File Version 2.0.0.0.4

Internal Name NLog.dll

Legal Copyright Copyright (C) 2004-2011 by Jaroslaw Kowalski

Original File Name NLog.dll

Product Name NLog v2.0.0.0 (Private Build)

Product Version 2.0.0.0

Copyright (c) 2004-2011 Jaroslaw Kowalski <jaak@jkowalski.net>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- \* Redistributions of source code must retain the above copyright notice,

- this list of conditions and the following disclaimer.

- \* Redistributions in binary form must reproduce the above copyright notice,

- this list of conditions and the following disclaimer in the documentation

- and/or other materials provided with the distribution.

- \* Neither the name of Jaroslaw Kowalski nor the names of its contributors may be used to endorse or promote products derived from this

- software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS

"AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

DocumentFormat.OpenXml.dll

The DocumentFormat.OpenXml.dll file is licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

DocumentFormat.OpenXml.dll: Copyright (c), Microsoft Corporation. All Rights Reserved.

~~~~~

Comments Open XML Format SDK 2.0

Company Name Microsoft Corporation

File Description DocumentFormat.OpenXml

File Version 2.0.5022.0

Internal Name DocumentFormat.OpenXml.dll

Legal Copyright Copyright Microsoft Corporation. All rights reserved.

Original File Name DocumentFormat.OpenXml.dll

Product Name Open XML Format SDK 2.0

Product Version 2.0.5022.0

Assembly Version 2.0.5022.0

~~~~~

The MIT License (MIT)

Copyright (c) Microsoft Corporation

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

GRABBAR.PAS

The following notice(s) are found with the code or materials:

Grabbar.pas: Copyright (C) 1996, Brad Stowers. All Rights Reserved.

~~~~~

A grab bar, or splitter, to allow two windows to be resized simultaneously.

Copyright 1996, Brad Stowers. All Rights Reserved.

This component can be freely used and distributed in commercial and private environments, provided this notice is not modified in any way.

-

Feel free to contact me if you have any questions, comments or suggestions at bstowers@pobox.com or 72733,3374 on CompuServe.

-

Date last modified: 12/10/96

-

TGrabBar v1.04

Toolbar97 1.71

The Toolbar97 files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

TB97.PAS: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

TB97Cmn.pas: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

TB97Cnst.pas: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

TB97Ctls.pas: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

TB97Reg.pas: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

TB97Tlbr.pas: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

TB97Tlwn.pas: Copyright (C) 1998-2004 by Jordan Russell. All Rights Reserved.

~~~~~

Toolbar97 version 1.71

Copyright (C) 1998-99 by Jordan Russell

For conditions of distribution and use, see LICENSE.TXT.

e-mail: [jordanr@iname.com](mailto:jordanr@iname.com)

home page: <http://www.jordanr.dhs.org/>

(alternate address: <http://www.digicron.com/jordanr/>)

\*PLEASE NOTE\* Before making any bug reports please first verify you

are using the latest version by checking my home page. And if you do report a bug, please, if applicable, include a code sample.

~~~~~

Toolbar97

Copyright (C) 1998-2004 by Jordan Russell

<http://www.jrsoftware.org/>

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

DevExpress.Web.v14.1.dll

The DevExpress.Web.v14.1.dll file is licensed pursuant to the MIT license, reproduced below.

The following notice(s) are found with the code or materials:

DevExpress.Web.v14.1.dll: Copyright (C), Software Freedom Conservancy, Inc. All Rights Reserved.

~~~~~

Globalize Cultures

<http://github.com/jquery/globalize>

Copyright Software Freedom Conservancy, Inc.

Dual licensed under the MIT or GPL Version 2 licenses.

<http://jquery.org/license>

This file was generated by the Globalize Culture Generator

Translation: bugs found in this file need to be fixed in the generator

Copyright JS Foundation and other contributors, <https://js.foundation>

This software consists of voluntary contributions made by many individuals. For exact contribution history, see the revision history available at <https://github.com/jquery/globalize>

The following license applies to all parts of this software except as documented below:

====

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to

permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software. THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

====

Copyright and related rights for sample code are waived via CC0. Sample code is defined as all source code contained within the doc directory.

CC0: <http://creativecommons.org/publicdomain/zero/1.0/>

====

All files located in the node\_modules and external directories are externally maintained libraries used by this software which have their own licenses; we recommend you read them, as their terms may differ from the terms above.

Indy Project

The Indy Project files available at <https://www.indyproject.org/> are licensed pursuant to the BSD 3-clause license, reproduced below.

The following notice(s) are found with the code or materials:

Indy Project files: Copyright (C) 1993-2005, Chad Z. Hower and the Indy Pit Crew. All Rights Reserved.

~~~~~

This file is part of the Indy (Internet Direct) project, and is offered under the dual-licensing agreement described on the Indy website.

(<http://www.indyproject.org/>)

Copyright: (c) 1993-2005, Chad Z. Hower and the Indy Pit Crew. All rights reserved.

Dual Licensed

Indy is dual licensed. You can review which license better suits your needs, and use that license. You can even change your mind later if you have previously chosen one.

Licenses

Indy Modified BSD License ñ The Indy Modified BSD license is a very no nonsense license that allows you to do almost anything you want with Indy, provided you provide proper attribution. License Details.

Indy MPL (Mozilla Public License) License ñ To make it easier and consistent for JEDI users, we also offer an MPL license v1.1. License Details.

Which license should I use?

You need to investigate them and see which one fits your needs. The BSD license is simpler and allows much broader use, but requires attribution (See below). The MPL license is more restrictive, but does not require attribution. If in doubt, choose the BSD license and just provide proper attribution.

Do I have to provide attribution in the about box?

No. While we appreciate attribution in the about box, it is not a requirement. A mention in the documentation (or in multiple places), or any reasonable visible place to the users of the product is acceptable. There are also Indy graphics and logos you can use.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. Neither the name of the copyright holder nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.î

jQuery 1.6.4

The jQuery 1.6.4 files are licensed pursuant to the MIT license, reproduced below.

The following notice(s) are found with the code or materials:

jquery-1.6.4-vsdoc.js: Copyright (C) 2011, John Resiq. All Rights Reserved.

jquery-1.6.4.js: Copyright (C) 2011, John Resiq. All Rights Reserved.

jquery-1.6.4.min.js: Copyright (C) 2011, John Resiq. All Rights

Reserved.

install.ps1: Copyright (C) 2011, John Resiq. All Rights Reserved.

jquery-1.6.4-vsdoc-para.js: Copyright (C) 2011, John Resiq. All Rights Reserved.

uninstall.ps1: Copyright (C) 2011, John Resiq. All Rights Reserved.

jQuery.1.6.4.nupkg: Copyright (C) 2011, John Resiq. All Rights Reserved.

~~~~~

jQuery JavaScript Library v1.6.4

<http://jquery.com/>

Copyright 2011, John Resig

Dual licensed under the MIT or GPL Version 2 licenses.

<http://jquery.org/license>

Includes Sizzle.js

<http://sizzlejs.com/>

Copyright 2011, The Dojo Foundation

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jquery-latest.js

The jquery-latest.js file is licensed pursuant to the MIT License, reproduced below.

The following notice(s) are found with the code or materials:

jquery-latest.js: Copyright (C) 2011, John Resiq. All Rights Reserved.

~~~~~

jQuery JavaScript Library v1.7.2

<http://jquery.com/>

Copyright 2011, John Resig

Dual licensed under the MIT or GPL Version 2 licenses.

<http://jquery.org/license>

Includes Sizzle.js

<http://sizzlejs.com/>

Copyright 2011, The Dojo Foundation

Released under the MIT, BSD, and GPL Licenses.

Date: Wed Mar 21 12:46:34 2012 -0700

MIT License

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jquery.cookie.js

The jquery.cookie.js file is licensed pursuant to the MIT license, reproduced below.

The following notice(s) are found with the code or materials:

jquery.cookie.js: Copyright (C) 2010, Klaus Hartl. All Rights Reserved.

~~~~~

jQuery Cookie plugin

Copyright (c) 2010 Klaus Hartl (stilbuero.de)

Dual licensed under the MIT and GPL licenses:

<http://www.opensource.org/licenses/mit-license.php>

<http://www.gnu.org/licenses/gpl.html>

MIT License

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

jquery.jstree.js

The jquery.jstree.js file is licensed pursuant to the MIT license.

The following notice(s) are found with the code or materials:

jquery.jstree.js: Copyright (C) 2010, Ivan Bozhanov. All Rights Reserved.

~~~~~

jsTree 1.0-rc3

<http://jstree.com/>

Copyright (c) 2010 Ivan Bozhanov (vakata.com)

Licensed same as jquery – under the terms of either the MIT License or the GPL Version 2 License

<http://www.opensource.org/licenses/mit-license.php>

<http://www.gnu.org/licenses/gpl.html>

2011-02-09 01:17:14 +0200

\$Revision: 236 \$

The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

qTip2

The jquery.qtip.js and jquery.qtip.css files are licensed pursuant to the MIT license, reproduced below.

The following notice(s) are found with the code or materials:

jquery.qtip.js: Copyright (C) 2009–2010, Craig Michael Thompson. All Rights Reserved.

jquery.qtip.css: Copyright (C) 2009–2010, Craig Michael Thompson. All Rights Reserved.

~~~~~

qTip2 – Pretty powerful tooltips

<http://craigsworks.com/projects/qtip2/>

Version: nightly

Copyright 2009–2010 Craig Michael Thompson – <http://craigsworks.com>

Dual licensed under MIT or GPLv2 licenses

[http://en.wikipedia.org/wiki/MIT\\_License](http://en.wikipedia.org/wiki/MIT_License)

Date: Thu Nov 17 12:01:03.000000000 2011

#### The MIT License (MIT)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.  
THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

#### QUnit 1.6

The qunit.css and qunit.js files are licensed pursuant to the MIT License, reproduced below.

The following notice(s) are found with the code or materials:

qunit.css: Copyright (C) 2012, John Resig and Jörn Zaefferer. All Rights Reserved.

qunit.js: Copyright (C) 2012, John Resig and Jörn Zaefferer. All Rights Reserved.

~~~~~

QUnit v1.6.0pre - A JavaScript Unit Testing Framework

<http://docs.jquery.com/QUnit>

Copyright (c) 2012 John Resig, Jörn Zaefferer

Dual licensed under the MIT (MIT-LICENSE.txt) or GPL (GPL-LICENSE.txt) licenses.

MIT License

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.
THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY

CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

ASYNCHRONOUS CALLS

The source code for these files are subject to the terms of the Mozilla Public License, v. 2.0, available at <https://opensource.org/licenses/MPL-2.0> and attached hereto as Appendix B.

The following notice(s) are found with the code or materials:

AsyncCalls.html: Copyright (C) 2006–2010 Andreas Hausladen. All Rights Reserved.

AsyncCalls.pas: Copyright (C) 2006–2010 Andreas Hausladen. All Rights Reserved.

~~~~~

Asynchronous function calls utilizing multiple threads.

The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is AsyncCalls.pas.

The Initial Developer of the Original Code is Andreas Hausladen.

Portions created by Andreas Hausladen are Copyright (C) 2006–2010 Andreas Hausladen. All Rights Reserved.

The source code for these files as implemented in WideOrbit products is available at <https://github.com/ahausladen/AsyncCalls>.

WOS\_PMI\_RUN\_MGXSenderALL.js

This file contains software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

The following notice(s) are found with the code or materials:

Code adapted from: <https://stackoverflow.com/questions/424292/seedable-javascript-random-number-generator>

Lines 6216–6218 contain matches to code found at the above URL.

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.33702

GOOGLE INTEGRATOR C++ EDITION 2.0

The ibgoauth.dru and ibgoauth64.dru files are licensed pursuant to a site license with royalty-free distribution options.

The following notice(s) are found with the code or materials:

ibgoauth.dru: Copyright (C) 2016, /N Software Inc. All Rights Reserved.

ibgoauth64.dru: Copyright (C) 2016, /N Software Inc. All Rights Reserved.

~~~~~

Company Name /n software inc. ñ www.nsoftware.com

File Description Google Integrator V2

File version 2.0.05962

Internal Name ingooglecpp/dll

Legal Copyright Copyright (C) 2016, /N Software Inc. All Rights Reserved.

Legal Trademarks Google Integrator (TM) is a Trademark of /N Software Inc.

Original File Name ingoogle2.dll

Product Name Google Integrator C++ Edition Version 2.0

Information is available at <https://www.nsoftware.com/in/google/>

MANAGED VCL

The Managed VCL files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Managed extensions for VCL: Copyright (C) Viatcheslav V. Vassiliev. All Rights Reserved.

~~~~~

Managed extensions for VCL is available at <https://web.archive.org/web/20080331201035/http://www.managed-vcl.com/>

Managed extensions for VCL

AUTHOR : Viatcheslav V. Vassiliev

SOFTWARE: Managed extensions for VCL

#### NO-NONSENSE LICENSE STATEMENT AND LIMITED WARRANTY IMPORTANT – READ CAREFULLY

This license statement and limited warranty constitutes a legal agreement (‘License Agreement’) between you (either as an individual or a single entity) and Viatcheslav V. Vassiliev (‘Author’) for the software product (‘Software’) identified above, including any software, media, and accompanying on-line or printed documentation. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, YOU AGREE TO BE BOUND BY ALL OF THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT. If you are accepting this License Agreement on behalf of a corporation, partnership or other legal entity, the use of the terms ‘you’ and ‘your’ in this License Agreement will refer to such entity.

#### TERMS AND CONDITIONS

##### 1. GRANT OF LICENSE.

a. Subject to the terms and conditions of this License Agreement, Author grants to you a personal, nonexclusive, nontransferable and limited license to install and use the Software for the purposes set

forth herein. Unless you have purchased additional licenses from Author, you may only install and use a single copy of the Software on a computer and freely move the Software from one computer to another, provided that you are the only individual using the Software. If you are an entity, Author grants you the right to designate one individual within your organization (îNamed Userî) to have the right to use the Software in the manner provided herein. If you have purchased additional licenses from Author or a Author authorized reseller, you may install and use the number of copies of the Software up to the number of users, CPUís, servers and/or at the sites granted to you in writing by Author (îLicensed Copiesî).

b. This Software is owned by Author or its suppliers and is protected by copyright law, international copyright treaties, as well as other proprietary notices. Therefore, you must treat this Software like any other copyrighted material (e.g., a book) and you agree that the total number of copies of the Software used by you may not exceed the number of Licensed Copies paid for by you, except that you may either make one copy of the Software solely for backup or archival purposes or transfer the Software to a single hard disk provided you keep the original solely for backup or archival purposes.

c. Subject to the further terms and conditions of this License Agreement, the term of this license is perpetual (unless terminated as provided below). You may transfer the Software and documentation on a permanent basis provided you retain no copies and the recipient agrees to the terms of this License Agreement.

d. If you have acquired the Time Limited Evaluation version of the Software, you may install and use the Software solely for evaluation and test purposes for the duration of the time period set in the Software. You may not attempt to increase the functionality of the Software in any manner or extend the time limiters of the Time Limited Evaluation version. Evaluation period is 30 days from the moment of installing the Software.

## 2. LICENSE RESTRICTIONS.

a. Except as provided in this License Agreement, you receive no rights and agree not to transfer, rent, lease, lend, copy, modify, translate, port, create derivative works of, market, distribute, sublicense, time-share or electronically transmit or receive the Software, media or documentation. You acknowledge that the Software in source code form remains a confidential trade secret of Author and/or its suppliers and therefore you agree not to modify the Software or attempt to reverse engineer, decompile, or disassemble the Software, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation. As a confidential trade secret, you shall use your best efforts to protect the proprietary or confidential information supplied by Author in its Software (including any source code), in the same manner in which you would protect your own proprietary or confidential information, but not less than reasonable precautions to protect such proprietary or confidential information and you shall not use such proprietary or confidential trade secret for your own benefit or the benefit of any

other person or entity, except as may be specifically permitted hereunder.

b. If you have purchased an upgrade version of the Software, it constitutes a single product with the Author software that you upgraded. You may use or transfer the upgrade version of the Software together with the original only in accordance with this License Agreement.

### 3. REGISTRATION.

You are required to register the Software with Author.

### 4. LICENSE TERMS FOR THE WORKS YOU CREATE USING SOFTWARE

Author grants to you as an individual, a personal, nonexclusive license to install and use the Software for the sole purposes of designing, developing, testing, and deploying, in source and compiled form, the works which you create using the Software (îWorksî), subject to the restrictions in this License Agreement.

Nothing in this License Agreement permits you to derive the source code of files that Author has provided to you in compiled form only, or to reproduce, modify, use, or distribute the source code of such files. You are not, of course, restricted from distributing source code or compiled code that is entirely your own. Source code which you generate with a Author source code generator, is considered by Author to be your code.

### GENERAL TERMS THAT APPLY TO COMPILED WORKS AND REDISTRIBUTABLES

You may compile (including byte-code compile) your Works using the Software, including any libraries and source code included for such purpose with the Software. You may reproduce and distribute Works in compiled form, without additional license or fees, subject to all of the conditions in this License Agreement.

The Software may include certain files (îRedistributablesî) intended for distribution by you to the users of your Works. Redistributables include, for example, those files identified in the accompanying printed or on-line documentation as redistributable files. In any event, the Redistributables for the Software are only those files specifically designated as such by Author. From time to time, Author may designate other files as Redistributables. You should refer to the documentation, including any îreadmeî or îdeployî files included with the Software, for additional information.

Subject to all of the conditions in this License Agreement, you may reproduce and distribute exact copies of the Redistributables, provided that such copies are made from the original copy of the Software or the copy transferred to the single hard disk. Copies of Redistributables may only be distributed with and for the sole purpose of executing the Works permitted under this License Agreement that you have created using the Software. Under no circumstances may any copies of Redistributables be distributed separately. Regardless of any modifications which you make and regardless of how you might compile, link, and/or package your Works, under no circumstances may the libraries (including runtime libraries), code, Redistributables, and/or other files of the Software (including any portions thereof) be used for developing Works by anyone other than you. Only you as the

licensed user (or the Named User for your entity) have the right to use the libraries (including runtime libraries), code, Redistributables, or other files of the Software (or any portions thereof) for developing Works. In particular, you may not share copies of the Redistributables with other co-developers. You may not reproduce or distribute any Author documentation without Author's permission.

The license granted in this License Agreement for you to create the Works and distribute your Works and the Redistributables (if any) is subject to all of the following conditions:

- (i) all copies of the Works you create must bear a valid copyright notice, either your own or the Author copyright notice that appears on the Software;
- (ii) you may not remove or alter any Author copyright, trademark or other proprietary rights notice contained in any portion of Author libraries, source code, Redistributables or other files that bear such a notice;
- (iii) all rights and obligations of the parties here are personal to them and this License Agreement is not intended to benefit nor shall it be deemed to give rise to, any rights in any third party; consequently, Author provides no warranty at all to any person, other than the Limited Warranty provided to the original purchaser of the Software, and you will remain solely responsible to anyone receiving your Works for support, service, upgrades, or technical or other assistance, and such recipients will have no right to contact Author for such services or assistance;
- (iv) you will indemnify, defend and hold Author, its related companies and its suppliers, harmless from and against any claims or liabilities arising out of the use, reproduction or distribution of your Works;
- (v) your Works must be written using a licensed, registered copy of the Software;
- (vi) your Works must add primary and substantial functionality, and may not be merely a set or subset of any of the libraries (including runtime libraries), code, Redistributables or other files of the Software;
- (vii) regardless of any modifications which you make and regardless of how you might compile, link, or package your Works, the libraries (including runtime libraries), code, Redistributables, and/or other files of the Software (including any portions thereof) may not be used in programs created by your end users (i.e., users of your Works) and may not be further redistributed by your end users; and
- (viii) you may not use Author's or any of its suppliers' names, logos, or trademarks to market your Works, except to state that your Work was written using the Software.

The Software might include source code, redistributable files, and/or other files provided by a third party vendor (Third Party Software). Since use of Third Party Software might be subject to license restrictions imposed by the third party vendor, you should refer to

the on-line documentation (if any) provided with Third Party Software for any license restrictions imposed by the third party vendor. In any event, any license restrictions imposed by a third party vendor are in addition to, not in lieu of, the terms and conditions of this License Agreement.

All Author Software provided under this License Agreement, including but not limited to libraries, source code, Redistributables and other files remain Author's exclusive property. Author will retain all right, title and interest in and to the libraries, source code, Redistributables and other files, including the Intellectual Property contained in such property (including but not limited to, ownership of all copyrights, patents, trademarks, service marks worldwide). Regardless of any modifications that you make, you may not distribute any files (particularly Author source code and other non-compiled files) except those that Author has expressly designated as Redistributables.

Contact Author for the applicable royalties due and other licensing terms for all other uses and/or distribution of the Redistributables.

#### 5. LIMITED WARRANTY

a. Software provided under this License Agreement, including but not limited to libraries, source code, Redistributables and other files are provided as is, without warranty of any kind except as expressly provided in this paragraph. Author warrants that, except with respect to the Redistributables, the Software, as updated and when properly used, will perform substantially in accordance with the accompanying documentation, and the Software media will be free from defects in materials and workmanship, for a period of ninety (90) days from the date of receipt. Any implied warranties on the Software are limited to ninety (90) days.

b. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, AUTHOR AND ITS SUPPLIERS DISCLAIM ALL OTHER WARRANTIES AND CONDITIONS, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, AND NON-INFRINGEMENT, WITH REGARD TO THE SOFTWARE, AND THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES. AUTHOR DOES NOT WARRANT THAT THE AUTHOR SOFTWARE WILL BE ERROR FREE OR WILL OPERATE WITHOUT INTERRUPTION. THE ENTIRE RISK ARISING OUT OF THE USE OR PERFORMANCE OF THE AUTHOR SOFTWARE AND ACCOMPANYING WRITTEN MATERIALS REMAINS WITH YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS.

#### 6. LIMITATION OF LIABILITY

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL AUTHOR OR ITS LICENSORS OR SUPPLIERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, CONSEQUENTIAL, PUNITIVE OR EXEMPLARY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS OR BUSINESS INTERRUPTION, GOODWILL, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) WHETHER BASED ON PRINCIPLES OF CONTRACT, TORT (INCLUDING NEGLIGENCE), DUTY, INDEMNITY, CONTRIBUTION OR OTHERWISE, ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF AUTHOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH

DAMAGES. IN ANY CASE, AUTHOR'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS LICENSE AGREEMENT SHALL BE LIMITED TO THE GREATER OF THE AMOUNT ACTUALLY PAID BY YOU FOR THE SOFTWARE PRODUCT OR U.S. \$25; PROVIDED, HOWEVER, IF YOU HAVE ENTERED INTO A AUTHOR SUPPORT SERVICES AGREEMENT, AUTHOR'S ENTIRE LIABILITY REGARDING SUPPORT SERVICES SHALL BE GOVERNED BY THE TERMS OF THAT AGREEMENT.

7. HIGH RISK ACTIVITIES

The Software is not fault-tolerant and is not designed, intended, or licensed for use in line control equipment or in hazardous environments requiring fail-safe performance, such as in the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, and life support or weapons systems, in which the failure of the Software could lead directly to death, personal injury, or severe physical or environmental damage (High Risk Activities). Without limiting the generality of the foregoing, Author and its suppliers specifically disclaim any express or implied warranty of fitness for High Risk Activities.

8. TERMINATION

Your license to use the Software shall become effective on the date you agree to the terms and conditions of this License Agreement. Your license to use the Software shall terminate automatically if you fail to comply with the limitations described in this License Agreement. No notice shall be required from Author to effectuate such termination. Upon expiration or termination of this License Agreement for any reason, you shall make no further use of the Software and shall destroy all copies of the Software and all of its component parts on all systems, in all forms, in all types of media and computer memory, and whether or not modified or combined with other materials.

9. GENERAL PROVISIONS

This License Agreement will not be modified except by a properly executed written agreement. Any terms and conditions of any purchase order or other instrument issued by you in connection with this License Agreement which are in addition to, inconsistent with or different from the terms and conditions of this License Agreement will be of no force or effect.

If any provision of this License Agreement is found void or unenforceable, the remainder will remain valid and enforceable according to its terms. If any remedy provided is determined to have failed for its essential purpose, all limitations of liability and exclusions of damages set forth in the Limited Warranty shall remain in effect.

Failure by either party at any time to enforce any obligation by the other party, to claim a breach of any term of this License Agreement or to exercise any power agreed to hereunder will not be construed as a waiver of any right, power or obligation under this License Agreement, will not affect any subsequent breach, and will not prejudice either party as regards any subsequent action.

Except as expressly permitted hereby, you may not assign any rights or obligations under this License Agreement without the prior consent of Author.

The provisions of this License Agreement that by their nature and content are intended to survive the performance hereof shall so survive the completion and termination of this License Agreement.

IF YOU AGREE TO THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT, please press the 'Yes' button below. This will be the legal equivalent of your signature on a written contract, and equally binding. You must agree to these terms and conditions in order to download and install the Software. If you do not agree with these terms and conditions, you should press the 'No' button below to exit this download process, as Author is unwilling to license the Software to you in such case.

#### OVERBYTE INTERNET COMPONENT SUITE

The Overbyte Internet Component Suite files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

Overbyte Internet Component Suite files: Copyright (C) 1997-2012, Francois Piette. All Rights Reserved.

~~~~~

Copyright (C) 1997-2012 by François PIETTE

Rue de Grady 24, 4053 Embourg, Belgium

<francois.piette@overbyte.be>

SSL implementation includes code written by Arno Garrels, Berlin, Germany, contact: <arno.garrels@gmx.de>

This software is provided 'as-is', without any express or implied warranty. In no event will the author be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented, you must not claim that you wrote the original software.

If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.

2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.

3. This notice may not be removed or altered from any source distribution.

4. You must register this software by sending a picture postcard to the author. Use a nice stamp and mention your name, street address, EMail address and any comment you like to say.

5. As this code make use of OpenSSL, your rights are restricted by OpenSSL license as soon as you use any SSL feature. See <http://www.openssl.org> for details.

Donate

ICS is freeware. You can use it without paying anything except the registration postcard (see "register" below). But of course donations

are welcome. You can send cash (Euro currency or US Dollars) in an envelop to my street address or buy a gift certificate at Amazon in the UK. I will then use it to buy books.

Here is the direct URL at Amazon UK (nearest to my home, please don't use another):

http://www.amazon.co.uk/exec/obidos/gc-email-order1/ref=g_gc_email/202-6198323-6681414

For more generous amount, contact me by email.

Register

ICS is freeware. If you use the components, you must register by sending a picture postcard showing the area you live in and some beautiful stamps for my kids who are stamp collectors. Do not use an envelop, I collect USED postcards sent to me. Write on the postcard that it is your ICS registration.

Address your card to: Francois PIETTE, rue de Grady 24, 4053 Embourg, Belgium.

Don't forget to mention your name, street address, EMail and web site.

Contributions:

ICS has been designed by FranÁois PIETTE but many other peoples are working on the components and sample programs. The history of changes in each source file list all developers having contributed (When no name is given, the change is by F. Piette).

I can't list all contributors here but I want to specially thanks two specially active contributors:

- Arno Garrels <arno.garrels@gmx.de>

- Angus Robertson <angus@magsys.co.uk>

SECUREBRIDGE

The SecureBridge files are licensed pursuant to the below license.

The following notice(s) are found with the code or materials:

SecureBridge: Copyright (C) 2007-2017, Devart. All Rights Reserved.

~~~~~

SecureBridge is available at <https://www.devart.com/sbridge/docs/>

SecureBridge Components Developer License Agreement

Copyright 2007-2017, Devart. All Rights Reserved

-----

PLEASE READ THIS LICENSE AGREEMENT CAREFULLY. BY INSTALLING OR USING THIS SOFTWARE, YOU INDICATE ACCEPTANCE OF AND AGREE TO BECOME BOUND BY THE TERMS AND CONDITIONS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THIS SOFTWARE AND PROMPTLY RETURN IT TO DEVART.

INTRODUCTION

This Devart end-user license agreement ("Agreement") is a legal agreement between you (either an individual person or a single legal entity) and Devart, for the use of SecureBridge software application, source code, demos, intermediate files, printed materials, and online or electronic documentation contained in this installation file. For the purpose of this Agreement, the software program(s) and supporting documentation will be referred to as the "Software".

## LICENSE

### 1. GRANT OF LICENSE

The enclosed Software is licensed, not sold. You have the following rights and privileges, subject to all limitations, restrictions, and policies specified in this Agreement.

1.1. If you are a legally licensed user, depending on the license type specified in the registration letter you have received from Devart upon purchase of the Software, you are entitled to either:

- install and use the Software on one or more computers, provided it is used by 1 (one) for the sole purposes of developing, testing, and deploying applications in accordance with this Agreement (the "Single Developer License"); or

- install and use the Software on one or more computers, provided it is used by up to 4 (four) developers within a single company at one physical address for the sole purposes of developing, testing, and deploying applications in accordance with this Agreement (the "Team Developer License"); or

- install and use the Software on one or more computers, provided it is used by developers in a single company at one physical address for the sole purposes of developing, testing, and deploying applications in accordance with this Agreement (the "Site License").

1.2. If you are a legally licensed user of the Software, you are also entitled to:

- make one copy of the Software for archival purposes only, or copy the Software onto the hard disk of your computer and retain the original for archival purposes;

- develop and test applications with the Software, subject to the Limitations below;

- create libraries, components, and frameworks derived from the Software for personal use only;

- deploy and register run-time libraries and packages of the Software, subject to the Redistribution policy defined below.

1.3. You are allowed to use evaluation versions of the Software as specified in the Evaluation section.

No other rights or privileges are granted in this Agreement.

### 2. LIMITATIONS

Only legally registered users are licensed to use the Software, subject to all of the conditions of this Agreement. Usage of the Software is subject to the following restrictions.

2.1. You may not reverse engineer, decompile, or disassemble the Software.

2.2. You may not build any other components through inheritance for public distribution or commercial sale.

2.3. You may not use any part of the source code of the Software (original or modified) to build any other components for public distribution or commercial sale.

2.4. You may not reproduce or distribute any Software documentation without express written permission from Devart.

2.5. You may not distribute and sell any portion of the Software without integrating it into your Applications as Executable Code,

except Trial edition that can be distributed for free as original Devart's SecureBridge Trial package.

2.6. You may not transfer, assign, or modify the Software in whole or in part. In particular, the Software license is non-transferable, and you may not transfer the Software installation package.

2.7. You may not remove or alter any Devart's copyright, trademark, or other proprietary rights notice contained in any portion of Devart units, source code, or other files that bear such a notice.

### 3. REDISTRIBUTION

The license grants you a non-exclusive right to compile, reproduce, and distribute any new software programs created using SecureBridge. You can distribute SecureBridge only in compiled Executable Programs or Dynamic-Link Libraries with required run-time libraries and packages.

All Devart's units, source code, and other files remain Devart's exclusive property.

### 4. TRANSFER

You may not transfer the Software to any individual or entity without express written permission from Devart. In particular, you may not share copies of the Software under "Single Developer License" and "Team License" with other co-developers without obtaining proper license of these copies for each individual.

### 5. TERMINATION

Devart may immediately terminate this Agreement without notice or judicial resolution in the event of any failure to comply with any provision of this Agreement. Upon such termination you must destroy the Software, all accompanying written materials, and all copies.

### 6. EVALUATION

Devart may provide evaluation ("Trial") versions of the Software. You may transfer or distribute Trial versions of the Software as an original installation package only. If the Software you have obtained is marked as a "Trial" version, you may install and use the Software for a period of up to 60 calendar days from the date of installation (the "Trial Period"), subject to the additional restriction that it is used solely for evaluation of the Software and not in conjunction with the development or deployment of any application in production. You may not use applications developed using Trial versions of the Software for any commercial purposes. Upon expiration of the Trial Period, the Software must be uninstalled, all its copies and all accompanying written materials must be destroyed.

### 7. WARRANTY

The Software and documentation are provided "AS IS" without warranty of any kind. Devart makes no warranties, expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose or use.

### 8. SUBSCRIPTION AND SUPPORT

The Software is sold on a subscription basis. The Software subscription entitles you to download improvements and enhancement from Devart's web site as they become available, during the active subscription period. The initial subscription period is one year from

the date of purchase of the license. The subscription is automatically activated upon purchase, and may be subsequently renewed by Devart, subject to receipt applicable fees. Licensed users of the Software with an active subscription may request technical assistance with using the Software over email from the Software development. Devart shall use its reasonable endeavours to answer queries raised, but does not guarantee that your queries or problems will be fixed or solved. Devart reserves the right to cease offering and providing support for legacy IDE versions.

#### 9. COPYRIGHT

The Software is confidential and proprietary copyrighted work of Devart and is protected by international copyright laws and treaty provisions. You may not remove the copyright notice from any copy of the Software or any copy of the written materials, accompanying the Software.

This Agreement contains the total agreement between the two parties and supersedes any other agreements, written, oral, expressed, or implied.

Main.pas, WOS\_BXF\_GenerateSchedule\_Crispin.js,  
WO.Redirects.woUtils.pas, WOMS\_INV\_SELLOUT.sql, ExceptionLog7.pas,  
ESendWebHTTP.pas, ELowLevel.pas, dxfComboBox.pas, Dependencies.bat,  
DUnitX.IoC.pas

These files contain software that is licensed pursuant to the CC BY SA 3.0 license, which may be found at <https://creativecommons.org/licenses/by-sa/3.0/us/legalcode>.

The following files contain code adapted from the authors as specified below.

Main.pas:

<https://stackoverflow.com/questions/5134712/how-to-get-the-sort-order-in-delphi-as-in-windows-explorer>

WOS\_BXF\_GenerateSchedule\_Crispin.js

<http://stackoverflow.com/questions/424292/how-to-create-my-own-javascript-random-number-generator-that-i-can-also-set-the-s>

WO.Redirects.woUtils.pas:

<http://stackoverflow.com/questions/24145214/can-i-modify-a-constant-in-the-rtl-class-system-classes-tstream-and-rebuild-it-a>

<http://stackoverflow.com/questions/16876977/tactionmainmenubar-vcl-styles-and-mdi-buttonsminimize-close-etc-not-being-st>

<http://stackoverflow.com/questions/11183243/obtaining-address-locations-of-an-overload-method>

<http://stackoverflow.com/questions/16979435/override-delphi-function-system-round>

WOMS\_INV\_SELLOUT.sql:

<http://stackoverflow.com/questions/440944/sql-server-query-fast-but-slow-from-procedure>

ExceptionLog7.pas:

<http://stackoverflow.com/questions/2628859/unit-finalization-order-for-application-compiled-with-run-time-packages>

ESendWebHTTP.pas:

<http://stackoverflow.com/questions/702629/utf-8-characters-mangled-in->

http-basic-auth-username  
ELowLevel.pas:  
<http://stackoverflow.com/questions/8521129/how-to-read-data-from-absolute-address-in-delphi-xe2>  
dxComboBox.pas:  
<https://stackoverflow.com/questions/19573418/simple-delphi-capturing-keys-does-not-work-when-integrated-into-a-project>  
Dependencies.bat:  
<http://stackoverflow.com/questions/3262287>  
<http://stackoverflow.com/questions/9369874/windows-batch-programming-indirect-nested-variable-evaluation>  
<http://stackoverflow.com/questions/840472#1126937>  
DUnitX.IoC.pas:  
<http://stackoverflow.com/questions/791069/how-can-i-create-an-delphi-object-from-a-class-reference-and-ensure-constructor>  
WOS\_BXF\_GenerateSchedule\_Crispin.js  
<http://stackoverflow.com/questions/424292/how-to-create-my-own-javascript-random-number-generator-that-i-can-also-set-the-s>  
W0.Redirects.woUtils.pas:  
<http://stackoverflow.com/questions/24145214/can-i-modify-a-constant-in-the-rtl-class-system-classes-tstream-and-rebuild-it-a>  
<http://stackoverflow.com/questions/16876977/tactionmainmenubar-vcl-styles-and-mdi-buttonsminimize-close-etc-not-being-st>  
<http://stackoverflow.com/questions/11183243/obtaining-address-locations-of-an-overload-method>  
<http://stackoverflow.com/questions/16979435/override-delphi-function-system-round>

StackOverflow: site design / logo © 2019 Stack Exchange Inc; user contributions licensed under cc by-sa 3.0 with attribution required.  
rev 2019.5.14.3370

JsonDataObjects.pas

The JsonDataObjects.pas file is licensed pursuant to the MIT license, reproduced below.

The following notice(s) are found with the code or materials:

JsonDataObjects.pas: Copyright (C) 2015, Andreas Hausladen. All Rights Reserved.

~~~~~

The MIT License (MIT)

Copyright (c) 2015 Andreas Hausladen

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

APPENDIX A ñ MOZILLA PUBLIC LICENSE V1.1

1. Definitions.

1.0.1. "Commercial Use"

means distribution or otherwise making the Covered Code available to a third party.

1.1. "Contributor"

means each entity that creates or contributes to the creation of Modifications.

1.2. "Contributor Version"

means the combination of the Original Code, prior Modifications used by a Contributor, and the Modifications made by that particular Contributor.

1.3. "Covered Code"

means the Original Code or Modifications or the combination of the Original Code and Modifications, in each case including portions thereof.

1.4. "Electronic Distribution Mechanism"

means a mechanism generally accepted in the software development community for the electronic transfer of data.

1.5. "Executable"

means Covered Code in any form other than Source Code.

1.6. "Initial Developer"

means the individual or entity identified as the Initial Developer in the Source Code notice required by Exhibit A.

1.7. "Larger Work"

means a work which combines Covered Code or portions thereof with code not governed by the terms of this License.

1.8. "License"

means this document.

1.8.1. "Licensable"

means having the right to grant, to the maximum extent possible, whether at the time of the initial grant or subsequently acquired, any and all of the rights conveyed herein.

1.9. "Modifications"

means any addition to or deletion from the substance or structure of either the Original Code or any previous Modifications. When Covered Code is released as a series of files, a Modification is:

Any addition to or deletion from the contents of a file containing Original Code or previous Modifications.

Any new file that contains any part of the Original Code or previous Modifications.

1.10. "Original Code"

means Source Code of computer software code which is described in the Source Code notice required by Exhibit A as Original Code, and which, at the time of its release under this License is not already Covered Code governed by this License.

1.10.1. "Patent Claims"

means any patent claim(s), now owned or hereafter acquired, including without limitation, method, process, and apparatus claims, in any patent Licensable by grantor.

1.11. "Source Code"

means the preferred form of the Covered Code for making modifications to it, including all modules it contains, plus any associated interface definition files, scripts used to control compilation and installation of an Executable, or source code differential comparisons against either the Original Code or another well known, available Covered Code of the Contributor's choice. The Source Code can be in a compressed or archival form, provided the appropriate decompression or de-archiving software is widely available for no charge.

1.12. "You" (or "Your")

means an individual or a legal entity exercising rights under, and complying with all of the terms of, this License or a future version of this License issued under Section 6.1. For legal entities, "You" includes any entity which controls, is controlled by, or is under common control with You. For purposes of this definition, "control" means (a) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (b) ownership of more than fifty percent (50%) of the outstanding shares or beneficial ownership of such entity.

2. Source Code License.

2.1. The Initial Developer Grant.

The Initial Developer hereby grants You a world-wide, royalty-free, non-exclusive license, subject to third party intellectual property claims:

under intellectual property rights (other than patent or trademark) Licensable by Initial Developer to use, reproduce, modify, display, perform, sublicense and distribute the Original Code (or portions thereof) with or without Modifications, and/or as part of a Larger Work; and

under Patents Claims infringed by the making, using or selling of Original Code, to make, have made, use, practice, sell, and offer for sale, and/or otherwise dispose of the Original Code (or portions thereof).

the licenses granted in this Section 2.1 (a) and (b) are effective on the date Initial Developer first distributes Original Code under the terms of this License.

Notwithstanding Section 2.1 (b) above, no patent license is granted:

1) for code that You delete from the Original Code; 2) separate from the Original Code; or 3) for infringements caused by: i) the modification of the Original Code or ii) the combination of the Original Code with other software or devices.

2.2. Contributor Grant.

Subject to third party intellectual property claims, each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license under intellectual property rights (other than patent or trademark) Licensable by Contributor, to use, reproduce, modify, display, perform, sublicense and distribute the Modifications created by such Contributor (or portions thereof) either on an unmodified basis, with other Modifications, as Covered Code and/or as part of a Larger Work; and

under Patent Claims infringed by the making, using, or selling of Modifications made by that Contributor either alone and/or in combination with its Contributor Version (or portions of such combination), to make, use, sell, offer for sale, have made, and/or otherwise dispose of: 1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor with its Contributor Version (or portions of such combination).

the licenses granted in Sections 2.2 (a) and 2.2 (b) are effective on the date Contributor first makes Commercial Use of the Covered Code.

Notwithstanding Section 2.2 (b) above, no patent license is granted:

1) for any code that Contributor has deleted from the Contributor Version; 2) separate from the Contributor Version; 3) for infringements caused by: i) third party modifications of Contributor Version or ii) the combination of Modifications made by that Contributor with other software (except as part of the Contributor Version) or other devices; or 4) under Patent Claims infringed by Covered Code in the absence of Modifications made by that Contributor.

3. Distribution Obligations.

3.1. Application of License.

The Modifications which You create or to which You contribute are governed by the terms of this License, including without limitation Section 2.2. The Source Code version of Covered Code may be distributed only under the terms of this License or a future version of this License released under Section 6.1, and You must include a copy of this License with every copy of the Source Code You distribute. You may not offer or impose any terms on any Source Code version that alters or restricts the applicable version of this License or the recipients' rights hereunder. However, You may include an additional document offering the additional rights described in Section 3.5.

3.2. Availability of Source Code.

Any Modification which You create or to which You contribute must be made available in Source Code form under the terms of this License either on the same media as an Executable version or via an accepted Electronic Distribution Mechanism to anyone to whom you made an Executable version available; and if made available via Electronic Distribution Mechanism, must remain available for at least twelve (12) months after the date it initially became available, or at least six (6) months after a subsequent version of that particular Modification has been made available to such recipients. You are responsible for ensuring that the Source Code version remains available even if the

Electronic Distribution Mechanism is maintained by a third party.

3.3. Description of Modifications.

You must cause all Covered Code to which You contribute to contain a file documenting the changes You made to create that Covered Code and the date of any change. You must include a prominent statement that the Modification is derived, directly or indirectly, from Original Code provided by the Initial Developer and including the name of the Initial Developer in (a) the Source Code, and (b) in any notice in an Executable version or related documentation in which You describe the origin or ownership of the Covered Code.

3.4. Intellectual Property Matters

(a) Third Party Claims

If Contributor has knowledge that a license under a third party's intellectual property rights is required to exercise the rights granted by such Contributor under Sections 2.1 or 2.2, Contributor must include a text file with the Source Code distribution titled "LEGAL" which describes the claim and the party making the claim in sufficient detail that a recipient will know whom to contact. If Contributor obtains such knowledge after the Modification is made available as described in Section 3.2, Contributor shall promptly modify the LEGAL file in all copies Contributor makes available thereafter and shall take other steps (such as notifying appropriate mailing lists or newsgroups) reasonably calculated to inform those who received the Covered Code that new knowledge has been obtained.

(b) Contributor APIs

If Contributor's Modifications include an application programming interface and Contributor has knowledge of patent licenses which are reasonably necessary to implement that API, Contributor must also include this information in the LEGAL file.

(c) Representations.

Contributor represents that, except as disclosed pursuant to Section 3.4 (a) above, Contributor believes that Contributor's Modifications are Contributor's original creation(s) and/or Contributor has sufficient rights to grant the rights conveyed by this License.

3.5. Required Notices.

You must duplicate the notice in Exhibit A in each file of the Source Code. If it is not possible to put such notice in a particular Source Code file due to its structure, then You must include such notice in a location (such as a relevant directory) where a user would be likely to look for such a notice. If You created one or more Modification(s) You may add your name as a Contributor to the notice described in Exhibit A. You must also duplicate this License in any documentation for the Source Code where You describe recipients' rights or ownership rights relating to Covered Code. You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Code. However, You may do so only on Your own behalf, and not on behalf of the Initial Developer or any Contributor. You must make it absolutely clear that any such warranty, support, indemnity or liability obligation is offered by You alone, and You hereby agree to indemnify

the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of warranty, support, indemnity or liability terms You offer.

3.6. Distribution of Executable Versions.

You may distribute Covered Code in Executable form only if the requirements of Sections 3.1, 3.2, 3.3, 3.4 and 3.5 have been met for that Covered Code, and if You include a notice stating that the Source Code version of the Covered Code is available under the terms of this License, including a description of how and where You have fulfilled the obligations of Section 3.2. The notice must be conspicuously included in any notice in an Executable version, related documentation or collateral in which You describe recipients' rights relating to the Covered Code. You may distribute the Executable version of Covered Code or ownership rights under a license of Your choice, which may contain terms different from this License, provided that You are in compliance with the terms of this License and that the license for the Executable version does not attempt to limit or alter the recipient's rights in the Source Code version from the rights set forth in this License. If You distribute the Executable version under a different license You must make it absolutely clear that any terms which differ from this License are offered by You alone, not by the Initial Developer or any Contributor. You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of any such terms You offer.

3.7. Larger Works.

You may create a Larger Work by combining Covered Code with other code not governed by the terms of this License and distribute the Larger Work as a single product. In such a case, You must make sure the requirements of this License are fulfilled for the Covered Code.

4. Inability to Comply Due to Statute or Regulation.

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Code due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be included in the LEGAL file described in Section 3.4 and must be included with all distributions of the Source Code. Except to the extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

5. Application of this License.

This License applies to code to which the Initial Developer has attached the notice in Exhibit A and to related Covered Code.

6. Versions of the License.

6.1. New Versions

Netscape Communications Corporation ("Netscape") may publish revised and/or new versions of the License from time to time. Each version will be given a distinguishing version number.

6.2. Effect of New Versions

Once Covered Code has been published under a particular version of the License, You may always continue to use it under the terms of that version. You may also choose to use such Covered Code under the terms of any subsequent version of the License published by Netscape. No one other than Netscape has the right to modify the terms applicable to Covered Code created under this License.

6.3. Derivative Works

If You create or use a modified version of this License (which you may only do in order to apply it to code which is not already Covered Code governed by this License), You must (a) rename Your license so that the phrases "Mozilla", "MOZILLAPL", "MOZPL", "Netscape", "MPL", "NPL" or any confusingly similar phrase do not appear in your license (except to note that your license differs from this License) and (b) otherwise make it clear that Your version of the license contains terms which differ from the Mozilla Public License and Netscape Public License. (Filling in the name of the Initial Developer, Original Code or Contributor in the notice described in Exhibit A shall not of themselves be deemed to be modifications of this License.)

7. DISCLAIMER OF WARRANTY

COVERED CODE IS PROVIDED UNDER THIS LICENSE ON AN "AS IS" BASIS, WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, WARRANTIES THAT THE COVERED CODE IS FREE OF DEFECTS, MERCHANTABLE, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE COVERED CODE IS WITH YOU. SHOULD ANY COVERED CODE PROVE DEFECTIVE IN ANY RESPECT, YOU (NOT THE INITIAL DEVELOPER OR ANY OTHER CONTRIBUTOR) ASSUME THE COST OF ANY NECESSARY SERVICING, REPAIR OR CORRECTION. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS LICENSE. NO USE OF ANY COVERED CODE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

8. Termination

8.1. This License and the rights granted hereunder will terminate automatically if You fail to comply with terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses to the Covered Code which are properly granted shall survive any termination of this License. Provisions which, by their nature, must remain in effect beyond the termination of this License shall survive.

8.2. If You initiate litigation by asserting a patent infringement claim (excluding declaratory judgment actions) against Initial Developer or a Contributor (the Initial Developer or Contributor against whom You file such action is referred to as "Participant") alleging that: such Participant's Contributor Version directly or indirectly infringes any patent, then any and all rights granted by such Participant to You under Sections 2.1 and/or 2.2 of this License shall, upon 60 days notice from Participant terminate prospectively, unless if within 60 days after receipt of notice You either: (i) agree in writing to pay Participant a mutually agreeable reasonable royalty for Your past and future use of Modifications made by such Participant, or (ii) withdraw Your litigation claim with respect to the Contributor Version against such Participant. If within 60 days of

notice, a reasonable royalty and payment arrangement are not mutually agreed upon in writing by the parties or the litigation claim is not withdrawn, the rights granted by Participant to You under Sections†2.1†and/or†2.2†automatically terminate at the expiration of the 60 day notice period specified above.

any software, hardware, or device, other than such Participant's Contributor Version, directly or indirectly infringes any patent, then any rights granted to You by such Participant under Sections 2.1(b) and 2.2(b) are revoked effective as of the date You first made, used, sold, distributed, or had made, Modifications made by that Participant.

8.3. If You assert a patent infringement claim against Participant alleging that such Participant's Contributor Version directly or indirectly infringes any patent where such claim is resolved (such as by license or settlement) prior to the initiation of patent infringement litigation, then the reasonable value of the licenses granted by such Participant under Sections†2.1†or†2.2†shall be taken into account in determining the amount or value of any payment or license.

8.4. In the event of termination under Sections†8.1†or†8.2†above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or any distributor hereunder prior to termination shall survive termination.

9.†LIMITATION OF LIABILITY

UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, WHETHER TORT (INCLUDING NEGLIGENCE), CONTRACT, OR OTHERWISE, SHALL YOU, THE INITIAL DEVELOPER, ANY OTHER CONTRIBUTOR, OR ANY DISTRIBUTOR OF COVERED CODE, OR ANY SUPPLIER OF ANY OF SUCH PARTIES, BE LIABLE TO ANY PERSON FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY CHARACTER INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES, EVEN IF SUCH PARTY SHALL HAVE BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION OF LIABILITY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY RESULTING FROM SUCH PARTY'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW PROHIBITS SUCH LIMITATION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS EXCLUSION AND LIMITATION MAY NOT APPLY TO YOU.

10.†U.S.†government end users

The Covered Code is a "commercial item," as that term is defined in 48†C.F.R.†2.101 (Oct.†1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48†C.F.R.†12.212 (Sept.†1995). Consistent with 48†C.F.R.†12.212 and 48†C.F.R.†227.7202-1 through 227.7202-4 (June 1995), all†U.S.†Government End Users acquire Covered Code with only those rights set forth herein.

11. Miscellaneous

This License represents the complete agreement concerning subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent

necessary to make it enforceable. This License shall be governed by California law provisions (except to the extent applicable law, if any, provides otherwise), excluding its conflict-of-law provisions. With respect to disputes in which at least one party is a citizen of, or an entity chartered or registered to do business in the United States of America, any litigation relating to this License shall be subject to the jurisdiction of the Federal Courts of the Northern District of California, with venue lying in Santa Clara County, California, with the losing party responsible for costs, including without limitation, court costs and reasonable attorneys' fees and expenses. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not apply to this License.

12. Responsibility for claims

As between Initial Developer and the Contributors, each party is responsible for claims and damages arising, directly or indirectly, out of its utilization of rights under this License and You agree to work with Initial Developer and Contributors to distribute such responsibility on an equitable basis. Nothing herein is intended or shall be deemed to constitute any admission of liability.

13. Multiple-licensed code

Initial Developer may designate portions of the Covered Code as "Multiple-Licensed". "Multiple-Licensed" means that the Initial Developer permits you to utilize portions of the Covered Code under Your choice of the MPL or the alternative licenses, if any, specified by the Initial Developer in the file described in Exhibit A.
Exhibit A - Mozilla Public License.

"The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <https://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is _____.

The Initial Developer of the Original Code is _____.

Portions created by _____ are Copyright (C) _____
_____. All Rights Reserved.

Contributor(s): _____.

Alternatively, the contents of this file may be used under the terms

of the _____ license (the "[_____] License"), in which case the provisions of [_____] License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the [_____] License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the [_____] License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the [_____] License."

NOTE: The text of this Exhibit A may differ slightly from the text of the notices in the Source Code files of the Original Code. You should use the text of this Exhibit A rather than the text found in the Original Code Source Code for Your Modifications.

APPENDIX B – MOZILLA PUBLIC LICENSE V. 2.0

1. Definitions

1.1. "Contributor"

means each individual or legal entity that creates, contributes to the creation of, or owns Covered Software.

1.2. "Contributor Version"

means the combination of the Contributions of others (if any) used by a Contributor and that particular Contributor's Contribution.

1.3. "Contribution"

means Covered Software of a particular Contributor.

1.4. "Covered Software"

means Source Code Form to which the initial Contributor has attached the notice in Exhibit A, the Executable Form of such Source Code Form, and Modifications of such Source Code Form, in each case including portions thereof.

1.5. "Incompatible With Secondary Licenses"

means

that the initial Contributor has attached the notice described in Exhibit B to the Covered Software; or

that the Covered Software was made available under the terms of version 1.1 or earlier of the License, but not also under the terms of a Secondary License.

1.6. "Executable Form"

means any form of the work other than Source Code Form.

1.7. "Larger Work"

means a work that combines Covered Software with other material, in a separate file or files, that is not Covered Software.

1.8. "License"

means this document.

1.9. `îLicensableî`

means having the right to grant, to the maximum extent possible, whether at the time of the initial grant or subsequently, any and all of the rights conveyed by this License.

1.10. `îModificationsî`

means any of the following:

any file in Source Code Form that results from an addition to, deletion from, or modification of the contents of Covered Software; or

any new file in Source Code Form that contains any Covered Software.

1.11. `îPatent Claimsî` of a Contributor

means any patent claim(s), including without limitation, method, process, and apparatus claims, in any patent Licensable by such Contributor that would be infringed, but for the grant of the License, by the making, using, selling, offering for sale, having made, import, or transfer of either its Contributions or its Contributor Version.

1.12. `îSecondary Licenseî`

means either the GNU General Public License, Version 2.0, the GNU Lesser General Public License, Version 2.1, the GNU Affero General Public License, Version 3.0, or any later versions of those licenses.

1.13. `îSource Code Formî`

means the form of the work preferred for making modifications.

1.14. `îYouî` (or `îYourî`)

means an individual or a legal entity exercising rights under this License. For legal entities, `îYouî` includes any entity that controls, is controlled by, or is under common control with You. For purposes of this definition, `îcontrolî` means (a) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (b) ownership of more than fifty percent (50%) of the outstanding shares or beneficial ownership of such entity.

2. License Grants and Conditions

2.1. Grants

Each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license:

under intellectual property rights (other than patent or trademark) Licensable by such Contributor to use, reproduce, make available, modify, display, perform, distribute, and otherwise exploit its Contributions, either on an unmodified basis, with Modifications, or as part of a Larger Work; and

under Patent Claims of such Contributor to make, use, sell, offer for sale, have made, import, and otherwise transfer either its Contributions or its Contributor Version.

2.2. Effective Date

The licenses granted in Section 2.1 with respect to any Contribution become effective for each Contribution on the date the Contributor first distributes such Contribution.

2.3. Limitations on Grant Scope

The licenses granted in this Section 2 are the only rights granted under this License. No additional rights or licenses will be implied from the distribution or licensing of Covered Software under this License. Notwithstanding Section 2.1(b) above, no patent license is granted by a Contributor:

for any code that a Contributor has removed from Covered Software; or

for infringements caused by: (i) Your and any other third party's modifications of Covered Software, or (ii) the combination of its Contributions with other software (except as part of its Contributor Version); or

under Patent Claims infringed by Covered Software in the absence of its Contributions.

This License does not grant any rights in the trademarks, service marks, or logos of any Contributor (except as may be necessary to comply with the notice requirements in Section 3.4).

2.4. Subsequent Licenses

No Contributor makes additional grants as a result of Your choice to distribute the Covered Software under a subsequent version of this License (see Section 10.2) or under the terms of a Secondary License (if permitted under the terms of Section 3.3).

2.5. Representation

Each Contributor represents that the Contributor believes its Contributions are its original creation(s) or it has sufficient rights to grant the rights to its Contributions conveyed by this License.

2.6. Fair Use

This License is not intended to limit any rights You have under applicable copyright doctrines of fair use, fair dealing, or other equivalents.

2.7. Conditions

Sections 3.1, 3.2, 3.3, and 3.4 are conditions of the licenses granted in Section 2.1.

3. Responsibilities

3.1. Distribution of Source Form

All distribution of Covered Software in Source Code Form, including any Modifications that You create or to which You contribute, must be under the terms of this License. You must inform recipients that the Source Code Form of the Covered Software is governed by the terms of this License, and how they can obtain a copy of this License. You may not attempt to alter or restrict the recipients' rights in the Source Code Form.

3.2. Distribution of Executable Form

If You distribute Covered Software in Executable Form then:

such Covered Software must also be made available in Source Code Form, as described in Section 3.1, and You must inform recipients of the Executable Form how they can obtain a copy of such Source Code Form by reasonable means in a timely manner, at a charge no more than the cost of distribution to the recipient; and

You may distribute such Executable Form under the terms of this License, or sublicense it under different terms, provided that the license for the Executable Form does not attempt to limit or alter the recipients' rights in the Source Code Form under this License.

3.3. Distribution of a Larger Work

You may create and distribute a Larger Work under terms of Your choice, provided that You also comply with the requirements of this License for the Covered Software. If the Larger Work is a combination of Covered Software with a work governed by one or more Secondary Licenses, and the Covered Software is not Incompatible With Secondary Licenses, this License permits You to additionally distribute such Covered Software under the terms of such Secondary License(s), so that the recipient of the Larger Work may, at their option, further distribute the Covered Software under the terms of either this License or such Secondary License(s).

3.4. Notices

You may not remove or alter the substance of any license notices (including copyright notices, patent notices, disclaimers of warranty, or limitations of liability) contained within the Source Code Form of the Covered Software, except that You may alter any license notices to the extent required to remedy known factual inaccuracies.

3.5. Application of Additional Terms

You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Software. However, You may do so only on Your own behalf, and not on behalf of any Contributor. You must make it absolutely clear that any such warranty, support, indemnity, or liability obligation is offered by You alone, and You hereby agree to indemnify every

Contributor for any liability incurred by such Contributor as a result of warranty, support, indemnity or liability terms You offer. You may include additional disclaimers of warranty and limitations of liability specific to any jurisdiction.

4. Inability to Comply Due to Statute or Regulation

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Software due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be placed in a text file included with all distributions of the Covered Software under this License. Except to the extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

5. Termination

5.1. The rights granted under this License will terminate automatically if You fail to comply with any of its terms. However, if You become compliant, then the rights granted under this License from a particular Contributor are reinstated (a) provisionally, unless and until such Contributor explicitly and finally terminates Your grants, and (b) on an ongoing basis, if such Contributor fails to notify You of the non-compliance by some reasonable means prior to 60 days after You have come back into compliance. Moreover, Your grants from a particular Contributor are reinstated on an ongoing basis if such Contributor notifies You of the non-compliance by some reasonable means, this is the first time You have received notice of non-compliance with this License from such Contributor, and You become compliant prior to 30 days after Your receipt of the notice.

5.2. If You initiate litigation against any entity by asserting a patent infringement claim (excluding declaratory judgment actions, counter-claims, and cross-claims) alleging that a Contributor Version directly or indirectly infringes any patent, then the rights granted to You by any and all Contributors for the Covered Software under Section 2.1 of this License shall terminate.

5.3. In the event of termination under Sections 5.1 or 5.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or Your distributors under this License prior to termination shall survive termination.

6. Disclaimer of Warranty

Covered Software is provided under this License on an "as is" basis, without warranty of any kind, either expressed, implied, or statutory, including, without limitation, warranties that the Covered Software is free of defects, merchantable, fit for a particular purpose or non-infringing. The entire risk as to the quality and performance of the

Covered Software is with You. Should any Covered Software prove defective in any respect, You (not any Contributor) assume the cost of any necessary servicing, repair, or correction. This disclaimer of warranty constitutes an essential part of this License. No use of any Covered Software is authorized under this License except under this disclaimer.

7. Limitation of Liability

Under no circumstances and under no legal theory, whether tort (including negligence), contract, or otherwise, shall any Contributor, or anyone who distributes Covered Software as permitted above, be liable to You for any direct, indirect, special, incidental, or consequential damages of any character including, without limitation, damages for lost profits, loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses, even if such party shall have been informed of the possibility of such damages. This limitation of liability shall not apply to liability for death or personal injury resulting from such party's negligence to the extent applicable law prohibits such limitation. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so this exclusion and limitation may not apply to You.

8. Litigation

Any litigation relating to this License may be brought only in the courts of a jurisdiction where the defendant maintains its principal place of business and such litigation shall be governed by laws of that jurisdiction, without reference to its conflict-of-law provisions. Nothing in this Section shall prevent a party's ability to bring cross-claims or counter-claims.

9. Miscellaneous

This License represents the complete agreement concerning the subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not be used to construe this License against a Contributor.

10. Versions of the License

10.1. New Versions

Mozilla Foundation is the license steward. Except as provided in Section 10.3, no one other than the license steward has the right to modify or publish new versions of this License. Each version will be given a distinguishing version number.

10.2. Effect of New Versions

You may distribute the Covered Software under the terms of the version of the License under which You originally received the Covered Software, or under the terms of any subsequent version published by

the license steward.

10.3. Modified Versions

If you create software not governed by this License, and you want to create a new license for such software, you may create and use a modified version of this License if you rename the license and remove any references to the name of the license steward (except to note that such modified license differs from this License).

10.4. Distributing Source Code Form that is Incompatible With Secondary Licenses

If You choose to distribute Source Code Form that is Incompatible With Secondary Licenses under the terms of this version of the License, the notice described in Exhibit B of this License must be attached.

Exhibit A – Source Code Form License Notice

This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0. If a copy of the MPL was not distributed with this file, You can obtain one at <https://mozilla.org/MPL/2.0/>.

If it is not possible or desirable to put the notice in a particular file, then You may include the notice in a location (such as a LICENSE file in a relevant directory) where a recipient would be likely to look for such a notice.

You may add additional accurate notices of copyright ownership.

Exhibit B – “Incompatible With Secondary Licenses” Notice

This Source Code Form is “Incompatible With Secondary Licenses”, as defined by the Mozilla Public License, v. 2.0.

APPENDIX C – APACHE LICENSE 2.0

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

You must give any other recipients of the Work or Derivative Works a copy of this License; and

You must cause any modified files to carry prominent notices stating that You changed the files; and

You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated

in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions. Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

~~~~~

SslTlsHandshakeDetected

<https://www.atozed.com/forums/archive/index.php?thread-367.html>

This material was posted by user rlebeau on the Atozed forum on June 8, 2018, which was itself adapted from code that was posted on the cprogrammin.com forum at <https://cboard.cprogramming.com/networking-device-communication/166336-detecting-ssl-tls-client-handshake.html> by users Elkvis and Salem on March 23, 2015.