# DASSAULT SYSTEMES LICENSED PROGRAM SPECIFICATIONS (LPS) FOR DYMOLA® Release 2020x

Terms that are initially capitalized are defined in the Glossary - Release 3, available at <a href="www.3ds.com/terms/glossary">www.3ds.com/terms/glossary</a>.

## 1. LIST OF LICENSED PROGRAMS

The list of the Licensed Programs to which this LPS applies is in the Product Portfolio available at http://www.3ds.com/terms/product-portfolio.

References in this LPS to Dassault Systèmes <u>Products</u>, Licensed Programs and/or Program Services (<u>Support Services</u>) do not imply that <u>DS</u> intends to make these available in all countries in which DS operates.

Any other documentation with respect to these Licensed Programs, excluding any documentation referenced herein, is provided for reference purposes only and does not extend or modify these specifications.

## 2. HARDWARE AND SOFTWARE REQUIREMENTS

The DS hardware certification program is available at http://www.3ds.com/support/certified-hardware/.

Hardware and software information for DYMOLA® Release 2020x Licensed Programs are as follows:

### 2.1 HARDWARE REQUIREMENTS

Hardware requirements for Microsoft® Windows 7, Windows 10 and Linux:

- At least 1 GB RAM
- At least 400 MB disk space

# 2.2 SOFTWARE REQUIREMENTS

Software requirements for Microsoft® Windows 7, Windows 10 and Linux:

- For the Windows platform, Microsoft C/C++ compiler must be installed separately. Installation instructions in the DYMOLA Installation manual
- On Linux, DYMOLA® is supported on SUSE Linux (Release 11) and Red Hat Enterprise Linux (Release 6.6) and compatible systems (only 64 bits). Please note that multi-criteria design optimization is not supported on Linux.

## 3. LICENSED PROGRAM MATERIALS AVAILABILITY

Restricted materials - No.

This Licensed Program is available without Source Code materials. It is available in Object Code only.

# 4. SUPPLEMENTAL TERMS

# 4.1 GENERAL RULES

The licenses for the Licensed Programs to which this LPS applies are granted pursuant to the <u>Agreement</u>, and according to one of the following licensing schemes (specifying the authorized use and end-users), as specified in the <u>Product Portfolio</u> if available, and as determined in the applicable <u>Quote</u>:

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- Machine (or node-lock) Based

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# 7.2 <u>DESIGNATED MACHINE IDENTIFICATION</u>

No

### 7.3 TEST PERIOD

No

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These Licensed Program Specifications may be updated from time to time and such updates may constitute a change in specifications.

Following the discontinuance of all Program Services (Support Services), this Licensed Program will be provided "As Is" as specified in the Agreement.

# 11. ADDITIONAL DEFINITIONS

The following definitions supplement those of the Glossary - Release 3, available at www.3ds.com/terms/glossary.

## **NONE**

# 12. TRADEMARKS

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