# DASSAULT SYSTEMES LICENSED PROGRAM SPECIFICATIONS (LPS) FOR No Magic Release 2021x

Terms that are initially capitalized are defined in the Glossary - Release 5, available at <a href="https://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 <a href="http://www.3ds.com/support/certified-hardware/">http://www.3ds.com/support/certified-hardware/</a>.

Hardware and software information for No Magic Release 2021x Licensed Programs are as follows:

## 2.1 HARDWARE REQUIREMENTS

The recommended system requirements for running MagicDraw, Cameo Systems Modeler and Cameo Enterprise Architecture are as follows:

- Intel Core i5 CPU or higher
- 16 GB of RAM
- The recommended disk space for installation and configuration files is 3GB or more depending on used features, project type (local or server), and project size.

**NOTE.** The amount of required disk space proportionally increases if working on multiple projects. Depending on the feature usage scenario (e.g., retrieving content history from old/distant project versions multiple times), the disk space might increase by up to 100GB.

• Full HD (1920x1080) display resolution or higher (800x600, 1280x1024 display resolutions are compatible with a laptop or a projector)

The minimum server system requirements for running Teamwork Cloud are as follows:

- 8 Processor Cores i.e. Quad Core Hyper-threaded CPU (such as Intel E3-1230 or faster)
- 32 GB of RAM (Motherboard with an ECC RAM is always preferred on any critical database server)
- At least 3 separate disks, preferably SSD (NVMe), (OS/Application, Data, and Commit logs). Depending on company backup procedures and infrastructure, an additional disk, equal to the data disk in size, may be required for storing the backup snapshots

The recommended system requirements for running Cameo Collaborator: small and medium deployments (50, 75 or 100 connection licenses are used) are as follows:

- 24 GB of RAM devoted exclusively to Cameo Collaborator for Teamwork Cloud
- 100 GB of free space on the disk, preferably SSD
- CPU with 8 cores running at 2.1 GHz

The recommended system requirements for running Cameo Collaborator: large enterprise deployments (75, 100, or unlimited connection licenses are used) are as follows:

- 58 GB of RAM devoted exclusively to Cameo Collaborator for Teamwork Cloud
- 200 GB of free space on the disk, preferably SSD
- CPU with 16 cores running at 2.1 GHz

## 2.2 SOFTWARE REQUIREMENTS

The recommended software requirement for running MagicDraw, Cameo Systems Modeler, and Cameo Enterprise Architecture is as follows:

Any Java SE 8-compatible operating system (Windows, Windows Server, Linux, Mac OS X)

The recommended software requirements for running Teamwork Cloud are as follows:

- Linux (RedHat/CentOS 7), 64 bit or Windows 2012 R2, Windows 2016
- Cassandra 3.11-x
- AdoptOpenJDK jdk-11.0.9 with HotSpot JVMA FlexNet License Server
- Open ports 2552, 7000, 7001, 7199, 9042, 9160, and 9142 between servers in a cluster, and open port 3579, 8111, 8443 and 8555 (default) to clients, as well as the port number assigned to secure connections between the client software and Teamwork Cloud
- Static IP address for each node

The recommended software requirement for running Cameo Collaborator is as follows:

64-bit operating system: Windows 7 or higher, 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>:

- Concurrent (or floating) Based
- Machine (or node-lock) Based
- Named User Based
- > System License

Licenses for the Licensed Programs to which this LPS applies are granted for use on Machines by the Users (and Extended Enterprise Users, as applicable) only in the country for which the licenses are ordered. However, (i) Users, whose usual workplace is located in the same country as the country where such use of the Licensed Programs has been authorized, may use the Licensed Programs in any other country (subject inter alia to the export and re-export laws and regulations provisions of the Agreement) for purposes of a business trip of a maximum of thirty (30) consecutive days and (ii) DS may authorize, on a case-by-case basis, the use of certain Licensed Programs by the Users (and Extended Enterprise Users, as applicable) on a Remote Access mode.

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In addition to all terms and conditions of the Agreement and all other provisions of this LPS, Licensee agrees that it is responsible for ensuring that any use of the Licensed Programs by all Users, and, if applicable all Named Users and/or Extended Enterprise Users, shall at all times be in compliance with the terms and conditions of the Agreement, and any breach by Extended Enterprise Users (if applicable) of the terms of this Agreement shall also be deemed a breach by Licensee.

# **EDUCATIONAL ALLOWANCE AVAILABILITY**

The standard educational allowance does not apply to the Licensed Programs to which this LPS applies.

# 6. SPECIFIC TERMS FOR THIRD PARTY COMPONENTS

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Moreover, some open source components may not be distributed and licensed under the terms of the Agreement but under the terms of their original licenses as set forth in the Documentation or Program Directory (PDir) of the Licensed Programs themselves.

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## 6.2 ADDITIONAL THIRD PARTY TERMS

The following terms apply in addition to the Agreement:

## Siemens Teamcenter

The following terms also apply if Licensee is granted licenses of Siemens Teamcenter software:

Siemens PLM Teamcenter is provided on a nonexclusive, nontransferable basis to Licensee, without the right to grant further sublicenses, solely for installation, access, evaluation and use by Licensee within the territory as an embedded component of, and in conjunction with, the Licensed Programs to which this LPS applies.

Siemens PLM is a third party beneficiary to the Agreement with the right to enforce the terms of the Agreement as they relate to the software redistributables of the Siemens PLM Teamcenter product directly against Licensees.

## 6.3 EXCLUSIONS

The warranty and indemnification provided by DS under the Agreement are not applicable to open source software components listed hereunder:

**NONE** 

# 7. SPECIFICITIES

# 7.1 TYPE/DURATION OF PROGRAM SERVICES (also referred to as "SUPPORT SERVICES")

Support Services means the maintenance, enhancement and other support services related to a Licensed Program as described at <a href="http://www.3ds.com/terms/support-policies">http://www.3ds.com/terms/support-policies</a>

# 7.2 DESIGNATED MACHINE IDENTIFICATION

No

#### 7.3 TEST PERIOD

No

# 8. SECURITY MECHANISMS

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## 10. WARRANTY

The Licensed Programs are warranted as specified in the Agreement.

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 5, available at www.3ds.com/terms/glossary.

NONE

# 12. TRADEMARKS

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