

DASSAULT SYSTEMES

LICENSED PROGRAM SPECIFICATIONS (LPS) FOR Simulayt for V6 Release 6.19x

Terms that are initially capitalized are defined in the Glossary - Release 3, available at www.3ds.com/terms/glossary.

1. LIST OF LICENSED PROGRAMS

This LPS covers the following Simulayt for V6 Release 6.19x Licensed Programs:

Short Ref.	Licensed Program Name
CL6	Simulayt Composites Link for V6
CL6-N	Simulayt Composites Link for V6
CLX	Simulayt Composites Link Executable
CLX-N	Simulayt Composites Link Executable

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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 Simulayt for V6 Release 6.19x Licensed Programs are available at <http://media.3ds.com/support/progdir/>

From the above link, navigate to the applicable V6 or 3DEXPERIENCE Program Directory that corresponds to the Release on which you are installing Simulayt Licensed Programs. Simulayt installation has the same hardware and software requirements as the ones applicable for CATIA Licensed Programs. Simulayt [Documentation](#) gives additional information concerning CATIA Licensed Programs required to use Simulayt Licensed Programs.

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

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- [Machine \(or node-lock\) Based](#)

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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 <http://www.3ds.com/terms/support-policies>

7.2 DESIGNATED MACHINE IDENTIFICATION

No

7.3 TEST PERIOD

No

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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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