Terms that are initially capitalized are defined in the Glossary - Release 2, available at www.3ds.com/terms/glossary.

1. LIST OF LICENSED PROGRAMS

This LPS covers the following Simulayt for V6 Release 6.18x Licensed Programs:

<table>
<thead>
<tr>
<th>Short Ref.</th>
<th>Licensed Program Name</th>
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</thead>
<tbody>
<tr>
<td>CL6</td>
<td>Simulayt Composites Link for V6</td>
</tr>
<tr>
<td>CL6-N</td>
<td>Simulayt Composites Link for V6</td>
</tr>
<tr>
<td>CLX</td>
<td>Simulayt Composites Link Executable</td>
</tr>
<tr>
<td>CLX-N</td>
<td>Simulayt Composites Link Executable</td>
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</tbody>
</table>

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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 6.18x 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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- Concurrent (floating) Based
- Machine Based (node-lock)

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
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- shall not be used standalone and/or for other purposes than the ones for which such Licensed Program has been marketed and granted to Licensee by DS

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NONE

5. OTHER PERMITTED USES FOR LICENSED PROGRAMS

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The specific terms relating to the use of certain third party software components or products not developed by or for a DS Group Company and granted to Licensee to be used in connection with or within a Licensed Program are defined hereafter:

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Moreover, some 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 of the Licensed Programs themselves. Source code for these components is available upon request.

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6.2 ADDITIONAL THIRD PARTY SOFTWARE TERMS

The following terms apply in addition to the Agreement:

NONE

6.3 EXCLUSIONS

The Support Services 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 http://www.3ds.com/terms/support-policies

7.2 DESIGNATED MACHINE IDENTIFICATION

No

7.3 TEST PERIOD

No

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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 definition supplements those of the Glossary - Release 2, available at www.3ds.com/terms/glossary.

Remote Access means, if so specified in the Product Portfolio, that Users and/or Extended Enterprise Users may access and use the Licensed Program remotely via the Internet from any country (subject inter alia to the export and re-export laws and regulations provisions of the Agreement).

The following definition supersedes the definition of the Glossary - Release 2, available at www.3ds.com/terms/glossary.

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