DAVID SYSTEMES
LICENSED PROGRAM SPECIFICATIONS (LPS) FOR Simulayt for V5 Release 5.25

Terms that are initially capitalized are defined in the Glossary - Release 1, available at www.3ds.com/terms/glossary.

1. LIST OF LICENSED PROGRAMS

This LPS covers the following Simulayt for V5 Release 5.25 Licensed Programs:

<table>
<thead>
<tr>
<th>Short Ref.</th>
<th>Licensed Program Name</th>
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<tbody>
<tr>
<td>CL5</td>
<td>Simulayt Composites Link for V5</td>
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<tr>
<td>CL5-N</td>
<td>Simulayt Composites Link for V5 (NodeLock)</td>
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<tr>
<td>CLX</td>
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References in this LPS to Dassault Systèmes Products, Licensed Programs and/or Program Services (Support Services) do not imply that DS 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 the Simulayt for V5 Release 5.25 Licensed Programs are available at http://media.3ds.com/support/progdir/.

From the above link, navigate to the applicable V5 Program Directory that corresponds to the Release on which you are installing Simulayt 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

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

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

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**NONE**

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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 definitions are supplementary to the Glossary - Release 1, available at [www.3ds.com/terms/glossary](http://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).

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