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 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 NETVIBES Release NV1R201x Licensed Programs are as follows:

2.1 HARDWARE REQUIREMENTS

- 2 Frontend servers (http & php), for each server:
  - 16 GB Ram / 4 CPU / 50 GB disk SAS
- 3 Backend servers (mysql & cassandra & redis), for each server:
  - 32 GB Ram / 4 CPU / 300 GB disk SAS
- 2 Cloudview servers, for each server:
  - 32 GB Ram / 4 CPU / 300 GB disk SAS
- A HTTP load balancer, which is needed to split flux between the 2 Frontend servers:
  - 1 GB Ram / 2 CPU / 10 GB disk

2.2 SOFTWARE REQUIREMENTS

On Frontend servers and Backend servers, supported Operating Systems are as follows:

- Centos 7.x
- RedHat 7.x
- Debian 8

On Cloudview Servers, only RedHat <=6.3 or Centos <=6.3 are supported.

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:
Named User Based either for Subscriber User, Analyst User or Publisher User

System License

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It is agreed that, notwithstanding anything to the contrary provided in the Documentation, software components packaged and delivered by DS as part of a given Licensed Program:

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6. SPECIFIC TERMS FOR THIRD PARTY SOFTWARE

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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The Licensed Programs may include open source software components. Whenever notices (such as acknowledgment, copies of licenses or attribution notice) are required by the original licensor, such notices are included in the Documentation of the Licensed Programs.

The following components are not distributed and licensed under the terms of the Agreement but under the terms of their original licenses set forth in the Documentation and/or notice files in the Licensed Programs themselves. Source code for these components is available upon request.

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JavaMail
jaxws-r1

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Licensed Programs. The original licensors of said open source software components provide them on an “as is” basis and without any liability whatsoever to Licensee.

6.2 ADDITIONAL THIRD PARTY SOFTWARE TERMS

The following terms apply in addition to the Agreement:

Sencha Touch from Sencha
You are not authorized to use the Sencha Touch component in any application other than the Licensed Program with which it is distributed.

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

8. SECURITY MECHANISMS

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11. ADDITIONAL DEFINITIONS

The following definitions supplement those of the Glossary - Release 2, available at [www.3ds.com/terms/glossary](http://www.3ds.com/terms/glossary).

**Analyst User** means a Named User or an Extended Enterprise Named User as applicable that uses the Licensed Programs to view any dashboard, personalize it and create new analytics. He cannot create new dashboards.

**Publisher User** means a Named User or an Extended Enterprise Named User as applicable that uses the Licensed Programs to create new dashboards (at least one Publisher license is required for each dashboard), manages User access permissions and publishes live updates to Users.

**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).

**Subscriber User** means a Named User or an Extended Enterprise Named User as applicable that uses the Licensed Programs to view any dashboard, personalize it and view analytics (read-only). He cannot create dashboards or run new analytics.

The following definition supersedes the definition of the Glossary - Release 2, available at [www.3ds.com/terms/glossary](http://www.3ds.com/terms/glossary).

**Token Based.** Use of a Licensed Program granted in Token Based mode provides a right to use a determined number of tokens for the duration of the license. Tokens are reserved for one (1) use at a time and when released, are available for other uses. The quantity of tokens required for a given use of the Licensed Program is determined in the Product Portfolio and/or in the Documentation, and may be changed in the event of modifications to such Licensed Program. Pool of tokens of same type can be accessed and used simultaneously by one or several authorized Users and/or Extended Enterprise Users and/or Machines, as applicable within the limit of the number of available tokens. Tokens of given type(s) may be required to enable use of other Licensed Programs.

12. TRADEMARKS

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