DASSAULT SYSTEMES
LICENSED PROGRAM SPECIFICATIONS (LPS) FOR
NETVIBES Release NV1R2018

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

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 NV1R2018 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

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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Each Named User Based license of the Licensed Programs must be assigned to a specific Named User or a specific Authorized or certified provider of services—such Extended Enterprise User—solely as configured and authorized to do so by DS, Licensed Programs are provided for a maximum number of users of such dashboards, equal to the number of Named-Users and Extended Enterprise Named Users, as applicable, for which Licensee has purchased rights to access such Licensed Programs.

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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If a patent invention is implemented in the Licensed Programs for which a right to use is granted pursuant to the Agreement, DS hereby grants Licensee a non-exclusive license on the applicable patent limited to the use of such 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 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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- jCIFS
- libgsf
- TinyMCE
- Gettext (libintl & libasprintf)
- Iconv (libiconv & libcharset)

Under the GNU LESSER GENERAL PUBLIC LICENSE version 3, available at http://www.gnu.org/licenses/lgpl-3.0.en.html:

- Armadillo
- Libpff
- Reflections
- Spnego
- Javassist
- Html2Text

Under the MOZILLA PUBLIC LICENSE version 1.1, available at http://www.mozilla.org/MPL/1.1/:

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- FLV Player
- MP3 Player
- Rhino

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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.

**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.

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