



LICENSE MODEL SCHEDULE

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1 Definitions

In the event of any conflict between definitions found in this License Model Schedule and definitions found in the EULA, the definitions found in this License Model Schedule will control to the extent of any inconsistency. Any capitalized term used in this License Model Schedule for which a definition is not provided herein, shall have the meaning set forth in the EULA.

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3. Licensee must restrict such user’s access to Read Only functionality; and
4. Access to functionality other than Read Only (even if the additional functionality is not used) requires additional licensing.

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A Standard Named User License Model

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4. When Licensee allocates a Software License to an individual, Licensee must also assign unique login credentials to the individual for the purpose of allowing the individual to access the Software. Licensee must purchase an additional Software License for A) each additional login and password combination assigned to an individual and for B) each additional implementation of the Software connecting to a single, unique, logical database for which the individual has been granted access (with the same or different login and password combinations).
5. Multiplexing does not reduce the number of Software Licenses required. If Licensee utilizes Multiplexing, Licensee must maintain a permanent record of user activity sufficient to quantify the users of the system and in advance of access or use, Licensee must purchase sufficient user licenses for all users accessing or authorized to access the software through Multiplexing.

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2. The license type "Occasional Named User" must be assigned or allocated to a user when the user is first authorized to access the system. A user allocated any other type of user license may not be downgraded to or allocated an Occasional Named User license unless the user is first deleted from the system. Licensee is required to maintain a record of all individuals allocated an Occasional Named User license.
3. An Occasional Named User that uses or accesses the Software more than 52 calendar days of any calendar year may no longer access the Software using an Occasional Named User license and shall be required to purchase a Standard Named User license upon the 53rd day of use. The account for this

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8. Multiplexing does not reduce the number of Software Licenses required. The number of Software Licenses required equals the number of individual human beings who simultaneously access or use the Software, or benefit from the functionality of the Software whether or not accessing through Multiplexing.
9. A user accessing, using, or enjoying the benefit of the Software simultaneously on two or more Program Instances of the Software requires a Standard Concurrent User licenses for each Program Instance.

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3. Unless otherwise stated in the applicable Transaction Document or Documentation, Licensee may provide access to an unlimited number of individuals but to only one user concurrently.

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3. Unless a more restrictive License Model is also applicable, the Software may be loaded and executed on an unlimited number of Servers, CPUs or Program Instances.
4. If the number of Transactions during any calendar year exceeds the maximum number of Transactions Per Year licensed, Licensee must purchase the applicable additional Software Licenses to cover the total number of Transactions.

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A Production Server License Model

1. Licensee must purchase an individual Software License for each Server upon which the Software is installed or uploaded into the Server's memory.
2. The Software may be accessed and used by an unlimited number of individual employees or contractors of Licensee or its Affiliates.

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A Production CPU License Model

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B Production Logical CPU License Model

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12 Miscellaneous Licenses

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D Electronic Employee Files License Model

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3. The Software may not be distributed outside of the country in which the license was obtained; and
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3. The Key may be replicated only for the purposes of backup or failover;
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2. All connections to the Software on the Server initiated from the same computer using the same logon credentials constitute a single client connection (**“Client Connection”**). Upon granting the Software Licenses, Rocket Software shall issue a sequence of alphanumeric characters (**“Key”**) which represents the maximum number of Client Connections that are permitted to simultaneously access each resource on the Network File System shared by the Software. Each Key may only be installed on one Server or Node. The number of Client Connections Licensee is entitled to within each Server or Node is based on the initial Software License granted to the Licensee and any additional Software Licenses granted. Each Client Connection is a Standard Concurrent User and a separate Software License is required for A) each additional Client Connection, and B) each Client Connection to an additional Server or Node on which the Software is installed or used;
3. The Software may not be distributed outside of the country in which the license was obtained; and
4. Licensee may physically transfer the Software from one Server/Node to another provided that Licensee immediately removes any copy of the Software from the Server/Node from which the Software is being transferred.

F NFS Server License Model

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1. If Licensee wishes to use the Software on multiple Servers for load balancing, performance improvement or other operational performance improvements (each additional Server shall be referred to as a **“Node”**), where connections will be made to a **Node** at the same time as the Server is functional, then additional Software Licenses are required for each Node in addition to the Server;

2. The Software License allows an unlimited number of concurrent NFS Clients operating on one or more networks to access an unlimited number of the following Windows resources shared on the Server or Node: local drives, local directories, directories on the registered external disks, CD- ROMs, locally attached printers and network printer resources with a local print queue.
3. The Software may not be distributed outside of the country in which the Software License was obtained; and
4. Licensee may physically transfer the Software from one Server/Node to another provided that Licensee immediately removes any copy of the Software from the Server/Node from which the Software is being transferred.

G Secure Server License Model

The terms, conditions and limitations applicable to the use of Software licensed under the Secure Server License Model shall be identical to those that apply to Software licensed under the Standard Concurrent User License Model except that:

1. All connections to the Software on the Server initiated from the same computer using the same logon credentials constitute a single client connection (“**Client Connection**”). Upon granting a Software License, Rocket Software shall issue a sequence of alphanumeric characters which represents the maximum number of Client Connections that can be used simultaneously on a Server at any given time (“**Key**”). Each Key may only be installed on one Server. The number of Client Connections used at any given time cannot exceed the maximum number of Client Connections based on Licensee’s initial Software License granted to Licensee and any additional Software Licenses granted. Each Client Connection is a Standard Concurrent User and a separate Software License is required for A) each additional Client Connection and B) each Client Connection to an additional Servers on which the Software is installed or used;
2. The Software may not be distributed outside of the country in which the license was obtained; and
3. Licensee may physically transfer the Software from one Server to another provided that Licensee immediately removes any copy of the Software from the Server from which the Software is being transferred.

Version history

The following table sets out the version history of the License Model Schedule.

Version	Release Date	Status	Comments
2.1	10 April 2024	Current.	Rocket Software branding added to version 2.0
2.0	21 July 2016	<i>Superseded</i>	Redraft of License Models. Addition of Software Specific terms for Actuate and Connectivity Products.
1.2	17 November 2011	<i>Superseded</i>	
1.1	10 June 2011	<i>Superseded</i>	
1.0	11 January 2011	<i>Superseded</i>	

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