



MV End User Handbook December 2025
(formerly known as the U2 Handbook)

Table of Contents

Table of Contents	2
Introduction	7
Definitions	7
Notes.....	10
Rocket MV Products and Features	11
New Product Offerings	11
Editions	11
Personal Edition (also known as Trials).....	12
Workgroup Edition.....	12
Server Edition.....	13
Enterprise Edition	13
D3 Products.....	14
jBASE Products	15
OpenQM Products	16
Non-Chargeable Options	16
Account-based Licensing	16
Audit Logging	16
D3 Client and APIs	17
Device Licensing for Workgroup and Enterprise Editions	17
jBASE jRemote C# ¹	17
jBASE jRemote JAVA ¹	17
ODBC and related tools	18
OpenQM Phantoms.....	18
MVS Toolkit (for D3 and mvBase)	18
MVSP Server (for D3 and mvBase).....	18
Python	18
Subkeys	18
U2 Common Clients and APIs	19

Dynamic Connect (part of U2 Common Clients).....	19
U2 DBTools	19
U2 Toolkit for .NET Provider	20
U2 Toolkit for .NET Developer	20
Chargeable Options	20
Connection Pooling	20
D3 Connection Pooling	21
D3 Enterprise Client 5 Connections	21
D3 Enterprise Client 10 Connections	21
D3 Phantoms	21
Device Licensing for Server Edition	21
External Database Access (EDA).....	22
FlashConnect (for D3).....	22
jBASE Transaction Journaling	22
Network File Access (NFA) for UniData and UV/Net for UniVerse	22
OpenDB (for D3)	22
OpenQM Device Licensing (2, 4 or 8 users*)	22
OpenQM Resilience	23
Recoverable File System (RFS) for UniData	23
Recoverable File System (RFS) for UniVerse (versions 12 and 14.2.1+).....	23
Rocket API	23
Rocket Modern Experience Web Edition (MX Web).....	23
Deprecated Features and Products	23
D3	23
RedBack.....	23
U2.NET	24
UniData	24
UniVerse.....	24
Rocket MV Tools	25

AccuTerm	25
The MultiValue Performance Experience.....	25
MV BASIC for VS Code	26
MVConnect	26
MultiValue Integration Server (MVIS).....	26
SystemBuilder	26
U2 Web Development Environment (U2 Web DE)	27
wIntegrate	28
Documentation	28
Licensing	28
This section covers license types and license modifications.....	28
Concurrent User License Requirement	28
Increase a License	29
Decrease a License.....	29
Seasonal Licenses for Short Term Use	29
Connection Pooling Requirement.....	29
Multiplexing Requirement.....	29
Standby Licenses and Matching User Counts	30
Recoverable File System (RFS) Requirements.....	30
HA/DR Solution License Requirements	30
Transaction Journaling Requirements	30
Evaluation Licenses.....	31
Limited Use (DEV) Licenses.....	32
Licenses for Third-Party Tool Integrators	32
Transferring End User Licenses to another Party	32
Dispensation of Licenses when End User Ceases Use.....	32
Consolidation and Re-distribution of Licenses	33
Support and Maintenance	33
Software Technical Support	33

Maintenance Renewal	33
Support Requires a Valid Contract	33
Maintenance Billing	33
Maintenance Reinstatement	34
Support for Virtualization	34
Maintenance Impact when upgrading to SB/XA	34
Platform and Product Changes.....	34
Data Server Change	34
Edition Change	35
Hardware Platform Change	35
Changing Rocket MV Solutions	35
Upgrade to a Newer Version	35
Moving from a Lower to Higher Priced Offering	36
Partner Relationship Shifts.....	36
Leaving a Distributor	36
Leaving a System Integrator	36
Leaving a Solution-Providing ISV	36
Rocket MV Products and Existing Customers.....	37
Orphaned End Users	37
Product Lifecycle Policy	37
Product Lifecycle Categories.....	37
Product Lifecycle Definitions.....	38
Release Numbering.....	38
This section highlights the major changes in the current version	40
September 2014.....	40
January 2016	40
August 2017	40
February 2019	41
August 2019	41

February 2022 41
June 2022 41
December 2022 41
September 2023..... 41
November 2023 42
February 2024 42
June 2024 42
September 2024..... 42
December 2025 42

Introduction

This document summarizes the current Rocket® MV policies and operations guidelines. Rocket reserves the right to change this document and will make every effort to provide advance notice of the effective date of such changes. Price changes are effective upon announcement unless otherwise specified in your contract.

Rocket MV End Users are Customers who obtain MV programs directly from Rocket Software, from a Rocket MV ISV or from a Rocket Distributor. If the End User has a contract to obtain MV programs from an authorized entity and any of the information in this document conflicts with the terms therein, then the terms of those agreements apply. This handbook encompasses the products (i.e., products) that are part of the Rocket MV portfolio. The Rocket MV product line includes UniVerse, UniData, D3, and mvBase Data Servers, U2 Common Clients and APIs, U2 DBTools, U2 Toolkit for .NET, MVS Toolkit, MVSP, SystemBuilder Extensible Architecture (SB/XA), the MultiValue Integration Server (MVIS), the MultiValue Experience including MVX: Performance, U2 Web Development Environment (U2 Web DE); and wIntegrate. In addition, other associated legacy products or product features are also part of the Rocket MV portfolio.

Should you wish to become a reseller or referral partner for other Rocket Software products, please contact your Rocket MV sales rep.

Definitions

The following definitions will be used in this document.

- **License type definitions** - codes used to distinguish the entitled use of the software. License types remain the same throughout the life of the license. All license types are nontransferable and the terms of the End User License Agreement (EULA) apply.

DEU – Rocket MV Direct End User (DEU) license type is used for customers that license product directly from Rocket. This license type may only be used by the Direct End User company and its employees. It may not be used to provide services to users external to the DEU's company.

EVAL – An evaluation is a fully functional product under a temporary use license. See the [Evaluation Licenses](#) section for more information.

GOLD - A Gold Master license is a means to obtain a download link for a specific product version so that Rocket MV Partners can fulfill their responsibility to provide media to their end users. Gold Masters are available at no charge. Gold Master licenses cannot be authorized or supported. Copies made from the Gold Master require serialization through Rocket Business Connect (RBC) prior to authorization. Gold Masters are not available for End Users.

STDBY - A Standby license is a limited use license available for High Availability/Disaster Recovery (HA/DR) solutions. See the [HA/DR Solutions](#) section for more information.

VEU - A VAR End User license is provided by a Rocket MV Partner for use by their end users. This license type is not to be used by multiple End Users to access a single instance of a U2 database server unless allowed under a SaaS arrangement. These licenses are not available for Rocket MV End Users.

VOU - A VAR Own Use license is used to run an ISV's internal business (such as maintaining inventory or managing an accounting system). This license type is not to be used to provide access to any person outside of the ISV's company. These licenses are not available for Rocket MV End Users.

- **License Usage Definitions** – indicates the allowed usage for the license as defined in your contract.

Perpetual – Non-expiring licenses used for on-premises solutions.

SaaS – Software as a Service (SaaS) providers host their applications and deliver them to their end users through a subscription offering. The Rocket MV software is licensed to the ISV for a periodic usage fee. A SaaS contract or addendum is required to offer this license usage. This license usage is not available for Rocket MV End Users.

Term – A TERM license, unless agreed otherwise in writing, is valid for one year and must be renewed annually. This license usage is available for VEU, DEU, DEV, and STDBY licenses only.

- **Connection Pooling** – a technique that maintains an open, persistent connection to a database that can be used by multiple client requests sequentially.
- **Deprecated Feature** – an obsolete feature of a product that is no longer supported.
- **Device Licensing** – a feature that allows a user to have multiple connections from a single Windows-based PC using supported interfaces while consuming a single database license.
- **Distributor** – an entity authorized to provide Rocket MV products for use by ISVs or End Users.
- **Direct End User (DEU)** – a customer that obtains Rocket MV products directly from Rocket Software.
- **Disaster Recovery** – infrastructure set up to restore operations after a natural or human-induced disaster.
- **End User** – a general term for a Direct End User (DEU), VAR End User (VEU) or the End User of a Distributor.
- **High Availability** – a system architected to recover quickly in case of individual component failures.

- **iPhantoms** are phantoms that use Rocket MV Application Programming Interfaces (APIs) that allow interactive input. iPhantoms consume a database license while active.
- **Installed/Installation** – Rocket Software products are considered to be installed if they are placed in a position that does not require transfer from any other media and are ready to use. They do not need to be authorized to be ready to use.
- **Independent Software Vendor (ISV)** – an entity that develops and resells a solution that runs on a Rocket MV database. Used interchangeably with VAR.
- **Maintenance Customer** – the End User, ISV or Distributor that is billed for software maintenance and that may place support calls for any licenses on maintenance.
- **Orphaned End User** – An End User of a Rocket MV Partner that is no longer supported by that ISV because the ISV has gone out of business or no longer has a valid Rocket contract.
- **Rocket MV Products** – any software in the Rocket MV Portfolio.
- **Sales Representative** – individual responsible for license plus initial maintenance sales for Rocket MV software.
- **Support Provider** – The Rocket MV Partner/Distributor that is responsible for renewing maintenance and providing the first and second line of support for their customers.
- **Support Reseller** – The Rocket MV Partner that is responsible for renewing maintenance for their customers, but the end customer is allowed to contact Rocket Support directly for support of the product.
- **Third-Party Tool Integrator** – Any software company that does not sub-license Rocket MV Products that sells a Tool they wish to integrate or certify with a Rocket MV Product.
- **Tiered Partner** – A Rocket MV Partner or Systems Integrator that obtains products from a Rocket MV Distributor.
- **Rocket Business Connect (RBC)** – A Web-based license management system for Distributors, Rocket MV ISVs, and Rocket Direct End Users who obtain product directly from Rocket Software.
- **Rocket MV Data Servers and Clients** – UniVerse, UniData, D3, mvBase, jBASE, OpenQM, U2 Common Clients and APIs, U2 DBTools, U2 Toolkit for .NET.
- **Rocket MV Tools** – MultiValue Integration Server (MVIS), MultiValue Experiences (including MVX: Performance), SystemBuilder Extensible Architecture (SB/XA), U2 Web Development Environment, and wIntegrate.
- **VAR** – an entity that develops and resells a solution that runs on an MV database. Used interchangeably with ISV.
- **VAR End User (VEU)** – a customer that obtained Rocket MV products to use in conjunction with a solution from a Rocket MV Partner.

- **WebShares** – the number of connections that can be actively servicing application requests at any given point in time. Each connection is a persistent MV process consuming an MV database license.

Notes

- MV Partners and Distributors are required to provide product fulfillment, perform all license changes, and provide version upgrades to their End Users or Tiered ISVs per their Rocket contract. ISVs and Distributors may order Gold Masters to facilitate product fulfillment. Rocket will not provide product fulfillment or version upgrades directly to End Users of ISVs or Tiered Customers of Distributors.
- Rocket MV Customers may use Rocket Business Connect (RBC) for Program authorizations.
- Pricing for Rocket MV Programs includes one year of maintenance, which is reflected in the Suggested Retail Price (SRP).
- Maintenance includes version upgrades, OS platform changes, and technical support depending on the lifecycle as described in this document.
- Maintenance must be renewed prior to the expiration of the current agreement. Maintenance reinstatement may be charged when maintenance has lapsed. A Rocket MV Program must be covered under maintenance for it to be upgraded to a newer version of the Rocket MV Program or to change the Rocket MV Application Platform OS.
- The following features are included at no charge on Enterprise Edition only:
 - Two Rocket MV Connection Pooling (CP) licenses are included at no charge with the Enterprise Edition as of UniData 7.1 and UniVerse 10.2 and higher.
 - External Database Access (EDA) is included at no charge as of UniData 7.1 and UniVerse 11.1 and higher.
- For information on licensing for backup, failover, and high availability, see the HA/DR Solutions section.
- Device licensing is available for the Server edition as a chargeable feature of the Rocket MV Application Servers. You may not use device licensing for connection pooling.
- A unique license (serial number) for each installed program must be acquired for each system. This includes stand-alone systems, replicated/mirrored systems (regardless of technology) and virtual machines (WPARs, LPARs, zones, etc.).
- Programs with an authorization grace period will have a 10-day countdown and will cease functioning unless authorized.
- Email your Rocket sales representative, Rocket MV ISV, or Distributor with any questions related to this document.

Rocket MV Products and Features

New Product Offerings

As Rocket Software rolls out new product offerings, we may offer our valued partners the right to include these products as part of your solution either by notice or contractual amendment. Specific terms and conditions for offering the product will be covered in the appropriate notices or amendments. Rocket reserves the right to market said product(s) directly and/or retain the exclusive right to offer certain products.

Editions

Rocket Software offers the UniData (UDT) and UniVerse (UV) (collectively known as U2) Data Servers and features in the following editions:

	Personal Edition	Workgroup Edition	Server Edition	Enterprise Edition
Qualifying Platforms	Windows, Linux	Windows, Linux	All Supported Platforms	All Supported Platforms
User Limit	Two-user evaluation license	Maximum of 24 users	No user limit	No user limit
Charge Metric	N/A	Concurrent user	Concurrent session	Concurrent user
License Inclusions	U2 Common Clients U2 DBTools Python Audit Logging	U2 Common Clients U2 DBTools Device Licensing Python Audit Logging U2 Replication Device Licensing Subkeys	U2 Common Clients U2 DBTools Python Audit Logging U2 Replication Device Licensing Subkeys	U2 Common Clients U2 DBTools Connection Pools (Two) Device Licensing EDA Python Audit Logging U2 Replication Device Licensing Subkeys

Optional Features (ordered separately and chargeable)	None	Connection Pools (maximum two) EDA NFA (UDT only) UV/NET (UV only)	Connection Pools Device Licensing EDA NFA (UDT only) UV/NET (UV only) RFS for UV RFS for UVRFS for UDT (requires product management approval)	Connection Pools NFA (UDT only) UV/NET (UV only) RFS for UV RFS for UDT (requires product management approval)
Additional Information	Personal Development, Self- Training, Sales Demos Not for resale No support			

The SB+ U2 Value Pack (SB+ version 5.5 and below) is offered in Workgroup, Server and Enterprise editions with the same qualifying platforms and restrictions as the data servers and features.

Personal, Workgroup, Server or Enterprise Editions cannot be mixed and matched on a single license. Rocket MV data server feature editions (e.g., RFS, NFA, UV/NET) and Rocket MV Tools editions must match the data server edition.

Optional features may require a configuration code, available from RBC, to be activated.

Personal Edition (also known as Trials)

Personal Edition is meant for stand-alone x86-based servers with one or two processors running with Microsoft Windows or Linux.

Current versions of UniVerse, UniData, and SystemBuilder are available as no-charge, downloadable, trial licenses with some functional and feature limitations. Please visit the [trials page](#) to see the detailed description and limitations as well as to download the product. There are no support offerings for the Personal Edition. This software is designed for personal development and training as well as sales demos. It is **not** for resale.

Note: Personal Editions will have a fixed expiration date as noted on the website.

Workgroup Edition

Workgroup Edition provides for up to 24 users on x86-based servers with one or two processors running Microsoft Windows or Linux as the operating system. Workgroup Edition includes device licensing. This is designed to serve the needs of small sites at a very competitive price point.

Workgroup Edition offers Connection Pooling (maximum of 2), EDA and UVNet as optional chargeable features.

Workgroup Edition can include Audit Logging, Python, subkeys, and UniVerse Replication at no additional charge, by selecting when ordering.

Pricing is per-concurrent-user.

Server Edition

Server Edition provides a flexible solution for sites where limited use is made of API and middleware products. Each connection from a single PC using API and/or middleware products will consume a data server license unless a separate Device Licensing entitlement is acquired. Server Edition provides for one or more sessions on any available platform with any number of processors.

Server Edition offers the following optional chargeable features: NFA or UV/Net, RFS, Connection Pooling, EDA, and Device Licensing.

Server Edition can include Audit Logging, Python, subkeys, and UniVerse Replication at no additional charge, by selecting when ordering.

Pricing is per concurrent session and is calculated as the number of concurrent users times their expected number of connections via Rocket MV or third-party middleware and clients.

Enterprise Edition

An Enterprise Edition license serves large installations that make significant use of connectivity options via APIs and middleware. An Enterprise Edition license is available on any supported platform or operating system at the supported release level. The pricing unit is per-concurrent-user.

Enterprise Edition offers the following optional chargeable features: NFA or UV/Net, RFS, and additional Connection Pooling.

Enterprise Edition includes device licensing, and you can also select two Rocket MV Connection Pools, Audit Logging, Python, EDA, subkeys and UniVerse Replication at no additional charge, if desired.

D3 Products

Rocket Software offers the D3 data servers with the following features:

	D3 Server	mvBase
Qualifying Platform	Windows, Linux and AIX, any number of installed processors	x86-based Servers with 1- 2 processors, Windows
Charge Metric	Concurrent Sessions	Concurrent Sessions
License Inclusion	D3 Clients & API D3 License Server D3 ODBC D3 Phantoms Included D3 Server Additional D3 Standard Features Python MVS Toolkit MVSP Server	
Optional Features (ordered separately and chargeable)	D3 Connection Pooling (v9.2 and higher) D3 Enterprise Client 10 Connections D3 Enterprise Client 5 Connections FlashCONNECT for D3 D3 MQSeries Server D3 OpenDB D3 Phantoms	FlashCONNECT for mvBase

jBASE Products

Rocket Software offers the jBASE data servers with the following features:

	jBASE	jBASE CPU
Qualifying Platform	Windows, Linux and AIX, any number of installed processors	Windows, Linux and AIX, any number of installed processors
User limit	No user limit	No user limit
Charge Metric	Concurrent user	Per CPU
License Inclusion	<ul style="list-style-type: none"> • Server • jAgent • jRFS • jDBC • ODBC • jR Files • Encryption • Audit Logging • Advanced Application Profiling • RESTful services 	jBASE License Inclusions plus: <ul style="list-style-type: none"> • JBTJ-jBASE Transaction Journaling (data replication) • JBWS-jBASE Web Session
Optional Features (ordered separately and chargeable). Please note: you must have at least 1 user of jBASE to use any other features.	<ul style="list-style-type: none"> • JBJRC-jBASE jRemote C# ¹ • JBJRJ-jBASE jRemote JAVA ¹ • JBTJ-jBASE Transaction Journaling • jBASE Multi-Session • jBASE Web Session 	

¹ Optional Feature until jBASE 6.1.1

Multisession – Allowing multiple concurrent sessions from a single IP address or system name. A Multisession license allows for up to ten concurrent sessions from a single IP address or system name to the database.

Websession – Allowing multiple concurrent sessions from multiple IP addresses. A Websession license allows up to ten sessions which may originate from one or more Web Servers or Terminal Servers.

Developing secure, high-quality software is a top priority at Rocket. To ensure we meet top standards in these categories, we adhere to standards set by some of the leading software scans such as Synopsys Black Duck, Polaris, and VeraCode with each release. Rocket acquired the Zumasys product portfolio on Oct 14, 2021. Starting with the jBASE 5.8.6 release these scans are now integrated into the release process. Zumasys did not conform to the same security and quality practices hence any release prior to 5.8.6 does not align with Rocket’s standards. We highly recommend upgrading to jBASE 5.8.6 at your earliest convenience to ensure your organization has the most secure software.

OpenQM Products

Rocket Software offers the OpenQM data servers with the following features:

OpenQM	
Qualifying Platform	Windows, Linux and AIX, any number of installed processors
User limit	No user limit
Charge Metric	concurrent user
License Inclusion	OpenQM Phantoms
Optional Features (ordered separately and chargeable). Please note: you must have at least 1 user of OpenQM to use any other features.	QMDL2-OpenQM Device License 2 QMDL4-OpenQM Device License 4 QMDL8-OpenQM Device License 8 QMR-OpenQM Resilience

Developing secure, high-quality software is a top priority at Rocket. To ensure we meet top standards in these categories, we adhere to standards set by some of the leading software scans such as Synopsys Black Duck, Polaris, and VeraCode with each release. Rocket acquired the Zumasys product portfolio on Oct 14, 2021. Starting with the OpenQM 4.0.7 release these scans are now integrated into the release process. Zumasys did not conform to the same security and quality practices hence any release prior to 5.xx does not align with Rocket’s standards. We highly recommend upgrading to OpenQM 4.0.7 at your earliest convenience to ensure your organization has the most secure software.

Non-Chargeable Options

These options are available at no additional cost with the Rocket MV data servers where available.

Account-based Licensing

As of UniVerse 11.2 and UniData 8.1, Account-based licensing allows you to allocate licenses by UniVerse or UniData account through configuration such that no individual account uses more than their allotted licenses. Account-based licensing and Device licensing cannot be used simultaneously.

Audit Logging

Audit logging provides the ability to manage regulatory and internal auditing requirements.

D3 Client and APIs

Use this free package of drivers, APIs, and tools to connect, manage, and manipulate MV data with outside standards-based tools.

- D3 .NET API - Supports Microsoft's .NET Framework and provides a native bridge between a .NET application and a D3 data source.
- D3 Java API - Allows Java developers access to D3 multidimensional data from their preferred Java IDE.
- C/C++ - The C/C++ API allows for native access for developing C-based apps.
- PHP - The PHP API can be used for developing PHP applications.
- ODBC - Open Database Connectivity (ODBC) is a standard API used to connect to external databases. D3 ODBC Server allows an ODBC client to access data within D3.

Device Licensing for Workgroup and Enterprise Editions

Device licensing, included with the Workgroup and Enterprise editions of Rocket MV data servers, allows a user to have multiple connections from a Windows-based PC while consuming a single database license. Device licensing is supported by Rocket MV Native APIs and by SQL-based middleware as well as Rocket MV telnet clients (wIntegrate, SBClient, Dynamic Connect.) The minimum release at which device licensing support is built into the data server is UniData 5.1 and UniVerse 9.5.1C.

Note: Device Licensing is not available for Connection Pooling or iPhantoms.

jBASE jRemote C# ¹

A jBASE API to expose jBC functions like subroutines, execute commands and access files from Microsoft .NET OR jRemote. C# is a client technology which provides an API to expose BASIC functions like subroutines, execute commands and access files from Microsoft .NET. It is based on an efficient object protocol and uses a secure connection based on TCP/IP, SSL and ACE (Adaptive Communication Environment).

jBASE jRemote JAVA ¹

A jBASE API to expose jBC functions like subroutines, execute commands and access files from Java OR jRemote. Java is a new client technology option for jBASE which provides an API to expose BASIC functions like subroutines, execute commands and access files from Java. It is based on an efficient object protocol and uses a secure connection based on TCP/IP, SSL and ACE (Adaptive Communication Environment).

¹ Chargeable Feature until jBASE v6.1.1

ODBC and related tools

As of March 2013, this comprises the U2 ODBC 32-bit and 64-bit thread safe, SSL-enabled drivers for both UniData and UniVerse. These have superseded the older UniData and UniVerse ODBC drivers; the older drivers can still be obtained in the client package in the “Archive” directory.

UniData Visual Schema Generator (VSG) is an older tool used to map UniData dictionaries to relational schemas. VSG has been superseded by U2 Metadata Manager (U2 MDM), which maps U2 to relational schemas for both UniData and UniVerse.

OpenQM Phantoms

Each OpenQM license includes a limited number of phantom processes. A QM license allows for 8 phantoms for the first 4 users and one phantom per every 2 users thereafter. (10 users = 11 phantoms)

MVS Toolkit (for D3 and mvBase)

MVS Toolkit enables developers to easily create and deploy MultiValue Web services for D3, exposing both Pick/BASIC subroutines and Access queries (AQL) as Web Services. Requires active maintenance.

MVSP Server (for D3 and mvBase)

MultiValue Server Protocol (MVSP) is a D3 and mvBase server-side tool that creates and manages accounts which allow client connections to the data server via .NET API, Java API, C/C++ API and PHP API.

Python

A modern development language that lets you work quickly within Rocket MV solutions as well as expand your candidate pool of engineers. Python support even lets you leverage resources from the Python open-source community, including pre-written standard modules.

Subkeys

Subkeys are a legacy mechanism for managing licenses in UniObjects (COM) and UniObjects for Java, BCI, UCI and InterCall. As of UniVerse 11.2, you must authorize subkeys.

U2 Common Clients and APIs

The U2 Common Clients package includes drivers, clients and APIs for UniData and UniVerse including the following:

- UniDK is a set of developer tools that comprise the following items:
 - JDBC
 - U2 ODBC
 - InterCall
 - UniObjects for .NET (UO.NET)
 - UniObjects for Java (UOJ)
 - UCI (for UniVerse)

Dynamic Connect (part of U2 Common Clients)

Dynamic Connect is a basic terminal emulator available with current versions of UniData and UniVerse. Dynamic Connect runs on Windows clients and supports device licensing.

U2 DBTools

The following tools, based on the open source Eclipse Tools framework, are provided at no cost:

- U2 Basic Developer Toolkit (BDT) - consists of a set of Eclipse plug-ins for working with BASIC programs. BDT's code editor helps developers write code more efficiently while achieving better readability and maintainability and provides advanced features such as in-line syntax checking, code completion, hover help, refactoring, code style templates, compiling and cataloguing programs, editing dynamic arrays and HTML, as well as many other capabilities useful to experienced and new programmers alike.
- U2 EDA Replication Config Editor – Configure which MV data resources are to replicate to a SQL database. Use the EDA Replication Configuration tool to edit EDA map schemas, edit data source definitions, and convert UniData or UniVerse files to EDA files.
- U2 EDA Schema Manager - Configure which MV data resources can be accessed via external databases such as Oracle, SQL Server, or DB2.
- U2 Extensible Administration Tool (XAdmin) – GUI that allows for easy database administration and configuration changes to replication, audit logging, SSL, data encryption, licensing, logging and more.
- U2 Metadata Manager - View the dictionary, define metadata, and create 1NF maps of metadata files. Provides the ability to create SQL-compliant files for JDBC and ODBC applications.
- U2 RESTful Web Services Developer - allows you to publish MV files and subroutines so they can be accessed via HTTP.
- U2 SSL Configuration Editor - GUI tool used to create or change an SSL property list.
- U2 Web Services Developer (WSD) Tool - define and publish U2 resources, such as data files and subroutines, to a U2 SOAP server.

U2 Toolkit for .NET Provider

The U2 Toolkit for .NET Provider (U2 Toolkit) delivers comprehensive standards-based and native .NET data provider for UniVerse and UniData. U2 Toolkit includes an upgraded UniObjects for .NET API library.

Use U2 Toolkit with Microsoft Visual Studio to build your applications and take advantage of the powerful Microsoft .NET Framework and CLR. U2 Toolkit works with U2 Connection Pools to provide the scalability needed for web applications.

U2 Toolkit for .NET Developer

The following components are available as a part of the U2 Toolkit for .NET Developer option:

- Visual Studio Add-ins
- EDM Designer

These components integrate with the Server Explorer, generate Code-Behind, and increase developer productivity in quickly creating .NET-based interfaces for U2 solutions.

Chargeable Options

Chargeable options require UniData or UniVerse or D3 or jBASE or OpenQM as prerequisites and are licensed for an additional cost.

Connection Pooling

As of UniData 7.1 and UniVerse 10.1.16 Connection Pooling is available as a chargeable feature. Connection Pooling can be used with MVIS, UniObjects for .NET, UniObjects for Java, U2 Web Services Developer and U2 Toolkit for .NET to maintain an open connection to a U2 database that can be used by multiple clients sequentially. Pricing is per connection pooling session.

Workgroup edition has a maximum of two (2) Connection Pooling Sessions. Enterprise edition is offered with two (2) initial U2 Connection Pooling Sessions. Additional Connection Pooling sessions may be purchased.

If you write your own Connection Pooling or acquire a third-party product that implements user defined Connection Pooling, you must acquire licenses for Customer Connection Pooling at list price less any applicable discount.

D3 Connection Pooling

As of D3 9.2, Connection Pooling is available as a chargeable feature. D3 Connection Pooling allows multiple clients to send requests through a server to a shared set (pool) of persistent database connections with MVSP (Java, .Net, C/C++, and PHP) and our Webservice (Rest & SOAP) Toolkit. Pricing is per Connection Pooling session.

D3 Enterprise Client 5 Connections

This allows a user to have 5 connections from a single Windows-based system using supported interfaces while consuming a single database license.

Note: D3 Enterprise Client licensing is not available for D3 Connection Pooling.

D3 Enterprise Client 10 Connections

This allows a user to have 10 connections from a single Windows-based system using supported interfaces while consuming a single database license.

Note: D3 Enterprise Client licensing is not available for D3 Connection Pooling.

D3 Phantoms

A D3 Phantom is a process that is executed as a background task, independent of a user interface. The D3 Phantoms that are included (with your D3 Client licenses) are based on a minimum of 12 Phantoms up to a maximum of 256. If a customer wants more Phantoms, they are billable on a per concurrent user basis.

Only a D3 Phantom that uses any user-defined 'c' function or a call to open a network socket will consume a user license.

Device Licensing for Server Edition

Device Licensing (DL) is available for purchase for use with the Server Edition of UniData or UniVerse. Each DL entitlement acquired allows one additional Windows session connection from a single Microsoft Windows client device, up to a maximum of 10, and consumes a single license entitlement. You must acquire an equal number of DLs for each Concurrent Session. For Workgroup and Enterprise editions, DL entitlements are included.

You may purchase up to nine additional connections per session (each session may have a maximum 10 connections). Device Licensing applies to every session (i.e. on a 10-session license, all 10 sessions must have device licensing).

Device Licensing is supported by Rocket U2 Native APIs and by SQL-based middleware as well as Rocket U2 telnet clients (wIntegrate, SBClient, Dynamic Connect.) The minimum data server release at which Device Licensing for Server Edition support is built into the data server is UniData 7.1.8 and UniVerse 10.2.0

Note: Device Licensing is not available for Connection Pooling or iPhantoms.

Server Edition, by default, allows only one connection per user. Device Licensing for Server Edition allows you to add additional connections, up to a total of 10. You must add additional connections for all users. The fee includes 12 months of maintenance.

You may not use Device Licensing to write your own connection pooling.

External Database Access (EDA)

As of UniData 7.1 and UniVerse 11.1, EDA is available as an optional, chargeable feature on Workgroup and Server Editions. EDA provides the ability to deploy existing Rocket MV application data on external databases. The pricing for Workgroup and Server Edition is per machine. Rocket MV will provide drivers at no charge for some external databases.

Note: The Enterprise Edition includes EDA at no additional cost.

FlashConnect (for D3)

The Rocket FlashConnect connectivity tool allows developers to take existing D3 character-based applications to the Web by creating an easy-to-use graphical user interface for MultiValue applications.

jBASE Transaction Journaling

A log of database updates to either files or disk partitions. This optional module can assist with database recovery in the event a system or application failure. If you are using this as part of a disaster recovery plan, you must have standby licenses.

Network File Access (NFA) for UniData and UV/Net for UniVerse

NFA and UV/Net offer similar remote homogeneous file access functionality and are separately priced on a “per server” basis. NFA and UV/Net are available for Workgroup, Server, and Enterprise Editions.

OpenDB (for D3)

OpenDB is the connectivity tool that allows the D3 database real-time data access to remote Relational Database Management System (RDBMS) tables through industry-standard Open Database Connectivity (ODBC).

OpenQM Device Licensing (2, 4 or 8 users*)

*Please note a license can contain only one of the three device license options.

- OpenQM Device License 2 (DL2) allows 2 connections per user logged in (1 user + 1 DL = 2 connections).
- OpenQM Device License 4 (DL4) allows 4 connections per user logged in (1 user + 3 DL = 4 connections).
- OpenQM Device License 8 (DL8) allows 8 connections per user logged in (1 user + 7 DL = 8 connections).

OpenQM Resilience

The OpenQM Resilience option enables data replication. Any system acting as a replication publisher must have this option. Any subscriber system that is not also a publisher does not require this option.

Recoverable File System (RFS) for UniData

As of 2018, RFS for UniData (all versions) is no longer marketed or sold to partners or DEUs.

Recoverable File System (RFS) for UniVerse (versions 12 and 14.2.1+)

RFS keeps track of files not yet committed to disk. By comparing before and after image log files, RFS is able to restore files back to the last complete transaction, reducing the risk of file corruption.

Rocket API

Rocket® API enables businesses running MultiValue (MV) system of record applications to build host application functionality into web and mobile assets for improved employee productivity and customer satisfaction.

Rocket Modern Experience Web Edition (MX Web)

MX Web is a powerful MultiValue modernization tool that makes it easy to modernize any legacy green screen application into a user-friendly web, mobile, or cloud experience.

Deprecated Features and Products

Over time, certain features of the Rocket MV products may become deprecated or obsolete and will be phased out of the product. Below is a summary of deprecated features with information, if available, on which version of the Rocket MV product was the last to contain the feature. Deprecated features no longer receive technical support or patches once the final version containing the feature is withdrawn from marketing and/or support.

D3

AP Clients have been phased out as of December 31, 1999.

MvEnterprise was phased out as of March 2, 2016.

RedBack

The RedBack IDE (Integrated Development Environment), available in RedBack 3.5.4 and below, has been replaced by U2 Web DE including a Web page designer.

U2.NET

U2 MultiValue add-ins for Visual Studio (U2.NET) has been superseded by U2 Toolkit for NETDK (U2 Toolkit).

UniData

Journaling has been phased out as of UniData 7.2. Replication is the suggested alternative for Journaling functionality.

ObjectCall, ObjectCall/EasyX and UniServer for ObjectCall, available at UniData 5.2 and below, were phased out in favor of UniObjects.

UEntry, a graphical character-based screen designer, available at UniData 4 and below, was phased out in favor of SystemBuilder and/or third-party RAD tools.

UniServer, available at UniData 5.2 and below, was phased out in favor of the common middleware infrastructure that serves both UniData and UniVerse.

USAM (UniData System Administration Menus) including USAM/Batch and Print, available for UniData 7.1 and below on UNIX only, are deprecated features. USAM administration functions are phased out in favor of Rocket MV Administration Tools. USAM/Batch and Print are phased out in favor of Operating System or Third-Party tools. No support is available.

UniAdmin as of UniData 7.2 has been superseded by XAdmin, an Eclipse-based interface for administering UniData and UniVerse that is easy to use, has a modern look and feel, and provides resizable and detachable views. It is also extensible! You can add Eclipse plug-ins to administer and monitor your application or to perform other tasks. UniAdmin is no longer distributed with the clients but is available from the Rocket Business Connect (RBC).

UniDebugger, as of releases greater than UniData 7.2, has been replaced by the Basic Developer Toolkit (BDT). UniDebugger is no longer distributed.

UniVerse

ICI (Integrated Call Interface), available at 9.4 and below, was phased out in favor of InterCall.

UV/Admin, available at UniVerse 9.6 and below, was phased out in favor of UniAdmin, a Java applet-based Administration tool that serves both UniVerse and UniData.

UV/Term, available at UniVerse 9.6 and below, was phased out in favor of Dynamic Connect.

UniAdmin as of UniVerse 11.1 has been superseded by XAdmin. XAdmin is an Eclipse-based interface for administering UniData and UniVerse that is easy to use, has a modern look and feel, and provides resizable and detachable views. It is also extensible! You can add Eclipse plug-ins to administer and monitor your application or to perform other tasks. UniAdmin is no longer distributed with the clients but is available from the RBC.

UniDebugger as of UniVerse 11.1 has been superseded by the Basic Developer Toolkit (BDT). UniDebugger is no longer distributed.

2 PROC mode as of UniVerse 14.1.1 has been deprecated.

Rocket MV Tools

Rocket MV Tools enable client-server and Web application development and modernization.

AccuTerm

AccuTerm® software, the leader in terminal emulation, allows you to access your MultiValue application—whether it is on-premises or in the cloud—from any device. With AccuTerm 8, you get high-performance connectivity to your MultiValue systems from Windows, Web and Mobile devices. Plus AccuTerm includes a full complement of productivity features, including visual styles, a full-featured GUI development environment, robust automation interface, and Visual Basic for Applications (VBA) scripting.

The MultiValue Performance Experience

The MultiValue Performance Experience (MVX: Performance) is a free performance monitoring tool for UniVerse and UniData. Through a single web-based dashboard, MVX: Performance allows you to monitor and improve the performance of UniVerse/UniData.

The MVX: Performance dashboard actively monitors up to 100 instances of registered UniVerse/UniData (without any performance impact) and escalates performance-impacting issues along with possible resolutions. The Performance dashboard helps DBAs quickly address performance issues. MVX: Performance creates a seamless experience for DBAs by monitoring, alerting, troubleshooting, and providing solutions for different types of performance impacting events. DBAs can set up email notifications, so constant monitoring of the dashboard isn't required. Lock holds, problems with replication, peak license usage, active sessions, and drill through reporting, along with event trigger data snapshots are available to DBAs to help triangulate and address UniVerse/UniData performance issues. It provides more bandwidth to DBAs who don't have to actively monitor the servers, and by helping DBAs solve tasks in a timely manner when issues arise.

MVX: Performance can be used as a service to monitor end user server performance, as long as those end users' servers are active on maintenance. MVX: Performance can also be resold to end users to monitor their servers within their own environment.

MVX: Performance has its own serial number that must be entered to activate the product.

MVX: Performance allows for the use of all license types other than Gold Master, which is not available.

MVX: Performance does not require users to purchase a database / CP / WebShare license on the UniVerse/UniData instance where they want to monitor performance. MVX: Performance is a free tool available for users that have their servers under active maintenance.

The Performance dashboard will be unlocked and activated on eligible servers after a quick RBC authentication process. Check the Product Availability Matrix on RBC to see if your version of UniVerse/UniData runs with MVX: Performance.

MV BASIC for VS Code

MV BASIC for VS Code, a Visual Studio Code extension, includes keyword highlighting, semantic highlighting, debugging, and online and offline editing. MV BASIC for VS Code works with UniVerse and UniData. Visual Studio Code is the fastest-growing development tool and is perfect for attracting and retaining the next generation of developers.

MVConnect

A web/REST application development environment for MultiValue allowing web developers familiar with responsive web design platforms (Angular, Node JS and others) to send and receive data from MultiValue applications without knowing BASIC. MVConnect is being rolled into MVIS as of version 2.0.

MultiValue Integration Server (MVIS)

MVIS is a free tool that allows users to easily expose MV data and business logic as RESTful APIs and extend the business reach and technology options within MV Applications. It is middleware software that sits between an application and the MV database server, either on the data server machine, a separate machine, containerized, as a cluster, or even in the cloud with network access to the data server. MVIS provides continuous availability via horizontal scaling, failover support, and API and connectivity monitoring. These cloud-ready deployment options help to minimize total cost of ownership for modern MV applications. From v1.3.1+, MVIS works with UniVerse and UniData. MVIS is the upgrade path for Web DE 5.3 and U2 REST.

MVIS is tied to a UniData/UniVerse serial number and the database license must be for the same partner/end-user. However, an MVIS server can connect to multiple UniData/UniVerse MV application servers.

MVIS communicates with MV databases through Connection Pools. WebShares are not supported. Sales Managers and the MV CSE team are equipped to work with accounts that need to address converting WebShares to Connection Pools.

MVIS is not available as a Gold Master.

Since the product is free, EVAL licenses are only needed for Connection Pools. Customers either need to order a UniData or UniVerse eval or re-license an existing serial number to add EVAL Connection Pools.

SystemBuilder

SystemBuilder is a Rapid Application Development (RAD) tool for Rocket MV data servers. As of version 6.0, Rocket is offering SystemBuilder Extensible Architecture (SB/XA). SB/XA is the next generation of SystemBuilder technology and combines the RAD capabilities of SB+ with enhanced presentation and communication capabilities leveraging the .NET framework.

SB/XA is priced per concurrent session. SB/XA includes the following components:

- SB/XA Application Server
- SB/XA Communications Server
- SB/XA Presentation Components
- SBClient

SB+ is priced per concurrent session. SBClient runs on Windows clients and is priced per concurrent session. As of version 6.0, SystemBuilder bundles are no longer available.

Note:

- SystemBuilder v5.1 is a legacy version of the product that pre-dates SB+. There is no technical support offering from Rocket for SystemBuilder v5.1. Please contact u2support@rocketsoftware.com for assistance moving from SystemBuilder to SB+ or SB/XA.

Moving to SB/XA - If a current maintenance contract is in place, customers who have an equal number of existing SB+ and SBClient users may upgrade to SB/XA at no additional cost. Customers who have mismatched numbers of users will need to match those users by either increasing user counts on the existing licenses or paying the additional costs to upgrade unmatched SB+ or SBClient components.

U2 Web Development Environment (U2 Web DE)

As of version 5.3, the MultiValue Integration Server (MVIS) will be the future path for Web DE users. While Web DE customers on every version will be fully supported, new functionality will be developed on MVIS. MVIS provides a Web DE converter tool to assist in configuration changes required for migration. RBOs do not need to be updated to be used in MVIS. RBOs can be maintained and edited via the U2 Web Designer interface. Please see the MVIS section for more details on MVIS components.

As of version 5.1, Rocket Software's U2 Web DE consists of the following components:

- U2 Web DE
- Webshares or Web Connection Pools

U2 Web DE includes a server component that provides an object-oriented view of Rocket MV data and business logic and a graphical tool for defining RedBack Objects (RBOs). U2 Web DE must have the same base serial number as the associated UniData or UniVerse license.

Webshares define how many connections can be actively servicing application requests at any given point in time. Each connection is a persistent U2 process consuming a U2 database license.

Web Connection Pools (WCPs) are Rocket MV Connection Pools that are associated with your U2 Web DE license and provide application scalability. WCPs are authorized as additional UniData or UniVerse Connection Pools. You must have at least one Connection Pool for any production U2 Web DE license. Web Connection Pools are priced the same as standard Connection Pools.

A U2 Web DE license may use Webshares *or* Web Connection Pools *but* not both.

Upgrading U2 Web DE - If a current maintenance contract is in place, there is no cost to upgrade U2 Web DE.

When you upgrade from v5.0.x to v5.1 and higher, you will retain the existing Web Connection Pools. If you had previously run v4.x or lower and want to revert to Webshares, you can remove the Connection Pools reverting to your previous Webshare configuration. The databases licenses you used as responders may be reactivated to serve as U2 Web DE connections.

Earlier Versions

Existing RedBack sites will retain the existing configuration and business rules. RedBack Designer is available for RedBack 4.2.6 and below and is charged on a per server basis.

wIntegrate

wIntegrate is an advanced terminal emulator and application renovation tool provided to quickly modernize the user interface for legacy solutions. wIntegrate is priced on a per- concurrent-user basis.

wIntegrate includes a Java thin client which is supported on Windows and Linux. The wIntegrate server must reside on a Windows platform.

Documentation

All current U2 products include electronic documentation. MV documentation is also available on the [Rocket Software web site](#).

Licensing

This section covers license types and license modifications.

Concurrent User License Requirement

Each Customer Solution requires acquisition of a number of licenses or user authorizations equal to the maximum number of concurrent Solution users. For licenses based on user count, the number of users is based on the maximum number of concurrent individuals accessing the product via one or more connections. For licenses based on a session count, sessions are based on the number of concurrent users making a single connection (a single user connecting multiple times will consume additional session licenses) to the product; additional connections per concurrent user may be available.

If either third-party or in-house multiplexing software or hardware is used in conjunction with Rocket MV databases, you will be required to acquire the number of licenses equal to the actual number of licenses you would have used without multiplexing software.

For example, in a Citrix or Terminal Server Edition (TSE) environment, if you have 10 clients connecting to one Citrix or TSE server and are running SBClient, you must acquire a 10-user SBClient license. However, if you have device licensing enabled, each Citrix or TSE client may make up to 10 connections to the database using SBClient and will only consume a single database license (for workgroup and enterprise editions). For Server Edition, since device licensing is not included, each Citrix or TSE client may connect according to the number of device licensing connections purchased.

Increase a License

You may add users, sessions, connections, or Webshares for use with a customer's existing Solution at the Suggested Retail Price (SRP) pursuant to the terms and conditions of your contract.

If the Product license is not on maintenance, additional users are not entitled to Maintenance. Maintenance may be reinstated for a Product license by paying the Reinstatement fee before adding users.

If adding users results in an edition change, see the [Edition Change](#) section.

Decrease a License

No fee is charged to decrease a user or session count for a license. No refunds will be issued. Maintenance renewals are quoted on the decreased user count at the next renewal date. The license must be reauthorized at the lower user count within 30 days or it will be subject to additional fees.

You can add users or sessions to a Customer's Solution up to the previous maximum count by paying any applicable maintenance reinstatement fee. Users or sessions beyond the previous maximum count may be added as noted in the "[Increase a License](#)" section.

Seasonal Licenses for Short Term Use

You may add additional users, sessions, connections, or Webshares on a short-term basis to handle seasonal or temporary increases in usage needs. Seasonal licenses must be purchased for a minimum of one month and a maximum of 12 months in monthly increments and are charged at 1/12th of the perpetual license price subject to applicable discounts.

Connection Pooling Requirement

Connection Pooling is technology that maintains an open connection to a Rocket MV database that can be used by multiple clients sequentially. Licensees of UniData, UniVerse and D3 are not authorized to enable or engage in Connection Pooling unless the Licensee is able to count and acquire required Concurrent Session or Concurrent User entitlements covering all unique individuals or single, unique instances of a software application that might process transactions using the Product. Please see your Rocket MV software license agreement for more details.

Regardless of the technology used, Connection Pooling licensing and charges apply.

U2 Web DE up to version 4.x uses Webshares; v5.0 uses Connection Pools and v5.1 and higher uses Webshares or Connection Pooling. Device licensing may not be used with Connection Pooling.

Multiplexing Requirement

If you have a standard jBASE license, you can't use it for multiplexing unless you also purchase a jBASE Web Sessions license.

Standby Licenses and Matching User Counts

Standby Licenses support our server-based products in a high availability/disaster recovery configuration.

When a customer is running a Rocket MultiValue solution in a High Availability/Disaster Recovery (HA/DR) configuration, customer must acquire matching standby licenses. The licenses must have unique serial numbers and be configured identically (e.g., user count, add-ons, maintenance status).

Below are some examples of scenarios which require the purchase of standby licenses. These are for illustrative purposes only and not a complete list. All HA/DR configurations require the purchase of additional licenses:

The customer is using replication to keep a subscribing system up to date with a view to failing over part or all the updates performed by the publisher to the subscriber in the event the publishing system becoming unavailable.

The customer is using any secondary Rocket MultiValue mechanism outside of U2 replication such as RFS log sharing between two machines with the view of the second machine taking over from the first machine in the event of a failure of the first machine.

The customer is using any hardware, software, or cloud/virtual solution outside of Rocket MultiValue to facilitate the failing over part or all the roles normally performed by Rocket MultiValue software from one machine to another.

Note: This replaces all previous policies regarding HA/DR usage.

Recoverable File System (RFS) Requirements

RFS does not require a separate product download from RBC; it is included in the UniVerse codebase in version 12.x and versions 14.2.1+. The RFS license count must equal the number of database licenses. If an account also has standby licenses, RFS will be required for primary and standby licenses.

HA/DR Solution License Requirements

When you are running Rocket MV server-based products in a High Availability/Disaster Recovery (HA/DR) configuration you must acquire matching licenses. The licenses must have unique serial numbers and be configured identically (e.g., user count, add-ons, maintenance status). Matching licenses can be either standard licenses with no usage restrictions or Standby Licenses with usage limitations and pricing as described [above](#).

Note: This replaces all previous policies regarding Backup Products.

Transaction Journaling Requirements

If you're using jBASE Transaction Journaling (TJ) to replicate your data to a second server, the TJ license count on the second server must equal the number of database licenses.

Evaluation Licenses

Evaluation licenses of Rocket MV Products are typically available for a standard term of 60 days at no charge and must be authorized via the Web. Products released after March 2010 will have an automatic 10-day grace period before authorization is required.

Evaluation licenses may **not** be used in production.

A standard evaluation license is configured for a limited number of users and may include any chargeable feature as requested.

Product	Standard
UniData	24 concurrent users/sessions 2 Connection Pools
UniVerse	24 concurrent users/sessions 2 Connection Pools
D3 Server	24 concurrent users/sessions 2 Connection Pools
mvBase	24 concurrent users/sessions
AccuTerm	8 concurrent users
jBASE	24 concurrent users
jBASE CPU	2 CPUs
jBASE web session	2 concurrent users/sessions
jBASE multi session	24 concurrent users/sessions
OpenQM	24 concurrent users
U2 Web DE	1 Server 2 Connection Pools Or 2 Webshares
SystemBuilder (SB/XA)	24 concurrent users/sessions
SBClient	8 users
wIntegrate	8 users

When evaluations exceed the standard configuration or duration, the RBC system will generate a request which requires Rocket approval.

Note: There is no evaluation license available for U2 Toolkit, .NET Developer, MVIS, MV BASIC for VS Code, or for MVX: Performance.

Rocket offers technical support on evaluation licenses that are used to test new hardware platforms or new versions of Rocket MV products, if the production license is current on maintenance. To obtain support, you will need to provide the serial number of the production license. There are no support offerings available for evaluation licenses used for other purposes.

Limited Use (DEV) Licenses

Limited-use licenses are available at no charge to all Rocket MV Partners, and are to be used only for developing, testing, supporting, training and demonstrating their Solutions under the terms of the current base agreement and Rocket MV Transaction Document. DEV licenses are TERM licenses for a period of one year.

Licenses for Third-Party Tool Integrators

Third-Party Tool Integrators are companies that write products which integrate with the Rocket MV data servers and/or tools and that market their products to Rocket MV End Users. Third-Party Tool Integrators are not Rocket MV Partners; they do not license Rocket MV Products, but they do offer their tools to existing Rocket MV End Users or ISVs.

Third-Party Tool Integrators may require Rocket MV data server and tools licenses in order to build, test or certify their products. Third-Party Tool Integrators can obtain the Personal Editions (aka Trials) of the software at no cost by downloading it from the Rocket website. Personal Editions do not include support.

If licenses are required on platforms other than those available with Personal Editions or without the limitations inherent in Personal Editions, Third-Party Tool Integrators can obtain a valid production license or an evaluation license. To obtain support or request version upgrades, Third-Party Integrators must acquire a valid license and a maintenance contract. For more information, contact RBC@rocketsoftware.com.

Transferring End User Licenses to another Party

End Users may not transfer or assign the Rocket MV Products, an Order Form, or any of its obligations, rights or remedies, in whole or in part to another party without Rocket's prior written approval in its sole discretion and subject to any applicable fees.

Any transfer or assignment approved by Rocket must be properly documented and at no time may the licenses used by one solution be transferred or used with a different solution.

Dispensation of Licenses when End User Ceases Use

If an End User goes out of business or chooses to no longer use a solution and terminates their license(s), the licenses associated with that End User are void. No refunds of license or maintenance fees will be granted.

Consolidation and Re-distribution of Licenses

End Users that wish to consolidate or distribute their data server and/or tool licenses between machines, regardless of platform, may do so at no charge so long as the editions (if applicable) and maintenance status match. Distributed product licenses will retain the same maintenance status as the original license. If maintenance is inactive, consolidation or re-distribution cannot result in a version change. The license(s) must be reauthorized at the new user count within 30 days or fees will apply.

Support and Maintenance

This section covers support and maintenance requirements

Software Technical Support

Contact your support provider for details on their technical support offerings including hours, service level agreements and the associated terms and conditions.

Maintenance Renewal

Maintenance Renewal notices will be sent out to Rocket MV Partners prior to the Renewal date. Failure to provide a firm order for renewal indicates a decision to forgo maintenance.

Technical support and upgrades will not be provided for Product licenses not covered. No credits or refunds will be issued for previously paid maintenance.

Maintenance must be renewed prior to the expiration of the current agreement. Maintenance reinstatement may be charged when maintenance has lapsed. A Rocket MV Product must be covered under maintenance in order for it to be upgraded to a newer version of the Rocket MV Product or to change the Rocket MV data server operating system.

Support Requires a Valid Contract

To obtain technical support, a valid maintenance contract must be in place for the product serial number on which support is required. You may not contact support on a serial number that is not covered by using another serial number that is covered. It is highly recommended that all licenses that are in use be kept on maintenance. A database license must have a consistent maintenance status for all concurrent users or sessions and all features. For example, on a 100-user database license either all users or no users are on maintenance. If the database license is on maintenance, any enabled chargeable features must also be on maintenance. Any Rocket MV Tools associated with the license should also be on maintenance to assist with problem source identification and resolution.

Maintenance Billing

Maintenance is an annual commitment. Billing will occur in accordance with the ISV contract, in one of the following ways:

Monthly/Transactional - ISV is billed up to 12 times per year. Each month the ISV is billed for a subset of licenses and the billings are for twelve-month periods. Any additional license purchases are billed at the same time as the annual renewal and will be prorated to align with the original renewal month of each license. Transactional maintenance payments are due prior to the period that is being billed.

Quarterly - ISV is billed four times per year. Each quarter the ISV is billed for its entire customer base for a three-month period. Any additional license purchases are billed in the quarter in which they are due and are prorated to align with the quarterly period. Quarterly maintenance payments are due prior to the start of the quarter that is being billed.

Annual - ISV is billed once per year. Each year the ISV is billed for their entire customer base for a 12-month period. Any additional license purchases are billed at the same time and are prorated to align with the annual anniversary date. Annual maintenance payments are due prior to the start of the annual billing period.

Maintenance Reinstatement

A maintenance reinstatement fee is assessed if coverage has lapsed. The Maintenance reinstatement fee is significantly higher than the fee for Renewal. Contact your Rocket sales or renewal representative or your Rocket Distributor

Support for Virtualization

Virtualization technology is used to partition a single physical machine into many physical or logical partitions, with each partition providing the look and feel of an independent physical environment. Each partition is called a Virtual Environment.

Each Virtual Environment represents a complete system, with processors, memory, networking, and other system resources. Therefore, every virtualized environment must have its own Rocket MV serial number. Examples of virtualization technologies include Sun Solaris Zones, HP Integrity Virtual Machines, AIX[®] DLPARs, XenSource, and VMware[®] ESX Server.

For more information on Rocket MV support of virtualization, please visit:

<https://rbc.rocketsoftware.com/CRBC/MV%20Platform%20Support.pdf>

Maintenance Impact when upgrading to SB/XA

When SB+ or SBClient users are upgraded to SB/XA, Rocket will bill maintenance renewal for the next 12 months at the current renewal rate. Thereafter, the maintenance renewal will be based on the SB/XA renewal rate. See section titled "[Moving from a lower to higher priced offering](#)" for details on maintenance calculations.

Platform and Product Changes

Data Server Change

The following data server changes are considered to be a version upgrade and can be done at no charge, provided the license is on maintenance (If the license is not on maintenance, a reinstatement fee applies):

- UniData to UniVerse, or vice versa
- mvBase to D3, or vice versa

Changing D3 to UniVerse, UniData, or jBASE may be chargeable. Check with your sales representative for applicable terms and conditions.

Edition Change

You may upgrade a data server or tool edition, where available (e.g., Server to Enterprise) by paying the trade-up price multiplied by the number of users/connections/servers licensed.

Since the trade-up price includes the maintenance difference between the two editions, the maintenance renewal for the next twelve months will remain at the lower edition rate. Thereafter, the maintenance renewal will be based on the higher edition rate. See section titled [“Moving from a lower to higher priced offering”](#) for details on maintenance calculations.

You may downgrade editions at no charge. No refunds for licenses will be issued. No maintenance refunds will be issued; however, upon the next renewal, pricing will be based on the lower edition rate.

Hardware Platform Change

There is no charge for moving any Rocket MV Product from one supported hardware platform and/or operating system to another, provided the Product is on maintenance. Following the upgrade to the latest version of software under maintenance, the End User may exchange the original software for the new version, provided there are minimal differences in list price, features and functionality (i.e., not a different product). After the exchange, the End User agrees to stop using the original software.

To facilitate the transition from one platform to another, clients should use a standard 60- day evaluation license for any testing required before final transfer. Support is available for evaluation licenses used to test platform changes, provided that the production license is current on maintenance. Calls made for Technical Support will require both production and evaluation serial numbers. Rocket MV Products with the same serial number may not be installed on multiple machines.

Changing Rocket MV Solutions

When an End User obtains Rocket MV Products from an ISV or directly from Rocket, a restricted license applies; this means that the Products may only be used as part of that original solution. Rocket MV Products acquired with a solution may only be used for the same or a derivative solution. If the End User chooses to switch to another solution, the End User must acquire new licenses and maintenance as required for the solution from the new Rocket MV Partner.

Upgrade to a Newer Version

There is no charge to upgrade to a newer version of a Rocket MV Product provided the Product being upgraded is covered under maintenance. For a Product license not covered under maintenance, the reinstatement fee must be paid in order to upgrade to a newer version of such Product.

Moving from a Lower to Higher Priced Offering

When moving from a lower- to higher-priced offering, the maintenance will be calculated as follows:

Maintenance for the quantity of users/connections on the lower-priced product will continue to bill at the prevailing rate for 12 months after the upgrade. Any additional users added at the higher-priced offering will be billed at the prevailing rate. The offerings will be co-termed after 12 months and the new, higher-priced offering maintenance rate will be billed going forward.

Partner Relationship Shifts

This section covers policies related to license modifications, maintenance requirements, packaging and platform changes, etc.

Leaving a Distributor

Any company that develops a Rocket MV solution has the right to service customers that license their solutions. Tiered Partners that wish to become solution-providing ISVs of Rocket may do so upon reasonable notice - subject to any contractual obligation to the distributor. If the contract permits such a move, they must notify their current Distributor of their intentions, identify the license(s) they wish to move, and request that the specified end user license(s) be moved at the time of annual renewal of maintenance.

If a Customer of a Distributor wishes to come directly to Rocket and provides the Distributor with proper notice, the Distributor may not prohibit the release.

Leaving a System Integrator

End Users of System Integrators (SI) who wish to become Direct End Users may do so upon reasonable notice to the System Integrator. Rocket Software will determine the best avenue for future support of the customer. The Direct End User will need to accept the Rocket End User License Agreement (EULA). Other terms and conditions may apply.

The System Integrator may require the move be made on the maintenance anniversary date.

Leaving a Solution-Providing ISV

An ISV may acquire maintenance only in support of licenses that they sold to End Users as part of their Solution.

An End User of a Rocket MV Partner that wishes to obtain maintenance directly from Rocket may do so, provided it obtains Rocket's agreement and a specific release from its ISV stating that the ISV understands that the End User will be transferring the license and acquiring both future licenses and maintenance from Rocket for use with the ISV's Solution. Such End Users would need to accept the then current terms of the Rocket Direct End User Agreement and the Rocket End User License Agreement (EULA). Other terms and conditions may apply.

An End User of a Tiered Partner that wishes to obtain maintenance directly from the Tiered Partner's Distributor may do so provided it obtains the Distributor's agreement and a specific release from the ISV

stating that the ISV understands that the End User will be transferring its license and acquiring future license and maintenance from the Distributor for use with the ISV's solution.

Rocket MV Products and Existing Customers

Only the ISV that provided the Rocket MV Products to an End User as part of its Solution may offer new licenses, maintenance, provide additional users, or make other modifications to the license per the terms of the Rocket ISV agreement. Entities contracted by Rocket MV solution-providing companies to distribute its solution retain the right to continue selling new licenses, additional users/sessions, or providing maintenance only as approved by the Solution Provider.

Orphaned End Users

An End User of a Rocket MV Partner that goes out of business or that no longer has a valid ISV contract is considered to be "orphaned" and will become a Direct End User of Rocket Software, who will determine the best avenue for future support of the customer. The Direct End User will need to execute the appropriate end user agreement and accept the Rocket Software License Agreement (SLA). Other terms and conditions may apply.

If an End User chooses to acquire a new solution from another Rocket MV Partner, they must acquire new licenses for use with that solution.

Product Lifecycle Policy

Rocket MV software follows a set of product lifecycle policies that indicate the level of marketing, support and license availability. Product Lifecycle announcements are posted on the Product Availability Matrix home page: <https://rbc.rocketsoftware.com/ViewASP/matrix.asp>

PLEASE NOTE: The Product Lifecycle Policy is changing as of October 1, 2026. For details, please refer to the [MV PLC Handbook](#). Until that time, the policy detailed below remains in effect.

Product Lifecycle Categories

End of Marketing (EOM): Rocket Software is no longer actively marketing the product version to customers. Existing customers can acquire new or additional user licenses and maintenance on this version. Customers on maintenance are entitled to obtain product upgrades at no additional charge (if new versions are available). Full support is available to customers on maintenance. New hotfixes are limited. Dev may or may not have resources or environments for hotfix product production. Downloadable content remains available.

End of Support (EOS): Technical support is limited. Support may or may not have platform versions or product versions for problem reproduction. Existing customers can acquire new or additional user licenses and maintenance on this version. Customers on maintenance are entitled to obtain product upgrades at no additional charge (if new versions are available). New hotfixes are no longer available. Downloadable content is limited and may require management approval.

End of Limited Support (EOLS): The product version has been withdrawn from sales. Support is restricted and will not have an environment for problem reproduction. Maintenance remains available on

this version and customers on maintenance are entitled to obtain product upgrades at no additional charge (if new versions are available). New or additional user licenses, hotfixes and downloadable content are no longer available.

End of Life (EOL): The product or product version is no longer available. New or additional licenses, maintenance, free upgrades, support, hotfixes and downloadable content are no longer available.

Product Lifecycle Definitions

	Description	New Licenses (new serial #)	Maintenance	Entitled to Upgrade	Support	New Hotfix Available	Product Download Available
General Availability (GA)	Rocket is currently marketing this version	Yes	Yes	Yes	Full	Yes	Yes
End of Marketing (EOM)	Rocket Software is no longer actively marketing this version	Yes – for existing customers	Yes	Yes	Full	Limited	Yes
End of Support (EOS)	Limited - support may not have an environment for problem reproduction	Yes – for existing customers	Yes	Yes	Limited	No	Limited
End of Limited Support ** (EOLS)	The product version has been withdrawn from sales. Support is restricted and will not have an environment for problem reproduction	No	Yes	Yes	Best effort	No	No
End of Life** (EOL)	No	No	No	No	No	No	No

** NOTE: Most Versions EOL'd prior to 1/1/2021 will be recategorized to EOLS. Versions with no customers will remain EOL.

Release Numbering

Rocket MV product version numbers have four parts: Version, Release, Minor and Fixpack (V.R.M.F)**.

Name	Description	Content
Version (Major)	First digit (e.g., V 7 , V 11 , V 6)	Major releases contain significantly enhanced content that may modify the core of the product and include all minor release changes.
Release (Minor)	Second digit (e.g., V11. 1 , v4. 4)	Minor releases contain moderate enhancements to the product that add functionality and include all updates.
Minor (Update/Maintenance)	Third digit (e.g., V11.1. 10 , V7.3. 9)	Updates contain defect fixes and selected enhancements.
Fixpack	Fourth digit (e.g., V8.2. 4567)	Hotfix (Fixpack) containing severity 1 defect fixes.

** NOTE: jBASE and OpenQM will align with this model beginning with jBASE version 5.8.7 and OpenQM version 4.0.8.

This section highlights the major changes in the current version

September 2014

- Modify U2 Web DE section
 - Add back in Webshares information
 - Information about upgrading from v5.0 to v5.1
- UniVerse related changes:
 - Add information on Audit Logging
 - Add note on subkey authorization
- General
- Add Document Changes section
- Note on becoming a referral or reseller partner for other Rocket Software products
- Modify VEU description to allow for use with SaaS
- Add information on Seasonal Licenses
- Clean-up language in SB/XA
- Simplify Editions comparison table
- Note that UV/NET and NFA are now available on Workgroup Edition
- Clarification of Transfer Fees
- Clarification of Monthly Maintenance Billing

January 2016

- Modified Document to include D3 products
 - Included D3 Server and mvBase Server
 - Included all D3 Add-ons
- Added new products available through RBC
 - Add information on Rocket Mobile Apps
 - Add information on MV Discover
 - Add information regarding Aldon integration
- Updated Deprecated Products
 - Included AP Clients
 - Included mvEnterprise

August 2017

- General
 - Update Copyright
- Rocket MV Products and Features
 - Added Python and Audit Logging
 - Remove CDC
 - D3 Products
 - Removed MVS Toolkit (v 3.0 and higher)
- Non-Chargeable Options

- Audit Logging
- Python
- Subkeys
- Evaluation License
 - Remove CDC

February 2019

- Chargeable Options
 - RFS
- Rocket MV Tools
 - Updated CorVu NG section
 - Remove Rocket Discover and Rocket Mobile
- Guidelines
 - RFS Requirements

August 2019

- Chargeable Options
 - Removed Connection Manager
- Rocket MV Tools
 - Updated Connection Manager
 - Added MultiValue Integration Server (MVIS)
 - Updated U2 Web Development Environment (U2 Web DE)
- Guidelines
 - Updated Transferring End User Licenses to another Party
- Formatting throughout entire doc

February 2022

- Product Lifecycle
- Rocket MV Tools
 - Updated
 - MultiValue Integration Server (MVIS)
- Added MVX: Performance Section
- Added DEV license
- Formatting throughout entire doc

June 2022

- Standby license examples updated
- MVIS description updated

December 2022

- Added Zumasys products
- Updated PLC Policy

September 2023

- Updated PLC Policy

November 2023

- Removed standard offering to migrate to Rocket MV from a competitive MultiValue database from Notes section

February 2024

- Updated jBASE inclusions

June 2024

- Added Rocket API and Rocket Modern Experience Web Edition to Chargeable Options
- Removed Aldon Integration from Non-Chargeable Options
- HA/DR and Standby License section updates

September 2024

- Added subtitle to cover (formerly known as the U2 Handbook)
- Added 2 PROC mode deprecated as of UniVerse 14.1.1

December 2025

- Added RFS for UniVerse as a chargeable feature under the Server Edition
- Updated Recoverable File Server (RFS) sections to include UniVerse version 14.2.1+
- Added MV BASIC for VS Code description under MV Tools
- Updated SystemBuilder section
- Added information about upcoming Product Lifecycle Policy changes