

End-User License Agreement For GrapeCity Software

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“Application/Developed Software” means software products that are developed through or by the use of the SOFTWARE.

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“Design-Time” means the time during which you create the application in the development environment.

“Developer” means a human being or any other automated device using the SOFTWARE in accordance with the terms and conditions of this EULA.

“Developer Seat Basis” means that each Developer using or otherwise accessing the programmatic interface or the SOFTWARE must obtain the right to do so by purchasing a separate License.

“Developed Web Server Software” means those Developed Software products that reside logically or physically on at least one (1) Web Server and are operated (meaning the computer Software instruction set is carried out) by the Web Server’s central processing unit(s) (CPU).

“Distribution Key” means the serial key assigned for the distribution of Your developed software.

“Network Server” means a computer with one or more computer central processing units (CPU’s) that operates for the purpose of serving other computers logically or physically connected to it, including, but not limited to, other computers connected to it on an internal network, intranet or the Internet.

“Network Server Basis” means that you may perform a single install of the SOFTWARE for use in the development and deployment of a Web-based Application and/or Report Definition files on a single Network Server.

“Object Code” set of instruction codes that is understood by a computer at the lowest hardware level.

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“Serial Key” means a set of unique characters associated with the activation of the SOFTWARE.

“Resellers and Distributors” means a GrapeCity authorized partner.

“Run-Time” means a time when You interact with the application the same way a user would. You can view code, but you cannot change it.

“Site” means the single physical location that corresponds to a single physical mailing address of the server, where Your developed software resides.

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