

# LEADTOOLS Software License Agreement

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“Licensee” means the person or entity entering into this Agreement with Apryse. Any person who is entering into this Agreement on behalf of an organizational entity represents that he or she has the authority to bind such entity to the terms of this Agreement.

“End User Software” means an end user program which Licensee develops using a LEAD SDK and into which one or more of the Redistributables are incorporated, and which contains significant additional functionality over and above the functionality contained in the LEAD SDK.

“Redistributables” are those runtime libraries and files intended for duplication and distribution with the End User Software. The Redistributables are identified in the Development Resources under the topic “Files to be Included with Your Application”.

“Development Resources” means programming and other materials included with the LEAD SDKs such as user manuals, on-line help files, tutorials, videos, sample source code examples, demo programs, and other tools designed to facilitate developing End User Software with a LEAD SDK.

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“Hosted Service Deployment” is a type of Deployment where Licensee is hosting End User Software on Licensee’s machines (or on third-party “cloud” providers’ machines) for consumption or commercial use by customers, vendors, and other third parties. Examples of a “Hosted Service Deployment” include End User Software operated by a service bureau, application service provider, software as a service (SaaS), outsource facility, and any public-facing End User Software hosted by Licensee (on premises or via a third-party “cloud provider) accessible by customers and/or third parties via the internet or other network. If Licensee is a consultant, systems integrator or similar contracting entity using the LEAD SDK to develop End User Software as a work for hire on behalf of a third-party customer and the End User Software is to be hosted by the third-party customer for consumption or commercial use by the customer’s customers, vendors and/or other third parties, this would be an example of a Hosted Service Deployment and would not be considered to be a Commercial Deployment for purposes hereof.

“Single User Deployment” means installation of the End User Software by Licensee and/or its customer on a stand-alone PC, workstation, mobile device, or other hardware for use by a single named user. End User Software that is deployed as Single User is intended for interactive use by the named end user and has a GUI requiring the user to control the application by mouse, keyboard, touch-screen, or similar means. A Single User Deployment is also applicable where End User Software is distributed to client machines through a deployment server or other network device via a CAB file or similar mechanism and installed on the client machine. Single User Deployments are commonly referred to as desktop licenses, client licenses, stand-alone licenses, app licenses and user licenses.

“Concurrent Deployment” means Licensee has built a reasonable method of concurrency into the End User Software so that, although installed on multiple PCs for single user usage, only a limited number of users are technically permitted to use the End User Software at the same time. For example, if the End User Software is installed on one hundred (100) PCs, but only ten (10) users may be logged in to use the End User Software at the same time, licensing for ten (10) Concurrent Deployments would be required instead of 100 Single User Deployment licenses. The fact that a server application is “queuing” jobs sent to it, and processing one job at a time, is not considered concurrency for purposes hereof. This type of deployment would be a Server Deployment. A Concurrent Deployment also occurs if Licensee issues client licenses on a subscription type model and wishes to recapture client licenses that are no longer subscribed and assign such licenses to another user. Concurrent licenses are also commonly

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“Server Deployment” includes the following: (i) End User Software installed on a networked device accessible by one or more persons who can independently operate the End User Software from another machine, (ii) End User Software installed on a networked device running as a service that accepts connections from other machines or applications (for example, a headless process to watch a folder or other data sources for work originating from other machines), and (iii) End User Software deployed to a browser from a webserver, such as an HTML5/ JavaScript based application, where the End User Software is not installed on the client machine but is in use by the client machine when the user is connected to the webserver.

“Multi-User Deployment” means a computer installation designed to service the public or multiple un-named users, and not a single named user or set of concurrent named users, such as a kiosk or a scan station.

“Deployment License Fee” means the required payment by Licensee to Apryse for each Deployment of End User Software made by Licensee.

“Consumption-based Deployment” means, in connection with either an Internal Deployment or a Hosted Service Deployment, a deployment method whereby the Deployment License Fee is based on the number of transactions processed by the End User Software rather than the number of single user PCs or servers on which the End User Software is installed.

## **2. GRANT OF DEVELOPMENT LICENSE**

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(b) *Deployment License Grants for Internal Deployments*. For all LEAD SDKs, Licensee must pay a Deployment License Fee for each Internal Deployment made by Licensee, including Single User Deployment, Concurrent Deployment, Server Deployment, Multi-User Deployment, Consumption-based Deployment and/or such other deployment method(s) approved by Apryse. Based on the information provided in Licensee’s DLA, Apryse will provide Licensee a firm Deployment License Fee quotation for the number and type of Deployment Licenses for Internal Deployments being acquired by Licensee. Upon payment of the required Deployment License fees, Apryse will issue Licensee an invoice/statement evidencing the number, type and duration of Deployment Licenses granted to Licensee for Internal Deployment. No Deployment License is granted until such time as Licensee has purchased the applicable Deployment License.

(c) *Deployment License Grants for Commercial Deployments and Hosted Service Deployments*. For all LEAD SDKs, Licensee must execute a Commercial Deployment License agreement or Hosted Service Deployment License agreement, as applicable, prior to making any Commercial Deployment or Hosted Service Deployment. Such agreements will contain the pricing, payment terms for Deployment License Fees and other terms and conditions for Commercial Deployment and Hosted Service Deployment of End User Software. Under no circumstances may Licensee make any Commercial Deployment or Hosted Service Deployment until such time as Apryse and Licensee have executed a Commercial Deployment License or Hosted Service Deployment License agreement, as applicable.

(d) *Deployment Files*. License files, developer keys or similar items (“Deployment Files”) are required to be included with the End User Software when deployed. Without the appropriate Deployment Files, the Redistributables will not function. For Internal Deployments, Apryse

will provide Licensee its Deployment Files when Licensee has completed the Deployment License Application form and purchased its required Deployment License(s). For Commercial Deployments and Hosted Service Deployments, Apryse will provide Licensee its Deployment Files when Licensee has executed the applicable Commercial Deployment License agreement or Hosted Service Deployment agreement. Unique domain-specific Deployment Files will be created and provided to Licensee when Licensee wishes to deploy Apryse's HTML5/JavaScript components with its End User Software.

(e) Record Keeping and Reporting. During the term of this Agreement and for at least one (1) year thereafter, Licensee agrees to maintain full, clear and accurate records regarding its use of the LEAD SDK and the Deployment of the End User Software and will promptly respond to inquiries from Apryse's license compliance department, including responding to an annual deployment activity report. Additional reporting requirements for Commercial Deployments are contained in the Commercial Deployment License agreement and for Hosted Deployments are contained in the Hosted Service Deployment License agreement. Apryse shall have the right, no more than once during any calendar year, to have an independent certified public accountant or other disinterested third party inspect the relevant records of Licensee on thirty (30) days' notice and during regular business hours to verify the reports and payments required to be made hereunder. Should an underpayment in excess of five percent (5%) be discovered, Licensee will pay the cost of the audit in addition to paying the deficient fees.

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#### **16. TECHNICAL SUPPORT AND MAINTENANCE**

Apryse's technical support policies and annual maintenance plan benefits are posted on Apryse's website ( (or such other successor website)) and Apryse reserves the right to amend

and modify its technical support policies and annual maintenance plan from time to time, in its sole discretion. Licensee agrees that Apryse may collect and freely use any and all technical information or other submissions regarding the LEAD SDK, including feature requests and product suggestions, provided by Licensee to Apryse. Licensee agrees that Apryse is not responsible for providing technical support to Licensee's customers or other end users of the End User Software.

#### **17. ORDERS THROUGH RESELLERS**

This Section applies only if Licensee purchases the Software through an authorized partner or reseller of Apryse ("**Reseller**"). If this section is applicable: (a) Licensee's order details (e.g. number, type and duration of license, etc.) will be as set out in the statement, order form or other such sales document issued by Apryse in connection with the order placed by Reseller on Licensee's behalf (the correctness of any such order details as conveyed to the Licensee are the sole responsibility of the Reseller); (b) in lieu of paying fees to Apryse, Licensee will pay fees to Reseller as agreed between Licensee and the Reseller. If Apryse does not receive such corresponding payment from Reseller, Apryse shall have the right to suspend or terminate Licensee's rights to use the LEAD SDK; (c) for the purposes of determining the liability cap in any limitation of liability based on the amount paid under this Agreement, the amount paid or payable by the Reseller to Apryse for Licensee's use of the applicable Software under this Agreement will be deemed to be the amount actually paid or payable by Licensee to Apryse under this Agreement; and (d) Resellers are not permitted to amend this Agreement or make any assurances or promises on Apryse's behalf, and Apryse is not bound by any obligations to Licensee other than as set forth in this Agreement.

#### **18. GENERAL**

This Agreement shall be interpreted, construed, and enforced according to the laws of the State of North Carolina, without resort to the choice of law provisions thereof. In the event of any suit arising from or relating to this Agreement, the parties agree that federal and state courts located in Mecklenburg County, North Carolina will have exclusive jurisdiction over such suit and Licensee hereby irrevocably submits itself for the jurisdiction and venue of such state and federal courts for such suits. This Agreement, the invoice/statements issued by Apryse setting forth the number, type and duration of Deployment Licenses granted to Licensee, and the Commercial Deployment License agreement or Hosted Service License Agreement, as applicable, constitutes the entire agreement and understanding of the parties regarding the subject matter therein and may be modified only in writing signed by both parties. No salesman, support agent or other Apryse employee or any Apryse reseller has any authority to obligate Apryse by any terms, stipulations, or conditions not expressed in the Agreement. All previous representations and agreements, if any, either verbal or written,

referring to the subject matter of this Agreement are void. If any portion of this Agreement is determined to be legally invalid or unenforceable, such portion will be severed from this Agreement and the remainder of the Agreement will continue to be fully enforceable and valid. The provisions in Sections 3(e), 7-10, 12-14, 17-19, and the confidentiality provisions in Section 4 shall survive the termination or expiration of this Agreement. This Agreement, and the rights hereunder, may not be assigned by Licensee, whether by oral or written assignment, sale of assets, merger, consolidation, or otherwise, without the express written consent of Apryse. Apryse may assign this Agreement in its sole discretion. Portions of the LEAD SDK are protected by copyright and other proprietary rights of third-party LEAD SDK vendors, who shall be deemed to be intended third party beneficiaries of this Agreement. Licensee may be held directly responsible by third-party vendors for acts relating to the LEAD SDK which are not authorized by this Agreement.

#### **19. OFFICIAL LANGUAGE OF AGREEMENT**

The original text of this Agreement, as well as the documents referenced herein, has been written in the English language, and for convenience, may be translated to other native languages (Japanese, for example). The text written in English and the provisions of the English version of this Agreement shall be the official contract between the parties, and in the event of an ambiguity or conflict between the terms of the English version and any translated version, the English version shall be controlling.