

# RVMedia End User License Agreement (EULA)

## 1. Introduction

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This License is a legal agreement between you (**the End User**), and Sergey Tkachenko (**the Software Developer**).

"RVMedia" (**the Components**) is set of software components and documentation. For the purposes of this text, "software components" means a set of Pascal files, "documentation" means printed material, help and text files carrying the description of the software components.

The demonstration project (**the Demo Project**) is a set of Object Pascal (Delphi), Free Pascal (Lazarus) and/or C++ code (**the Demo Source**), as well as executable files (\*.EXE files) and data files required to run them (**the Compiled Demo**), that meets the following conditions:

1. it is available for downloading from the web site <http://www.trichview.com>.
2. it requires one or more RVMedia units to be compiled (for source code) or it was compiled with use of RVMedia (for compiled applications)
3. its distribution does not include a license agreement other than this one.

The Components and the Demo Projects (**the Software**) are protected by copyright laws.

The subject of this agreement is the non-exclusive license for using the Software, transferred by Software Developer to the End User. As the End User you get a right to the use the Software if you accept the terms and condition of this license agreement.

## 2. Evaluation Version of the Components

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The evaluation version of the Components is provided by the Software Developer for evaluation purposes only.

The evaluation version of the Components can be distributed through normal software channels in any medium (CD, DVD, Internet etc.), providing that it is transmitted for free, as a whole and unchanged. You may only charge a fee for the physical act of transferring. You are not allowed to reverse-engineer, decompile, or disassemble the software.

## 3. Full (Registered) Version of the Components

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The number of users who can use the Software depends on the type of the developer license you acquired.

- "License for 1 Developer" gives rights to one person to use the Components.
- "License for 2 or 3 Developers" gives rights to up to three persons to use the Components.
- "Site License" gives rights to unlimited number of people working in the same organization to use the Components.

The license includes at least one year of free updates from the day of the purchase.

The full version of the Components includes the source code.

You may use the Components for creating unlimited number of software applications. Applications created using the Components may be distributed in the form of executable file (exe-file) without additional payment to the Software Developer.

Other form of distribution of applications created with use of the Software (including but not limited to dynamic libraries (DLL), components packages (BPL and DPL), ActiveX components) is possible only with the Software Developer's personal written permission.

You may not redistribute the Software, neither as a source code (\*.PAS files) nor as a compilation result (\*.DCU, \*.OBJ, \*.LIB, \*.PPU, \*.O files). Under redistribution of the Software we mean giving access to the third parties to the Software components by network and other ways, as well as through selling, hiring, leasing or lending.

You may make any changes in the Components' source code. The same rights and restrictions apply to the modified version of the Components.

## 4. The Demo Projects

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The Compiled Demos are provided for demonstration purposes only. Any other use is possible only with the Software Developer's personal written permission.

You may use the Demo Sources for creating unlimited number of software applications. Applications created using the Demo Sources may be distributed in the form of executable file without additional payment to the Software Developer.

The Demo Projects may be distributed through normal software channels providing that they are transmitted for free, as a whole and unchanged. You may only charge a fee for the physical act of transferring.

You may make any changes in the Demo Sources. If you distribute a modified version of them, you must include the original unchanged version of them, including this license and all copyright notices. The same rights and restrictions apply to the modified version of the Demo Sources.

## **5. Third-party Libraries**

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The Components can use third-party libraries, including GStreamer and FFmpeg (**the Third-Party Libraries**). The Software does not include neither a source code nor an object code of the Third-Party Libraries. Copyright to the Third-Party Libraries belongs to the respective owners.

The Third-Party Libraries may implement patented algorithms. The Software does not provide any license expressed or implied over these patents. You must ensure that you use The Components and The Third-Party Libraries in compliance with all laws and patents applicable in the countries where you develop and distribute your software applications.

If you distribute a copy of the Third-Party Library with your application created with use of the Components, you must ensure that a license agreement for this copy of the Third-Party Library does not contradict to this EULA.

## **6. Scope of Use and Termination**

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This License for the Software comes into effect after the Software (or any its part) is installed on your computer and remains in force during the time you use the Software (or any its part).

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Territory in which the Software may be used: Worldwide.

## **7. Warranty and Disclaimer**

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