

# Dell™ Latitude ON™ Flash Help

[Dell Latitude ON Flash instellen](#)

[Netwerkinstellingen configureren](#)

[Externe verbindingen configureren](#)

["Chat" Instant Messaging gebruiken](#)

[E-mail instellen op de Latitude ON Flash](#)

[De LaunchBar gebruiken](#)


[Het venster Instellingen gebruiken](#)


[Gedrag van de toets Latitude ON / Aan/uit-toets](#)

[Sneltoetsen die worden ondersteund in Latitude ON Flash](#)

[De broncode verkrijgen](#)

[Met dank aan](#)

 NB: Latitude ON en Precision ON worden afwisselend gebruikt, afhankelijk van het systeem. In dit document gebruiken we de term "Latitude ON" om zowel naar opties van de *Latitude ON* als de *Precision ON* te verwijzen.

 NB: Ga naar <http://support.dell.com> voor een snel antwoord op veelgestelde vragen. Ga naar **Product Support** > **Troubleshooting** en voer de vereiste gegevens in om de veelgestelde vragen voor Latitude ON Flash te bekijken.

---

**Information in this document is subject to change without notice.**

**© 2009 Dell Inc. All rights reserved. Printed in the U.S.A.**

Trademarks used in this text: *Dell*, the *DELL* logo, *Dell Precision*, and *Latitude ON* are trademarks of Dell Inc.; *Microsoft* and *Windows* are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

*Splashtop* and the *Splashtop* logo are registered trademarks of DeviceVM, Inc., in the U.S. and elsewhere.

Other trademarks and trade names may be used in this document to refer to either the entities claiming the marks and names or their products. Dell Inc. disclaims any proprietary interest in trademarks and trade names other than its own.

For additional regulatory information, see the Regulatory Compliance Homepage at the following location:  
[www.dell.com/regulatory\\_compliance](http://www.dell.com/regulatory_compliance).

For a list of included third-party software, please view the Credits file at  
<http://www.splashtop.com/dellcommercial/cm/credits.html>.


---

*Initial release: October 2009*


# Dell™ Latitude ON™ Flash instellen


## Account instellen in Windows gebruiken:

Als u nog geen gebruikersaccount voor Latitude ON Flash hebt gemaakt, verschijnt na het opstarten van Windows® een *Welkomstmelding* met een bericht dat *Latitude ON™ Flash* geïnstalleerd op de computer en een uitnodiging om dit te gebruiken. Eerst moet u een account maken voor Latitude ON Flash.

1. Klik op de knop **Nu instellen**. Het dialoogvenster **Account instellen** verschijnt. Het dialoogvenster **Account instellen** bevat uw huidige gebruikersnaam voor Windows. Deze naam wordt gebruikt voor uw Latitude ON Flash-account.
2. Typ een wachtwoord voor gebruik met Latitude ON Flash. Als u de regels voor het maken van wachtwoorden wilt zien, klikt u in het dialoogvenster in het dialoogvenster **Account instellen** op het vraagteken .
3. Typ het wachtwoord nogmaals in het veld **Bevestigen**.
4. Klik op **OK**. De wizard Eerste Keer wordt uitgevoerd zoals hieronder beschreven.

## Account instellen in Latitude ON Flash gebruiken:

Druk op de knop **Latitude ON** () op het toetsenbord. Als u nog geen Latitude ON Flash gebruikersaccount hebt gemaakt, verschijnt een bericht met twee mogelijkheden voor het maken van de account:

- De eerste optie is "Een account maken met uw aanmeldnaam voor Windows". Dit is de aanbevolen methode. Als u deze optie kiest en op **Nu instellen** klikt, herstart de computer onder Windows. Daarna kunt u **Start Menu > Alle programma's > Dell Latitude ON Flash Tool > Dell Latitude ON Configuration Utility** kiezen en uw account aanmaken zoals hierboven is beschreven. Uw aanmeldnaam voor Windows wordt gebruikt als gebruikersnaam voor Latitude ON Flash en u hoeft alleen een wachtwoord te voeren.
- U kunt ook de tweede optie kiezen. Deze optie gebruikt de standaardnaam "Gebruiker" in Latitude ON Flash. Hiermee kunt u niet uw aanmeldnaam en wachtwoord voor Windows gebruiken. Klik op **Nu instellen** en typ een wachtwoord. Om de regels voor het maken van wachtwoorden te bekijken, klikt u op het vraagteken  in het dialoogvenster **Account instellen**. Nadat u een wachtwoord hebt getypt en op **OK** hebt geklikt, start u de wizard Eerste Keer.

## Wizard Eerste Keer

Nadat u een account hebt gemaakt, start de wizard Eerste Keer. Hiermee kunt u een aantal voorkeuren instellen. U kunt:


- De taal en het toetsenbord selecteren.
- De gebruikersvoorwaarden lezen (u moet op **Accepteren** klikken om door te gaan).
- De datum, tijd en tijdzone instellen (u kunt dit achteraf wijzigen met Datum en tijd in het venster [Instellingen](#)).
- [Netwerk](#)instellingen opgeven.
- [Toegang met één klik configureren voor webmail](#). U kunt ook uw e-mailadres en wachtwoord invoeren voor uw webmailservice. U wordt dan telkens als u op de knop **Mail** klikt, automatisch aangemeld bij de webmailservice.
- Een standaard [extern protocol](#) (Citrix® Receiver™, VMware® View Client, of rdesktop) selecteren.

Nadat de Wizard Eerste Keer is voltooid, kunt u verschillende toepassingen selecteren op de [LaunchBar](#) die standaard onderin het venster van Latitude ON staat.

Klik voor het instellen van meer voorkeuren op **Instellingen** op de LaunchBar en gebruik het [venster Instellingen](#).



NB: Nadat u een Latitude ON Flash-gebruikersaccount hebt ingesteld, kunt u de Configuration Utility vanuit het startmenu openen (**Start Menu > Alle programma's > Dell Latitude ON Flash Tool > Dell Latitude ON Configuration Utility**). Hiermee kunt u veranderingen aanbrengen aan uw account of deze wissen. Als u uw account

hebt verwijderd, wordt, als u op de knop Latitude ON () op het toetsenbord drukt, opnieuw de **Dell Latitude ON Account Setup Wizard** gestart.


## Volgende aanmeldingen

Nadat u een account hebt gemaakt, verschijnt een aanmeldvenster telkens wanneer u Latitude ON start. Als er meer dan één gebruiker is en uw gebruikersnaam wordt niet getoond, klikt u op **Change User** en selecteert u uw gebruikersnaam in de lijst.

Als u onder Windows op de knop **Latitude ON** klikt, gaat Windows naar de slaapstand en wordt de Latitude ON Flash-omgeving gestart.

Nadat u zich hebt aangemeld, verschijnt het eerste venster van Latitude ON Flash. Dit bevat pictogrammen voor E-mail, de webbrowser, Chat instant messaging, VoIP (Skype™), en de toepassing voor externe toegang die u als standaard hebt ingesteld.

 NB: Klik op het pictogram *Toetsenbord* onderin het aanmeldvenster als u het type toetsenbord wilt wijzigen. Typ vervolgens uw wachtwoord en klik op de knop **Aanmelden**.

 NB: Latitude ON Flash vraagt u bij elke nieuwe sessie naar uw wachtwoord. Als u vijfmaal achtereen een onjuist wachtwoord typt, sluit de computer af. Herstart de computer in de modus Latitude ON Flash om het nogmaals te proberen.

## Latitude ON Flash afsluiten

Klik op de knop **Enter OS**



Als u Latitude ON Flash wilt afsluiten en Windows wilt starten. Klik op de knop

**Afsluiten**



om de computer af te sluiten. In beide gevallen worden uw wijzigingen automatisch opgeslagen.

[Terug naar de Inhoudsopgave](#)

20091009a

20091005en

# Netwerkinstellingen configureren




- [Een LAN, WiFi of WWAN inschakelen](#)
- [Verbinding maken met een Local Area Network \(LAN\)](#)
- [Verbinding maken met een draadloos netwerk \(WiFi\)](#)
- [Verbinding maken met een mobiel breedbandnetwerk \(WWAN\)](#)

---

## Een LAN, WiFi of WWAN inschakelen

Voordat u uw computer start in de modus Dell™ Latitude ON™, moet u de computer instellen om verbinding te maken met een LAN, WiFi of WWAN. De eerste keer dat u Latitude ON Flash start, begeleidt de wizard Eerste Keer u door de netwerkinstellingen. U kunt instellingen ook later aanpassen zoals hieronder beschreven.

1. Open het dialoogvenster **Netwerkconfiguratie** door:

- Op het pictogram **Netwerk**  op de LaunchBar te klikken. (Ga met de muisaanwijzer naar dit pictogram om de actuele status van de LAN en WiFi-verbinding te tonen.)
- Klik op het pictogram **WWAN**  op de LaunchBar, beschikbaar als een WWAN-apparaat is gedetecteerd. (Ga met de muisaanwijzer naar het pictogram om de actuele status van de WWAN-verbinding en de gedetecteerde signaalsterkte te tonen.)
- Klik op het pictogram **Instellingenvenster**  op de LaunchBar en klik op **Netwerk**  binnen het [instellingenvenster](#).

2. Selecteer uw verbindingstype door links in het dialoogvenster **Netwerkconfiguratie** op **WiFi**, **LAN** of **WWAN** te klikken.

3. Als het keuzevakje **Inschakelen** niet is geselecteerd, klikt u in het vakje om de verbinding in te schakelen (Als het keuzevakje is geselecteerd, verbreekt u de verbinding door in het vakje te klikken.)

Als de netwerkinstellingen correct zijn opgegeven, herkent Latitude ON Flash na de eerste verbindingsooging deze verbinding automatisch. Vervolgens maakt Latitude ON verbinding met het geactiveerde netwerk, of dat nu LAN, WiFi, WWAN of een combinatie daarvan is.

## Verbinding maken met een Local Area Network (LAN)

Voor een standaard automatische verbinding:

1. Controleer of een netwerksnoer met uw computer is verbonden.
2. Nadat een snoer is aangesloten, is standaard de dienst DHCP op uw netwerk beschikbaar en moet u automatisch de juiste IP/DNS-instellingen verkrijgen.

Als u echter de instellingen handmatig wilt opgeven:


1. Klik links in het dialoogvenster **Netwerkconfiguratie** op **LAN**.
2. Maak de keuzevakjes **IP-instellingen** en **DNS-instellingen** leeg. Hierdoor kunt u in de velden daaronder handmatig iets invoeren.
3. Voer de waarden in voor de IP- of DNS-instellingen die door de systeembeheerder zijn toegekend. U kunt ook in de rechterbenedenhoek van het dialoogvenster op **Verbindingshulp** klikken. Deze handige optie begeleidt u door het configuratieproces.


# Verbinding maken met een draadloos netwerk (WiFi)

1. Klik links in het dialoogvenster **Netwerkconfiguratie** op **WiFi**. Een lijst verschijnt met beschikbare netwerken, hun signaalsterkte en de beveiligingsniveaus.
2. Selecteer het netwerk waarmee u verbinding wilt maken.
  - o Om verbinding te maken met een niet-uitzendend WiFi-netwerk, klikt u op het pictogram **+**. Het dialoogvenster **Verbinding maken met netwerk** verschijnt. Geef de netwerknaam en het wachtwoord op, samen met andere gegevens die nodig zijn om verbinding te maken.
3. Typ of selecteer de informatie voor het draadloze netwerk (beveiligingstype, IP/DNS-instellingen, wachtwoord enz.) om verbinding te maken. Klik op **Geavanceerde instellingen** als u IP/DNS handmatig wilt instellen.

# Verbinding maken met een mobiel breedbandnetwerk (WWAN)

Als u een WWAN-apparaat hebt geïnstalleerd, is dit tabblad beschikbaar. Anders verschijnt links in het dialoogvenster **Netwerkconfiguratie** onder "WWAN" de melding "Geen apparaat" en is de knop **Instellingen** uitgeschakeld.

Als een WWAN-apparaat is geplaatst, verschijnt bovendien op de LaunchBar het pictogram **WWAN**  in de LaunchBar.

Als het apparaat is gedetecteerd maar uitgeschakeld, wordt het getoond als . Ga met de muisaanwijzer naar het pictogram om de huidige WWAN-verbindingstatus en de gedetecteerde signaalsterkte weer te geven. Klik op het pictogram om het dialoogvenster **Netwerkconfiguratie** te openen met daarin het tabblad **WWAN** eactiveerd.

 NB: Uw WWAN-account en uw WWAN-kaart **MOETEN** zijn geactiveerd/geregistreerd voordat u ze kunt gebruiken. Verder wordt bij het eerste gebruik gevraagd om uw **Land** en de naam van de WWAN **Service Provider** (aanbiedernaam) op te geven vanuit keuzelijsten.

Als een SIM-kaart is geplaatst, kan Latitude ON Flash de gewenste informatie gewoonlijk detecteren en automatisch een profiel maken, zodat meteen verbinding kan worden gemaakt.

U kunt echter ook handmatig een profiel maken. Eerst een paar opmerkingen:

- Voor een EV-DO type WWAN-netwerk (zoals Verizon of Sprint), hebt u *geen* profiel nodig.
- Voor een WCDMA WWAN-netwerk (zoals AT&T), hebt u *wel* een profiel nodig om een WWAN-verbinding te kunnen gebruiken.
- Voor een WCDMA (UMTS) type WWAN-netwerk moet u mogelijk de toegangspuntnaam (APN), gebruikersnaam, wachtwoord en PIN-informatie weten.

1. Klik links in het dialoogvenster **Netwerkconfiguratie** op **WWAN**.

2. Klik op **Instellingen** om vier tabs voor geavanceerde instellingen te openen als dat nodig is: **Profielen**, **PIN**, **Radiovoorkeuren** en **Eigenschappen toestel**.

- Klik in het tabblad **Profielen** op **Nieuw** om een nieuw profiel te maken (geef de naam voor het profiel, de aanbiedernaam, de gebruikersnaam, wachtwoord en toegangspuntnaam op). Of u selecteert een bestaand profiel en klikt op **Bewerken** om dit aan te passen of op **Wissen** om ze te verwijderen.
- Selecteer het tabblad **PIN** als u het bijbehorende WWAN Personal Identification Number wilt invoeren of wijzigen. Klik in het keuzevakje **Pincode inschakelen** om invoer van de PIN af te dwingen of maak het vakje leeg als u deze eis wilt uitschakelen. (Dit komt overeen met de manier waarop u uw mobiele telefoon tegen ongewenst gebruik beschermt door een PIN op te geven.)
- In het tabblad **Radiovoorkeuren** geeft u de radiovoorkeur voor de verbinding op.
- Het tabblad **Eigenschappen toestel** toont meerdere gegevens over het WWAN hardwareapparaat

3. Klik als u klaar bent met de vier tabbladen van **Instellingen** op **OK**. U keert terug naar de vorige pagina en u kunt nu het keuzevakje **Inschakelen** selecteren. (Let op dat het keuzevakje **Inschakelen** alleen beschikbaar is nadat een WWANprofiel is gemaakt.) Nadat het keuzevakje **Inschakelen** is geselecteerd, start het proces van het detecteren van de SIM-kaart en de aanbieder. Sterkte en protocol worden interactief weergegeven.

4. Klik op de knop **Verbinden** om verbinding te maken met het WWAN-netwerk. Nadat de verbinding is opgezet, verandert de tekst op de knop van **Verbinden** in "**Verbinding verbreken**." De drie pictogrammen onder de knop tonen de volgende status:

Aantal bytes geüpload wordt rechts van dit pictogram getoond.



Aantal bytes gedownload wordt rechts van dit pictogram getoond.



Verbindingstijd wordt rechts van dit pictogram getoond.


[Terug naar de Inhoudsopgave](#)

20091009a

20091005en


# Externe verbindingen configureren


- [Extern toegang krijgen tot een server via rdesktop](#)
- [Extern toegang krijgen tot toepassingen op een server via Citrix Receiver](#)
- [Extern toegang krijgen tot een server via VMware View Client](#)

 NB: Als u een van de bovengenoemde opties vaker dan de andere gebruikt, kunt u die instellen als uw "standaardprotocol voor externe toegang." Daarna is dit protocol beschikbaar in het eerste scherm dat verschijnt als u Latitude ON Flash start zodat u het gemakkelijk kunt selecteren. Selecteer daartoe [Toepassingen](#) in het **Instellingen**-venster en klik op **Extern bureaublad** en selecteer de gewenste toepassing.

---

## rdesktop

1. Klik op de LaunchBar op het pictogram **rdesktop** .
2. Typ in het dialoogvenster **rdesktop** het IP-adres of de domeinnaam van de server waarmee u verbinding wilt maken.
3. Het aanmeldvenster van Windows<sup>®</sup> verschijnt. Typ de bijbehorende aanmeldnaam en wachtwoord om naar die server te gaan.

 NB: U kunt met de rechtermuisknop op het pictogram **rdesktop** op de LaunchBar klikken en **Bewerken** in het menu selecteren om het dialoogvenster **rdesktop-instellingen bewerken** te openen. (U kunt dit ook openen door op [Toepassingen](#) te klikken in het **Instellingen**-venster en **rdesktop** te selecteren). Hier kunt u eenvoudig de verbidingsgegevens voor elke gewenste server invoeren en dit opslaan zodat u ze daarna in de keuzelijst kunt selecteren.

## Citrix<sup>®</sup> Receiver<sup>™</sup>

1. Klik op de LaunchBar op het pictogram **Citrix Receiver** .
2. Selecteer in het venster **Citrix Receiver** de optie **Instellingen** in het menu Extra.
3. Klik in het dialoogvenster **Instellingen** op **Voorkeuren** en selecteer **Citrix XenApp**.
4. Typ de URL van de server waarmee u verbinding wilt maken (mogelijk moet u op de knop **Wijzigen...** klikken om het veld **Server URL** te activeren.)
5. Klik op **OK**. U keert terug naar het startvenster van **Citrix Receiver**.
6. Open het menu **Weergeven** en selecteer **Citrix XenApp View**. Het dialoogvenster **Citrix XenApp Logon** verschijnt.
7. Typ de bijbehorende gebruikersnaam, wachtwoord en domein.
8. Vervolgens verschijnt een lijst met de toepassingen waarvoor u gemachtigd bent. Selecteer de toepassing die u wilt gebruiken.

## VMware<sup>®</sup> View Client



1. Klik op de LaunchBar op het pictogram **VMware View**



2. Typ het IP-adres van de gewenste server. Klik op **Verbinden**.

3. Typ in het volgende dialoogvenster de bijbehorende gebruikersnaam, wachtwoord en domein.

4. Klik op de knop **Aanmelden**. Daarna biedt het systeem u de VMware-omgeving aan die u mag gebruiken volgens de regels van uw organisatie.

[Terug naar de Inhoudsopgave](#)

20091009a

20091005en


# "Chat" Instant Messaging gebruiken

- [Chat-accounts instellen](#)
- [Contacten en groepen toevoegen](#)
- [Nieuwe groepen toevoegen](#)
- [Een chatbericht verzenden](#)

---

## Chat-accounts instellen

Met de optie *Chat* kunt u chatten met uw vrienden. Dit kan met uw bestaande gebruikersaccounts van een reeks veelgebruikte Instant Messaging-programma's. U kunt uw "contacten" ook in groepen opnemen en een groot aantal andere functies verrichten. U kunt gedetailleerde voorkeuren instellen en u bij meerdere IM-accounts tegelijk aanmelden.

Klik op de knop **Chat** . De eerste keer dat u *Chat* start, verschijnt het dialoogvenster **Accounts**. U moet ten

minste een van uw bestaande IM-accounts opgeven voor gebruik met *Chat*.

1. Zorg ervoor dat u één of meer gebruikersaccounts hebt gemaakt voor ten minste één van de ondersteunde protocollen.
2. Klik op de knop **Toevoegen** in het venster **Accounts**. Het venster **Account toevoegen** verschijnt.
3. Open in het tabblad *Simpel* de keuzelijst **Protocol** en selecteer het protocol dat is gekoppeld aan het account dat u wilt toevoegen (zoals AIM, MSN, Yahoo, enz.).
4. Typ in het veld onder **Protocol** de **naam** van de bijbehorende account en het **Wachtwoord** voor dat account, en klik op **Opslaan**. (Lokale bijnaam is optioneel.)

## Contacten en groepen toevoegen

1. Selecteer in het menu Contacten van het venster *Chat* de optie **Contact toevoegen...**. Het dialoogvenster *Contact toevoegen* verschijnt. Dit bevat al uw accountnaam bovenin het venster. De andere velden zijn leeg.
2. Typ de **gebruikersnaam contact** van de contactpersoon (schermnaam) en eventueel de **Alias** van de persoon die u wilt toevoegen, en geef de **Groep** op waarin u hem of haar wilt opnemen. U kunt een bestaande groep selecteren in de keuzelijst of een nieuwe groepsnaam typen om een groep toe te voegen.
3. Klik op de knop **Toevoegen**. Een bericht verschijnt bij de persoon die u probeert toe te voegen met de melding dat u hem of haar als contact wilt toevoegen. Daarna kan hij of zij dat al dan niet toestaan. (Op dezelfde manier kunt u ook pogingen van anderen om u aan hun lijst met contactpersonen toe te voegen **Blokkeren** of **Toestaan**.)

## Nieuwe groepen toevoegen

Selecteer in het menu Contacten **Groep toevoegen...**. Het dialoogvenster *Groep toevoegen* verschijnt. Typ de naam voor de nieuwe groep in het veld **Geef de naam van de toe te voegen groep** en klik op de knop **Toevoegen**.

In het venster *Chat* kunt u op een groepsnaam klikken om alle contacten te tonen die lid zijn van die groep.

Als u met de muisaanwijzer boven de naam van een contact in de lijst hangt, verschijnt informatie over die contactpersoon. In de getoonde informatie betekent "**Heeft u**" of die persoon u al dan niet heeft opgenomen in zijn of haar lijst met contactpersonen. Als er **Ja** staat *bent* u opgenomen in zijn of haar lijst.

## Een chatbericht verzenden

Dubbelklik op de naam van de contactpersoon aan wie u een bericht wilt verzenden en typ het bericht in het venster *Nieuw bericht*. U kunt ook een **Nieuw bericht...** i selecteren in het menu Contacten van het venster *Chat*. Vervolgens voert u de Alias of Schermnaam in van de contactpersoon aan wie u een bericht wilt verzenden.

[Terug naar de Inhoudsopgave](#)

20091009a

20091005en

## E-mail instellen op de Latitude ON™ Flash


Voordat u begint met het verzenden of ontvangen van e-mail in de modus Latitude ON™, moet u opgeven welke webmailclient u wilt gebruiken met Latitude ON Flash.

Tijdens de wizard Eerste Keer krijgt u de gelegenheid om dit te doen. Als u deze instelling tijdens de wizard Eerste Keer hebt overgeslagen, verschijnt hetzelfde dialoogvenster de eerste keer dat u op de LaunchBar of in het hoofdvenster van Latitude ON Flash op **Mail** klikt.

Klik op het pictogram **Mail**



- Als u de webmailservice die u met Latitude ON Flash wilt gebruiken al hebt opgegeven, verschijnt de aanmeldpagina voor de betreffende e-mailservice. U kunt op de gebruikelijke manier uw aanmeldnaam en wachtwoord invullen.
- Als u nog geen e-mailservice hebt opgegeven, verschijnt het dialoogvenster **Instellingen van e-mailtoepassing bewerken**. Selecteer de e-mailservice die u wilt gebruiken.
  - Let op dat als u **Outlook Web Access** kiest, u het bijbehorende URL-adres, de aanmeldnaam en het wachtwoord moet invullen.
  - Als u **Andere** selecteert, moet u het URL-adres van die andere e-mailservice opgeven.
- Klik op **Voltooien**. De volgende keer dat u op het hierboven afgebeelde pictogram **Mail** klikt, wordt de door u gekozen e-mailservice aangeroepen.
  - Na te zijn aangemeld bij de e-mailservice kunt u de optie van die service gebruiken om "aangemeld te blijven" als u wilt dat uw aanmeldnaam en wachtwoord onthouden worden zodat u voortaan telkens automatisch wordt aangemeld als u op het pictogram **Mail** klikt.

 NB: u kunt ook bijlagen bij e-mail bekijken en bewerken. Als de bijlage een PDF, DOC, XLS, of PPT bestand is, kunt u het bestand bekijken en/of bewerken, maar u moet er rekening mee houden dat u het bestand alleen kunt opslaan op externe opslag zoals een usb-apparaat.

## Naar een andere e-mailservice overschakelen

Als u reeds een e-mailservice hebt opgegeven voor Latitude ON Flash, en u besluit vervolgens om een andere e-mailservice te gebruiken, kunt u op elk gewenst moment naar de gewenste e-mailservice schakelen door op [Toepassingen](#) in het venster

**Instellingen** te klikken (of met de rechtermuisknop op het pictogram **Mail**



), klik vervolgens op **Bewerken**

klikken onder "*Mailtoepassing*."

## De LaunchBar gebruiken

De LaunchBar staat standaard onderin het venster van de Latitude ON. (U kunt de positie van de LaunchBar wijzigen door op het [pictogram LaunchBar](#) te klikken in het venster **Instellingen** en daarna de Stand instellen.)

Klik op de pictogrammen op de LaunchBar om toepassingen te openen of er tussen te schakelen, of om verschillende hulpprogramma's te starten. Elk pictogram in de LaunchBar is hieronder apart afgebeeld.

	<p><b>Mail.</b> Klik op dit pictogram om de webmailtoepassing te openen die is ingesteld voor gebruik met de Latitude ON Flash. Als nog geen e-mailtoepassing is opgegeven, verschijnt het dialoogvenster <a href="#">Instellingen van mailtoepassing bewerken</a>. U kunt ook met de rechtermuisknop op het pictogram klikken om het dialoogvenster <i>Instellingen van mailtoepassingen bewerken</i> te openen.</p>
	<p><b>Web.</b> Start de webbrowser voor toegang tot internet, geoptimaliseerd voor een geweldige internetervaring.</p>
	<p>Start het <a href="#">Chat instant messaging hulpprogramma</a>, waarmee u uw bestaande accounts voor verschillende instant messaging programma's kunt gebruiken om met uw vrienden te chatten en om de gewenste voorkeuren in te stellen. Een apart helpbestand voor <b>Chat</b> kunt u vanuit de <b>Chat</b>-toepassing openen.</p>
	<p><b>VoIP.</b> Start <b>Skype™</b>, een VoIP (Voice-over-Internet Protocol) toepassing waarmee u gratis met andere Skype-gebruikers kunt communiceren. Een apart helpbestand voor <b>Skype</b> kunt u openen vanuit de toepassing <b>Skype</b>.</p>
	<p>Extern toegang krijgen tot een server via <a href="#">rdesktop</a>.</p>
	<p>Extern toegang krijgen tot toepassingen op een server via <a href="#">Citrix Receiver</a>.</p>
	<p>Extern toegang krijgen tot een server via <a href="#">VMware View Client</a>.</p>
	<p>Start de toepassing <b>Muziek</b> waarmee u muziekbestanden in de indeling MP3 kunt afspelen. Een apart helpbestand voor <b>Music Player</b> kunt u openen vanuit de toepassing <b>Music Player</b>.</p>
	<p>Start <b>Photo</b>, een afbeeldingsviewer waarmee u uw JPEG / BMP / GIF / PNG bestanden in albums kunt ordenen en ze op verschillende manieren kunt tonen en delen. Een apart helpbestand voor <b>Photo Manager</b> kunt u openen vanuit de toepassing <b>Photo Manager</b>.</p>
	<p><b>Indicator voor verwisselbaar opslagapparaat.</b> Dit pictogram verschijnt op de LaunchBar als een verwisselbaar opslagapparaat zoals een usb-station met het systeem wordt verbonden. Klik hierop om het venster <i>Bestandsbeheer</i> te openen waarin u op eenvoudige wijze de mappen en bestanden op het verwisselbare opslagapparaat kunt openen. Als u het opslagapparaat wilt verwijderen, klikt u met de rechtermuisknop op het pictogram en selecteert u <b>Veilig verwijderen</b>.</p>


	<p><b>WWAN.</b> Als een WWAN-apparaat is geplaatst en ingeschakeld, verschijnt dit <b>WWAN</b>-pictogram op de LaunchBar. (Als het apparaat is gedetecteerd maar uitgeschakeld, wordt het getoond als ) Ga met de muisaanwijzer naar het pictogram om de huidige WWAN-verbindingsstatus en de gedetecteerde signaalsterkte weer te geven. Klik op het pictogram om het dialoogvenster <b>Netwerkconfiguratie</b> te openen met daarin het tabblad <b>WWAN</b> geactiveerd.</p>
	<p><b>Netwerkstatus.</b> Ga met de muisaanwijzer naar dit pictogram om de actuele LAN en WiFi verbindingsstatus te tonen. Als u op dit pictogram klikt, verschijnt het dialoogvenster <a href="#">Netwerkconfiguratie</a>, dat u ook kunt openen vanuit het venster <b>Instellingen</b>.</p>
	<p><b>Volume.</b> Klik op dit pictogram om hetzelfde besturingsvenster <a href="#">Volume</a> te openen dat verschijnt als u in het venster Instellingen op <b>Volume</b> klikt. Ga met de muisaanwijzer naar het pictogram om de huidige volume-instellingen voor de hoofduidspreker en microfoon te bekijken.</p>
	<p><b>Help.</b> Klik op dit pictogram om het hoofdvenster van de online Help van de Latitude ON Flash te openen. Nadat het <b>Help</b>venster is geopend, kunt u het vak <b>Info</b> (dat informatie over de versie en het copyright toont) openen door op het pictogram  in de rechterbovenhoek van het helpvenster te klikken.</p>
	<p>Opent het venster <a href="#">Instellingen</a> waarin u voorkeuren kunt opgeven voor verschillende functies en gedrag van Latitude ON Flash.</p>
	<p><b>OS invoeren.</b> Hiermee kunt u Latitude ON afsluiten en u aanmelden bij het Microsoft® Windows® besturingssysteem. Nadat u op dit pictogram hebt geklikt, wordt u om bevestiging gevraagd.</p>
	<p><b>Afsluiten.</b> Nadat u op dit pictogram hebt geklikt, moet u bevestigen dat u de computer wilt <a href="#">uitschakelen</a>. Wijzigingen die u tijdens deze sessie hebt aangebracht, worden automatisch opgeslagen.</p>
	<p>Status <b>Batterij/Voeding</b> status. Het pictogram dat getoond wordt, is afhankelijk van de stroombron en de huidige sterkte. (Links zijn slechts enkele voorbeelden afgebeeld.) Ga met de muisaanwijzer naar het pictogram om het niveau of de status van de stroombron te tonen. Of klik op het pictogram als u het tabblad <b>Energiebeheer</b> van de <a href="#">Omgevingsinstellingen</a> wilt openen.</p>





[Terug naar de Inhoudsopgave](#)

20091009a

20091005en

## Het venster instellingen gebruiken

Klik op het pictogram  op de [LaunchBar](#) om het **Venster Instellingen** te openen. Klik vervolgens op het gewenste pictogram in het venster Instellingen om het bijbehorende configuratieprogramma te openen. Klik vervolgens op het gewenste pictogram in het venster Instellingen om het bijbehorende configuratieprogramma te openen. De volgende hulpprogramma's zijn beschikbaar:

	<b>Datum en tijd.</b> Opent een dialoogvenster waarin u de datum en tijd kunt instellen en een tijdzone selecteren. U kunt dit dialoogvenster ook openen door op de tijdweergave in de LaunchBar van het Latitude ON-venster te klikken.
	<b>Invoertaal.</b> Hier stelt u de invoermethoden, talen en opties vast voor de optie SCIM (Smart Common Input Method) Invoertaal.  NB: Om deze optie in te schakelen, moet het keuzevakje <b>Invoertaaldienst inschakelen</b> zijn geselecteerd. Plaats vervolgens de tekstcursor in een invoerveld van Latitude ON Flash en druk op <b>Ctrl + Spatie</b> om de huidige SCIM invoertaal te activeren. Druk nogmaals op <b>Ctrl + Spatie</b> om de SCIM-invoertaal uit te schakelen.
	<b>Taal en toetsenbord.</b> Hiermee stelt u de gewenste invoertaal en invoermethode in — de taal waarin menu's, berichten enzovoort worden getoond en de taal voor het toetsenbord.
	<b>LaunchBar</b> instellingen. Hiermee kunt u: <ul style="list-style-type: none"><li>• De standaardlocatie van de LaunchBar instellen.</li><li>• De weergave van Knopinfo (op de LaunchBar) in- of uitschakelen.</li><li>• Kiezen of u de LaunchBar automatisch wilt verbergen.</li><li>• Kiezen of de LaunchBar altijd voor andere vensters moet worden weergegeven.</li></ul>
	<b>Netwerk.</b> Geef op hoe uw computer met internet is verbonden. Als u hulp nodig hebt, klikt u op de knop <b>Verbindingshulp</b> voor een snelle instelling.
	<b>Omgevingsinstellingen.</b> Dit dialoogvenster bevat twee tabs:  <b>Tab <i>Energiebeheer</i></b> — Twee profielen met standaardinstellingen zijn meegeleverd. Selecteer het profiel <b>Minder energieverbruik</b> of het profiel <b>Betere prestaties</b> . Eventueel kunt u de standaard time-out instellingen wijzigen voor <i>Beeldscherm</i> of voor <i>Afsluiten</i> , afhankelijk van het gebruikte soort voeding. Als u de instellingen wijzigt, wordt automatisch een nieuw profiel met de naam <b>Aangepast</b> gemaakt voor deze instellingen.  <b>Tab <i>Algemeen</i></b> — Dit tabblad bevat een knop <b>Herstellen</b> . Hiermee kunt u de instellingen van Latitude ON Flash wissen evenals persoonlijke informatie die is opgeslagen door de webbrowser, zodat u de standaard fabrieksinstellingen van het systeem herstelt. De gebruikersgegevens/omgeving worden teruggezet naar de standaardconfiguratie. Alle bladwijzers, netwerkinstellingen en andere wijzigingen die u hebt aangebracht, gaan verloren. Nadat u op <b>Herstellen</b> hebt geklikt, wordt om bevestiging gevraagd. Als u op Ja klikt, sluit het systeem af om de instellingen te kunnen opruimen. Dit is ook handig in de zeldzame omstandigheid waarin de instellingen beschadigd raken.
	<b>Beeldscherm.</b> Kies de meest optimale schermresolutie voor uw beeldscherm.
	<b>Volume.</b> Stel het volume in voor uw luidspreker/hoofdtelefoon, of het




invoervolume voor de ingebouwde of externe microfoon. Klik in het vak Volume op **Geavanceerd** als u *Microfoon 1* (standaard) of *Microfoon 2* (Voorkant/extern) wilt instellen.



**Toepassingen.** Klik op de knop **Bewerken** voor het bijbehorende onderdeel als u de huidige instellingen wilt wijzigen voor:

- **E-mailtoepassing:** De standaardwebmailservice die geopend wordt als op de LaunchBar of in het hoofdvenster op **Mail** wordt geklikt.
- **rdesktop:** Meerdere instellingen voor het type beeldscherm, lokale bronnen en aanmelden.
- **Extern bureaublad:** Selecteer de externe toepassing die in het eerste venster voor selectie beschikbaar moet zijn, telkens wanneer u zich bij Latitude ON Flash aanmeldt.



**Gebruikersaccount.** Hier kunt u uw wachtwoord wijzigen voor Latitude ON Flash. Klik op het vraagteken  in het dialoogvenster **Account instellen** als u de regels voor wachtwoorden wilt zien.

[Terug naar de Inhoudsopgave](#)

20091009a

20091005en



## Gedrag van de Latitude ON-knop en de Aan/uit-knop

In de volgende tabellen wordt het effect beschreven van het indrukken van de **Latitude ON** (⏻) en daarnaast de **aan/uit**-knop, afhankelijk van de huidige status van de computer.

<b>Modus Latitude ON</b>		
<b>Status computer</b>	<b>Druk op knop Latitude ON</b>	<b>Druk op de aan/uit-knop</b>
Uitgeschakeld	Start met Latitude ON Flash	Status computer
In eerste wachtwoordscherm of hoofdstartscherm toepassing	Schakelt het systeem uit	Schakelt het systeem uit
Aan	Schakelt het systeem uit	De gebruiker wordt gevraagd het systeem uit te schakelen of Windows te starten

<b>Windows-modus</b> (Dell Latitude ON Configuration Utility geïnstalleerd)		
<b>Status computer</b>	<b>Druk op knop Latitude ON</b>	<b>Druk op de aan/uit-knop</b>
Uitgeschakeld	Start met Latitude ON Flash	Status computer
Stand-by/slaapstand	Windows gaat onmiddellijk naar de slaapstand en. Latitude ON Flash wordt vervolgens opgestart. *	Terugkeren naar Windows
Slaapstand	Opstarten naar Latitude ON Flash	Terugkeren naar Windows
Aan	Windows gaat onmiddellijk naar de slaapstand en. Latitude ON Flash wordt vervolgens opgestart. *	Door de gebruiker geconfigureerde actie in Windows

\* Als de Latitude ON Flash-gebruikersaccounts niet zijn geconfigureerd, wordt u gevraagd een account te configureren.

[Terug naar de inhoudsopgave](#)

## Sneltoetsen ondersteund in Latitude ON™ Flash

Sneltoets	Actie
Fn + F2	Acculader inschakelen/uitschakelen
Fn + F4	NumLock inschakelen/uitschakelen
Fn + ←	Sensor omgevingslicht inschakelen/uitschakelen
Fn + →	Schermlicht toetsenbord inschakelen/uitschakelen (indien geïnstalleerd)
Fn + ↑	LCD-helderheid vermeerderen
Fn + ↓	LCD-helderheid verminderen

[Terug naar de inhoudsopgave](#)

20091009a

20091005en

## Obtaining source code for Open Source programs

This product contains software that is licensed under the **General Public License** Version 2 (“**GPL**”) which is listed below in “GPL Software.” This product also contains software that is licensed under the **Lesser General Public License** Version 2.1 (“**LGPL**”) which is listed below in “LGPL Software.” We have included copies of the GPL and the LGPL in the [Acknowledgements](#) section.

You will find the source code in an archive file in the C:\DELL sub-directory on your system. You can also download the source code from the Dell Support website at <http://support.dell.com>.

### GPL Software

- **acpid** 1.0.4
- **acpi-support** 0.109-11
- **actkbd** 0.2.8
- **Alps touchpad show coordinate in procfs** 2.6.27.7
- **alsa** 1.0.20-5.12rc1
- **alsa-utils** 1.0.14rc2
- **alsa-utils** 1.0.15
- **another union file system patch** SVN20080610
- **anthy** 9100e
- **at-spi** 1.22.1-0
- **bash** 3.1.17
- **bash** 3.2-0
- **bbdock** 0.2.8
- **bbkeys** 0.9.0
- **beep** 1.2.2
- **bootsplash** 3.1.6
- **Broadcom's hybrid Linux driver** 5.10.91.9
- **busybox** 1.8.2
- **busybox static build** 1.5.0
- **compat\_wireless** 2.6.30
- **coreutils** 5.94
- **coreutils** 6.9
- **dbus** 1.2.12
- **dbus-glib** 0.80
- **DeviceVM version structure patch** 2.6.27.7
- **disable cursor in console mode** 2.6.27.7
- **dmidecode** 2.8
- **dmraid** 1.0.0.rc15
- **e2fsprogs** 1.38
- **eject** 2.1.4
- **Ericsson 3G device driver** 0.03
- **ethtool** 3
- **FBV** 1.0b
- **Find Meta Data** 1.0.0
- **findutils** 4.2.27
- **freetype** 2.3.9
- **fuse** 2.6.5
- **Garuda** 2.58
- **gdm** 2.20.7-0
- **gettext** 0.14.5
- **GlassyBleu themes** 21
- **Gnome themes** 2.14.3
- **gnome-icon-theme** 2.8.0
- **GNU crypto library** 1.2
- **GNU Diff Utilities** 2.8.1
- **GNU Wget** 1.10.2
- **gnutls** 1.2
- **gnutls** 2.4.0
- **install.patch** 2.6.27.7
- **libatk** 1.11.4-2

- **libatk1.0-0** 1.22.0-0
- **libbz2** 1.0.3
- **libc6** 2.7-10
- **libcdparanoia** 3a9.8-11
- **libcups** 1.1.20
- **libcupsys2** 1.3.7-1
- **libdbus-glib-1-2** 0.74-2
- **libdirectfb** 1.2.0
- **libgail-gnome-module** 1.20.0-1
- **libgcc1** 4.2.4-1
- **libgconf2-4** 2.22.0-0
- **libgconf2-4** 2.4.0-1
- **libglib** 2.16.6
- **libglib2.0-0** 2.16.6-0
- **libglib2.0-0** 2.17.4-0
- **libgpg-error** 1.4.2
- **libgtk2.0-0** 2.12.9-3
- **libjpeg** 6.2.0
- **libkeyutils1** 1.2-4
- **libltdl3** 1.5.26-1
- **liborbit2** 2.10.0-0
- **liborbit2** 2.14.12-0.1
- **libpam0g** 0.99.7.1-5
- **libpango1.0-0** 1.18.3-0
- **libpango1.0-0** 1.20.5-0
- **libreadline5** 5.2-3build1
- **librsvg2-common** 2.22.2-2
- **libsepol1** 2.0.20-0
- **libslp1** 1.2.1
- **libtiff** 3.8.2
- **libvolume-id0** 117-8
- **Linux kernel** 2.6.27.7
- **Linux Qualcomm Serial USB driver** 2008\_11\_13
- **LKUG** 0.3
- **Lohit fonts** 2.3.1
- **loopback file system max count patch** 2.6.27.7
- **LuzSans-Medium** 1.00
- **Manchu** 2.005 (2005)
- **Metacity** 2.14.5
- **Miscellaneous system utilities** 2.12r
- **Mobile Manager** 0.7
- **mtools** 4.0.1
- **music cdscan** 1.0.0
- **nspr** 1.8.0-1-8
- **NTFS Tools and Library** 2.0.0
- **ntfs-3g** 1.516
- **ntfsinfo** 1.13.1
- **optimize mouse device tap move** 2.6.27.7
- **pam** 0.79
- **pcmanfm** 0.3.2.2
- **pcmanfm\_PO** 0.4.5
- **pidgin** 2.5.6
- **pidgin** 2.5
- **PPP** 2.4.4
- **PPP-over-Ethernet** 3.10
- **python2.4-dbus** 0.61-5
- **python-gnome2** 2.12.4
- **python-gtk-2** 2.8.2-3
- **quirk usb hand off patch** 2.6.27.7
- **readline** 4.2a
- **readline** 5.1-7
- **scim-anthy** 1.2.6
- **scim-bridge** 0.4.15
- **scim-bridge-client-gtk** 0.4.14-1
- **scim-chewing** 0.3.3
- **scim-gtk2-immodule** 1.4.7-3
- **scim-hangul** 0.3.2
- **scim-m17n** 0.2.2
- **scim-pinyin** 0.5.91

- **scim-tables** 0.5.7
- **scim-thai** 0.1.1
- **setuid-root program** 3.26.1
- **squash file system patch** 3.3
- **startup-notification** 0.7
- **Terafik** 2.900
- **The Linux Console Tools** 0.2.3
- **this is the ASN.1 library used in GNUTLS** 2.0.17
- **Ubuntu 8.10** ath9k driver for 2.6.27 kernel Ubuntu 8.10
- **Ubuntu 8.10** iwlmwifi driver for 2.6.27 kernel Ubuntu 8.10
- **udev** 116
- **usb storage patch** 2.6.27.7
- **uvcvideo\_official** SVN20081112
- **uvcview** 20071108
- **vbetool** 0.7
- **WenQuanYi ZenHei** 0.8.37
- **wirelss\_tool** 29
- **wpa\_supplicant** 0.6.7
- **wpa\_supplicant** 0.6.9
- **wvdial** 1.56
- **WvStreams** 4.2
- **xmms** 1.2.10
- **xmodmap\_data** 2.14.3

## LGPL Software

- **alsa\_lib** 1.0.14RC2
- **fam** 2.7.0
- **gamin** 0.1.9
- **Glade2 Library** 2.5.1
- **glib** 2.10.2
- **GLIBC** 2.3.6
- **GLIBC** 2.7
- **gtk+** 2.12.9
- **GTK2 engines** 2.8.2
- **gtk2-engines** 2.14.3-0
- **gtk2-engines-murrine** 0.53.1-1
- **gtk2-engines-pixbuf** 2.12.9-3
- **Khmer OS Freehand** 4.10 (2007)
- **libasound2** 1.0.15
- **libcairo2** 1.6.0-0
- **libchewing** 0.3.2
- **libdatrie** 0.2.2
- **libgcrypt** 1.2.1
- **libgcrypt11** 1.2.3
- **libglade2-0** 2.6.2-1
- **libgnutls13** 2.0.4-1
- **libgpg-error0** 1.4-2
- **libgtk1.2** 1.2.10
- **libgtk2.0** 2.12.9
- **libhangul** 0.0.8
- **libidn** 0.5.18
- **libidn11** 1.1-1
- **libntfs-3g23** 1.2216-1
- **libstdc++6** 4.2.4-1
- **libtasn1-3** 1.1-1
- **libthai** 0.1.11
- **libtool** 1.5.22
- **libusb-0.1-4** 2:0.1.12-8
- **libwmf0.2-7** 0.2.8.4-6
- **libxplc** 0.3.13
- **m17n-lib** 1.5.2
- **pycurl** 7.15.2
- **python2.4-cairo** 1.0.2
- **python-support** 0.5.6

Splashtop and the logo are registered trademarks of DeviceVM, Inc. in the U.S. and elsewhere. All other trademarks, product and company names, and logos are the property of their respective owners.

Patented. US patent numbers 7,082,526 and 7,441,113. US and other patents pending.

---

[Back to Contents Page](#)

# Acknowledgements

Official binaries of this product released by DeviceVM, Inc. are made available under the corresponding EULA.

Portions of the source code to this product are available under licenses which are both free and open source. Most are available under one of the following: the Mozilla Public License (MPL), the GNU General Public License (GPL) or the Lesser General Public License (LGPL); hence you may copy and distribute such software according to the terms of the appropriate licenses.

- [Mozilla Public License](#)
- [GNU General Public License](#)
- [GNU Lesser General Public License](#)

The portions of the software which are not under the above licenses may be available under one of a variety of more permissive licenses. Those that require reproduction of the license text in the distribution are given below. (Note: your copy of this product may or may not contain code covered by one or more of the licenses listed here, depending on the exact product and version you choose.)

- [BSD Licenses](#)
- [bspatch License](#)
- [Cairo Licenses](#)
- [Expat License](#)
- [MIT License](#)
- [Myspell License](#)
- [Python Licenses](#)
- [University of California License](#)

Certain portions of the software product are proprietary and may contain third-party proprietary products. For latest information regarding third-party licenses, please visit the [credits](#) page.

This software contains third-party proprietary products:

Adobe® Flash® Player. Copyright © 1996-2009 Adobe Systems Incorporated. All Rights Reserved.  
Adobe and Flash are either trademarks or registered trademarks in the United States and/or other countries.

The use of Adobe® Flash® Player is conditional upon your accepting all of the terms of the EULA, which is available at

[http://www.adobe.com/products/eulas/pdfs/Reader\\_Player\\_WWEULA-Combined-20060724\\_1430.pdf](http://www.adobe.com/products/eulas/pdfs/Reader_Player_WWEULA-Combined-20060724_1430.pdf)

---

## Mozilla Public License

[Version 1.1]

### 1. Definitions.

1.0.1. "Commercial Use"  
means distribution or otherwise making the Covered Code available to a third party.

1.1. "Contributor"  
means each entity that creates or contributes to the creation of Modifications.

1.2. "Contributor Version"  
means the combination of the Original Code, prior Modifications used by a Contributor, and the Modifications made by that particular Contributor.

1.3. "Covered Code"

means the Original Code or Modifications or the combination of the Original Code and Modifications, in each case including portions thereof.

1.4. "Electronic Distribution Mechanism"

means a mechanism generally accepted in the software development community for the electronic transfer of data.

1.5. "Executable"

means Covered Code in any form other than Source Code.

1.6. "Initial Developer"

means the individual or entity identified as the Initial Developer in the Source Code notice required by Exhibit A.

1.7. "Larger Work"

means a work which combines Covered Code or portions thereof with code not governed by the terms of this License.

1.8. "License"

means this document.

1.8.1. "Licensable"

means having the right to grant, to the maximum extent possible, whether at the time of the initial grant or subsequently acquired, any and all of the rights conveyed herein.

1.9. "Modifications"

means any addition to or deletion from the substance or structure of either the Original Code or any previous Modifications. When Covered Code is released as a series of files, a Modification is:

1.9.1. Any addition to or deletion from the contents of a file containing Original Code or previous Modifications.

1.9.2. Any new file that contains any part of the Original Code or previous Modifications.

1.10. "Original Code"

means Source Code of computer software code which is described in the Source Code notice required by Exhibit A as Original Code, and which, at the time of its release under this License is not already Covered Code governed by this License.

1.10.1. "Patent Claims"

means any patent claim(s), now owned or hereafter acquired, including without limitation, method, process, and apparatus claims, in any patent Licensable by grantor.

1.11. "Source Code"

means the preferred form of the Covered Code for making modifications to it, including all modules it contains, plus any associated interface definition files, scripts used to control compilation and installation of an Executable, or source code differential comparisons against either the Original Code or another well known, available Covered Code of the Contributor's choice. The Source Code can be in a compressed or archival form, provided the appropriate decompression or de-archiving software is widely available for no charge.

1.12. "You" (or "Your")

means an individual or a legal entity exercising rights under, and complying with all of the terms of, this License or a future version of this License issued under Section 6.1. For legal entities, "You" includes any entity which controls, is controlled by, or is under common control with You. For purposes of this definition, "control" means (a) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (b) ownership of more than fifty percent (50%) of the outstanding shares or beneficial ownership of such entity.

## 2. Source Code License.

### 2.1. The Initial Developer Grant.

The Initial Developer hereby grants You a world-wide, royalty-free, non-exclusive license, subject to third party intellectual property claims:

1. Under intellectual property rights (other than patent or trademark) Licensable by Initial Developer to use, reproduce, modify, display, perform, sublicense and distribute the Original Code (or portions thereof) with or without Modifications, and/or as part of a Larger Work; and
2. Under Patents Claims infringed by the making, using or selling of Original Code, to make, have made, use, practice, sell, and offer for sale, and/or otherwise dispose of the Original Code (or portions thereof).
3. The licenses granted in this Section 2.1 (a) and (b) are effective on the date Initial Developer first distributes Original Code under the terms of this License.
4. Notwithstanding Section 2.1 (b) above, no patent license is granted: 1) for code that You delete from the Original Code; 2) separate from the Original Code; or 3) for infringements caused by: i) the modification of the Original Code or ii) the combination of the Original Code with other software or devices.



## 2.2. Contributor Grant.

Subject to third party intellectual property claims, each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license:

1. Under intellectual property rights (other than patent or trademark) Licensable by Contributor, to use, reproduce, modify, display, perform, sublicense and distribute the Modifications created by such Contributor (or portions thereof) either on an unmodified basis, with other Modifications, as Covered Code and/or as part of a Larger Work; and
2. Under Patent Claims infringed by the making, using, or selling of Modifications made by that Contributor either alone and/or in combination with its Contributor Version (or portions of such combination), to make, use, sell, offer for sale, have made, and/or otherwise dispose of: 1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor with its Contributor Version (or portions of such combination).
3. The licenses granted in Sections 2.2 (a) and 2.2 (b) are effective on the date Contributor first makes Commercial Use of the Covered Code.
4. Notwithstanding Section 2.2 (b) above, no patent license is granted: 1) for any code that Contributor has deleted from the Contributor Version; 2) separate from the Contributor Version; 3) for infringements caused by: i) third party modifications of Contributor Version or ii) the combination of Modifications made by that Contributor with other software (except as part of the Contributor Version) or other devices; or 4) under Patent Claims infringed by Covered Code in the absence of Modifications made by that Contributor.

## 3. Distribution Obligations.

### 3.1. Application of License.

The Modifications which You create or to which You contribute are governed by the terms of this License, including without limitation Section 2.2. The Source Code version of Covered Code may be distributed only under the terms of this License or a future version of this License released under Section 6.1, and You must include a copy of this License with every copy of the Source Code You distribute. You may not offer or impose any terms on any Source Code version that alters or restricts the applicable version of this License or the recipients' rights hereunder. However, You may include an additional document offering the additional rights described in Section 3.5.

### 3.2. Availability of Source Code.

Any Modification which You create or to which You contribute must be made available in Source Code form under the terms of this License either on the same media as an Executable version or via an accepted Electronic Distribution Mechanism to anyone to whom you made an Executable version available; and if made available via Electronic Distribution Mechanism, must remain available for at least twelve (12) months after the date it initially became available, or at least six (6) months after a subsequent version of that particular Modification has been made available to such recipients. You are responsible for ensuring that the Source Code version remains available even if the Electronic Distribution Mechanism is maintained by a third party.

### 3.3. Description of Modifications.

You must cause all Covered Code to which You contribute to contain a file documenting the changes You made to create that Covered Code and the date of any change. You must include a prominent statement that the Modification is derived, directly or indirectly, from Original Code provided by the Initial Developer and including the name of the Initial Developer in (a) the Source Code, and (b) in any notice in an Executable version or related documentation in which You describe the origin or ownership of the Covered Code.

### 3.4. Intellectual Property Matters

#### (a) Third Party Claims.

If Contributor has knowledge that a license under a third party's intellectual property rights is required to exercise the rights granted by such Contributor under Sections 2.1 or 2.2, Contributor must include a text file with the Source Code distribution titled "LEGAL" which describes the claim and the party making the claim in sufficient detail that a recipient will know whom to contact. If Contributor obtains such knowledge after the Modification is made available as described in Section 3.2, Contributor shall promptly modify the LEGAL file in all copies Contributor makes available thereafter and shall take other steps (such as notifying appropriate mailing lists or newsgroups) reasonably calculated to inform those who received the Covered Code that new knowledge has been obtained.

#### (b) Contributor APIs.

If Contributor's Modifications include an application programming interface and Contributor has knowledge of patent licenses which are reasonably necessary to implement that API, Contributor must also include this information in the legal file.

#### (c) Representations.

Contributor represents that, except as disclosed pursuant to Section 3.4 (a) above, Contributor believes that Contributor's Modifications are Contributor's original creation(s) and/or Contributor has sufficient rights to grant the rights conveyed by this License.

### 3.5. Required Notices.

You must duplicate the notice in Exhibit A in each file of the Source Code. If it is not possible to put such notice in a particular Source Code file due to its structure, then You must include such notice in a location (such as a relevant directory) where a user would be likely to look for such a notice. If You created one or more Modification(s) You may add your name as a Contributor to the notice described in Exhibit A. You must also duplicate this License in any documentation for the Source Code where You describe recipients' rights or ownership rights relating to Covered Code. You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Code. However, You may do so only on Your own behalf, and not on behalf of the Initial Developer or any Contributor. You must make it absolutely clear than any such warranty, support, indemnity or liability obligation is offered by You alone, and You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of warranty, support, indemnity or liability terms You offer.

### 3.6. Distribution of Executable Versions.

You may distribute Covered Code in Executable form only if the requirements of Sections 3.1, 3.2, 3.3, 3.4 and 3.5 have been met for that Covered Code, and if You include a notice stating that the Source Code version of the Covered Code is available under the terms of this License, including a description of how and where You have fulfilled the obligations of Section 3.2. The notice must be conspicuously included in any notice in an Executable version, related documentation or collateral in which You describe recipients' rights relating to the Covered Code. You may distribute the Executable version of Covered Code or ownership rights under a license of Your choice, which may contain terms different from this License, provided that You are in compliance with the terms of this License and that the license for the Executable version does not attempt to limit or alter the recipient's rights in the Source Code version from the rights set forth in this License. If You distribute the Executable version under a different license You must make it absolutely clear that any terms which differ from this License are offered by You alone, not by the Initial Developer or any Contributor. You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of any such terms You offer.

### 3.7. Larger Works.

You may create a Larger Work by combining Covered Code with other code not governed by the terms of this License and distribute the Larger Work as a single product. In such a case, You must make sure the requirements of this License are fulfilled for the Covered Code.

## 4. Inability to Comply Due to Statute or Regulation.

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Code due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be included in the legal file described in Section 3.4 and must be included with all distributions of the Source Code. Except to the extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

## 5. Application of this License.

This License applies to code to which the Initial Developer has attached the notice in Exhibit A and to related Covered Code.

## 6. Versions of the License.

### 6.1. New Versions

Netscape Communications Corporation ("Netscape") may publish revised and/or new versions of the License from time to time. Each version will be given a distinguishing version number.

### 6.2. Effect of New Versions

Once Covered Code has been published under a particular version of the License, You may always continue to use it under the terms of that version. You may also choose to use such Covered Code under the terms of any subsequent version of the License published by Netscape. No one other than Netscape has the right to modify the terms applicable to Covered Code created under this License.

### 6.3. Derivative Works

If You create or use a modified version of this License (which you may only do in order to apply it to code which is not already Covered Code governed by this License), You must (a) rename Your license so that the phrases "Mozilla", "MOZILLAPL", "MOZPL", "Netscape", "MPL", "NPL" or any confusingly similar phrase do not appear in your license (except to note that your license differs from this License) and (b) otherwise make it clear that Your version of the license contains terms which differ from the Mozilla Public License and Netscape Public License. (Filling in the name of the Initial Developer, Original Code or Contributor in the notice described in Exhibit A shall not of themselves be deemed to be modifications of this License.)

## 7. Disclaimer of warranty.

Covered code is provided under this license on an "as is" basis, without warranty of any kind, either expressed or implied, including, without limitation, warranties that the covered code is free of defects, merchantable, fit for a particular purpose or non-infringing. The entire risk as to the quality and performance of the covered code is with you. Should any covered code prove defective in any respect, you (not the initial developer or any other contributor) assume the cost of any necessary servicing, repair or correction. This disclaimer of warranty constitutes an essential part of this license. No use of any covered code is authorized hereunder except under this disclaimer.

## **8. Termination.**

8.1. This License and the rights granted hereunder will terminate automatically if You fail to comply with terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses to the Covered Code which are properly granted shall survive any termination of this License. Provisions which, by their nature, must remain in effect beyond the termination of this License shall survive.

8.2. If You initiate litigation by asserting a patent infringement claim (excluding declaratory judgment actions) against Initial Developer or a Contributor (the Initial Developer or Contributor against whom You file such action is referred to as "Participant") alleging that:

1. Such Participant's Contributor Version directly or indirectly infringes any patent, then any and all rights granted by such Participant to You under Sections 2.1 and/or 2.2 of this License shall, upon 60 days notice from Participant terminate prospectively, unless if within 60 days after receipt of notice You either: (i) agree in writing to pay Participant a mutually agreeable reasonable royalty for Your past and future use of Modifications made by such Participant, or (ii) withdraw Your litigation claim with respect to the Contributor Version against such Participant. If within 60 days of notice, a reasonable royalty and payment arrangement are not mutually agreed upon in writing by the parties or the litigation claim is not withdrawn, the rights granted by Participant to You under Sections 2.1 and/or 2.2 automatically terminate at the expiration of the 60 day notice period specified above.
2. Any software, hardware, or device, other than such Participant's Contributor Version, directly or indirectly infringes any patent, then any rights granted to You by such Participant under Sections 2.1(b) and 2.2(b) are revoked effective as of the date You first made, used, sold, distributed, or had made, Modifications made by that Participant.

8.3. If You assert a patent infringement claim against Participant alleging that such Participant's Contributor Version directly or indirectly infringes any patent where such claim is resolved (such as by license or settlement) prior to the initiation of patent infringement litigation, then the reasonable value of the licenses granted by such Participant under Sections 2.1 or 2.2 shall be taken into account in determining the amount or value of any payment or license.

8.4. In the event of termination under Sections 8.1 or 8.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or any distributor hereunder prior to termination shall survive termination.

## **9. Limitation of liability.**

Under no circumstances and under no legal theory, whether tort (including negligence), contract, or otherwise, shall you, the initial developer, any other contributor, or any distributor of covered code, or any supplier of any of such parties, be liable to any person for any indirect, special, incidental, or consequential damages of any character including, without limitation, damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses, even if such party shall have been informed of the possibility of such damages. This limitation of liability shall not apply to liability for death or personal injury resulting from such party's negligence to the extent applicable law prohibits such limitation. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so this exclusion and limitation may not apply to you.

## **10. U.S. government end users.**

The Covered Code is a "commercial item," as that term is defined in 48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire Covered Code with only those rights set forth herein.

## **11. Miscellaneous.**

This License represents the complete agreement concerning subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. This License shall be governed by California law provisions (except to the extent applicable law, if any, provides otherwise), excluding its conflict-of-law provisions. With respect to disputes in which at least one party is a citizen of, or an entity chartered or registered to do business in the United States of America, any litigation relating to this License shall be subject to the jurisdiction of the

Federal Courts of the Northern District of California, with venue lying in Santa Clara County, California, with the losing party responsible for costs, including without limitation, court costs and reasonable attorneys' fees and expenses. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not apply to this License.

## 12. Responsibility for claims.

As between Initial Developer and the Contributors, each party is responsible for claims and damages arising, directly or indirectly, out of its utilization of rights under this License and You agree to work with Initial Developer and Contributors to distribute such responsibility on an equitable basis. Nothing herein is intended or shall be deemed to constitute any admission of liability.

## 13. Multiple-licensed code.

Initial Developer may designate portions of the Covered Code as "Multiple-Licensed". "Multiple-Licensed" means that the Initial Developer permits you to utilize portions of the Covered Code under Your choice of the MPL or the alternative licenses, if any, specified by the Initial Developer in the file described in Exhibit A.

### Exhibit A - Mozilla Public License:

"The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at:

<http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is \_\_\_\_\_.

The Initial Developer of the Original Code is \_\_\_\_\_.

Portions created by \_\_\_\_\_ are Copyright (C) \_\_\_\_\_

\_\_\_\_\_. All Rights Reserved.

Contributor(s): \_\_\_\_\_.

Alternatively, the contents of this file may be used under the terms of the \_\_\_\_\_ license (the "[\_\_\_\_\_] License"), in which case the provisions of [\_\_\_\_\_] License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the [\_\_\_\_\_] License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the [\_\_\_\_\_] License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the [\_\_\_\_\_] License."

NOTE: The text of this Exhibit A may differ slightly from the text of the notices in the Source Code files of the Original Code. You should use the text of this Exhibit A rather than the text found in the Original Code Source Code for Your Modifications.

### Initial Developers:

In accordance with MPL section 3.3, we state that this software is derived, directly or indirectly, from Original Code provided by some or all of the following people, companies and organisations:

Aaron Leventhal, Aaron Schulman, ActiveState Tool Corp, Akkana Peck, Alex Fritze, Alexa Internet, Alexander Surkov, Andreas Otte, Andreas Premstaller, Andrew Thompson,
---

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

## Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

## GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

**0.** This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

**1.** You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

**2.** You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions: a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change. b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License. c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive

but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

**3.** You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following: a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or, b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or, c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

**4.** You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

**5.** You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

**6.** Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

**7.** If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

**8.** If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted

interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

**9.** The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

**10.** If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

## NO WARRANTY

**11.** BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

**12.** IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

## END OF TERMS AND CONDITIONS

### How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

#### Copyright (C)

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type "show w". This is free software, and you are welcome to redistribute it under certain conditions; type "show c" for details.

The hypothetical commands "show w" and "show c" should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than "show w" and "show c"; they could even be mouse-clicks

or menu items -- whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program "Gnomovision" (which makes passes at compilers) written by James Hacker.

, 1 April 1989  
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

---

## GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1989, 1991 Free Software Foundation, Inc. 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such



linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

## GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

**0.** This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

**1.** You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

**2.** You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions: a) The modified work must itself be a software library. b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change. c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License. d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the

application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

**3.** You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

**4.** You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

**5.** A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

**6.** As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things: a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.) b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with. c) Accompany the work with a written offer, valid for at least three

years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution. d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place. e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

**7.** You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things: a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above. b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

**8.** You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

**9.** You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

**10.** Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

**11.** If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

**12.** If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

**13.** The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

**14.** If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible

with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

## NO WARRANTY

**15.** BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

**16.** IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

## How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

### Copyright (C)

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

, 1 April 1990  
Ty Coon, President of Vice

That's all there is to it!

Copyright (c) 199x-200x ,

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

---

## bspatch License

This license applies to the files **toolkit/mozapps/update/src/updater/bspatch.cpp** and **toolkit/mozapps/update/src/updater/bspatch.h**.

Copyright 2003,2004 Colin Percival  
All rights reserved

Redistribution and use in source and binary forms, with or without modification, are permitted providing that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

---

## Cairo Licenses

This license, with different copyright holders, applies to certain files in the directory **gfx/cairo/**. The copyright holders and the applicable ranges of dates are as follows:

- 2004 Richard D. Worth
- 2004, 2005 Red Hat, Inc.
- 2003 USC, Information Sciences Institute
- 2004 David Reveman
- 2005 Novell, Inc.
- 2004 David Reveman, Peter Nilsson 2000 Keith Packard, member of The XFree86 Project, Inc.
- 2005 Lars Knoll & Zack Rusin, Trolltech
- 1998, 2000, 2002, 2004 Keith Packard
- 2004 Nicholas Miell
- 2005 Trolltech AS
- 2000 SuSE, Inc.
- 2003 Carl Worth
- 1987, 1988, 1989, 1998 The Open Group

- 1987, 1988, 1989 Digital Equipment Corporation, Maynard, Massachusetts.
- 1998 Keith Packard
- 2003 Richard Henderson

Copyright ©

Permission to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. makes no representations about the suitability of this software for any purpose. It is provided "as is" without express or implied warranty.

DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

---

## Expat License

This license applies to certain files in the directory parser/expat/.

Copyright (c) 1998, 1999, 2000 Thai Open Source Software Center Ltd. and Clark Cooper.  
Copyright (c) 2001, 2002, 2003 Expat maintainers.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

---

## The MIT License

Copyright (c)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

---

## Myspell License

This license applies to certain files in the directory extensions/spellcheck/myspell/src/.

Copyright 2002 Kevin B. Hendricks, Stratford, Ontario, Canada, and Contributors. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following

conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. All modifications to the source code must be clearly marked as such. Binary redistributions based on modified source code must be clearly marked as modified versions in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY KEVIN B. HENDRICKS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL KEVIN B. HENDRICKS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

---

## Python 2.4.4 License

This is the official license for the Python 2.4 release.

### A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to **BeOpen.com** to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases:

Release	Derived from	Year	Owner	GPL-compatible?
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0 + 1.6.1	2001	PSF	no
2.0.1	2.0 + 1.6.1	2001	PSF	yes
2.1.1	2.1 + 2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes

2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under the GPL. All Python licenses, unlike the GPL, let you distribute a modified version without making your changes open source. The GPL-compatible licenses make it possible to combine Python with other software that is released under the GPL; the others don't.

(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

**B. TERMS AND CONDITIONS FOR ACCESSING OR OTHERWISE USING PYTHON**

=====

**PSF LICENSE AGREEMENT FOR PYTHON 2.4**

-----

- 1.** This LICENSE AGREEMENT is between the Python Software Foundation ("PSF"), and the Individual or Organization ("Licensee") accessing and otherwise using Python 2.4 software in source or binary form and its associated documentation.
- 2.** Subject to the terms and conditions of this License Agreement, PSF hereby grants Licensee a nonexclusive, royalty-free, world-wide license to reproduce, analyze, test, perform and/or display publicly, prepare derivative works, distribute, and otherwise use Python 2.4 alone or in any derivative version, provided, however, that PSF's License Agreement and PSF's notice of copyright, i.e., "Copyright (c) 2001, 2002, 2003, 2004 Python Software Foundation; All Rights Reserved" are retained in Python 2.4 alone or in any derivative version prepared by Licensee.
- 3.** In the event Licensee prepares a derivative work that is based on or incorporates Python 2.4 or any part thereof, and wants to make the derivative work available to others as provided herein, then Licensee hereby agrees to include in any such work a brief summary of the changes made to Python 2.4.
- 4.** PSF is making Python 2.4 available to Licensee on an "AS IS" basis. PSF MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. BY WAY OF EXAMPLE, BUT NOT LIMITATION, PSF MAKES NO AND DISCLAIMS ANY REPRESENTATION OR WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE OR THAT THE USE OF PYTHON 2.4 WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
- 5.** PSF SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF PYTHON 2.4 FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT OF MODIFYING, DISTRIBUTING, OR OTHERWISE USING PYTHON 2.4, OR ANY DERIVATIVE THEREOF, EVEN IF ADVISED OF THE POSSIBILITY THEREOF.
- 6.** This License Agreement will automatically terminate upon a material breach of its terms and conditions.
- 7.** Nothing in this License Agreement shall be deemed to create any relationship of agency, partnership, or joint venture between PSF and Licensee. This License Agreement does not grant permission to use PSF trademarks or trade name in a trademark sense to endorse or promote products or services of Licensee, or any third party.
- 8.** By copying, installing or otherwise using Python 2.4, Licensee agrees to be bound by the terms and conditions of this License Agreement.

**BEOPEN.COM LICENSE AGREEMENT FOR PYTHON 2.0**

-----



## BEOPEN PYTHON OPEN SOURCE LICENSE AGREEMENT VERSION 1

1. This LICENSE AGREEMENT is between **BeOpen.com** ("BeOpen"), having an office at 160 Saratoga Avenue, Santa Clara, CA 95051, and the Individual or Organization ("Licensee") accessing and otherwise using this software in source or binary form and its associated documentation ("the Software").
2. Subject to the terms and conditions of this BeOpen Python License Agreement, BeOpen hereby grants Licensee a non-exclusive, royalty-free, world-wide license to reproduce, analyze, test, perform and/or display publicly, prepare derivative works, distribute, and otherwise use the Software alone or in any derivative version, provided, however, that the BeOpen Python License is retained in the Software, alone or in any derivative version prepared by Licensee.
3. BeOpen is making the Software available to Licensee on an "AS IS" basis. BEOPEN MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. BY WAY OF EXAMPLE, BUT NOT LIMITATION, BEOPEN MAKES NO AND DISCLAIMS ANY REPRESENTATION OR WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE OR THAT THE USE OF THE SOFTWARE WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
4. BEOPEN SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF THE SOFTWARE FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT OF USING, MODIFYING OR DISTRIBUTING THE SOFTWARE, OR ANY DERIVATIVE THEREOF, EVEN IF ADVISED OF THE POSSIBILITY THEREOF.
5. This License Agreement will automatically terminate upon a material breach of its terms and conditions.
6. This License Agreement shall be governed by and interpreted in all respects by the law of the State of California, excluding conflict of law provisions. Nothing in this License Agreement shall be deemed to create any relationship of agency, partnership, or joint venture between BeOpen and Licensee. This License Agreement does not grant permission to use BeOpen trademarks or trade names in a trademark sense to endorse or promote products or services of Licensee, or any third party. As an exception, the "BeOpen Python" logos available at <http://www.pythonlabs.com/logos.html> may be used according to the permissions granted on that web page.
7. By copying, installing or otherwise using the software, Licensee agrees to be bound by the terms and conditions of this License Agreement.

## CNRI LICENSE AGREEMENT FOR PYTHON 1.6.1

-----

1. This LICENSE AGREEMENT is between the Corporation for National Research Initiatives, having an office at 1895 Preston White Drive, Reston, VA 20191 ("CNRI"), and the Individual or Organization ("Licensee") accessing and otherwise using Python 1.6.1 software in source or binary form and its associated documentation.
2. Subject to the terms and conditions of this License Agreement, CNRI hereby grants Licensee a nonexclusive, royalty-free, world-wide license to reproduce, analyze, test, perform and/or display publicly, prepare derivative works, distribute, and otherwise use Python 1.6.1 alone or in any derivative version, provided, however, that CNRI's License Agreement and CNRI's notice of copyright, i.e., "Copyright (c) 1995-2001 Corporation for National Research Initiatives; All Rights Reserved" are retained in Python 1.6.1 alone or in any derivative version prepared by Licensee. Alternately, in lieu of CNRI's License Agreement, Licensee may substitute the following text (omitting the quotes): "Python 1.6.1 is made available subject to the terms and conditions in CNRI's License Agreement. This Agreement together with Python 1.6.1 may be located on the Internet using the following unique, persistent identifier (known as a handle): 1895.22/1013. This Agreement may also be obtained from a proxy server on the Internet using the following URL: <http://hdl.handle.net/1895.22/1013>".
3. In the event Licensee prepares a derivative work that is based on or incorporates Python 1.6.1 or any part thereof, and wants to make the derivative work available to others as provided herein, then Licensee hereby agrees to include in any such work a brief summary of the changes made to Python 1.6.1.
4. CNRI is making Python 1.6.1 available to Licensee on an "AS IS" basis. CNRI MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESS OR IMPLIED. BY WAY OF EXAMPLE, BUT NOT LIMITATION, CNRI MAKES NO AND DISCLAIMS ANY REPRESENTATION OR WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE OR THAT THE USE OF PYTHON 1.6.1 WILL NOT INFRINGE ANY THIRD PARTY RIGHTS.
5. CNRI SHALL NOT BE LIABLE TO LICENSEE OR ANY OTHER USERS OF PYTHON 1.6.1 FOR ANY INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES OR LOSS AS A RESULT OF MODIFYING, DISTRIBUTING, OR OTHERWISE USING PYTHON 1.6.1, OR ANY DERIVATIVE THEREOF, EVEN IF ADVISED OF THE POSSIBILITY THEREOF.
6. This License Agreement will automatically terminate upon a material breach of its terms and conditions.
7. This License Agreement shall be governed by the federal intellectual property law of the United States, including without limitation the federal copyright law, and, to the extent such U.S. federal law does not apply, by the law of the Commonwealth of Virginia, excluding Virginia's conflict of law provisions. Notwithstanding the foregoing, with regard to derivative works based on Python 1.6.1 that incorporate non-separable material that was previously distributed under the GNU General Public License (GPL), the law of the Commonwealth of Virginia shall govern this License Agreement only as to issues arising under or with

respect to Paragraphs 4, 5, and 7 of this License Agreement. Nothing in this License Agreement shall be deemed to create any relationship of agency, partnership, or joint venture between CNRI and Licensee. This License Agreement does not grant permission to use CNRI trademarks or trade name in a trademark sense to endorse or promote products or services of Licensee, or any third party.

8. By clicking on the "ACCEPT" button where indicated, or by copying, installing or otherwise using Python 1.6.1, Licensee agrees to be bound by the terms and conditions of this License Agreement.

ACCEPT

CWI LICENSE AGREEMENT FOR PYTHON 0.9.0 THROUGH 1.2  
-----

Copyright (c) 1991 - 1995, Stichting Mathematisch Centrum Amsterdam, The Netherlands. All rights reserved.

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation, and that the name of Stichting Mathematisch Centrum or CWI not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

STICHTING MATHEMATISCH CENTRUM DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS, IN NO EVENT SHALL STICHTING MATHEMATISCH CENTRUM BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

---

## University of California License

This license applies to the following files or, in the case of directories, certain files in those directories:

- dbm/
- db/mork/src/morkQuickSort.cpp
- xpcom/glue/nsQuickSort.cpp

Copyright (c) 1990, 1993

The Regents of the University of California. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. [3 is deleted as of 22nd July 1999. See <ftp://ftp.cs.berkeley.edu/pub/4bsd/README.Impt.License.Change> for details.]
4. Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

---

## Credits

DeviceVM acknowledges all open source community members, and especially thanks contributors to the following open source projects that we leveraged in developing Splashtop®. If you find your project missing from the list below, please contact DeviceVM through your project lead, and we will add your project name to the list. To obtain the source code, please visit <http://www.splashtop.com/developer>.

bbdock	<a href="http://bbdock.nethence.com">http://bbdock.nethence.com</a>
blackbox	<a href="http://blackboxwm.sourceforge.net">http://blackboxwm.sourceforge.net</a>
busybox	<a href="http://www.busybox.net">http://www.busybox.net</a>
cairo	<a href="http://cairographics.org">http://cairographics.org</a>
gamix	<a href="http://www.gamix.org">http://www.gamix.org</a>
glade	<a href="http://glade.gnome.org">http://glade.gnome.org</a>
glib	<a href="http://www.gtk.org">http://www.gtk.org</a>
gtk	<a href="http://www.gtk.org">http://www.gtk.org</a>
kernel	<a href="http://www.kernel.org">http://www.kernel.org</a>
libxml	<a href="http://xmlsoft.org">http://xmlsoft.org</a>
pango	<a href="http://www.gtk.org">http://www.gtk.org</a>
Pidgin	<a href="http://www.pidgin.im">http://www.pidgin.im</a>
pygtk	<a href="http://www.pygtk.org">http://www.pygtk.org</a>
scim-chewing	<a href="http://chewing.csie.net">http://chewing.csie.net</a>
scim-im	<a href="http://www.scim-im.org">http://www.scim-im.org</a>
Wen Quan Yi	<a href="http://wqy.sourceforge.net">http://wqy.sourceforge.net</a>
Wireless tools	<a href="http://www.hpl.hp.com/personal/Jean_Tourrilhes/Linux/Tools.html">http://www.hpl.hp.com/personal/Jean_Tourrilhes/Linux/Tools.html</a>
xserver	<a href="http://xorg.freedesktop.org">http://xorg.freedesktop.org</a>

Certain portions of the software product are proprietary and may contain third-party proprietary products. For latest information regarding third-party licenses, please visit the [credits](#) page.

Splashtop and the logo are registered trademarks of DeviceVM, Inc. in the U.S. and elsewhere. All other trademarks, product and company names, and logos are the property of their respective owners.

Patented. US patent numbers 7,082,526 and 7,441,113. US and other patents pending.

---

[Back to Contents Page](#)

20091005a