Diffpack® Licensing

Valid from 2013-06-01.

Disclaimer: The information given on this sheet is of indicative nature. Please contact your Diffpack representative for full product information.

Developer Licenses
Developer licenses are configured by selecting a SETUP and a UNIT from the options below:

SETUP
- Single Platform Node Locked License for all supported platforms. Usage for one Diffpack distribution locked to one specific machine.
- Multi Platform Node Locked License for all supported platforms. Usage for all Diffpack distributions (different platforms) installed on one specific machine.
- Laptop Bundle License. Twin license for a laptop and a desktop machine. Both must use the same distribution.
- Single- and Multi Platform Network License for Linux. Floating License available for Linux Diffpack distributions.

UNIT
- Classroom. Counting bundles of 5 concurrent users. Combines only with Single Platform or Multi Platform Network Licenses. Universities only.

Licenses are managed by the inuTech License management system or the FLEXlm license management system

Service
Purchase of developer licenses includes one year of service, i.e. technical support and upgrades. Continued service is purchased on an annual basis.

Run-Time Licenses
Applications developed under a developer license can be installed and run on a third party computer provided that a run-time key is purchased per Diffpack unit used.

Availability
Computer platforms currently supported are:

- Win32, Visual C++ 9.0/10.0
- Win64, Visual C++ 9.0/10.0
- Linux 32bit, gcc 4.0.2
- Linux 64bit, gcc 4.1.2
- Mac OS X, gcc 4.1/4.2

Some products/configurations are not available on all platforms.

Pricing
An online form for price quotes is available at http://www.diffpack.com/forms/pricereq. You may also contact your local Diffpack distributor.

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