



Mobatek SARL
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END USER LICENSE AGREEMENT - MOBAXTERM PROFESSIONAL EDITION

MobaXterm Professional Edition software package is distributed under the Mobatek end user license agreement (section 1).

MobaXterm software makes use of third-party components which are distributed under their own licenses (section 2) and embeds an X server which is distributed under its own license (section 3).

Some additional plugins can be used to improve MobaXterm: they are distributed under their own license. The exact distribution terms for each plugin are described in the individual source code packages at <http://download.mobatek.net/sources/plugins>.

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Section 1. MOBATEK END USER LICENSE AGREEMENT

This section applies to MOBAXTERM software except for third-party libraries, programs, or components which are identified hereunder and in the in the About section of MobaXterm and which are distributed under their own license.

All of the items relating to this End User License Agreement (in particular software, source code, applications, etc.) remain the sole property of MOBATEK. The Licensee will not acquire any other right for these items other than those which are expressly granted to it in these Terms of Use.

1. Definitions

- "Mobatek" means MOBATEK SARL, a French corporation, registered under number 502869258 - 13 rue Paul Bernadot - 31830 PLAISANCE DU TOUCH - FRANCE

- "Computer" means a computer device that accepts information in digital or similar form and manipulates it for a specific result based on a sequence of instructions.

- "Software" means (a) all the information with which this agreement is provided, including but not limited to (i) MOBATEK or third party software files and other computer information; (ii) related explanatory written materials and files ("Documentation"); and (iii) any modified versions and copies of, and upgrades, updates and additions to, such information, provided to you by MOBATEK, to the extent not provided under a separate agreement (collectively, "Updates").

- "Platform" means the MOBATEK website where the MOBAXTERM software may be downloaded by the Customer

- "Customer(s)" means an undertaking using the Platform, in order to access to and download the MOBAXTERM software

- "Customer Account" means the administration interface whose access is limited to the Customer having subscribed for an access to the Platform which allows it to download, update and manage the payment of the service

- "Usernames" means any solution of whatsoever nature which allows the identification of a Customer whether through use of a password (log-in) or a specific technical solution (e.g., an electronic signature)

- "Physical User" means the total number of users under a valid license granted by MOBATEK via the Customer Account.



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2. Enforceability

These Terms of Use apply to any use of the MOBATEK Platform accessible through the "<https://ccc.mobatek.net>" website.

By subscribing to access the Platform, the Customer acknowledges that it has fully and completely informed itself of these Terms of Use and, unless otherwise provided by the parties and duly accepted by MOBATEK, will mean that the Customer accepts that these Terms of Use and the End User License agreement are applicable to the use of the Software.

No specific condition may prevail over these Terms of Use unless it has been previously and expressly accepted by MOBATEK.

Any contrary condition required by the Customer will not apply if it is not expressly accepted by MOBATEK, irrespective of when it shall have been informed of such condition.

No failure by MOBATEK to avail itself at any given time of any one of these Terms of Use will constitute a waiver of such terms in the future.

3. Description of the MOBATEK Platform and MOBAXTERM Software

MOBATEK Platform gives you an access to your Customer Account and to the download page granting you an access to the last version of the software.

MobaXterm Professional Edition software is a toolbox for remote computing. In a single Windows application, it provides loads of functions that are tailored for programmers, webmasters, IT administrators and pretty much all users who need to handle their remote jobs in a more simple fashion. MobaXterm provides all the important remote network tools (SSH, X11, RDP, FTP, , ...) to Windows desktop, in a single portable exe file which works out of the box.

Unless specified otherwise, any new feature which improves or increases one or more existing services or any new service offered on the Platform will be subject to these Terms of Use.

MOBATEK reserves the right to modify at any time and/or to add to the services provided through the Platform.

The access to the Services may be completed by assistance and advice in optimization of software usage, as well as by specific developments. These services will then be the subject of a separate contract.

4. Access and Use of the Platform

The right of access and use granted to the Customer is non-exclusive, personal, non-transferable (except if you have express written permission from MOBATEK) and strictly limited to the term for performance of the subscribed contract.

The Customer declares and acknowledges having received from MOBATEK all



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necessary information and advice concerning the Platform, especially in respect of their terms, and the methods and limitations of their functioning.

The Customer undertakes only to use the services in accordance with their destined use. It undertakes not to make unintended use of the services made available to it. The access to the Platform is granted during the period of the contract. Basically the contract is 1 (one) year access to the Platform and can be renewed by the Customer. In case the Customer renews its contract for 1 (one) year, the Platform access is granted up to date of initial contract + 1 (one) year.

5. Availability of the Platform

MOBATEK's goal is to provide access to the Platform 24 hours per day, seven days per week.

However, access to the Platform may be suspended at any time without notice, particularly due to network crashes, failures or paralysis, as well as to maintenance and corrections made necessary by the updating and the good functioning of the platform and/or the MOBAXTERM application. MOBATEK will advise the Customer, where possible, of the existence and the duration of the suspension. MOBATEK will strive to perform maintenance during time periods when the Platform is the least used.

The use of the MOBAXTERM software does not require access to the Platform, after the Customer has downloaded its Software copy.

The Customer undertakes not to hinder access to the Platform and/or the good functioning of the Platform in whatsoever manner, likely to damage, to intercept, or to interfere with all or a part of the Platform. Note that the fact of fraudulently accessing or remaining within a computer system, obstructing or interfering with the functioning of such a system, or fraudulently introducing or modifying data in an computer system are offenses liable to criminal penalties.

MOBATEK takes reasonable care to ensure the material protection of the Platform and of the related Services.

However, MOBATEK will not be held liable for items outside of its control and for damages which may potentially occur to the Customer's technical environment and particularly, its computers, software, network equipment and any other equipment used to access or use the Platform and or the MOBAXTERM Software.

6. Updating of the software Application

By subscribing an access to the MOBATEK Platform, the Customer will benefit from eventual Updates of the software during the subscription period.

In order to maintain an optimal level of quality and support, MOBATEK recommends that the Customer conducts updates to the software as soon as new version is released (this information is available on the About section of MobaXterm / updates of the Software).

No warranties will be granted on the previous version of the software, after the official release of the new version and his availability on the Platform.

MOBATEK and its suppliers own all intellectual property in the Software. The



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Software is licensed, not sold. MOBATEK permits you to copy, download, install, use, or otherwise benefit from the functionality or intellectual property of the Software only in accordance with the terms of this agreement.

Use of some third party materials included in the Software may be subject to other terms and conditions typically found in a separate license agreement available on the About section of MobaXterm and hereunder.

7. Validation of Information

MOBATEK will carry out the necessary verifications in respect of the registration information provided by the Customer.

In the event of an incomplete registration form, MOBATEK will inform the Customer by e-mail.

MOBATEK will not be held liable in the event that the contact details and information provided at the time of registration are incorrect, incomplete or obsolete.

In the event of a change in the information transmitted during registration, the Customer undertakes to make the necessary changes directly in its Customer Account or contact MOBATEK by email.

In particular, the Customer undertakes to notify MOBATEK of any changes of the main contact as designated during its registration and/or of its contact details and e-mail addresses.

Failing this, the information and notices sent by MOBATEK to the main contact initially designated will be deemed to have been received by the Customer.

Moreover, MOBATEK may refuse to comply with any request of the Customer which does not originate with the designated main contact or of its legal representative.

8. Customer Account Activation

After validation of the registration form by MOBATEK, and subject to all of the required conditions and the respect of contractual provisions, MOBATEK will launch the account activation process, which will allow access to its Customer Account and to the download page.

Activation will occur within a maximum of two working days.

9. Authentication and Security

Once the processing is over, the main contact designated by the Customer will receive an e-mail from MOBATEK setting out the Usernames, which will allow him to access his Customer Account.

These Usernames will allow the Customer to identify himself, through the Customer Account, on the Platform.

The transmission date of Usernames constitutes the effective date of the contract.

Please note that the Usernames are strictly personal and confidential and must not be disclosed to, nor shared with, third parties in whatsoever manner. Under no circumstances will MOBATEK be liable for the loss or theft of, or more generally, diversion of the Usernames.



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The Customer will be solely responsible for the use of the Usernames or the acts done through its accounts, whether fraudulent or not. The Customer indemnifies and holds harmless MOBATEK for any claim in this regard.

Furthermore, MOBATEK does not have the means to verify the identity of Customers accessing the Services, and will not be held liable for this. If the Customer has reasons to believe that a person other than the authorized users use its Usernames or its Customer Account, it must immediately notify MOBATEK of this. New Usernames will then be sent to the Customer.

During the term of the contract, MOBATEK may modify or change any or a part of the Usernames for technical or security reasons. MOBATEK will notify the Customer of this modification by e-mail.

10. Protection of Personal Data

During the registration process, MOBATEK and its technical partners may collect various personal data. MOBATEK is the controller of the processing.

These data are necessary in order to enable Customers to access and use the Services.

They are intended only for MOBATEK and its technical service providers. They will neither be re-used by MOBATEK, nor disclosed to third parties, unless authorized by law and/or subject to a prior express agreement of the Customers.

On this account, the Customer declares to have taken note of and to unconditionally accept the sections "legal notice" and "personal data" accessible on the MOBATEK platform, in particular at the address <http://www.mobatek.net/aboutus.html> which form an integral part of these Terms of Use.

In accordance with Act No. 78-17 of January 6, 1978 on Data Processing, Data Files and Individual Liberties, the Customer have a right of access, of modification, of rectification and of deletion of data relating to them.

The Customer may freely and at any time modify the personal information relating to it through its Customer Account or by sending a mail to MOBATEK

11. Support

MOBATEK makes available to the Customer various means of information and of advice, especially through an online help available on the Platform. For this reason, the Customer undertakes to consult these means of information prior to requesting support service.

The Customer can contact MOBATEK at any time by e-mail by using the dedicated email address provided in in the registration email. These requests will be handled promptly.

12. Financial Terms

The price of the subscribed access is disclosed on the purchase order completed by the Customer during its registration and is also accessible on MOBATEK' website. Prices are in Euros or USD.



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If Customer acts on behalf of a Company established in Europe, it can choose not to pay V.A.T. during purchase by supplying its company VAT number. However the Customer must then pay the V.A.T. in its country: the responsibility for the recording of the V.A.T. transaction is moved to the Customer (Reverse-Charge mechanism). Other taxes than European V.A.T. which could be applicable to MOBAXTERM purchase must be paid directly by the Customer in its own country. MOBATEK is not responsible for collecting and paying these taxes.

Use of the services can be renewed annually. There is no automatic renewal, and the renewal can be activated through the MOBATEK Platform for 80% of the subscription license price per unit.

Prices may be revised or modified by MOBATEK at any time.

Payment will be made only by bank wire or credit card on the Platform. Payment by any other means (check, cash, ...) are not allowed.

MOBATEK does not get nor does it store credit card information. MOBATEK delegates to Paypal or other Technical supplier the entire credit card payment process, so MOBATEK cannot be held responsible for any payment issue, credit card problems, stolen personal information or stolen credit card information which could happen during the payment process.

In case of payment by bank transfer an extra fee is added to the total amount and will be mentioned on the quotation.

In case of default in payment the access and use of the Platform will be suspended, then the contract will be terminated pursuant to the terms of Article 20.

13. Property Rights

This section applies to MOBAXTERM and its CUSTOMIZER software except for "open source" libraries, programs, plugins or components which are identified in the About section of MobaXterm and hereunder and which are distributed under their own license.

MOBATEK declares that it has all of the intellectual property rights for the Services offered through the Platform.

All of the items relating to the functioning of the Services (in particular software, source code, applications, etc.) remain the sole property of MOBATEK. The Customer will not acquire any other right for these items other than those which are expressly granted to it in these Terms of Use.

The Customer undertakes, both for itself and for its own customers and Users under the same terms, to not prejudice, directly or indirectly, the rights of MOBATEK, whether they be moral or economic ones. It is forbidden to make available to third parties the computing applications accessible through the Platform and their documentation, directly or indirectly, in whatsoever form and for whatsoever reason or grounds, other than in the cases provided for in this contract.

In particular, it is forbidden to copy, modify, correct, improve, adapt, decompile by reverse engineering, or create derivative works.

It is strictly forbidden for the Customer to parse, visualize or modify the configuration of the Platform, as well as its structure and the files which compose it, or to attempt to do so.



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14. Platform

MOBATEK is the owner or assignee of all of the intellectual property rights to the trademarks, logos, graphics, photographs, animations, videos and texts, software and data bases contained on the Platform.

The Customer is especially forbidden to modify, copy, reproduce, download, disseminate, extract, transmit, operate commercially and/or distribute in whatsoever manner the pages of the Platform website, or the computer codes and the items composing the Services and the Platform website.

The Customer is also forbidden to unlock the protection codes of software or data bases or to decrypt the access keys when software or data bases feature an access or protection system.

15. Software Licence

As long as you obtained the Software from MOBATEK and as long as you comply with the terms of this agreement, MOBATEK grants you a non-exclusive license to use the Software in the manner and for the purposes described as further set forth below.

15.1. General Use

MobaXterm licensing is per-user and not per-computer: you must purchase the number of copies of the Software which corresponds to the number of Physical Users who will use the software, even if their use is not simultaneous.

Here are some examples of the license usage :

- you are allowed to purchase a single license for a single physical person who uses MOBAXTERM on 3 different computers
- if MobaXterm is installed on a single computer, server or virtual machine which is used by 50 physical persons, you must purchase at least 50 licenses.

MOBATEK grants Customer the right to use its copy of MOBAXTERM downloaded from the platform for life (lifetime usage), for the number of physical users it was subscribed, even if the Customer does not renew his access to the Platform.

However, if the access to the Platform is not renewed, the Customer will not have access to any services (including update and upgrade, assistance) provided by MOBATEK other than the Software usage.

You may install one copy of the Software on one Computer file server within your Internal Network for the purpose of using the Software through commands, data or instructions (e.g., scripts) from another Computer but you must register the number of copies of the Software which corresponds to the number of physical persons who will use the software, even if their use is not simultaneous.

15.2. Backup Copy

You may make a reasonable number of backup copies of the Software, provided your backup copies are not installed or used for other than archival purposes.



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15.3. Intellectual Property Ownership

This section applies to the Software but not to third-party libraries, programs, plugins or components which are identified in section 2 and which are distributed under their own license.

The Software and any authorized copies that you make are the intellectual property of and are owned by MOBATEK. The structure, organization and code of the Software are the valuable trade secrets and confidential information of MOBATEK. The Software is protected by law, including but not limited to the copyright laws of France and other countries, and by international treaty provisions.

Except as expressly stated herein, this agreement does not grant you any intellectual property rights in the Software and all rights not expressly granted are reserved by MOBATEK.

15.4. Restrictions

You may not copy the Software except as set forth in Section 14.2. Any permitted copy of the Software that you make must contain the same copyright and other proprietary notices that appear on or in the Software.

You may not modify, adapt or translate the Software. You may not reverse engineer, decompile, disassemble or otherwise attempt to discover the source code of the Software except to the extent you may be expressly permitted under applicable law to decompile only in order to achieve interoperability with the Software. MOBATEK reserves itself the right to furnish any interoperability services.

You may not rent, lease, sell, sublicense, assign or transfer your rights in the software, or authorize any portion of the software to be copied onto another individual or legal entity's computer except upon written permission from MOBATEK.

15.5. Updates

If the Software is an upgrade or update to a previous version of the Software, you must possess a valid access to the Platform in order to use such upgrade or update. All upgrades and updates are provided to you on a license exchange basis. You agree that by using an upgrade or update you voluntarily terminate your right to use any previous version of the Software.

As an exception, you may continue to use previous versions of the Software on your Computer after you use the upgrade or update but only to assist you in the transition to the upgrade or update, provided that the upgrade or update and the previous versions are installed on the same computer.

16. Limited warranty on the software

MOBATEK warrants to the individual or entity that first purchases a license for the Software for use on Computers pursuant to the terms of this agreement that the Software will perform substantially in accordance with the Documentation for the thirty (30) day period following receipt of the Software when used on the recommended operating system and hardware configuration. Non-substantial variation of performance from the Documentation does not establish a warranty right.



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All warranty claims must be made, along with proof of purchase, within such thirty (30) day period. If the Software does not perform substantially in accordance with the Documentation, the entire liability of MOBATEK and its affiliates and your exclusive remedy will be limited to either, at MOBATEK's option, replacement of the Software or refund of the license fee you paid for the Software.

The foregoing limited warranty is the only warranty made by MOBATEK.

Except for the foregoing limited warranty and any warranty, condition, representation or term to the extent the same cannot or may not be excluded or limited by law applicable to you in your jurisdiction, MOBATEK provide the Software as-is and with all faults and expressly disclaim all other warranties, conditions, representations or terms, express or implied, whether by statute, common law, custom, usage or otherwise as to any matter, including but not limited to performance, security, non-infringement of third party rights, integration, merchantability, quiet enjoyment, satisfactory quality or fitness for any particular purpose.

The provisions of this sections will survive the termination of this agreement, howsoever caused, but this will not imply or create any continued right to use the software after termination of this agreement.

17. Limitation of liability

Except for the exclusive remedy set forth, in no event will MOBATEK or its affiliates or suppliers be liable to you for any loss, damages, claims or costs whatsoever including any consequential, indirect or incidental damages, any lost profits or lost savings, any damages resulting from business interruption, personal injury or failure to meet any duty of care, or claims by a third party, even if a MOBATEK representative has been advised of the possibility of such loss, damages, claims or costs.

The foregoing limitations and exclusions apply to the extent permitted by applicable law in your jurisdiction. MOBATEK's aggregate liability under or in connection with this agreement will be limited to the amount paid for the software, if any.

This limitation will apply even in the event of a fundamental or material breach or a breach of the fundamental or material terms of this agreement.

18. Compliance with Licenses

If you are a business, company or organization, you agree that upon request from MOBATEK or its authorized representative you will within thirty (30) days fully document and certify that use of any and all MOBATEK software at the time of the request is in conformity with your valid licenses from MOBATEK.

The Customer shall keep and maintain all records relating to the licensing of the Software at its principal offices and shall make them available to MOBATEK during normal business hours. MOBATEK shall have the right to audit such records upon 24 hours' notice.



19. Admissibility in Evidence

Documents in electronic form and exchanges between the parties will constitute evidence provided that the person from whom they proceed can be duly identified. Computer recordings, stored in the computing systems of MOBATEK, will be stored in reasonable security conditions and deemed evidence of the access and use of the Services.

20. Suspension and Termination

20.1. Immediate Suspension

MOBATEK may restrict, limit or suspend, as of right and without formalities, all or part of the Services in the event of any breach by the Customer of the contractual provisions.

MOBATEK may subject the re-establishment of Services to the effective implementation of appropriate measures intended to ensure against any risk of continuing or repeating the breach which caused the suspension.

20.2. Termination

In the event of a payment default which is not rectified and after suspension of access to the Services, MOBATEK will, without formalities, terminate the contract eight days following the sending a formal notice to pay by e-mail.

Upon termination, MOBATEK will disable the Customer's access to the Platform and will erase all of the Customer's data, without this giving rise to any compensation.

21. Force Majeure

As a first step, cases of force majeure suspend the performance of the contract. If the case of force majeure lasts longer than two months, the Contract will automatically terminate.

For illustration purposes and without limitation, the following shall expressly be deemed cases of force majeure or supervening unforeseeable and irresistible events, in addition to those accepted by the case law of French courts: total or partial strikes, whether internal or external to the undertaking, lock outs, bad weather, epidemics, blockages of means of telecommunication, blockages of means of transport or supply for whatsoever reason, earthquakes, fires, storms, floods, water damage, governmental or legal restrictions, and changes in legislation or regulations.

22. Assignment and Subcontracting

The Customer may not assign, transfer, delegate or license the rights and obligations under this contract, in whatsoever form, to any third party, except with the prior written consent of MOBATEK.

Conversely, the contract may be transferred by MOBATEK at any time to the third party of its choice.



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23. Miscellaneous

The contract, which is constituted by all of the contractual documents, sets out all of the parties' obligations relating to its subject matter.

The fact for one of the parties to tolerate a situation does not cause the granting to the other party of acquired rights; such a tolerance cannot be interpreted as a waiver of future exercise of the rights concerned.

If one or more provisions hereof were to be held not to be valid or declared as such pursuant to a law, regulation, or following a final decision of a court of jurisdiction, the other provisions will remain in full force and effect.

24. Governing Law

These Terms of Use as well as the sales and services that they govern are governed by French law. This applies to both the substantive law and the procedural law, whatever the location of access and use of the Services.

25. Disputes

In the event of a dispute occurring in connection with these Terms of Use or the sales and services that they govern, whether concerning their interpretation or than their performance, and potentially after an attempt to reach a friendly resolution, exclusive jurisdiction is granted to the courts of jurisdiction within the competence of the Court of Appeal of Toulouse - FRANCE, notwithstanding plurality of defendants or a claim for an indemnity, or even for emergency procedures or precautionary measures, and enforcement procedures.



Section 2. Third-party components licenses

This section details licenses for components sourced external to MobaXterm. These licenses allow MobaXterm to be distributed under its own license.

2.1. Jedi VCL: components package for Delphi

- **Website:** <http://jvcl.delphi-jedi.org> , <http://jvcl.sourceforge.net>
- **Copyright:** Portions created by Sebastien Buysse are Copyright (C) 2001 Sebastien Buysse. Contributor(s): Michael Beck [mbeck att bigfoot dott com], Peter Thrnqvist, Ivo Bauer
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

The JVCL is licensed under the Mozilla Public Licence ("MPL") version 1.1.

JVCL's implementation of the MPL allows developers to use its code in their applications ("Larger Work") regardless of whether the intended distribution will be in the public domain or as commercial applications, as long as the licence conditions are met. For a more detailed explanation, an annotated version of the MPL is available.

2.2. Graphics32: component for Delphi

- **Website:** <http://graphics32.org>
- **Copyright:** For a list of contributors please have a look into the Graphics32.chm file or the Graphics32 HTML documentation.
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)

2.3. DCPCrypt: components package for Delphi

- **Website:** <http://www.cityinthesky.co.uk/>
- **Copyright:** (c) 1999-2003 David Barton
- **License:** [MIT](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

DCPCrypt is open source software (released under the MIT license) and as such there is no charge for inclusion in other software. However, I am currently a student and if you are making money from my software I would really appreciate a donation of some sort, whether financial or a license for the software you develop (or if anyone



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wants to sponsor a Mathematical Modelling (Masters) student for their final year...). Please note THIS IS NOT COMPULSORY IN ANY WAY. See <http://www.cityinthesky.co.uk/cryptography.html> for details on financial donations.

2.4. SynEdit: components package for Delphi

- **Website:** <http://sourceforge.net/projects/synedit>
- **Copyright:** (c) 1999 Martin Waldenburg. Unicode translation by Maël Hörz.
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

The Original Code is based on the mwEditSearch.pas file from the mwEdit component suite by Martin Waldenburg and other developers. Portions created by Martin Waldenburg are Copyright 1999 Martin Waldenburg. Unicode translation by Maël Hörz. All Rights Reserved.

2.5. LM (LanManager Unit): component for Delphi

- **Website:** <http://www.delphi-jedi.org/>
- **Copyright:** (c) 2000 Petr Vones - (c) 1995-1999 Microsoft Corporation - (c) Project Jedi
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

Portions created by Microsoft are Copyright (C) 1995-1999 Microsoft Corporation. All Rights Reserved.

The original file is: lm.h, released July 2000. The original Pascal code is: LM.pas, released 30 Oct 2000. The initial developer of the Pascal code is Petr Vones (petr.v@mujmail.cz).

Portions created by Petr Vones are Copyright (C) 2000 Petr Vones

Obtained through: Joint Endeavour of Delphi Innovators (Project JEDI). You may retrieve the latest version of this file at the Project JEDI home page, located at <http://delphi-jedi.org>

2.6. MobaFont: Fixed font based on DejaVu Fonts

- **DejaVu website:** <http://dejavu-fonts.org>



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- **Copyright:** Authors of original work are listed [here](#) - Modified work: MobaFont (c) 2009-2015 Mobatek
- **License:** [MobaFont License](#)

2.7. FastMM: component for Delphi

- **Website:** <http://fastmm.sourceforge.net>
- **Copyright:** (c) Professional Software Development / Pierre le Riche
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

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2.8. TChromeTabs: component for Delphi

- **Website:** <https://github.com/norgepaul/TChromeTabs>
- **Copyright:** (c) Paul Spencer Thornton (paul.thornton@easy-ip.net, www.easy-ip.net)
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)
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The original code is ChromeTabs.pas, released December 2012.



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The initial developer of the original code is Easy-IP AS (Oslo, Norway, www.easy-ip.net), written by Paul Spencer Thornton (paul.thornton@easy-ip.net, www.easy-ip.net).

Portions created by Easy-IP AS are Copyright (C) 2012 Easy-IP AS. All Rights Reserved.

2.9. Crystal Clear Icons: Icons package

- **Website:** <http://www.everaldo.com/crystal>
- **Copyright:** (c) Everaldo Coelho
- **License:** [LGPL v2.1](#)

2.10. Oxygen Icons: Icons package

- **Website:** <https://github.com/pasnox/oxygen-icons-png>
- **Copyright:** (c) The Oxygen Team
- **License:** [LGPL v2.1](#)

2.11. Nuvola Icons: Icons package

- **Website:** <http://www.icon-king.com/projects/nuvola/>
- **Copyright:** (c) David Vignoni
- **License:** [LGPL v2.1](#)

2.12. Drag and Drop: components package for Delphi

- **Website:** <http://melander.dk/delphi/dragdrop/>
- **Copyright:** (c) 1997-2010 Anders Melander
- **License:** [MPL v1.1](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

From <http://melander.dk/articles/whythelicense/>: If you distribute your software in compiled form, and have used any of my software libraries, you are not required, by me, to publish any source code.

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closed source, commercial usage, but you can use the MPL license if you prefer.

2.13. MoTTY: Embedded terminal and SSH client based on PuTTY by Simon Tatham

- **Original PuTTY website:** <http://www.chiark.greenend.org.uk/~sgtatham/putty/>
- **Copyright:** Original work: PuTTY (c) 1997-2015 Simon Tatham - Modified work: MoTTY (c) 2015 Mobatek
- **License:** [ZPL](#)
- **Source code:** available [here](#)

2.14. Simon Tatham Puzzle games: Lightweight games from Simon Tatham

- **Website:** <http://www.chiark.greenend.org.uk/~sgtatham/puzzles/>
- **Copyright:** (c) 2004-2012 Simon Tatham
- **License:** [MIT](#)
- **Source code:** available [here](#)
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This game collection is copyright 2004-2012 Simon Tatham (portions copyright Richard Boulton, James Harvey, Mike Pinna, Jonas Kölker, Dariusz Olszewski, Michael Schierl, Lambros Lambrou, Bernd Schmidt, Steffen Bauer, Lennard Sprong and Rogier Goossens). It is all distributed under the MIT licence. This means that you can do pretty much anything you like with the game binaries or the code, except pretending you wrote them yourself, or suing me if anything goes wrong.



Section 3. Embedded X server

This section details licenses for the embedded X server (MobaX) and its libraries.

3.1. dlfcn-win32: OpenSource library used in Xorg server

- **Website:** <https://github.com/dlfcn-win32/dlfcn-win32>
- **Copyright:** Written by Ramiro Polla in 2007. Maintained by Tiancheng "Timothy" Gu from 2013.
- **License:** [LGPL v2.1](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

dlfcn-win32 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.

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3.2. libwinpthread: OpenSource library used in Xorg server

- **Website:** <http://sourceforge.net/projects/msys2>
- **Copyright:** (c) 2009 - 2013 by the mingw-w64 project
- **License:** [Libwinpthread license \(ZPL\)](#)

3.3. Mesa: OpenSource library used in Xorg server

- **Website:** <http://www.mesa3d.org>
- **Copyright:** (c) 1999-2007 Brian Paul All Rights Reserved.
- **License:** [MIT](#)
- **Source code:** available [here](#)
- **Copyright/license notice:**

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3.4. MinGW-w64-runtime: Runtime used for MobaX executable

- **Website:** <http://mingw-w64.yaxm.org>
- **Copyright:** (c) 2009, 2010, 2011, 2012, 2013 by the mingw-w64 project
- **License:** [Mingw-w64 Runtime license](#)

3.5. Gcc runtime: Runtime from OpenSource compiler GCC used in order to port Xorg for Windows

- **Website:** <https://gcc.gnu.org>
- **Copyright:** (c) 2009 Free Software Foundation, Inc.
- **License:** [GCC Runtime Library Exception](#)

3.6. MobaX: embedded X server (based on "Xorg")

- **Original Xorg website:** <http://www.x.org>
 - **Copyright:** Original work: Xorg: Multiple copyright holders. Check individual author for each library on [X.Org foundation website](#) - Modified work: MobaX (c) 2015 Mobatek
 - **License:** [ZPL](#)
 - **Source code:** available [here](#)
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Section 4. CygUtils plugin

If you want to use the CygUtils plugin, please note that most of the tools packaged in this plugin come from the [Cygwin project](#) and are covered by the GNU GPL, some are public domain, and others have a X11 style license.

To cover the GNU GPL requirements, the basic rule is if you give out any binaries which makes use of some GPL code, you must also make the source available. For the full details, be sure to read the text of the GNU General Public License located into the CygUtils package (open the file with a ZIP archiver).

Each individual program license is available in its corresponding source code package at <http://download.mobatek.net/sources/>