

SOPHOS

Security made simple.

Sophos Deployment Packager Benutzeranleitung

Produktversion: 1.3



Inhalt

1	Einleitung.....	3
2	Informationen zum Sophos Deployment Packager.....	4
2.1	Deployment Packager – Bekannte Probleme und Beschränkungen.....	4
3	Systemvoraussetzungen.....	5
4	Erstellen von Paketen über die Benutzeroberfläche.....	6
4.1	Erstellen eines Schutz-Pakets über die Benutzeroberfläche.....	6
5	Erstellen von Paketen über die Befehlszeile.....	9
5.1	Erstellen eines Schutz-Pakets über die Befehlszeile.....	9
6	Technischer Support.....	11
7	Rechtlicher Hinweis.....	12

1 Einleitung

In diesem Dokument wird der Gebrauch des kostenlosen Sophos Deployment Packager-Tools erläutert. Wenn Sie erfahren möchten, wie MSPs (Managed Service Providers) das Tool nutzen können, ziehen Sie die [Managed Service Provider-Anleitung](#) zu Rate.

Es wird davon ausgegangen, dass Sie im Umgang mit Sophos Enterprise Console und Sophos Endpoint Security and Control vertraut sind.

Hinweis: Bestimmte Funktionen sind nur bei entsprechender Lizenzierung verfügbar.

Die Sophos Dokumentation steht unter www.sophos.com/de-de/support/documentation.aspx zum Download bereit.

2 Informationen zum Sophos Deployment Packager

Der Deployment Packager erstellt eine einzelne, selbst-extrahierende Archivdatei aus einer Reihe von Sophos Endpoint-Setup-Dateien für die Installation von Endpoint Security and Control auf Windows-Endpoints. Das Dateipaket umfasst Konfigurations-Optionen, wie etwa automatische/interaktive Installation, Auswahl an Installationspaketen, Update-Pfad/Zugangsdaten und Endpoint-Gruppenmitgliedschaft.

Mit dem Deployment Packager erstellte Pakete versuchen, Schutzsoftware anderer Anbieter, die Konflikte auslösen könnte, zu entfernen. Fremdsoftware, die Konflikte mit Verschlüsselungssoftware auslösen kann, lässt sich zwar erkennen, muss jedoch manuell entfernt werden.

Sie müssen möglicherweise mehrere Pakete erstellen, die jeweils den Anforderungen unterschiedlicher Endpoint-Arten gerecht werden.

Sie können den Deployment Packager über die Benutzeroberfläche (GUI) oder eine Befehlszeile (CLI) ausführen.

- Die GUI bietet sich vor allem für die einmalige Installation an.
- Die CLI bietet bei mehrfachen Installationen mehr Flexibilität.

Eine Zeichenfolge zum Einleiten der Befehlszeilenversion kann mitsamt aller Optionen in einer Textdatei gespeichert oder über eine zeitgesteuerte Batch-Datei regelmäßig ausgeführt werden, damit sich Installationspakete stets auf dem aktuellen Stand befinden. Wenn Sie also viele Computer verwalten, die viele Endpoint-Installationen erforderlich machen, bietet sich die CLI an.

2.1 Deployment Packager – Bekannte Probleme und Beschränkungen

- Wenn Sie versuchen, Sophos Anti-Virus mit einem von Sophos Deployment Packager erzeugten vorbereiteten Installer zu installieren und der angemeldete Benutzername Doppelbyte-Zeichen enthält (z. B. Japanisch oder Chinesisch), wird die Installation nicht fortgesetzt.

Beim Ausführen des Installers werden die Setup-Dateien in das Verzeichnis `%temp%/cid_packager_temp` extrahiert, aber die Installation wird nicht fortgesetzt. Es werden keine Fehler angezeigt oder in den Ereignisprotokollen protokolliert.

Provisorische Lösung: Melden Sie sich als Benutzer ohne Doppelbyte-Zeichen im Benutzernamen an.

- Unter Umständen wird eine Fehlermeldung über das fehlgeschlagene Erzeugen des Pakets angezeigt, wenn Sie versuchen, über die Kommandozeile ein Paket mit dem Befehl `-opwd` (verschleiertes Kennwort) zu erzeugen. Wird der Fehler angezeigt, stellen Sie sicher, dass das verschleierte Kennwort korrekt ist. Ist es korrekt und wird der Fehler weiter angezeigt, geben Sie ein Klartext-Kennwort mit dem Befehl `-pwd` ein oder verwenden Sie die Deployment Packager-Benutzeroberfläche.

3 Systemvoraussetzungen

Deployment Packager setzt Folgendes voraus:

- Windows-Betriebssysteme: siehe <http://www.sophos.com/de-de/support/knowledgebase/118635.aspx>
- Festplattenspeicher: 1 GB
- RAM: 1 GB
- Prozessor: Pentium 2 GHz oder vergleichbarer Prozessor

Sie müssen zudem die Systemvoraussetzungen der Endpoint-Komponenten des Pakets beachten. Siehe www.sophos.com/de-de/products/all-system-requirements.aspx.

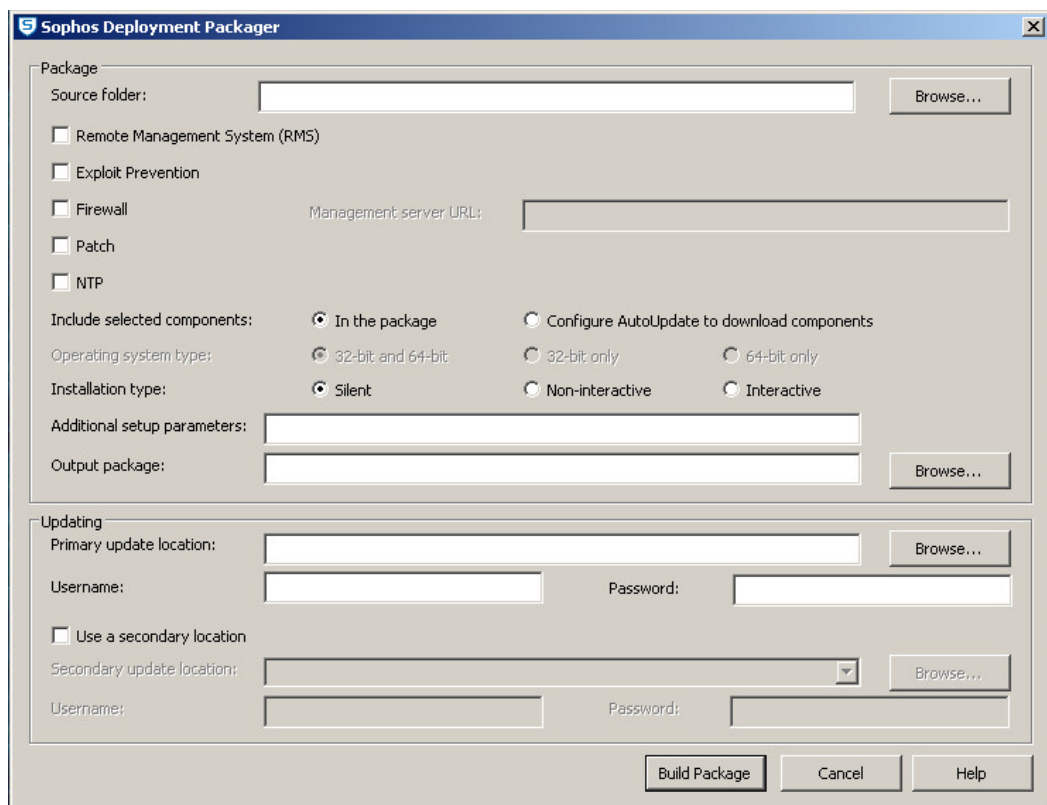
4 Erstellen von Paketen über die Benutzeroberfläche

Die Bereitstellung über die Benutzeroberfläche bietet sich für die einmalige Bereitstellung an. Sie können ein Installationspaket für folgende Funktionen erstellen:

- Endpoint-Schutz-Paket mit Virenschutz, Remote Management, Firewall und Patch Management.

4.1 Erstellen eines Schutz-Pakets über die Benutzeroberfläche

1. Zum Erstellen eines Schutz-Pakets führen Sie `DeploymentPackager.exe` aus. Das Dialogfeld **Sophos Deployment Packager** wird angezeigt.



2. Geben Sie unter **Source Folder** den Speicherort des zentralen Installationsverzeichnis mit den Endpoint-Software-Installationsdateien ein. Es muss sich hierbei um einen UNC-Pfad oder ein lokales Verzeichnis handeln.

3. Wählen Sie im Bereich **Package Endpoint Protection components** eine der folgenden Optionen aus:

- **Remote Management System (RMS)**

Dadurch wird Sophos Remote Management System installiert und aktiviert, so dass Enterprise Console Endpoint Security and Control steuern kann. Bei verwalteten Systemen muss diese Komponente aktiviert werden.

Hinweis: Bei Auswahl dieser Option beziehen Endpoints den Update-Pfad und die Zugangsdaten per RMS von Enterprise Console.

- **Exploit Prevention**

Sophos Exploit Prevention wird installiert.

- **Firewall**

Installation von Sophos Client Firewall.

Hinweis: Wenn Sie diese Option installieren möchten, überprüfen Sie die Systemanforderungen unter www.sophos.com/de-de/products/all-system-requirements.aspx.

- **Patch**

Installation von Sophos Patch Agent. Zudem müssen Sie im Feld **Management Server URL** die Adresse eingeben, unter der der Management Server installiert ist. Hierbei muss es sich um einen vollqualifizierten Domännennamen handeln. Beispiel: `http://<Servername>`.

Bei Auswahl dieser Option können Sie zudem Ihr Betriebssystemprofil unter **Operating system type** auswählen.

- **NTP**

Installation und Aktivierung von Sophos Network Threat Protection (NTP).

- Führen Sie unter **Include selected components** einen der folgenden Schritte aus:

Wenn die gewählten Komponenten in das Paket aufgenommen werden sollen, klicken Sie auf **In the package**.

Zum Download der ausgewählten Komponenten von der Update-Quelle klicken Sie auf **Configure AutoUpdate to download components**.

Hinweis: Der Endpoint-Installer kann den Proxy-Server nicht nutzen. Wenn der Zugriff auf das Update-Verzeichnis über einen Proxy-Server erfolgt, müssen die erforderlichen Endpoint-Komponenten im Paket enthalten sein.

Wenn Sie **Remote Management System (RMS)** auswählen und anschließend auf **In the package** unter **Include selected components** klicken, werden die Update-Details von Enterprise Console bezogen.

4. Geben Sie unter **Operating system type** das gewünschte Betriebssystemprofil für das Paket an. Die Option ist nur verfügbar, wenn Patch vom Deployment-Package installiert wird. Wenn Sie **32-bit** oder **64-bit** auswählen, kann das Paket nur entweder auf 32-Bit- oder auf 64-Bit-Betriebssystemen installiert werden. Bei Auswahl von **32-bit and 64-bit** kann das Paket auf 32- und 64-Bit-Betriebssystemen installiert werden, das Paket ist jedoch größer.
5. Geben Sie im Feld **Installation type** an, wie das Installationsprogramm auf Endpoints ausgeführt werden soll.
 - **Silent:** Das Programm wird ohne Benutzereinwirkung ausgeführt. Der Installationsfortschritt wird nicht auf dem Endpoint angezeigt.

- **Non-interactive:** Das Programm wird ohne Benutzereinwirkung ausgeführt. Der Installationsfortschritt wird auf dem Endpoint angezeigt.
 - **Interactive:** Das Programm wird unter Einwirkung des Benutzers ausgeführt. Der Benutzer kann die Installation steuern.
6. Geben Sie unter **Additional setup parameters** die gewünschten Optionen zur Einrichtung auf dem Endpoint an. Geben Sie die Gruppenmitgliedschaft stets über die „-g“-Option an, damit sich der jeweilige Installer auf vorhandene Gruppen beschränkt und Endpoints Mitglieder der jeweiligen Gruppen werden.

Der Packager führt dabei keine Fehlerprüfung durch.

Nähere Informationen finden Sie unter

www.sophos.com/de-de/support/knowledgebase/12570.aspx.

7. Geben Sie unter **Output package** den Zielpfad für das Ausgabe-Installer-Paket an. Auf Wunsch können Sie auch einen Dateinamen angeben; wenn dies nicht erfolgt, übernimmt der Deployment Packager den Standardnamen.
8. Geben sie bei indirekt verwalteten Endpoint-Paketen oder aktiviertem Remote-Management in das Feld **Updates** den Update-Pfad ein. Sie können nach einer HTTP-URL die ";<Portzahl>" eingeben; wenn keine Portzahl eingegeben wird, wird der Standard-Port "80" übernommen.

Hinweis:

- Stellen Sie sicher, dass alle gewählten Komponenten von der angegebenen Update-Quelle Updates beziehen können (z.B. Patch). Wenn für bestimmte Komponenten eine andere Quelle verwendet werden muss, können Sie die als sekundäres Update-Verzeichnis konfigurieren.
 - Die Zugangsdaten werden im Paket verschleiert. Konten zum Lesen der Update-Server-Verzeichnisse sollten nur mit Lesezugriff ausgestattet werden.
 - Endpoints verwenden ihre System-Proxyeinstellungen nur, wenn Sie über die Umgebungsvariable „http_proxy or all_proxy“ festgelegt wurden. Die Proxyeinstellungen aus den Internetoptionen der Windows Systemsteuerung oder Internet Explorer werden ignoriert. „_proxy“-Variablenwerte liegen im Format „_proxy=[protocol://][user:password@]host[:port]“ vor, z.B. http_proxy=http://user:password@proxy:8080.
9. Klicken Sie auf **Build Package**, um das selbstentpackende Archiv zu erstellen.

5 Erstellen von Paketen über die Befehlszeile

Die Bereitstellung über die Benutzeroberfläche bietet sich für die mehrmalige Bereitstellung an. Sie können ein Installationspaket für folgende Funktionen erstellen:

- Endpoint-Schutz-Paket mit Virenschutz, Remote Management, Firewall und Patch Management.

5.1 Erstellen eines Schutz-Pakets über die Befehlszeile

Lesen Sie zunächst [Erstellen eines Schutz-Pakets über die Benutzeroberfläche](#) (Seite 6) bevor Sie die Anweisungen in diesem Abschnitt befolgen.

Zum Ausführen des Deployment Packagers im Befehlszeilenmodus ist mindestens folgendes Format erforderlich:

```
DeploymentPackager.exe -cli -mng yes -cidpath <CIDpath> -sfxpath  
<SFXpath> -crt R
```

Dabei ist <CIDpath> der Pfad zum relevanten zentralen Installationsverzeichnis und <SFXpath> der Pfad zum Ausgabe-Paket. Mit **-crt R** wird automatisch Schutz-Software anderer Anbieter entfernt.

Bei erfolgreicher Ausführung gibt der Packager den Wert „0“, bei Fehlern einen anderen Wert als „0“ sowie eine „stderr“-Fehlermeldung aus.

Befehlszeilenparameter

Sie können auch andere Befehlszeilenparameter verwenden (siehe unten).

-mng yes

Aktivieren von Remote Management.

mngcfg

Angabe des Pfads zu benutzerdefinierten Konfigurationsdateien für Remote Management.

-scf

Installation von Sophos Client Firewall.

-ntp

Installation von Sophos Network Threat Protection.

-hmpa

Installation von Sophos Exploit Prevention.

-patch <Management-Server-URL>

Installation von Sophos Patch Agent mit der Management-Server-Adresse. Hierbei muss es sich um einen vollqualifizierten Domännennamen handeln. Beispiel: http://<Servername>.

-sauonly

Nur Sophos AutoUpdate einbeziehen (ausgewählte Remote Management-, Firewall-, NTP und SSP-Komponenten werden von der Update-Quelle heruntergeladen). Wenn diese Option nicht ausgewählt wird, werden die ausgewählten Komponenten in das Paket aufgenommen.

-arch <32-Bit, 64-Bit>

Angabe der gewünschten Architektur (32-Bit oder 64-Bit) für das Paket.

Hinweis: Die Option ist nur verfügbar, wenn Patch vom Pakets-CID („packaged CID“) installiert wird. Wenn Sie **32-Bit** bzw. **64-Bit** auswählen, kann das Paket nur entweder auf 32-Bit- oder auf 64-Bit-Betriebssystemen installiert werden. Wird keine Architektur ausgewählt, wird ein einziges Paket erstellt, das auf auf 32- und 64-Bit-Betriebssystemen installiert werden kann, das Paket ist jedoch größer.

-updpath <update_path>

Update-Pfad.

-user <Benutzername>

-pwd <password>

Benutzername und Kennwort. Der Packager verschleiern die Zugangsdaten im Paket. Wenn Sie eine Deployment-Packager-Befehlszeile mit sichtbaren Zugangsdaten in einer Text- oder Batch-Datei speichern, stellen Sie sicher, dass die Daten sicher sind.

-opwd <obfuscated_password>

Verschleiertes Kennwort. Nähere Informationen zur Verschleierung von Kennwörtern entnehmen Sie bitte dem Support-Artikel *Verschleiern des Benutzernamens und Kennworts* unter www.sophos.com/de-de/support/knowledgebase/13094.aspx.

-s

Automatische Installation (Silent Installation)

-ni

Nicht interaktive Installation

Sonstige Optionen

Alle anderen Optionen werden mit der Installer-Setup-Datei ausgeführt.

6 Technischer Support

You can find technical support for Sophos products in any of these ways:

- Visit the Sophos Community at community.sophos.com/ and search for other users who are experiencing the same problem.
- Visit the Sophos support knowledgebase at www.sophos.com/en-us/support.aspx.
- Download the product documentation at www.sophos.com/en-us/support/documentation.aspx.
- Open a ticket with our support team at <https://secure2.sophos.com/support/contact-support/support-query.aspx>.

7 Rechtlicher Hinweis

Copyright © 2013-2017 Sophos Limited. Alle Rechte vorbehalten. Diese Publikation darf weder elektronisch oder mechanisch reproduziert, elektronisch gespeichert oder übertragen, noch fotokopiert oder aufgenommen werden, es sei denn, Sie verfügen entweder über eine gültige Lizenz, gemäß der die Dokumentation in Übereinstimmung mit dem Lizenzvertrag reproduziert werden darf, oder Sie verfügen über eine schriftliche Genehmigung des Urheberrechtsinhabers.

Sophos, Sophos Anti-Virus and SafeGuard are registered trademarks of Sophos Limited, Sophos Group and Utimaco Safeware AG, as applicable. All other product and company names mentioned are trademarks or registered trademarks of their respective owners.

7-Zip

~~~~~

License for use and distribution

~~~~~  
7-Zip Copyright (C) 1999-2016 Igor Pavlov.

Licenses for files are:

1. 7z.dll: GNU LGPL + unRAR restriction
2. All other files: GNU LGPL

The GNU LGPL + unRAR restriction means that you must follow both GNU LGPL rules and unRAR restriction rules.

Hinweis: You can use 7-Zip on any computer, including a computer in a commercial organization. You don't need to register or pay for 7-Zip.

GNU LGPL information

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 can receive a copy of the GNU Lesser General Public License from <http://www.gnu.org/>

unRAR restriction

The decompression engine for RAR archives was developed using source code of unRAR program.

All copyrights to original unRAR code are owned by Alexander Roshal.

The license for original unRAR code has the following restriction:

The unRAR sources cannot be used to re-create the RAR compression algorithm, which is proprietary. Distribution of modified unRAR sources in separate form or as a part of other

software is permitted, provided that it is clearly stated in the documentation and source comments that the code may not be used to develop a RAR (WinRAR) compatible archiver.

--

Igor Pavlov

Boost Software License

Permission is hereby granted, free of charge, to any person or organization obtaining a copy of the software and accompanying documentation covered by this license (the "Software") to use, reproduce, display, distribute, execute, and transmit the Software, and to prepare derivative works of the Software, and to permit third-parties to whom the Software is furnished to do so, all subject to the following:

The copyright notices in the Software and this entire statement, including the above license grant, this restriction and the following disclaimer, must be included in all copies of the Software, in whole or in part, and all derivative works of the Software, unless such copies or derivative works are solely in the form of machine-executable object code generated by a source language processor.

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, TITLE AND NON-INFRINGEMENT. IN NO EVENT SHALL THE COPYRIGHT HOLDERS OR ANYONE DISTRIBUTING THE SOFTWARE BE LIABLE FOR ANY DAMAGES OR OTHER LIABILITY, WHETHER IN CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Microsoft Public License (MS-PL)

This license governs use of the accompanying software. If you use the software, you accept this license. If you do not accept the license, do not use the software.

1. Definitions

The terms "reproduce," "reproduction," "derivative works," and "distribution" have the same meaning here as under U.S. copyright law.

A "contribution" is the original software, or any additions or changes to the software.

A "contributor" is any person that distributes its contribution under this license.

"Licensed patents" are a contributor's patent claims that read directly on its contribution.

2. Grant of Rights

(A) Copyright Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non-exclusive, worldwide, royalty-free copyright license to reproduce its contribution, prepare derivative works of its contribution, and distribute its contribution or any derivative works that you create.

(B) Patent Grant- Subject to the terms of this license, including the license conditions and limitations in section 3, each contributor grants you a non-exclusive, worldwide, royalty-free license under its licensed patents to make, have made, use, sell, offer for sale, import, and/or otherwise dispose of its contribution in the software or derivative works of the contribution in the software.

3. Conditions and Limitations

(A) No Trademark License- This license does not grant you rights to use any contributors' name, logo, or trademarks.

(B) If you bring a patent claim against any contributor over patents that you claim are infringed by the software, your patent license from such contributor to the software ends automatically.

(C) If you distribute any portion of the software, you must retain all copyright, patent, trademark, and attribution notices that are present in the software.

(D) If you distribute any portion of the software in source code form, you may do so only under this license by including a complete copy of this license with your distribution. If you distribute any portion of the software in compiled or object code form, you may only do so under a license that complies with this license.

(E) The software is licensed "as-is." You bear the risk of using it. The contributors give no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this license cannot change. To the extent permitted under your local laws, the contributors exclude the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

A copy of the MS-PL terms can be found at <https://opensource.org/licenses/MS-PL>.

Microsoft Visual Studio Professional and Trial Version License

These license terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- updates,
- supplements,
- Internet-based services, and
- support services for this software, unless other terms accompany those items. If so, those terms apply.

BY USING THE SOFTWARE, YOU ACCEPT THESE TERMS. IF YOU DO NOT ACCEPT THEM, DO NOT USE THE SOFTWARE. INSTEAD, RETURN IT TO THE RETAILER FOR A REFUND OR CREDIT. If you cannot obtain a refund there, contact Microsoft or the Microsoft affiliate serving your country for information about Microsoft's refund policies. See www.microsoft.com/worldwide. In the United States and Canada, call (800) MICROSOFT or see www.microsoft.com/info/nareturns.htm.

AS DESCRIBED BELOW, USING SOME FEATURES ALSO OPERATES AS YOUR CONSENT TO THE TRANSMISSION OF CERTAIN STANDARD COMPUTER INFORMATION FOR INTERNET-BASED SERVICES.

OVERVIEW OF TRIAL EDITION. If the software is a trial edition, then this Section applies to your use of the trial edition.

A. INSTALLATION AND USE OF TRIAL EDITION. You may install and use any number of copies of the trial edition on your devices. You may only use the trial edition for internal evaluation purposes during the trial period. You may not deploy any applications to a production environment. You may run load tests of up to 250 virtual users during the trial period.

B. TRIAL PERIOD AND CONVERSION. The length of the trial period is thirty (30) days. After the expiration of the trial period the trial edition will stop running. You will receive periodic warnings that the trial period is about to expire. You may extend the trial period an additional sixty (60) days by registering. You may not be able to access data used with the trial edition

when it stops running. You may convert your trial rights at any time to the full-use rights described below by acquiring a valid full-use license.

C. Sections 1–3(d), 4, 10-14, 18, 19, 21, 22 and the Limited Warranty in the full-use license section of this agreement below do not apply to the trial edition. The following sections D-F below apply to the trial edition.

D. DISCLAIMER OF WARRANTY. THE TRIAL EDITION IS LICENSED “AS-IS.” YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. YOU MAY HAVE ADDITIONAL CONSUMER RIGHTS UNDER YOUR LOCAL LAWS WHICH THIS AGREEMENT CANNOT CHANGE. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

FOR AUSTRALIA – You have statutory guarantees under the Australian Consumer Law and nothing in these terms is intended to affect those rights.

E. Because the trial edition is “as is,” we may not provide support services for it.

F. LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. \$5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES.

This limitation applies to:

- anything related to the trial edition, services, content (including code) on third party Internet sites, or third party programs; and
- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

TERMS FOR FULL-USE LICENSE FOR THE SOFTWARE: When you acquire the full-use license of the software named above, all of the license terms below apply.

IF YOU COMPLY WITH THESE LICENSE TERMS, YOU HAVE THE RIGHTS BELOW FOR EACH LICENSE YOU ACQUIRE.

1. OVERVIEW.

- a. **Software.** The software includes development tools, software programs and documentation.
- b. **License Model.** The software is licensed on a per user basis.

2. INSTALLATION AND USE RIGHTS.

- a. **General.** One user may install and use copies of the software to design, develop, test and demonstrate your programs. You may not use the software on a server in a production environment.
- b. **Product Keys and Access Credentials.** The software allows you to access services and features using your Microsoft account or other supported login credentials. You are responsible for the use of product keys assigned to you and access to services and features using your login credentials. You may not share the product keys or login credentials with other individuals.

3. ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.

- a. **Separation of Components.** The components of the software are licensed as a single unit. You may not separate the components and install them on different devices except as otherwise stated in this agreement.
 - b. **Utilities.** The software contains certain components that are identified in the Utilities List located at <http://go.microsoft.com/fwlink/?LinkId=313603>. Depending on the specific edition of the software, the number of Utility files you receive with the software may not be equal to the number of Utilities listed in the Utilities List. You may copy and install the Utilities you receive with the software on to other third party machines. These Utilities may only be used to debug and deploy your programs and databases you have developed with the software. You must delete all the Utilities installed onto such other machines within the earlier of (i) when you have finished debugging or deploying your programs; or (ii) thirty (30) days after installation of the Utilities on those machines
 - c. **Build Server.** The software contains certain components that are identified in the Build Server List located at <http://go.microsoft.com/fwlink/?LinkId=313603>. You may install copies of the files listed in it, onto your build machines. You and others in your organization may use these files on your build machines solely for the purpose of compiling, building, verifying and archiving your programs or to run quality or performance tests as part of the build process on your build machines.
 - d. **Font Components.** While the software is running, you may use its fonts to display and print content. You may only
 - embed fonts in content as permitted by the embedding restrictions in the fonts; and
 - temporarily download them to a printer or other output device to help print content.
 - e. **Included Microsoft Programs.** These license terms apply to all Microsoft programs included with the software, except as otherwise noted in this agreement or in the ThirdPartyNotices file accompanying the software.
 - f. **Third Party Notices .** Additional copyright notices and license terms applicable to portions of the software are set forth in the ThirdPartyNotices file accompanying the Microsoft software. In addition to any terms and conditions of any third party license identified in the ThirdPartyNotices file, the disclaimer of warranty and limitation on and exclusion of remedies and damages provisions of this agreement shall apply to all software in this distribution
4. **DISTRIBUTABLE CODE .** The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below. (For this Section the term “distribution” also means deployment of your programs for third parties to access over the Internet.)
- a. **Right to Use and Distribute.** The code and text files listed below are “Distributable Code.”
 - **REDIST.TXT Files.** You may copy and distribute the object code form of code listed on the REDIST list located at <http://go.microsoft.com/fwlink/?LinkId=313603>.
 - **Sample Code.** You may copy, modify and distribute the source and object code form of code marked as “sample.”
 - **Image Library.** You may copy and distribute images and animations in the Image Library as described in the software documentation. You may also modify that content. If you modify the content, it must be for use that is consistent with the permitted use of the unmodified content.
 - **Blend Site Templates for Visual Studio.** The software contains code marked as “site templates” that you are permitted to use along with your content. You may copy, modify, and distribute the source and object code form of these site templates.
 - **Blend Fonts for Visual Studio.** You may distribute unmodified copies of the Buxton Sketch font, SketchFlow Print font and SegoeMarker font.

- Blend Styles for Visual Studio. You may copy, modify and distribute the object code form of code identified as “Sketch” or “Simple” Styles.
 - Silverlight 5 SDK Libraries. You may copy and distribute the object code form of code marked as “Silverlight Libraries”, “Client Libraries”, and “Server Libraries.”
 - ASP.NET and Web Tooling Extensions .js Files. You may copy, modify and distribute any .js files contained in the ASP.NET Model View Controller, ASP.NET Web Pages or in the Web Tooling Extensions project templates and NuGet packages as part of your ASP.NET programs.
 - Visual Studio LightSwitch Project Templates. You may modify, copy, and distribute the .js files contained in the Visual Studio LightSwitch project templates as part of your LightSwitch programs.
 - Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.
- b. **Distribution Requirements.** For any Distributable Code you distribute, you must:
- add significant primary functionality to it in your programs;
 - for any Distributable Code having a filename extension of .lib, distribute only the results of running such Distributable Code through a linker with your program;
 - distribute Distributable Code included in a setup program only as part of that setup program without modification;
 - require distributors and external end users to agree to terms that protect the Distributable Code at least as much as this agreement; display your valid copyright notice on your programs; and
 - indemnify, defend, and hold harmless Microsoft from any claims, including attorneys’ fees, related to the distribution or use of your programs.
- c. **Distribution Restrictions.** You may not:
- alter any copyright, trademark or patent notice in the Distributable Code;
 - use Microsoft’s trademarks in your programs’ names or in a way that suggests your programs come from or are endorsed by Microsoft;
 - distribute Distributable Code to run on a platform other than Microsoft operating systems, run-time technologies, or application platforms, except that JavaScript, CSS and HTML files included for use in websites and web applications (as opposed to Windows Library for JavaScript files covered in Section 4.d below) may be distributed to run on any platform;
 - include Distributable Code in malicious, deceptive or unlawful programs; or
 - modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use, modification or distribution, that
 - the code be disclosed or distributed in source code form; or
 - others have the right to modify it.
- d. **Windows Library for JavaScript.** The software includes Windows Library for JavaScript. In addition to the other provisions of this Distributable Code section, the following also applies to your programs that work in conjunction with Windows Library for JavaScript. The Windows Library for JavaScript files help your programs implement the Windows design template and UI look and feel. You may copy, use and distribute these files, without modification, in programs you develop for your internal use or in programs that you develop and distribute to third parties. You may distribute programs

containing the Windows Library for JavaScript files only through the Windows Store and not by any other means

e. **Additional Licensing Requirements and/or Distribution Rights for Features Made Available with the Software:**

- Bing Maps. The software may include features that retrieve content such as maps, images and other data through the Bing Maps (or successor branded) application programming interface (the “Bing Maps API”) to create reports displaying data on top of maps, aerial and hybrid imagery. If these features are included, you may use these features to create and view dynamic or static documents only in conjunction with and through methods and means of access integrated in the software. You may not otherwise copy, store, archive, or create a database of the content available through the Bing Maps API. You may not use the Bing Maps API to provide sensor based guidance/routing, nor use any Road Traffic Data or Bird’s Eye Imagery (or associated metadata) even if available through the Bing Maps API for any purpose.
- Additional Mapping APIs. The software may include application programming interfaces that provide maps and other related mapping features and services that are not provided by Bing (the “Additional Mapping APIs”). These Additional Mapping APIs are subject to additional terms and conditions and may require payment of fees to Microsoft and/or third party providers based on the use or volume of use of such Additional Mapping APIs. These terms and conditions will be provided when you obtain any necessary license keys to use such Additional Mapping APIs or when you review or receive documentation related to the use of such Additional Mapping APIs.
- Windows.Phone.Speech namespace API. Using speech recognition functionality via the Windows.Phone.Speech namespace APIs in a program requires the support of a speech recognition service. The service may require network connectivity at the time of recognition (e.g., when using a predefined grammar). In addition, the service may also collect speech-related data in order to provide and improve the service. The speech-related data may include, for example, information related to grammar size and string phrases in a grammar. Also, in order for a user to use speech recognition on the phone they must first accept certain terms of use. The terms of use notify the user that data related to their use of the speech recognition service will be collected and used to provide and improve the service. If a user does not accept the terms of use and speech recognition is attempted by the application, the operation will not work and an error will be returned to the application.
- Location Framework. The software may contain a location framework component that enables support of location services in programs. In addition to the other limitations in this agreement, you must comply with all applicable local laws and regulations when using the location framework component or the rest of the software
- Device ID Access. The software may contain a component that enables programs to access the device ID of the device that is running the program. In addition to the other limitations in this agreement, you must comply with all applicable local laws and regulations when using the device ID access component or the rest of the software.
- PlayReady Support. The software includes the Windows Phone Emulator, which contains Microsoft’s PlayReady content access technology. Content owners use Microsoft PlayReady content access technology to help protect their intellectual property, including copyrighted content. This software uses PlayReady technology to access PlayReady-protected content and/or Microsoft Digital Rights Management (DRM) protected content. Microsoft may decide to revoke the software’s ability to consume PlayReady-protected content for reasons including but not limited to (i) if a breach or potential breach of PlayReady technology occurs, (ii) proactive robustness enhancement, and (iii) if content owners require the revocation because

the software fails to properly enforce restrictions on content usage. Revocation should not affect unprotected content or content protected by other content access technologies. Content owners may require you to upgrade PlayReady to access their content. If you decline an upgrade, you will not be able to access content that requires the upgrade and may not be able to install other operating system updates or upgrades.

- Microsoft Advertising SDK. If you pass precise location data or other user related data (e.g., user identifier, profile data, behaviorally tracked user data) to the Microsoft Advertising SDK for Windows Phone, then your program must (a) notify end users that it will be collecting and using user related information and providing this information to Microsoft for Microsoft's advertising use, and (b) explicitly obtain affirmative user consent (e.g. the user must click an "Accept" or continue "Install" button) for this upon download of the software and/or application. In addition, you agree to: (a) comply with certification and other requirements for Windows Phone; (b) comply with Microsoft's privacy and other policies in your collection and use of any user data; (c) not collect or use any user identifier created or provided to you by Microsoft for any purpose other than passing such identifier to a Microsoft advertising service as part of your use of the service; and (d) provide in your privacy policy and/or terms of use a link that provides users with the ability to opt out of Microsoft interest based advertising at the following location <https://choice.live.com/AdvertisementChoice/>.

5. DATA.

- a. **Consent for Internet-Based Services.** Microsoft provides Internet-based services with the software. It may change or cancel them at any time. The software features described below and in the Visual Studio 2013 privacy statement connect to Microsoft or service provider computer systems over the Internet. In some cases, you will not receive a separate notice when they connect. You may switch off these features or not use them. For more information about these features, see <http://go.microsoft.com/fwlink/?LinkId=286720>. **BY USING THESE FEATURES, YOU CONSENT TO THE TRANSMISSION OF THIS INFORMATION.** Microsoft does not use the information to identify or contact you.
 - Extensions and Updates; and New Project Dialog. Extensions and Updates; and New Project Dialog can retrieve other software through the Internet from Visual Studio Gallery, Microsoft Download Center and MSDN Samples websites. To provide this other software, Extensions and Updates; and New Project Dialog send to Microsoft the name and version of the software you are using and language code of the device where you installed the software. In addition, Extensions and Updates contains an automatic update feature that is on by default.
 - For more information about this feature, including instructions for turning it off, see <http://go.microsoft.com/fwlink/?LinkId=286720>. You may turn off this automatic update feature while the software is running ("opt out"). Unless you expressly opt out of this feature, the feature will (a) connect to Microsoft or service provider computer systems over the Internet, (b) use Internet protocols to send to the appropriate systems standard computer information, such as your computer's Internet protocol address, operating system, the name and version of the software you are using and language code of the device where you installed the software, and (c) prompt you to download and/or install, current updates to the software or other third party software. In some cases, you will not receive a separate notice before this feature takes effect. By installing the software, you consent to the transmission of standard computer information.
 - Notification Tool Window. The software includes a notification tool window. When connected to the Internet, technologies that use the notification tool window may

provide information related to extensions and other software or services that you have installed or opted into and display those updates to you. For more information please see the privacy statement <http://go.microsoft.com/fwlink/?LinkId=286720>.

- Really Simple Syndication (“RSS”) Feed. This software start page contains updated content that is supplied by means of an RSS feed online from Microsoft.
 - Web Content Features. Features in the software can retrieve related content from Microsoft and provide it to you. To provide the content, these features send to Microsoft the type of operating system, name and version of the software you are using, type of browser and language code of the device where you installed the software. Examples of these features are clip art, templates, online training, online assistance, help, and Appshelp. You may choose not to use these web content features.
 - Package Manager Features. For more information about these features, see the privacy statement available at <http://go.microsoft.com/fwlink/?LinkId=205205>. With respect to these package manager features, Microsoft or the third party service provider may use the computer information obtained through your use of these features, to improve its software and services. Microsoft or such third party may also share this information with others, such as hardware and software vendors that may use the information to improve how their products run with Microsoft software.
 - Open Data Protocol (OData) Service. The Microsoft NuGet-Based Package Manager and the package manager feature of Microsoft ASP.NET Web Pages will access a list of packages made available by Microsoft and third party service providers that is accessed by means of an OData service online located at <http://go.microsoft.com/fwlink/?LinkId=206669>. You may change the feed URL that the package manager feature initially points to at any time at your discretion.
 - Digital Certificates. The software uses digital certificates. These digital certificates confirm the identity of Internet users sending X.509 standard encrypted information. They also can be used to digitally sign files and macros to verify the integrity and origin of the file contents. The software retrieves certificates and updates certificate revocation lists using the Internet, when available.
 - Misuse of Internet-based Services. You may not use these services in any way that could harm them or impair anyone else’s use of them. You may not use the services to try to gain unauthorized access to any service, data, account or network by any means.
- b. **Computer Information**. The following features use Internet protocols, which send to the appropriate systems computer information, such as your Internet protocol address, the type of operating system, browser and name and version of the software you are using, and the language code of the device where you installed the software. Microsoft uses this information to make the Internet-based services available to you.
- Visual Studio Experience Improvement Program. This software uses the Visual Studio Experience Improvement Program (“VSEIP”) which is on by default. VSEIP helps Microsoft collect information about problems that you have while using the software. Microsoft also uses VSEIP Information to improve its software and services. Microsoft may also share VSEIP data with others, such as agents acting on Microsoft’s behalf and hardware and software vendors to improve how their products run with Microsoft software. To learn more about VSEIP, including how you can opt out, see go.microsoft.com/fwlink/?LinkId=286720.
 - Data Collected Automatically. Microsoft automatically collects information identifying your installed Microsoft product, the operating system of the device, the CPU architecture of the operating system and data regarding the success or failure of the installation of the software, data identifying the cause of a crash in the product

and information about the product license which is in use. Microsoft does not use this information to identify or contact you. For more information about privacy, see <http://go.microsoft.com/fwlink/?LinkId=286720>.

- c. **Microsoft Accounts in Visual Studio.** If you are running the software on Windows 8, Windows 7 with sign-in assistant, or any other version of Windows that supports providing a Microsoft account directly to the software and you are signed into a Microsoft account in those versions of Windows, you may automatically be signed into the software and Visual Studio services accessed by the software using the same Microsoft account. This allows you to access services within the software and roam the software's settings without being asked to reenter your Microsoft account credentials each time you start the software. For more information about signing into the software and the services available therein with a Microsoft account, see the privacy statement <http://go.microsoft.com/fwlink/?LinkId=286720>
 - d. **Use of Information .** Microsoft may use the computer and services information to improve its software and services. Microsoft may also share it with others, such as hardware and software vendors. They may use the information to improve how their products run with Microsoft software.
6. **MICROSOFT .NET FRAMEWORK BENCHMARK TESTING.** The software includes one or more components of the .NET Framework (“ .NET Components”). You may conduct internal benchmark testing of those components. You may disclose the results of any benchmark test of those components, provided that you comply with the conditions set forth at go.microsoft.com/fwlink/?LinkId=66406. Notwithstanding any other agreement you may have with Microsoft, if you disclose such benchmark test results, Microsoft shall have the right to disclose the results of benchmark tests it conducts of your products that compete with the applicable .NET Component, provided it complies with the same conditions set forth at go.microsoft.com/fwlink/?LinkId=66406.
7. **OTHER INCLUDED MICROSOFT SOFTWARE COMPONENTS:**
- **Microsoft SQL Server, Microsoft SharePoint, Windows Software Development Kit (Windows SDK) and Components of Microsoft Office .** The software is accompanied by Microsoft SQL Server software, Microsoft SharePoint software, including SharePoint Windows Identity Foundation Extensions, Windows SDKs and certain components of Microsoft Office software, which are all licensed to you under their own terms. The license terms for these software components are located in the “Licenses” folder of the software installation directory. If you do not agree to the license terms for these software components, you may not use them.
 - **Windows Components.** The software includes Microsoft .NET Framework software, certain .dll's related to Microsoft Build technologies, Windows Identity Foundation, Windows Web Services (WWS) for Windows 2008 and Windows Library for JavaScript components. These software components are part of Windows and are licensed to you under separate Windows license terms or as a supplement to a Windows license. The product lifecycle support and license terms for the applicable Windows product apply to your use of these Windows components.
 - **Microsoft Components Provided for Use with the Software.** The software includes compilers, languages, runtimes, environments, and other resources that enable development for many Microsoft platforms. As a convenience to our Visual Studio customers, the software may install certain Microsoft SDKs and other Microsoft components that target and support those platforms. These components may be licensed and supported under their own terms and policies. The license terms for these software components are located in the “Licenses” folder of the software installation directory. If you do not agree to the license terms for these software components, you may not use them.

8. PACKAGE MANAGER AND THIRD PARTY SOFTWARE INSTALLATION FEATURES.

The software includes the following features (each a “Feature”), each of which enables you to obtain software applications or packages through the Internet from other sources: Extension Manager, New Project Dialog, Web Platform Installer, Microsoft NuGet-Based Package Manager, and the package manager feature of Microsoft ASP.NET Web Pages. Those software applications and packages available through the Features are offered and distributed in some cases by third parties and in some cases by Microsoft, but each such application or package is licensed to you under its own terms. Microsoft is not distributing or licensing any of the third-party applications or packages to you, but instead, as a convenience, enables you to use the Features to access or obtain those applications or packages directly from the third-party application or package providers. By using the Features, you acknowledge and agree that:

- you are obtaining the applications or packages from such third parties and under separate license terms applicable to each application or package (including, with respect to the package-manager Features, any terms applicable to software dependencies that may be included in the package).
- **MICROSOFT MAKES NO REPRESENTATIONS, WARRANTIES OR GUARANTEES AS TO THE FEED OR GALLERY URL, ANY FEEDS OR GALLERIES FROM SUCH URL, THE INFORMATION CONTAINED THEREIN, OR ANY SOFTWARE APPLICATIONS OR PACKAGES REFERENCED IN OR ACCESSED BY YOU THROUGH SUCH FEEDS OR GALLERIES. MICROSOFT GRANTS YOU NO LICENSE RIGHTS FOR THIRD-PARTY SOFTWARE APPLICATIONS OR PACKAGES THAT ARE OBTAINED USING THE FEATURES.**

9. SCOPE OF LICENSE. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. For more information, see www.microsoft.com/licensing/userights. You may not

- disclose the results of any benchmark tests of the software to any third party without Microsoft’s prior written approval, however, this does not apply to the Microsoft .NET Framework (see Section 6);
- work around any technical limitations in the software;
- reverse engineer, decompile or disassemble the software, or otherwise attempt to derive the source code for the software except, and solely to the extent: (i) permitted by applicable law, despite this limitation; or (ii) required to debug changes to any libraries licensed under the GNU Lesser General Public License which are included with and linked to by the software;
- remove, minimize, block or modify any logos, trademarks, copyright, digital watermarks, or other notices of Microsoft or its suppliers that are included in the software, including any content made available to you through the software;
- share or otherwise distribute documents, text or images created using the software Data Mapping Services features;
- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;
- publish the software, including any application programming interfaces included in the software, for others to copy;
- use the software in any way that is against the law;
- rent, lease or lend the software; or

- use the software for commercial software hosting services.

10. **BACKUP COPY.**

- a. **Media.** If you acquired the software on a disc or other media, you may make one backup copy of the media. You may use it only to reinstall the software on your devices.
- b. **Electronic Download.** If you acquired and downloaded the software online, you may make one copy of the software on a disc or other media in order to install the software on your devices. You may also use it to reinstall the software on your devices.

11. **DOCUMENTATION.** Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

12. **NOT FOR RESALE SOFTWARE.** You may not sell software marked as “NFR” or “Not for Resale.”

13. **DOWNGRADE.** You may install and use this version and an earlier version of the software at the same time. This agreement applies to your use of the earlier version. If the earlier version includes different components, any terms for those components in the agreement that comes with the earlier version apply to your use of them. Microsoft is not obligated to supply earlier versions to you. You are not entitled to use the earlier version if you have acquired a non-perpetual license or if your license is Not for Resale.

14. **PROOF OF LICENSE.** If you acquired the software on a disc or other media, your proof of license is the genuine Microsoft certificate of authenticity label with the accompanying genuine product key and your proof of purchase. If you purchased and downloaded the software online, your proof of license is the genuine Microsoft product key for the software which you received with your purchase and your proof of purchase from an authorized electronic supplier of genuine Microsoft software. Proof of purchase may be subject to verification by your merchant’s records. To identify genuine Microsoft software, see www.howtotell.com.

15. **TRANSFER TO A THIRD PARTY.** The first licensee of the software may transfer it and this license agreement directly to another party. Before the transfer, that party must agree that this agreement applies to the transfer and use of the software. The transfer must include the software, genuine Microsoft product key, and (if applicable) the Proof of License label. The first licensee must uninstall all copies of the software before transferring it separately from the device. The first licensee may not retain any copies of the genuine Microsoft product key to be transferred, and may only retain copies of the software if otherwise licensed to do so. **If you have acquired a non-perpetual license to use the software or if the software is marked Not for Resale you may not transfer the software or the software license agreement to another party.**

16. **NOTICE ABOUT THE H.264/AVC VISUAL STANDARD, AND THE VC-1 VIDEO STANDARD.** This software may include H.264/MPEG-4 AVC and/or VC-1 decoding technology. MPEG LA, L.L.C. requires this notice:

THIS PRODUCT IS LICENSED UNDER THE H.264/AVC AND THE VC-1 PATENT PORTFOLIO LICENSES FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE ABOVE STANDARDS (“VIDEO STANDARDS”) AND/OR (ii) DECODE AVC, AND VC-1 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE SUCH VIDEO. NONE OF THE LICENSES EXTEND TO ANY OTHER PRODUCT REGARDLESS OF WHETHER SUCH PRODUCT IS INCLUDED WITH THIS SOFTWARE IN A SINGLE ARTICLE. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE WWW.MPEGLA.COM.

For clarification purposes, this notice does not limit or inhibit the use of the software for normal business uses that are personal to that business which do not include (i)

redistribution of the decoding technology to third parties, or (ii) creation of content with the VIDEO STANDARDS compliant technologies for distribution to third parties.

17. **EXPORT RESTRICTIONS** . The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.
18. **SUPPORT SERVICES**. Microsoft provides support services for the software as described at www.support.microsoft.com/common/international.aspx.
19. **ENTIRE AGREEMENT**. This agreement (including the warranty below), and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.
20. **APPLICABLE LAW**.
 - a. **United States**. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.
 - b. **Outside the United States**. If you acquired the software in any other country, the laws of that country apply.
21. **LEGAL EFFECT**. This agreement describes certain legal rights. You may have other rights under the laws of your state or country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your state or country if the laws of your state or country do not permit it to do so.
22. **LIMITATION ON A ND EXCLUSION OF DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO THE AMOUNT YOU PA ID FOR THE SOFTWARE. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES**. This limitation applies to
 - anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and
 - claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if

- repair, replacement or a refund for the software does not fully compensate you for any losses; or
- Microsoft knew or should have known about the possibility of the damages.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. They also may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

OpenSSL Cryptography and SSL/TLS Toolkit

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit. See below for the actual license texts. Actually both licenses are BSD-style Open Source licenses. In case of any license issues related to OpenSSL please contact openssl-core@openssl.org.

OpenSSL license

Copyright © 1998–2016 The OpenSSL Project. 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 advertising materials mentioning features or use of this software must display the following acknowledgment:

“This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)”

4. The names “OpenSSL Toolkit” and “OpenSSL Project” must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact openssl-core@openssl.org.
5. Products derived from this software may not be called “OpenSSL” nor may “OpenSSL” appear in their names without prior written permission of the OpenSSL Project.
6. Redistributions of any form whatsoever must retain the following acknowledgment:

“This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)”

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT “AS IS” AND ANY EXPRESSED 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 OpenSSL PROJECT OR ITS 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.

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

Original SSLeay license

Copyright © 1995–1998 Eric Young (eay@cryptsoft.com) All rights reserved.

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com). The implementation was written so as to conform with Netscape’s SSL.

This library is free for commercial and non-commercial use as long as the following conditions are adhered to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

Copyright remains Eric Young’s, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.

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 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 advertising materials mentioning features or use of this software must display the following acknowledgement:

“This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)”

The word “cryptographic” can be left out if the routines from the library being used are not cryptographic related :-).

4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement:

“This product includes software written by Tim Hudson (tjh@cryptsoft.com)”

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG “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 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.

The license and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution license [including the GNU Public License.]

Windows Template Library (WTL)

Copyright © Microsoft Corporation. All rights reserved.

The use and distribution terms for this software are covered by the Common Public License. Source code for this component is available here: <https://sourceforge.net/projects/wtl/files/>