

# QNX® Development Suite License Guide

## QNX Development Suite Tools

This QNX Development Suite License Guide describes certain features and corresponding licensing attributes of Versions 6.2.x of the Non-Commercial (NC), Standard Edition (SE) and Professional Edition (PE) versions of the QNX Momentics development suite tools.

The “License(s)” column refers to the license(s) applicable to the software. For the most part, the Software is subject only to the version meula1\_02 of the QNX Software System End User License Agreement (“QSS EULA”), which is published at [http://licensing.qnx.com/published/eula/meula1\\_02.html](http://licensing.qnx.com/published/eula/meula1_02.html). However, where QSS has included third party open source software, then the column specifies the flavour of the license and includes a reference to the particulars provided in the **Third Party Open Source License Terms Guide (version 1\_02)** (“TPOSLTG”) which is published at [http://licensing.qnx.com/published/eula/OSLTG1\\_02.html](http://licensing.qnx.com/published/eula/OSLTG1_02.html). Copies of the QSS EULA and the TPOSLTG may also be obtained directly from QNX Software Systems Ltd.

For example, the Enterprise Networking Utilities includes reference to BSD 27, 28 and DEC 1. The applicable license terms are found in at lines 27 and 28 in the BSD Chart and line 1 in the DEC chart in the *TPOSLTG*.

For those familiar with earlier versions of the License Guide, please note that the Code Type names have been changed from “Core” to “Type I”, “Collateral” to “Type II” and “As Is” to “Type III”. Also, notes have been added in the License(s) column to identify Software that is licensed on a “Project” basis. Unless expressly noted as licensed on a Project basis, all Software is licensed on a Licensed Seat basis (see QSS EULA for further details).

Specific export / import information is provided at the end of this document.

Name	Description	NC	SE	PE	Code	Type	License(s)
<b>QNX Momentics Base Development Kit</b>	Complete set of development tools, associated configuration files (e.g. header files for APIs), static libraries and documentation for creating applications for the QNX Neutrino RTOS.						
	<u>GNU Compiler Tools</u> - GNU C and C++ Compiler - GNU binutils: Assembler (gas), Linker (ld) Build tool (make)	+	+	+	Object Code	Type II	GPL
	<u>System Libraries &amp; Headers</u> - QNX system library for OS API - QNX/Dinkum C library - GNU C++ library - XML - JPEG	+	+	+	Object Code	Type I, except for GNU C++ (Type III)	QSS EULALGPL (GNU C++) See <i>TPOSLTG</i> : BSD 2, 3, 53 BSD2 – 5, 6 DEC – 6 One-off – 27, 28-30, 48
	- <u>Compression</u>					Type II	QSS EULA See <i>TPOSLTG</i> : One-Off – 17, 31
- <u>Networking</u>					Type I	QSS EULA  See <i>TPOSLTG</i> : BSD 2,	

Additional Available Features	<p><u>Utilities</u> - Command line development tools for object file and executable file manipulation, and utilities tools primarily provided for development purposes.</p> <ul style="list-style-type: none"> <li>- QNX Development Utilities</li> <li>- TCP/IP Development Utilities (QNX host only – rpcgen)</li> </ul>	+	+	+	Object Code	Type I	3, 54-57 BSD2 – 5, 6, 19 CMU – 11-12 DEC – 7-8 IBM – 4 One-off – 33-44  QSS EULA  See <i>TPOSLTG</i> : One-Off – 16, 46		
	<p><u>GNU Debugger</u></p> <ul style="list-style-type: none"> <li>- GNU GDB debugger with remote debugging capability</li> </ul>	+	+	+	Object Code	Type II	GPL		
	<p><u>Cross-Hosted Development</u> - Provides complete support for QNX Neutrino development under either Windows NT (including Windows XP, Windows 2000) or Solaris (SPARC) operating systems.</p>			+	+	Object Code	Type I	QSS EULA	
	<p><u>Processor Support</u> - Provides complete support for developing QNX Neutrino RTOS applications targeting a variety of processor architectures (32 bit MMU).</p>			+	+	Object Code	Type I	QSS EULA	
	<p><u>Embedding Tools</u> - Provides complete support for creating boot images for embedded devices, based on single-board computers or custom board designs. Adds features for reduced memory footprint on the target device.</p> <ul style="list-style-type: none"> <li>- Utilities (mkifs, mkefs, mkimage, mkrec, dumpifs)</li> <li>- Upgraded System Libraries (Dinkum C++ library &amp; template support)</li> <li>- Embedded C++ library &amp; template support (Dinkum Abridged library). Enhanced library support for Embedded C++ targets.</li> </ul> <p><u>Note</u>: this feature only available in PE, edition.</p>			+	+	Object Code	Type I	QSS EULA See <i>TPOSLTG</i> : One-Off – 17	
	<p><u>GUI Connectivity</u> - Photon MicroGUI connectivity tools for the development environment (i.e. Phindows)</p>			+	+	Object Code	Type I	QSS EULA	
	<p><u>Instrumentation (SAT)</u> – Provides support for advanced monitoring of dynamic target system behavior</p> <ul style="list-style-type: none"> <li>- Development Components (SAT) <ul style="list-style-type: none"> <li>-&gt; Instrumented Kernel</li> <li>-&gt; Utilities</li> </ul> </li> <li>- Source Code <ul style="list-style-type: none"> <li>-&gt; Utilities only (does not include kernel source)</li> </ul> </li> </ul>			.	.	Object Code	Type I	QSS EULA	
				+	+	Source Code	Type I	QSS EULA  See individual source code files for additional terms	
	<p><u>High Availability</u> - Provides support for development of applications, managers and device drivers that take advantage of the QNX value-added HA framework. *</p> <ul style="list-style-type: none"> <li>- Development Components <ul style="list-style-type: none"> <li>-&gt; Libraries and headers</li> <li>-&gt; Pre-compiled HA Manager</li> </ul> </li> </ul>				.	.	Object Code	Type I	QSS EULA
	<p><u>Qnet transparent distributed processing</u> – Toolkit for encapsulating Qnet traffic within alternative transport mechanisms</p>			.	.				

	<p>alternative transport mechanisms</p> <ul style="list-style-type: none"> <li>- Development Components</li> <li>-&gt; (TBD - Not yet available)</li> </ul>			+	+	Object Code	Type I	QSS EULA	
<b>QNX Momentics Integrated Development Environment</b>	<p>QNX Momentics Integrated Development Environment (IDE) provides a cross-platform, integrated development environment as added value to the QNX Momentics Development Kit. The IDE provides complete development life cycle tools for QNX Neutrino RTOS applications, as well as the ability to “plug in” third party tools in an integrated manner.</p> <p><u>Eclipse Platform</u></p> <ul style="list-style-type: none"> <li>- Java-based IDE framework</li> <li>- Plug-in model for integrating new tools</li> <li>- Workbench for managing projects and their resources</li> <li>- Frameworks for integrating important tool categories (navigators, source code repositories) Cross-platform</li> <li>- Java-based tools (same tool for all platforms)</li> <li>- Graphical Workbench</li> </ul> <p><u>Target Agent</u></p> <ul style="list-style-type: none"> <li>- Target resource request broker</li> </ul> <p><u>C/C++ Code Developer</u></p> <ul style="list-style-type: none"> <li>- Syntax-aware editing of C/C++ files</li> <li>- C Project Manager</li> <li>- Project Builder</li> <li>- Team Collaboration</li> <li>- File navigation</li> <li>- Project creation wizard</li> </ul> <p><u>C/C++ Debugger</u></p> <ul style="list-style-type: none"> <li>- Graphical debugger</li> <li>- Application state view</li> <li>- Dynamically updating source and data views</li> </ul> <p><u>System Builder</u></p> <ul style="list-style-type: none"> <li>- Graphical boot image editor</li> </ul> <p><u>Target System Information</u></p> <ul style="list-style-type: none"> <li>- Dynamic system resource views</li> </ul> <p><u>Memory Analyzer</u></p> <ul style="list-style-type: none"> <li>- Dynamic memory views for a process</li> <li>- Memory allocation logging and probing</li> </ul> <p><u>Code Profiler</u></p> <ul style="list-style-type: none"> <li>- Post-mortem views of time spent in functions</li> <li>- Post-mortem, call tree/call pairs display</li> </ul> <p><u>Code Coverage Tool</u></p> <ul style="list-style-type: none"> <li>- Post-mortem code branch execution views</li> <li>- Enhanced source code editor</li> </ul>				▪	Object Code	Type II	QSS EULA	
						+	Object Code	Type I	QSS EULA
						+	Object Code	Type I	QSS EULA
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						+	Object Code	Type I	QSS EULA
<b>QNX Momentics Embedding Kits</b>	<p>Source code, binaries and documentation to board-support packages for QNX-specified reference designs (contents of kit vary according to vertical market focus).</p>								

	<p><u>Board bring-up libraries (IPL, Startup, flash) and headers</u></p> <p>-</p> <p><u>Source code to board bring-up libraries</u></p> <p><u>Source code and pre-compiled debug versions of board-support packages for QNX reference platforms, within packages detailed below</u></p> <ul style="list-style-type: none"> <li>- X86 - Standard x86 reference platforms <ul style="list-style-type: none"> <li>-&gt; sc400: AMD Elan SC400 development board</li> </ul> </li> <li>- PowerPC - Standard PowerPC reference platforms <ul style="list-style-type: none"> <li>-&gt; sandpoint: Motorola Sandpoint Development Board</li> <li>-&gt; ads8260: Motorola MPC8260 Application Development System ("ADS")</li> <li>-&gt; fads800: Motorola MPC860 and MPC850 Family Application Development System ("FADS")</li> </ul> </li> <li>- MIPS - Standard MIPS reference platforms <ul style="list-style-type: none"> <li>-&gt; malta: MIPS Malta Development Board</li> </ul> </li> <li>- ARM (ARM, StrongARM, XScale) - Standard ARM family reference platforms <ul style="list-style-type: none"> <li>-&gt; sa1110: Intel StrongARM SA1110 Development Board ("Assabet")</li> <li>-&gt; integrator: ARM Integrator Development Board</li> <li>-&gt; Dbpxa250dp: Intel DBPXA250 Development Platform ("Lubbock")</li> </ul> </li> <li>- SH - Standard Hitachi reference platforms <ul style="list-style-type: none"> <li>-&gt; aspen: Hitachi SH7750 Hardware Architecture Reference Platform (HARP) ("Aspen"), with support for Tahoe" personality board</li> <li>-&gt; bigsur: Hitachi SH7751 HARP ("Big Sur")</li> </ul> </li> <li>- Hitachi Solutions Engine development board</li> </ul>			<p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p>	<p>Object Code</p> <p>Source Code</p> <p>Source and Object Code</p> <p>Source and Object Code</p> <p>Source and Object Code</p> <p>Source and Object Code</p> <p>Source and Object Code</p>	<p>Type I</p> <p>Type I</p> <p>Type I</p> <p>Type I</p> <p>Type I</p> <p>Type I</p> <p>Type I</p>	<p>QSS EULA</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p>
<p><b>QNX Momentics Driver Development Kits</b></p>	<p>Basic kits for creating drivers of all non-graphical types. Kits include:</p> <ul style="list-style-type: none"> <li>- Source code driver templates</li> <li>- Source code for sample drivers built upon standardized driver frameworks</li> <li>- Libraries to handle common operations for different types of drivers for deeply embedded devices and headers to define interfaces to libraries</li> <li>- Pre-built debug versions of managers</li> <li>- Complete documentation</li> </ul>						

Additional Available Features	<u>Character (serial 8250) Driver Development Kit</u> <ul style="list-style-type: none"> <li>- Sample serial driver (template)</li> <li>- Full source code to the serial driver for 8250 compatible devices</li> </ul>	+	+	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<u>Network (Pcnet) Driver Development Kit</u> <ul style="list-style-type: none"> <li>- io-net architecture concepts and data flow examples</li> <li>- discussion of the interfaces used in a QNX network driver</li> <li>- full, commented source to the AMD PCnet driver</li> <li>- structure and API documentation</li> </ul>	+	+	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<u>Audio (PCI, template) Driver Development Kit</u> <ul style="list-style-type: none"> <li>- io-audio architecture concepts and data flow examples</li> <li>- discussion of the interfaces used in a QNX audio driver</li> <li>- sample audio driver</li> <li>- full source to the PCI audio driver for generic PCI audio devices</li> <li>- structure and API documentation</li> </ul>	+	+	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<u>USB (mouse, printer) Driver Development Kit</u> <ul style="list-style-type: none"> <li>- class driver for USB keyboards (BOOT mode HID)</li> <li>- class driver for USB mice (BOOT mode HID)</li> <li>- USB manager for OHCI and UHCI standard controllers</li> <li>- class driver for USB printers</li> <li>- display USB device configuration</li> <li>- library reference functions for connection, memory management, I/O, pipe management, and configuration/management</li> </ul>	+	+	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<u>Character (e.g. serial) Driver Development Suite</u> - full source code to the: <ul style="list-style-type: none"> <li>- PrimeCell serial driver for ARM environments</li> <li>- SA1110 serial driver for StrongARM designs based on the SA1110</li> <li>- PowerPC 8260 serial driver for designs based on the Motorola MPC8260 family</li> </ul>		.	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<u>Network Driver Development Suite</u> - full source code to the: <ul style="list-style-type: none"> <li>- Artesyn network driver for the Artesyn BSP</li> <li>- Crystal Semiconductor network driver for Cirrus Logic Crystal 89xx chipsets</li> <li>- Novell NE2000 network driver for NE2000 and compatible chipsets</li> <li>- PowerPC 800 network driver for designs based on the Motorola MPC82x</li> <li>- PowerPC 860 network driver for designs based on the Motorola MPC860</li> <li>- PowerPC 8260 network driver for designs based on the Motorola MPC8260 family</li> <li>- SMC 9000 network driver for SMC 91Cxx chipsets</li> </ul>			+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<u>Audio Driver Development Suite</u> - full source code to the: <ul style="list-style-type: none"> <li>- ESS 1938 audio driver for the ESS Solo chipset</li> </ul>			+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms

							terms
Additional Available Features	<p>Development tools, configuration files, static libraries and documentation for creating MicroGUI (Photon) graphical applications.</p> <p><u>Photon Application Builder (PhAB)</u> - Visual design and code generation tool for graphical applications.</p> <ul style="list-style-type: none"> <li>- Layout of user interface from palette of components (widgets)</li> <li>- Resource editors for controlling the properties of any user interface element (widget, icons, bitmaps, etc.)</li> <li>- Automated code generation</li> </ul>	+	+	+	Object Code	Type I	QSS EULA
	<p><u>MicroGUI libraries</u></p> <ul style="list-style-type: none"> <li>- Graphics</li> <li>- Widget</li> <li>- Application Builder intrinsics</li> </ul>	+	+	+	Object Code	Type I	QSS EULA See <i>TPOSLTG</i> : CMU – 10, One-off – 25, 26
	<p><u>Cross-Hosted Development</u></p> <ul style="list-style-type: none"> <li>- complete support for QNX Photon microGUI development under either Windows NT (including Windows XP, Windows 2000) or Solaris (SPARC), without the Photon Application Builder.</li> <li>- Photon Application Builder for Windows operating systems</li> </ul>		+	+	Object Code	Type I	QSS EULA
				+	Object Code	Type I	QSS EULA
QNX Momentics MicroGUI Driver Development Kit	<p>Basic kits for creating Input and Graphics drivers for use with the MicroGUI (Photon). Kits include:</p> <ul style="list-style-type: none"> <li>- Source code driver templates</li> <li>- Source code for sample drivers built upon standardized driver frameworks</li> <li>- Libraries to handle common operations for different types of drivers for deeply embedded devices and headers to define interfaces to the libraries</li> <li>- Pre-built debug versions of managers</li> <li>- Complete documentation</li> </ul>						
	<p><u>Graphics Driver Development Kit</u> – provides source code for a number of drivers and library utilities shipping with the QNX Photon microGUI, including:</p> <ul style="list-style-type: none"> <li>- driver for IBM VGA-compatible adapters</li> <li>- driver for banked SuperVGA adapters</li> <li>- generic VESA 2.00 linear frame buffer driver</li> <li>- accelerated driver for the Chips and Technologies 655xx and 690xx</li> <li>- accelerated driver for the Intel 82810 and 82815 chipsets, including 2D draw, and the video overlay scaler</li> <li>- accelerated driver for the 3dfx Voodoo Banshee and Voodoo 3 chipsets</li> <li>- library utilities for implementing 2D routines using software rendering and for managing video memory and performing various PCI-related operations</li> </ul>	+	+	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms
	<p><u>Input Driver Development Kit (IDDK)</u> - provides a sample skeleton for creating a module, as well as:</p> <ul style="list-style-type: none"> <li>- sample device module and MS-mouse protocol code</li> <li>- command-line parsing code</li> <li>- code for modules and event bus lines, interfaces, and filter modules</li> </ul>	+	+	+	Source and Object Code	Type I	QSS EULA See individual source code files for additional terms

<p>Additional Available Features</p>	<ul style="list-style-type: none"> <li>- sample input driver with various device and protocol modules</li> <li>- Elo touchscreen driver and protocol module</li> </ul> <p><u>Printer Driver Development Kit</u> -includes:</p> <ul style="list-style-type: none"> <li>- library with functions for writing code to read and process files, break pages into slices, and return rendered slices for printing</li> <li>- function to swap the data port into raw data mode for printers</li> <li>- function for generic dithering of algorithms used in all print filters</li> <li>- sample PCL driver</li> </ul> <p><u>Graphics Driver Development Suite</u> – full source code to the:</p> <ul style="list-style-type: none"> <li>- Accelerated driver for the Chips and Technologies 655xx and 690xx</li> <li>- Accelerated driver for the Intel 82810 and 82815 chipsets, including 2D draw, and the video overlay scaler</li> <li>- Accelerated driver for the 3dfx VooDoo Banshee and VooDoo 3 chipsets</li> <li>- MediaQ MQ200 graphics driver</li> <li>- StrongARM SA1110 graphics driver</li> <li>- Flat mode graphics driver, for quickly writing dumb frame buffer drivers</li> </ul> <p><u>Input Driver Development Suite</u> - full source code to the:</p> <ul style="list-style-type: none"> <li>- Carrol touchscreen driver and protocol module</li> <li>- Dyna touchscreen driver and protocol module</li> <li>- MicroTouch touchscreen driver and protocol module</li> <li>- Gunze AHL driver and protocol module</li> </ul>	+	+	+	Source and Object Code	Type I	<p>QSS EULA</p> <p>See individual source code files for additional terms</p>
				+	Source and Object Code	Type I	<p>QSS EULA</p> <p>See individual source code files for additional terms</p>
<p><b>QNX Momentics Multimedia Development Kit</b></p>	<p>Development tools, configuration files, libraries and documentation for creating multi-media plugins and applications based upon them. QNX Momentics Multi-media development kit allows developers to create content-rich multi-media applications for the QNX Neutrino RTOS</p> <p><u>Audio headers &amp; libraries</u></p>			+	Source and Object Code	<p>Type III</p> <p><b>Note:</b> does not include any patent license or indemnification (e.g., MPEG, Dolby, CSS/DVD, WMA)</p>	<p>QSS EULA, LGPL (Audio libraries)</p> <p>See <i>TPOS/SLTG</i>:</p> <p>One-off – 32</p> <p>See individual source code files for additional terms</p>
<p><b>Consumer Source Kit</b></p>	<p><b>Not Available</b></p>	N/A	N/A	N/A	N/A	N/A	N/A
<p><b>Automotive Bundle</b></p>	<p>Development components and source code particular to needs of the automotive telematics and infotainment markets. Development and source components licensed separately. Includes:</p> <p><u>Automotive Software Development Bundle</u> – development components for automotive technology, including:</p> <ul style="list-style-type: none"> <li>- MOST development kit - MOST networking libraries &amp; headers, pre-compiled driver binaries</li> </ul>			Extra Cost Option	Object Code	<p>Type I</p> <p><b>Note:</b> Does not include any patent license or indemnification (e.g., MOST)</p>	<p>QSS EULA</p>

<p>Additional Available Features, available as Extra Cost Option(s)</p>	<p><u>Automotive Source Bundle</u> – Source code to important technologies, collectively made available for automotive use. Includes the following source code components:</p> <ul style="list-style-type: none"> <li>- Embedding Kit – Auto - Telematics and/or Infotainment reference designs and driver source * <ul style="list-style-type: none"> <li>- pxa250tmp: Intel PXA250 telematics development platform (“Daytona”)</li> <li>- Big Sur/Amanda: Hitachi SH7751 HARP (“Big Sur”), with support for Amanda personality board</li> <li>- systemh: Hitachi System H Development Board</li> <li>- rpxlite: Embedded Planet/Motorola RPX Lite development kit</li> </ul> </li> </ul> <p>* Binary components and specific underlying source code components (e.g. standard PXA250 development platform, Big Sur, excluding Amanda) are available as part of the Momentics Professional Edition Embedding Kit(s).</p> <ul style="list-style-type: none"> <li>- MOST driver development kit - full source code to the: <ul style="list-style-type: none"> <li>- MOST networking framework, including MOST protocol modules and MOST device drivers.</li> </ul> </li> </ul> <p>- High Availability - Provides the source code to the following high availability* development and runtime components:  -&gt; Libraries  -&gt; HA Manager</p> <p>* Development components included in Momentics Professional edition product, to be made available as an update</p> <ul style="list-style-type: none"> <li>- Infotainment Source Kit - Browser user interface and media player source code</li> </ul>			<p>Extra Cost Option</p>	<p>Source Code</p> <p>Source Code</p> <p>Source Code</p> <p>Source Code</p> <p>Source Code</p> <p>Source Code</p>	<p>Type I</p> <p>Type I</p> <p>Type II <b>Note:</b> Does not include any patent license or indemnification (e.g., MOST)</p> <p>Type I</p> <p>Type I <b>Note:</b> does not include any patent license or indemnification (e.g., MPEG, Dolby, CSS/DVD, WMA)</p>	<p><b>QSS EULA – Licensed on a Project basis</b></p> <p>QSS EULA See <i>TPOSLTG: BSD2 – 9, 10</i> See individual source code files for additional terms</p> <p>QSS EULA See individual source code files for additional terms</p> <p>QSS EULA See individual source code files for additional terms</p> <p>QSS EULA See individual source code files for additional terms</p>
<p><b>Networking Bundle</b></p>	<p>Development components and source code particular to needs of the networking markets. Includes:</p>			<p>Extra Cost Option</p>			

	<p>Networking Source Code - Source code to the networking runtime technology, including foundation, TCP/IP protocol stack and Qnet transparent distributed processing.</p> <p>Embedding Kit – Networking - SMP reference designs</p> <ul style="list-style-type: none"> <li>- mvp: Motorola MVP Development Board</li> <li>- prpmc800: Motorola PrPMC800 Development Board</li> <li>- discovery: Marvell Discovery (SMP EV-64260-2X rev A)</li> </ul> <p>High Availability - Provides the source code to the following high availability* development and runtime components:</p> <ul style="list-style-type: none"> <li>-&gt; Libraries</li> <li>-&gt; HA Manager</li> </ul> <p>* Development components included in Momentics Professional edition product, to be made available as an update</p>				<p>Source Code</p> <p>Source and Object Code</p> <p>Source Code</p>	<p>Type I</p> <p>Type I</p> <p>Type I</p>	<p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>Note: This source code is maintained but not supported by QSS.</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p> <p>QSS EULA</p> <p>See individual source code files for additional terms</p>
<p>Additional Available Features, available as Extra Cost Option(s)</p> <p><b>SNMP Development Components / Kits</b></p>	<p><u>EMANATE</u> - SRI development components for customizing SNMP network management.</p> <ul style="list-style-type: none"> <li>- EMANATE sub-agent development kit <ul style="list-style-type: none"> <li>-&gt; agent libraries and tools for creating extended agents.</li> </ul> </li> <li>- EMANATE cross-hosted development kit (support for extended agent development on Windows NT and Solaris hosts only) <ul style="list-style-type: none"> <li>-&gt; MIB compiler, tools and utilities</li> <li>-&gt; EMANATE and EMANATE/Lite agents</li> </ul> </li> </ul>				<p>Object Code</p> <p>Object Code</p>	<p>Type III</p> <p>Type III</p>	<p>QSS SNMP EULA Contact QSS for details.</p> <p>See individual source code files for additional terms</p> <p>QSS SNMP EULA Contact QSS for details.</p> <p>See individual source code files for additional terms.</p>



## QNX Neutrino® Realtime Operating System (RTOS) Runtime Technologies

**Note:** The following table identifies QNX Neutrino realtime operating system technologies that are included as part of the indicated QNX development suite editions (Version 6.2.0). The table identifies runtime components that are intended to be deployed in target systems as well as certain associated license attributes. See the QNX Momentics End User License Agreement ([licensing.qnx.com](http://licensing.qnx.com)) for other license information pertaining to use for target system development purposes. Contact an authorized QNX sales representative for runtime distribution license information.

Name	Description	NC	SE	PE	Code	Type	License(s)
<b>Core OS Technology</b>	<u>Minimal POSIX runtime environment configuration of the QNX Neutrino real-time operating system (RTOS).</u>	+	+	+	Object Code	Type I	QSS EULA
	<u>Kernel</u> - pre-built Core OS runtime components for X86 and (Compaq iPaq) processors - QNX Neutrino microkernel - QNX Neutrino process manager	+	+	+	Object Code	Type I	QSS EULA
	<u>Base Board Support Package</u> - X86 BIOS - Compaq iPaq	+	+	+	Object Code	Type I	QSS EULA
	<u>System Libraries</u>	+	+	+	Object Code	See QNX Development Suite Tools table above for Corresponding Information.	
	<u>Utilities</u> - POSIX command line environment, all POSIX utilities, including shells, file and text manipulation and other utilities. - QNX utilities - GNU utilities  - Other third party utilities	+	+	+	Object Code	QNX Authored Utilities - Type I	QSS EULA; GPL (for GNU Utilities) and Various Open Licenses
<b>Additional Available Features</b>	<u>Processor Support</u> - Supplement to Core OS providing pre-built Core OS runtime components for all processors supported by Neutrino. - ARM (including StrongARM and Xscale), MIPS, PowerPC, SH4		+	+	Object Code	Type I	QSS EULA
	<u>Upgraded Libraries</u> - System Libraries (Dinkum C++) - Embedded C++ (Dinkum Abridged library)		+	+	Object Code	Type I	QSS EULA
	<u>Board-support packages (BSPs)</u> - BSPs for standard reference platforms (pre-built binaries) including board bring-up (IPL, startup, flash) and board-specific drivers for: - sc400: AMD Elan SC400 development board - sandpoint: Motorola Sandpoint Development Board - ads8260: Motorola MPC8260 Application		+	+	Object Code	Type I	QSS EULA  See TPOSLTG: One-Off – 17
						GNU Utilities - Type III All others - Type II	Note: There may be open source terms other than those listed in the TPOSLTG; please contact <a href="mailto:licensing@qnx.com">licensing@qnx.com</a> for details on specific utilities.

Additional Available Features With Additional Runtime Royalty Obligations	<p>Development System (“ADS”)</p> <ul style="list-style-type: none"> <li>- fads800: Motorola MPC860 and MPC850 Family Application Development System (“FADS”)malta: MIPS Malta Development Board sa1110: Intel StrongARM SA1110 Development Board (“Assabet”)</li> <li>- integrator: ARM Integrator Development Board</li> <li>- dbpxa250dp: Intel DBPXA250 Development Platform (“Lubbock”)</li> <li>- aspen: Hitachi SH7750 Hardware Architecture Reference Platform (HARP) (“Aspen”), with support for “Tahoe” personality board</li> <li>- bigsur: Hitachi SH7751 HARP (“Big Sur”)</li> <li>- Hitachi Solutions Engine development board</li> </ul>						
	<p><u>Components of Custom BSPs</u> – binaries created from source code delivered by QSS in corresponding QNX Momentics Embedding kits. Intended to be used by developers to create derivative works for use in target systems in object code form.</p> <ul style="list-style-type: none"> <li>- IPL</li> <li>- Startup</li> <li>- Flash file systems</li> <li>- Image file systems</li> <li>- Inflater compressed file systems</li> </ul>				Object Code	Type I, as deliver-ed by QSS	QSS EULA See <i>TPOSLTG</i> : One-Off – 17
	<p><u>Driver Suite</u> - Drivers in object code form for commercially supported reference platforms and peripherals (see <a href="http://www.qnx.com/support/sd_hardware/_or_contact">http://www.qnx.com/support/sd_hardware/_or_contact</a> QSS for a complete list)</p>				Object Code	Type I	QSS EULA See Embedding Kit and Driver Development Kit for terms specific to drivers
	<ul style="list-style-type: none"> <li>- MOST networking drivers*</li> </ul> <p>* Available within the Automotive Development Bundle</p>				Object Code	Type II <b>Note:</b> Does not include any patent license or indemnification (e.g., MOST)	QSS EULA
	<p><u>Components of Custom Drivers</u> - binaries created from source code delivered by QSS in corresponding QNX Momentics Driver Development kits. Intended to be used by developers to create derivative works for use in target systems in object code form.</p>				Object Code	Type I, as delivered by QSS	QSS EULA See Embedding Kit and Driver Development Kit for terms specific to drivers
	<p><u>High Availability</u> – Operating system support for target systems implementing High Availability framework, including derivative works of the HA libraries and/or HA Manager</p> <ul style="list-style-type: none"> <li>- Libraries</li> <li>- HA Manager</li> </ul>				Object Code	Type I	QSS EULA
<p><u>Instrumentation</u>– Operating system support for target systems implementing advanced monitoring of dynamic behavior.</p> <ul style="list-style-type: none"> <li>- Instrumented Kernel</li> <li>- Utilities</li> </ul>				Object Code	Type I	QSS EULA	

	SMP - Operating system kernel support for symmetric multi-processing.		+	+	Object Code	Type I	QSS EULA
Networking	<u>Foundation</u> - Networking manager for the incorporation of protocol stacks into the OS environment - io-net	+	+	+	Object Code	Type I	QSS EULA
	<u>TCP/IP protocol stack</u> - Standard NetBSD (v. 1.5) protocol stack implementation - IPv4, IP, forwarding, multicast, UDP, TCP, ICMP - Utilities - PPP, PPPoE, RPC, RTP, telnet, rx, ftpd, telnetd, rshd - Libraries - BSD sockets - Remote file systems access: NFS v. 2, CIFS	+	+	+	Object Code	Type I	QSS EULA & Various Open Licenses  See <i>TPOSLTG</i> : ANU – 1-11 BSD – 1, 2, 4, 7, 8, 10-24, 27-29, 31-38, 40, 42, 43, 45-52 BSD2 – 1-8, 12-18 CMU – 1, 3, 9 DEC – 1, 3-5 IBM – 2, 3 TIS – 1-3 One-off – 2, 3, 8-14, 19
Additional Available Features	<u>Qnet transparent distributed processing</u> - Networking protocol module allowing QNX messages to be transparently distributed over a transport mechanism.	+	+	+	Object Code	Type I	QSS EULA
	<u>Embedded Networking</u> - Alternative networking options for resource-constrained devices - Tiny TCP/IP (tiny networking stack) -> IPv4, UDP, TCP support - Slinger (embedded web server)		+	+	Object Code	Type I	QSS EULA  See <i>TPOSLTG</i> : BSD - 58 BSD2 – 3
	<u>LAN Management</u> - DHCP server and other work-group services (all except file services) - Utilities - SNMP v. 1,2, NFS server (v. 2,3), BOOTP server		+	+	Object Code	Type I	QSS EULA  See <i>TPOSLTG</i> : CMU – 2, 4-6 BSD – 3, 45 One-Off – 2
	<u>Enterprise</u> - Remote file system (file sharing; NFS) services and basic IPv6 support. - Alternative NetBSD v. 1.5 networking stack – KAME extensions supporting IPv6, IPSec, tunneling, VPN, fast forwarding, multicast routing - Utilities – DHCP services, multicast routing, name services, routing  <b>Note:</b> includes encryption software				+	Object Code	Type I

<p><b>Additional Available Features with Additional Runtime Royalty Obligations</b></p>	<p><u>Carrier</u> - Full support for managed IPv6 networks, including IPsec, all services and configuration utilities</p> <ul style="list-style-type: none"> <li>- Utilities – IPv6 configuration, ping6, IPv6 routing, setkey</li> </ul> <p>SNMP binary agents from SNMP Research International</p> <p><b>EMANATE</b> – Full SNMP v1, v2c, v3</p> <ul style="list-style-type: none"> <li>- Binary agent</li> </ul> <p><b>EMANATE/lite</b> – Basic SNMP v1, v2c, v3</p> <p>Binary agent</p> <p>Custom Agent</p> <ul style="list-style-type: none"> <li>- binary generated from any product from the Networking Bundle, Additional Available Features, EMANATE</li> </ul>			<p style="text-align: center;"><b>+</b></p>	<p>Object Code</p>	<p>Type I</p>	<p>QSS EULA</p> <p>See <i>TPOSLTG</i>:          BSD – 59 -61          BSD2 – 22,23          One-off – 49 - 52</p>
<p><b>File Systems</b></p>	<p>Support for hierarchical management of files, accessible from different media (e.g. disk, network, memory)</p> <p><u>Disk-based file systems</u></p> <ul style="list-style-type: none"> <li>- QNX - Full POSIX file semantics</li> <li>- Linux - Support for EXT2 file system partitions</li> <li>- DOS - Support for FAT12, FAT16 and FAT32 file systems</li> <li>- CDROM - Support for ISO9660 file systems, supporting Rock Ridge extensions and Julliet</li> </ul>	<p style="text-align: center;"><b>+</b></p>	<p style="text-align: center;"><b>+</b></p>	<p style="text-align: center;"><b>+</b></p>	<p>Object Code</p>	<p>Type I</p>	<p>QSS EULA</p>

	<u>Virtual file systems</u> - Package - Virtual file system, supporting unioning of directories - Inflater - compression	+	+	+	Object Code	Type I	QSS EULA
<b>GUI</b>  Additional Available Features With Additional Runtime Royalty Obligations	Photon microGUI: Complete graphical microkernel-based windowing environment allowing multiple graphical applications to share one or more displays.  <u>Photon MicroGUI Graphics Environment</u> - Photon MicroGUI services - Server (graphical microkernel) - Fonts - Photon libraries - Plugin (DLL) libraries	+	+	+	Object Code	Type I	QSS EULA, One-off - 47  See QNX Momentics MicroGUI Development Kit for additional terms related to Photon libraries
	<u>Photon MicroGUI Application Environment</u> - Photon MicroGUI applications. - Applications - Utilities - Window manager - Desktop (shelf) -	+	+	+	Object Code	Type I	QSS EULA
	<u>Internationalization</u> - support for non-European languages, including Unicode font sets, input methods for character composition (for languages with large character sets). - Fonts -> Japanese Stroke Fonts -> Chinese Stroke Fonts (Traditional) -> Chinese Stroke Fonts (Simplified) -> Chinese Stroke Font (Hong Kong -> Extension) Korean Stroke Fonts - Input Methods -> Japanese -> Chinese -> Korean	▪ +	▪ +	▪ +	Object Code	Type II	QSS EULA
		+	+	+	Object Code	Type III	QSS EULA
<b>Multimedia</b>	<u>Framework for multimedia applications.</u> - Libraries - Media player application	+	+	+	Object Code	Type III <b>Note:</b> does not include any patent license or indemnification (e.g., MPEG, Dolby, CSS/DVD, WMA)	QSS EULA  See QNX Momentics Multimedia Development Kit for additional terms
	Filters & Codecs - mixer - restore - Xing audio decoder (MPEG 1, layer 1,2 & 3 (MP3)) – Requires floating point - Xing video decoder (MPEG 1) – only available for X86	+	+	+	Object Code	Type III <b>Note:</b> does not include any patent license or indemnification (e.g., MPEG, Dolby, CSS/DVD, WMA)	QSS EULA See <i>TPOSLTG:</i>  One-off - 45
<b>Web Client</b>	<u>Browser client</u> - provides graphical web				Object	Type I	QSS EULA

<p>Additional Available Features</p> <p>Additional Available Features With Additional Runtime Royalty Obligations</p>	<p>browser user interface, access to HTTP services, and framework for integration of different web rendering engines.</p> <p><u>Components of Custom browser user interface</u> – binaries created from source code delivered by QSS in corresponding QNX Momentics Infotainment Source Kit. Intended to be used by developers to create derivative works for use in target systems in object code form.</p> <p><u>Voyager Engine (Spyglass)</u> - Web rendering engine for web client</p> <p><u>Mozilla Engine (Gecko)</u> - Web rendering engine for web client</p> <p><u>Embedded Environment</u> - Java 2 Micro Edition compliant runtime configurations</p> <p>Note - Flow-through obligation disallowing sub-setting or super-setting applies to this environment.</p> <p><u>Custom Environment</u> - Custom configurations</p>	<p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p>	<p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p>	<p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p> <p>+</p>	<p>Code</p> <p>Object Code</p> <p>Object Code</p> <p>Object Code</p> <p>Object Code</p> <p>Object Code</p>	<p>Type I, as delivered by QSS</p> <p>Type II</p> <p>Type III</p> <p>Type II</p> <p>Type II</p>	<p>QSS EULA</p> <p>QSS EULA</p> <p>QSS EULA</p> <p>QSS EULA</p> <p>QSS EULA</p>
<p><b>Macromedia Flash 4 plug-in</b></p>	<p>Browser support for Macromedia Flash 4 web content</p> <p>Note: for trial purposes only. No OEM licensing available from QSS.</p>	<p>+</p>	<p>+</p>	<p>+</p>	<p>Object Code</p>	<p>Trial Software</p>	<p>QSS EULA</p>

## Export / Import Information.

This Software may not be transferred to: (i) any country prohibited by United States and/or Canadian laws and regulations (presently including Taliban-controlled areas of Afghanistan, Angola, Cuba, Iran, Iraq, Liberia, Myanmar (Burma), North Korea, Sudan and Syria); (ii) any person or entity prohibited from receiving United States and/or Canadian exports (including, but not limited to, those involved with missile technology or nuclear, chemical or biological weapons); or (iii) any country which requires an import or use permit for encryption technology.

The following chart describes specific import / export reviews.

Country	Description	NC	SE	PE	Auto Bundle	Networking Bundle
U.S.	The Software has had a one time review by the U.S. Bureau of Information Security and the following reflects that review.	Version: QDSL1G1_02 CCATS # G025975 ECCN 5D002(C.1) License Exception: ENC (740.17(a) and (b)(3)) Country Chart Column: NS1 AT1  Note Add-ons to Networking Bundle: (a) Raccoon add-on is subject to License Exception: ENC (740.17(a) and (b)(2)) (b) SNMP Software is subject to License Exception: ENC (740.17(a) and (b)(2)). Please also review section 740.17(e)(3) of the EAR.				
France	The Software has been reviewed by the French Direction Centrale de la Sécurité des Systèmes d'Information (DCSSI) which has provided the following import authorization numbers.	13325	23326	33327	13329	43328  Raccoon add-on: 33331 SNMP: 23330