

You are purchasing a license to use Neva Object Technology, Inc. software. The software is the property of Neva Object Technology, Inc., is protected by US and international copyright law, and is provided to the customer only on the license terms set forth below. Opening the package indicates your acceptance of these terms.

This is a legal agreement between you and Neva Object Technology, Inc. ("NeOT").

LICENSE GRANT. NeOT grants you a non-exclusive non-transferable license to use **Coroutine for Java and JavaDllBuilder** (the "Software"). Under this license, you may: (1) use the Software on any number of machines within a single location of your company or organization for the purpose of developing applications; (2) copy the Software for backup and archival purposes; (3) assign this License in instances in which such assignment is to an entity which acquires all or substantially all of the business of Licensee, whether by consolidation, merger, or acquisition of assets.

RESTRICTIONS. Except as otherwise expressly permitted in this Agreement, Licensee may not: (1) sell, rent, lease, sub license, or assign the Software; (2) distribute any part of the Software other than in conjunction with executable applications created by you utilizing the Software; (3) distribute any part of the Software other than listed in redistrib.txt file in JavaDllBuilder folder; (4) de-compile, disassemble, reverse engineer, or otherwise attempt to derive the source code for the Software (unless enforcement is prohibited by applicable law); (5) disclose, publish, translate, export or otherwise make available the Software in any form, to any person or entity, except as expressly licensed herein.

RUNTIME RIGHTS AND LIMITATIONS. You may distribute runtime binary files (Java class files and Windows DLLs), provided that you distribute runtime files only in conjunction with and as an integral part of executable applications created by you utilizing the Software. The license to distribute runtime files is royalty-free. You agree to indemnify, hold harmless and defend Neva Object Technology, Inc. from and against any claims or lawsuits, including attorney's fees that arise or result from the use or distribution of your software.

WARRANTY. NEVA OBJECT TECHNOLOGY, INC. MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, REGARDING THE SOFTWARE, ITS MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE ENTIRE RISK RELATING TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU.

DISCLAIMER OF DAMAGES. IN NO EVENT SHALL NEVA OBJECT TECHNOLOGY, INC. BE LIABLE FOR ANY LOST REVENUE, PROFIT OR DATA, OR FOR SPECIAL, INDIRECT, OR INCIDENTAL DAMAGE RESULTING FROM THE USE OF THE SOFTWARE EVEN IF NEVA OBJECT TECHNOLOGY, INC. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. IN NO CASE SHALL NEVA OBJECT TECHNOLOGY, INC. LIABILITY EXCEED THE PURCHASE PRICE FOR THE SOFTWARE

PROPRIETARY RIGHTS. Title, ownership rights, and intellectual property rights in the Software shall remain in Neva Object Technology, Inc. The Software is owned by Neva Object Technology, Inc. and is protected by US and international copyright law. You agree not to remove any NeOT trademarks or copyright notices.

GENERAL. (a) This Agreement constitutes the entire agreement between the parties concerning the subject matter hereof. (b) No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party. (c) NeOT reserves the right to terminate this license if you fail to comply with the terms and conditions of this license. Upon termination, Licensee must immediately cease use of and destroy the Software. (d) This Agreement shall be governed and construed under the law of the State of California and subject to the exclusive jurisdiction of the courts therein. Any claims arising out of this Agreement will be brought in Orange County, California, USA.