

# **Agile Engineering Data Management**

Licensing Information User Manual

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# Preface

Agile PLM is a comprehensive enterprise PLM solution for managing your product value chain.

## Audience

This document is intended for administrators and users of the Agile PLM products.

## Documentation Accessibility

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<http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs> if you are hearing impaired.

## Related Documents

Oracle's Agile PLM documentation set includes Adobe® Acrobat PDF files. The Oracle Technology Network (OTN) website  
<http://www.oracle.com/technetwork/documentation/agile-085940.html> contains the latest versions of the Agile PLM PDF files. You can view or download these manuals from the Web site, or you can ask your Agile administrator if there is an Agile PLM Documentation folder available on your network from which you can access the Agile PLM documentation (PDF) files.

## Conventions

The following text conventions are used in this document:

Convention	Meaning
<b>boldface</b>	Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.
<i>italic</i>	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.

Convention	Meaning
monospace	Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.

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## Licensing Information

### Commercial Software

Commercial software products or components distributed in Oracle Agile Engineering Data Management are identified in the following table along with the applicable licensing information:

**Table 2–1**

Provider	Component(s)	Licensing Information
Microsoft	Microsoft Visual Studio 2010 Redistributable MS VS 2010	MICROSOFT SOFTWARE LICENSE TERMS MICROSOFT VISUAL STUDIO 2010 PROFESSIONAL EDITION AND TRIAL EDITION  * License is EULA.TXT in the Visual Studio package  A copy of the license can be found below.

### Microsoft Visual Studio 2010

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PROFESSIONAL EDITION AND TRIAL EDITION

\* License is EULA.TXT in the Visual Studio package

\* List of redistributable files is REDIST.TXT in the Visual Studio package

From the MS VS 2010 REDIST.TXT file:

The following list is a list of files available with Microsoft Visual Studio 2010 for redistribution under the Visual Studio 2010 license. If the Microsoft software you have licensed is not Visual Studio 2010, only the files that are installed by the Microsoft software may be redistributed under such license.

Visual Basic PowerPacks

Subject to the license terms for the software, the following file may be redistributed unmodified:

VisualBasicPowerPacksSetup.exe

Visual C++ Runtime files

Subject to the license terms for the software, you may redistribute the .EXE files (unmodified) listed below. These files can be run as prerequisites during installation.

vcredist\_x86.exe

vcredist\_x64.exe

vcredist\_IA64.exe

Subject to the license terms for the software, you may redistribute MSM files listed below unmodified as a part of your installation package: Microsoft\_VC100\_ATL\_x86.msm

Microsoft\_VC100\_ATL\_ia64.msm

Microsoft\_VC100\_ATL\_x64.msm

Microsoft\_VC100\_CRT\_x86.msm

Microsoft\_VC100\_CRT\_ia64.msm

Microsoft\_VC100\_CRT\_x64.msm

Microsoft\_VC100\_MFC\_x86.msm

Microsoft\_VC100\_MFC\_x64.msm

Microsoft\_VC100\_MFCLOC\_x86.msm

Microsoft\_VC100\_MFCLOC\_x64.msm

Microsoft\_VC100\_OpenMP\_x86.msm

Microsoft\_VC100\_OpenMP\_ia64.msm

Microsoft\_VC100\_OpenMP\_x64.msm

For your convenience, we have provided the following folders for use when redistributing VC++ runtime files. Subject to the license terms for the software, you may redistribute the folder (unmodified) in the application local folder as a sub-folder with no change to the folder name. You may also redistribute all the files within a folder, listed below the folder for your convenience, as an entire set.

\\VC\\redist\\x86\\Microsoft.VC100.ATL\\ atl100.dll

\\VC\\redist\\ia64\\Microsoft.VC100.ATL\\ atl100.dll

\\VC\\redist\\amd64\\Microsoft.VC100.ATL\\ atl100.dll

\\VC\\redist\\x86\\Microsoft.VC100.CRT\\ msvcp100.dll

msvcr100.dll

\\VC\\redist\\ia64\\Microsoft.VC100.CRT\\

msvcp100.dll

svcr100.dll

\\VC\\redist\\amd64\\Microsoft.VC100.CRT\\

msvcp100.dll

msvcr100.dll

\\VC\\redist\\x86\\Microsoft.VC100.MFC\\

mfc100.dll

mfc100u.dll

mfc100.dll

mfc100u.dll

```
\VC\redist\amd64\Microsoft.VC100.MFC\  
mfc100.dll  
mfc100u.dll  
mfcm100.dll  
mfcm100u.dll  
\VC\redist\x86\Microsoft.VC100.MFCLOC\  
mfc100chs.dll  
mfc100cht.dll  
mfc100enu.dll  
mfc100esp.dll  
mfc100deu.dll  
mfc100fra.dll  
mfc100ita.dll  
mfc100jpn.dll  
mfc100kor.dll  
mfc100rus.dll  
\VC\redist\amd64\Microsoft.VC100.MFCLOC\  
mfc100chs.dll  
mfc100cht.dll  
mfc100enu.dll  
mfc100esp.dll  
mfc100deu.dll  
mfc100fra.dll  
mfc100ita.dll  
mfc100jpn.dll  
mfc100kor.dll  
mfc100rus.dll  
\VC\redist\x86\Microsoft.VC100.OpenMP\  
vcomp100.dll  
\VC\redist\amd64\Microsoft.VC100.OpenMP\  
vcomp100.dll  
\VC\redist\ia64\Microsoft.VC100.OpenMP\  
vcomp100.dll  
Subject to the license terms for the software, the following files can be redistributed  
with your application in your application local folder or by deploying into the Global  
Assembly Cache (GAC):  
mfcmifc80.dll
```

Subject to the license terms of the software, one or more of the \*.pdb files listed below may be redistributed for the sole purpose of debugging your applications.

atl100.i386.pdb  
atl100.AMD64.pdb  
atl100.IA64.pdb  
msvcp100.i386.pdb  
msvcp100.AMD64.pdb  
msvcp100.IA64.pdb  
msvcr100.i386.pdb  
msvcr100.AMD64.pdb  
msvcr100.IA64.pdb  
mfc100.i386.pdb  
mfc100.AMD64.pdb  
mfc100u.i386.pdb  
mfc100u.AMD64.pdb  
mfcm100.i386.pdb  
mfcm100.AMD64.pdb  
mfcm100u.i386.pdb  
mfcm100u.AMD64.pdb  
vcomp100.i386.pdb  
vcomp100.AMD64.pdb  
vcomp100.IA64.pdb

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#### Visual F# Runtime Files

Subject to the license terms for the software, the following files may be redistributed unmodified:

FSharpRedist.exe FSharp.Core.dll

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#### .NET Framework 4

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dotNetFx40\_Client\_x86\_x64.exe  
dotNetFx40\_Full\_x86\_x64.exe  
dotNetFx40\_Client\_x86.exe  
dotNetFx40\_Full\_x86.exe  
dotNetFx40\_Full\_x86\_ia64.exe  
dotNetFx40\_Client\_setup.exe  
dotNetFx40\_Full\_setup.exe

Please note that the last 5 files listed above are not included with the software. You can obtain copies of those files from <http://go.microsoft.com/fwlink/?LinkId=185911>.

Please note that the Language Packs listed below are not included with the software. However, you may redistribute, unmodified, the individual language pack versions of the following files: You may obtain copies of those files from <http://go.microsoft.com/fwlink/?LinkId=185911>.

dotNetFx40LP\_Full\_x86\_x64<Culture>.exe

dotNetFx40LP\_Full\_x86\_x64<Culture>.exe

dotNetFx40LP\_Full\_x86<Culture>.exe

dotNetFx40LP\_Client\_x86\_x64<Culture>.exe

dotNetFx40LP\_Client\_x86<Culture>.exe

Note: <Culture> represents the specific language identifier. Language Packs are available for the following (listed here with their associated identifier code): Arabic (ar), Chinese-Taiwan (zh-cht), Czech (cs), Danish (da), German (de), Greek (el), Finnish (fi), French (fr), Hebrew (he), Hungarian (hu), Italian (it), Japanese (ja), Korean (ko), Dutch-Netherlands (nl), Norwegian (no), Polish (pl), Portuguese-Brazil (pt-BR), Russian (ru), Swedish (sv), Turkish (tr), Chinese (zh-chs), Portuguese-Portugal (pt-PT), Spanish (es)

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#### Visual Studio Tools for Office Files

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vstor40\_x86.exe

vstor40\_x86.msi

vstor40\_x64.exe

vstor40\_x64.msi

vstor40\_lp\_x86\_ARA.msi

vstor40\_lp\_x64\_ARA.msi

vstor40\_lp\_x86\_CHS.msi

vstor40\_lp\_x64\_CHS.msi

vstor40\_lp\_x86\_CHT.msi

vstor40\_lp\_x64\_CHT.msi

vstor40\_lp\_x86\_DAN.msi

vstor40\_lp\_x64\_DAN.msi

vstor40\_lp\_x86\_DEU.msi

vstor40\_lp\_x64\_DEU.msi

vstor40\_lp\_x86\_ESN.msi

vstor40\_lp\_x64\_ESN.msi

vstor40\_lp\_x86\_FIN.msi

vstor40\_lp\_x64\_FIN.msi

vstor40\_lp\_x86\_FRA.msi

vstor40\_lp\_x64\_FRA.msi  
vstor40\_lp\_x86\_HEB.msi  
vstor40\_lp\_x64\_HEB.msi  
vstor40\_lp\_x86\_ITA.msi  
vstor40\_lp\_x64\_ITA.msi  
vstor40\_lp\_x86\_JPN.msi  
vstor40\_lp\_x64\_JPN.msi  
vstor40\_lp\_x86\_KOR.msi  
vstor40\_lp\_x64\_KOR.msi  
vstor40\_lp\_x86\_NLD.msi  
vstor40\_lp\_x64\_NLD.msi  
vstor40\_lp\_x86\_NOR.msi  
vstor40\_lp\_x64\_NOR.msi  
vstor40\_lp\_x86\_PLK.msi  
vstor40\_lp\_x64\_PLK.msi  
vstor40\_lp\_x86\_PTB.msi  
vstor40\_lp\_x64\_PTB.msi  
vstor40\_lp\_x86\_RUS.msi  
vstor40\_lp\_x64\_RUS.msi  
vstor40\_lp\_x86\_SVE.msi  
vstor40\_lp\_x64\_SVE.msi

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#### Microsoft Office 2007 Primary Interop Assemblies (PIA)

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o2007pia.msi

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#### Windows SDK Files

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Mage.exe

MageUI.exe

ResGen.exe

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<http://go.microsoft.com/fwlink/?LinkId=165518>

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·require distributors and external end users to agree to terms that protect it at least as much as this agreement;

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a. Automatic Updates. Silverlight 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=147032>. You may turn off this feature while Silverlight 3 is running (“opt out”). Unless you expressly opt out of this feature, this 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, the type of operating system, browser and name and version of Silverlight you are using, and the language code of the device where you installed Silverlight, and (c) automatically download and install, or prompt you to download and/or install, current Updates to Silverlight. 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 and the automatic downloading and installation of Updates.

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**zlib**

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License Extensions for Visual Studio 2012 and Visual Studio 2012 SDK

On this Page:

- Redist list for Visual Studio 2012 Ultimate, Premium and Professional editions
- Files from the Concurrency Visualizer Software Development Kit
- Distributable Code for Visual Studio 2012 SDK
- Utilities List for Visual Studio 2012 Ultimate, Premium and Professional editions

Redist list for Visual Studio 2012 Ultimate, Premium and Professional editions

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VisualBasicPowerPacksSetup.exe

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- Microsoft.LightSwitch.Base.Server.dll
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.NET Framework 4.5

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Redist

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- dotNetFx45LP\_Full\_x86\_x64<Culture>.exe
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“List all files and packages to be included:”

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The Microsoft Visual C++ 2012 Redistributable Packages install runtime components of Visual C++ Libraries required to run applications developed with Visual Studio 2012 using C++ on a computer that does not have Visual Studio 2012 installed. These packages install runtime components of C Runtime (CRT), Standard C++, ATL, MFC, C++ AMP, and OpenMP libraries.

Subject to the license terms for the software, you may redistribute the .EXE files (unmodified) listed below.

These files can be run as prerequisites during installation.

vcredist\_x86.exe

vcredist\_x64.exe

vcredist\_arm.exe

Subject to the license terms for the software, you may redistribute MSM files listed below unmodified as a part of your installation package:

Microsoft\_VC110\_ATL\_arm.msm

Microsoft\_VC110\_ATL\_x64.msm

Microsoft\_VC110\_ATL\_x86.msm

Microsoft\_VC110\_CRT\_arm.msm

Microsoft\_VC110\_CRT\_x64.msm

Microsoft\_VC110\_CRT\_x86.msm

Microsoft\_VC110\_CXXAMP\_x64.msm

Microsoft\_VC110\_CXXAMP\_x86.msm

Microsoft\_VC110\_MFCLOC\_x64.msm

Microsoft\_VC110\_MFCLOC\_x86.msm

Microsoft\_VC110\_MFC\_x64.msm

Microsoft\_VC110\_MFC\_x86.msm

Microsoft\_VC110\_OpenMP\_arm.msm

Microsoft\_VC110\_OpenMP\_x64.msm

Microsoft\_VC110\_OpenMP\_x86.msm

Visual C++ Runtime files

For your convenience, we have provided the following folders for use when redistributing VC++ runtime files. Subject to the license terms for the software, you may redistribute any of the files within the folders listed below:

\VC\redist\x86\Microsoft.VC110.ATL\

atl110.dll

\VC\redist\x64\Microsoft.VC110.ATL\

atl110.dll

\VC\redist\arm\Microsoft.VC110.ATL\

atl110.dll

\VC\redist\x86\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x64\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\arm\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x86\Microsoft.VC110.MFC\

mfc110.dll

mfc110u.dll

mfc110.dll

mfc110u.dll

\VC\redist\x64\Microsoft.VC110.MFC\

mfc110.dll

mfc110u.dll

mfc110.dll

mfc110u.dll

\VC\redist\x86\Microsoft.VC110.MFCLOC\

mfc110chs.dll

mfc110cht.dll

mfc110enu.dll  
mfc110esn.dll  
mfc110deu.dll  
mfc110fra.dll  
mfc110ita.dll  
mfc110jpn.dll  
mfc110kor.dll  
mfc110rus.dll  
\\VC\\redist\\x64\\Microsoft.VC110.MFCLOC\\  
mfc110chs.dll  
mfc110cht.dll  
mfc110enu.dll  
mfc110esn.dll  
mfc110deu.dll  
mfc110fra.dll  
mfc110ita.dll  
mfc110jpn.dll  
mfc110kor.dll  
mfc110rus.dll  
\\VC\\redist\\x86\\Microsoft.VC110.OpenMP\\  
vcomp110.dll  
\\VC\\redist\\x64\\Microsoft.VC110.OpenMP\\  
vcomp110.dll  
\\VC\\redist\\arm\\Microsoft.VC110.OpenMP\\  
vcomp110.dll  
\\VC\\redist\\x86\\Microsoft.VC110.CXXAMP\\  
vcamp110.dll  
\\VC\\redist\\x64\\Microsoft.VC110.CXXAMP\\  
vcamp110.dll  
\\VC\\redist\\arm\\Microsoft.VC110.CXXAMP\\  
vcamp110.dll  
Microsoft Visual Studio 11.0\\DIA SDK\\bin\\  
msdia110.dll  
amd64\\msdia110.dll  
arm\\msdia110.dll

Subject to the license terms for the software, the following files can be redistributed with your application in your application local folder or by deploying into the Global Assembly Cache (GAC):

mfcmmfc80.dll

Subject to the license terms of the software, one or more of the \*.pdb files listed below may be redistributed for the sole purpose of debugging your applications.

atl110.i386.pdb

atl110.AMD64.pdb

atl110.arm.pdb

msvcpr110.i386.pdb

msvcpr110.AMD64.pdb

msvcpr110.arm.pdb

msvcr110.i386.pdb

msvcr110.AMD64.pdb

msvcr110.arm.pdb

vccorlib110.i386.pdb

vccorlib110.AMD64.pdb

vccorlib110.arm.pdb

mfc110.i386.pdb

mfc110.AMD64.pdb

mfc110u.i386.pdb

mfc110u.AMD64.pdb

mfcmm110.i386.pdb

mfcmm110.AMD64.pdb

mfcmm110u.i386.pdb

mfcmm110u.AMD64.pdb

vcomp110.i386.pdb

vcomp110.AMD64.pdb

vcomp110.arm.pdb

vcamp110.i386.pdb

vcamp110.AMD64.pdb

vcamp110.arm.pdb

Files from the Concurrency Visualizer Software Development Kit

Subject to the license terms for the software, the following files may be distributed unmodified with your applications

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 3.5)

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 4.0)

cvmarkers.h

cvmarkersobj.h

Redist list for Visual Studio 2012 Ultimate, Premium, Professional and Visual Studio Express for Windows 8 editions

#### ASP.NET MVC 4

You may modify copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may modify, copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may copy and distribute the object code form of the following files.

- System.Net.Http.dll
- System.Net.Http.Formatting.dll
- System.Web.Http.SelfHost.dll
- System.Web.Http.WebHost.dll
- System.Web.Http.dll
- System.Net.Http.WebRequest.dll
- System.Web.Mvc.dll

#### ASP.NET Universal Providers

You may modify, copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may modify, copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may copy and distribute the object code form of the following file.

System.Web.Providers.dll

#### ASP.NET Web Optimization Framework

You may modify copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may modify copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may copy and distribute the object code form of the following file.

System.Web.Optimization.dll

#### ASP.NET Web Pages 2

You may modify, copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may modify copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may copy and distribute the object code form of the following files.

- Microsoft.Web.WebPages.OAuth.dll
- System.Web.Helpers.dll
- System.Web.Razor.dll
- System.Web.WebPages.dll
- System.Web.WebPages.Administration.dll
- System.Web.WebPages.Deployment.dll
- System.Web.WebPages.Razor.dll
- WebMatrix.Data.dll
- WebMatrix.WebData.dll
- Microsoft.Web.Infrastructure.dll
- NuGet.Core.dll

#### ASP.NET MVC3



You may modify, copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may modify copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may copy and distribute the object code form of the following files.

- System.Web.Mvc.dll

#### ASP.NET Web Pages 1

You may modify, copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may modify copy, distribute or deploy any .js files contained in the software as part of your ASP.NET programs. You may copy and distribute the object code form of the following files.

- Microsoft.Web.Infrastructure.dll
- NuGet.Core.dll
- System.Web.Helpers.dll
- System.Web.Razor.dll
- System.Web.WebPages.Administration.dll
- System.Web.WebPages.Deployment.dll
- System.Web.WebPages.dll
- System.Web.WebPages.Razor.dll
- WebMatrix.Data.dll
- WebMatrix.WebData.dll

#### Distributable Code for Visual Studio 2012 SDK

This is the “REDIST list” that is referenced in the “Distributable Code” section of the Microsoft Software License Terms for the Microsoft Visual Studio 2012 Software Development Kit (“the software”). If you have a validly licensed copy of such software, you may copy and distribute the unmodified object code form of the files listed below, subject to the software’s License Terms and to the additional terms or conditions (if any) that are indicated.

Subject to the license terms for the Microsoft Visual Studio 2012 SDK, the following .exe files may be redistributed unmodified with your integrated applications:

VSSDKTestHost.exe

vs110\_piaredist.exe

vs\_isoshell.exe

vs\_isoshellLP.exe

vs\_intshelladditional.exe

vs\_intshelladditionalLP.exe

#### Distributable Code for Visual Studio Express 2012 for Windows Desktop

##### Visual C++ Runtime Redist:

The Visual C++ Redistributable consists of runtime components of Visual C++ Libraries required to run applications developed with Visual Studio 2012 using C++ on a computer that does not have Visual Studio 2012 installed.

##### Visual C++ Redistributable Packages

The Microsoft Visual C++ 2012 Redistributable Packages install runtime components of Visual C++ Libraries required to run applications developed with Visual Studio 2012 using C++ on a computer that does not have Visual Studio 2012 installed. These packages install runtime components of C Runtime (CRT), Standard C++, C++ AMP, and OpenMP libraries.

Subject to the license terms for the software, you may redistribute MSM files listed below unmodified as a part of your installation package:

Microsoft\_VC110\_CRT\_x64.msm

Microsoft\_VC110\_CRT\_x86.msm

Microsoft\_VC110\_CXXAMP\_x64.msm

Microsoft\_VC110\_CXXAMP\_x86.msm

Microsoft\_VC110\_OpenMP\_x64.msm

Microsoft\_VC110\_OpenMP\_x86.msm

Visual C++ Runtime files

For your convenience, we have provided the following folders for use when redistributing VC++ runtime files. Subject to the license terms for the software, you may redistribute any of the files within the folders listed below:

\VC\redist\x86\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x64\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x86\Microsoft.VC110.OpenMP\

vcomp110.dll

\VC\redist\x64\Microsoft.VC110.OpenMP\

vcomp110.dll

\VC\redist\x86\Microsoft.VC110.CXXAMP\

vcamp110.dll

\VC\redist\x64\Microsoft.VC110.CXXAMP\

vcamp110.dll

Subject to the license terms of the software, one or more of the \*.pdb files listed below may be redistributed for the sole purpose of debugging your applications.

msvcp110.i386.pdb

msvcp110.AMD64.pdb

msvcr110.i386.pdb

msvcr110.AMD64.pdb

vccorlib110.i386.pdb

vccorlib110.AMD64.pdb

vcomp110.i386.pdb

vcomp110.AMD64.pdb

vcamp110.i386.pdb

vcamp110.AMD64.pdb

Utilities List for Visual Studio 2012 Ultimate, Premium and Professional editions

This is the “Utilities List” that is referenced in the “Utilities” section of Microsoft Software License Terms for certain editions of Microsoft Visual Studio 2012 (the “software”). Depending on the specific edition of the software, the software you received may not include all of the files on this list. Please refer to the Visual Studio License Terms that came with your edition of the software to determine your rights with respect to the components below.

- Visual Studio IntelliTrace Standalone Collector
- IntelliTraceCollection.cab
- Visual Studio Concurrency Visualizer
- concvi\_standalonecollection.exe
- Visual Studio Remote Tools
- rtools\_setup\_x86.exe
- rtools\_setup\_x64.exe
- rtools\_setup\_arm.exe
- Visual Studio Standalone Profiler
- vs\_profiler\_x64\_\*.exe
- vs\_profiler\_x86\_\*.exe

BuildServer Files for Visual Studio 2012 Ultimate, Premium and Professional editions:

This is the “BUILDSERVER list” that is referenced in the “BUILDSERVER.TXT File” section of the Microsoft Software License Terms for certain editions of Microsoft Visual Studio 2012 (the “software”). Please check the License Terms to your particular edition of Visual Studio 2012 to determine whether those License Terms reference this BUILDSERVER list and to determine your use rights with respect to the components below.

- SharePoint Tooling for Visual Studio 2012 :
- Program Files(86)\MsBuild\Microsoft\Visual Studio\v11.0\SharePointTools\
- Microsoft.VisualStudio.SharePoint.targets
- Microsoft.VisualStudio.SharePoint.Tasks.dll
- Windows\Microsoft.NET\assembly\GAC\_MSIL\
- Microsoft.VisualStudio.SharePoint.Designers.Models.dll
- Microsoft.VisualStudio.SharePoint.Designers.Models.Features.dll
- Microsoft.VisualStudio.SharePoint.Designers.Models.Packages.dll
- Microsoft.VisualStudio.SharePoint.dll

Visual C++ Build Server files for Visual Studio Ultimate 2012, Visual Studio Premium 2012 and Visual Studio Professional 2012

All files from the following folders (and all files and folders contained within these folders, recursively)

- Program Files\Common Files\Merge Modules
- Program Files\Microsoft Visual Studio 11.0\VC\
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\ProjectComponents
- Program Files\MSBuild\Microsoft.Cpp\v4.0\V110\
- Individual Files
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\msobj110.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\mspdb110.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\mspdbcore.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\mspdbsrv.exe
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\msvcds110.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\makehm.exe
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\VCVarsQueryRegistry.bat
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\vsvars32.bat

LightSwitch Build Server files for Visual Studio Ultimate 2012, Visual Studio Premium 2012 and Visual Studio Professional 2012

Microsoft.Data.Schema.dll  
Microsoft.Data.Schema.ScriptDom.dll  
Microsoft.Data.Schema.ScriptDom.Sql.dll  
Microsoft.Data.Schema.Sql.dll  
Microsoft.Data.Schema.Utilities.dll  
Microsoft.LightSwitch.AppBridge.dll  
Microsoft.LightSwitch.Base.Client.dll  
Microsoft.LightSwitch.Base.Server.dll  
Microsoft.LightSwitch.Build.Publish.targets  
Microsoft.LightSwitch.Build.Tasks.dll  
Microsoft.LightSwitch.Build.Tasks.targets  
Microsoft.LightSwitch.Client.dll  
Microsoft.LightSwitch.Client.Internal.dll  
Microsoft.LightSwitch.Client.Internal.Resources.dll  
Microsoft.LightSwitch.Client.Resources.dll  
Microsoft.LightSwitch.CodeMarker.dll  
Microsoft.LightSwitch.CommandLineBuild.Manifest.dll  
Microsoft.LightSwitch.CommandLineBuildLoader.dll  
Microsoft.LightSwitch.Common.targets  
Microsoft.LightSwitch.Deploy.Provider.dll

Microsoft.LightSwitch.Design.CodeGen.dll  
Microsoft.LightSwitch.Design.CodeGen.Internal.dll  
Microsoft.LightSwitch.Design.Core.dll  
Microsoft.LightSwitch.Design.Core.Internal.dll  
Microsoft.LightSwitch.Design.DataAccess.dll  
Microsoft.LightSwitch.Design.DataAccess.Internal.dll  
Microsoft.LightSwitch.Design.Designer.dll  
Microsoft.LightSwitch.Design.Designer.Extensions.dll  
Microsoft.LightSwitch.Design.Designer.Framework.dll  
Microsoft.LightSwitch.Design.Designer.Internal.dll  
Microsoft.LightSwitch.Design.DesignerWpfUtilities.dll  
Microsoft.LightSwitch.Design.dll  
Microsoft.LightSwitch.Design.Extensions.Internal.dll  
Microsoft.LightSwitch.Design.Extensions.Reader.dll  
Microsoft.LightSwitch.Design.Extensions.Reader.Internal.dll  
Microsoft.LightSwitch.Design.Internal.dll  
Microsoft.LightSwitch.Design.Loader.dll  
Microsoft.LightSwitch.Design.Manifest.dll  
Microsoft.LightSwitch.Design.Package.dll  
Microsoft.LightSwitch.Design.PackageUI.Neutral.dll  
Microsoft.LightSwitch.Design.Project.dll  
Microsoft.LightSwitch.Design.Project.Upgrade.dll  
Microsoft.LightSwitch.Design.Project.Upgrade.Internal.dll  
Microsoft.LightSwitch.Design.Publish.dll  
Microsoft.LightSwitch.Design.Publish.Internal.dll  
Microsoft.LightSwitch.Design.Server.Internal.dll  
Microsoft.LightSwitch.Design.Utilities.dll  
Microsoft.LightSwitch.Design.VSTemplateWizard.dll  
Microsoft.LightSwitch.Design.WpfUtils.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.ExportProvider.Resources.dll  
Microsoft.LightSwitch.ManifestService.Client.dll  
Microsoft.LightSwitch.ManifestService.Client.Resources.dll  
Microsoft.LightSwitch.ManifestService.dll  
Microsoft.LightSwitch.Model.Xaml.Client.dll  
Microsoft.LightSwitch.Model.Xaml.Client.Resources.dll

Microsoft.LightSwitch.Model.Xaml.dll  
Microsoft.LightSwitch.Publish.targets  
Microsoft.LightSwitch.Publish.Tasks.dll  
Microsoft.LightSwitch.Resources.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.Resources.dll  
Microsoft.LightSwitch.SDK.BuildTasks.dll  
Microsoft.LightSwitch.SDK.targets  
Microsoft.LightSwitch.SDKProxy.dll  
Microsoft.LightSwitch.SecurityData.svc  
Microsoft.LightSwitch.Server.dll  
Microsoft.LightSwitch.Server.Host.dll  
Microsoft.LightSwitch.Server.Internal.dll  
Microsoft.VisualStudio.Debugger.Runtime.dll.dll  
Microsoft.VisualStudio.ExtensionManager.dll  
Microsoft.VisualStudio.Settings.11.0.dll  
Microsoft.VisualStudio.Shell.11.0.dll  
Microsoft.VisualStudio.Shell.Interop.9.0.dll  
Microsoft.VisualStudio.TextTemplating.11.0.dll  
Microsoft.Web.Deployment.dll  
Microsoft.Web.Publishing.AllFilesInTheProject.targets  
Microsoft.Web.Publishing.AspNetCompileMerge.targets  
Microsoft.Web.Publishing.Deploy.FileSystem.targets  
Microsoft.Web.Publishing.Deploy.FPSE.targets  
Microsoft.Web.Publishing.Deploy.FTP.targets  
Microsoft.Web.Publishing.Deploy.MsDeploy.targets  
Microsoft.Web.Publishing.Deploy.Package.targets  
Microsoft.Web.Publishing.MsDeploy.Common.targets  
Microsoft.Web.Publishing.OnlyFilesToRunTheApp.targets  
Microsoft.Web.Publishing.targets  
Microsoft.Web.Publishing.Tasks.dll  
Microsoft.WebApplication.Build.Tasks.Dll  
Microsoft.WebApplication.targets  
Microsoft.WindowsAzure.ServiceRuntime.dll  
Microsoft.WindowsAzure.StorageClient.dll  
System.ServiceModel.PollingDuplex.dll  
vslsHost.exe

## Microsoft Visual C++ 2012 Redistributable

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b. License Model. The software is licensed on a per user basis.

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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. The software requires a key to install or access it. You are responsible for the use of keys assigned to you. You should not share the keys with third parties.

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 [go.microsoft.com/fwlink/?LinkId=247624](http://go.microsoft.com/fwlink/?LinkId=247624). 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 a third party machine within the earlier of (i) when you have finished debugging or deploying your programs; or (ii) thirty (30) days after installation of the Utilities onto that machine.

c. Build Server. The software contains certain components that are identified in the Build Server List located at [go.microsoft.com/fwlink/?LinkId=247624](http://go.microsoft.com/fwlink/?LinkId=247624). You may install copies of the files listed in it, onto your build machines, solely for the purpose of compiling, building, verifying and archiving your programs.

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. 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. Your use of the Bing Maps API and associated content is also subject to the additional terms and conditions at [go.microsoft.com/fwlink/?LinkId=21969](http://go.microsoft.com/fwlink/?LinkId=21969).

f. Included Microsoft Programs. These license terms apply to all Microsoft programs included with the software, except as otherwise noted in this agreement.

g. Third Party Programs and Notices. The software includes third party code. The PreEmptive Solutions, LLC., Dotfuscator and Analytics products are licensed to you under their own license terms and not by Microsoft. Other third party code included in the software is licensed to you by Microsoft under this license agreement, rather than licensed to you by any third party under some other license terms. Notices, if any, for this third party code are included with the software and may also be found in the ThirdPartyNotices.txt file.

4. DISTRIBUTABLE CODE. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

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 [go.microsoft.com/fwlink/?LinkId=247624](http://go.microsoft.com/fwlink/?LinkId=247624). (Anneliese: I inserted the text below this license)

- Sample Code. You may modify, copy, and distribute the source and object code form of code marked as “sample.”

- Icons. You may copy and distribute the icons in the Image Library as described in the software documentation.

- 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 2012. The software contains code marked as “site templates” that you are permitted to use along with your content. You may copy, modify, deploy and distribute the source and object code form of these site templates.

- Blend Fonts for Visual Studio 2012. You may distribute unmodified copies of the Buxton Sketch font, SketchFlow Print font and SegoeMarker font.

- Blend Styles for Visual Studio 2012. 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 MVC and Web Tooling Extensions .js Files. You may modify, copy and distribute or deploy any .js files contained in the ASP.NET Model View Controller or in the Web Tooling Extensions as part of your ASP.NET 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 it 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;
- 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
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d. Windows Library for JavaScript. The software includes the Windows Library for JavaScript. In addition to the other provisions of this section, "Distributable Code", the following also applies to your programs that work in conjunction with the 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 and use these files, without modification, in your programs that you develop for your internal use or in programs that you develop and distribute to third parties. Distribution of your programs containing the Windows Library for JavaScript files is limited solely to the Windows Store. You understand and agree such distribution of your programs is subject to the Windows Store developer terms and terms of use.

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- **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.

- **Extension Manager and New Project Dialog.** Extension Manager and New Project Dialog can retrieve other software through the Internet from Visual Studio Gallery and MSDN Samples websites. To provide this other software, the Extension Manager 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, Extension Manager contains an automatic update feature that is on by default. For more information about this feature, including instructions for turning it off, see [go.microsoft.com/fwlink/?LinkId=248251](http://go.microsoft.com/fwlink/?LinkId=248251). You may turn off this automatic update feature while the software is running ("opt out"). Unless you expressly opt out of this feature, this 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 Visual Studio 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.

- **Really Simple Syndication ("RSS") Feed.** This software start page contains updated content that is supplied by means of an RSS feed online from Microsoft.

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- o **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 that is supplied by means of an OData service online from Microsoft or a third-party service provider, located at [go.microsoft.com/fwlink/?LinkId=206669](https://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.

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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](https://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](https://go.microsoft.com/fwlink/?LinkId=66406).

7. **OTHER WINDOWS COMPONENTS.** The software contains Microsoft .NET Framework software; certain .dll's related to Microsoft Build technologies; Microsoft Internet Information Services (IIS) Express; and Windows Library for JavaScript components. These software components are part of Windows. The license terms for Windows apply to your use of these Windows components.

8. **SQL SERVER SOFTWARE and WINDOWS SOFTWARE DEVELOPMENT KIT (WINDOWS SDK).** The software is also accompanied by Microsoft SQL Server Software and Windows SDK which are licensed to you under their own terms. The license terms for the SQL Server Software and Windows SDK are located in the "Licenses" folder of the software installation directory. If you do not agree to the components' license terms, you may not use them.

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19. **SUPPORT SERVICES.** Microsoft provides support services for the software as described at [www.support.microsoft.com/common/international.aspx](http://www.support.microsoft.com/common/international.aspx).

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EULAID:VS2012\_RTM\_PREM.1\_ENU

License Extensions for Visual Studio 2012 and Visual Studio 2012 SDK

On this Page:

- Redist list for Visual Studio 2012 Ultimate, Premium and Professional editions
- Files from the Concurrency Visualizer Software Development Kit
- Distributable Code for Visual Studio 2012 SDK
- Utilities List for Visual Studio 2012 Ultimate, Premium and Professional editions

Redist list for Visual Studio 2012 Ultimate, Premium and Professional editions

This is the “REDIST list” that is referenced in the “Distributable Code” section of the Microsoft Software License Terms for certain editions of Microsoft Visual Studio 2012 (“the software”). Please check the License Terms to your edition of the software to determine whether those License Terms reference this REDIST list. If you have a validly licensed copy of such software, you may copy and distribute the unmodified object code form of the files listed below, subject to the software’s License Terms and to the additional terms or conditions (if any) that are indicated.

BizApps:

Subject to the License Terms for the software, the following .dll & .exe files may be redistributed unmodified with your application:

Visual Basic PowerPacks:

VisualBasicPowerPacksSetup.exe

Lightswitch:

- Vslshost.exe
- Microsoft.LightSwitch.dll
- Microsoft.LightSwitch.AppBridge.dll
- Microsoft.LightSwitch.Base.Client.dll
- Microsoft.LightSwitch.Base.Server.dll
- Microsoft.LightSwitch.Client.dll
- Microsoft.LightSwitch.Client.Internal.dll
- Microsoft.LightSwitch.CodeMarker.dll
- Microsoft.LightSwitch.ExportProvider.dll
- Microsoft.LightSwitch.Extensions.Client.dll
- Microsoft.LightSwitch.Extensions.Server.dll
- Microsoft.LightSwitch.ManifestService.dll
- Microsoft.LightSwitch.ManifestService.Client.dll
- Microsoft.LightSwitch.Model.Xaml.dll
- Microsoft.LightSwitch.Model.Xaml.Client.dll
- Microsoft.LightSwitch.Server.dll
- Microsoft.LightSwitch.Server.Host.dll
- Microsoft.LightSwitch.Server.Internal.dll
- Microsoft.LightSwitch.SDKProxy.dll
- Microsoft.LightSwitch.Cosmopolitan.Client.dll

.NET Framework 4.5

Subject to the license terms for the software, the following .EXE files may be redistributed unmodified:

Redist

- dotNetFx45\_Full\_x86\_x64.exe
- dotNetFx45\_Full\_x86.exe

Web installer

- dotNetFx45\_Full\_setup.exe

LPs:

- dotNetFx45LP\_Full\_x86\_x64<Culture>.exe
- dotNetFx45LP\_Full\_x86<Culture>.exe

Note: <Culture> represents the specific language identifier. Language Packs are available for the following (listed here with their associated identifier code):

Arabic (ar), Chinese-Taiwan (zh-cht), Czech (cs), Danish (da), German (de), Greek (el), Finnish (fi), French (fr), Hebrew (he), Hungarian (hu), Italian (it), Japanese (ja), Korean

(ko), Dutch-Netherlands (nl), Norwegian (no), Polish (pl), Portuguese-Brazil (pt-BR), Russian (ru), Swedish (sv), Turkish (tr), Chinese (zh-chs), Portuguese-Portugal (pt-PT), Spanish (es)

ADO.Net:

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- System.Data.dll
- System.Data.DatasetExtensions.dll
- System.Data.OracleClient.dll
- Adonetdiag.dll

Visual C++ Runtime Redist:

The Visual C++ Redistributable consists of runtime components of Visual C++ Libraries required to run applications developed with Visual Studio 2012 using C++ on a computer that does not have Visual Studio 2012 installed.

“List all files and packages to be included:”

Visual C++ Redistributable Packages

The Microsoft Visual C++ 2012 Redistributable Packages install runtime components of Visual C++ Libraries required to run applications developed with Visual Studio 2012 using C++ on a computer that does not have Visual Studio 2012 installed. These packages install runtime components of C Runtime (CRT), Standard C++, ATL, MFC, C++ AMP, and OpenMP libraries.

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These files can be run as prerequisites during installation.

vcredist\_x86.exe

vcredist\_x64.exe

vcredist\_arm.exe

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Microsoft\_VC110\_ATL\_arm.msm

Microsoft\_VC110\_ATL\_x64.msm

Microsoft\_VC110\_ATL\_x86.msm

Microsoft\_VC110\_CRT\_arm.msm

Microsoft\_VC110\_CRT\_x64.msm

Microsoft\_VC110\_CRT\_x86.msm

Microsoft\_VC110\_CXXAMP\_x64.msm

Microsoft\_VC110\_CXXAMP\_x86.msm

Microsoft\_VC110\_MFCLOC\_x64.msm

Microsoft\_VC110\_MFCLOC\_x86.msm

Microsoft\_VC110\_MFC\_x64.msm

Microsoft\_VC110\_MFC\_x86.msm

Microsoft\_VC110\_OpenMP\_arm.msm

Microsoft\_VC110\_OpenMP\_x64.msm

Microsoft\_VC110\_OpenMP\_x86.msm

Visual C++ Runtime files

For your convenience, we have provided the following folders for use when redistributing VC++ runtime files. Subject to the license terms for the software, you may redistribute any of the files within the folders listed below:

\VC\redist\x86\Microsoft.VC110.ATL\

atl110.dll

\VC\redist\x64\Microsoft.VC110.ATL\

atl110.dll

\VC\redist\arm\Microsoft.VC110.ATL\

atl110.dll

\VC\redist\x86\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x64\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\arm\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x86\Microsoft.VC110.MFC\

mfc110.dll

mfc110u.dll

mfc110.dll

mfc110u.dll

\VC\redist\x64\Microsoft.VC110.MFC\

mfc110.dll

mfc110u.dll

mfc110.dll

mfc110u.dll

\VC\redist\x86\Microsoft.VC110.MFCLOC\

mfc110chs.dll

mfc110cht.dll

mfc110enu.dll  
mfc110esn.dll  
mfc110deu.dll  
mfc110fra.dll  
mfc110ita.dll  
mfc110jpn.dll  
mfc110kor.dll  
mfc110rus.dll  
\\VC\\redist\\x64\\Microsoft.VC110.MFCLOC\\  
mfc110chs.dll  
mfc110cht.dll  
mfc110enu.dll  
mfc110esn.dll  
mfc110deu.dll  
mfc110fra.dll  
mfc110ita.dll  
mfc110jpn.dll  
mfc110kor.dll  
mfc110rus.dll  
\\VC\\redist\\x86\\Microsoft.VC110.OpenMP\\  
vcomp110.dll  
\\VC\\redist\\x64\\Microsoft.VC110.OpenMP\\  
vcomp110.dll  
\\VC\\redist\\arm\\Microsoft.VC110.OpenMP\\  
vcomp110.dll  
\\VC\\redist\\x86\\Microsoft.VC110.CXXAMP\\  
vcamp110.dll  
\\VC\\redist\\x64\\Microsoft.VC110.CXXAMP\\  
vcamp110.dll  
\\VC\\redist\\arm\\Microsoft.VC110.CXXAMP\\  
vcamp110.dll  
Microsoft Visual Studio 11.0\\DIA SDK\\bin\\  
msdia110.dll  
amd64\\msdia110.dll  
arm\\msdia110.dll

Subject to the license terms for the software, the following files can be redistributed with your application in your application local folder or by deploying into the Global Assembly Cache (GAC):

mfcmmfc80.dll

Subject to the license terms of the software, one or more of the \*.\*.pdb files listed below may be redistributed for the sole purpose of debugging your applications.

atl110.i386.pdb

atl110.AMD64.pdb

atl110.arm.pdb

msvc110.i386.pdb

msvc110.AMD64.pdb

msvc110.arm.pdb

msvcr110.i386.pdb

msvcr110.AMD64.pdb

msvcr110.arm.pdb

vccorlib110.i386.pdb

vccorlib110.AMD64.pdb

vccorlib110.arm.pdb

mfc110.i386.pdb

mfc110.AMD64.pdb

mfc110u.i386.pdb

mfc110u.AMD64.pdb

mfcmm110.i386.pdb

mfcmm110.AMD64.pdb

mfcmm110u.i386.pdb

mfcmm110u.AMD64.pdb

vcomp110.i386.pdb

vcomp110.AMD64.pdb

vcomp110.arm.pdb

vcamp110.i386.pdb

vcamp110.AMD64.pdb

vcamp110.arm.pdb

Files from the Concurrency Visualizer Software Development Kit

Subject to the license terms for the software, the following files may be distributed unmodified with your applications

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 3.5)

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 4.0)

cvmarkers.h

cvmarkersobj.h

Redist list for Visual Studio 2012 Ultimate, Premium, Professional and Visual Studio Express for Windows 8 editions

## ASP.NET MVC 4

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- System.Net.Http.dll
- System.Net.Http.Formatting.dll
- System.Web.Http.SelfHost.dll
- System.Web.Http.WebHost.dll
- System.Web.Http.dll
- System.Net.Http.WebRequest.dll
- System.Web.Mvc.dll

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System.Web.Providers.dll

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- System.Web.Razor.dll
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VSSDKTestHost.exe

vs110\_piaredist.exe

vs\_isoshell.exe

vs\_isoshellLP.exe

vs\_intshelladditional.exe

vs\_intshelladditionalLP.exe

#### Distributable Code for Visual Studio Express 2012 for Windows Desktop

##### Visual C++ Runtime Redist:

The Visual C++ Redistributable consists of runtime components of Visual C++ Libraries required to run applications developed with Visual Studio 2012 using C++ on a computer that does not have Visual Studio 2012 installed.

##### Visual C++ Redistributable Packages



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Subject to the license terms for the software, you may redistribute MSM files listed below unmodified as a part of your installation package:

Microsoft\_VC110\_CRT\_x64.msm

Microsoft\_VC110\_CRT\_x86.msm

Microsoft\_VC110\_CXXAMP\_x64.msm

Microsoft\_VC110\_CXXAMP\_x86.msm

Microsoft\_VC110\_OpenMP\_x64.msm

Microsoft\_VC110\_OpenMP\_x86.msm

Visual C++ Runtime files

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\VC\redist\x86\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x64\Microsoft.VC110.CRT\

msvcp110.dll

msvcr110.dll

vccorlib110.dll

\VC\redist\x86\Microsoft.VC110.OpenMP\

vcomp110.dll

\VC\redist\x64\Microsoft.VC110.OpenMP\

vcomp110.dll

\VC\redist\x86\Microsoft.VC110.CXXAMP\

vcamp110.dll

\VC\redist\x64\Microsoft.VC110.CXXAMP\

vcamp110.dll

Subject to the license terms of the software, one or more of the \*.pdb files listed below may be redistributed for the sole purpose of debugging your applications.

msvcp110.i386.pdb

msvcp110.AMD64.pdb

msvcr110.i386.pdb

msvcr110.AMD64.pdb

vccorlib110.i386.pdb

vccorlib110.AMD64.pdb

vcomp110.i386.pdb

vcomp110.AMD64.pdb

vcamp110.i386.pdb

vcamp110.AMD64.pdb

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- Visual Studio IntelliTrace Standalone Collector

- IntelliTraceCollection.cab

- Visual Studio Concurrency Visualizer

- concvi\_standalonecollection.exe

- Visual Studio Remote Tools

- rtools\_setup\_x86.exe

- rtools\_setup\_x64.exe

- rtools\_setup\_arm.exe

- Visual Studio Standalone Profiler

- vs\_profiler\_x64\_\*.exe

- vs\_profiler\_x86\_\*.exe

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- SharePoint Tooling for Visual Studio 2012 :

- Program Files(86)\MsBuild\Microsoft\Visual Studio\v11.0\SharePointTools\

- Microsoft.VisualStudio.SharePoint.targets

- Microsoft.VisualStudio.SharePoint.Tasks.dll

- Windows\Microsoft.NET\assembly\GAC\_MSIL\

- Microsoft.VisualStudio.SharePoint.Designers.Models.dll

- Microsoft.VisualStudio.SharePoint.Designers.Models.Features.dll

- Microsoft.VisualStudio.SharePoint.Designers.Models.Packages.dll

- Microsoft.VisualStudio.SharePoint.dll

Visual C++ Build Server files for Visual Studio Ultimate 2012, Visual Studio Premium 2012 and Visual Studio Professional 2012

All files from the following folders (and all files and folders contained within these folders, recursively)

- Program Files\Common Files\Merge Modules
- Program Files\Microsoft Visual Studio 11.0\VC\
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\ProjectComponents
- Program Files\MSBuild\Microsoft.Cpp\v4.0\V110\
- Individual Files
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\msobj110.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\mspdb110.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\mspdbcore.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\mspdbsrv.exe
- Program Files\Microsoft Visual Studio 11.0\Common7\IDE\msvdis110.dll
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\makehm.exe
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\VCVarsQueryRegistry.bat
- Program Files\Microsoft Visual Studio 11.0\Common7\Tools\vsvars32.bat

LightSwitch Build Server files for Visual Studio Ultimate 2012, Visual Studio Premium 2012 and Visual Studio Professional 2012

Microsoft.Data.Schema.dll  
 Microsoft.Data.Schema.ScriptDom.dll  
 Microsoft.Data.Schema.ScriptDom.Sql.dll  
 Microsoft.Data.Schema.Sql.dll  
 Microsoft.Data.Schema.Utilities.dll  
 Microsoft.LightSwitch.AppBridge.dll  
 Microsoft.LightSwitch.Base.Client.dll  
 Microsoft.LightSwitch.Base.Server.dll  
 Microsoft.LightSwitch.Build.Publish.targets  
 Microsoft.LightSwitch.Build.Tasks.dll  
 Microsoft.LightSwitch.Build.Tasks.targets  
 Microsoft.LightSwitch.Client.dll  
 Microsoft.LightSwitch.Client.Internal.dll  
 Microsoft.LightSwitch.Client.Internal.Resources.dll  
 Microsoft.LightSwitch.Client.Resources.dll  
 Microsoft.LightSwitch.CodeMarker.dll  
 Microsoft.LightSwitch.CommandLineBuild.Manifest.dll  
 Microsoft.LightSwitch.CommandLineBuildLoader.dll  
 Microsoft.LightSwitch.Common.targets  
 Microsoft.LightSwitch.Deploy.Provider.dll

Microsoft.LightSwitch.Design.CodeGen.dll  
Microsoft.LightSwitch.Design.CodeGen.Internal.dll  
Microsoft.LightSwitch.Design.Core.dll  
Microsoft.LightSwitch.Design.Core.Internal.dll  
Microsoft.LightSwitch.Design.DataAccess.dll  
Microsoft.LightSwitch.Design.DataAccess.Internal.dll  
Microsoft.LightSwitch.Design.Designer.dll  
Microsoft.LightSwitch.Design.Designer.Extensions.dll  
Microsoft.LightSwitch.Design.Designer.Framework.dll  
Microsoft.LightSwitch.Design.Designer.Internal.dll  
Microsoft.LightSwitch.Design.DesignerWpfUtilities.dll  
Microsoft.LightSwitch.Design.dll  
Microsoft.LightSwitch.Design.Extensions.Internal.dll  
Microsoft.LightSwitch.Design.Extensions.Reader.dll  
Microsoft.LightSwitch.Design.Extensions.Reader.Internal.dll  
Microsoft.LightSwitch.Design.Internal.dll  
Microsoft.LightSwitch.Design.Loader.dll  
Microsoft.LightSwitch.Design.Manifest.dll  
Microsoft.LightSwitch.Design.Package.dll  
Microsoft.LightSwitch.Design.PackageUI.Neutral.dll  
Microsoft.LightSwitch.Design.Project.dll  
Microsoft.LightSwitch.Design.Project.Upgrade.dll  
Microsoft.LightSwitch.Design.Project.Upgrade.Internal.dll  
Microsoft.LightSwitch.Design.Publish.dll  
Microsoft.LightSwitch.Design.Publish.Internal.dll  
Microsoft.LightSwitch.Design.Server.Internal.dll  
Microsoft.LightSwitch.Design.Utilities.dll  
Microsoft.LightSwitch.Design.VSTemplateWizard.dll  
Microsoft.LightSwitch.Design.WpfUtils.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.ExportProvider.Resources.dll  
Microsoft.LightSwitch.ManifestService.Client.dll  
Microsoft.LightSwitch.ManifestService.Client.Resources.dll  
Microsoft.LightSwitch.ManifestService.dll  
Microsoft.LightSwitch.Model.Xaml.Client.dll  
Microsoft.LightSwitch.Model.Xaml.Client.Resources.dll

Microsoft.LightSwitch.Model.Xaml.dll  
Microsoft.LightSwitch.Publish.targets  
Microsoft.LightSwitch.Publish.Tasks.dll  
Microsoft.LightSwitch.Resources.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.Resources.dll  
Microsoft.LightSwitch.SDK.BuildTasks.dll  
Microsoft.LightSwitch.SDK.targets  
Microsoft.LightSwitch.SDKProxy.dll  
Microsoft.LightSwitch.SecurityData.svc  
Microsoft.LightSwitch.Server.dll  
Microsoft.LightSwitch.Server.Host.dll  
Microsoft.LightSwitch.Server.Internal.dll  
Microsoft.VisualStudio.Debugger.Runtime.dll.dll  
Microsoft.VisualStudio.ExtensionManager.dll  
Microsoft.VisualStudio.Settings.11.0.dll  
Microsoft.VisualStudio.Shell.11.0.dll  
Microsoft.VisualStudio.Shell.Interop.9.0.dll  
Microsoft.VisualStudio.TextTemplating.11.0.dll  
Microsoft.Web.Deployment.dll  
Microsoft.Web.Publishing.AllFilesInTheProject.targets  
Microsoft.Web.Publishing.AspNetCompileMerge.targets  
Microsoft.Web.Publishing.Deploy.FileSystem.targets  
Microsoft.Web.Publishing.Deploy.FPSE.targets  
Microsoft.Web.Publishing.Deploy.FTP.targets  
Microsoft.Web.Publishing.Deploy.MsDeploy.targets  
Microsoft.Web.Publishing.Deploy.Package.targets  
Microsoft.Web.Publishing.MsDeploy.Common.targets  
Microsoft.Web.Publishing.OnlyFilesToRunTheApp.targets  
Microsoft.Web.Publishing.targets  
Microsoft.Web.Publishing.Tasks.dll  
Microsoft.WebApplication.Build.Tasks.Dll  
Microsoft.WebApplication.targets  
Microsoft.WindowsAzure.ServiceRuntime.dll  
Microsoft.WindowsAzure.StorageClient.dll  
System.ServiceModel.PollingDuplex.dll  
vslsHost.exe

## OLEDocumentPropertyReader 2.1

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The following files are available for download from the Microsoft Download Center:

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Note To read and to edit Office 2007 documents by using this sample, you must install the Office 2007 Compatibility Pack. For more information, see the "Resources" section.

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## JCUP 0.10k, Version: 0.11l

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- commons-beanutils-1.8.3
- commons-collections-3.2.2
- commons-dbcp-1.4
- commons-lang-2.4
- commons-logging-1.0.4
- commons-pool-1.5.4
- derby-10.8.2.2
- geronimo-jms\_1.1\_spec-1.1.1
- geronimo-jpa\_2.0\_spec-1.1
- geronimo-jta\_1.1\_spec-1.1.1
- geronimo-validation\_1.0\_spec-1.1
- org.apache.bval.bundle-0.3-incubating
- serp-1.15.1
- xbean-asm5-shaded-3.17

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## Application Security, Inc. - WAFFLE - Windows & Active Directory Authentication Framework for C# and Java

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## ICU 54.1.1/5.7

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