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Visual Studios App Center

SDK for Crash Data and Analytics

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<https://github.com/google-ar/arcore-unity-sdk>

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v106.11.7.0

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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1. sqlite-net

Version 1.4.118

<https://github.com/praeclarum/sqlite-net/blob/master/src/SQLite.cs>

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2. C-Sharp-Promise

Version 2.0.0

<https://github.com/Real-Serious-Games/C-Sharp-Promise>

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3. AsyncEx

Version 4.0.1

<https://github.com/StephenCleary/AsyncEx>

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4. MvvmCross

Version 6.0.1

<https://github.com/MvvmCross/MvvmCross>

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5. Newtonsoft

Version 11.0.2

<https://www.newtonsoft.com/json>

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6. Xamarin

Version 3.1.0.697729

<http://xamarin.com/forms>

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7. BitMiracle

Version 1.4.280

<http://bitmiracle.com/libjpeg/>

LibJpeg.Net

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8. HtmlAgilityPack

Version 1.8.2

<http://html-agility-pack.net/>

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9. NUnit

Version 2.1.1

<http://nunit.org/>

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10. WinRTXamlToolkit

Version 2.3.0

<https://github.com/xyzzz/WinRTXamlToolkit>

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11. WinRT

Version 1.21.0

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12. Google.Protobuf

Version 3.5.1

<https://github.com/google/protobuf>

This license applies to all parts of Protocol Buffers except the following:

- Atomicops support for generic gcc, located in `src/google/protobuf/stubs/atomicops_internals_generic_gcc.h`. This file is copyrighted by Red Hat Inc.

- Atomicops support for AIX/POWER, located in `src/google/protobuf/stubs/atomicops_internals_power.h`. This file is copyrighted by Bloomberg Finance LP.

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Code generated by the Protocol Buffer compiler is owned by the owner of the input file used when generating it. This code is not standalone and requires a support library to be linked with it. This support library is itself covered by the above license.

13. Sound Effects

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Some sound effects by Eric Matyas (<https://soundimage.org/>)

Trimble Forensics ShowCase

The following third party terms are applicable to Trimble Forensics Showcase:

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1.1

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(ii) Provider and END-USER (in which case the term "Licensor" shall refer to Provider).

1.2

By installing, copying, accessing, downloading or otherwise using the Assets, END-USER agrees to be bound the provisions of this EULA. All definitions of the Terms shall also apply in this EULA unless the context clearly provides for a different understanding.

1.3

The subject matter of this EULA is the licensing to END-USER of any Assets from Licensor via the Unity Asset Store.

The Assets are licensed, not sold.

1.4

END USER hereby acknowledges that in the event it acquires a license to an ASSET which in the Unity Asset Store is marked as an Asset which is distributed by Provider (as opposed to Unity), then Provider shall be considered as Licensor of such Asset and, consequently, only Provider (as opposed to Unity) shall be responsible for any liability whatsoever under, any EULA or any breach by Provider, including (without limitation) liability for infringement of any intellectual property rights, irrespective of the fact that payment takes place to Unity.

2. END-USER's Rights and

Obligations 2.1

END-USER may use the licensed Assets only for their intended purpose.

2.2 Non-Restricted Assets. The following concerns only Assets that are not Restricted Assets: Licensor grants to the END-USER a non-exclusive, worldwide, and perpetual license to the Asset to integrate it only as incorporated and embedded components of electronic games and digital media and distribute such electronic game and digital media; reproduction and display in distributed physical advertising materials is permitted solely for marketing purposes in respect of such electronic games or digital media. Except for game services software development kits ("Services SDKs"), END-USERS may modify Assets. END-USER may otherwise not reproduce, publicly display, publicly perform, transmit, distribute, sublicense, rent, lease or lend the Assets. It is emphasized that the END-USERS shall not be entitled to distribute or transfer in any way (including, without, limitation by way of sublicense) the Assets in any other way than as integrated components of electronic games and digital media or in supporting physical marketing materials. Without limitation of the foregoing it is emphasized that END-USER shall not be entitled to share the costs related to purchasing an Asset and then let any third party that has contributed to such purchase use such Asset (forum pooling).

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2.9

2.9.1 All sales are final and there shall be no refunds except as expressly provided in this EULA or as required by law.

2.9.2 On acceptance of END-USER orders for licenses to Assets, content will be immediately available for download. END-USERS expressly consent to the making available of that content immediately upon acceptance of orders. If END-USER is a resident of the European Union and purchases any license to any Asset, the right to withdraw from such purchase within 14 days of the date of purchase ("Cooling Off Period") may be available; however, this right of withdrawal will not apply where performance begins before the end of the Cooling Off Period. Therefore, END-USERS expressly agree and understand that if END-USER orders any license to any Asset, END-USER's right of withdrawal is forfeited upon acceptance as performance begins immediately on acceptance.

2.9.3 You may request a refund from a Provider in the following circumstances:

(a) within 2 weeks of purchase of a license to an Asset where,

(i) the Asset was not as advertised (including any demo made available);

(ii) the Asset is not compatible with the most recent official release of Unity and no information was provided at the Unity Asset Store to indicate that Asset is so incompatible; or

(iii) the Asset includes unauthorized intellectual property.

(b) the Asset is removed from the Unity Asset Store within 4 weeks of purchase of a license to an Asset and,

(i) the Provider caused the removal; or

(ii) Unity removed the Asset because it is or is alleged to be defective, malicious, infringes intellectual property rights of another person, defames, violates a third party's right of publicity or privacy, or does not comply with applicable law.

2.10

In this EULA, "Restricted Asset" means any Asset licensed hereunder that is designated (on prior written approval from Unity) as a "Restricted Asset" in any materials accompanying the Asset. **Licensor's Rights and Obligations**

Licensor shall render support services to END-USER only in the event a special agreement to this effect has been entered into.

3. Termination

4.1

Without prejudice to any other rights, Licensor may terminate this EULA if END-USER fails to comply with the terms and conditions of this EULA and the Terms.

4.2

END-USER may terminate END-USER's license at any time.

4.3

In the event that Unity at its discretion or as a result of a decision made by any competent court or authority makes a refund to END-USER of the fees paid for any Asset, then this EULA shall terminate for such Asset.

4.4

In the event of termination of this EULA, all license rights granted herein terminate and END-USER shall immediately

destroy any and all copies of the Assets contained on any type of media under the control of END-USER and confirm such destruction in writing to LICENSOR.

5. Duplication

Rights/Back Up Copy 5.1

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5.2

After installation of one copy of the Asset pursuant to this EULA, END USER may keep the original copy of the Asset solely for back-up or archival purposes.

6. Reverse Engineering, Decompilation, and Disassembly Except for Services SDKs, END USER may modify Assets.

END USER shall not reverse engineer, decompile, or disassemble Services SDKs, except and only to the extent that such activity is expressly permitted under mandatory statutory applicable law.

7. Trademarks

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8. Upgrades and

Support 8.1

Assets identified as upgrades replace and/or supplement the licensed Assets.

8.2

Licensor may at its own discretion from time to time provide upgrades of the Assets to END USER without requesting further payment. Irrespective hereof END-USER is only entitled to licenses to upgrades if END-USER has entered into an Upgrade Agreement with Licensor. END-USER may use the upgraded Assets only in accordance with the terms of this EULA.

8.3

END-USER is only entitled to support if END-USER has entered into a Support Agreement with Licensor.

9.

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9.1

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9.2

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Defense/Indemnity 11.1

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11.3

11.3.1 Nothing in this EULA excludes the liability for Licensor, its subsidiaries or affiliates for (a) death and personal

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11.3.2 In respect of Assets whose license is offered for any obligatory fee, charge, or price ("Paid Assets"), Licensor agrees to the limited obligation of defense and indemnity of this Section 11.3.2.

11.3.2.1 Subject to Sections 11.3.2.2 and 11.3.2.3, Licensor will defend END-USER from claims arising out of or in connection with any claim that a Paid Asset infringes any third-party rights of copyright or of trademark, provided that this will not apply to the extent any such claim is predicated on (a) any changes or modifications of the Paid Asset by anyone other than the Licensor; (b) any changes or modifications of the Paid Asset by Licensor at the request of

END-USER; (c) any combination or incorporation of the Paid Asset with any other software, media, or thing; or (d) any breach or failure to meet the obligations of this EULA by END-USER.

11.3.2.2 In order to claim an obligation of defense under the preceding Section 11.3.2.1, END-USER must (a) inform the Licensor in writing of the existence of the claim within 10 days of it coming to END-USER's attention; and (b) give the Licensor sole right to control the defense or settlement of the claim, provided that END-USER will have the right to approve of any proposed settlement in which there is any admission of any kind by END-USER, such approval not to be unreasonably withheld, conditioned, or delayed. END-USER will, at its expense, provide Licensor with reasonable co-operation in Licensor's defense of the claim. Notwithstanding the foregoing, END-USER may, at its expense, participate in the defense of the claim with separate counsel of its own choosing.

11.3.2.3 Where a claim under Section 11.3.2.1 has been either defended by Licensor or may have been defended by Licensor and ends in a final judgment/order of a court of competent jurisdiction from which no appeal is possible or in a final, binding settlement, Licensor will pay the monetary award of damages against END-USER under that final judgment/order or the monies to be paid by END-USER pursuant to the final, binding settlement; provided, however, that the obligation to pay shall (a) only be to the extent commensurate with the infringement which Licensor is obligated to defend against under Section 11.3.2.1; and (b) be nonetheless limited by and subject to the limitation of liability provided in Section 11.1.

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13. Venue and Applicable Law

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2. The distributed components of Trimble Forensics Showcase include the following open source code:

- **AutoMapper**

Version 8.0.0

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- **Castle.Core**

Version 4.3.1

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Version 4.1.1

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- **DynamicData**

Version 6.7.1.2534

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- **Enumeration.dll**

Version 2.0.3

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<https://github.com/HeadspringLabs/Enumeration>

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- **JetBrains.Annotations**

Version 2018.3.0

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https://www.jetbrains.com/help/resharper/Code_Analysis_Code_Annotations.html

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- **MahApps.metro**

Version 1.6.5

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<https://github.com/MahApps/MahApps.Metro>

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Version 5.2.1

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<https://github.com/FantasticFiasco/mvvm-dialogs>

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- **MvvmDialogs.contrib**

Version 1.0.0

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<https://github.com/nblumhardt/serilog-formatters-compact>

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Version 2.2.2

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<https://github.com/serilog/serilog-settings-appsettings>

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- **Serilog.Sinks.Debug**

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- **Serilog.Sinks.File**

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- **Splat**

Version 6.1.7

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<https://github.com/reactiveui/splat/>

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- **UniRx - Reactive Extensions for Unity**

Version 6.2.2

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<https://github.com/neuecc/UniRx>

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- **Zenject Dependency Injection IOC**

Version 7.3.1

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- **Microsoft.WindowsAPICodePack.Core.dll**

Version 1.1.4

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- **Microsoft.WindowsAPICodePack.Shell.dll**

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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Trimble Sentinel

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leaflet-src	0.7.0.js	https://github.com/Leaflet/Leaflet		BSD 2

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