

**ATTACHMENT A
CONTRACTOR SUPPLEMENTAL PRICELIST INFORMATION AND TERMS
MSC SOFTWARE**

MSC SOFTWARE LICENSE, WARRANTY AND SUPPORT TERMS

DEFINITIONS

"Authorized Users" means Ordering Activity's: (i) employees, and (ii) contractors working on Ordering Activity's premises who are not competitors of Contractor and have agreed in writing to use restrictions and confidentiality obligations no less restrictive than those set forth in this Attachment. Ordering Activity shall at all times be responsible for its Authorized Users' compliance with this Attachment.

"Ordering Activity Computer" means the Ordering Activity computer specifically identified in the Order Schedule. The Ordering Activity Computer runs the license manager program accompanying the Software and is sometimes referred to herein as the "license server".

"Documentation" means the user manuals and other written materials, in any form and on any media, provided by Contractor for use with the Software.

"Installation Site" means the Ordering Activity facility identified in the Order Schedule where the Ordering Activity Computer resides.

"Lease License" means a license of short-term duration (often a year). The specific license term of any Lease License acquired by Ordering Activity shall be set forth in the Order Schedule, and if not specified shall be one (1) year, subject to termination as set forth in this Attachment. Unless otherwise stated in the Order Schedule, for a Lease License, Maintenance during the license term is included in the Lease License fee.

"Maintenance" means software maintenance and technical support as described below in this Attachment.

"Order Schedule" means Contractor's form Order Schedule or any other mutually agreed upon order schedule which references this Attachment (by citing the Contractor Attachment Number above or otherwise) and sets forth, among other things, the Software, Maintenance and/or Services to be provided by Contractor to Ordering Activity hereunder and the fees to be paid by Ordering Activity.

"Paid-up License" means a license which has a term beginning on the date specified in the Order Schedule and continuing perpetually, subject to termination as set forth in this Attachment.

"Services" means training or other services, if any, purchased by Ordering Activity under this Attachment pursuant to a mutually agreed upon Order Schedule.

"Software" means the executable code version of the computer program(s) specified in the applicable Order Schedule, including any error corrections and subsequent releases thereto furnished by Contractor to Ordering Activity under Maintenance. Additional terms with specific meanings are defined near where they first appear in this Attachment.

GRANT OF LICENSE. Upon Contractor's acceptance of Ordering Activity's Order Schedule, Contractor grants to Ordering Activity, and Ordering Activity accepts from Contractor, a non-exclusive, non-transferable license to use the Software specified in the Order Schedule (together with accompanying Documentation, if any), solely for Ordering Activity's own internal data processing purposes and subject to the terms and conditions of this Attachment. This license shall be in accordance with the limitations of the license type(s) and in the quantities specified in the Order Schedule. The license term(s) (duration) shall be as specified in the Order Schedule, subject to early termination as set forth in this Attachment.

LICENSE TYPES.

Nodelock License: If Ordering Activity acquires a Nodelock License, installation and use of the Software will be limited to a single Ordering Activity Computer. Software licensed under a Nodelock License may only be accessed or used by Authorized Users who are at the Installation Site.

Named User License: If Ordering Activity acquires a Named User License, access to and use of the Software will be controlled by a single Ordering Activity Computer (license server), and named users may access and use the Software on client machines served by the license server, provided that access to and use of the Software at any one time does not exceed the number of Named User Licenses acquired by Ordering Activity for that Software. For certain Software, a named user may have the option to run more than one instance of the Software at any one time, in which case each such additional instance is counted separately and will require an additional Named User License. Ordering Activity is responsible for designating and maintaining (in the license manager program that accompanies the Software) the list of individual "named user(s)" authorized to access and use each Software, and may re-edit the list of named users, provided that the number of named users never exceeds the number licensed for each Software. Each named user designated by Ordering Activity must be an individual who at all times during the designation meets the definition of an "Authorized User". Group or shared logins are strictly prohibited. In addition to any other

restrictions set forth herein, Software licensed under a Named User License may only be accessed or used in the country where the Installation Site is located.

Network (Floating) Licenses: If Ordering Activity acquires a Local Network License, Country Network License, or Regional Network License, access to and use of the Software will be controlled by a single Ordering Activity Computer (license server) and Authorized Users may access and use the Software on client machines served by the license server, provided that access to and use of the Software at any one time does not exceed the number of floating licenses (or "licensing units" in the case of an Contractor "Licensing System" acquired by Ordering Activity for that Software. In addition, Ordering Activity shall strictly comply with the following restrictions: (i) if Ordering Activity acquires a Local Network License (also sometimes referred to simply as a Network License), the Software may only be accessed or used at the Installation Site, or if Ordering Activity's local area network is shared by a grouping of Ordering Activity facilities, then at any Ordering Activity facility within ten (10) miles of the Installation Site; (ii) if Ordering Activity acquires a Country Network License, the Software may only be accessed or used at Ordering Activity facilities located within the country where the Installation Site is located; or (iii) if Ordering Activity acquires a Regional Network License, the Software may only be accessed or used at Ordering Activity facilities located in North, Central and South America (Contractor's "Americas Region"). Any network (floating) license acquired by Ordering Activity hereunder shall be deemed a Local Network License, unless it is expressly identified in the Order Schedule as a "Country" or "Regional" Network License.

Licensing System-Specific Terms: If Ordering Activity licenses Software under the Contractor.MasterKey licensing system, MD Advantage licensing system, or other similar Contractor licensing system (each a "Licensing System") then in addition to the above terms in Section 4.3, the following Licensing System-specific terms apply: Under a Licensing System, Ordering Activity purchases "licensing units" (e.g., "Masterkey Tokens" under the Contractor.MasterKey licensing system, "MD Advantage License Units" under the MD Advantage licensing system). A specified number of licensing units are required to run each instance of each Software licensed under the Licensing System. Licensing units acquired under one Licensing System cannot be used to run Software under another Licensing System (e.g., Contractor.MasterKey Tokens may not be used to run software available under the MD Advantage licensing system). Software licensed under a particular Licensing System is strictly limited to the software identified in the applicable Licensing System attachment (sometimes referred to as a "Summary Sheet") attached to or incorporated into the Order Schedule or this Attachment. Ordering Activity shall not be entitled to use any other software programs under the Licensing System, whether or not such other software programs are marketed by Contractor under the same Licensing System.

RESTRICTIONS AND PROTECTIONS.

Ordering Activity acknowledges that the Software and its structure, organization and source code constitute and contain valuable trade secrets of Contractor and/or its suppliers. Accordingly, Ordering Activity shall not: (i) reverse-engineer, decompile, disassemble, or otherwise attempt to derive the source code for the Software, or allow any third party to do the foregoing, except to the extent explicitly permitted by applicable law without possibility of contractual waiver; (ii) modify, adapt, alter, translate or create derivative works from the Software or Documentation; (iii) sublicense, rent, loan, lease, sell, or otherwise transfer all or part of the Software or Documentation to any third party except as expressly permitted under this Attachment; (iv) allow any third party to access or use the Software on a service bureau, application service provider, time-sharing, or similar basis; (v) disable, modify or circumvent the license management system provided with the Software; (vi) remove, alter, or obscure any proprietary notices, labels, or marks from the Software or Documentation; (vii) disclose results of any Software benchmark tests without Contractor's prior written consent; (viii) disclose, display, or permit access to or use of the Software or Documentation by persons other than Authorized Users using the Software and Documentation within the scope of the license acquired by Ordering Activity; or (ix) otherwise use or copy the Software or Documentation except as expressly permitted under this Attachment. Ordering Activity agrees to notify Contractor immediately of any unauthorized access to or use of the Software.

Ordering Activity may copy the Software as reasonably required in conjunction with permitted use under this Attachment and for backup purposes. Any such copies made by Ordering Activity must reproduce and include, in exact form, all proprietary rights notices. Ordering Activity shall maintain records of the location of each copy of the Software, and the location and identity of the computers on which the Software is installed.

The Software and Documentation, and all worldwide intellectual property rights therein, are and remain the property of Contractor and/or its suppliers. Nothing in this Attachment will be deemed to convey to Ordering Activity any title, ownership, or other intellectual property rights in or related to the Software or Documentation, and Ordering Activity agrees not to assert any such rights. All rights in and to the Software and Documentation not expressly granted to Ordering Activity in this Attachment are reserved by Contractor and/or its suppliers.

Upon fifteen (15) days written notice, Contractor may audit Ordering Activity's installation and use of the Software and Documentation. Ordering Activity shall cooperate with Contractor's audit and provide reasonable assistance and access to information. In addition to any other remedies available to Contractor, Contractor shall invoice Ordering Activity to pay within thirty (30) days of written notification any fees and charges applicable to Ordering Activity's use of the Software and Documentation in excess of Ordering Activity's license rights. Contractor shall not be responsible for Ordering Activity's costs incurred in cooperating with the audit. Contractor shall comply with all Ordering Activity's reasonable security procedures while on Ordering Activity's facilities.

MAINTENANCE.

If Ordering Activity acquires Maintenance for Software, then during the applicable Maintenance term and subject to the terms and conditions of this Attachment, Contractor will provide Ordering Activity with error corrections and subsequent releases of the Software

(and updated Documentation), if any, that Contractor, in its sole discretion, makes generally available at no additional charge to its end-users who are on Maintenance. Maintenance shall not entitle Ordering Activity to any release, option, module, or future product, which Contractor, in its sole discretion, licenses separately or offers for an additional fee. Contractor is under no obligation to develop any future programs or functionality. Contractor reserves the right to discontinue, in whole or in part, and at any time, offering Maintenance for any Software or platform.

Further, if Ordering Activity acquires Maintenance for Software, then during the applicable Maintenance term and subject to the terms and conditions of this Attachment, Contractor will provide Ordering Activity with technical support in English via telephone, email and any other means Contractor, in its sole discretion, makes generally available from time to time under technical support. Technical support is provided only for the then-current major release and the immediately preceding major release (as designated by Contractor) of the Software, running unaltered, and on an appropriate hardware and operating system configuration, as specified in the applicable Documentation. Technical support is limited to reasonable assistance in response to Ordering Activity's technical support inquiries regarding: (i) Software installation, (ii) Software errors, and (iii) general questions regarding the usage of Software features. Technical support does not include training, consulting, on-site services, or the provision of engineering judgment for a customer-specific simulation. Upon Contractor's request, Ordering Activity shall provide information required by Contractor to verify that Ordering Activity and the specific license are entitled to technical support. To allow Contractor to properly address technical issues, Contractor may request that Ordering Activity provide files and other materials and information.

If Ordering Activity acquires Maintenance, the term and fees for Maintenance shall be set forth in the Order Schedule. Maintenance fees are due and payable in advance of the Maintenance term. Unless otherwise agreed to by the parties in writing: (i) annual Maintenance renewal, if any, will be at Contractor's then-current Maintenance prices, and (ii) to purchase any Maintenance, Ordering Activity is required to purchase Maintenance for all Software Ordering Activity has licensed from Contractor. In the event that Maintenance expires or was not originally purchased, upon the commencement of Maintenance a reinstatement fee equal to what the Ordering Activity would have paid if it did not let Maintenance expire or originally purchased will be assessed in accordance with Contractor's then current GSA Schedule prices. In addition to any other remedies available to Contractor, Contractor reserves the right to refuse to provide Maintenance if Ordering Activity is overdue on any payment obligation under this Attachment.

Ordering Activity's remedy for a failure to meet any obligation under Maintenance and failure to cure such deficiency after thirty (30) days written notice will be that Ordering Activity may terminate Maintenance for the Software involved and receive a pro-rata return of any Maintenance fees paid for the remaining unused Maintenance period of the Software involved.

INSTALLATION AND AUTHORIZATION CODES.

Ordering Activity may install the Software only on the applicable Ordering Activity Computer identified in the Order Schedule, provided however that in the case of a Network (Floating) License or a Named User License Ordering Activity may install the Software on client machines within the scope of the license type acquired, as long as use of the Software is controlled by the Ordering Activity Computer (license server). Ordering Activity shall be responsible for installation of the Software and all associated costs. Ordering Activity may only relocate the Ordering Activity Computer with Contractor's prior written consent.

THE SOFTWARE MAY REQUIRE AUTHORIZATION CODES (also known as "LICENSE KEYS") TO RUN. ANY SUCH REQUIRED AUTHORIZATION CODES WILL BE ISSUED IN ACCORDANCE WITH CONTRACTOR'S THEN-CURRENT LICENSE MANAGEMENT POLICY. Ordering Activity shall provide Contractor with the host identifier and any other information reasonably required by Contractor for each Ordering Activity Computer to permit Contractor to generate the necessary authorization codes. Contractor has no obligation to provide authorization codes for any version of the Software which has been replaced by a more recent version.

Contractor reserves the right to charge Contractor's then-current standard hardware transfer fees whenever Contractor, in response to an Ordering Activity request, generates and delivers to Ordering Activity replacement authorization codes due to a change to the Ordering Activity Computer. Prior to any such delivery, Ordering Activity shall complete, sign and submit Contractor's standard hardware transfer request form. Contractor has no obligation to provide replacement authorization codes for changes to the Ordering Activity Computer if: (i) the applicable Software is not covered by Maintenance; (ii) the Software is not supported on the proposed substitute computer; or (iii) if Ordering Activity is in breach of this Attachment.

WARRANTY; LIMITATIONS.

Contractor warrants that the Software when used as permitted under this Attachment and in accordance with the instructions in the Documentation (including use on a computer hardware and operating system platform supported by Contractor) will conform substantially to its associated Documentation for a period of ninety (90) days from the delivery date. Any claim by Ordering Activity of a breach of this warranty must be made in writing and within ninety (90) days of the delivery date.

EXCEPT AS EXPRESSLY STATED IN THE PRECEDING PARAGRAPH OF THIS ATTACHMENT AND TO THE EXTENT NOT PROHIBITED BY APPLICABLE LAW, NEITHER CONTRACTOR NOR ANY SUPPLIER OF CONTRACTOR MAKE ANY WARRANTIES OF ANY KIND, WITH RESPECT TO THE SOFTWARE, DOCUMENTATION, MAINTENANCE, OR SERVICES PROVIDED UNDER THIS ATTACHMENT. CONTRACTOR FURTHER EXPRESSLY DISCLAIMS THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. CONTRACTOR MAKES NO WARRANTY THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR FREE.

Ordering Activity's exclusive remedy, and Contractor's sole liability, for Software that does not meet the warranty set forth in Section 10.1 will be, at Contractor's option: (i) to correct the non-conforming Software within a reasonable time so that it conforms to the warranty; (ii) to replace the non-conforming Software with another Contractor software offering of substantially similar functionality; or

(iii) if neither (i) or (ii) is commercially feasible, permit Ordering Activity to terminate the license as to the nonconforming Software and refund of the license fees and associated, unused Maintenance fees actually paid to Contractor for the non-conforming Software. Contractor will have no responsibility or obligation under the foregoing warranty or otherwise with respect to: (a) any Software that has been modified by anyone other than Contractor, or (b) failure of the Software caused by Ordering Activity or its agents through accident, abuse or misapplication.

SOFTWARE MIGRATION OR UPGRADE.

If a Software license is migrated or upgraded, the old license is deemed to have automatically terminated and Ordering Activity no longer has any right to use the terminated licenses.

MASTERKEY PLUS ADDENDUM

The terms and conditions of this MasterKey Plus Addendum (“Terms”) apply when Ordering Activity licenses Software under MSC’s MasterKey Plus™ licensing system. These Terms are in addition to, and not in lieu of, the terms and conditions of the MSC software license agreement (and any amendments thereto) entered into by MSC and Ordering Activity (the “Agreement”). In the event of a conflict between these Terms and terms and conditions of this Attachment A, these Terms shall prevail with respect to Software licensed by Ordering Activity under the MasterKey Plus licensing system. Unless otherwise defined in this Addendum, capitalized terms shall have the same meaning as in this Attachment A.

MasterKey Plus Licensing System. MasterKey Plus is a flexible licensing system under which Ordering Activity may use multiple software products by purchasing licensing units known as MasterKey Plus Tokens (hereinafter, “Tokens”). A specified number of Tokens is required to run each floating license of software licensed under MasterKey Plus. The specified number of Tokens is “checked out” from Ordering Activity’s pool of Tokens when each floating license of software is executed and returned to Ordering Activity’s Token-pool after usage. Token requirements are set forth in the applicable MasterKey Plus Table.

Licensed Software. Software licensed by Ordering Activity under the MasterKey Plus is strictly limited to: (i) the “Base Products” identified in the applicable MasterKey Plus Table; and (ii) any “Optional Product(s)” separately licensed by Ordering Activity under the MasterKey Plus licensing system, as specified in the applicable order documentation.

Base Products. By purchasing Tokens under MasterKey Plus, Ordering Activity licenses the Software identified in the applicable MasterKey Plus Table under “Base Products”. Access to and use of a Base Product at any moment in time will be limited by the number of Tokens then available for check -out in Ordering Activity’s Token-pool.

Example: If each floating license of Base Product “A” checks out 50 Tokens, and at a given time 250 Tokens are available for check- out, then Ordering Activity can run up to 5 floating licenses of Base Product “A”.

Optional Products. The purchasing of Tokens does not result in any license with respect to Optional Products. Optional Products may be available for licensing under “Token -Based” and/or “Seat Based” models, each of which is described below.

1. “Token -Based” Model. If an Optional Product is licensed under a “Token-Based” model, then the “quantity” for that Optional Product as set forth in the applicable order document shall reflect the number of Tokens enabled for use of that Optional Product, and access to and use of each such licensed Optional Product at any moment in time will be limited by the number of enabled Tokens then available for check- out. The licensing (enablement) of each Optional Product requires payment of additional fees. To license any Optional Product under the “Token -Based” model, Ordering Activity is required to pay a license (enablement) fee for all Tokens in the Ordering Activity Token-pool. No partial enablement of the Token -pool permitted.

2. “Seat -Based” Model. If an Optional Product is licensed under a “Seat-Based” model (formerly sometimes referred to as “Premium Option”), then the “quantity” for that Optional Product as set forth in the applicable order document shall reflect the number of floating license(s) (or “seat(s)”) acquired for that Optional Product, with each such floating license requiring a designated number of Tokens to run. Access and use of an Optional Product licensed under the Seat -Based model at any moment in time will be limited by both the number of seats acquired for that Optional Product and the number of Tokens then available for check -out.

SIMMANAGER LICENSE MANAGEMENT (Rev. June 2012)

As a server/client application that enables users to manage simulation data and to execute remote processes on external compute resources, a typical implementation of SimManager will require multiple license types in operation. Your order schedule documents the licenses that apply to your installation. This document provides a description of the various component license types. There are four types of licenses that are applicable to SimManager:

- SimManager Portal License

- SimManager User License
- Add On Module License
- Concurrent Process License

SIMMANAGER PORTAL LICENSE

A SimManager Portal refers to a single logical instance of SimManager with a unique URL address, dedicated database instance, security layer, and portal configuration. A single SimManager Portal may be supported by either a single web application server or a cluster of web application servers in a load-balanced/high-availability configuration. In the latter case, the SimManager server software will be installed on each of the web application servers (see Note below). A Portal License is required to operate a single SimManager Portal in either case.

Note: Ordering Activities are only required to purchase a single Portal License to operate a single SimManager Portal in a clustered environment. However, it is required that Portal Licenses are used for each SimManager server that is installed in a clustered environment. The additional Portal Licenses that are to be used exclusively for the servers in the clustered environment supporting the original, single portal can be obtained at no additional charge from MSC upon request through your MSC account manager. Please consult with your account manager to request adequate licenses to run SimManager in your particular environment.

Additional and separate SimManager Portals (with its own URL, dedicated database instance, security layer, and portal configuration) require a separate Portal License purchase, even if located in the same facility or on the same hardware.

In the case of multi-site configuration of a single SimManager Portal, the second, third, etc., instance of the same SimManager Portal will also require a separate Portal License purchase.

SIMMANAGER USER LICENSES

SimManager supports two different user license schemes, referred here as "Named User License Model" or a "Network Client License Model (legacy)". The following sections describe the two different models.

"NETWORK CLIENT LICENSE MODEL (LEGACY)"

The Network Client License Model is a legacy model used primarily to support installations that are being upgraded from SimManager R3.x and for large environments (100+ users) under special approval. The following provides a description of the Client Access license used in a "Network Client License"-based implementation.

A Client Access license (sometimes referred to as concurrent or floating) allows multiple users to utilize the same license, but not simultaneously. When a user logs into SimManager, a Client Access license is checked out from the license server. When the user logs out, or when the Web server terminates its session due to inactivity, the Client Access license is released and is available for use by another user. The maximum number of users who can log into the SimManager portal simultaneously is equivalent to the total number of SimManager Client Access licenses.

Note: The network Client Access license authorizes a maximum number of simultaneous or concurrent users, which is equivalent to the number of Client Access licenses. An authorized user is permitted to login and run multiple sessions of SimManager, however, each session will consume an additional Client Access license. When individual users consume multiple licenses, it may result in denied access to other users if all licenses have been consumed.

INSTALLATION

During the installation process of SimManager, you will be presented the option to select either a "Named User License Model" or a "Network Client License Model (legacy)". To use the "Network Client License Model", this option must be selected during installation. Refer to the SimManager Installation Guide and the SimManager Administration Guide for more information.

NAMED USER LICENSES

The following provides a description of the various user license types for a "Named User"-based implementation:

1. A SimManager Full Client license for each user who will be creating data and executing actions within SimManager
2. A SimManager Limited Client license for each user who will be viewing/accessing data within SimManager

SIMMANAGER FULL CLIENT LICENSE

A Full Client License enables a user in SimManager complete access to data/actions. The user privileges can be further controlled by the authorization layer within SimManager based on the user's role and access to projects. Each user activated by the SimManager administrator will consume one license, independently of how the user is logged in and how many sessions the user has open (e.g. from the web client or other thick client). The license will only be released when the user is made inactive by the SimManager administrator. Even if the user logs out of SimManager, the license will NOT be released.

SIMMANAGER LIMITED CLIENT LICENSE

A Limited Client License enables a user in SimManager read- only access to the data and only limited actions in the system (e.g. change password, search). The user privileges can be further controlled by the authorization layer within SimManager based on the user's role and access to projects. Each user activated by the SimManager administrator will consume one license, independently of how the user is logged in and how many sessions the user has open (e.g. from the web client or other thick client). The license will only be released when the user is made inactive by the SimManager administrator. Even if the user logs out of SimManager, the license will NOT be released.

ACTIVE VS. INACTIVE USERS

Within the Administration Workspace of SimManager, the system administration can assign either a Full Client License or a Limited Client License to each user. In addition, each user can be given the status of Active "true" (Active) or Active "false" (Inactive). Only active users in the system will be assigned an actual user license based on their assigned license type, Full Client or Limited Client. Additionally, only the maximum number of available licenses of either license type can be assigned to users. For example, if there are 20 users registered in SimManager and there are 5 Full Client Licenses and 5 Limited Client Licenses, then there can only be 5 Active Full Client users and 5 Active Limited Client users. All other attempts to assign the other 10 users an Active status will fail, until one of the 5 Active Full or 5 Active Limited clients are made Inactive.

Additionally, there is a minimum of one (1) required SuperUser in the system. By default, "SimMan", is the SuperUser defined in the out of the box configuration, but this user can be replaced by another designated SuperUser and "SimMan" can be made Inactive, thus releasing its Full Client License.

During initial setup of SimManager and the assignment of Active status and the License Type to each user, the "License Checked Out" status may indicate "false" to a user who has been assigned both Active status and a specific license type. If this is the case, the user has been assigned a license but it has not been checked out from the license server yet and only upon login by the user, will the "License Checked Out" status change from "false" to "true". When the user logs out, the "License Checked Out" status will remain "true", indicating a license remains checked out and allocated to that user. The license will only be released if the user is made Inactive or the SimManager server is shut down.

INSTALLATION

During the installation process of SimManager, you will be presented the option to select either a "Named User License Model" or a "Network Client License Model (legacy)". For both production and development instances of SimManager you will select "Named User License Model". After installation is complete, the users can then be administered from the SimManager web user interface. Refer to the SimManager Installation Guide and to the SimManager Administration Guide for more information.

ADD- ON MODULE LICENSING

SimManager offers additional add-on modules for use with SimManager, which provide access to features not required by every SimManager user. These modules are separately licensed within SimManager, which are separately purchased for use with a SimManager portal. Add-On Modules can be accessed by either a "Named User License Model" or a "Network Client License Model (legacy)", but Add-On Modules are named user license only. In order for a user to have access to a module, they will need to be granted access to the module via a Module Administrative action. When the user is assigned to the module, a license will be checked out for that user granting them permission to access the module. When the user is removed, the license will be available to be assigned to another user.

Two examples of add-on modules available as of the date of this document are given below.

REPORT GENERATOR

The Report generates formal reports in HTML, PDF, PowerPoint or Word format from SimManager-stored objects. Reports may be saved as templates which can be auto-executed as part of a multi-step process.

SIMULATION GENERATOR

The Simulation Generator is used to define the assembly of load case-specific simulations. An analyst can build up FE models based on a flexible definition of the structure of models, load cases, assembly, analysis, and post-processing methods. Any number of analysis runs can be started at once after changing one or more sub-models.

SIMMANAGER DEVELOPMENT PORTAL PACKAGE

The Development Portal Package is to be used for development and testing of a SimManager Portal in a non-production environment. The Development Portal Package consists of Portal and Concurrent Process licenses with client access controlled by Full Client and Limited Client licenses, as described under "Named User Licenses."

All licenses must be established on a non-production license server separate from the production license server. The Development Portal Package licenses cannot be used or combined with standard licenses that are being used for a production SimManager Portal.

Note: A Development Portal Package may be required for each stage of a non-production SimManager Portal. Some companies may have a multi-stage development environment that includes development, test and pre-production prior to enabling SimManager in production. Each stage of SimManager prior to production may require a separate Development Portal Package if it is to be run simultaneously with other non-production versions of SimManager. Additionally, each developer of a SimManager Portal may require a Development Portal Package. Please consult with your account manager to appropriately plan the required number of Developer Portal Packages.

SIMMANAGER CONCURRENT PROCESS LICENSE

A Concurrent Process License enables the execution of remote, concurrent processes from SimManager. The running of these jobs is controlled through a SimManager queuing interface. Remote jobs may be executed by a component called Action Runner that provides the communication to and from SimManager or by directly queuing jobs on remote compute resources. While users in SimManager can initiate an unlimited number of requests, only a controlled amount of remote processes can execute (run) at any given point in time. The following remote process will check out a concurrent process license:

- Assemble SimActivity delivered as part of the product
- Solve SimActivity delivered as part of the product
- PostProcess SimActivity delivered as part of the product
- Remote Actions generated by Custom Action Builder
- Remote Actions that are registered by the Ordering Activity that were not part of the delivered product. These may include, but not limited to
 - Remote Data enrichments scripts
 - Remote Template actions
 - Custom SimActivities that run remote
- In future, other specific remote actions or processes maybe licensed as SimManager Concurrent Process License

If the maximum number of processes has reached the limit, the next remote process is "queued" internal to SimManager. SimManager will periodically check the remote process that are executing. When the count of executing processes drops below the maximum allowed, the next process in the queue will be executed. The internal SimManager queue will follow a first in, first out (FIFO) queue model.

The above actions should be configured in conjunction with a queue (or multiple queues) that manage how many "jobs" can be run concurrently. This can be controlled at deployment time by an appropriate setup of the job-submission system that defines the number of queues as Concurrent Process licenses are available.