



Licensing Model

- Revision: 4
- Created: March 6, 2017
- Last Updated: December 30, 2020
- Vendor: Universal Speech Solutions LLC

Contents

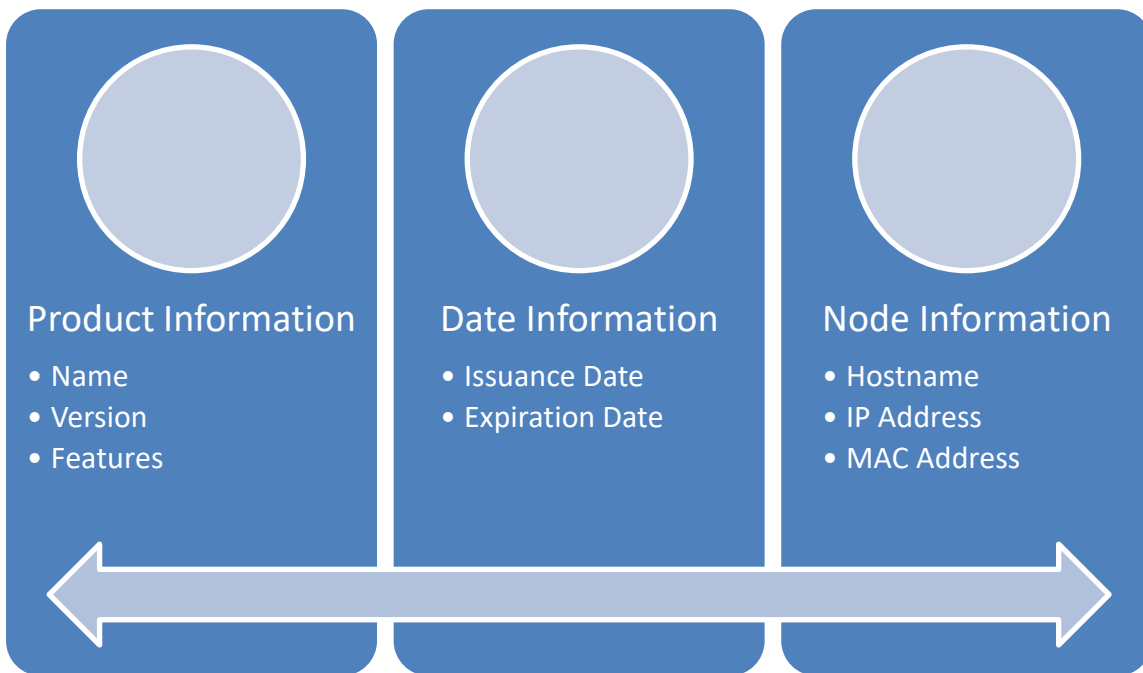
1 Overview	3
2 License File	3
3 License Capacity	3
4 License Variation	3
4.1 Trial License	3
4.2 Production License.....	4
4.3 Backup License.....	4
4.4 Test and Development License.....	4
5 License Term	4
5.1 Perpetual License.....	4
5.2 Annual License	4
6 License Type	5
6.1 Node-bound License	5
6.2 Floating License	5
7 Technical Support	5
8 Sample Use-cases.....	6
8.1 Perpetual License.....	6
8.2 Annual License	6

1 Overview

This guide describes the licensing model used for distribution of commercial software products based on UniMRCP server.

2 License File

A license file defines the terms of use and typically contains the following data.



3 License Capacity

A license is made for a certain number of concurrent MRCP channels. Typically, there is one-to-one correlation between calls on the IVR platform and channels on the MRCP server. In other words, an N-channel license is typically required to handle N concurrent calls.

4 License Variation

The following license variations are available.

4.1 Trial License

A free trial license is provided for evaluation purposes and can also be used in demo and proof of concept projects.

Trial licenses are not provided recurrently.

4.2 Production License

A production license allows commercial use of the software in accordance with the license terms.

4.3 Backup License

A backup license allows commercial use of the software in a redundant HA deployment. The backup license is NOT entitled to be used in a load balancing mode.

By purchasing an N-channel production license, the customer is entitled to purchase an N-channel backup license.

The backup licenses are half-priced.

4.4 Test and Development License

A test/dev license is intended for internal non-production use in a test or development environment.

By purchasing an N-channel production license, the customer is entitled to purchase an M-channel test/dev license, where $M \leq N$.

The test/dev licenses are half-priced.

5 License Term

Licenses can be either owned perpetually or used on an annual basis.

5.1 Perpetual License

A perpetual license allows to use the licensed software perpetually.

The license entitles the customer to use all updates to the software produced within one (1) year after the license issuance date.

Every consecutive year, the license can optionally be upgraded at 25% of the nominal price to use all updates to the software produced within one (1) year after the license upgrade date.

5.2 Annual License

An annual license allows to use the licensed software for one (1) year.

The license entitles the customer to use all updates to the software produced within the license term.

6 License Type

6.1 Node-bound License

A license is generated for and bound to a specific node. The license shall be deployed to and reside on the corresponding node for regular operation. License verification will fail if any of the node parameters changes.

Node-bound licenses are NOT transferable to other nodes.

The customer is supposed to obtain node information and submit for license generation. Detailed instructions on how to obtain uninode.info file are provided in the installation guides for each of the software products.

6.2 Floating License

A license is stored on a license server and can be checked out from any node. The license server is available as a service.

An annual subscription to the license server is required to use floating licenses.

Refer to the License Server Usage guide for more information.

7 Technical Support

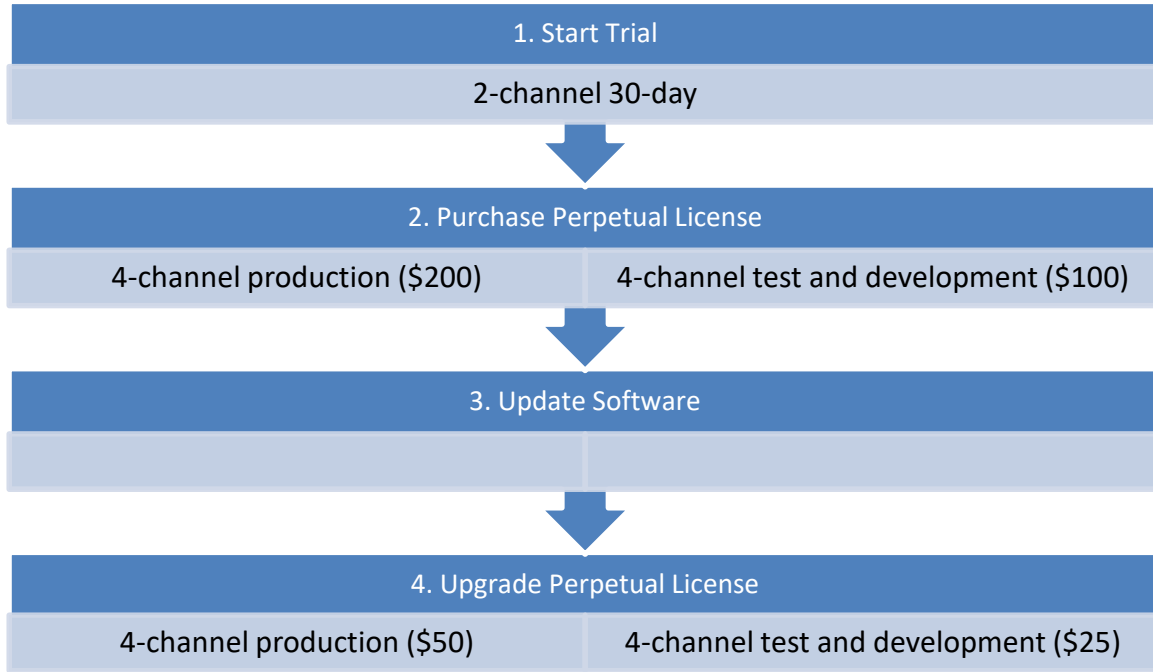
Technical support is not included and can be contracted separately on an annual basis.

8 Sample Use-cases

Use-cases provided in this section help understand the licensing model. The use-cases are provided as a reference only.

8.1 Perpetual License

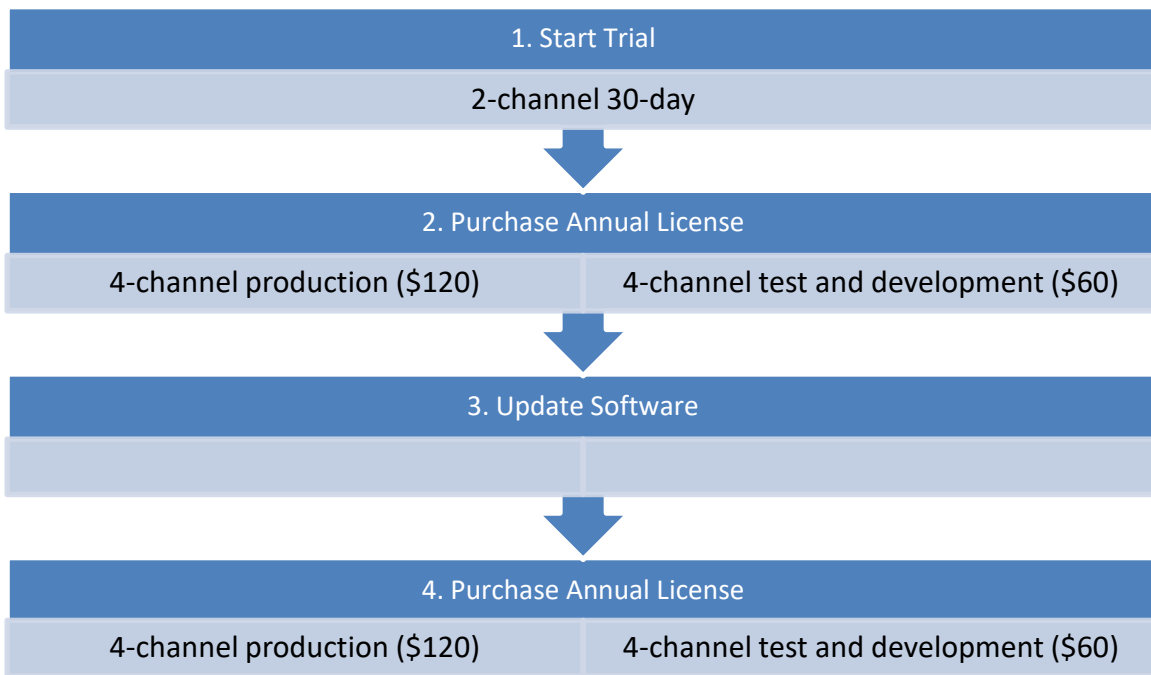
This use-case is made for a perpetual license priced \$50 per channel.



1. The customer initially installs the software and requests a 2-channel 30-day trial license for evaluation.
2. Upon a successful completion of evaluation, the customer decides to purchase a 4-channel permanent production license, by making a payment of $\$200 = 4 * \50 . The customer also prefers to replicate the production environment and purchases a 4-channel test and development license, by making a payment of $\$100 = 4 * (\$50 / 2)$. The two licenses can be obtained in the same purchase order.
3. A new version of the software product is released within one year after the license issuance date (free maintenance window). The purchased production and test/development licenses allow to update to the new version of the software product at no additional cost.
4. After one year, the customer requests an upgrade of the purchased licenses by making a payment of $\$50 = 4 * (\$50 / 4)$ for the production license and $\$25 = 4 * (\$50 / 8)$ for the test and development license. The upgraded licenses allow for another one year of free software updates.

8.2 Annual License

This use-case is made for an annual license priced \$30 per channel.



1. The customer initially installs the software and requests a 2-channel 30-day trial license for evaluation.
2. Upon a successful completion of evaluation, the customer decides to purchase a 4-channel annual production license, by making a payment of $\$120 = 4 * \30 . The customer also prefers to replicate the production environment and purchases a 4-channel test and development license, by making a payment of $\$60 = 4 * (\$30 / 2)$. The two licenses can be obtained in the same purchase order.
3. A new version of the software product is released within one year after the license issuance date. The purchased production and test/development licenses allow to upgrade to the new version of the software product at no additional cost.
4. Upon expiration of the annual license term, the customer purchases new annual production and test and development licenses.