

NVIDIA Corporation

Software License Agreement – NVAPI SDK

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FOREGOING, NVIDIA'S AGGREGATE LIABILITY ARISING OUT OF THIS AGREEMENT SHALL NOT EXCEED ONE HUNDRED UNITED STATES DOLLARS (USD\$100).

SECTION 6 - TERM.

This Agreement and the licenses granted hereunder shall be effective as of the date You download/install the applicable Software ("Effective Date") and continue for a period of one (1) year ("Initial Term") respectively, unless terminated earlier in accordance with the "Termination" provision of this Agreement. Unless either party notifies the other party of its intent to terminate this Agreement at least three (3) months prior to the end of the Initial Term or the applicable renewal period, this Agreement will be automatically renewed for one (1) year renewal periods thereafter, unless terminated in accordance with the "Termination" provision of this Agreement.

SECTION 7 - TERMINATION.

NVIDIA may terminate this Agreement at any time if You violate its terms. Upon termination, You will immediately destroy the Software or return all copies of the Software to NVIDIA, and certify to NVIDIA in writing that such actions have been completed. Upon termination or expiration of this Agreement the license grants to Licensee shall terminate, except that sublicenses rightfully granted by Licensee under this Agreement in connection with Section 1(b) of this Agreement provided by Licensee prior to the termination or expiration of this Agreement shall survive in accordance with their respective form of license terms and conditions.



SECTION 8 - MISCELLANEOUS.

SECTION 8.1 - SURVIVAL.

Those provisions in this Agreement, which by their nature need to survive the termination or expiration of this Agreement, shall survive termination or expiration of the Agreement, including but not limited to Sections 2, 3, 4, 5, 7, and 8.

SECTION 8.2 - APPLICABLE LAWS.

Claims arising under this Agreement shall be governed by the laws of Delaware, excluding its principles of conflict of laws and the United Nations Convention on Contracts for the Sale of Goods. The state and/or federal courts residing in Santa Clara County, California shall have exclusive jurisdiction over any dispute or claim arising out of this Agreement. You may not export the Software in violation of applicable export laws and regulations.

SECTION 8.3 - AMENDMENT.

The Agreement shall not be modified except by a written agreement that names this Agreement and any provision to be modified, is dated subsequent to the Effective Date, and is signed by duly authorized representatives of both parties.

SECTION 8.4 - NO WAIVER.

No failure or delay on the part of either party in the exercise of any right, power or remedy under this Agreement or under law, or to insist upon or enforce performance by the other party of any of the provisions of this Agreement or under law, shall operate as a waiver

thereof, nor shall any single or partial exercise of any right, power or remedy preclude other or further exercise thereof, or the exercise of any other right, power or remedy; rather the provision, right, or remedy shall be and remain in full force and effect.

SECTION 8.5 – NO ASSIGNMENT.

This Agreement and Licensee’s rights and obligations herein, may not be assigned, subcontracted, delegated, or otherwise transferred by Licensee without NVIDIA’s prior written consent, and any attempted assignment, subcontract, delegation, or transfer in violation of the foregoing will be null and void. The terms of this Agreement shall be binding upon Licensee’s assignees.

SECTION 8.6 - GOVERNMENT RESTRICTED RIGHTS.

The parties acknowledge that the Software is subject to U.S. export control laws and regulations. The parties agree to comply with all applicable international and national laws that apply to the Software, including the U.S. Export Administration Regulations, as well as end-user, end-use and destination restrictions issued by U.S. and other governments.

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SECTION 8.7 – INDEPENDENT CONTRACTORS.

Licensee’s relationship to NVIDIA is that of an independent contractor, and neither party is an agent or partner of the other. Licensee will not have, and will not represent to any third party that it has, any authority to act on behalf of NVIDIA.

SECTION 8.8 - SEVERABILITY.

If for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, that provision of the Agreement will be enforced to the maximum extent permissible so as to affect the intent of the parties, and the remainder of this Agreement will continue in full force and effect. This Agreement has been negotiated by the parties and their respective counsel and will be interpreted fairly in accordance with its terms and without any strict construction in favor of or against either party.

SECTION 8.9 - ENTIRE AGREEMENT.

This Agreement and NDA constitute the entire agreement between the parties with respect to the subject matter contemplated herein, and merges all prior and contemporaneous communications.



NVIDIA.

Approved by NVIDIA