Personal EULA • Enterprise EULA • Educational EULA

ODIN INSPECTOR PERSONAL

END USER LICENSE AGREEMENT

Last updated: June 28th 2021

This Odin Inspector Personal End User License Agreement ("EULA") is a non-exclusive, legally binding end user license agreement between any individual or a single entity ("END-USER") that acquires a license to Odin Inspector Personal ("Asset") by Sirenix IVS ("Licensor").

Please read this End-User License Agreement ("Agreement") carefully before clicking the "I Agree" button, downloading, or using Odin Inspector Personal ("Application").

By clicking the "I Agree" button, downloading or using the Application, END-USER agrees to be bound by the terms and conditions of this Agreement.

If END-USER does not agree to the terms of this Agreement, do not click on the "I Agree" button and do not download or use the Application.

The subject matter of this EULA is the licensing to END-USER of any Application. The Application is licensed, not sold.

LICENSE

Licensor grants END-USER a revocable, non-exclusive, non-transferable, limited license to download, install and use the Application for personal and commercial purposes in accordance with the terms of this Agreement.

END-USER'S RIGHTS AND OBLIGATIONS

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

END-USER may not use the licensed Assets if their revenue or funding exceeds $200,000 USD in the past year. Should their revenue or funding at any point exceed $200,000 USD in the past year, the Agreement will be terminated immediately. The Odin Inspector Enterprise license governed by the Odin Inspector Enterprise EULA will in this case be required to continue the use of licensed 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).

END-USER is granted a single seat license to install and use the Asset only on a maximum of 2 computers. For the avoidance of doubt, the Asset is licensed on a per seat basis and may not be shared or used concurrently on more than 2 different computers. As an exception, build farm servers and virtual machine instances used only for running, testing, or building projects with the Asset do not require separate seat license(s) or constitute use on more than 2 different computers.

An END-USER may use the Asset and may have a third party, including any "work-for-hire" contractor or "freelancer" ("Contractor"), work on that Asset on its behalf. However, any Contractor working on a project for an END-USER must have license(s) of its own to the Asset. Conversely, to use the Asset, a person must have its own license to the Asset, regardless of whether a Contractor working on a project for that person had its own license to that Asset. For example, a person who is a Contractor must have a seat license for the Asset, and the persons who is hirer of the Contractor must have a seat license for the Asset.

Game Services SDKs: If END-USER downloads and integrates Services SDKs, END-USER may be required to accept a Licensor end user agreement and/or additional Licensor terms and conditions to use such services.

END-USER shall pay for the license to the Assets in accordance with the payment process provided on this website. END USER shall provide customary billing and tax information such as name, billing address, credit card information and VAT number (for EU residents). END USER agrees to pay for all purchases hereby authorizes the collection of such amounts including applicable taxes by charging the credit card provided, either directly by Sirenix IVS or indirectly, via a third party online payment processor. VAT numbers cannot be added or changed after the purchase is completed. If you are directed to a third party payment processor, you may be subject to terms and conditions governing use of that third party's service and that third party's Privacy Policy. Please review such third party's terms and conditions and privacy policy before using the services.

Some components of the Asset (whether developed by Sirenix IVS or third parties) may also be governed by applicable open source software licenses. In the event of a conflict between the applicable EULA and any such open source licenses, the open source software licenses shall prevail with respect to those components.

You agree that no modification or use of those Assets shall (a) infringe, misappropriate, or violate a third party's patent, copyright, trademark, trade secret, moral rights, or other intellectual property rights, or rights of publicity or privacy; (b) violate, or encourage any conduct that would violate, any applicable law or regulation or would give rise to liability of any kind; (c) be fraudulent, false, misleading, or deceptive; (d) be defamatory, obscene, pornographic, vulgar, or offensive; (e) promote discrimination, bigotry, racism, hatred, harassment, or harm against any individual or group; (f) promote violence or actions that are threatening to any other person; or (g) promote illegal or harmful activities or substances.

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

On acceptance of END-USER orders for licenses to the Asset, 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.

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

(a) within 2 weeks of purchase of a license to the 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 to indicate that Asset is so incompatible; or

RESTRICTIONS

END-USER agrees not to, and END-USER will not permit others to:

a) license, sell, rent, lease, assign, distribute, transmit, host, outsource, disclose or otherwise commercially exploit the Application or make the Application available to any third party.

MODIFICATIONS TO APPLICATION

Licensor reserves the right to modify, suspend or discontinue, temporarily or permanently, the Application or any service to which it connects, with or without notice and without liability to END-USER.

TERM AND TERMINATION

This Agreement shall remain in effect until terminated by END-USER or Licensor.

Licensor may, in its sole discretion, at any time and for any or no reason, suspend or terminate this Agreement with or without prior notice.

This Agreement will terminate immediately, without prior notice from Licensor, in the event that END-USER fails to comply with any provision of this Agreement. END-USER may also terminate this Agreement by deleting the Application and all copies thereof from END-USER's devices.

Upon termination of this Agreement, END-USER shall cease all use of the Application and delete all copies of the Application.

SEVERABILITY

If any provision of this Agreement is held to be unenforceable or invalid, such provision will be changed and interpreted to accomplish the objectives of such provision to the greatest extent possible under applicable law and the remaining provisions will continue in full force and effect.

AMENDMENTS TO THIS AGREEMENT

Licensor reserves the right, at its sole discretion, to modify or replace this Agreement at any time. If a revision is material we will provide at least 30 days' notice prior to any new terms taking effect. What constitutes a material change will be determined at our sole discretion.

CONTACT INFORMATION

If you have any questions about this Agreement, please contact us.

ODIN INSPECTOR ENTERPRISE
END USER LICENSE AGREEMENT

Last updated: June 1st 2020

This Odin Inspector Enterprise End User License Agreement ("EULA") is a non-exclusive, legally binding end user license agreement between any individual or a single entity ("END-USER") that acquires a license to Odin Inspector Enterprise ("Asset") by Sirenix IVS ("Licensor").

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LICENSE

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END-USER'S RIGHTS AND OBLIGATIONS

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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).

Licensor will provide END-USER with updates to the Application for one year after the date of purchase. After the year has passed, END-USER will not receive any new updates to the Application, and may not download, install, integrate or otherwise use versions of the Application released at any time after the year has passed, unless such rights are granted to END-USER by a separate agreement.

END-USER is granted a single seat license to install and use the Asset only on a maximum of 2 computers. For the avoidance of doubt, the Asset is licensed on a per seat basis and may not be shared or used concurrently on more than 2 different computers. As an exception, build farm servers and virtual machine instances used only for running, testing, or building projects with the Asset do not require separate seat license(s) or constitute use on more than 2 different computers.

An END-USER may use the Asset and may have a third party, including any "work-for-hire" contractor or "freelancer" ("Contractor"), work on that Asset on its behalf. However, any Contractor working on a project for an END-USER must have license(s) of its own to the Asset. Conversely, to use the Asset, a

person must have its own license to the Asset, regardless of whether a Contractor working on a project for that person had its own license to that Asset. For example, a person who is a Contractor must have a seat license for the Asset, and the persons who is hirer of the Contractor must have a seat license for the Asset.

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Some components of the Asset (whether developed by Sirenix IVS or third parties) may also be governed by applicable open source software licenses. In the event of a conflict between the applicable EULA and any such open source licenses, the open source software licenses shall prevail with respect to those components.

You agree that no modification or use of those Assets shall (a) infringe, misappropriate, or violate a third party's patent, copyright, trademark, trade secret, moral rights, or other intellectual property rights, or rights of publicity or privacy; (b) violate, or encourage any conduct that would violate, any applicable law or regulation or would give rise to liability of any kind; (c) be fraudulent, false, misleading, or deceptive; (d) be defamatory, obscene, pornographic, vulgar, or offensive; (e) promote discrimination, bigotry, racism, hatred, harassment, or harm against any individual or group; (f) promote violence or actions that are threatening to any other person; or (g) promote illegal or harmful activities or substances.

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

On acceptance of END-USER orders for licenses to the Asset, 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.

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

RESTRICTIONS

END-USER agrees not to, and END-USER will not permit others to:

a) license, sell, rent, lease, assign, distribute, transmit, host, outsource, disclose or otherwise commercially exploit the Application or make the Application available to any third party.

MODIFICATIONS TO APPLICATION

Licensor reserves the right to modify, suspend or discontinue, temporarily or permanently, the Application or any service to which it connects, with or without notice and without liability to END-USER.

TERM AND TERMINATION

This Agreement shall remain in effect until terminated by END-USER or Licensor.

Licensor may, in its sole discretion, at any time and for any or no reason, suspend or terminate this Agreement with or without prior notice.

This Agreement will terminate immediately, without prior notice from Licensor, in the event that END-USER fails to comply with any provision of this Agreement. END-USER may also terminate this Agreement by deleting the Application and all copies thereof from END-USER's devices.

Upon termination of this Agreement, END-USER shall cease all use of the Application and delete all

copies of the Application.

SEVERABILITY

If any provision of this Agreement is held to be unenforceable or invalid, such provision will be changed and interpreted to accomplish the objectives of such provision to the greatest extent possible under applicable law and the remaining provisions will continue in full force and effect.

AMENDMENTS TO THIS AGREEMENT

Licensor reserves the right, at its sole discretion, to modify or replace this Agreement at any time. If a revision is material we will provide at least 30 days' notice prior to any new terms taking effect. What constitutes a material change will be determined at our sole discretion.

CONTACT INFORMATION

If you have any questions about this Agreement, please contact us.

ODIN INSPECTOR EDUCATIONAL
END USER LICENSE AGREEMENT

Last updated: April 3rd 2024

This Odin Inspector Educational End User License Agreement ("EULA") is a non-exclusive, legally binding end user license agreement between any individual or a single entity ("END-USER") that acquires a license to Odin Educational ("Asset") by Sirenix ApS ("Licensor").

Please read this End-User License Agreement ("Agreement") carefully before downloading, or using Odin Educational ("Application"). By downloading, or using the Application, END-USER agrees to be bound by the terms and conditions of this Agreement.If END-USER does not agree to the terms of this Agreement, do not download or use the Application.

LICENSE GRANT

Licensor grants END-USER a revocable, non-exclusive, non-transferable, limited license to download, install, and use the Application for educational purposes only, in accordance with the terms of this Agreement.

END-USER'S RIGHTS AND OBLIGATIONS

END-USER may use the licensed Assets solely for educational, non-commercial purposes.

END-USER may not use the Software for any commercial purposes and may not modify, reverse engineer, or decompile the Software, create derivative works of the Software,or remove or alter any copyright or other proprietary notices from the Software.

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 educational projects, including but not limited to software development courses, tutorials, and academic research.

END-USER may not reproduce, publicly display, publicly perform, transmit, distribute, sublicense, rent, lease, or lend the Assets for any purpose other than educational use.

END-USER shall not distribute or transfer the Assets in any other way than as integrated components of educational projects.

Some components of the Asset (whether developed by Sirenix ApS or third parties) may also be governed by applicable open source software licenses. In the event of a conflict between the applicable EULA and any such open source licenses, the open source software licenses shall prevail with respect to those components.

END-USER agrees that no modification or use of those Assets shall (a) infringe, misappropriate, or violate a third party's patent, copyright, trademark, trade secret, moral rights, or other intellectual property rights, or rights of publicity or privacy; (b) violate, or encourage any conduct that would violate, any applicable law or regulation or would give rise to liability of any kind; (c) be fraudulent, false, misleading, or deceptive; (d) be defamatory, obscene, pornographic, vulgar, or offensive; (e) promote discrimination, bigotry, racism, hatred, harassment, or harm against any individual or group; (f) promote violence or actions that are threatening to any other person; or (g) promote illegal or harmful activities or substances.

SEAT LICENSE

END-USER is granted a single seat license to install and use the Asset on a maximum of 2 computers

for educational purposes.

The Asset is licensed on a per seat basis and may not be shared or used concurrently on more than 2 different computers.

Build farm servers and virtual machine instances used only for running, testing, or building educational projects with the Asset do not require separate seat licenses.

GOVERNING LAW

This Agreement shall be governed by and construed in accordance with the laws of the Country of Denmark.

RESTRICTIONS

END-USER agrees not to, and END-USER will not permit others to: license, sell, rent, lease, assign, distribute, transmit, host, outsource, disclose or, otherwise commercially exploit the Application or make the Application available to any third party.

MODIFICATIONS TO APPLICATION

Licensor reserves the right to modify, suspend or discontinue, temporarily or permanently, the Application or any service to which it connects, with or without notice and without liability to END-USER.

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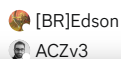

About Odin Inspector

Odin Inspector is a plugin for Unity that lets you enjoy all the workflow benefits of having a powerful, customized and user-friendly editor, without ever having to write a single line of custom editor code.

Unity — Verified Solution

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