

GNU LESSER GENERAL PUBLIC LICENSE

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[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

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.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a)** The modified work must itself be a software library.
- b)** You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c)** You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d)** If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(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.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

- a)** Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b)** Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- 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.
- e)** Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

- a)** Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
- b)** Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the library's name and an idea of what it does.

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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

signature of Ty Coon, 1 April 1990

Ty Coon, President of Vice

That's all there is to it!

End User License Agreement

The Japanese version of the Agreement shall be the original, and the English translation below is provided as a reference. Should discrepancies arise in the interpretation of the Japanese original and English translation, the interpretation of the Japanese agreement shall take precedence.

This End User License Agreement (henceforth, "Agreement," including game distribution terms) shall apply to all relationships between KADOKAWA Corporation (henceforth, "Company") and the Purchaser (includes cases where a different person installs this Software on a computer device, and shall henceforth be referred to as the "User") of the Company's "RPG Maker MV" (henceforth, "Software"). The User, prior to using the Software, shall carefully read this Agreement. The User shall consent to this Agreement upon commencing use of the Software.

Furthermore, regarding the use of this Software, in the event the Company establishes usage conditions and cautionary items, etc. (henceforth, "usage conditions, etc.") on its official website (<http://www.rpgmakerweb.com/support>) (henceforth, "official website"), the User shall consent to, and observe, these usage conditions, etc. as part of the Agreement.

Also, the Software uses the open-source program "Qt", and the Agreement shall not apply. Refer to the text of the "GNU Lesser General Public License" at the end of the Agreement.

Article 1: Installation

1. The User may use the Software upon installing it on a single computer device compatible with the Software (henceforth, "user device").

2. In the event the User possesses multiple computer devices, the User may use, upon installation, the Software on a second user device for the purpose of sole use by the User limited to cases where the User is a Licensed User of the Software as defined by Article 3 Paragraph 1. However, even in such cases, the User shall not allow a third party other than the User to use the Software installed on either of the user devices.

Article 2: Network Authentication

1. The User shall, upon installing the Software, perform a network authentication for the Software following the method separately prescribed by the Company.

2. Should the network authentication in the previous Paragraph not be completed in an ordinary manner, regardless of reason, the User shall agree in advance that the Software cannot be activated and used.

Article 3: User Registration

1. The User shall perform a User Registration of the Software in the manner separately prescribed by the Company upon commencing usage of the Software, and following completion of User Registration, shall become a Licensed User (henceforth, "Licensed User") of the Software.

2. The User shall agree in advance that the Company shall provide no support regarding the use, etc. of this Software to Users who have not completed the User Registration described in the previous Paragraph.

Article 4: Handling of Personal Information

The Company shall handle personal information provided by the User in an appropriate and legal manner in accordance with the terms defined in the Company's "Privacy Policy" (<http://ir.kadokawa.co.jp/global/policy.php/>).

Article 5: Licensing

The Company shall license use of the Software as follows limited to cases where the User is a Licensed User.

1. Creation of original games (henceforth, "User Games") using the Software (including the computer programs comprising the Software) and the assets (referring to text, music, images, etc., henceforth, "Company Assets") recorded in the Software. Furthermore, the User cannot record or use, etc. Company Assets in the original games they create using creation tools, etc. they created or provided by third parties without obtaining the Company's advance written consent.

2. To transfer, rent, screen, public broadcast, or make transmittable (henceforth, generally referred to as "distribute, etc."), whether for fee or gratis, the User Games created in accordance with the previous Paragraph. However, in such cases, the User shall abide by the

"Game Distribution Terms" appended to this Agreement.

Article 6: Prohibitions

1. The User, in using the Software, shall abide by the User obligations defined in the Agreement and usage conditions, etc. (henceforth, generally referred to as "Agreement, etc.") and shall use the Software in an appropriate and legal manner.

2. The User, in using the Software, shall not commit the following acts.

1. Acts where multiple persons use the Software installed on the two user devices in accordance with Article 1, Paragraph 2, and acts where the Software is installed and used on three or more user devices. However, in cases where educational institutions, etc. require multiple licenses, advance notice shall be given and usage conditions shall be determined in accordance with a separate consultation and agreement with the Company.

2. Acts where the security features of the Software are disabled through using bugs or malfunctions, etc. in the Software, or through using the Software in a manner not permitted by the Company. Also, acts where derivative software is produced via adaptation or translation of the Software.

3. Acts where the Software is reproduced, published, screened, rented, sold, disseminated, displayed, publically broadcasted, or made transmittable, etc., in whole or in part, without the prior written consent of the Company, and acts where the Software's computer program (henceforth, "Company program") and Company Assets are distributed, etc. independently.

4. Acts in violation of the Agreement, etc.

5. Acts that cause harm to the Company, other Users or third parties, as well as acts with such potential.

6. Any other acts the Company deems improper.

3. Should the User violate the obligations of this Article, the Company may take measures such as issuing a warning to the user. The User shall provide compensatory damages for any damages incurred by the Company arising from the User's violation of their obligations in this Article.

Article 7: Attribution of Rights

1. Copyrights, neighboring rights, and all other intellectual property rights pertaining to the Software (including Company programs and Company Assets) shall belong to the Company.

2. Copyrights, neighboring rights, and all other intellectual property rights pertaining to user games (excluding Company programs and Company Assets) and assets created by the User (text, music, images, etc.) shall belong to the relevant user game and the User who produced the relevant assets.

Article 8: Disclaimers

1. The Company shall bear no responsibility whatsoever for damages incurred by the User due to the use of the Software, except in cases of intentional acts or gross negligence by the Company.

2. Even in cases where the Company is liable in accordance with the previous Paragraph, except for intentional acts or gross negligence by the Company, the Company's representatives, or the Company's employees, damages for which the User can request compensation shall be limited to direct and ordinary damages incurred by the User, and the Company shall be in no way liable for special damages, indirect damages, lost income, and attorney's fees, or any other such damages incurred by the User. In all circumstances, the total amount of compensatory damages to be borne by the Company shall not exceed the purchase price the User actually expended for the Software.

3. The Company shall exercise the utmost care in maintaining Software reliability, but no warranty whatsoever shall be provided for the following matters, and the User shall use the Software at their own responsibility and expense.

1. The compatibility of this software toward specific objectives

2. Reliability and stability of Software operation

4. The Company shall be in no way liable for problems and disputes occurring with third parties due to the User using the Software, and creating and distributing, etc., User Games.

Article 9: Modification to the Agreement, Etc.

The Company may modify the Agreement, etc. without the User's consent. In such cases, the Company shall officially announce the modifications on its official website no earlier than one month prior to the date the changes are to take effect. The modified Agreement, etc. shall come into force from the date specified on the Company's official website.

Article 10: Interpretation of the Agreement, Etc.

The Japanese version of the Agreement, etc. shall be the original, and versions of the Agreement, etc. translated into languages other than Japanese shall be created as reference translations. In the event discrepancies occur in the interpretation of the Japanese original and the reference translations, the interpretation of the Japanese original shall take precedence.

Article 11: Governing Law

This Agreement, etc. shall be governed by the laws of Japan, and shall be incorporated in accordance with the laws of Japan.

Article 12: Jurisdiction

In the event the usage, etc. of the Software, and the interpretation and application of the Agreement, etc. requires litigation, the User shall agree in advance that the Tokyo District Court (Japan) shall have exclusive jurisdiction as the court of first instance.

Supplemental Provisions: Game Distribution Terms

These user distribution terms (henceforth, "Terms") define the creation and distribution, etc. of User Games by Licensed Users. Users shall abide by these Terms as part of the End User License Agreement (henceforth, "Agreement"). Also, definitions of terminology in these Terms shall be as defined in the Agreement unless otherwise specified.

Article 1: Terms of Distribution

1. The User shall be able to distribute, etc. User Games only in cases where the following conditions have been satisfied:
 1. The User is a Licensed User of the Software.
 2. The User Game does not infringe upon third-party rights (copyrights, trademark rights, moral rights, portrait rights, etc.) and interests, and there is no risk of such infringement.
 3. The User Game shall not be infected with computer viruses, and the User Game shall not be used to perform acts (including spamming) where malicious programs such as computer viruses, etc. are provided.
 4. User Games do not violate statutes, laws, regulations, orders, or public order, and there is no risk of such violations.
 5. User Games shall not violate the Agreement, etc.
 6. Any other acts the Company deems improper shall not be performed.
2. The User shall create and distribute, etc. User Games at their own responsibility and expense, and shall hold the Company harmless.

Article 2: Handling of Company Assets

The User shall handle the Company Assets recorded in the Software as follows.

1. Company Assets shall be used solely for User Games created with the Software.
2. Modification of Company Assets (changes in color, size, orientation, trimming, etc.) shall be solely for the purpose of use in User Games created with the Software.
3. Company Assets and Company Assets modified in accordance with the previous Paragraph shall be distributed, etc. with the User Game created with the Software. Furthermore, the distribution, etc. of Company Assets and modified Company Assets shall be permitted only when they are distributed, etc. with the User Game created with the Software. Company Assets and modified Company Assets may not be distributed, etc. independently, and they may not be combined with programs, etc. other than the User Game. However, the User may, without compensation, reproduce, transfer, publically broadcast, or make transmittable any Company Assets they modified themselves to another Licensed User.

Article 3: User Notification, Etc.

Upon distribution, etc. of the User Game, the User shall provide the following notifications or declarations to users of User Games.

1. Clearly indicate in the attached documentation (in the event there is no attached documentation, in the help file or in a location readily visible to the user of the User Game. The same shall apply hereafter) that the User Game was created using the Software.
2. The attached documentation shall have the following Statement of Rights.
 - Statement of Rights: "©2015 KADOKAWA CORPORATION./YOJI OJIMA"
3. Acts where the Company's program and/or Company Assets are extracted from the User Game and distributed, etc. are prohibited, regardless of whether for fee or gratis.
4. Acts where the Company's program and/or Company Assets are extracted from the User Game and modified are prohibited.

5. Acts where Company Assets are extracted from the User Game and used for self-authored games are prohibited, whether for fee or gratis.

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