# **Arduino OEM Licensing Overview**

### What Is Arduino OEM Licensing?

Arduino offers a dual-licensing program that enables companies to base their own commercial hardware or software on Arduino's designs without needing to open-source their revisions. You can:

- Use Arduino's hardware reference designs
- Integrate Arduino software under a commercial license
- Protect proprietary changes and IP
- Leverage Arduino's technical support

### **Hardware and Branding Implications**

Without a license, modifying and selling boards based on Arduino's open-source designs requires publishing those changes and avoiding the Arduino trademark. An OEM license allows:

- Private use of Arduino hardware designs
- Licensed use of the Arduino name and logo
- Commercial software usage and updates

#### **Benefits & Use Cases**

Feature	Without OEM Lice	ense   V	Vith OEM License
Hardware base	Must be open-	sourced	Can remain proprietary
Trademark use	Not allowed	Lice	ensed use permitted
Software integration	n   Must comply v	with LGPL	Licensed, commercial use
Support	DIY only	Support	available
Ideal for maintaining control, accelerating design, and scaling production.			

#### Where to Learn More

- Arduino Licensing: https://www.arduino.cc/pro/partnerships-licensing/
- Arduino Licensing FAQ: https://support.arduino.cc/hc/en-us/articles/4415094490770
- Trademark Guide: https://support.arduino.cc/hc/en-us/articles/13369309872028

### **Practical Steps Forward**

- Identify if your design or software is based on Arduino IP
- Determine whether OEM licensing is needed for your use case
- Contact Arduino for licensing terms and options
- Explore benefits for hardware IP protection and branding
- Consider legal counsel for compliance and trademark use

## **Summary**

Arduino OEM Licensing allows you to build on the Arduino ecosystem with commercial rights. It's ideal for projects where you need to:

- Retain hardware IP
- Use Arduino software commercially
- Brand products professionally
- Scale manufacturing without open-source disclosure