QNX® LICENSE GUIDE
Version 2.21

Includes:
QNX Software Development Platform v6.6.0
QNX SDK for Apps and Media v1.1

(See **Publication History** for version details)

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Section 1

Introduction

1. **Introduction**

This License Guide describes the contents, license model for, and corresponding licensing attributes of the QNX Software Development Platform version 6.6.0 and the QNX SDK for Apps and Media version 1.1 (any one or more, the "QNX Product Portfolio"). The QNX® Momentics® Tool Suite and the QNX® Neutrino® RTOS Runtime Components are initially delivered together and are collectively known as the "QNX Software Development Platform" or "QNX SDP". This License Guide is also designed to present the third party licensing considerations that apply to the QNX Product Portfolio products. All capitalized terms used but not defined in this License Guide have the respective meanings ascribed to them in the QNX Developer Licenses (as defined below).

QNX Developer Licenses

Any one or more of the QNX Product Portfolio products are licensed to you by QNX Software Systems Limited ("QSS") under one of three QNX developer licenses, copies of which are provided in the installation media for each of the QNX Product Portfolio products and which have also been published at the URL below (collectively the "QNX Developer Licenses" or the "QDLs"), which include the following:

(1) the QNX Commercial Software License Agreement ("CSLA"), for commercial developers;
(2) the QNX Partner Software License Agreement ("PSLA"), for members of the QNX eco-system; and
(3) the QNX Evaluation, Non-Commercial & Academic End User License Agreement ("NCEULA"), for non-commercial developers, including evaluators, students and academic faculty members.

Please refer to http://licensing.qnx.com/document-archive/ for these and previous-release versions of the QDLs.

Navigating the License Guide

This License Guide is broken down into separate tables for each QNX Product Portfolio product type, with each table containing a series of columns and rows used to link the applicable attributes to the named component parts. Section 5 describes the development packages and Section 6 describes re-distributable Runtime Components (as defined in the QDLs). The Runtime Components are broken out into their own section to highlight which components are redistributable and how they are grouped for royalty purposes. Note that general export information is provided at the end of this License Guide, along with contact particulars for more specific export questions.

What Applies to you?

The QNX SDP includes everything you need from QSS to build and maintain a basic QNX Neutrino RTOS-based embedded system (see Section 3 for more details). The optional QNX SDK for Apps and Media contains the tools you need to develop embedded systems with complex HMIs. It includes a full HTML5 application environment, a browser and multimedia support for video, audio and mobile device connectivity. In addition to QNX software, the QNX SDK for Apps and Media integrates a variety of 3rd party software components including the Qt application framework, audio and video codecs and device connectivity software. These 3rd party software components, which are described in detail later in this document, are available under the QDLs for evaluation but may not be suitable or licensed for commercial development or distribution in their current form.

Section 2 of this License Guide provides a component view of the QNX Product Portfolio. You will select a number of Runtime Components to ship in your target system. They will include components of the QNX Core OS Runtime and QNX Screen Runtime from the QNX Software Development Platform. Depending on what you are building, they may also include components of the QNX platform services, QNX application framework, HTML5 runtime, device connectivity, multimedia playback and multimedia management technologies from the QNX SDK for Apps and Media. This will be illustrated in block diagrams in Section 2.

As a result of technology component re-bundling, and your pre-existing QDL Update rights, you may get access to technologies that were formerly available for development only at extra cost under QNX extra-cost Middleware licenses. In such cases, you should keep in mind that Runtime Component royalty obligations for distributing Target Systems are based on the definition of Runtime Components for the Runtime Configuration originally defined in your distribution license. That license may allow you to update your Runtime Components to later releases, but those update rights do not include: (i) free access to unlicensed Runtime Components, or (ii) an entitlement to adopt any new features that were originally offered only in separate royalty bearing Runtime Components in the release originally defined in your distribution license (even if they are now bundled into a single QNX Runtime Component that includes parts of your original Runtime Configuration) if the new Runtime Component has a greater list price than the original Runtime Component that you want to update. Please contact licensing@qnx.com if you have any questions about your update rights.

After installing your QNX SDP, you will be entitled to download board support packages ("BSPs") as further defined in Sections 2.3 and 6. BSPs help you get the QNX Neutrino RTOS and your applications running on specific evaluation boards, allowing you to target your platform of choice for building your Target System.

Third Party Software

Like all other embedded technology providers, QSS includes a number of third party software contributions in its products. Examples include our Eclipse-based Momentics Integrated Development Environment, our GNU-based compiler, linker & debugger tools, our NetBSD-based TCP/IP stack, various standard development and runtime utilities, Javascript frameworks and a host of drivers that incorporate third party code supplied by vendors of the hardware for which they were written. Third party license terms are a fact of life in any embedded development project. Before adopting QNX Tools or Runtime Components, your developers should review this License Guide and the corresponding version of the Third Party License Terms List ("TPLTL", a copy of which is included in the QNX SDP installation media or is available at http://licensing.qnx.com/document-archive/) to determine the applicable open source license terms or special considerations that apply to the QNX Product Portfolio products they plan to use. The TPLTL contains the full text of all relevant open source licenses, along with tables listing those that apply to specific binary files that make up the Runtime Components.

Except for published source code files that are expressly identified by QSS as open source software, none of the QNX Product Portfolio components are open source software. To the extent permitted by applicable open source license(s), any licenses identified in the License Guide/Third Party License Terms List or other references identifying applicable open source license terms only apply to the original open source code used by QSS or its licensors and not to any pre-existing code modified using, or combined with, such open source code, or any new interests in derivative works created from such open source code. These other software elements are licensed to you under the terms and conditions of your QNX Developer License.

Relevant Open Source Licenses

To identify the open source license terms for a particular configuration of Runtime Components that you intend to use in your Target System, you start by (1) gathering the legal identification codes ("Legal ID Codes") and/or QNX technology categories from the "End User Licenses" column of this License Guide for the applicable technologies. From there, you can (2) look-up the specific open source license terms for the relevant Legal ID Codes (e.g., "BSD-4C:70" or "UL:61") in the main body of the TPLTL. For QNX technology categories (e.g. "Neutrino Core OS") you go to the File Mapping tables included in the TPLTL. These tables list all of the Legal ID Codes that apply to the referenced QNX technology categories, which can then be cross-referenced to the specific open source license terms in the main body of the TPLTL as described above. Note that in addition to Legal ID Codes for Runtime Components, you will also need to take into account Legal ID Codes for any static link libraries used by your developers to create their own executable files. As noted on page 35 below, these are ELF files ending in an ".a" or ".o" extension. They are found in the QNX Momentics Tool Suite section of this License Guide, as they are only redistributed as an integral part of the larger work that they are used to create. They have also been included in the File Mapping tables for ease of reference.

The File Mapping tables allow you to isolate the open source license terms that apply to the particular binary files that you intend to ship. The File Mapping tables are generated from a database tool ("File Mapping database") that QSS uses to map Legal ID Codes to binary files that have been built using the applicable source code files, libraries and header files. The File Mapping tables address all Runtime Component sections of this License Guide and applicable components (including static link libraries) of Section 4 (QNX Development Packages). Please contact licensing@qnx.com for any updates to the File Mapping tables, or if it would be helpful for you to have the File Mapping tables in a different format (e.g., in an Excel file).

If a Legal ID Code is referred to generically in the License Guide as one of the families of open source licenses listed in the TPLTL (for example, "BSD-3C" or "UL" without any specific notice numbers), then refer to the File Mapping table for the specific references, or contact licensing@qnx.com for further assistance. Please note that the naming of Legal ID Codes was revised in version 2.14 of the License Guide in order to simplify the presentation of TPLTL content. Contact licensing@qnx.com if you would like a mapping of the pre-v2.14 Legal ID Codes to those used in this License Guide.

If your developers have downloaded other code from Foundry27™ or the myQNX download center, or if you have included Priority Support Patch updates or custom engineering deliverables from QSS, then to be complete you must also check for additional restrictions or licensing considerations identified at Foundry27, or in the source code you were provided with, and/or you must request a custom report from QSS. Custom reports for these types of files are available from our File Mapping database. Contact licensing@qnx.com for more information.

Of course, any third party and open source license restrictions relating to code your developers have developed or that you have sourced from other licensors will need to be taken into account.

Source code for all copyleft-licensed software is available by contacting licensing@qnx.com. QSS does not sub-license open source software to you. Instead, you have your own direct license from the original licensor. Any terms of your QDL that extend to such software, and that differ from the terms of the applicable open source license(s), are offered to you by QSS alone.

Distribution

A license to distribute Runtime Components is available from QSS as part of the QNX Commercial Software License Agreement (See Schedule C). Custom OEM License Agreements are also available from QSS. For more information see http://licensing.qnx.com/oem-distribution/) or contact licensing@qnx.com.

Section 2

QNX Products Overview

2. QNX Products Overview

This section of the License Guide provides an overview of the following QNX products:
- QNX Software Development Platform
- QNX SDK for Apps and Media
- QNX Board Support Packages

The QNX Software Development Platform and QNX SDK for Apps and Media products are related. As illustrated below, the QNX SDK for Apps and Media is dependent on the QNX Neutrino RTOS contained in the QNX SDP.

QNX SDK for Apps and Media

QNX Software Development Platform

2.1 QNX Software Development Platform

The QNX Software Development Platform is the foundational product in the QNX Product Portfolio. The SDP provides both the tool and the runtime components required to build an embedded product with a simple or no user interface.

2.1.1 QNX Momentics Tool Suite

This is your toolbox. The included Integrated Development Environment (IDE) task-oriented interface helps you quickly set up your project, choose your programming language, choose a target processor, compile your code, connect to your target, transfer your application to your target, run it, debug it, profile it and fine-tune it. If you prefer an old school approach, you can also use command-line tools to do your development.

The QNX Momentics IDE is a cross-platform environment based on Eclipse. It contains standard components that a developer would expect to see, such as the GNU C/C++ Development Tool, as well as QSS's implementation of many design and debugging tools, including various profilers and analyzers to inspect and improve the behavior and performance of Target Systems.

2.1.2 QNX Neutrino RTOS

The QNX Neutrino RTOS is a full-feature OS that can be used by designers to create their embedded system by developing the system software based on the RTOS and generating a target that includes QNX Neutrino RTOS Runtime Components.

The Neutrino Core OS includes the micro-kernel, adaptive partitioning, multi-core support, utilities, networking, file systems, high availability manager, and connectivity. For systems without a user interface, you will select a number of these components to ship in your Target System.

By embedding components from the QNX Screen Runtime, you can create systems with a simple user interface using your own third party graphics solutions such as Crank StoryBoard, Rightware Kanzi and EB Guide, which are all supported by the QNX Screen Runtime.

QNX Software Development Platform (Runtime Components)

QNX Neutrino RTOS

Screen

Composition Manager	Base Graphics	Image Rendering	Font Rendering	Fonts
Video Capture	Blitter Hardware Support	Display Controller	Utilities	Device Input

Core OS

Microkernel	Adaptive Partitioning	Multicore	Networking	Filesystems	Connectivity
Utilities	Database	Audio	System Launch Manager	High Availability Manager	Drivers

Legend	A - QSS Licensed / Sublicensed Code	B - 3rd Party Licensed Code

Please see Section 3.2 (Engagement Models and Licensing Considerations) below for an explanation of these terms.

2.2 QNX Middleware

2.2.1   QNX SDK for Apps and Media

The QNX SDK for Apps and Media is a middleware product that is used with the QNX SDP. It provides the environment for building compelling user interfaces and media centric applications. The following figure provides an overview of the components in the QNX SDK for Apps and Media.

QNX SDK for Apps and Media 1.1 (Runtime Components)

QNX Reference Applications

Qt Full Screen HMI	Settings	Qt Media Player	Qt Picture Viewer	Camera Viewer	HTML5 Video	HTML5 Audio	Web Browser	WebGL App	Cordova App Samples

HTML5 Runtime

HTML5 Engine	Web Platform Integration

Qt Runtime

Qt Integration Layer	QT Engine

Font Support

Noto Fonts	DejaVu Fonts

QNX Application Framework

Installer	Launcher	Authorization Manager

Device Connectivity

iPod Interface	MTP

Multimedia Management

mm-sync	Media Detection	Metadata Reader	Playlist Management

QNX Platform Services

Core Services	Network Manager	Audio Manager	Camera	Keyboard

Multimedia Playback

mm-play	mm-renderer	Audio Codec Integration	Video Codec Integration	Codecs

Legend:

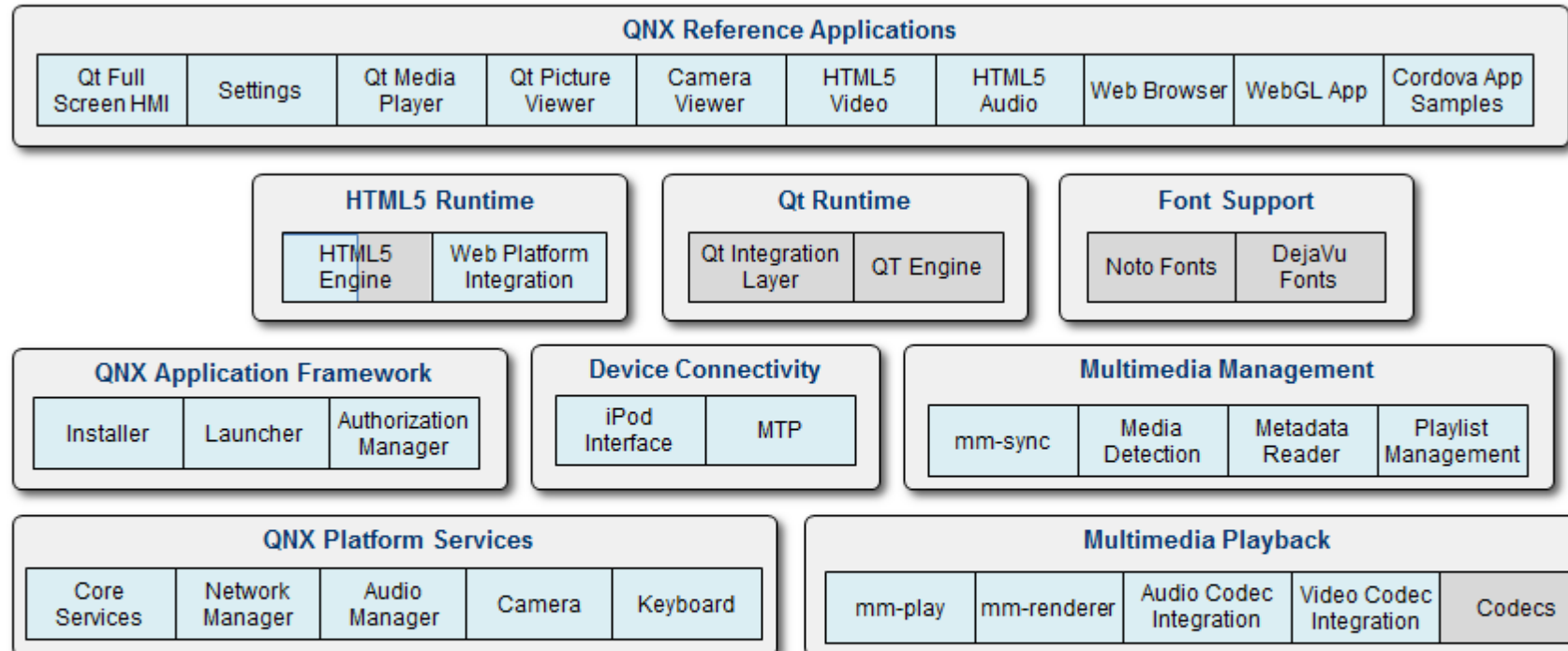| A - QSS Licensed/ Sublicensed Code	B - 3rd Party Licensed Code

Please see Section 3.2 (Engagement Models and Licensing Considerations) below for an explanation of these terms.

The QNX SDK for Apps and Media is partitioned into the following high level subsystems:

- **QNX Reference Applications** – These applications provide the user interface for the QNX SDK for Apps and Media platform. Reference Applications have been implemented with a mix of HTML5 and Qt technologies in order to demonstrate the capabilities of the SDK. These applications have been primarily authored by QSS.

- **HTML5 Runtime –** The HTML5 Runtime components provide an HTML5 engine and web platform integrations. The HTML5 engine is based on the WebKit open standard and is HTML5 conformant. A web browser can easily be implemented with the chrome reference code supplied. The Web Platform Integration components consist of an HTML5 SDK runtime and HTML5 application extensions. The HTML5 SDK runtime provides a set of interfaces and utilities that can be referenced by QNX or 3rd party reference applications. The HTML5 application extensions provide an interface layer that enables QNX and 3rd party reference applications to interact with lower-level QNX subsystems such as Composition Manager (in the QNX Neutrino RTOS).

- **Qt Runtime –** This subsystem contains the open source Qt libraries that have been packaged as part of the SDK. It also contains a Qt Integration Layer to integrate the Qt libraries into QNX Screen and SDP for Apps and Media components.

- **Font Support –** QSS provides open source font solutions as part of the SDK for Apps and Media.

- **QNX Application Framework -** The QNX Application Framework components facilitate the creation of complex user interfaces that incorporate optional applications which can be installed after deployment. The QNX Application Framework supports applications created using multiple technologies including HTML5, Qt, OpenGL ES and others.

- **Device Connectivity** - This subsystem provide components that enable mobile device connectivity, specifically for iPod Interface and MTP.

- **Multimedia Management** - The Multimedia Management components include support for multimedia features such as media detection and media sync, playlist management and metadata retrieval.

- **QNX Platform Services –** The QNX Platform Services provide middleware components associated with embedded device related services including, network connectivity management, audio management, camera management and keyboard services.

- **Multimedia Playback** – The Multimedia Playback components provide the multimedia rendering engine that enables playback of audio and video, including associated codecs, parsers and containers.

As indicated above, the QNX SDK for Apps and Media contains several 3rd party components. There are a number of associated licensing considerations. An overview of these is provided in Section 3.2 below.

2.3 Board Support Packages

QNX provides board support packages ("BSPs", comprising initial program load ("IPL"), startup and drivers – various parts of which may be available from QSS or its hardware partners in binary form for supported processors and peripherals or, which may be developed from scratch or derived from QSS- or partner-supplied sample source code and/or your own pre-existing code. BSPs are further defined in Section 6 and/or at the applicable Foundry27 or myQNX download site) for a variety of embedded microprocessor boards. BSPs provide the basic hardware abstraction layer to allow higher level applications to control the embedded devices such as serial ports, network ports and graphics processors.

Except as expressly noted below in Section 6, at the download site(s) or in the associated source code, QNX BSPs bundled in the QNX SDP or downloaded from Foundry27 and/or myQNX may be used by QNX SDP licensees under the terms of their QDLs, and may be distributed in association with the QNX Neutrino RTOS under the terms of their QNX distribution licenses, at no incremental charge, (provided the royalties for other royalty-bearing components are paid).

Frequently, BSP files are made available in source code and are licensed under the Apache License, Version 2.0 ("Apache 2"). However, some BSPs contain third party confidential information and/or proprietary code which prohibits such licensing.

Any BSP component provided only in binary form, or that is only available from a private Foundry27 Project or as a restricted myQNX download, is: (i) restricted to use solely in association with the QNX Neutrino RTOS and the particular hardware product for which the BSP component has been made available, and (ii) contains confidential information of QSS or its licensor(s).

Section 3

Licensing Overview

3.   Licensing Overview

3.1 Background

The QNX Neutrino RTOS is a general purpose real-time operating system. Its microkernel architecture provides an extensible operating system framework based on the foundational components of the kernel, system libraries and frameworks. Additional operating system services are implemented by plugging in other software modules (e.g., networking, file systems, etc.). These modules are licensed as part of the base QNX Neutrino RTOS runtime components. When modified or configured to operate on target hardware, the QNX Neutrino RTOS provides a microkernel operating system with advanced memory protection, distributed processing, symmetric multiprocessing, a dynamically upgradeable architecture, and real-time performance.

Other more specialized QNX Middleware products are made available by QSS as separately licensed products.

Developers use the QNX Momentics Tool Suite to modify and configure Runtime Components (as defined in the QDLs) and to develop applications to run on the QNX Neutrino RTOS. The QNX Momentics Tool Suite includes compilers, debuggers, libraries, header files, utilities, sample source code, test suites, performance optimization tools, etc., within an integrated development environment based on the open Eclipse IDE framework. The QNX Middleware products may also come with supplementary development tool components.

The QNX Momentics Tool Suite and QNX Neutrino RTOS components are initially delivered together and are licensed either on a named-user or floating-license basis for development purposes (see your QDL and Development License Certificates). QNX Middleware products are usually delivered separately and may have a different licensing model. See Schedule B (QNX Middleware Addendum) of your QDL for further details on QNX Middleware licensing. Development licenses for each component of the QNX Product Portfolio are available on either a perpetual (paid-up license) or time limited (subscription) basis, except as noted in Schedule B of your QDL. These and other important details about your license rights in the Software are specified in the "Development License Certificate(s)" that QSS sent you when you purchased your Software license(s). Development License Certificates are important documents because they define and authenticate your rights under your license. Please contact licensing@qnx.com if you have lost or misplaced yours.

QNX Neutrino RTOS developers typically use their QNX Tools and a subset of the Runtime Components to build an embedded computing system or device ("Target System", as defined in your QDL) by:

(a)   developing the necessary code to make the QNX Neutrino RTOS operational on the Target System hardware (i.e., the board support package) and

(b)   integrating Runtime Component object code programs, libraries and utilities with files generated by your developers using their QNX Momentics Tool Suite in order to define the system's operational constraints, to tailor its functionality and, if equipped with a graphical user interface, to create its appearance, in order to meet the Target System's design requirements.

Ultimately you will choose a subset of Runtime Components ("Runtime Configuration") to include in your Target System. Over the Target System's life cycle, QNX Neutrino RTOS developers may elect to upgrade hardware platforms (requiring a repetition of step

(a) above) and/or update software components (e.g., by adopting Updates (as defined in your QDL), or by introducing new Runtime Components) in order to enhance the Target System's reliability, performance and functionality. So, it is quite possible that your Target System's Runtime Components will change over time.

Your QNX Development License allows you to develop Target Systems using the QNX Product Portfolio components you have licensed from QSS, as described in your Development License Certificate(s). It may also be used to create and distribute copies of your Runtime Configuration in or for your Target System (see Schedule C of your QDL, if applicable), provided that Runtime License Certificates are available for all Runtime Components in your Runtime Configuration. You can invoke these optional distribution terms and conditions by purchasing the appropriate Runtime License Certificates from QSS, or from an authorized QNX distributor. Schedule C does not apply unless and until you purchase Runtime License Certificates from QSS, or an authorized QNX distributor. Each Runtime License Certificate expressly authorizes the distribution of a specified number of copies of a specified Runtime Configuration in or for Target Systems in accordance with the terms of your license. Additional Runtime License Certificates can be purchased as required. Contact an authorized QNX sales representative for more information (see http://www.qnx.com/company/contact/).

The next section provides important information to ensure you have obtained all license rights for the technologies you want to use in your Target System. Please contact licensing@qnx.com if you have any questions or require any assistance.

3.2 Engagement Models & Licensing Considerations

The QNX Product Portfolio integrates a variety of QSS proprietary, open source and third party technologies in order to deliver a broad range of capabilities to embedded developers. In order to develop and ship devices that offer such functionality it is necessary to understand the various technology and content stakeholders and how to obtain the requisite intellectual property license rights. This can be a complicated picture. It will depend on a number of factors, including the hardware platform to be used, the device's desired capabilities, its intended use(s) and the markets in which the device is to be manufactured, distributed and sold.

This License Guide provides an explanation of the license rights being offered by QSS, as well as other third party licensing considerations that QSS is aware of that may impact the development of QNX Product Portfolio-based embedded devices. **<u>None of this information should be construed as legal advice</u>. You must consult your own legal advisor to determine and satisfy your own licensing obligations.** Please note that no attempt has been made to identify any content licensing considerations that may need to be taken into account.

To simplify the explanation, QSS has broken the licensing of the QNX Product Portfolio technologies down into the following 2 types of engagement models. You will notice that we have used colour coding in our diagrams and tables to help identify the applicable model.

A. QSS Licensed or Sublicensed Code – QSS licenses all of its intellectual property rights embodied in QSS Licensed Code and QSS Sublicensed Code under QSS's standard development and distribution license agreements described at the beginning of this License Guide. Most of the QNX Product Portfolio is made up of QSS-authored software and is licensed to you as "QSS Licensed

Code". Certain components of the QNX Product Portfolio contain primarily proprietary 3rd party code that has been modified or supplemented by QSS and is sublicensed to you as "QSS Sublicensed Code" (together with QSS Licensed Code, the "QSS Licensed or Sublicensed Code"). QSS Licensed or Sublicensed Code may also include elements of open source software, may embody confidential 3rd party specifications, and may embody or enable patented functionality or proprietary off-board services. As a result, depending on the QNX Product Portfolio components chosen, there may be other licensing considerations to be taken into account (e.g., to obtain requisite patent license rights – as in the case of the QSS authored AAC Codec; to obtain the right to use confidential specifications embodied in the QSS code – as in the case of the QSS authored Apple iPod Interface). Deviations from QSS standard license terms that relate to QSS Licensed or Sublicensed Code are identified in the tables below or in the applicable License Guide Details sections of this document. Other 3rd party licensing considerations known to QSS are further described in the Licensing Considerations Matrices below, but these Matrices should not be assumed to be a comprehensive list or to constitute legal advice. You must consult your own legal advisor to determine and satisfy your own licensing obligations.

B. 3rd Party Licensed Code - These are other components of the QNX Product Portfolio that contain primarily 3rd party code delivered by QSS, which may have been modified or supplemented by QSS. They fall into three main categories, namely:

(i) 3rd Party Reference Applications - See Section 2 (QNX Products Overview) for more details on this 3rd Party Licensed Code. 3rd Party Reference Applications are **not** delivered in the packages you received to install the Commercially Released components of the QNX Product Portfolio you have licensed. Some are provided on a reference image you may optionally download from myQNX to evaluate third party technologies. Updates to the reference image may be available from either myQNX or Foundry27 download sites. Additional 3rd Party Reference Applications may be downloaded from the QNX App Portal under separate evaluation licenses.

(ii) 3rd party proprietary components - 3rd party proprietary components are generally provided as elements of board support packages, or as part of optional hardware-specific packages. See Section 6.3 for more details.

(iii) 3rd party open source components - 3rd party open source components are provided either as part of the QNX commercially released products you have licensed (e.g., GNU Compiler Collection, Eclipse Platform, WebKit, Qt technology) or as an element of a separately downloadable package (e.g. the Dalvik VM associated with the Runtime for APK). They are licensed as 3rd Party Licensed Code because these components are primarily based on unmodified open source software code bases that QSS ports and builds for use with the QNX Product Portfolio.

Any QSS IP rights, or sub-licensable rights, in 3rd Party Licensed Code are licensed/sublicensed by QSS under the standard QSS license agreements. However, unlike QSS Sublicensed Code, 3rd Party Licensed Code must be licensed for commercial development and distribution directly from another technology supplier. For example, while QSS delivers a QNX version of the Microsoft WMA9 Media Player software codec, you must first obtain a WMA9 license directly from Microsoft. Evaluation-only components represent another example (as in the case of 3rd Party Reference Applications). You need to get your own direct license if you want to use evaluation-only components for any commercial development, external demos or for distribution. In another example, QSS may deliver QNX versions of open source technologies, such as Qt, which are based primarily on open source code distributions. These open source technologies are licensed to you directly under the applicable pass-through open source license terms. Any QSS intellectual property rights in 3rd Party Licensed Code (if any) are licensed under the standard QSS license agreement terms and conditions.

The following Licensing Considerations Matrices summarize the QNX software licensing dependencies, license engagement model, primary technology stakeholder, product delivery method and licensing fulfillment considerations for each impacted QNX Product Portfolio component.

3.2.1   QNX Software Development Platform — Licensing Considerations Matrix

Subsystem	Component	Engage-ment Model	Primary Owner of Technology	Product Delivered By	Additional Licensing Considerations
GNU Tools	GNU Compiler Collection (GCC) C++ Library and Utilities	B	Various	QSS, as an integral part of the QNX Momentics Tool Suite.	The GNU Complier Collection (GCC), the GNU C++ Library and GNU Utilities are development tools produced by the GNU Project. GNU Tools have been adopted as the standard compiler C++ system library and development utilities by most modern UNIX-like computer operating systems, including QNX, Linux and the BSD family. The Free Software Foundation (FSF) distributes GNU Tools under the GNU General Public License (GPL) (version 2 and version 3, as modified by the GCC Runtime Exception) and the GNU Lesser General Public License (LGPL) (version 2.1).
Momentics IDE	Eclipse Platform and Eclipse CDT	B	Various	QSS, as an integral part of the QNX Momentics Tool Suite.	The Eclipse Platform is an integrated development environment (IDE) that provides an integration of development tool components using a common user interface. The QNX Tools also use the Eclipse CDT for C/C++ development environment. The Eclipse open source project began as an IBM initiative in 2001. Eclipse software is distributed primarily under the terms of the Eclipse Public License.

3.2.2 QNX SDK for Apps and Media – Licensing Considerations Matrix

The QNX SDK for Apps and Media is a middleware product to be used with the QNX SDP (above).

Subsystem	Component	Engage-ment Model	Primary Owner of Technology	Product Delivered by	Additional Licensing Considerations
HTML5 SDK (Note that this tool does not appear in the diagram on page 14)	Application Packager	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	This is a tool that combines HTML5, Javascript, CSS and other related application resources into a .bar file for deployment on a system that contains the QNX SDK for Apps and Media or QNX CAR Platform for Infotainment. The Application Packager is licensed primarily under the Apache License Version 2.0.
	Cordova framework	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	Apache Cordova is a platform for building native mobile applications using HTML, CSS and Javascript. It includes the Cordova framework. Apache Cordova is a top level project within the Apache Software Foundation. The Cordova framework is licensed primarily under the Apache License Version 2.0.
QNX Reference Applications	QNX Reference Applications	A	QSS	QSS, as an integral part of the QNX SDK for Apps	These are sample Applications provided to demonstrate typical usage of the underlying components These Applications have been primarily authored by QSS and include the following: • QT Full Screen HMI • Qt Setting App • Qt Media Player • Qt Picture Viewer • Camera Viewer • IP Camera Viewer • HTML5 Video App • HTML5 Audio App • Peaks and Valleys WebGL App • Browser App • Browser Lite App • Cordova App Samples (Cordova PPS Demo and Hello World HTML5 demo) • Shutdown App

Subsystem	Component	Engage-ment Model	Primary Owner of Technology	Product Delivered by	Additional Licensing Considerations
HTML5 Runtime	HTML5 Engine	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	The QNX HTML5 engine is based on the WebKit open source web browser engine. WebKit is licensed primarily under the GNU Lesser General Public License (see Section 6.2.1 for more details).
Qt Runtime	QT Engine	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	Qt is a cross-platform application framework that is widely used for developing graphical user interface software. Qt is licensed under the GNU Lesser General Public License (LGPL) (version 2.1).
	Qt Integration Layer	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	The Qt Integration Layer software integrates the Qt libraries into QNX Screen and SDK for Apps and Media components. Refer to the Qt Technology section of the File Mapping table in the TPLTL.
Font Support	Noto fonts	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	Google Noto fonts are open source fonts that are licensed under the Apache License, 2.0. Refer to the Font Rendering section of the File Mapping table in the TPLTL.
	Deja Vu Fonts	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	The DejaVu fonts are a font family based on the Vera Fonts. Its purpose is to provide a wider range of characters while maintaining the original look and feel through the process of collaborative development under an open source license. Refer to the Font Rendering section of the File Mapping table in the TPLTL.
Device Connectivity	iPod Interface	A	QSS	QSS, as a separate package from myQNX	QSS licenses its Apple iPod Interface module rights under its standard development and distribution license agreements. Apple licenses their iPod interface technology (upon which the Apple iPod Interface module is based) directly to customers. QSS may not deliver its Apple iPod Interface module until customers provide proof of their own Made for iPod License Agreement. Please note that QSS may be required to identify customers and their projects to Apple.

Subsystem	Component	Engage-ment Model	Primary Owner of Technology	Product Delivered by	Additional Licensing Considerations
	All Device Connectivity Subsystems	A B	Various	N/A	Certain third parties claim patent rights in connecting portable media devices to other systems (e.g., an automobile infotainment system) and/or to streaming, synchronizing, controlling or providing services related to content and/or metadata between the portable media device and the other systems. Third party patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
Multimedia Playback	Codecs (Video)	B	Various	QSS, as a separate Package (TI or Freescale) available at myQNX	QSS may deliver various video codecs and related integration components supplied by the corresponding reference board vendor (e.g., TI, Freescale – see Section 2.3 and Section 6.3 for more details). These components are only licensed for an internal time-limited evaluation of 90 days, unless expressly provided otherwise by QSS in writing. Any additional license rights must be obtained from the reference board vendor. Contact QSS at licensing@qnx.com for additional contact information. Certain third parties claim patent rights in video codec technology (including but not limited to some who are not currently active in enforcing their rights) and patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
	Codecs (Video)	B	Various	QSS, as an integral part of the QNX SDK for Apps and Media	QSS may deliver various video codecs and related integration components supplied by the corresponding reference board vendor under open source terms (e.g., Intel – see Section 2.3 and Section 6.3 for more details). Refer to the Multimedia Codecs section of the File Mapping table in the TPLTL. Certain third parties claim patent rights in video codec technology (including but not limited to some who are not currently active in enforcing their rights) and patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
	Codecs (WMA9)	B	Microsoft This product includes technology owned by Microsoft Corporation and cannot be used or distributed	QSS, as a separate package available at myQNX	Microsoft licenses their WMA9 technology directly to customers. QSS licenses its interests in the QNX version (the Multimedia Software Codec for WMA9) under its standard development and distribution license agreements. QSS may not deliver its Multimedia Software Codec for WMA9 module until customers provide proof of their own Windows Media Format Component Distribution Agreement or Windows Media Components Interim Product Agreement.

Subsystem	Component	Engage-ment Model	Primary Owner of Technology	Product Delivered by	Additional Licensing Considerations
			without a license from Microsoft Licensing, GP.		Please note that QSS may be required to identify customers and their projects to Microsoft.
	Codecs (MP3)	A	Floating Point (Xing)	QSS, as an integral part of the QNX SDK for Apps and Media	Certain third parties claim patent rights in the MP3 codec technology (including but not limited to some who are not currently active in enforcing their rights) and patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
	Codecs (AAC)	A	QSS	QSS, as an integral part of the QNX SDK for Apps and Media	Certain third parties claim patent rights in the AAC Codec technology (including but not limited to some who are not currently active in enforcing their rights) and patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
	Codecs (Ittiam)	B	Ittiam Systems Private Ltd.	QSS, as a separate package available at myQNX	These components are only licensed for an internal time-limited evaluation of 120 days, unless expressly extended by QSS in writing. Any additional license rights must be obtained from Ittiam Systems Private Ltd. Contact QSS at licensing@qnx.com for additional contact information. Certain third parties claim patent rights in audio and/or video codec technology (including but not limited to some who are not currently active in enforcing their rights) and patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
Sample Audio & Video Content	QNX Reference Applications	A	Various	QSS, in reference image available at myQNX	Except for any content licensed under the Creative Commons Public License, any sample audio and/or video content provided is only licensed for an internal evaluation, which may be time-limited. It must not be altered, copied or used in any other manner or for any other purpose. Contact QSS at licensing@qnx.com if you have any questions.

3.2.3   Board Support Packages - Licensing Considerations Matrix

See Section 6.3 for Licensing Consideration details for Board Support Packages and other hardware-specific 3rd Party Licensed Code.

Section 4

License Guide Details –
Interpretation of Column References

4.   <u>License Guide Details - Interpretation of Column References</u>

Important Note: The information provided in any row of a product or component description applies to all of its constituent sub-components, unless otherwise expressly stated in the rows for specific sub-components.

Column	Content Description
Version	Indicates the version number of the referenced product.
Part Number(s)	Indicates the QSS part number for the referenced product.
Code Provided	Indicates the form of software code provided. "**Source**" indicates that "source code is included", rather than "comprehensive source code for every element of the product is included". "**Object**" means code in binary form.
Support Provided	Indicates the level of support available for the referenced components. "**Full**" means support by QSS under its Standard, Priority and Custom Support Plans or other QSS enhanced support agreements. "**Custom**" means QSS will provide support, but only under the terms of its Custom Support Plan or other QSS enhanced support agreements. "**Limited**" means there are additional limits to the support provided by QSS under any Custom Support Plan or other QSS enhanced support agreements, indicated as follows: "**Limited (Source)**" means QSS will only provide support for the unmodified version of the source code, "**Limited (3rd Party)**" means QSS relies on third parties for support and therefore our ability to provide support will be limited to what those third parties have committed to provide, and "**Limited (Integration)**" means QSS will support issues relating to integration of a third party component with QNX but does not provide support for the integrated component itself. "**Unsupported**" means QSS does not provide support for the referenced component(s).
Type of Software	These terms are used in the QDLs and other QSS license agreements in risk allocation provisions relating to the associated technologies. "**Type I Software**" (also known as "Core Software") indicates Commercially Released Software, other than Type II or Type III Software (see your QDL for definitions of "Commercially Released Software"). It typically includes QSS proprietary code and may include some third party proprietary and open source code elements. "**Type II Software**" (also known as "Collateral Software") indicates Commercially Released Runtime Components identified as "Type II". It may include third party proprietary and some open source code elements. "**Type III Software**" or **"As Is Code"** (also known as "As Is Software") indicates Software that is licensed, or sublicensed by QSS strictly on an "as is" basis. It typically includes primarily Experimental, third party proprietary and/or open source code elements.
Engagement Model	See Section 3.2 for a detailed explanation of Engagement Models.
End User Licenses	Indicates the end user license terms or where to find such terms, including any flow-through terms referenced in the corresponding Third Party License Terms List ("TPLTL") which is published at http://licensing.qnx.com/document-archive/.

Section 5

License Guide Details –
Development Components

5. License Guide Details – Development Components

5.1 QNX Momentics Tool Suite

5.1.1 Command Line Tools

The QNX Momentics Tool Suite is comprised of development tools and software development kits that are not redistributable, except as expressly provided under the corresponding QNX Neutrino RTOS Runtime Component descriptions in Section 6. In particular, libraries are provided in several different forms. Each type has a different set of redistribution rules, as follows:

Static archives: portions of these libraries are incorporated directly into executables during linking. Like header files, they may only be redistributed as part of the larger work that they are used to create. These are ELF files ending in an ".a" extension.

Dynamic (shared) libraries: these libraries are loaded independently at runtime, as needed by executables, in a process that automatically occurs when the application is run. These libraries are redistributable, subject to proper licensing of the corresponding module(s) described in the QNX Neutrino RTOS Runtime Component tables. These are ELF files ending in a ".so" extension. Shared libraries are usually found in a directory named "lib".

Dynamic link libraries (a.k.a. plug-ins): these libraries are loaded on demand under control of the application itself. These libraries are also redistributable under the same terms as dynamic libraries. These are ELF files ending in a ".so" or "dll" extension. Dynamic link libraries are usually found in a directory named "dll".

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
6.6.0	**910552** (perpetual license) **910595** (subscription license) **910556** (floating perpetual license) **910596** (floating subscription license)	Set of development tools, associated configuration files (e.g., header files for APIs), static libraries and documentation for creating applications for the QNX Neutrino RTOS.	**Object,** except as noted below	**Full,** except as noted below	**Type I,** except as noted below	**A,** except as noted below	**QSS QDL,** except as noted below for Legal ID codes listed and/or referenced in the indicated sections of the TPLTL.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		A. **GNU Tools:**			**Type II**	**B**	GPL, LGPL - see individual files for copyright notice(s) and specific GPL version that applies.
		A1. <u>GNU Compiler Collection (GCC)</u>: Set of development tools, associated configuration files and static libraries for compiling applications for QNX Neutrino RTOS.			**Type II**	**B**	BSD-4C: 70
		A2. <u>GNU binutils</u>: Assembler (gas), Linker (ld) – Tools for manipulation of binary (executable, object) files in development environments.			**Type II**	**B**	
		B. **GNU Debugger:** GNU debugger (GDB) with remote debugging capability			**Type II**	**B**	GPL – see individual files for copyright notice(s) and specific GPL version that applies.
		B1. <u>Utilities</u>: Tools used with GDB			**Type II**	**B**	
		C. **Systems libraries and headers:**					
		C1. <u>QNX system library for OS API</u>					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		C2. <u>Device driver interface</u>: headers and libraries for use with device drivers					LGPL - lib/asound only BSD-3C: 176 – lib/asound only
		C3. <u>QNX/Dinkum C library</u>					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engagement Model	End User Licenses
		C4. Dinkum C++ library and abridged library (template support)					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		C5. Dinkum Embedded C++ library and abridged library (template support)					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		C6. Networking library					See the QNX Neutrino RTOS - Networking section in the File Mapping table in the TPLTL.
		C7. Compression libraries			Type II		See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		C8. XML library					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		C9. Encryption libraries					See the QNX Neutrino RTOS - Networking section in the File Mapping table in the TPLTL. Contact QSS at licensing@qnx.com for details on specific encryption-enabling utilities.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		C10. GNU C++ legacy library: GNU libstdc ++ library from previous versions of the QNX Neutrino RTOS, for compatibility			**Type III**	**B**	See QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		D. Utilities: Command line development tools for object files and executable file manipulation, and utilities tools primarily provided for development purposes.					
		D1. SDK utilities: Tools used for creating applications and boot images					
		D2. QNX development utilities: developer productivity tools					BSD-2C:59 BSD-4C: 14 UL: 61, 62 ZLIB:3 BSD-3C BSD-4C BSD-EY GPL ISC LGPL MD MIT UL ZLIB For specific TPLTL references, contact licensing@qnx.com.
		D3. Runtime utilities (See the QNX Neutrino RTOS Runtime Component tables)					
		D4. GNU development utilities: version control and other development services			**Type II**	**B**	GPL, LGPL For specific TPLTL references, contact licensing@qnx.com.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		D5. <u>GNU development utilities</u>: used in development for data transfer			**Type II**	**B**	GPL For specific TPLTL references, contact <u>licensing@qnx.com</u>.
		D6. <u>GNU development utilities</u>: optional/convenience development tools			**Type III**	**B**	GPL UL For specific TPLTL references, contact <u>licensing@qnx.com</u>.
		E. Cross-Hosted Development: Provides support for QNX Neutrino RTOS development under current Microsoft Windows or Linux (various distributions) operating systems.					
		E1. <u>Windows host environment</u>: Operating environment for development tools					
		F. Processor Support: Provides support for developing QNX Neutrino RTOS applications targeting a variety of processor architectures (32 bit MMU).					
		G. Embedding Tools: Provides support for creating boot images for embedded devices, based on single-board computers or custom board designs. Adds features for reduced memory footprint on the target device.					
		G1. <u>Target system development utilities</u>					BSD-3C:8
		G2. <u>Utilities</u> (mkifs, mkefs, mkimage, mkrec, dumpifs)					MD UL ZLIB For specific TPLTL references, contact <u>licensing@qnx.com</u>

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		H. Flash File Systems: Resilient file system support for flash media, including support for decompression and compression tools. Resilient to failure, support for NAND or NOR, allows use of POSIX file system modules with flash media (devb-nand). Flash file system support is not required for embedded images (IFS).	**Object** and **Source**	**Full** (Object), **Limited** (Source)			
		H1. FFS6 for NOR flash					See the QNX Neutrino RTOS – FileSystems section in the File Mapping table in the TPLTL.
		H2. FFSv3: NOR flash file system with added resilience features.					See the QNX Neutrino RTOS – FileSystems section in the File Mapping table in the TPLTL.
		H3. ETFS: Resilient transactional file system for flash media.					See the QNX Neutrino RTOS – FileSystems section in the File Mapping table in the TPLTL.
		H4. Inflator tool: on-the-fly decompressor.					UL For specific TPLTL references, contact licensing@qnx.com.
		H5. Deflator tool: off-line compression utility.					
		I. High Availability Technology: Source code to the QNX critical process monitor (HAM) and guardian, for tailoring to specific OEM use. Supersedes HA Customization Kit. Pre-compiled runtime binaries are included with a Development Seat for the QNX Software Development Platform.	**Object** and **Source**	**Full** (Object), **Limited** (Source)			See the High Availability Manager section in the File Mapping table in the TPLTL.

License Guide Details –
Development Components

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		I1. Development components and documentation required to write a critical process monitor for managing service/application availability					
		I2. Headers and libraries					
		I3. Documentation					
		J. Adaptive Partitioning Technology: development component					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		K. Multi-Core Technology: development component					See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		L. Instant Device Activation Technology: Enable instant device activation and device control before the QNX kernel has booted. This technology includes additional source code to startup routines as well as sample code illustrating use.	**Source**	**Limited** (Source)			See the QNX Neutrino RTOS – Neutrino Core OS section in the File Mapping table in the TPLTL.
		L1. Source Code					
		L1.1 Source development components required to implement Instant Device Activation (aka 'Minidriver') on all supported target CPUs. This includes header files and startup source code.					
		L1.2 Documentation					

5.1.2   QNX Momentics Integrated Development Environment

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
6.6.0	See 3.1	**The QNX Momentics Integrated Development Environment (IDE)** provides a cross-platform, integrated development environment. The IDE provides development life cycle tools for QNX Neutrino RTOS applications, as well as the ability to "plug in" third party tools in an integrated manner.	Object	**Full**, except as noted below	**Type I**, except as noted below	**A**, except as noted below	**QSS QDL,** except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL.
		A. Eclipse Platform: Platform for creation of integrated development environments			**Type II**	**B**	See note in the Description column re 3rd party contributions in Eclipse See also NOTE:11
		B. Eclipse CDT: Platform for creation of C/C++ integrated development environments			**Type II**	**B**	See note in the Description column re 3rd party contributions in Eclipse See also NOTE:11
		Information about 3rd party contributions (and their license terms) for the Eclipse IDE may be referenced from the IDE as follows: "Help -> About QNX Momentics IDE -> Plug-In Details", select each plug-in then "More Info".					
		C. QNX Momentics IDE Components:					
		C1. QNX project management: Provides Eclipse project integration to QNX projects					
		C2. QNX debugger integration: Provides Eclipse/CDT debugger integration with QNX gdb debugger (remote via tcp/ip and serial)					

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		C3. Remote target management: Provides qconn connectivity to the IDE tools					
		C4. Remote target system information tool: Provides System/Process/Thread information from a running target					
		C5. Application profiler: For both real-time and post-mortem analysis					
		C6. Code coverage tool: For both real-time and post-mortem analysis					
		C7. System Profiler: Visualization tool for viewing instrumented kernel log files					
		C8. Memory analysis tool: Visualization tool for viewing allocation/de-allocation patterns from a running process, including leak detection and memory overflow/underflow detection					BSD-O:6
		C8.1. Derby Database engine					APACHE For specific TPLTL references, contact licensing@qnx.com.
		C8.2 HSQL Database engine					BSD-3C:180
		D. Target Agent: target resource request broker					BSD-4C:74
		E. Java Virtual Machine:					
		E1. Sun JVM: for hosting Eclipse IDE		**Un-supported**	**Type II**	**B**	NOTE:12 UL:273

5.2 QNX Middleware (Development Components)

5.2.1 QNX SDK for Apps and Media

The QNX SDK for Apps and Media is made available to licensees through a variety of delivery methods. The following table describes the development components associated with the QNX SDK for Apps and Media.

The QNX Software Development Platform is a prerequisite for the QNX SDK for Apps and Media. To develop software with the QNX SDK for Apps and Media, the QNX SDP must be installed on the host computer.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
1.1	910648	The HTML5 SDK provides a set of tools and APIs to create HTML5 applications for target systems that make use of the QNX SDK for Apps and Media.	**Object**, except as noted below	**Full**, except as noted below	**Type I**, except as noted below	**A**, except as noted below	**QSS QDL**, except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL. See the Tools License Details section in the TPLTL.
		A. QNX SDK for Apps and Media Reference Applications: These are sample Applications provided to demonstrate typical usage of the underlying components. These Applications have been primarily authored by QSS. • QT Full Screen HMI • Qt Setting App • Qt Media Player • Qt Picture Viewer • Camera Viewer • IP Cemera Viewer • HTML5 Video App • HTML5 Audio App • Peaks and Valleys WebGL App • Browser App • Browser Lite App	**Source** (JavaScript, HTML, CSS)	**Limited** (Source)			

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses

		• Cordova App Samples
		    o Cordova PPS Demo
		    o Hello World HTML5 demo
		• Shutdown App					

		B. QNX CAR APIs: These APIs provide Javascript interfaces for the QNX CAR Platform for Infotainment. These are packaged as Cordova framework extensions. The following APIs are provided: • Audio Mixer • HVAC • MediaPlayer • Navigation • Profile • Radio • Sensors • Theme • Zone • Message • Phone • Settings	**Source** (JavaScript, HTML, CSS) and **Object**	**Limited** (Source)			
		C. Build Scripts: The QNX reference image build scripts provide a set of tools that are used to re-create images to be loaded onto embedded hardware platforms.	**Source** (Shell script)	**Limited** (Source)			See the Tools License Details section in the TPLTL.
		C1. mksysimage image build script: QNX build tool to create bootable QNX CAR reference board disk images					
		D. Qt host environment: Qt components needed to build a QNX image containing Qt applications			**Type III**	**B**	See the Tools License Details section in the TPLTL.
		D1. Qt header files: The .h files needed to compile	**Source**		**Type III**	**B**	

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		Qt applications	(C/C++)				
		D2. qmake utility: Build tool to create Qt applications for targets running the QNX Neutrino RTOS			Type III	B	
		E. Application packager: Tool to bundle HTML5, Javascript and CSS files into a .bar file.		Custom			See the Tools License Details section in the TPLTL.
		F. Cordova framework	Source (JavaScript, HTML, CSS) Source is not to be modified.	Limited (Source)	Type II	B	See the Tools License Details section in the TPLTL.
		G. Virtual Target drivers Drivers and utilities required to run QNX Neutrino RTOS image within popular virtualization machines such as VMware and VirtualBox.					Refer to the Virtual Target section of the File Mapping table in the TPLTL.

Section 6

License Guide Details – Runtime Components

6. License Guide Details – Runtime Components

The following tables identify QNX Neutrino RTOS Runtime Component technologies that are delivered as part of the QNX Software Development Platform or as part of the QNX Middleware.

All Runtime Components are royalty bearing when distributed. Separate distribution licenses are required, as explained in Section 3.1 (Background). Contact an authorized QSS sales representative for more information on Runtime Components.

6.1 QNX Neutrino RTOS

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
6.6.0	010490	**QNX Core OS Runtime** Provides stand-alone base level operating system for embedded devices without a graphic user interface. Includes the kernel, core facilities (libraries, services) and common OS services frameworks. In the case of hardware-specific components, third party code is provided to you only for use in association with the hardware the component was intended to target, as indicated in associated Documentation.	**Object,** except as noted below	**Full,** except as noted below	**Type I,** except as noted below	**A,** except as noted below	**QSS QDL,** except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL.

		A. Kernel and libraries:
		Provides fundamental IPC, scheduling and process management services.
		
		A1. Kernel:
		    A1.1 Microkernel
		    A1.2 Process Manager
		    A1.3 Instrumented kernel
		
		A2. Libraries
		    A2.1 QNX system library for OS API
		    A2.2 QNX/Dinkum C library
					Type I, (except for section A2.6, compres-sion libraries – Type II)		Refer to the QNX Neutrino RTOS – Neutrino Core OS section of the File Mapping table in the TPLTL.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		A2.3 Dinkum C++ library and abridged library (template support) A2.4 Dinkum Embedded C++ library and abridged library (template support) A2.5 Python libraries A2.6 Compression libraries A2.7 XML libraries A2.8 Encryption libraries A2.9 Instant device activation A3.　 Frameworks: Frameworks for extending the services of the OS. Individual frameworks providing customizable support for specific categories of services. A3.1 Resource Manager framework A3.2 PPS framework A3.3 Power Management framework					
		B.　 Networking B1.　TCP/IP (io-pkt), v4 and v6 B2.　PPP client and server B3.　DHCP client B4.　Remote file systems (NFS, CIFS etc.) B5.　SSH suite B6.　QNet B7.　IPSec B8.　Utilities (telnet, ftp, inet etc.)					Refer to the QNX Neutrino RTOS - Networking section of the File Mapping table in the TPLTL.
		C.　 Connectivity					Refer to the QNX Neutrino RTOS – Connectivity section of the File Mapping table in the

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		C1. WiFi chipset support					TPLTL.
		C1.1 core WiFi drivers for WiFi chipsets **N.B. QSS does not offer any WiFi or mobile device connectivity patent licenses or related intellectual property infringement indemnification.**		**Un-supported**	**Type III**	**B**	See Section 6.3 for more details. **No 3rd party patent licenses provided.**
		C1.2 WiFi driver adaptation layer		**Custom**			
		C2. USB					
		D. Filesystems D1. <u>Flash file systems</u> D1.1 Embedded filesystems D1.2 NAND D1.3 FFS6 for NOR flash D1.4 Standalone RAM file system D1.5 Compress/ Decompress utilities D2. <u>Mass storage file systems</u>: File systems for mass storage devices, particularly either rotating media (platter, CD, etc.) or USB mass storage class. D2.1 Block-based file system (io-blk) D2.2 Power-safe file system (fs-qnx6) D2.3 Support for various formats (QNX4, EXT2, FAT12, FAT16, FAT32, NTFS, HFS+) **N.B. QSS does not offer any**	**Object** and **Source**	**Full** (Object), **Limited** (Source)			Refer to the QNX Neutrino RTOS - Filesystems section of the File Mapping table in the TPLTL. **No 3rd party patent licenses provided.**

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		Microsoft FAT or ex-FAT patent licenses or related intellectual property infringement indemnification.					
		E. High Availability Manager	**Object** and **Source**	**Full** (Object), **Limited** (Source)			Refer to the High Availability Manager section of the File Mapping table in the TPLTL.
		F. Adaptive Partitioning: Includes all libraries and utilities for the adaptive partitioning scheduler for all processors. F.1 APS libraries F.2 APS utilities					Refer to the Adaptive Partitioning section of the File Mapping table in the TPLTL.
		G. Multicore Technology: transparent thread scheduling across processors for multi-core (SMP) processors.					Refer to the Multicore Technology section of the File Mapping table in the TPLTL.
		H. Utilities: POSIX command line environment, all POSIX utilities, including shells, file and text manipulation and other utilities. H.1 POSIX utilities H.2 QNX utilities H.3 3rd party utilities			**Type I** (except for bzip – Type III)		Refer to the QNX Neutrino RTOS - Utilities section of the File Mapping table in the TPLTL.
		I. Database: qdb I.1 Database Integration					Refer to Database section of the File Mapping table in the TPLTL.
		I.2 SQLite			**Type II**	**B**	
		J. io-audio					
		K. Drivers					Refer to QNX Neutrino RTOS - Drivers section of the File Mapping table in the TPLTL.
6.6.0	010491	**QNX Screen Runtime** These components provide	**Object**, except as	**Full**, except as	**Type I**, except	**A**, except as	**QSS QDL**, except as noted below for Legal ID

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		display sharing and graphics technologies.	noted below	noted below	as noted below	noted below	codes listed and/or referenced in indicated sections of the TPLTL.
		A. Composition manager: Allows a user to mix different UI technologies via a layered graphics engine.					Refer to the UI Core – Base Graphics section of the File Mapping table in the TPLTL.
		B. Font rendering engine: FreeType font engine		**Limited** (3rd Party)	**Type III**	**B**	Refer to the UI Core – Base Graphics section of the File Mapping table in the TPLTL.
		C. Fonts: Bitstream fonts			**Type II**		Refer to the UI Core – Base Graphics section of the File Mapping table in the TPLTL.
		D. GPU acceleration: Graphics drivers (including Imagination and Vivante GPU software)		**Limited** (3rd party)	**Type III**		See Section 6.3 for more details.
		E. Blitter hardware support: (SoC specific, board independent)		**Limited** (3rd party)	**Type III**		See Section 6.3 for more details.
		E1. BB2D Bltsville support		**Unsup-ported**	**Type III**	**B**	Refer to the Blitter Hardware Support section of the File Mapping table in the TPLTL. See Section 6.3 for more details.
		F. Device Input Supports touch screen (if present), keyboard and mouse					Refer to the UI Core – Input Methods section of the File Mapping table in the TPLTL.
		G. Image Rendering Displays images provided in various file formats					Refer to the UI Core – Image Rendering section of the File Mapping table in the TPLTL.
		H. Video Capture Displays video from input source					Refer to the UI Core – Video Capture section of

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		such as a camera on one or more screens					the File Mapping table in the TPLTL.

6.2 QNX Middleware Runtime Components

6.2.1   SDK for Apps and Media

The QNX SDK for Apps and Media Runtime Components are dependent on the QNX Neutrino RTOS Runtime Components (above).

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
1.1	010509	**HTML5 Runtime** This component provides a WebKit (open source) based browser engine and QSS authored platform integration software.	**Object**, except as noted below	**Full**, except as noted below	**Type I**, except as noted below.	**A,** except as noted below.	**QSS QDL**, except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL.
		A. HTML5 Engine: Open source components ported to the QNX Neutrino RTOS A1. WebKit Embedding APIs A2. JavaScriptCore A3. WebCore A4. Inspector A5. WebKit Template Framework		**Custom**	**Type II**	B	Refer to the WebKit section of the File Mapping table in the TPLTL.
		B. HTML5 Engine Integration: Contains QSS authored code for integrating the WebKit components described above in A. This includes: B1. POSIX OS services for file systems, networking, timers, threading, date/time services and others B2. Graphics and window management integration B3. Image rendering and font support B4. Web Launcher application B5. Input methods B6. Hardware accelerated graphics rendering B7. Software graphics rendering B8. Backing store					Refer to the HTML5 Engine - Web Platform Integration section of the File Mapping table in the TPLTL.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		C. Web Platform Integration - HTML5 SDK Runtime: C1. This is a set of QNX CAR APIs and supporting Javascript code.	**Source** (HTML5, Javascript, CSS)				
		C2. Cordova framework	**Source** (HTML5, Javascript, CSS)	**Limited (3rd party)**	**Type II**	**B**	Refer to the HTML5 Engine - Web Platform Integration section of the File Mapping table in the TPLTL.
		D. Web Platform Integration - HTML5 Application Extensions: These components provide an interface layer that enables QNX and 3rd Party Reference Applications to interact with lower-layer QNX subsystems. This is all QSS-authored code.	**Object**				
		Plugins for native platform access. The following extensions are available: D1. PPS extension D2. SQL extension D3. Composition Manager extension					
1.1	010513	**QNX Application Framework Runtime**	**Source**, except as noted below	**Full**, except as noted below	**Type I**, except as noted below	**A**, except as noted below	**QSS QDL**, except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL.
		A. Application Management: this subsystem provides the ability to launch and control applications and provides QNX and 3rd Party Reference Applications with secure access control to lower layer subsystems.	**Object**				

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		A1. Authorization Manager A2. Launcher	**Object**				Refer to the Application Management section of the File Mapping table in the TPLTL.
		A3. Installer	**Source** (Shell script)	**Limited** (Source)			Refer to the Application Management section of the File Mapping table in the TPLTL.
1.1	**010516**	**QNX Platform Services** This subsystem provides middleware components that enable the development of devices with sophisticated HMIs.	**Object**	**Full**	**Type I**	**A**	**QSS QDL**, except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL.
		A. Core Services A1. ip-provider A2. coreServices2					Refer to the QNX Platform Services - Core section of the File Mapping table in the TPLTL.
		B. Network Manager net_pps					Refer to the QNX Platform Services - Network Manager section of the File Mapping table in the TPLTL.
		C. Audio Manager audioman					Refer to the QNX Platform Services - Audio Manager section of the File Mapping table in the TPLTL.
		D. Camera rearview-camera					Refer to the QNX Platform Service - Camera section of the File Mapping table in the TPLTL.
		E. Keyboard keyboard-imf					Refer to the QNX Platform Services - Keyboard section of the File Mapping table in the TPLTL.
1.1	**010512**	**Device Connectivity** These components provide	**Object**	**Full**	**Type I**	**A**	**QSS QDL**, except as noted below for Legal ID codes listed and/or

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		interfaces to mobile devices such as smart phones and portable media players. **N.B. QSS does not offer any mobile device connectivity patent licenses or related intellectual property infringement indemnification.**					referenced in indicated sections of the TPLTL. Certain third parties claim patent rights in connecting portable media devices to other systems (e.g., an automobile infotainment system) and/or to streaming, synchronizing, controlling or providing services related to content and/or metadata between the portable media device and the other systems. Third party patent licenses may be required to make, import, use or sell products featuring such capabilities. QSS does not supply such license rights.
		A. QNX interface for iPod					Refer to the Device Connectivity section of the File Mapping table in the TPLTL. **No 3rd party licenses provided.**
		B. MTP Interface					Refer to the Device Connectivity section of the File Mapping table in the TPLTL. **No 3rd party patent licenses provided.**
1.1	**010511**	**Multimedia Management**	**Object**	**Full**	**Type I**	**A**	**QSS QDL**, except as noted below for Legal ID codes listed and/or

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
							referenced in indicated sections of the TPLTL.
		A. mm-sync B. Media detection C. Metadata reader D. Playlist management					Refer to the Multimedia - Management section of the File Mapping table in the TPLTL.
1.1	**010510**	**Multimedia Playback**	**Object**	**Full**	**Type I**	**A**	**QSS QDL,** except as noted below for Legal ID codes listed and/or referenced in indicated sections of the TPLTL.
		A. Multimedia core services: A1. mm-renderer A2. mm-play					Refer to the Multimedia Playback section of the File Mapping table in the TPLTL.
		B. Codecs (Audio)					Refer to the Multimedia Codecs section of the File Mapping table in the TPLTL.
		B1. QNX multimedia codec for Microsoft WMA9 **N.B. QSS does not offer any codec patent licenses or related intellectual property infringement indemnification.**			**Type III**	**B**	**No 3rd party licenses provided.**
		B2. QNX multimedia code for AAC B3. QNX multimedia codec for MP3 (Xing – Floating Point) **N.B. QSS does not offer any codec patent licenses or related intellectual property infringement indemnification.**			**Type II**	**B**	**No 3rd party patent licenses provided.**
		C. Audio Codec Integration Audio codec integration software to integrate 3rd party audio codecs.					Refer to the Multimedia – Audio Codec Integration section of the File Mapping table in the TPLTL.

Version Number	Part Number(s)	Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
		D. Codecs (Video)					Refer to the Multimedia Codecs section of the File Mapping table in the TPLTL.
		D1. Freescale codecs and related integration parts for video playback **N.B. QSS does not offer any codec patent licenses or related intellectual property infringement indemnification**.		**Limited** (3rd Party)	**Type III**	**B**	Only licensed for 90 day evaluation purposes, see Sections 3.2 and 6.3. **No 3rd party patent licenses provided.**
		D2. Texas Instruments codecs and integration parts for video playback **N.B. QSS does not offer any codec patent licenses or related intellectual property infringement indemnification**		**Limited** (3rd Party)	**Type III**	**B**	Only licensed for 90 day evaluation purposes, see Sections 3.2 and 6.3. **No 3rd party patent licenses provided.**
		D3. Ittiam codecs and integration parts for video playback **N.B. QSS does not offer any codec patent licenses or related intellectual property infringement indemnification**.		**Limited** (3rd Party)	**Type III**	**B**	Only licensed for 120 day evaluation purposes, see Sections 3.2 and 6.3. **No 3rd party patent licenses provided.**
		D4. Intel VA Api codecs and integration parts for video playback **N.B. QSS does not offer any codec patent licenses or related intellectual property infringement indemnification**.		**Limited** (3rd Party)	**Type III**	**B**	**No 3rd party patent licenses provided.**
		E. Video Codec Integration Video Codec Integration Software to integrate QNX multimedia with video accelerator software from 3rd parties.					Refer to the Multimedia – Video Codec Integration section of the File Mapping table in the TPLTL.

6.3 QNX Board Support Packages

6.3.1 General BSP Information

These details are applicable to all BSPs supplied by QSS for all of the Boards listed in Section 6.3.2:

Description	Code Provided	Support Provided	Type of Software	Engage-ment Model	End User Licenses
Each Board Support Package ("BSP") described below includes an optional IPL, startup program and device drivers (typically including block, Ethernet, I2C, I2S, USB, graphics (WFD display controller), sound and WiFi driver integration components) for many of the peripherals on the chip and/or the board which need to be supported. BSP code is delivered as an integral part of the QNX SDP and both Updates and other BSPs are made available for download at Foundry27.	**Source** and **Object**	**Full**	**Type I**	**A**	**QSS QDL** Please contact licensing@qnx.com for open source license details.

6.3.2   License Considerations for BSPs and related 3rd Party Licensed Code

BSPs for the following Boards are considered "Reference Platforms" for the purpose of the QDLs for the Runtime Components indicated.

Board Description	Licensing Considerations for Additional Hardware-specific 3rd Party Licensed Code						
	QNX SDP v6.6.0	QNX SDK for Apps and Media v1.1	Description of 3rd Party Component	Support Provided	Type of Software	Engagement Model (see Section 3.2 above)	Product Delivered By
Texas Instruments OMAP 4430 (Panda) Board and the TI OMAP 4460 (Panda ES) board	X		Imagination graphics GPU software, including PVR2D Blitter support	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP
	X		TI wireless driver core	Limited (3rd Party)	Type III	A	QSS, in separate TI package available at myQNX
Texas Instruments Jacinto 5 (J5) DM814x EVM	X		Imagination graphics GPU software, including PVR2D Blitter support	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP
	X		TI wireless driver core	Limited (3rd Party)	Type III	A	QSS, in separate TI package available at myQNX
Texas Instruments Jacinto 5 Eco (J5 Eco) EVM	X		Imagination graphics GPU software, includes optional PVR2D Blitter support	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP and in the applicable reference image available at myQNX
	X		BB2D Bltsville support	Unsup-ported	Type III	B	QSS, as an integral part of QNX SDP

Board Description	Licensing Considerations for Additional Hardware-specific 3rd Party Licensed Code						
	QNX SDP v6.6.0	QNX SDK for Apps and Media v1.1	Description of 3rd Party Component	Support Provided	Type of Software	Engagement Model (see Section 3.2 above)	Product Delivered By
	X		AM/FM/HD radio tuner	Unsup-ported	Type III	**B** (provided for 90 day evaluation, otherwise licensed by TI)	QSS, in separate TI package available at myQNX
	X		TI wireless driver core	Limited (3rd Party)	Type III	**A**	QSS, in separate TI package and in the applicable reference image available at myQNX
Texas Instruments AM335x EVM	X	X	Imagination graphics GPU software, including PVR2D Blitter support	Limited (3rd Party)	Type III	**A**	QSS, as an integral part of QNX SDP
	X	X	TI wireless driver core	Limited (3rd Party)	Type III	**A**	QSS, in separate TI package available at myQNX
Texas Instruments AM335x Beaglebone/ Beaglebone Black	X (only for Beagle bone Black)	X	Imagination graphics GPU software, including PVR2D Blitter support (only for Beaglebone Black)	Limited (3rd Party)	Type III	**A**	QSS, as an integral part of QNX SDP
	X	X	TI wireless driver core	Limited (3rd Party)	Type III	**A**	QSS, in separate TI package available at myQNX
		X	Ittiam Video Codecs	Limited (3rd Party)	Type III	**B**	QSS, in separate Ittiam package available at myQNX
Texas Instruments OMAP5432 uEVM	X	X	Imagination graphics GPU	Limited (3rd	Type III	**A**	QSS, as an integral part of QNX SDP and in

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Board Support Packages

Board Description	Licensing Considerations for Additional Hardware-specific 3rd Party Licensed Code						
	QNX SDP v6.6.0	QNX SDK for Apps and Media v1.1	Description of 3rd Party Component	Support Provided	Type of Software	Engagement Model (see Section 3.2 above)	Product Delivered By
			software, including PVR2D Blitter support	Party)			the applicable reference image available at myQNX
	X	X	Vivante GC320 Blitter support	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP and in the applicable reference image available at myQNX
		X	Ducati codecs and framework (firmware) and Syslink integration component	Unsupported	Type III	B (provided for 90 day evaluation, otherwise licensed by TI)	QSS, in separate TI package and in the applicable reference image available at myQNX
	X	X	TI wireless driver core	Limited (3rd Party)	Type III	A	QSS, in separate TI package and in the applicable reference image available at myQNX
Freescale i.MX6Q Sabre Smart	X	X	Vivante graphics GPU software, including GC320 Blitter support	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP and in the applicable reference image available at myQNX
		X	Video codecs, including libvpuapi	Unsupported	Type III	B (provided for 90 day evaluation, otherwise licensed by Freescale)	QSS, in separate Freescale package and in the applicable reference image available at myQNX
Freescale i.MX6 SabreARD	X		Vivante graphics GPU software,	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP

Board Description	Licensing Considerations for Additional Hardware-specific 3rd Party Licensed Code						
	QNX SDP v6.6.0	QNX SDK for Apps and Media v1.1	Description of 3rd Party Component	Support Provided	Type of Software	Engagement Model (see Section 3.2 above)	Product Delivered By
			including GC320 Blitter support				
Intel Baytrail NUC Kit DN2820FYKH	X	X	IntelHD graphics GPU software based on MESA 3D graphics library	Limited (3rd Party)	Type III	A	QSS, as an integral part of QNX SDP
		X	Intel VA Api codecs and integration parts for video playback	Limited (3rd Party)	Type III	B	QSS, as an integral part of QNX SDK for Apps and Media

Section 7

Export/Import Information

7. Export/Import Information

The export and import of the QNX Product Portfolio may be regulated by some governments due to the Software's encryption capabilities. The QNX Product Portfolio may not be exported, imported, used, transferred or re-exported except in compliance with the applicable laws and regulations of the relevant government authorities. Without limitation to the foregoing, the QNX Product Portfolio may not be used in the development, production, handling, maintenance, storage, detection, identification or dissemination of chemical, biological or nuclear weapons or their missile delivery systems, or materials or equipment that could be used in such weapons or their missile delivery systems, or resold or exported to anyone or any entity involved in such activity.

For additional information, please contact licensing@qnx.com.

Publication History

2.0	September 12, 2007	QNX Development Suite v6.3.2
2.1	November 29, 2007	QNX Aviage HMI Player for Adobe Flash Lite 3
2.2	December 3, 2007	QNX Multimedia Suite
2.3	January 18, 2008	QNX Aviage Acoustic Processing Kit
2.4	March 24, 2008	Patch for Printing Framework for QNX Neutrino RTOS Runtime
2.5	July 3, 2008	QNX Aviage HMI Player for Adobe Flash Lite 3 Version 1.1 and update of Section 4.1, F4
2.6	June 27, 2008	QNX Aviage Acoustic Processing Kit v1.2
2.7	October 30, 2008	QNX Software Development Platform v6.4.0
2.8	November 6, 2008	QNX Multimedia Suite v1.1
2.9	January 22, 2009	QNX Aviage Acoustic Processing Kit v1.3
2.10	March 27, 2009	QNX Aviage HMI Suite v2.0
2.11	May 8, 2009	QNX Software Development Platform v6.4.1 and QNX Multimedia Suite v1.2
2.12	June 9, 2010	QNX Software Development Platform v6.5
2.13	July 15, 2011	QNX Aviage Acoustic Processing Kit v2.0
2.14	June 22, 2012	QNX Neutrino Real Time Operating System v6.5 Service Pack 1
2.15	November 30, 2012	QNX CAR 2 Software Development Platform and application platform
2.16	February 7, 2013	QNX Aviage Acoustic Processing Core 1.0
2.17	July 23, 2013	QNX Acoustics SDK for Active Noise Control v1.0
2.18	January 31, 2014	QNX Software Development Platform v6.6.0, QNX SDK for Apps and Media v1.0 and QNX CAR Platform for Infotainment v2.1
2.19	August 7, 2014	QNX Acoustics for Voice v3.0
2.20	September 24, 2014	QNX Acoustics for Engine Sound Enhancement v1.0
2.21	March 25, 2015	QNX SDK for Apps and Media v1.1