

Partner Reseller Agreement

Effective Date: July 21, 2026

1. Product and Purpose

This Partner Reseller Agreement ("Agreement") is entered into between Blue Byte Systems Inc. ("Blue Byte Systems") and the SOLIDWORKS Reseller or Service Partner ("Partner"). This Agreement governs the resale and distribution of PDMShell licenses by the Partner to their end-user customers.

2. Pricing and Volume Discounts

The Partner agrees to the following pricing model for PDMShell licenses:

1. Manufacturer's Suggested Retail Price (MSRP): \$999 USD per individual license.
2. Volume Discount Level 1: \$750 USD per license for orders between 3 and 7 units.
3. Volume Discount Level 2: \$499 USD per license for orders of 8 or more units.
4. Renewals: A commission of 10% of the original license value applies to all renewals.

3. Partner Responsibilities

As a recognized reseller, the Partner agrees to the following obligations:

1. License Allocation: The Partner may sell one license per consultant per project.
2. Service Fees: The Partner is permitted to charge customers for professional PDM implementation and integration services.
3. Fulfillment: The Partner is responsible for the full order fulfillment process and for providing the final license to the customer.
4. Customer Contact: The Partner shall act as the primary designated contact person for all customer inquiries and support related to their sales.

4. Blue Byte Systems Support and Services

Blue Byte Systems shall provide the following support to the Partner and their clients:

1. Partner Training: Comprehensive training will be provided to the Partner's architects and staff.
2. Enterprise Services: Blue Byte Systems offers specialized enterprise services to the Partner's customers at a rate of \$150 USD per hour, billable in 8-hour blocks.

5. Signatures

IN WITNESS WHEREOF, the parties hereto have executed this Agreement as of the Effective Date.

Blue Byte Systems Inc.	Partner
Signature: _____	Signature: _____
Name: _____	Name: _____
Title: _____	Title: _____
Date: _____	Date: _____

End User License Agreement

Updated: June 30, 2026

SUMMARY

PDMShell is licensed for internal business use on licensed computers. SOLIDWORKS resellers, SOLIDWORKS partners, consultants, migration companies, automation providers, and other service providers need the appropriate Blue Byte Systems service provider or enterprise license before using PDMShell for customer work. You are responsible for testing scripts and automation before using them in production. Some features require license activation, and offline activation is available for restricted or air-gapped computers. This summary is provided for convenience only; the terms below control.

1. Introduction

This End User License Agreement ("EULA") is a legal agreement between you ("Licensee") and Blue Byte Systems Inc. ("Blue Byte Systems") governing your use of PDMShell, including the software, command-line tools, visual tools, updater, examples, scripts, documentation, and related materials (collectively, the "Software"). By installing, copying, activating, updating, automating, or otherwise using the Software, you agree to be bound by this EULA. If you do not agree to this EULA, do not install, copy, activate, update, automate, or otherwise use the Software.

2. Definitions

"Licensee" means the person, company, organization, or legal entity that installs, activates, or uses the Software.

"Internal business use" means use of the Software for Licensee's own SOLIDWORKS PDM environment, files, vaults, workflows, administration, migration, reporting, scripting, or automation.

"Service provider use" means use of the Software to provide paid or commercial services to a third party, including consulting, migration, implementation, automation development, support, managed services, training, or resale.

3. License Grant

Blue Byte Systems grants Licensee a limited, non-exclusive, non-transferable, non-sublicensable license to install and use the Software for Licensee's internal business use, subject to this EULA and the license purchased or otherwise provided by Blue Byte Systems. Unless a different license model is provided in writing by Blue Byte Systems, each license is limited to the licensed computer, machine, virtual machine, or environment for which it is activated.

4. Service Provider Licensing

Data migration companies, SOLIDWORKS resellers, consultants, automation providers, managed service providers, and other third-party service providers must obtain the appropriate service provider, commercial, or enterprise license from Blue Byte Systems before using PDMShell to deliver services to customers or third parties. Using PDMShell as part of a paid service, customer migration, implementation project, automation package, resale offering, or third-party deliverable without the appropriate license is not permitted.

5. Restrictions

Licensee agrees not to, and shall not permit others to:

- Resell, distribute, sublicense, lend, lease, rent, or transfer the Software to any third party.
- Modify, adapt, translate, or create derivative works of the Software, except for scripts or configuration files created by Licensee for permitted use.
- Reverse engineer, decompile, disassemble, or otherwise attempt to derive the source code of the Software, except where such restriction is prohibited by applicable law.
- Remove, alter, or obscure copyright notices, license notices, product identification, or proprietary markings.
- Circumvent, disable, tamper with, or bypass license activation, license validation, usage restrictions, or security controls.

- Use the Software for an illegal purpose or in violation of applicable law.
- Use the Software in a way that infringes the rights of Blue Byte Systems or any third party.

6. License Activation and Validation

The Software may require license activation before use. Activation may use information such as license key, machine name, machine identifier, product version, operating system version, SOLIDWORKS or SOLIDWORKS PDM version, IP address, activation status, and related license metadata. Blue Byte Systems uses this information to activate licenses, validate license compliance, prevent unauthorized use, support customers, troubleshoot activation issues, and improve the Software. Licensee may not share license keys outside the licensed organization or use a license key on more machines, users, or environments than permitted by the purchased license.

7. Offline Activation

For restricted or air-gapped computers, PDMShell may provide an offline activation workflow. Offline activation may generate encrypted request files that Licensee sends to Blue Byte Systems and encrypted response files that Licensee imports into PDMShell. Licensee is responsible for protecting offline activation request and response files, sending them only through trusted channels, and importing response files only from Blue Byte Systems.

8. Updates

Blue Byte Systems may provide updates, installers, patches, or replacement versions of the Software. Updates may add, remove, or change features, commands, licensing behavior, documentation, user interface behavior, or compatibility requirements. The PDMShell updater may uninstall an existing local version, download a newer installer from Blue Byte Systems servers, and start the installer. Some update operations may require administrator privileges. Continued use of the Software after installing or using an update means Licensee accepts the EULA that applies to that version.

9. Automation and Customer Responsibility

PDMShell allows users to run commands, scripts, and automated workflows that may view, create, modify, move, rename, delete, check in, check out, transition, revise, update, or otherwise affect files, folders, metadata, variables, versions, revisions, workflow states, and other SOLIDWORKS PDM vault data. Licensee is responsible for reviewing, testing, validating, and approving scripts, commands, templates, conditions, placeholders, and automated workflows before using them in a production environment. Licensee is responsible for

maintaining backups, verifying vault permissions, confirming business rules, and ensuring that automation is appropriate for the target vault, files, folders, users, workflows, and environment. Blue Byte Systems is not responsible for data loss, incorrect vault changes, workflow changes, metadata changes, business interruption, failed automation, unintended command results, or other consequences caused by scripts, commands, configuration, user input, unattended execution, vault configuration, permissions, or third-party systems.

10. Data Collection and Privacy

The Software may collect and transmit limited technical and license-related metadata for activation, validation, support, troubleshooting, product improvement, and compliance purposes. This may include license key, activation status, machine name, machine identifier, product version, operating system version, SOLIDWORKS or SOLIDWORKS PDM version, IP address, error details, and related diagnostic information. Blue Byte Systems does not use this information to intentionally collect the contents of Licensee's PDM files. Licensee should not send confidential files, passwords, private keys, or sensitive vault data to Blue Byte Systems unless specifically requested for support and approved by Licensee. Questions about legal, licensing, or privacy matters may be sent to info@bluebyte.biz.

11. Third-Party Products and Services

PDMShell works with SOLIDWORKS PDM and may depend on third-party software, APIs, operating system components, network services, security settings, vault configuration, and customer infrastructure. Blue Byte Systems is not responsible for failures, delays, incompatibilities, data issues, or service interruptions caused by SOLIDWORKS PDM, SOLIDWORKS, Dassault Systemes products, Windows, antivirus software, firewalls, network configuration, vault configuration, permissions, servers, databases, or other third-party products or services. SOLIDWORKS, SOLIDWORKS PDM, and related names and marks are trademarks or registered trademarks of their respective owners. PDMShell is a Blue Byte Systems product and is not affiliated with or endorsed by Dassault Systemes unless expressly stated in writing.

12. Intellectual Property

The Software and all related intellectual property rights, including copyrights, trademarks, trade secrets, and other proprietary rights, are owned by Blue Byte Systems or its licensors. This EULA does not transfer ownership of the Software to Licensee. Licensee receives only the limited rights expressly granted in this EULA.

13. Termination

This EULA automatically terminates if Licensee breaches any term of this EULA. Blue Byte Systems may also terminate this EULA upon written notice if Licensee violates licensing terms, fails to pay applicable fees, circumvents license controls, or uses the Software outside the permitted license scope. Upon termination, Licensee must stop using the Software and delete or uninstall all copies of the Software from its systems, except where retention is required by law.

14. Disclaimer of Warranty

The Software is provided "as is" and "as available" without warranty of any kind, express, implied, or statutory, including warranties of merchantability, fitness for a particular purpose, title, non-infringement, accuracy, availability, or error-free operation. Blue Byte Systems does not warrant that the Software will meet Licensee's requirements, operate without interruption, be compatible with every environment, prevent user error, prevent data loss, or produce any particular business result.

15. Limitation of Liability

To the maximum extent permitted by applicable law, Blue Byte Systems shall not be liable for indirect, incidental, special, consequential, exemplary, punitive, or similar damages, including lost profits, lost revenue, lost data, business interruption, loss of goodwill, replacement costs, or costs of recovering or restoring data, arising out of or related to the Software or this EULA. To the maximum extent permitted by applicable law, Blue Byte Systems' total cumulative liability arising out of or related to the Software or this EULA shall not exceed the amount paid by Licensee to Blue Byte Systems for the Software during the twelve months before the event giving rise to the claim. Some jurisdictions do not allow certain limitations of liability. In those jurisdictions, the limitations apply only to the maximum extent permitted by law.

16. Governing Law

This EULA is governed by and construed in accordance with the laws of British Columbia, Canada, without regard to conflict of law principles.

17. Changes to Terms

Blue Byte Systems may update this EULA from time to time. The updated EULA applies when Licensee installs, updates, activates, or continues using a version of the Software that references or includes the updated EULA.

18. Entire Agreement

This EULA constitutes the entire agreement between Licensee and Blue Byte Systems regarding the Software and supersedes all prior or contemporaneous communications, representations, and agreements regarding the Software, whether oral or written. Any separate written agreement signed by Blue Byte Systems and Licensee that expressly overrides this EULA will control only to the extent of the conflict.

19. Severability

If any provision of this EULA is held to be invalid, illegal, or unenforceable, that provision shall be enforced to the maximum extent permitted by law, and the remaining provisions shall remain in full force and effect.

20. Contact Information

For questions about this EULA, licensing, or legal matters, contact:
Blue Byte Systems Inc.
Email: info@bluebyte.biz