

License agreement

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A Host is any physical or virtual machine that you control.

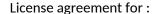
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An Instance is a thread within a Docxtemplater server process that executes jobs.

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- 6. Support, Maintenance and Services. Subject to the terms and conditions of this Agreement, as set forth in your invoice, support and maintenance services may be included with the purchase of your license subscription.
- 7. Term of Agreement.
- 7.1 Term. This Agreement is effective as of the Delivery of the Software and expires at such time as all license and service subscriptions hereunder have expired in accordance with their own terms (the "Term"). For clarification, the term of your license under this Agreement may be perpetual, limited for Evaluation Version, or designated as a fixed-term license in the Invoice, and shall be specified at your time of purchase. Either party may terminate this Agreement (including all related Invoices) if the other party: (a) fails to cure any material breach of this Agreement within thirty (30) days after written notice of such breach, provided that Coding Puffin may terminate this Agreement immediately upon any breach of Section 3 or if you exceed any other restrictions contained in Section 1, unless otherwise specified in this agreement; (b) ceases operation without a successor; or (c) seeks protection under any bankruptcy, receivership, trust deed, creditors arrangement, composition or comparable proceeding, or if any such proceeding is instituted against such party (and not dismissed within sixty (60) days)). Termination is not an exclusive remedy and the exercise by either party of any remedy under this Agreement will be without prejudice to any other remedies it may have under this Agreement, by law, or otherwise.
- 7.2 Termination. Upon any termination of this Agreement, you shall cease any and all use of any Software and destroy all copies thereof.
- 7.3 Expiration of License. Upon the expiration of any term under this Agreement, (a) all Software updates and services pursuant to the license shall cease, (b) you may only continue to run existing installations of the Software, (c) you may not install the Software on any additional Hosts, and (d) any new installation of the Software shall require the purchase of a new license subscription from Coding Puffin.
- 8. Disclaimer of Warranties. The Software is provided "as is," with all faults, defects and errors,

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9. Limitation of Liability.

In no event will Coding Puffin be liable for any direct, indirect, consequential, incidental, special, exemplary, or punitive damages or liabilities whatsoever arising from or relating to the Software, the Software content or this Agreement, whether based on contract, tort (including negligence), strict liability or other theory, even if Coding Puffin has been advised of the possibility of such damages.

In no event will Coding Puffin' liability exceed the Software license price as indicated in the invoice. The existence of more than one claim will not enlarge or extend this limit.

10. Remedies. Your exclusive remedy and Coding Puffin' entire liability for breach of this Agreement shall be limited, at Coding Puffin' sole and exclusive discretion, to (a) replacement of any defective software or documentation; or (b) refund of the license fee paid to Coding Puffin, payable in accordance with Coding Puffin' refund policy.

11. Acknowledgements.

- 11.1 Consent to the Use of Data. You agree that Coding Puffin and its affiliates may collect and use technical information gathered as part of the product support services. Coding Puffin may use this information solely to improve products and services and will not disclose this information in a form that personally identifies you.
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13. Miscellaneous

- 13.1 Entire Agreement. This Agreement sets forth our entire agreement with respect to the Software and the subject matter hereof and supersedes all prior and contemporaneous understandings and agreements whether written or oral.
- 13.2 Amendment. Coding Puffin reserves the right, in its sole discretion, to amend this Agreement from time. Amendments to this Agreement can be located at: https://docxtemplater.com/PRO-LICENSE.pdf
- 13.3 Assignment. You may not assign this Agreement or any of its rights under this Agreement without the prior written consent of Coding Puffin and any attempted assignment without such consent shall be void.

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- 13.4 Export Compliance. You agree to comply with all applicable laws and regulations, including laws, regulations, orders or other restrictions on export, re-export or redistribution of software.
- 13.5 Indemnification. You agree to defend, indemnify, and hold harmless Coding Puffin from and against any lawsuits, claims, losses, damages, fines and expenses (including attorneys' fees and costs) arising out of your use of the Software or breach of this Agreement.
- 13.6 Governing Law. This Agreement is governed by the laws of France. The jurisdiction and venue for actions related to the subject matter hereof shall be the state of France, and both parties hereby submit to the personal jurisdiction of such courts.
- 13.7 Attorneys' Fees and Costs. The prevailing party in any action to enforce this Agreement will be entitled to recover its attorneys' fees and costs in connection with such action.
- 13.8 Severability. If any provision of this Agreement is held by a court of competent jurisdiction to be invalid, illegal, or unenforceable, the remainder of this Agreement will remain in full force and effect.
- 13.9 Waiver. Failure or neglect by either party to enforce at any time any of the provisions of this licence Agreement shall not be construed or deemed to be a waiver of that party's rights under this Agreement.
- 13.10 Headings. The headings of sections and paragraphs of this Agreement are for convenience of reference only and are not intended to restrict, affect or be of any weight in the interpretation or construction of the provisions of such sections or paragraphs.
- 14. Contact Information. If you have any questions about this EULA, or if you want to contact Coding Puffin for any reason, please direct correspondence to contact@javascript-ninja.fr

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