

Personal & Commercial Licensing

Covering the dos, don'ts & maybes of when and how it's okay to use UBuild.

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Personal/Independent Licensing

This covers the basics of using UBuild for a personal or independent purpose.

About the license

The personal/independent license is the **free** license granted to those who wish to use UBuild and agree that their usage of the software is non-commercial in nature and does not take place in a commercial capacity in any shape or form.

Upon agreeing, the user will immediately gain access to all aspects of UBuild. The personal/independent license is granted to ensure fair and free access to the tool to all those interested in learning about video game development, allowing fair access to industry-standard tooling.

It's strictly forbidden to use UBuild with a personal/independent license to produce products which are intended to be sold.

To do this; you must receive a commercial license (see more [here](#)).

End-User License Agreement

UBuild is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. This UBuild is licensed, not sold.

End User License Agreement

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Commercial Licensing

This is how to use UBuild for commercial purposes.

Requesting a Commercial License

Commercial Licenses for UBuild can be granted for a one-time fee or, direct credit for UBuild must be placed within any produced final products that are sold. Commercial Licenses **must be renewed yearly.**

Anyone can request a UBuild Commercial License by filling out the commercial license request form [here](#) or by reaching out via email to: devlin@publiczeus.com

Before being issued a Commercial License, you will be asked to sign a UBuild Commercial License Agreement (see more [here](#))

Commercial Licensing does not "unlock" or add additional functionality to the app, it will however cosmetically change the app to better suit the environment in which it is deployed.

Terms of the Commercial License

Before being granted a Commercial License you must agree to the following terms. When requesting a license via email, you will be sent a signable agreement of the following terms.

Below is a summary of the full agreement that will later be sent for your signature. This page is only meant to give you an expectation of what terms will be in place when you obtain a Commercial License but, please ensure you read the full agreement and all terms before signing.

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The permission granted includes the right to use the Copyrighted Work in the following ways:

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This permission is granted for exactly ONE year from the date of signing the License Agreement. After expiration usage of UBuild for commercial purposes is forbidden. Your Project files/builds will remain intact but the UBuild application will insist you agree to the personal/non-independent license agreement before using the app again (or you can renew your Commercial License and enter your token again).

It is your responsibility to renew your License before it expires by reaching out to:

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Compensation

The license holder agrees that, in compensation for usage of the Copyrighted Work, the UBuild author shall either receive a license fee **or** be given appropriate attribution within any products produced using the Copyrighted Work (ex: "UBuild by Bruce Devlin").

The total sum of the "license fee" may vary based on an estimate of the license holder's usage of UBuild. This cost will range from £100-£200 (GBP).

Cancellation

The UBuild author reserves the right to cancel this agreement at any time by providing written notice to the license holder. The license holder agrees to cease usage of the Copyrighted Work upon receiving this written notice except where any other non-commercial usage agreements apply.

Liability

The license holder shall indemnify and hold the UBuild author harmless against any claims, damages, or expenses arising from the license holder's use of UBuild.

Governing Law

This agreement shall be governed by and construed per the laws of Scotland (or, when applicable, the United Kingdom of Great Britain and Ireland).

Amendments

This agreement may not be amended or modified except in writing signed by both the UBuild author and the license holder.

Licensing Service

UBuild makes use of this service to authenticate and communicate License information between our database and the UBuild app. This service is a RESTful API which is secured using a unique token and a 24-character-long, session-locked and private password. Even though this service is considered "safe" and "secure", no personal/private information is ever sent to this service. This service will only authenticate and respond with basic license information (see [Commercial Profiles](#)).

Authentication

UBuild authenticates licenses via our own UBuild Licensing Service, this service authenticates licenses based on a static token given to the license holder (ex: MyCompany_dsf8sfd) and a session-based password. The app will first request a session-based password using the static token, then from that point on use that token & password to authenticate further sessions. You can activate UBuild on multiple computers using the same token but each will be issued a different password to define the session.

Commercial Profiles

UBuild will be customized to reflect your commercial license in the form of a Commercial Profile. This profile will be used to store your company name, logo and website link to display within UBuild. This will allow the app to feel more "native" when used within a commercial environment with your company's branding and name.

Emailing Service

UBuild offers an emailing service to Commercial License holders, this service allows license holders to avoid setting up/using their own emailing service to send UBuild notifications by letting us do the sending for you!

Instead of having to configure each project's email/SMTP settings, you can simply configure where to send it (Project configuration file > "EmailTo") and enable it within the Build Preset (Project configuration file > "BuildPreset" > "SendToEmail") and we will send you notifications via email regarding your builds.

If you would like to avoid using this service feel free to follow the regular steps (see more [here](#))