



NOTICES AND LICENSES FOR SOFTWARE USED IN THIS TELEVISION

IMPORTANTE – LEA ESTE ACUERDO ANTES DE USAR EL PRODUCTO SONY, PUES USARLO INDICA QUE ACEPTA EL PRESENTE ACUERDO.

Si no está de acuerdo con los términos del presente EULA (Acuerdo de Licencia de Usuario Final) o con la política de privacidad vigente de Sony, Sony se reserva el derecho de modificar los términos específicos de su política de privacidad a su exclusiva discreción. Sony no está dispuesto a otorgarle la licencia del Software de Sony (como se define a continuación) y no está dispuesto a permitirle tener acceso a los Servicios y Contenido de Sony (como se define a continuación), y debe comunicarse sin demora con Sony para obtener instrucciones a fin de devolver el Producto Sony en su totalidad, incluido el Software de Sony, para que se le reembolse el precio de compra del Producto Sony.

El presente Acuerdo de Licencia de Usuario Final (“EULA”, siglas en inglés) es un acuerdo legal entre usted y Sony Electronics Inc. (“Sony”), el Otorgante de Licencia del software (exceptuando el software que está regido por otras licencias como se indica a continuación, el “Software Excluido”) que viene incluido en este Producto Sony y los materiales conexos a los que en su conjunto se hará alusión como “Software de Sony”. El presente EULA (Acuerdo de Licencia de Usuario Final) ampara al Software de Sony y al perteneciente a los afiliados de Sony y Otorgantes de Licencia de Terceros (“Otorgantes de Licencia de Terceros”), así como a la documentación impresa o en línea que les acompaña. El software de Sony incluye el software del Producto Sony, así como actualizaciones o software modificado, que Sony le haya proporcionado, ya sea almacenado en medios o descargado al Producto Sony mediante cualquier método, pero no el Software Excluido como se define a continuación.

Nota: Este EULA (Acuerdo de Licencia de Usuario Final) contiene una cláusula de arbitraje individual obligatoria y renuncia a demanda colectiva. Si desea excluirse de estas cláusulas, siga las instrucciones en la Sección titulada “Cómo solucionar disputas; arbitraje; renuncia a reclamos menores” que se presenta a continuación.

Este Producto Sony también incluye la función de cierta red, que proporciona acceso a servicios selectos de contenido (“Servicios”) de terceros proveedores de contenido, incluidas entidades ajenas a Sony Electronics Inc. (“Terceros Proveedores”) que se le brindan como cortesía. La función de red también le brinda acceso a servicios de contenido

de Sony selectos (“Servicio de Contenido de Sony”); se considerará tanto a dichos servicios como a su contenido conexo (“Contenido de Sony”) como Software de Sony en virtud de la presente EULA (Acuerdo de Licencia de Usuario Final). Dicha función de red requiere de una conexión a Internet. Su capacidad para acceder a los Servicios y la calidad de los Servicios presentados están sujetos al servicio y los términos de su proveedor de Internet, así como a la velocidad de la conexión de banda ancha a Internet que utiliza. La calidad del video y el tamaño de la imagen varían y dependen de la velocidad del servicio de banda ancha que recibe de su proveedor de servicios de Internet y el suministro por parte de los Terceros Proveedores. El contenido, incluido, entre otros, datos, música, sonido, audio, fotografías, imágenes, gráficos, imagen, software, texto, video, mensajes, etiquetas u otros materiales, suministrados por Terceros Proveedores (“Contenido”) y la disponibilidad de los Servicios se brindan a discreción exclusiva y están bajo el control de Terceros Proveedores. El Contenido y los Servicios de cada Tercero Proveedor se proporcionan según los términos y las condiciones correspondientes a dicho Tercero Proveedor. El Contenido Premium podría requerir que pague cuotas adicionales, o que se inscriba, o ambos, con el Tercero Proveedor mediante una computadora. Únicamente puede usar los Servicios y el Contenido para su uso personal y privado y no debe usarlos para exhibiciones teatrales o en cualquier presentación o exhibición para la cual (o en un lugar en el que) se cobre por la entrada, el acceso o la presentación, ni en cualquier exhibición o presentación pública. Los Servicios pueden cambiarse en cualquier momento y podrían no estar disponibles de cuando en cuando.

Usted entiende, reconoce y acepta que el acceso a ciertas funciones del Producto Sony, incluyendo pero no limitado a su capacidad para acceder el Contenido y Servicios de Sony, requiere una conexión a Internet de la cual usted es el único responsable. Usted es responsable único del pago de cualquier honorario a terceros en relación a su conexión a Internet, incluyendo pero no limitado a cargos del proveedor de servicios de Internet o del tiempo de transmisión. La calidad del Contenido y Servicios de Sony presentada está sujeta al servicio y términos de su proveedor de Internet, y también depende de la velocidad de su servicio de Internet. La operación del Producto Sony y del Software de Sony, y el acceso al Contenido y Servicios de Sony, podrían

verse limitados o restringidos dependiendo de las capacidades, ancho de banda o limitaciones técnicas de su conexión y servicio de Internet. Usted entiende, reconoce y acepta que la conectividad a Internet es proporcionada por terceros sobre los cuales Sony no tiene control. El suministro, calidad, disponibilidad y seguridad de dicha conectividad a Internet, software y servicios son responsabilidad exclusiva de dichos terceros.

EL SOFTWARE Y LOS SERVICIOS DE SONY PUEDEN PERMITIR QUE SONY, LOS TERCEROS PROVEEDORES Y/U OTROS TERCEROS OBTENGAN DATOS, CONTROLÉN Y/O MONITOREN EL PRODUCTO SONY Y OTROS DISPOSITIVOS QUE ESTÉN FUNCIONANDO O INTERACTUANDO CON EL SOFTWARE DE SONY.

LICENCIA DEL SOFTWARE

Está prohibido usar el Software de Sony a excepción de lo que se establece en la presente. El Software de Sony se otorga bajo una licencia, no se vende. Sony y sus Otorgantes de Licencia de Terceros le otorgan una licencia limitada para usar el Software de Sony únicamente en el Producto Sony. El Software de Sony puede crear archivos de datos automáticamente para usarlos con el Software de Sony, y usted acepta que todos esos archivos de datos se consideran como parte del Software de Sony. Al otorgar la licencia, el Software de Sony se considera como un producto único y está prohibido que separe sus partes componentes para usarlas en más de un aparato, a menos que Sony lo autorice expresamente. Usted se compromete a no modificar, realizar la ingeniería inversa, descompilar o desensamblar el Software de Sony, parcial o completamente, o usar el Software de Sony, ya sea en parte o en su totalidad, para ningún propósito que no esté autorizado mediante esta EULA (Acuerdo de Licencia de Usuario Final). Además, no puede rentar, alquilar, otorgar sublicencias o vender el Software de Sony, pero puede transferir todos sus derechos en virtud de esta EULA (Acuerdo de Licencia de Usuario Final) sólo como parte de una venta o transferencia del Producto Sony, siempre y cuando usted no retenga copia alguna y que transfiera todo el Software de Sony (incluidas todas las copias, partes de los componentes, todos los medios, los materiales impresos, todas las versiones y actualizaciones del Software de Sony, así como esta EULA (Acuerdo de Licencia de Usuario Final)) y que el que los reciba convenga a regirse por los términos de la presente EULA (Acuerdo de Licencia de Usuario Final). Sony y sus Otorgantes de Licencia de Terceros conservan todos los derechos que la presente EULA (Acuerdo de Licencia de Usuario Final) no le otorga expresamente a usted. No debe (a) circunvalar, modificar, vencer o burlar cualquiera de las funciones o protecciones del Software de Sony ni ningún mecanismo vinculado al Software de Sony operacionalmente; o (b) extraer, alterar, cubrir o desfigurar cualesquiera marcas registradas o avisos del Software de Sony. Entiende, reconoce y acepta que el software, los

servicios de red u otros productos que no sean el Software de Sony del cual el desempeño del Software de Sony puede depender, podría interrumpirse o discontinuarse a discreción de los proveedores (proveedores de software o de servicios, Terceros Proveedores, etc.) o Sony.

SOFTWARE EXCLUIDO

No obstante la autorización de licencia limitada mencionada anteriormente, usted reconoce que el Producto Sony incluye software sujeto a otros términos y condiciones que rigen el uso de dicho software distinto a este EULA (Acuerdo de Licencia de Usuario Final) ("Software Excluido"). Es posible que cierto Software Excluido sea amparado por licencias de software gratuito ("Componentes de software gratuito"), lo cual significa cualquier licencia de software aprobada como licencia de software gratuito por la Iniciativa de software gratuito o por cualquier licencia considerablemente similar, incluyendo pero no limitado a cualquier licencia que, como una condición de distribución, requiera que el distribuidor haga el software disponible en el formato de código fuente. Los términos y condiciones aplicables para los Componentes de software gratuito se le proporcionan junto con este EULA (Acuerdo de Licencia de Usuario Final) y/o se almacenan en su Dispositivo el cual puede incluir pero no limitado a menús de "Ayuda" y "Acerca de". Visite <http://oss.sony.net/Products/Linux> para obtener una lista del Software Excluido aplicable incluido en este Producto Sony de vez en cuando, y los términos y condiciones aplicables que rigen su uso. Es posible que dichos términos y condiciones sean modificados por terceras partes según apliquen en cualquier momento sin responsabilidad para usted. En la medida que sea requerido por las licencias que amparan los Componentes de software gratuito, se aplicarán los términos de dichas licencias en lugar de los términos del presente EULA (Acuerdo de Licencia de Usuario Final). En la medida que los términos de las licencias aplicables para los Componentes de software gratuito prohíban cualquiera de las restricciones en este EULA (Acuerdo de Licencia de Usuario Final) con respecto a dichos Componentes de software gratuito, dichas restricciones no se aplicarán a dicho Componente de software gratuito. En la medida que los términos de las licencias aplicables para los Componentes de software gratuito requieran que Sony haga una oferta para proporcionar código fuente en conexión con el Software, dicha oferta se hace por este medio.

CUENTA DE USUARIOS

Como parte del acuerdo de permitirle acceder, navegar o usar los Servicios y el Contenido, los Terceros Proveedores y/u otros terceros podrían requerirle que establezca una cuenta de usuario ("Cuenta") para la cual debe proporcionarles información verídica, precisa, actualizada y completa sobre usted y mantener/actualizar puntualmente dicha información. Usted es responsable de mantener la confidencialidad de todas y cada una de sus

contraseñas relacionadas con cualquiera de estas Cuentas.

RECOLECCIÓN DE DATOS

También es posible que cualquier Servicio proporcionado por Terceros Proveedores, a los que usted pueda acceder, le permita a los Terceros Proveedores que recolecten datos acerca de usted y/o acerca del uso de tal Servicio. Sony Corporation no controla y de ninguna manera es responsable de dicha recolección de datos y usted deberá consultar la política de privacidad relevante para cada dicho Servicio antes de utilizarlo.

DERECHOS DE SONY SOBRE EL MATERIAL DE USUARIOS

Si envía a Sony cualquier comunicación o material mediante correo electrónico o de cualquier otra forma (“Materiales”), incluidos cualesquiera selecciones, comentarios, datos, preguntas, sugerencias o similares, todos esos Materiales son, y se tratarán como, material no confidencial y sin propietario. Por lo tanto, usted renuncia a toda reclamación de que el uso de dichos Materiales infringe cualesquiera de sus derechos, incluidos los derechos morales, de privacidad, de marca registrada u otros derechos de propiedad, derechos de publicidad, derechos de obtener mención por material o ideas o cualesquiera otro derecho, incluido el derecho de aprobar la forma en que Sony usa dichos Materiales. Sony puede adaptar, transmitir, cambiar, copiar, divulgar, ofrecer mediante licencia, reproducir, hacer valer, publicar, vender, difundir o usar todo Material en cualquier parte del mundo, en cualquier medio, para siempre y sin que usted reciba atribución o compensación. Además, por la presente usted asigna todo derecho, título y participación en, y Sony está en libertad de usar, sin compensarle, cualesquiera ideas, conocimientos, conceptos, técnicas u otros derechos de propiedad intelectual contenidos en los Materiales, independientemente de si pueden patentarse o no, para absolutamente cualquier propósito, incluido, entre otros a desarrollar, manufacturar, ordenar la manufactura, otorgar licencias, comercializar y vender productos que usen dichos Materiales. Sin embargo, usted acepta y entiende que Sony no está obligado a usar cualquiera de esas ideas, conocimientos, conceptos o técnicas o Materiales y que usted no tiene el derecho a forzar dicho uso.

MATERIAL TRANSMITIDO

Las transmisiones mediante Internet nunca son completamente privadas o seguras. Usted entiende que otros pueden leer o interceptar cualquier mensaje o información que envíe a Sony, a menos que se incluya un aviso especial de que un mensaje en particular (por ejemplo, información de tarjeta de crédito) está codificado (enviado en código). El enviar un mensaje a Sony no causa que Sony tenga alguna responsabilidad especial para con usted.

MANEJO DE DERECHOS DIGITALES (PlayReady)

Los propietarios de contenido usan la tecnología de manejo de derechos digitales de Windows Media (“WMDRM”, siglas en inglés) para proteger su propiedad intelectual, incluidos los copyrights. Este producto Sony usa software de WMDRM para acceder Contenido protegido por WMDRM. Si el software de WMDRM fallara en proteger el Contenido, los propietarios de Contenido pueden solicitar que Microsoft Corporation (“Microsoft”) revoque la capacidad del Servicio de usar WMDRM para reproducir o copiar el Contenido protegido. La revocación no afecta el Contenido no protegido. Si descarga licencias de Contenido protegido, usted acepta que Microsoft puede incluir una lista de revocación con las licencias. Los propietarios de Contenido pueden exigirle que actualice WMDRM para acceder a su Contenido. Si declina una actualización, no podrá acceder al Contenido que requiera dicha actualización.

GERENCIA DE DERECHOS DIGITALES (Widevine DRM)

Propietarios del contenido utilizan la tecnología de acceso a los contenidos de Widevine DRM para proteger su propiedad intelectual, incluyendo contenido con derechos de autor. Este producto de Sony utiliza tecnología DRM Widevine para acceder a contenido protegido por DRM de Widevine. Si el producto de Sony no puede cumplir debidamente las restricciones sobre el uso de contenido, los propietarios del contenido pueden requerir Widevine Technologies (una empresa de Google) revocar la capacidad de este producto de Sony para consumir contenido protegido por DRM de Widevine. Revocación no debe afectar contenido no protegido o contenido protegido por otras tecnologías de acceso a los contenidos. Los propietarios del contenido pueden requerir actualización DRM Widevine para acceder a su contenido. Si rechaza una actualización, no será capaz de acceder al contenido que requiere la actualización.

GERENCIA DE DERECHOS DIGITALES (Marlin Broadband DRM)

Propietarios del contenido utilizan la tecnología de acceso a los contenidos de Marlin banda ancha DRM para proteger su propiedad intelectual, incluyendo contenido con derechos de autor. Este producto de Sony utiliza tecnología DRM banda ancha Marlin para acceder al contenido protegido por DRM de banda ancha de Marlin. Si el producto de Sony no puede cumplir debidamente las restricciones sobre el uso de contenido, los propietarios del contenido pueden requerirle a Marlin Trust Management Organization que revoken la capacidad de este producto de Sony consumir contenido protegido por DRM de banda ancha de Marlin. La revocación no debe afectar contenido no protegido o contenido protegido por otras tecnologías de acceso a los contenidos. Los propietarios del contenido pueden requerir actualizar Marlin DRM banda ancha para

acceder a su contenido. Si rechaza una actualización, no será capaz de acceder al contenido que requiere la actualización.

COMUNICACIONES DE SERVICIO, PUBLICIDAD

La inclusión del Servicio de un Proveedor no significa que Sony aprueba, autoriza o recomienda dicho Proveedor o su Contenido. Usted entiende y acepta que los Servicios y/o el Contenido pueden incluir publicidad ("Publicidad"), y que dicha Publicidad es necesaria para proporcionarle los Servicios. Usted entiende y está de acuerdo que el uso de los Servicios (y de otros servicios disponibles a través de él) de como resultado que usted reciba o se le muestren recomendaciones y/o publicidad, anuncios de servicio, mensajes administrativos, actualizaciones de noticias y cosas parecidas de las cuales Sony Corporation no tiene responsabilidad legal ni de cualquier otra índole. SONY, SUS AFILIADAS Y SUS TERCEROS PROVEEDORES RENUNCIAN A TODAS LAS GARANTÍAS, EXPLÍCITAS O IMPLÍCITAS, EN CUANTO A LA PRECISIÓN, LEGALIDAD, CONFIABILIDAD O VALIDEZ DE CUALQUIER AVISO, COMUNICACIÓN DE SERVICIO O CONTENIDO, ASÍ COMO A TODA RESPONSABILIDAD QUE SURJA EN VIRTUD DE CUALQUIER TEORÍA JURÍDICA DE LOS AVISOS, COMUNICACIÓN DE SERVICIO Y CONTENIDO.

CONTENIDO CENSURABLE Y REGLAS PARA MENORES

Cierto Contenido podría ser no adecuado para menores u otros usuarios. Dicho Contenido podría, o no, estar clasificado o identificado como que incluye lenguaje explícito o de otra forma que está dirigido a un público de edad madura. Por lo tanto, usted reconoce que usa los Servicios bajo su propio riesgo y que Sony no tiene responsabilidad alguna ante usted por el Contenido, incluido cualquier Contenido que pueda ser ofensivo. Usted es responsable de supervisar el uso del Producto Sony, el Software de Sony, el Software Excluido, los Servicios y el Contenido por parte de menores. Si usted no dispone de competencia legal para ejecutar ningún tipo de acuerdo con terceros sin el consentimiento de sus padres, tutores u otras personas que posean el derecho de otorgarle su consentimiento bajo las legislación aplicable, debería obtener dicho consentimiento antes de: (i) enviar un correo electrónico a Sony mediante el Servicio; (ii) enviar cualquier información; (iii) inscribirse en cualquier sorteo o juego que requiera información sobre usted o que ofrezca un premio; (iv) unirse a cualquier club o grupo; (v) publicar cualquier información en cualquier tablero de noticias o entrar en cualquier sala de chat; o (vi) comprar cualquier cosa en línea.

EXCLUSIÓN DE GARANTÍA

USTED ENTIENDE, RECONOCE Y ACEPTA QUE TERCEROS PROVEEDORES PROPORCIONAN EL CONTENIDO Y LOS SERVICIOS Y/O QUE TERCEROS PROPORCIONAN EL SOFTWARE SOBRE EL CUAL SONY NO TIENE CONTROL ALGUNO. LA SELECCIÓN,

SUMINISTRO, CALIDAD, TAMAÑO DE LA IMAGEN Y DISPONIBILIDAD DE DICHO CONTENIDO Y/O SOFTWARE SON LA RESPONSABILIDAD EXCLUSIVA DEL TERCERO PROVEEDOR CORRESPONDIENTE U OTRO TERCERO. USTED SE OBLIGA A CUMPLIR CON TODOS Y CADA UNO DE LOS TÉRMINOS Y CONDICIONES QUE LOS TERCEROS PROVEEDORES PUEDAN ESTABLECER PARA SU SERVICIO, CONTENIDO Y/O SOFTWARE. ADEMÁS ENTIENDE, RECONOCE Y ACEPTA QUE ACCEDER, NAVEGAR Y USAR LOS SERVICIOS REQUIERE DE UN SERVICIO DE INTERNET SUMINISTRADO POR USTED Y POR EL CUAL USTED ES EL ÚNICO RESPONSABLE, INCLUIDOS, ENTRE OTROS, EL PAGO DE CARGOS DE TERCEROS (COMO CARGOS DEL PROVEEDOR DE SERVICIOS DE INTERNET O DE TIEMPO DE CONEXIÓN) POR DICHO ACCESO Y POR VISUALIZAR O ENTREGAR LOS AVISOS INCLUIDOS CON LOS SERVICIOS. LA OPERACIÓN DE LA FUNCIÓN Y EL SERVICIO PODRÍAN VERSE LIMITADOS O RESTRINGIDOS, DEPENDIENDO DE LAS CAPACIDADES, LIMITACIONES TÉCNICAS O DE ANCHO DE BANDA DE SU SERVICIO DE INTERNET. SONY, SUS AFILIADAS Y SUS TERCEROS PROVEEDORES NO SE HARÁN RESPONSABLES POR LA PUNTUALIDAD, ELIMINACIÓN, ENTREGA INCORRECTA O FALLA AL GUARDAR CUALESQUIERA COMUNICACIONES DE USUARIOS O AJUSTES PERSONALIZADOS.

EL SOFTWARE DE SONY Y LA DOCUMENTACIÓN QUE LE ACOMPAÑA, LOS SERVICIOS Y EL CONTENIDO SE LE PROPORCIONAN "TAL CUAL" Y SIN GARANTÍAS O CONDICIONES, LEGALES O DE OTRA FORMA, DE CUALQUIER FORMA. SONY, SUS AFILIADAS, SUS OTORGANTES DE TERCEROS Y SUS TERCEROS PROVEEDORES NIEGAN EXPRESAMENTE TODAS LAS GARANTÍAS Y CONDICIONES, EXPLÍCITAS O IMPLÍCITAS, INCLUIDAS, ENTRE OTRAS, LAS GARANTÍAS IMPLÍCITAS DE NO CONTRAVENCIÓN, TÍTULO, COMERCIABILIDAD Y ADECUACIÓN PARA UN PROPÓSITO EN PARTICULAR. SONY, SUS AFILIADAS, SUS OTORGANTES DE TERCEROS Y SUS TERCEROS PROVEEDORES NO GARANTIZAN QUE EL SOFTWARE DE SONY O LA DOCUMENTACIÓN QUE LO ACOMPAÑA, LOS SERVICIOS O EL CONTENIDO SATISFARÁ SUS REQUISITOS, O QUE EL FUNCIONAMIENTO DEL SOFTWARE DE SONY, LOS SERVICIOS O EL CONTENIDO SERÁ ININTERRUMPIDO O QUE ESTARÁ LIBRE DE ERRORES. ADEMÁS, SONY, SUS AFILIADAS, SUS OTORGANTES DE LICENCIA DE TERCEROS Y SUS TERCEROS PROVEEDORES NO GARANTIZAN NI REPRESENTAN ABSOLUTAMENTE NADA ACERCA DEL USO O LOS RESULTADOS DE USAR EL SOFTWARE DE SONY, LOS SERVICIOS O EL CONTENIDO, EN TÉRMINOS DE SU CORRECCIÓN, FIDELIDAD, CONFIABILIDAD U OTRA COSA. NINGUNA INFORMACIÓN O CONSEJO, VERBAL O ESCRITO, PROPORCIONADO POR SONY, SUS

AFILIADAS, O UN REPRESENTANTE AUTORIZADO DE SONY, CREARÁ UNA GARANTÍA O CONDICIÓN, NI DE MANERA ALGUNA CAMBIARÁ ESTA EXCLUSIÓN DE LA GARANTÍA Y CONDICIÓN. EN CASO DE QUE EL SOFTWARE, LOS MEDIOS EN QUE SE PROPORCIONA EL SOFTWARE, LA DOCUMENTACIÓN, LOS SERVICIOS O EL CONTENIDO ESTÉ DEFECTUOSO, USTED (Y NO SONY NI UN REPRESENTANTE AUTORIZADO DE SONY) ASUMIRÁ TODO EL COSTO DE TODAS LAS CORRECCIONES, LAS REPARACIONES O LOS SERVICIOS NECESARIOS.

LIMITACIÓN DE RESPONSABILIDAD

EN NINGÚN CASO SONY (INCLUIDOS, ENTRE OTROS, CUALESQUIERA ASUNTOS DE NEGLIGENCIA RELACIONADOS CON OTORGANTES DE LICENCIA DE TERCEROS O TERCEROS PROVEEDORES), SUS AFILIADAS, SUS OTORGANTES DE LICENCIA DE TERCEROS O SUS TERCEROS PROVEEDORES TENDRÁN RESPONSABILIDAD ALGUNA ANTE USTED POR DAÑOS ESPECIALES, INDIRECTOS, INCIDENTALES, PUNITIVOS, EJEMPLARES O RESULTANTES DE TIPO ALGUNO, INCLUIDOS, ENTRE OTROS, LA COMPENSACIÓN, EL REEMBOLSO O LOS DAÑOS RELACIONADOS CON, O QUE PUEDAN SURGIR DE LA PRESENTE EULA (ACUERDO DE LICENCIA DE USUARIO FINAL), POR LA PÉRDIDA DEL USO DEL PRODUCTO SONY, DOCUMENTACIÓN, LOS SERVICIOS, EL CONTENIDO, TIEMPO INACTIVO Y SU TIEMPO, PÉRDIDA DE INGRESOS ACTUALES O FUTUROS, PÉRDIDA DE DATOS, INFORMACIÓN DE CUALQUIER TIPO, INGRESOS DE NEGOCIO U OTRA PÉRDIDA COMERCIAL O POR ABSOLUTAMENTE CUALQUIER OTRA RAZÓN, INCLUSO SI A SONY, SUS AFILIADAS, SUS OTORGANTES DE LICENCIA TERCEROS O SUS TERCEROS PROVEEDORES SE LES INFORMÓ DE LA POSIBILIDAD DE QUE EXISTIERAN DICHAOS DAÑOS. EL SOFTWARE DE SONY Y LA DOCUMENTACIÓN QUE LE ACOMPAÑA, LOS SERVICIOS Y EL CONTENIDO SE LE PROPORCIONAN PARA QUE LOS USE POR SU CUENTA Y RIESGO. SONY, SUS AFILIADAS, SUS OTORGANTES DE LICENCIA DE TERCEROS Y SUS TERCEROS PROVEEDORES NO SERÁN RESPONSABLES POR DAÑOS QUE SURJAN DE LA CONTRAVENCIÓN DE ALGUNA GARANTÍA O CONDICIÓN EXPLÍCITA O IMPLÍCITA, INCUMPLIMIENTO DE CONTRATO, NEGLIGENCIA, RESPONSABILIDAD ESTRUCTIVA O CUALQUIER OTRA TEORÍA JURÍDICA RELACIONADA CON EL SOFTWARE DE SONY, LOS SERVICIOS, EL CONTENIDO O LA PRESENTE EULA (ACUERDO DE LICENCIA DE USUARIO FINAL).

Algunas jurisdicciones podrían no permitir las exclusiones o limitaciones de los daños incidentales o resultantes, exclusiones o limitaciones de garantías o condiciones implícitas, o permitir limitaciones en la duración de la garantía implícita, de manera que las limitaciones o exclusiones antes establecidas podrían no corresponderle.

GARANTÍA LIMITADA DE LOS MEDIOS

En las situaciones en que el Software de Sony o cualquier parte de él se proporcione en medios, Sony garantiza que por un período de noventa (90) días a partir de la fecha en que se le entreguen, los medios en que se le proporcione el Software de Sony estarán libres de defectos, tanto de material como de mano de obra, bajo un uso normal. Esta garantía limitada se otorga únicamente a usted, el titular original de la licencia. La responsabilidad total de Sony y su remedio exclusivo será el reemplazo de los medios que no cumplan con la garantía limitada de Sony. TODA CONDICIÓN O GARANTÍA IMPLÍCITA DE LOS MEDIOS, INCLUIDAS LAS GARANTÍAS IMPLÍCITAS Y CONDICIONES PARA SU COMERCIALIZACIÓN, TÍTULO, NO CONTRAVENCIÓN Y/O ADECUACIÓN PARA UN PROPÓSITO EN PARTICULAR, SE LIMITAN A UN PLAZO DE NOVENTA (90) DÍAS A PARTIR DE LA FECHA DE ENTREGA. ALGUNAS JURISDICCIONES NO PERMITEN LIMITACIONES EN LA DURACIÓN DE LA GARANTÍA O CONDICIÓN IMPLÍCITA, DE MANERA QUE ESTAS LIMITACIONES PODRÍAN NO CORRESPONDERLE. ESTA GARANTÍA LE OTORGA DERECHOS LEGALES ESPECÍFICOS, Y QUIZÁ PODRÍA TENER TAMBIÉN OTROS DERECHOS QUE VARIARÍAN DE UNA JURISDICCIÓN A OTRA.

CARGOS

Sony y sus Terceros Proveedores se reservan el derecho de cobrar cargos en cualquier momento por el acceso a Contenido nuevo o Servicios nuevos o a porciones del Contenido o Servicios existentes o a los Servicios en su totalidad. Además, Terceros Proveedores pueden cobrar cargos por el acceso a su Contenido. En ningún caso se le cargará el acceso a cualquier porción o la totalidad del Contenido y/o los Servicios, a menos que Sony y/o un Tercero Proveedor obtenga de antemano su consentimiento a pagar dichos cargos. Si usted no está de acuerdo en pagar dichos cargos, sin embargo, podría no tener acceso al Contenido o los Servicios de paga a los que corresponden dichos cargos.

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Sony respeta los derechos de propiedad intelectual de terceros y le pedimos que usted haga lo mismo. La política de Sony, a su discreción según sea apropiado, es (a) dar por terminado y/o deshabilitar el Contenido de Terceros Proveedores o usuarios de los Servicios que puedan contravenir o repetidamente contravenir los derechos de autor u otros derechos de propiedad intelectual de Sony, sus Terceros Proveedores u otros; y/o (b) enviar informes de violaciones a derechos de propiedad intelectual a Terceros Proveedores y otros para su revisión y toma de medidas según los términos de los procedimientos de dichos Terceros Proveedores para la protección de los derechos de propiedad intelectual. El Contenido y Software de Sony están protegidos por leyes de

derechos de autor y tratados de derechos de autor internacionales, así como por otras leyes y tratados de propiedad intelectual. Podría haber logotipos de propiedad, marcas de servicio, marcas comerciales, imágenes y nombres comerciales en el Software de Sony, el Contenido o en los Servicios. Al poner el Software de Sony y el Contenido a su disposición en los Servicios, Sony y los Terceros Proveedores no le otorgan licencia alguna para utilizar dichos logotipos de propiedad, marcas de servicio, marcas comerciales, imágenes o nombres comerciales. Todo uso no autorizado del Software de Sony, los Servicios o el Contenido puede violar las leyes de los derechos de autor, las leyes de marcas registradas, las leyes de privacidad y publicidad y los estatutos criminales y civiles. Todo derecho, título y participación en el Software de Sony y el Contenido, y todas y cada una de las copias o porciones de este, pertenecen a Sony, sus otorgantes, Otorgantes de Terceros, proveedores y/o Terceros Proveedores. Sony, sus otorgantes, Otorgantes de Terceros, proveedores y/o Terceros Proveedores se reservan todos los derechos no otorgados específicamente en virtud de la presente EULA (Acuerdo de Licencia de Usuario Final). Usted es responsable de todas sus actividades aquí establecidas, incluida toda la responsabilidad jurídica incurrida debido a que usted u otros que usen los Servicios mediante su Producto o Cuenta de Sony (según se define en la sección Cuenta de Usuarios) accedan, naveguen o usen los Servicios. Puede usar el Software de Sony, los Servicios y el Contenido únicamente con fines legales. Tiene prohibido distribuir, intercambiar, modificar, vender o transmitir cualquier cosa que pueda copiar del Software de Sony, los Servicios o el Contenido, incluidos, entre otros, cualesquiera datos, texto, software, retratos, fotografías, imágenes, gráficos, audio, música, sonido, video, mensajes y etiquetas, con cualquier propósito de negocio, comercial o público. Además, se obliga a no interrumpir/trastornar o intentar interrumpir/trastornar el funcionamiento del Software de Sony, el Servicio o el Contenido de forma alguna. Si considera que su trabajo se ha copiado en forma tal que constituye una contravención de los derechos de autor, o que sus derechos de propiedad intelectual se han violado de otra forma, comuníquese primero con el Tercer Proveedor del Servicio en particular. Si no puede comunicarse con dicho Tercer Proveedor, o si el contenido en cuestión es de Sony, puede comunicarse con Sony (su punto de contacto se describe en los documentos suministrados con el Producto Sony) con la información siguiente en una notificación escrita: (a) una firma electrónica o física de la persona autorizada para tomar medidas en representación de los derechos de autor u otro interés de propiedad intelectual; (b) una descripción del trabajo con derechos de autor u otra propiedad intelectual que usted afirma que se ha contravenido; (c) una descripción del Servicio en particular y en dónde se encuentra en dicho Servicio el material que usted afirma que está en contravención, con

suficiente detalle para que podamos encontrar dicho material; (d) su dirección, número de teléfono y dirección de correo electrónico; (e) una declaración suya estableciendo que de buena fe cree que el uso en disputa no está autorizado por el propietario de la propiedad intelectual o de los derechos de autor, su agente o la ley; y (f) una declaración suya en la que declare, bajo pena por sanción de perjurio, que la información de su notificación antes establecida es verídica y que usted es el propietario de la propiedad intelectual o de los derechos de autor, o bien, que está autorizado para actuar en representación del propietario de la propiedad intelectual o de los derechos de autor. El agente de Sony para el aviso de incumplimiento de los derechos de autor u otros derechos de propiedad intelectual es: Agente de propiedad intelectual, c/o Sony Electronics Inc., 16530 Via Esprillo, San Diego, CA 92127; Fax (858) 942-1111; correo electrónico IPagent@am.sony.com

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FUNCIÓN DE ACTUALIZACIÓN AUTOMÁTICA / MODIFICACIÓN DE LA EULA (ACUERDO DE LICENCIA DE USUARIO FINAL) RESPECTO A LOS SERVICIOS

De cuando en cuando, Sony o terceros podrían actualizar o de otra forma modificar automáticamente el Software de Sony, por ejemplo, a fin de corregir errores, mejorar las funciones y aumentar las funciones de seguridad, entre otros fines. Dichas actualizaciones o modificaciones podrían cambiar o eliminar la índole de las funciones u otros aspectos del Software de Sony, incluidas las funciones en las que quizá usted dependa. Por la presente usted acepta que dichas actividades pueden ocurrir a discreción exclusiva de Sony y que Sony puede condicionar el que continúe usando el Software de Sony una vez que lo instale y acepte completamente dicha actualización o dichas modificaciones. Sony puede añadir, cambiar o eliminar cualquier parte, término o condición de la EULA (Acuerdo de Licencia de Usuario Final) según se aplica al Software de Sony, los Servicios y/o el Contenido en cualquier momento y sin previo aviso. Toda adición, cambio o eliminación de este tipo o todo término publicado en el sitio web pertinente se aplicará tan pronto como se publique. Al continuar accediendo a los Servicios, los Servicios de Contenido de Sony, el Contenido y/o el Contenido de Sony después de este tipo de publicación, usted estará indicando que acepta dicha adición, cambio o eliminación. **SONY PUEDE CAMBIAR, DISCONTINUAR, ELIMINAR O SUSPENDER CUALQUIERA DE LOS SERVICIOS O LOS SERVICIOS DE CONTENIDO DE SONY, EN FORMA TEMPORAL O PERMANENTE, EN CUALQUIER MOMENTO, SIN PREVIO AVISO Y SIN RESPONSABILIDAD ALGUNA. SIN PERJUICIO DE CUALESQUIERA OTROS DERECHOS, SONY PUEDE SUSPENDER O DAR POR TERMINADA ESTA EULA (ACUERDO DE LICENCIA DE USUARIO FINAL) SEGÚN SE APLICA A LOS SERVICIOS, LOS SERVICIOS DE CONTENIDO DE SONY, EL CONTENIDO Y/O EL CONTENIDO DE SONY INMEDIATAMENTE PREVIO AVISO SI NO CUMPLE CON LOS TÉRMINOS Y CONDICIONES DE ESTA EULA (ACUERDO DE LICENCIA DE USUARIO FINAL).** Sony puede hacer valer cualesquiera remedios legales y técnicos para prevenir la violación de esta EULA (Acuerdo de Licencia de Usuario Final), o para hacerla valer, incluidos, entre otros, la cancelación inmediata de su acceso a los Servicios, si Sony considera, a su discreción, que usted está violando esta EULA (Acuerdo de Licencia de Usuario Final).

ACTIVIDADES DE ALTO RIESGO

El Software de Sony no es tolerante a fallas y no está diseñado, fabricado ni previsto para usarse o revenderse como equipo de control en línea en ambientes peligrosos que requieran un desempeño infalible, como el funcionamiento de instalaciones nucleares, la navegación de aviones o sistemas de comunicación, control de tráfico aéreo, máquinas de apoyo directo de la vida o sistemas de armamentos,

en los cuales el fallo del Software de Sony podría ocasionar la muerte, lesión personal o daños graves físicos o ambientales ("Actividades de alto riesgo"). **SONY, CADA UNO DE LOS LICENCIATARIOS DE TERCEROS Y CADA UNA DE SUS AFILIADAS RESPECTIVAS RENUNCIAN ESPECÍFICAMENTE A TODA CONDICIÓN O GARANTÍA EXPLÍCITA O IMPLÍCITA DE ADECUACIÓN PARA ACTIVIDADES DE ALTO RIESGO.**

RESTRICCIONES EN LA EXPORTACIÓN DE TECNOLOGÍA DE CODIFICACIÓN

El Software de Sony y el Contenido podrían contener tecnología de codificación. Usted admite saber que exportar cualquier Software de Sony o Contenido que contenga tecnología de codificación de su lugar de residencia o que una persona ubicada fuera de su lugar de residencia reexporte dicho software subsiguientemente requiere de una licencia u otro tipo de autorización por parte de cualquier autoridad gubernamental. Al aceptar este acuerdo de licencia, usted se obliga a cumplir con todas las leyes y los reglamentos aplicables de exportación en la compra y el uso del producto Sony que está adquiriendo, incluidos, entre otros, los reglamentos correspondientes al control de la exportación de elementos criptográficos y a no transferir el Software de Sony o el Contenido a un país prohibido, ni a autorizar dicha transferencia, o de cualquier otra forma contravenir las restricciones o los reglamentos antes indicados.

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El software de Sony se proporciona con DERECHOS RESTRINGIDOS. El uso, duplicación o divulgación por parte del Gobierno de Estados Unidos está sujeto a restricciones según se establece en los subpárrafos (c)(1) y (c)(2) de la cláusula de software de computadora comercial en FAR 52.227 19 y el subpárrafo (c)(i)(ii) de la cláusula de los Derechos de datos técnicos y software de computadora en DOD FAR 252.227-7013 y cualquier ley o regulación local, estatal o federal comparable. El fabricante es Sony Electronics Inc., 16530 Via Esprillo, San Diego, CA 92127.

EXENCIÓN DEL JUICIO POR JURADO

POR LA PRESENTE LAS PARTES EXIMEN EL JUICIO POR JURADO CON RESPECTO A CUALQUIER TEMA QUE SURJA BAJO ESTE EULA (ACUERDO DE LICENCIA DE USUARIO FINAL) O EN RELACIÓN CON ÉL. Cualquier derecho de acción que pueda tener con respecto a los servicios debe comenzar un (1) año después de que surja el reclamo o derecho de acción.

TOTALIDAD DEL ACUERDO, NOTIFICACIÓN, RENUNCIA, DIVISIBILIDAD

Esta EULA (Acuerdo de Licencia de Usuario Final), la garantía limitada que acompaña al Producto Sony, la política de privacidad de Sony que rija en ese momento y cualesquiera términos y condiciones adicionales publicados en los Servicios, en su

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PLAZO

La presente EULA (Acuerdo de Licencia de Usuario Final) estará vigente hasta que se cancele. Mediante una notificación, Sony puede cancelar esta EULA (Acuerdo de Licencia de Usuario Final) inmediatamente si usted no cumple con los términos en ella establecidos. Si eso sucede, debe destruir el Software de Sony y la documentación que le acompaña, así como todas las copias que haya hecho de ella. Además, al cancelarse la licencia, usted no tendrá recurso alguno contra Sony, sus afiliadas, sus Otorgantes de Terceros o Terceros Proveedores por la incapacidad de usar el Software de Sony o la documentación que le acompaña, los Servicios o el Contenido.

CANCELACIÓN DEL REGISTRO DE SU DISPOSITIVO

En caso de que regrese su Producto Sony al lugar de compra, transfiera su Producto Sony de acuerdo con este EULA (Acuerdo de Licencia de Usuario Final) o si se anula este EULA (Acuerdo de Licencia de Usuario Final), usted acepta: (i) cancelar el registro del Producto Sony y eliminar cualquier cuenta que haya establecido en o a la que haya ingresado a través del Producto Sony; y (ii) reestablecer el Producto Sony a sus ajustes preestablecidos de fábrica. **USTED ES RESPONSABLE ÚNICO DE MANTENER LA CONFIDENCIALIDAD DE CUALQUIER CUENTA QUE TENGA CON TERCEROS Y DE CUALQUIER NOMBRE DE USUARIO Y CONTRASEÑA ASOCIADA CON SU USO DEL PRODUCTO SONY.**

CÓMO SOLUCIONAR DISPUTAS; ARBITRAJE; RENUNCIA A RECLAMOS MENORES

Este EULA (Acuerdo de Licencia de Usuario Final) no será regido ni será interpretado de ninguna manera utilizando como referencia alguna regulación basada

en la La Ley de Uniformidad de Transacciones de Información de equipo de Cómputo (UCITA) o alguna otra ley derivada de o relacionada con la UCITA. Además, no se aplicará a este EULA (Acuerdo de Licencia de Usuario Final) la Convención de las Naciones Unidas sobre Contratos para la venta internacional de productos.

En caso de que surja una Disputa, usted acepta primero darnos aviso contactando a Sony Electronics Inc. en 16530 Vía Esprillo, San Diego, California 92127, Atn: Departamento legal, e involucrarse en negociaciones con buenas intenciones para intentar resolver cualquier Disputa durante al menos 14 días, excepto que usted o Sony (o cualquiera de sus afiliados) decida omitir este procedimiento de negociación informal para Disputas que exigen el cumplimiento, protección, o asuntos de validez de los derechos de propiedad intelectual. La "Disputa" se define como cualquier desacuerdo, causa de acción, reclamo, controversia o proceso judicial entre usted y cualquier entidad relacionada a Sony o que surja del Producto Sony, del Software de Sony, de los Servicios y Contenido de Sony o del presente EULA (Acuerdo de Licencia de Usuario Final). A tal Disputa se le dará el significado más amplio posible que se exija.

CUALQUIER DISPUTA QUE NO SE RESUELVA A TRAVÉS DEL PROCESO DE NEGOCIACIÓN INFORMAL DESCRITO ANTERIORMENTE SERÁ RESUELTO EXCLUSIVAMENTE A TRAVÉS DE ARBITRAJE OBLIGATORIO.

Para iniciar el arbitraje, ya sea usted o nosotros debemos redactar una demanda por escrito hacia el otro. El arbitraje se llevará a cabo ante solamente un juez. Será gestionado conforme a los Procedimientos Expedidos en las Normas de arbitraje comercial, y a los Procesos judiciales complementarios y aplicables para disputas relacionadas con el consumidor ("Normas") de la Asociación Estadounidense de Arbitraje ("AAA") vigentes cuando se presente el reclamo. Es posible obtener una copia de las Normas de la AAA contactando a la AAA al (800) 778-7879 o visitando www.adr.org. Los honorarios de registro para iniciar y llevar a cabo el arbitraje serán compartidos entre usted y nosotros, pero en ningún caso sus honorarios excederán la cantidad permitida por las normas especiales para Disputas de consumidores proporcionadas por la AAA, momento en el cual Sony cubrirá todos los honorarios y gastos administrativos adicionales. Esto no prohíbe al juez de dar a la parte ganadora sus honorarios y gastos del arbitraje cuando sea pertinente conforme a las Normas. A menos que usted y nosotros estemos de acuerdo en algo diferente, el juez tomará en cuenta la ciudad y estado en donde usted vive, y la ley federal o estatal vigente regirá el contenido de cualquier Disputa. La Ley Federal de Arbitraje, 9 U.S.C. § 1, y las siguientes, regirá el arbitraje mismo y no ninguna ley estatal sobre arbitraje. La decisión del juez será obligatoria y final, excepto por un derecho de apelación limitado bajo la Ley Federal de Arbitraje.

El juez puede otorgar declaratoria o reparación del agravio sólo a favor de la parte que busca compensación, y sólo en la medida necesaria para proporcionar compensación justificada por el reclamo del demandante. Cualquier corte con jurisdicción sobre las partes puede imponer la decisión del juez.

A pesar de lo anterior, usted tiene el derecho de litigar cualquier Disputa en la corte de reclamaciones menores o en otra corte similar de jurisdicción limitada en los Estados Unidos, en la medida que la cantidad en disputa no exceda de \$15,000, y siempre y cuando la corte tenga jurisdicción apropiada y cumplidos a cabalidad todos los demás requisitos (incluyendo la cantidad en controversia).

A pesar de lo que fuere contrario en el presente EULA (Acuerdo de Licencia de Usuario Final), usted puede rechazar los cambios hechos a la cláusula de arbitraje obligatorio si: (1) usted ya había iniciado el uso autorizado del Producto Sony al momento de que se hizo/hace el cambio; y (2) usted envió por correo su aviso por escrito a la dirección en el párrafo inmediatamente anterior dentro de 30 días después de que se hizo/hace el cambio en particular. En caso de que surja una situación de este tipo, usted todavía estará obligado por los procedimientos de la Disputa que aceptó previamente y a los que existan antes de que se hiciera el cambio que rechazó.

Cualquier Disputa determinada que no esté sujeta a arbitraje y que no inició en una corte de reclamaciones menores será litigada por cualquier parte en una corte de jurisdicción competente, ya sea en la Corte Superior del Condado de San Diego o en la Corte de Distrito de los Estados Unidos para el Distrito del Sur de California.

No obstante por el contrario, cualquier parte puede iniciar litigio inmediatamente con respecto a cualquier asunto que surja de o en conexión con este Acuerdo para el cual se pretende un remedio equitativo (o un tipo equivalente de ayuda legal urgente). Usted acepta que cualquier violación de o incumplimiento de cualquier término o condición del presente EULA (Acuerdo de Licencia de Usuario Final) por parte de usted constituirá una práctica de negocios ilegal e injusta, y ocasionará daño irreparable a Sony, a sus afiliados o a los otorgantes de licencia de terceras partes para quienes los daños monetarios podrían ser inadecuados, y usted permite a Sony obtener cualquier reparación del agravio o remedio equitativo que Sony considere necesario o apropiado en dichas circunstancias. Estos remedios son adicionales a cualquier otro remedio que pudiera estar disponible para Sony bajo contrato, ante la Ley o por derecho.

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El código fuente para estos ejecutables y librerías puede obtenerse usando el enlace siguiente:
<http://oss.sony.net/Products/Linux/>

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Freetype

The software is based in part of the work of the FreeType Team.

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glennrp at users.sourceforge.net
September 1, 2016

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libcurl

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Jansson

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jquery.animate-enhanced.min.js

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jquery-1.11.1.js

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jquery.mobile.iscrollview.js

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jquery.mobile-1.4.3.js

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jquery.easing-1.3.js

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jquery.lazyload.js

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jquery.qrcode.js

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HashTable.js

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core.jar

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uriparser

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Opera Browser® acknowledges the use of the following libraries internally:

Chromium - <http://www.chromium.org>
cJSON - <http://cjson.sourceforge.net/>
BigInteger - <http://www.chiark.greenend.org.uk/~sgtatham/putty/>
Fontconfig - <http://www.fontconfig.org>
Arphic fonts - <http://www.freedesktop.org/wiki/Software/CJKUnifonts/Download>
Bitstream Vera fonts - http://www.gnome.org/fonts/#Final_Bitstream_Vera_Fonts
VL Gothic fonts - <http://dicey.org/vlgothic/index.html>
Nanum fonts - <http://hangeul.naver.com/>
Boost - <http://www.boost.org/>
libcurl - lib/krb5.c - <http://curl.haxx.se/cvssource/lib/krb5.c>
libcurl - lib/security.c - <https://github.com/bagder/curl/blob/master/lib/security.c>
David M. Gay's floating point routines - <http://www.netlib.org/fp/>
dynamic annotations - <http://code.google.com/p/data-race-test/wiki/DynamicAnnotations>
Netscape Portable Runtime (NSPR) - <http://www.mozilla.org/projects/nspr/>
Paul Hsieh's SuperFastHash - <http://www.azillionmonkeys.com/qed/hash.html>
valgrind - <http://valgrind.org>
Network Security Services (NSS) - <http://www.mozilla.org/projects/security/pki/nss/>
open-vcdiff - <http://code.google.com/p/open-vcdiff>
Almost Native Graphics Layer Engine - <http://code.google.com/p/angleproject/>
Brotli - <https://code.google.com/p/font-compression-reference/>
dom-distiller-js - <https://code.google.com/p/dom-distiller>
Expat - <http://sourceforge.net/projects/expat/>
fontconfig - <http://www.freedesktop.org/wiki/Software/fontconfig/>
Freetype - <https://android.googlesource.com/platform/external/freetype/>
harfbuzz-ng - <http://harfbuzz.org>
iccjpeg - <http://www.ijg.org>
International Components for Unicode - <http://site.icu-project.org/>
Chinese and Japanese Word List - http://src.chromium.org/viewvc/chrome/trunk/deps/third_party/icu42/source/data/brkitr/
google-jstemplate - <http://code.google.com/p/google-jstemplate/>
Khronos header files - <http://www.khronos.org/registry>
LevelDB: A Fast Persistent Key-Value Store - <http://code.google.com/p/leveldb/>
libevent - <http://www.monkey.org/~provos/libevent/>
libjingle - <http://code.google.com/p/webrtc/>
libjpeg - <http://www.ijg.org/>
libjpeg-turbo - <http://sourceforge.net/projects/libjpeg-turbo/>

libpng - <http://libpng.org/>
libsrtp - <http://srtp.sourceforge.net/srtp.html>
libvpx - <http://www.webmproject.org>
WebM container parser and writer. - <http://www.webmproject.org/code/>
WebP image encoder/decoder - <http://developers.google.com/speed/webp>
libxml - <http://xmlsoft.org>
libxslt - <http://xmlsoft.org/XSLT>
libyuv - <http://code.google.com/p/libyuv/>
linux-syscall-support - <http://code.google.com/p/linux-syscall-support/>
mesa - <http://www.mesa3d.org/>
modp base64 decoder - <http://code.google.com/p/stringencoders/>
mt19937ar - <http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html>
Netscape Plugin Application Programming Interface (NPAPI) - <http://mxr.mozilla.org/mozilla-central/source/modules/plugin/base/public/openssl> - <http://openssl.org/source/>
opus - <http://git.xiph.org/?p=opus.git>
OTS (OpenType Sanitizer) - <http://code.google.com/p/ots/>
PLY (Python Lex-Yacc) - <http://www.dabeaz.com/ply/ply-3.4.tar.gz>
Polymer - <http://www.polymer-project.org>
Protocol Buffers - <http://protobuf.googlecode.com/svn/trunk>
Quick Color Management System - <https://github.com/jrmuizel/qcms/tree/v4>
re2 - an efficient, principled regular expression library - <http://code.google.com/p/re2/>
skia - <http://code.google.com/p/skia>
SMHasher - <http://code.google.com/p/smhasher/>
Snappy: A fast compressor/decompressor - <http://code.google.com/p/snappy/>
SQLite - <http://sqlite.org/>
tcmalloc - <http://gperftools.googlecode.com/>
WebRTC - <http://www.webrtc.org>
x86inc - <http://git.videolan.org/?p=x264.git;a=blob;f=common/x86/x86inc.asm>
zlib - <http://zlib.net/>
url_parse - <http://mxr.mozilla.org/comm-central/source/mozilla/network/base/src/nsURLParsers.cpp>
V8 JavaScript Engine - <http://code.google.com/p/v8>
Strongtalk - <http://www.strongtalk.org/>
boringsssl - <https://boringsssl.googlesource.com/boringsssl>
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Web Animations JS - <https://github.com/web-animations/web-animations-js>

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rapidjson - <https://code.google.com/p/rapidjson/>
GLM - <http://glm.g-truc.net/0.9.5/index.html>
rapidxml - <http://rapidxml.sourceforge.net/>
googlemock - <https://code.google.com/p/googlemock/>
shinyprofiler - <https://code.google.com/p/shinyprofiler/>
connect-livereload - <https://github.com/intesso/connect-livereload>
grunt - <https://github.com/gruntjs/grunt>
grunt-concurrent - <https://github.com/sindresorhus/grunt-concurrent>
grunt-contrib-clean - <https://github.com/gruntjs/grunt-contrib-clean>
grunt-contrib-coffee - <https://github.com/gruntjs/grunt-contrib-coffee>
grunt-contrib-compass - <https://github.com/gruntjs/grunt-contrib-compass>
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grunt-ember-templates - <https://github.com/dgeb/grunt-ember-templates>
grunt-mocha - <https://github.com/kmiyashiro/grunt-mocha>
grunt-neuter - <https://github.com/trek/grunt-neuter>
grunt-open - <https://github.com/onehealth/grunt-open>
grunt-replace - <http://github.com/outaTIME/grunt-replace>
grunt-rev - <https://github.com/cbas/grunt-rev>
grunt-svgmin - <https://github.com/sindresorhus/grunt-svgmin>
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jshint-stylish - <https://github.com/sindresorhus/jshint-stylish>

load-grunt-tasks - <https://github.com/sindresorhus/load-grunt-tasks>
simplewebsockets-server - <http://opiate.github.io/SimpleWebSocketServer/>
SpiderMonkey - <https://developer.mozilla.org/en-US/docs/Mozilla/Projects/SpiderMonkey>
Sinon-Chai - <http://chaijs.com/plugins/sinon-chai>
Sinon - <http://sinonjs.org/>
Mocha - <http://visionmedia.github.io/mocha/>
Chai - <http://chaijs.com/>
js-signals - <http://millermedeiros.github.io/js-signals/>
LuaSocket - <http://w3.impa.br/~diego/software/luasocket/>
busted - <http://olivinelabs.com/busted/>
Penlight - <http://stevedonovan.github.io/Penlight/api/index.html>
Say - <https://github.com/Olivine-Labs/say>
Debugger from Lua Development Tools - <http://git.eclipse.org/c/koneki/org.eclipse.koneki.ltd.git/tree/libraries/luadbgclient/debugger?id=1.0>
LuaFileSystem - <http://keplerproject.github.io/luafilesystem/>
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ansicolors.lua - <https://github.com/kikito/ansicolors.lua>
lua-cjson - <https://github.com/mpx/lua-cjson>
cppheaderparser - <https://pypi.python.org/pypi/CppHeaderParser/2.4.1>
WebSocket++ - <http://www.zaphoyd.com/websocketpp>
libwebsockets - <https://github.com/warmcat/libwebsockets>
NetBSD's /etc/services - http://cvsweb.netbsd.org/bsdweb.cgi/src/etc/services?only_with_tag=MAIN
tarlib - <https://github.com/abergmeier/tarlib>
rg-etc1 - <http://code.google.com/p/rg-etc1/>
libelf - <http://www.mr511.de/software>
stb_image_write - <http://nothings.org/>
CMake - <http://www.cmake.org/cmake/help/v2.8.12/cmake.html>
libjpeg-dev - <http://www.ijg.org/>
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