Offline Sync License Agreement

Definitions, grant of rights, conditions, purchase options, and integration examples.

License Agreement

This license governs use of the accompanying software. If you use the software, you accept this license. If you do not accept the license, do not use the software.

1. Definitions

The term "vendor" means Code On Time LLC.

The term "app builder" means Code On Time generator and its derivatives produced by the vendor.

The term "application" means an application created with app builder.

The term "site" means an organization or business that owns the license.

The term "Offline Sync" refers to the application software module produced by vendor.

The term "native client" means Cloud On Time app or its derivative produced by vendor.

The term "device" means a computing platform that has the native client installed.

"You" means the licensee of the Offline Sync.

The terms "you" and "site" represent the same entity.

Offline Sync module is activated when an application runs in the native client on a device.The module downloads data from the application on the server during installation. The module intercepts data manipulation requests sent by application and executes them against the data stored on the device. The change log of data manipulation requests is maintained by the module. End user must explicitly request synchronization while operating an application in the native client. Change log is submitted to the application on the server for processing and reconciliation when synchronization is requested. Fresh copy of data is downloaded to the device upon successful processing of the change log.

Offline Sync license is the "site" license. Offline Sync module can be integrated in any number of applications operated on the site by its end users (employees, clients, customers, etc). Offline Sync module incorporates the licensed site name, contact information, duration, and the specific number of devices that require offline/disconnected access to data.

Licensed Offline Sync module is delivered only in Dynamic Link Library (DLL) format. Applications compatible with Offline Sync are created with app builder. Licensed Offline Sync module is deployed with the application to a compatible physical or virtual server.

Offline synchronization of data is performed only when application is running in a native client. Site name and contact information are displayed to the end user for the duration of synchronization process.

Time-constrained licence will stop offline data synchronization by Offline Sync module at the time of expiration or when the number of devices exceeds the licensed limit.

Perpetual license will stop offline data synchronization by Offline Sync module when the number of devices exceeds the licensed limit.

2. Grant of Rights

(A) Accompanying Software Usage Grant - Subject to the terms of this license, including the license conditions and limitations in section 3, the vendor grants you a non-transferable license to include Offline Sync module in the applications operated on the site.

3. Conditions

(A) No Trademark License- This license does not grant you any rights to use the names, logos, or trademarks of third parties or the vendor.

(B) Offline Sync is licensed "as-is." You bear the risk of using it. The vendor gives no express warranties, guarantees or conditions. You may have additional consumer rights under your local laws which this license cannot change. To the extent permitted under your local laws, the vendor excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

(C) License owner agrees not to reverse-engineer the Offline Sync module or alter its behavior.

(D) If you begin patent litigation against vendor over patents that you think may apply to Offline Sync, app builder, or applications (including a cross-claim or counterclaim in a lawsuit), your license to the Offline Sync ends automatically.

(E) You are responsible for maintenance of the device and data security.

(F) Vendor is not responsible for the loss of offline data.

(G) Offline Sync module can be obtained only from the vendor.

Purchase Options

Offline Sync license starts as **$9** USD per device per month. Perpetual license is also available.

Offline Sync licenses are sold under the name "Offline Sync Add-On". The following options are available for purchase:

Option 1
"12 months" - $120 USD per device.
Includes maintenance updates for the duration of the license (12 months).

Option 2
"24 months" - $216 USD per device
Includes maintenance updates for the duration of the license (24 months).

Option 3
"Perpetual" - $299 USD per device
Includes maintenance updates for 36 months.

Offline Sync license can be purchased on behalf of another entity.

The owner of the license must register the product activation code at https://my.codeontime.com to claim ownership.

Licensing and Integration Examples

The following examples are provided to explain the licensing terms and integration process. Please contact customerservice@codeontime.com with "Offline Sync License" in the subject line to get more information.

Example 1

Organization Acme performs on-site food safety inspections. It employs twenty auditors. Acme purchased Code On Time app generator for their IT department to create an online application supporting data collection by auditors.

Ten auditors work in remote locations with unreliable cellular connection. They used to take notes on paper and enter collected data when online connection is available.

Acme purchased a perpetual Offline Sync license for 12 devices to cover 2 employees from the IT department and 10 auditors working in remote locations. The IT department employees require a license to test the production system while ten auditors are working in the field in disconnected mode.

Developers have configured an application page to list data that needs to be available in offline/disconnected mode. The page is marked as "offline". It is not visible in the navigation menu. A dedicated role was created to allow access to the page. Offline Sync Add-On is enabled in the application.

Twenty auditors have Cloud On Time app installed of their tablets. The app is connected to the application developed by Acme. Ten auditors working in remote locations are assigned the role with access to the hidden "offline" page. Cloud On Time app uses Offline Sync to download data to the devices operated by these auditors. All entered data is staged on the device until auditor requests data synchronization. The rest of the auditing team is working with online data at all times.

Five managers from the Acme head office review audit results by accessing the same app in the browsers on their laptops.

Acme expects to use this app for at least three years. The cost of integrating Offline Sync in the application is $8.31 USD per device per month. The total acquisition cost is $3588 USD.

$299 USD x 12 = $3588 USD   ($8.305 x 36 months x 12 users = $3587.76)

If the application is operated for five years then the cost is $4.98 USD per device per month.

Example 2

City manager has hired an independent developer to create an application automating the handling of repair orders by municipal workers. Workers require offline access to job orders and ability to take notes and pictures at the job sites.

Developer has created an online version of the application with Code On Time app generator. Developer also purchased the perpetual license of Offline Sync Add-On for one device. The page of the app with the list of scheduled jobs was marked as "offline".

Developer connected Cloud On Time app on his tablet to the application on the server during project demonstration. WiFi and Cellular connections were disabled on the tablet after initial data synchronization. Developer used the tablet to review the job details, make notes, and take pictures. He has brought the device back online and synchronized data and pictures with the online application.

City manager has purchased 24-months license for 7 devices used for repair jobs. City manager has registered Offline Sync license at https://my.codeontime.com and linked the product to the email address of the developer.

Developer selected the City license in the publishing settings of the app for deployment on the production server that belongs to the City.

The total cost of Offline Sync perpetual license to the Developer is $299 USD.

The total cost of Offline Sync time-constrained license to the city is $1512 or $9 per device per month.

$216 USD x 7 = $1516 USD   ($9 x 24 months x 7 users = $1512)

Example 3

Marketing agency plans to use temp workers to conduct a promotional campaign for a client. The agency will use 100 temporary workers to distribute promotional products to the public during 30 calendar days. The client is requesting collection of anonymous demographic profiles of individuals accepting the promotional product samples.

An application is required to ensure high qualify just-in-time data collection.

The agency used Code On Time app generator to rapidly develop an online application for this purpose.The cost of providing each temp worker with an Internet-enabled hand-held device for a short period of time is prohibitive. The agency has purchased 100 refurbished wifi tablets and 100 Offline Sync licenses that are time-constrained to 12 months.

Temp workers collect product samples in the warehouse in the morning and synchronize their tablets to get distribution assignments for the day over local wifi. Data collected during the previous day is automatically uploaded to the application server during synchronization.

The cost of the application breaks down as follows:

$199 USD per tablet x 100 = $19,900 USD
$120 USD per Offline Sync license x 100 = $12,000 USD

The total cost is $31,900 USD or $1,063 per day of the marketing campaign.
The daily cost per worker is $10.63 USD, which is slightly more than an average hourly minimum wage in the United States.