

Welcome to StuffIt Standard Edition™

Welcome

Welcome to StuffIt Standard Edition version 7.0. StuffIt Standard Edition is the new name for StuffIt Lite™, and it includes StuffIt Expander™, DropStuff™, DropTar™, and DropZip™.

What's New

Version 7.0 of StuffIt Standard Edition includes support for the new StuffIt X file format. StuffIt X is a revolutionary new archive file format powered by Aladdin's exclusive ATOM compression technology. The new file format integrates compression with security and safety options to meet the requirements of business and today's digital lifestyle.

StuffIt X includes the following features:

- Better Compression.
- Strong (512bit) Encryption to secure you files.
- Available Error Correction to help prevent archive corruption.
- Support for long file names
- Support for archive sizes beyond 2Gb.

System Requirements

StuffIt Standard Edition requires a Macintosh running Mac OS 8.6 - 9.2.2, or Mac OS X 10.1 or later.

StuffIt Expander 7.0(Mac) or 8.0 (PC) or later is required to expand StuffIt X archives.

Register your Software!

While StuffIt Expander is provided free of charge, the other components of StuffIt Standard Edition are not. Please feel free to use DropStuff, DropTar, and DropZip to see if you like them. If you continue to use one or all of them, we encourage you to pay the registration fee. You can purchase online simply by clicking the Purchase button that appears in the registration dialog when you run the application.

Paying for, and registering, your software entitles you to receive Technical Support, and ensures that you will be notified in the event that updates to your software become available.

StuffIt Expander™

Overview

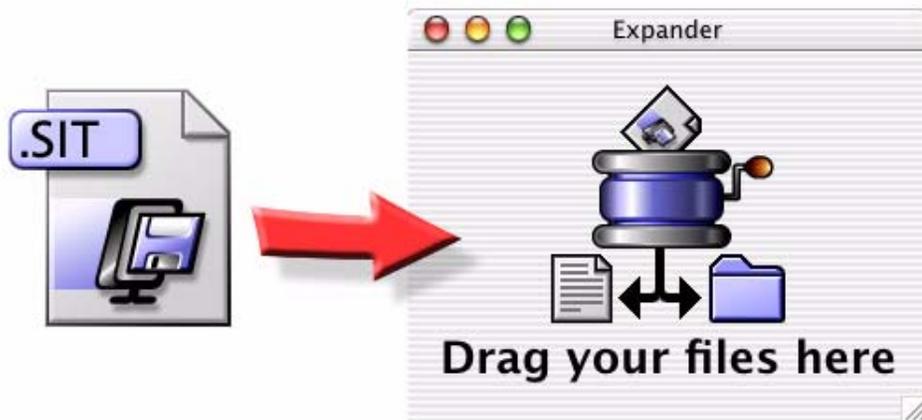


StuffIt Expander is used to expand archives, encoded files, and other compressed and encoded documents.

Using StuffIt Expander

StuffIt Expander is easy to use! To expand a file with StuffIt Expander, simply drag and drop the file you want to expand onto the StuffIt Expander icon. You can also expand files with StuffIt Expander by dragging files onto the StuffIt Expander application window. You can expand more than one file by dragging multiple items onto StuffIt Expander, and you can also expand larger groups of files by placing them in a folder and dragging the whole folder onto StuffIt Expander.

Note: Even if the Mac OS does not recognize that a file can be expanded by StuffIt Expander, you may still be able to expand it. Even if the file you want to expand doesn't have a StuffIt icon, drag and drop it onto StuffIt Expander to see if it can be expanded.



StuffIt Expander Menus

While all of the functionality of StuffIt Expander can be accessed using Drag and Drop, you can also expand files using commands accessed from Expander's menus.

To Expand using menu commands, choose "Expand" from the File menu and select the archive or encoded file you want StuffIt Expander to open.

StuffIt Expander Preferences

You can change the behavior of StuffIt Expander using the StuffIt Expander preferences dialog. To open StuffIt Expander preferences, choose Preferences from the “StuffIt Expander” menu in Mac OS X, or Preferences from the “Edit” menu in Mac OS 8.6-9.x.

Expanding Prefs

The Expanding Preferences are used to determine how StuffIt Expander goes about the task of expanding an archive or encoded file.

- **Expand Archives and Compressed Files:** When this preference is enabled, StuffIt Expander will expand archives and compressed files.
- **Delete [archives and encoded files] after expanding:** This preference is active only when Expand archives and compressed files is enabled. When it is enabled, the archives and compressed files you expand will be deleted once the files they contain are successfully extracted. Use this preference with caution!
- **Expand Encoded Files:** Use this preference to determine whether or not StuffIt Expander should attempt to expand encoded files.
- **Delete [encoded file] after expanding:** This preference determines whether or not encoded files should be deleted after they have been expanded. Use this preferences with caution!
- **Continue to expand (if possible):** This preference, when enabled, causes StuffIt Expander to scan the file that results from expanding an archive, compressed, or encoded file to see if it can be further expanded. For example, when this preference is enabled, and StuffIt Expander encounters a BinHex encoded StuffIt archive, it will start to expand the archive as soon as it has decoded the BinHex layer.

Note: Archives, compressed, and encoded files contained within folders in the archive must be separately expanded.

- **Ignore Return Receipt messages:** Causes StuffIt Expander to ignore Return Receipt messages in StuffIt archives.
- **Scan for Viruses:** StuffIt Expander allows you to automatically scan files that are extracted from archives and encoded files for viruses with your virus protection software. StuffIt Expander supports Virex, Norton Anti-Virus, and Virus Barrier. If you would like to try using a different Virus program, choose “Other...” from the pop-up menu.
- **Open Palm .prc and .pdb files:** StuffIt Expander can automatically open Palm application programs in the Palm installation program. When this preference is enabled, any Palm application

expanded from an archive will be set up for installation in the Palm installation program.

- **Show Drag window:** This preference determines whether or not StuffIt Expander's drag and drop window is displayed.

Joining Prefs

The joining preferences determine how StuffIt Expander will handle files that have been segmented.

- **Join Segmented Files:** When this preference is enabled, StuffIt Expander will attempt to join files that have been segmented with StuffIt.
- **Delete Segments after joining:** When this preference is enabled, StuffIt Expander will delete the segments once the rejoined file has been saved. Use this preferences with caution.
- **Expand joined files (if possible):** When this preference is enabled, StuffIt Expander will attempt to expand the rejoined file if it is a archive, compressed, or encoded file.

Disk Images Prefs

Disk Image preferences determines how StuffIt Expander will handle disk image files.

- **Mount Disk Images:** When this preference is enabled, StuffIt Expander will attempt to mount disk image files.

Note: StuffIt Expander is not able to mount .dmg disk image files created by Disk Copy under OS X. These disk images must be mounted with the Disk Copy application.

- **Keep Mounted Images in RAM:** When this preference is enabled, StuffIt Expander will keep the mounted disk image in RAM if there is enough free memory available. A disk image mounted in RAM has the same properties as a RAM Disk created under classic versions of the Mac OS.
- **Mount images unlocked by default:** When this preference is enabled, StuffIt Expander will attempt to mount disk images as unlocked (read/write) volumes.

Note: Images that include compression can only be mounted as locked volumes.

Destination Prefs

The Destination preferences determine where StuffIt Expander will save files that have been extracted from archive, compressed, or encoded files.

You can choose the location where files are extracted. The following options are available:

- **Same as Original:** When this option is selected, files will be saved to the same location as the archive, compressed, or encoded file from which they were expanded.
- **Ask:** When this option is selected, StuffIt Expander will prompt you to specify a location to which files should be expanded.
- **Use...:** Use this option to specify a location to be used every time StuffIt Expander saves a file.

You can also specify whether or not StuffIt Expander should place expanded files into a new folder.

- **When the archive contains multiple items:** When this option is selected, StuffIt Expander will create a surrounding folder whenever the archive contains multiple items at the root level. The name of the archive will be used for the newly created folder.
- **Never:** StuffIt Expander will never create a surrounding folder.
- **Always:** StuffIt Expander will always create a surrounding folder.

Watch Folder Prefs

You can tell StuffIt Expander to monitor and expand files in a particular folder, called the “Watch” folder. You can use the Watch Folder feature to scan your Internet download folder so that files you download from the Internet, regardless of the web browser or utility used, are always expanded.

- **Check for Files to Expand in:** This setting allows you to select a target folder for StuffIt Expander to Watch.

Once StuffIt Expander has scanned the target folder, you can specify what happens next:

- **Wait...:** You can tell StuffIt Expander to stay running and watch for new files to expand in a specified number of minutes.

***Note:** To Stop StuffIt Expander from expanding the same file over and over again, you can configure the application to automatically delete archives after they have been expanded. Be aware, however, that if the archive is damaged and is not expanded, it will have to be replaced before you can try expanding it again. Complicated, huh?*

- **Quit:** You can tell StuffIt Expander to Quit after files have been expanded.

Note: You will see a “Quit Pending” dialog displayed when StuffIt Expander is about to quit. You can use this time to open the preferences dialog and change the setting so that StuffIt Expander does not quit after expanding files.

Error Reporting Prefs

This preference determines how StuffIt Expander will handle errors that occur while files are being expanded.

- **Report Errors using alert window:** Errors will be displayed in an alert window created by the application. Each error must be dismissed before the application can continue.
- **Ignore errors:** Errors will not be reported at all. Expansion will continue where possible.
- **Log errors to:** Errors be logged to a text file.

Version Checking Prefs

This preferences determines whether or not StuffIt Expander should check for updates and upgrades over the Internet when it is launched.

Internet Prefs

The Internet Preferences page is used to determine which file types are automatically associated with StuffIt Expander by Internet applications such as web browsers.

Note: The Internet Preferences panel does not appear when StuffIt Expander is running under Mac OS X 10.2.

Cool Expander Tips and Tricks!

If you are exchanging files with a Windows user, StuffIt Expander can help to make the files you receive ready for use on your Macintosh. In addition to expanding the contents of a zip archive from a PC computer, StuffIt Expander will also automatically translate the file extension of a Windows file into a Macintosh type and creator code. This means that when you double click the file it will open in the correct application (assuming, of course, that you have an application able to open the kinds of files you expanded.)

Please!: If you don't have an application able to open a file you've expanded with StuffIt Expander, call the person who sent you the file not us. Thanks!

DropStuff™

Overview



This chapter is designed to provide detailed information about the StuffIt Drag and Drop applications that are included in the StuffIt Deluxe package. These applications allow you to perform simple compression tasks by dragging and dropping files onto either the application window, or the desktop icon. If you are looking for basic information about how to create archives, and expand archives and encoded files, we recommend that you first read the Getting Started chapter before you read this chapter.

DropStuff is used when ever you want to compress files and folders into a StuffIt archive. DropStuff can create both StuffIt (.sit) and StuffIt X (.sitx) archives, and can create both self-extracting archives, and archives with encryption.

Note: DropStuff offers full support for long file names in Mac OS X in both the StuffIt (.sit) and StuffIt X (.sitx) archive formats.

Using DropStuff

To use DropStuff, drag and drop files and/or folders on to either the DropStuff icon, or into the new DropStuff application Window. When you drag and drop multiple items, those items are combined into a single archive file.



DropStuff Menus

While DropStuff is designed to be used as a drag and drop application, you can compress files using the “Stuff” command in the DropStuff File menu. When you choose “Stuff” from the File menu, a file selection dialog will be used to allow you to select files to compress. Again, if you select multiple

files in the selection dialog, they will be combined into a single archive file.

DropStuff Preferences

DropStuff Preferences can be used to change the compression format used by DropStuff when it creates archives, to set the level of compression used, and to set advanced options such as making self-expanding and encrypted archives.

Stuffing Prefs

The “Stuffing” page contains settings that relate to how the application creates StuffIt archives.

- **Archive Type:** DropStuff is able to create StuffIt (.sit) archives, or StuffIt X (.sitx) archives. The default archive type is .sit.
- **Compression Level:** As well as changing the format in which the archive will be created, you can also change the compression level that will be used when items are added to the archive. The choices are None, Fast, Med, and Max. An addition level, “Optimal” is available when the archive format is set to StuffIt X. StuffIt X archives created with Optimal compression will take a long time to create, but will be of the smallest possible size. When “Optimal” is selected as the compression level, DropStuff will choose from all the available compression options available under StuffIt X, and choose the best for your data.
- **Encrypt Archives with a Password:** When this option is checked, the archives you create will be encrypted with a password. You will be prompted to provide a password before the compression begins.

Note: When you create an archive with encryption, be sure to make a careful note of your password. Aladdin cannot recover files from encrypted archives if you have lost your password. Also note that passwords are case sensitive.

- **Make Self-Extracting for...:** When checked, this preference will cause DropStuff to create self-extracting archives. Self-Extracting archives open automatically without any special expansion software. You can choose to create self-extracting archives for Mac and Windows.
- **Add Error Correction:** When this option is selected, the StuffIt X archive you create will contain error correction code to protect them from corruption caused by bad media, or transfer errors.

Options Prefs

The following options effect how DropStuff goes about the job of adding files to an archive.

- **Delete Originals After Stuffing:** The original files that were compressed into the archive will be deleted from your hard drive when the archive is created.
- **Stuff each Item as an individual archive:** When this option is set, when you drag multiple items onto DropStuff, each item will be compressed as an archive. The items will not be combined into a single archive file as they are compressed.
- **Don't Stuff files that are already compressed:** File types that are known to already include compression (such as Gif images, or QuickTime movies) will not be compressed when they are added to an archive.
- **Ignore Finder Desktop Files:** When this option is set, DropStuff will not add Finder files (such as Desktop Database files or .DStore) to an archive.
- **Show Drag Window:** When this option is set, DropStuff will display a drag and drop window when the application runs. You can compress files and folders by dragging them onto this window.

BinHexing Prefs

The options in the BinHexing page allow you to instruct DropStuff to BinHex encode a StuffIt or StuffIt X archive after it has been created. You can configure this behavior so that the archive is deleted after it has been encoded, and you can also choose to remove the .sit or .sitx from the file name; the archive will be named file.hqx, rather than file.sitx.hqx.

Destination Prefs

The settings in the Destination page where on your hard drive the new archive file will be created.

- **Same As Original:** By default, the archive is created in the same location as the original files that were compressed.
- **Ask:** This option causes DropStuff to prompt you to specify a location to which the archive will be saved.
- **Use:** This option allows you to specify a location on your hard drive to which all archives created with DropStuff will be saved.

Version Check Prefs

This option allows you to specify whether or not DropStuff should check online for updates or newer versions. This preferences is on by default.

DropTar™

Overview



DropTar is a drag and drop application that function in much the same way as DropZip and DropStuff, except that it creates archives in Tape Archive (.tar) format. Drag and Drop files and/or folders onto the DropTar icon, or the DropTar application window, to add them to a new tar archive. By default, a tape archive does not contain any compression. You can have DropTar automatically compress the resulting archive using either Gzip, Bzip, Compress, or StuffIt compression.

***Note:** Tar archives do not contain any form of compression, so you'll find that the Tar archives you create are the same size as the original files and folders that were added. DropTar allows you to compress a Tar archive after it has been created using either Gzip, Bzip, Compress, or StuffIt compression.*

Using DropTar

Use DropTar in exactly the same way as you would use DropStuff and DropZip. Drag and Drop files and/or folders onto the DropTar icon, or the DropTar drag and drop window. When you drag and drop multiple items onto DropTar they will be combined into a single tape archive.

DropTar Preferences

DropTar Preferences can be used to change the way in which tar archives are created, and whether or not they are created with compression.

Archiving Prefs

- **Compression Method:** Specifies the compression format that will be used to compress the newly created .tar archive. Gzip, Bzip, Compress, and StuffIt compression is available.
- **Compression Level:** Specifies the compression level used when the archive file is compressed.
- **Delete Originals after Archiving:** When this option is set, DropTar will delete the original files that were added to an archive after the archive has been created.

***Warning:** Use this option with caution!*

- **Archive each item as an individual archive:** When this option is set, multiple items dragged onto the DropTar icon, or onto the

DropTar application window, will each be added to their own individual Tar archive.

- **Ignore Finder Desktop Files:** When this option is set, DropTar will not add Finder files (such as Desktop Database files or .DStore) to an archive.
- **Show Drag Window:** When this option is set, DropTar will display a drag and drop window when the application runs. You can compress files and folders by dragging them onto this window.

UUEncoding Prefs

The options in the BinHexing page allow you to instruct DropTar to UUEncode a Tar archive, or a compressed tar archive, after it has been created. You can configure this behavior so that the archive is deleted after it has been encoded, and you can also choose to remove the .tar from the file name; the archive will be named file.uu, rather than file.tar.uu.

MacBinary Prefs

Macintosh Resource forks are not supported by Zip, Tar, and Lha archives. In order to preserve Macintosh Resource fork information it is necessary to MacBinary encode these files before they are added to an archive.

Tip: *Just StuffIt! (Use StuffIt X Archives, that is.)*

The MacBinary Preferences determines how this MacBinary Encoding is performed.

- **Never:** Files will never be MacBinary encoded before they are added to a tar archive. Macintosh file information will be lost.
- **Smart:** This means that files that contain extended information (such as resource forks) will be encoded before they are archived, files that do not contain extended information will not be MacBinary encoded before they are added to an archive.
- **Always:** This option will cause all files added to a tar archive to first be MacBinary encoded, regardless of whether they contain extended file information.

Note: *When you pick a MacBinary option, be aware of who will end up using your files. If you use MacBinary encoding and send the resulting Tar archive to a UNIX user, they will most likely encounter problems when trying to unzip the contents. By default, we assume that you are using Tar file because you want to send them to UNIX users, and therefore the MacBinary preference is set to Never by default. The vast majority of Macintosh files are usable without there resource forks, so even if Mac users open Tar archives created*

without MacBinary encoding, they should not encounter a problem using the files contained.

Destination Prefs

The settings in the Destination page where on your hard drive the new archive file will be created.

- **Same As Original:** By default, DropTar will create archives in the same location as the original files that were compressed.
- **Ask:** This option causes DropTar to prompt you to specify a location to which the archive will be saved.
- **Use:** This option allows you to specify a location on your hard drive to which all archives created with DropTar will be saved.

Version Checking Prefs

This option allows you to specify whether or not DropTar should check online for updates or newer versions. This preferences is on by default.

DropZip™

Overview



DropZip is used when ever you want to compress files and folders into a Zip archive. DropZip can also be used to create Zip files that are encrypted with a password. DropZip functions in an almost identical manner to DropStuff, except that zip archives are created instead of StuffIt Archives. Typically you'll want to create zip archives when you send files to people using PC based computers.

***Tip:** Zip archives will typically be a little larger than StuffIt or StuffIt X archives made from the same data. Before you send zip archives to a Windows user, you should first consider sending them StuffIt Expander for Windows so that they can open the StuffIt and StuffIt X archives you send them. StuffIt Expander can be downloaded for free at <http://www.stuffit.com>*

Using DropZip

To use DropZip, drag and drop files and/or folders on to either the DropZip icon, or into the new DropZip application Window. When you drag and drop multiple items, those items are combined into a single archive file.

DropZip Menus

While DropZip is designed to be used as a drag and drop application, you can compress files using the “Zip” command in the DropZip File menu. When you choose “Zip” from the File menu, a file selection dialog will be used to allow you to select files to compress. Again, if you select multiple files in the selection dialog, they will be combined into a single archive file.

DropZip Preferences

DropZip Preferences can be used to change the compression level used when creating a zip archive, and can also be used to encrypt zip files with a password.

Zipping Prefs

- **Compression Level:** Sets the compression level that is used when creating Zip archives. None, Fast, Med, and Max are the available selections.
- **Delete Originals after Zipping:** When this option is set, DropZip will delete the original files that were added to an archive after the archive has been created.

Warning: *Use this option with caution!*

- **Zip each item as an individual archive:** When this option is set, multiple items dragged onto the DropZip icon or application window will be compressed as individual archives, rather than combined into a single large archive file.
- **Don't Zip files that are already compressed:** When this option is set, DropZip will not attempt to compress already compressed files (such as .mp3 audio files or .Gif images) before it adds them to an archive.
- **Encrypt archives with a password:** When this option is set, DropZip will encrypt the archives it creates with a password. You will be prompted to enter the password before items are compressed.

Note: *When you create an archive with encryption, be sure to make a careful note of your password. Aladdin cannot recover files from encrypted archives if you have lost your password. Also note that passwords are case sensitive.*

- **Ignore Finder Desktop Files:** When this option is set, DropZip will not add Finder files (such as Desktop Database files or .DStore) to an archive.
- **Show Drag Window:** When this option is set, DropZip will display a drag and drop window when the application runs. You can compress files and folders by dragging them onto this window.

UUEncoding Prefs

The options in the UUEncoding page allow you to instruct DropZip to UUEncode a Zip archive after it has been created. You can configure this behavior so that the archive is deleted after it has been encoded, and you can also choose to remove the .zip from the file name; the archive will be named file.uu, rather than file.tar.uu.

MacBinary

Macintosh Resource forks are not supported by Zip, Tar, and Lha archives. In order to preserve Macintosh Resource fork information it is necessary to MacBinary encode these files before they are added to an archive.

Tip: *Just StuffIt! (Use StuffIt X archives, that is)*

The MacBinary Preferences determines how this MacBinary Encoding is preformed.

- **Never:** Files will never be MacBinary encoded before they are added to a zip archive. Macintosh file information will be lost.
- **Smart:** This means that files that contain extended information (such as resource forks) will be encoded before they are zipped, files that do not contain extended information will not be MacBinary Encoded before they are added.
- **Always:** This option will cause all files added to a zip archive to first be MacBinary encoded, regardless of whether they contain extended file information.

***Note:** When you pick a MacBinary option, be aware of who will end up using your files. If you use MacBinary encoding and send the resulting Zip archive to a Windows user, they will most likely encounter problems when trying to unzip the contents. By default, we assume that you are zipping file because you want to send them to Windows users, and therefore the MacBinary preference is set to Never by default. The vast majority of Macintosh files are usable without there resource forks, so even if Mac users open zip archives created without MacBinary encoding, they should not encounter a problem using the files contained.*

Destination Prefs

The settings in the Destination page where on your hard drive the new archive file will be created.

- **Same As Original:** By default, DropZip will create archives in the same location as the original files that were compressed.
- **Ask:** This option causes DropZip to prompt you to specify a location to which the archive will be saved.
- **Use:** This option allows you to specify a location on your hard drive to which all archives created with DropZip will be saved.

Version Checking Prefs

This option allows you to specify whether or not DropZip should check online for updates or newer versions. This preferences is on by default.

Cool DropZip Tips and Tricks!

When you compress files in zip format using DropZip, you'll notice that they are typically smaller than the zip archives created by any other application, including PC applications like WinZip. The zip compression used by DropZip, and all the other applications in the StuffIt Deluxe application, is about 5% more efficient than the zip compression used by other applications. Better still, even though DropZip uses an improved form of zip compression, the archives you create will still be 100% compatible with all the other zip utilities available on the Mac and PC.

Contact Aladdin

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***Technical
Support***

Aladdin provides technical support via our web site:

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