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Each software is released under license type that can be found on program pages as well as on search or category pages. Here are the most common license types:Freeware programs can be downloaded used free of charge and without any time limitations. Freeware products can be used free of charge for both personal and professional (commercial use).Open SourceOpen Source software is software with source code that anyone can inspect, modify or enhance. Programs released under this license can be used at no cost for both personal and commercial purposes. There are many different open source licenses but they all must comply with the Open Source Definition - in brief: the software can be freely used, modified and shared.Free to PlayThis license is commonly used for video games and it allows users to download and play the game for free. Basically, a product is offered Free to Play (Freemium) and the user can decide if he wants to pay the money (Premium) for additional features, services, virtual or physical goods that expand the functionality of the game. In some cases, ads may be shown to the users.DemoDemo programs have a limited functionality for free, but charge for an advanced set of features or for the removal of advertisements from the program's interfaces. In some cases, all the functionality is disabled until the license is purchased. Demos are usually not time-limited (like Trial software) but the functionality is limited.TrialTrial software allows the user to evaluate the software for a limited amount of time. After that trial period (usually 15 to 90 days) the user can decide whether to buy the software or not. Even though, most trial software products are only time-limited some also have feature limitations.PaidUsually commercial software or games are produced for sale or to serve a commercial purpose. Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit - provide a link to the license, and indicate if changes were made - You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation - No warranties are given. 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Proprietary software whose full use is limited in timeShareware is a type of proprietary software that is initially shared by the owner for trial use at little or no cost.[1] Often the software has limited functionality or incomplete documentation until the user sends payment to the software developer.[2] Shareware is often offered as a download from a website. Shareware differs from freeware, which is fully-featured software distributed at no cost to the user but without source code being made available; and free and open-source software, in which the source code is freely available for anyone to inspect and alter.There are many types of shareware and, while they may not require an initial up-front payment, many are intended to generate revenue in one way or another. Some limit use to personal non-commercial purposes only, with purchase of a license required for use in a business enterprise. The software itself may be time-limited, or it may remind the user that payment would be appreciated.Trialware or demoware is a program that limits the time that it can be effectively used, commonly via a built-in time limit, number of uses, or only allowing progression up to a certain point (e.g. in video games, see Game demo).[3] The user can try out the fully featured program until the trial period is up, and then most trialware reverts to either a reduced-functionality (freemium, nagware, or crippleware) or non-functional mode, unless the user purchases a full version.[4] Trialware has become normalized for online Software as a Service (SaaS).[citation needed] WinRAR is a notable example of an unlimited trialware, i.e. a program that retains its full functionality even after the trial period has ended. The rationale behind trialware is to give potential users the opportunity to try the program to judge its usefulness before purchasing a license. According to industry research firm Softletter, 66% of online companies surveyed had free-trial or paying-customer conversion rates of 27% or less. SaaS providers employ a wide range of strategies to nurture leads and convert them into paying customers.Main article: FreemiumFreemium works by offering a product or service free of charge (typically digital offerings such as software, content, games, web services or other) while charging a premium for advanced features, functionality, or related products and services. For example, a fully functional feature-limited version may be given away for free, with advanced features disabled until a license fee is paid. The word freemium combines the two aspects of the business model, "free" and "premium".[5] It has become a popular model especially in the antivirus industry.Main article: AdwareAdware, short for "advertising-supported software", is any software package which automatically renders advertisements in order to generate revenue for its author. Shareware is often packaged with adware to lower the shareware fees or eliminate the need to charge users a fee. The advertisements may take the form of a banner on an application window. The functions may be designed to analyze which websites the user visits and to present advertising pertinent to the types of goods or services featured there. The term is sometimes used to refer to software that displays unwanted advertisements, which typically are more intrusive and may appear as pop-ups, as is the case in most ad-oriented spyware.[6] During the installation of the intended software, the user is presented with a requirement to agree to the terms of click through an end-user license agreement or similar licensing which governs the installation of the software.[7]Main article: CripplewareCrippleware has vital features of the program, such as printing or the ability to save files, disabled or unwanted features like watermarks on screenshotting and video editing software[8] until the user buys the software. This allows users to take a close look at the features of a program without being able to use it to generate output. The distinction between freemium and crippleware is that an unlicensed freemium program has useful features disabled, while crippleware demonstrates its potential but is less useful on its own.Main article: DonwareDonware is a licensing model that supplies fully operational unrestricted software to the users and requests an optional donation be paid to the programmer or a third-party beneficiary (usually a non-profit). [9] The amount of the donation may also be stipulated by the author, or it may be left to the discretion of the user, based on individual perceptions of the software's value. Since donations are not fully operational (i.e. not crippleware) with payment options, it is a type of freeware. In some cases, there is a delay to start the program, a "nag" screen reminding the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user has donated to (paid for) the software.Nagware (also known as begware, annoyware or a nagscreen) is a pejorative term for shareware that persistently reminds the user to purchase a license.[10] It usually does this by popping up a message when the user starts the program, or intermittently while the user is using the application. These messages can appear as windows obscuring part of the screen, or as modal window message boxes that can quickly be closed. Some nagware keeps the message up for a certain time period and locking the application, forcing the user to wait to continue to use the program. Unlicensed programs that support printing may superimpose a watermark on the printed output, typically stating that the output was produced by an unlicensed copy. Some titles display a dialog box with payment information and a message that paying will remove the notice, which is usually displayed either upon startup or after an interval while the application is running. These notices are designed to annoy the user into paying.Postcardware, also called just cardware, is a style of software distribution similar to shareware, distributed by the author on the condition that users send the author a postcard. A variation of cardware, emailware, uses the same approach but requires the user to send the author an email. Postcardware, like other novelty software distribution terms, is often not strictly enforced. Cardware is similar to beerware.The concept was first used by Aaron Giles, author of JPEGView.[11] Another well-known piece of postcardware is the roguelike game Ancient Domain of Mystery, whose author collect postcards from the world. Other popular application areas have been postcards for PC-Talk [12] and the Internet era, books compiling reviews of available shareware were published, sometimes targeting specific niches such as small business. These books would typically come with one or more floppy disks or CD-ROMs containing software from the book.[26]As Internet use grew, users turned to downloading shareware programs from FTP or web sites. This spelled the end of bulletin board systems and shareware disk distributors. At first, disk space on a server was hard to come by, so networks like Info-Mac were developed, consisting of non-profit mirror sites hosting large shareware libraries accessible via the web or ftp. With the advent of the commercial web hosting industry, the authors of shareware programs started their own sites where the public could learn about their programs and download the latest versions, and even pay for the software online. This erased one of the chief distinctions of shareware, as it was now most often downloaded from a central "official" location instead of being shared samizdat-style by its users. To ensure users would get the latest bug-fixes as well as an install untainted by viruses or other malware, some authors discouraged users from giving the software to their friends, encouraging them to send a link instead.Major download sites such as VersionTracker and CNet's Download.com began to rank titles based on quality, feedback, and downloads. Popular software was sorted to the top of the list, along with products whose authors paid for preferred placement.If features are disabled in the freely accessible version, paying may provide the user with a license key or code they can enter into the software to disable the notices and enable full functionality. Some pirate web sites publish license codes for popular shareware, leading to a kind of arms race between the developer and the pirates where the developer disables pirated codes and the pirates attempt to get or generate new ones. Some software publishers have started accepting known pirated codes, using the opportunity to educate users on the economics of the shareware model.[27]Some shareware relies entirely on the user's honesty and requires no password. Simply checking an "I have paid" checkbox in the application is all that is required to disable the registration notices.[28][29]Main article: Game demoThis article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unourced material may be challenged and removed.Find sources: "Shareware"news newspapers books scholar JSTOR (December 2016) (Learn how and when to remove this message)In the early 1990s, shareware distribution was a popular method of publishing games for smaller developers, including then-fledgling companies Apogee Software (also known as 3D Realms), Epic MegaGames (now Epic Games), Ambrosia Software and id Software. It gave consumers the chance to play the game before investing money in it, and it gave them exposure that some products would be unable to get in the retail space.With the Kroz series, Apogee introduced the "episodic" shareware model that became the most popular incentive for buying a game.[30] While the shareware game would be a truly complete game, there would be additional "episodes" of the game that were not shareware and could only be legally obtained by paying for the shareware episode. 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