Phaser Editor 2D

Backers Membership

Enterprise Tier Agreement v2

Version 2 Update Dec 12, 2022:

- Adds License Manager access.

I, Arian Fornaris Fernández, author of Phaser Editor 2D, and you, member of the Enterprise Tier of the Phaser Editor 2D Backers Membership, agree with the following points.

What you are allowed to do

1. You get access to the [License Manager](#) service. It is your responsibility to generate the license keys for your team, business or institution, using this service.
2. You can request permanent access to the closed-source parts of the editor.
3. You can request permanent access to the scripts for building the final products:
   - Phaser Editor 2D Core.
   - Phaser Editor 2D All-in-One.
4. You can request to be included as a successor of the editor's public and private GitHub repositories. [Learn more](#).
5. You can modify the editor's source code and create custom products for the internal use of your business.

6. You can ask for including new features or particular bug fixes in the editor's public development plan.
7. You can ask me to support your team in solving a particular editor issue. It does not include Phaser or third-party software issues.
8. You can negotiate any other request with me.

You should email me with the formal request at developers@phasereditor2d.com. You should use the same email address you used for purchasing the membership.

What you are not allowed to do

A) You cannot resell or distribute the editor.
B) You cannot provide any service based on the editor. Just business internal services are allowed.
C) You cannot share the closed source code of the editor outside your business.
D) You cannot share with the public any data or technical aspect of the closed parts of the editor.

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