

Esri Third-Party OSS/FOSS

Software Acknowledgements

*This document acknowledges certain third‐parties whose software may be used in Esri products. The most recent version of this document can be found at* <http://www.esri.com/legal/open-source-acknowledgements>.

*While Esri makes every effort to ensure that citations in this document are complete and accurate, errors may occur. If you see an error or omission, please help us improve this disclosure document by sending information to* [oss@esri.com](mailto:oss@esri.com).

*Some open source licenses require that the original or modified source code of an included project be made available. To request source code for any project covered under such license terms, send a request identifying the specific project to* [oss@esri.com](mailto:oss@esri.com).

Disclosed components will be found in the accompanying ArcGIS Reality Studio 2025.2 Open-Source Components spreadsheet. The spreadsheet contains information about Open Source Components, and the internal ArcGIS Reality Studio resource that uses the components. For each Open-Source Component, specific artifacts are provided in the Component License Artifacts folder. The spreadsheet lists the folder to look in for additional artifacts. Additional artifacts will include the component license, and may include other items such as author lists, patent notices, and other dependent component licenses.

In addition, Reality Studio includes the libsure and libsrat libraries which are documented in separate Open Source disclosures included in this folder.