



Overview of Immersion Licensing and Restricted Fields of Use

Vishay is proud to offer our line of IHPT® solenoid based haptic feedback devices to the market. These devices provide excellent, HD haptic performance for implementing a variety of tactile feedback experiences.

Vishay has an agreement with Immersion Corporation (“Immersion”) that allows Vishay customers to implement the Vishay IHPT devices into their haptic feedback applications without the need to obtain a separate license from Immersion as set forth herein. This provides a simple, cost effective solution for our customers to implement a haptic experience for their customers without concern for a separate license agreement with Immersion.

Immersion develops and markets haptic technology and is the owner of United States and foreign patents and patent applications relating to haptic feedback. The implementation of IHPT products is licensed under one or more of the U.S. Patents found at the following address www.immersion.com/patent-marking.html (and other patents pending) (“Immersion Patents”).

Upon purchase of a Vishay IHPT product, the customer receives a sublicense to the Immersion Patents for the IHPT products for use in haptic feedback applications. This sublicense allows Vishay IHPT customers to use the Immersion haptic technology in their haptic feedback applications in any field of use except as set forth below.

RESTRICTED FIELDS OF USE

The sublicense to the Immersion Patents described above does not apply to the following restricted fields of use.

Gaming Field of Use. The market for devices that are primarily designed and marketed to consumers for use in connection with playing video games, including, but not limited to, video game consoles (including, but not limited to, portable or handheld gaming consoles), and consumer gaming peripherals (e.g., game pads, steering wheels, other game controllers) for use in conjunction with playing video games.

Sexual Wellness Field of Use. The market for software and devices that provide or assist in the provision of sexual pleasure or promote sexual wellness or that are incorporated into or used by devices that promote sexual pleasure or promote sexual wellness.

Virtual Reality Field of Use. The market for devices that are primarily designed and marketed to consumers to be used to enable an end-user to experience Virtual Reality Environments.

This does not imply that the IHPT devices cannot be used for these applications. Rather, customers that intend to use Vishay IHPT devices in a restricted field of use must consult with Immersion directly regarding licensing opportunities.

Further information can be found at the link to IHPT FAQ's at www.vishay.com/doc?34604.