Net-X-Player

API

Version 7.0.750 (2023-09-25)

1 Introduction **5**
1.1 Conventions 5
1.2 About Net-X-Player 6
1.3 System Requirements 7
1.3.1 Recommended Environment 7
2 Overview **8**
3 Quick Start: **9**
3.1 Using Net-X-Player and its self-contained controls as a player 9
4 Setup and Flags **10**
5 MP4, RTIN and Live RTIN **13**
5.1 Optional Flash Player (not recommended for new installs) 13
6 Functions **15**
6.1 Playback Control 15
6.1.1 setPlayMode(nPlayMode)* 15
6.1.2 GetPlayMode()* 15
6.1.3 play() 15
6.1.4 shuttle(speed) 15
6.1.5 shuttleOffset(increment) 15
6.1.6 Pause() 15
6.1.7 Paused() 16
6.1.8 PlayPause() 16
6.1.9 fastPlayParams(fastIntervalMs, fastSpeedFactor, fUsePlayInFFwd, fUsePlayInFRwd) 16
6.1.10 getMaxFastPlaySpeed() 16
6.1.11 setMaxFastPlaySpeed(maxSpeed) 16
6.1.12 fastForward(speed) 16
6.1.13 fastRewind(speed) 17
6.1.14 State() 17
6.1.15 seekRelative(nFramesDistance) 17
6.1.16 seek(location, nType) 17
6.1.17 seekForward(stepFrames) 17
6.1.18 seekBackward(stepFrames) 17
6.1.19 skip(seconds) 17
6.1.20 setLiveFollowSeconds(seconds) 18
6.1.21 getLiveFollowSeconds() 18
6.1.22 SeekEnd() 18
6.1.23 offsetSecond (seconds) 18
6.1.24 ToAbsTimeCode() * 18
6.1.25 toTimeCode() * 18
6.1.26 stop() 18
6.2 Status 19
6.2.1 duration(nType) 19
6.2.2 lastFrame(nType) 19
6.2.3 direction() 19
6.2.4 curSpeed() 19
6.2.5 curPosition(nType) 19
6.2.6 curTCType() 20
6.2.7 setTCType(nTcType) 20
6.2.8 CurTC() 20
6.2.9 CurUB() 20
6.2.10 CurUUID() 20

6.2.11 CurFrameType()....20
6.2.12 CurFPS()....20
6.2.13 getIsLive()....21
6.3 Audio....22
6.3.1 audioMute()....22
6.3.2 audioMute(bool)....22
6.3.3 audioMuted()....22
6.3.4 audioLevel(nLevel)....22
6.3.5 audioLevelSlider()....22
6.3.6 audioSetChannel(pairToSet)....22
6.3.7 audioGetChannel ()....22
6.3.8 audioGetMaxChannel()....22
6.4 Video....24
6.4.1 getWidth()*....24
6.4.2 getHeight()*....24
6.4.3 getFrameRate()....24
6.4.4 curFileName()....24
6.4.5 loadFile(”videofile”, cb)....24
6.5 In and Out....25
6.5.1 markIn()....25
6.5.2 setIn(szTimeCode)....25
6.5.3 setInUb(szUB)....25
6.5.4 getIn()....25
6.5.5 getinUb()....25
6.5.6 seekIn()....25
6.5.7 markOut()....25
6.5.8 setOut(szTimeCode)....25
6.5.9 getOut()....26
6.5.10 getoutUb()....26
6.5.11 seekOut()....26
6.6 updateIn()....26
6.7 setOut(szTimeCode)....26
6.8 setOutUb(szUB)....26
6.9 updateOut()....26
6.10 Events....26
6.10.1 eventOne()*....27
6.10.2 eventTwo()*....27
6.10.3 eventThree()*....27
6.11 Other....27
6.11.1 VersionString()....27
6.11.2 dbgUrl()....27
6.11.3 IsIE()....27
6.11.4 IsEdge()....27
6.11.5 IsFF()....27
6.11.6 querystring(key)....27
6.11.7 initializePlayer([szFileName | Null], [onLoadedFcn | Null])....28
6.11.8 LoadFileRtin()....28
6.11.9 loadPlay(file, cb)....28
6.11.10 setMakeClip(newMakeClipFcn)....28
6.11.11 MakeLimit()....28
6.11.12 makeClip()....28

6.11.13 html5Controls(fActive)....29
6.11.14 requestFullscreen()....29
6.11.15 isFullscreen()....29
6.11.16 enableQtKeyboard()....29
6.11.17 disableQtKeyboard()....29
6.11.18 getGopAlignment()....29
6.11.19 setGopAlignment(nGopAlignType)....29
6.11.20 gopFindPrevIFrame(frame)....30
6.11.21 gopFindNextIFrame(frame)....30
6.11.22 findClosestIFrame(frame)....30
6.11.23 CurTCType()....30
6.11.24 SetTCType(nTcType)....30
6.12 videof functions (dl.videof.xxxxx())....31
6.12.1 videof.toTime(frame)....31
6.12.2 videof.toSMPTE(frame)....31
6.12.3 videof.toSeconds(SMPTE)....31
6.12.4 videof.toMilliseconds(SMPTE)....31
6.12.5 videof.toFrames(SMPTE)....31
7 Appendix 1: Flash Policy Server PHP (legacy)....32
8 Appendix 2: Flash Policy XML (legacy)....35
9 Appendix 3: Cross Domain Access....36
10 Copyrights and Trademark Notices....38
10.1 General....38
10.2 GNU LESSER GENERAL PUBLIC LICENSE....47
10.2.1.1 0. Additional Definitions....47
10.2.1.2 1. Exception to Section 3 of the GNU GPL....47
10.2.1.3 2. Conveying Modified Versions....47
10.2.1.4 3. Object Code Incorporating Material from Library Header Files....48
10.2.1.5 4. Combined Works....48
10.2.1.6 5. Combined Libraries....49
10.2.1.7 6. Revised Versions of the GNU Lesser General Public License....49
10.3 MPEG Disclaimers....50
10.3.1 MPEGLA MPEG2 Patent....50
10.3.2 MPEGLA MPEG4 VISUAL....50
10.3.3 MPEGLA AVC....50
10.3.4 MPEG4 SYSTEMS....50
10.4 Drastic Technologies Limited Warranty and Disclaimers....51
10.4.1 Warranty Remedies....51
10.4.2 Software Updates....51
10.4.3 Restrictions and Conditions of Limited Warranty....51
10.4.4 Limitations of Warranties....52
10.4.5 Damages....52

1 Introduction

This manual is for Net-X-Player version 7.x software from Drastic Technologies, Ltd.

1.1 Conventions

This manual assumes the following:

That the user knows how to operate a mouse and keyboard and perform the basic functions of Microsoft Windows, macOS or Linux operating system.

That the user is familiar with the creative software in use.

That the user has access to technicians capable of placing the device on the network and setting up any SAN systems if necessary.

The name of a control or display present on the interface will be displayed in **bold** text.

Where a portion of the manual is referred to the name of section mentioned will be displayed in *italics*.

Certain images in this document may have been grayed out where it is useful or necessary to place indicator marks to show specific controls or displays above a darker background.

1.2 About Net-X-Player

Net-X-Player is an HTML 5 browser video player optimized for post production use. Its main features include:

- Frame accurate seeking
- Time code support
- Extended playback controls
- Full keyboard control
- Contour and other external Jog/Shuttle support
- Custom event generation

There are two ways of using Net-X-Player.

The first is as a self-contained player that uses its own internal visual controls as-is. The main benefit of this mode is that the player is extremely easy to use and the HTML elements necessary to implement the player are kept to a bare minimum. Please see the file index_embed.html for an example. This is the easiest way to use Net-X-Player.

The second is as a controller to which you can attach a user-defined control interface. This way you could create a completely custom visual interface and use Net-X-Player for its control functions only. The file “videoplayer.html” shows how such a custom interface might be built. Although this interface is more flexible, it does demand a more intimate knowledge of HTML and Javascript as well as the API calls defined in this document.

Both of these methods use the various API calls described in this document. Not all API calls are used by both interfaces. Some API calls are not used by either of them but are there for added functionality that could be called by the user should they be needed for maximum user control and flexibility of operation.

For the quickest and most effective introduction to Net-X-Player, we suggest using Net-X-Player as a self-contained player first. Have a look at the way the video container is defined in the index_embed.HTML file and the way that the individual video files (both rtin and non-rtin) are defined and linked. Once you are comfortable with using Net-X-Player in that fashion, you can extend your control over the interface by creating your own interface and wiring up your own visual elements to the Net-X-Player API calls.

As with all software and all documentation about that software, there are many additions and modifications over time. Please use the most up to date versions of both and please let us know how we can improve.

1.3 System Requirements

1.3.1 Recommended Environment

The Net-X-Player API can be run in various environments. You will want a modern system capable of performing common computer functions.

Demo downloads of Drastic software are available for the user to test their application and to confirm their workflow. Faster and more powerful hardware will provide better performance. In some cases, specific hardware will be required in order to enable resource-intensive, advanced or optional features.

2 Overview

Net-X-Player is an HTML 5 browser video player optimized for post production use. Its main features include:

- Frame accurate seeking
- Time code support
- Extended playback controls
- Full keyboard control
- Contour and other external Jog/Shuttle support
- Custom event generation

There are two ways of using Net-X-Player.

The first is as a self-contained player that uses its own internal visual controls as-is. The main benefit of this mode is that the player is extremely easy to use and the HTML elements necessary to implement the player are kept to a bare minimum. Please see the file index_embed.html for an example. This is the easiest way to use Net-X-Player.

The second is as a controller to which you can attach a user-defined control interface. This way you could create a completely custom visual interface and use Net-X-Player for its control functions only. The file “videoplayer.html” shows how such a custom interface might be built. Although this interface is more flexible, it does demand a more intimate knowledge of HTML and Javascript as well as the API calls defined in this document.

Both of these methods use the various API calls described in this document. Not all API calls are used by both interfaces. Some API calls are not used by either of them but are there for added functionality that could be called by the user should they be needed for maximum user control and flexibility of operation.

For the quickest and most effective introduction to Net-X-Player, we suggest using Net-X-Player as a self-contained player first. Have a look at the way the video container is defined in the index_embed.HTML file and the way that the individual video files (both rtin and non-rtin) are defined and linked. Once you are comfortable with using Net-X-Player in that fashion, you can extend your control over the interface by creating your own interface and wiring up your own visual elements to the Net-X-Player API calls.

As with all software and all documentation about that software, there are many additions and modifications over time. Make sure to use the most up to date versions of both and please let us know how we can improve.

3 Quick Start:

3.1 Using Net-X-Player and its self-contained controls as a player

1) Look at index_embed.html.
2) Find the line that sets the src=”media/LBR.mp4". Change that line to the video file that you wish to use as the default. If you have an RTIN file for that video, give it the same name with an .rtin extension and store it in the same subdirectory/folder.
3) Look at the <table> section toward the end of the document. Add/modify the thumbnail images and/or the video files used to suit your needs.
4) Skip the rest of this document.

*(Yes, we know that using “on-click()” in the HTML is not considered unobtrusive javascript but it greatly simplifies understanding the example)

4 Setup and Flags

To add a Net-X-Player to your web page you must include the supporting css and js files within the head tag.

```
<head>
        <!-- drastic css is required to place the Net-X-Player elements -->
        <link href="css/video-dt.css" rel="stylesheet" type="text/css">
        <!-- netxplayer.js must be in the <head> for older IEs to work. -->
        <script src="js/netxplayer.js"></script>
</head>
```

These must go in the head, especially for Internet Explorer *(Note: Internet Explorer was retired on June 15, 2022)*.

To add the player in your page, add the following HTML:

```
  <!-- Begin Net-X-Player -->
  <div class="video-dt-box" id="dl-video-dt-box">
    <video id="dl-videoPlayer" class="video-js" width="640" height="360" playsinline webkit-playsinline preload poster="images/drastic.png">
      <source id="dl-mp4video" src="media/15 Min Timecode Pal NTSC Frames - Videoamt.mp4" type='video/mp4;' />
      <!-- Flash Fallback. Use any flash video player here. Make sure to keep the vjs-flash-fallback class. -->
      <object id="flash_fallback_1" class="vjs-flash-fallback" width="640" height="360" type="application/x-shockwave-flash"
        data="js/video-js.swf">
        <param name="movie" value="js/video-js.swf" />
        <param name="allowfullscreen" value="true" />
        <param name="flashvars"
          value='config={"playlist":["images/drastic.png", {"url": "15 Min Timecode Pal NTSC Frames - Videoamt.mp4","autoPlay":false,"autoBuffering":true}]}' />
        <!-- Image Fallback. Typically the same as the poster image. -->
        <img src="images/drastic.png" width="640" height="360" alt="Poster Image"
          title="No video playback capabilities." />
      </object>
    </video>
  </div>
  <!-- End NetXPlayer -->
```

```

```

Finally, at the very bottom of the file, just above the </body> tag, the player initialize function must be called.

```
<script>
  window.onload = dl.initializePlayer();
</script>
```

IMPORTANT: Each video player instance is linked to a user-defined variable. That variable needs to be correctly placed in a few different places in your HTML page. For the purposes of this documentation we have used a two character variable named “dl”. The reason to have this variable is to allow multiple videos on the same page (See the index_2video.html file for an example of having 2 videos on the same HTML page)

1) As the first 2 characters of the “id” fields for 3 HTML lines:

```
<div class="video-dt-box" id="dl-video-dt-box">
<video id="dl-videoPlayer" class="video-js" width="640" height="360"  ...
<source id="dl-mp4video" src="media/LBR_000.mp4" type='video/mp4;' />
```

Please note that all 3 “id” fields in the above 3 lines start with “dl-”. (You may, of course, change that to another name but it must be consistently applied as per this documentation) Also note that although the variable name is “dl” that there is also the requirement of a hyphen following the variable name FOR THIS STEP ONLY.

2) In the <script> section where you see the dl variable linked to the Net-X-Player definition:
var dl = NetXPlayer({ …
and
instance : 'dl',

3) In the onload section:
window.onload = dl.initializePlayer();

That's it!

On the <video> line there are optional flags to allow more user control:

- **controls** – enable 'in video' controls
- **nocontrols** – disable under video controls

- **noclip** – disable the “clip” option in the video controls group
- **preload** – preload the video, if possible
- **autoplay** – start playing on load
- **loop** – loop playback at the end

5 MP4, RTIN and Live RTIN

The Net-X-Player generally uses a browser native decode for the media (mostly MP4) files. If there is an RTIN available, it will be next to the media file, with the same name and the RTIN extension. These are picked up automatically by the HTML5 layer of the player, and the per frame time code is used automatically with the source file.

Another use case of the Net-X-Player is to play unsupported HTML5 video formats (MXF, MOV, AVI, etc.) that have supported essence and to play supported formats that are currently open for recording, that cannot be opened by the native decoder. In this case, Net-X-Player uses a custom HTML5 or Adobe Flash component to open and read the RTIN directly, avoiding reading the unclosed/open MP4 file. For this to work, the server must allow progressive HTTP requests on port 80.

5.1 Optional Flash Player (not recommended for new installs)

The Flash version of the player is no longer recommended, but if using Flash, it must be enabled in the browser you are using and to allow the server to receive the requests, a Flash socket server must be run on the HTTP server, so that Flash will not block the partial requests to the HTTP server. This is a security check in flash, and cannot be overridden any other way.

(Note: Adobe no longer supports Flash Player after December 31, 2020)

The easiest way to achieve this is to use an XML file and a PHP program. The XML file should look like this:

```
<cross-domain-policy>
    <allow-access-from domain="*" to-ports="80" />
</cross-domain-policy>
```

The PHP program is available at the link above, and is listed in the appendix to this document as well.

Once the above are set up, the RTIN can be specified in the video tag just like the MP4 would be. The only other thing to add is to make the flash technology the default choice for playback, with data-setup='{“techOrder”:[“flash”]{' like the example below:

```
   <video id="Video1" class="video-js vjs-default-skin" width="640" height="264" controls data-setup='{"techOrder":["flash"]}'>
     <source src="media/LBR_000.rtin" type='video/mp4;' />
```

```
    <!-- Flash Fallback. Use any flash video player here. Make sure to keep the ntx-flash-fallback class. -->
    <object id="flash_fallback_1" class="nxc-flash-fallback" width="640" height="264" type="application/x-shockwave-flash"
      data="js/video-js.swf">
      <param name="movie" value="js/net-x-player.swf" />
      <param name="allowfullscreen" value="true" />
      <param name="flashvars"
        value='config={"playlist":[{"url": "media/LBR_000.rtin","autoPlay":false,"autoBuffering":false}]}' />
    </object>
  </video>
```

6 Functions

Note: a trailing “*” in the function name indicates that function has not been created and tested yet.

6.1 Playback Control

Basic transport control and status for playback

6.1.1 setPlayMode(nPlayMode)*

6.1.2 GetPlayMode()*

Returns the current play mode (1=Normal, 2=Loop)

6.1.3 play()

Play forward at normal play speed (1x). Returns void.

6.1.4 shuttle(speed)

NOTE: same as playAtSpeed()
1.0 is regular speed forward, -1.0 is regular speed backward, 2.0 is forward twice as fast, etc. Returns void.

6.1.5 shuttleOffset(increment)

Increment (decrement if negative) the current speed/direction by an incremental amount. Returns void.

6.1.6 Pause()

Pause playback at the current location. Returns void.

6.1.7 Paused()

Returns true if paused and false if not.

6.1.8 PlayPause()

Toggles between Play and Pause for the running video. Returns void. (*** only called in keyboard functions!)

6.1.9 fastPlayParams(fastIntervalMs, fastSpeedFactor, fUsePlayInFFwd, fUsePlayInFRwd)

Set the time interval in milliseconds for the jumps when doing fast forward or rewind. If just fastIntervalMs is set, then fastSpeedFactor will be (1000 / fastIntervalMs) and fUsePlayInFFwd and fUsePlayInFRwd will be false. Return void.

- **fastIntervalMs** – time between seeks in milliseconds
- **fastSpeedFactor** – multiplier for speed to match the fastIntervalMs
- **fUsePlayInFFwd** – play the stream in play during the fast reverse seeks (default false)
- **fUsePlayInFRwd** – play the stream in play during the fast forward seeks (default false)

6.1.10 getMaxFastPlaySpeed()

Get the maximum allowable fast forward or reverse speed (default is 10x). Returns Number.

6.1.11 setMaxFastPlaySpeed(maxSpeed)

Set the maximum allowable fast forward or reverse speed. No larger than 10x is recommended, as it will use seeks to emulate speeds above 10x. Returns void.

6.1.12 fastForward(speed)

Play fast forward (default is 5x). Returns void.

6.1.13 fastRewind(speed)

Play fast backwards (default 5x). Returns void.

6.1.14 State()

Returns: Fast Reverse, Rewind, Shuttle Backward, Pause, Shuttle Forward, Play, or Fast Forward depending on direction and speed of playback. Returns String.

6.1.15 seekRelative(nFramesDistance)

Seek a number of frames forward, if positive, or backwards, if negative. Returns Void.

6.1.16 seek(location, nType)

Seek to a specific frame, second, or time code depending on nType. For more information on nType, see the Duration() function. Returns Void.

6.1.17 seekForward(stepFrames)

NOTE: could be part of seek() (frames)
Seek forward from the current position stepFrames in frames. Returns Void.

6.1.18 seekBackward(stepFrames)

NOTE: could be part of seek() (frames)
Seek backward from the current position stepFrames in frames. Returns Void.

6.1.19 skip(seconds)

Seek in either direction (negative backwards/positive forwards) a number of seconds. Returns Void.
NOTE: could be part of seek() (seconds)

6.1.20 setLiveFollowSeconds(seconds)

Set the number of seconds back from the live recording head that we will play from.

6.1.21 getLiveFollowSeconds()

Get the number of seconds back from the live recording head that we will play from.

6.1.22 SeekEnd()

Seek to the end of the file. If it is a live recording file, go into play and chase the record head. Returns Void.

6.1.23 offsetSecond (seconds)

Move a negative or positive offset from the current position in seconds. Returns Void.

6.1.24 ToAbsTimeCode() *

Not called by any function. (*** should it be documented?)

6.1.25 toTimeCode() *

Not called by any function. (*** should it be documented?)

6.1.26 stop()

Stop playback and return to the first frame of the file. Returns Void.

6.2 Status

6.2.1 duration(nType)

Returns the total duration of the file. The nType specifies the format to be returned:

- **1** – video frames (integer)
- **2** – seconds (float)
- **3** – time code (string)

6.2.2 lastFrame(nType)

Returns the last frame that can be displayed. This is normally one frame less than the duration/out point, but can be earlier.

- **1** = in video frames, returns Number
- **2** = in seconds, returns Float
- **3** = in time code, returns String

6.2.3 direction()

Returns the current direction of the player. Returns Number.

- **0** = stop/pause
- **-1** = reverse
- **1** = forward

6.2.4 curSpeed()

Returns the current speed the player is playing at as a float, where 1.0 is normal play speed. Returns Float.

6.2.5 curPosition(nType)

Return the current position within the file. See Duration() for the nType setting.

- **1** = in video frames, returns Number
- **2** = in seconds, returns Float
- **3** = in time code, return String

6.2.6 curTCType()

Returns the current time code type being used. Returns Number.

- **1** – 24FPS/Film
- **2** – NDF (Non Drop Frame)
- **4** – DF (Drop Frame)
- **8** – 25FPS/PAL
- **16** – 50FPS
- **32** – 59.94FPS DF
- **64** – 60FPS NDF

6.2.7 setTCType(nTcType)

Set the time code type. Returns Void.

6.2.8 CurTC()

Returns the current time code as SMPTE. Returns String.

6.2.9 CurUB()

Returns the current user bits. Returns String.

6.2.10 CurUUID()

Returns the current UUID for the file, or “” if there is no UUID. It is returned in the form “8c11f9088d6411e58994feff819cdc9f”. Returns String.

6.2.11 CurFrameType()

Returns I, B or P for the current frame (or “0” if not I, B, or P). Returns String.

6.2.12 CurFPS()

Returns a float number with two decimal places, like 29.97 or 59.94.

6.2.13 getIsLive()

Returns true if the file loaded is currently recording, otherwise it returns false.

6.3 Audio

6.3.1 audioMute()

6.3.2 audioMute(bool)

If no variable is passed, toggle the audio mute (if muted, unmute and visa versa). If a bool (true/false) is supplied, then explicitly mute or unmute the audio. Returns Void.

6.3.3 audioMuted()

Returns the current audio mute state. If true, then the audio is muted, else it will return false. Returns bool.

6.3.4 audioLevel(nLevel)

Set the audio level (min = 0.0, max = 1.0). Returns Void.

6.3.5 audioLevelSlider()

Sets the volume based on a slider in the HTML code with an ID of “audioslider”. Returns Void.

6.3.6 audioSetChannel(pairToSet)

Sets the pair of audio AAC channel to playback. Returns Void.

6.3.7 audioGetChannel ()

Get the current pair of audio AAC channel that is playing back. Returns Number.

6.3.8 audioGetMaxChannel()

Returns the maximum number of channel pairs in the current RTIN file. Returns Number.

6.4 Video

6.4.1 getWidth()*

6.4.2 getHeight()*

Returns the width or height of the video

6.4.3 getFrameRate()

Returns the frame rate of the file being played. Returns Number. (*** same as curFps())

6.4.4 curFileName()

Returns the name of the file being played. Returns String.

6.4.5 loadFile(”videofile”, cb)

Load but don't play the video file that is passed in. Set up in the HTML file (e.g. show thumbnail files and the user loads them by clicking on them. See index.html for an example). Note that you can pass a callback function as the (optional) second parameter. Returns Void.

6.5 In and Out

6.5.1 markIn()

Set the current time as the in time. Returns Void.

6.5.2 setIn(szTimeCode)

Set the in time explicitly. Returns Void.

6.5.3 setInUb(szUB)

Set the in user bits explicitly. Returns Void.

6.5.4 getIn()

Return the current in point time code string. Returns String.

6.5.5 getinUb()

Return the current in point user bit string. Returns String.

6.5.6 seekIn()

Go to the current in point. Returns Void.

6.5.7 markOut()

Set the current time as the out time. Returns Void.

6.5.8 setOut(szTimeCode)

Set the out time explicitly. Returns Void.

6.5.9 getOut()

Return the current out point time code string. Returns String.

6.5.10 getoutUb()

Return the current out point user bit string. Returns String.

6.5.11 seekOut()

Go to the current “out” time. Returns void.

6.6 updateIn()

When using the default GUI, this sets szinText = intcText.value. Returns Void.

6.7 setOut(szTimeCode)

Set the out time explicitly. Returns Void.

6.8 setOutUb(szUB)

Set the out user bits explicitly. Returns Void.

6.9 updateOut()

When using the default GUI, this sets szoutText = outtcText.value. Returns Void.

6.10 Events

6.10.1 eventOne()*

6.10.2 eventTwo()*

6.10.3 eventThree()*

6.11 Other

6.11.1 VersionString()

Returns the version of Net-X-Player that is running and also prints it on the console. e.g. "7.0.421"

6.11.2 dbgUrl()

Prints to the console the video file being loaded/played. Returns String. This is used during debugging and should not be very useful otherwise (*** document this?)

6.11.3 IsIE()

Returns true if the browser is IE.

6.11.4 IsEdge()

Returns true if the browser is Edge.

6.11.5 IsFF()

Returns true if the browser is FireFox.

6.11.6 querystring(key)

Returns the value of the variable passed on the URL line. e.g. if the URL is http://www.drastic.tv/netxplayer/index_embed.html?this=that then querystring(this) would return “that”.

6.11.7 initializePlayer([szFileName | Null], [onLoadedFcn | Null])

Initializes and sets up the Net-X-Player control. The first parameter is an optional file name and path. If this is not used, the one in the HTML tag will be used. If can also be set to null, if the onLoadedFcn is required. The onLoadedFcn is a callback function that will be called when the file is initially loaded, and its metadata is valid. Returns Void. E.G.

```
function OnLoaded() {
 console.log('OnLoaded() duration = ' + dl.duration(1));
};
window.onload = dl.initializePlayer(szProxyName, onLoaded);
```

6.11.8 LoadFileRtin()

Load a .rtin file held in the variable szRTINFile or composed of the video's root file name with an added .rtin extension. (*** should this be documented? It is only used by initializePlayer(), curUB(), and loadFile())

6.11.9 loadPlay(file, cb)

Loads and starts playing the named file and then calls the callback function (cb) if one was passed. Returns void.

6.11.10 setMakeClip(newMakeClipFcn)

Set the function to call when the make clip button is pressed. This is user-defined as this function does not come with Net-X-Player. Returns Void.

6.11.11 MakeLimit()

Function that only allows viewing the video between the Mark In time and the Mark Out Time. Returns void.

6.11.12 makeClip()

Calls via http a function to create the clip. Returns Void.

6.11.13 html5Controls(fActive)

Enable or disable the HTML5 controls within the player. If called without fActive, it will return the current state of the HTML5 controls.

6.11.14 requestFullscreen()

Request that the browser player goes full screen. This may be denied by the user's security settings, and can be checked with isFullscreen().

6.11.15 isFullscreen()

Returns a bool, true if the player is in fullscreen, otherwise false.

6.11.16 enableQtKeyboard()

Enable keyboard control of the player. Returns Number.

6.11.17 disableQtKeyboard()

Disable keyboard control of the player. Returns Number.

6.11.18 getGopAlignment()

Get the current type of GOP alignment in use. Returns Number.

0 – No alignment/frame accurate
1 – Align mark in and mark outs
2 – Align mark in, mark out and seeks
3 – Align mark in, mark out, seeks and pauses

6.11.19 setGopAlignment(nGopAlignType)

Set the current type of GOP alignment. See getGopAlignment() for possible settings. Returns Void.

6.11.20 gopFindPrevIFrame(frame)

Find closest Iframe before the passed in frame number.

6.11.21 gopFindNextIFrame(frame)

Find closest Iframe after the passed in frame number.

6.11.22 findClosestIFrame(frame)

Find closest Iframe to the passed in frame number. Calls gopFindPrevIFrame() and gopFindNextIFRame().

6.11.23 CurTCType()

Returns the current time code type being used for time code display and processing

- **1** – 24FPS/Film
- **2** – NDF (Non Drop Frame)
- **4** – DF (Drop Frame)
- **8** – 25FPS/PAL
- **16** – 50FPS
- **32** – 59.94FPS DF
- **64** – 60FPS NDF

6.11.24 SetTCType(nTcType)

Sets the current time code type. See CurTCType above for settings.

6.12 videof functions (dl.videof.xxxxx())

6.12.1 videof.toTime(frame)

Returns the current time code of the frame in the video in HH:MM:SS format.

6.12.2 videof.toSMPTE(frame)

Returns a SMPTE time code in HH:MM:SS;FF format.

6.12.3 videof.toSeconds(SMPTE)

Converts a SMPTE time code to Seconds.

6.12.4 videof.toMilliseconds(SMPTE)

Converts a SMPTE time code to Milliseconds.

6.12.5 videof.toFrames(SMPTE)

Converts a SMPTE time code to its equivalent frame number.

7 Appendix 1: Flash Policy Server PHP (legacy)

```
#!/usr/bin/env python
#
# flashpolicyd.py
# Simple socket policy file server for Flash
#
# Usage: flashpolicyd.py [--ipv6=1] [--port=N] --file=FILE
#
# Logs to stderr
# Requires Python 2.5 or later

from __future__ import with_statement

import sys
import optparse
import socket
import thread
import exceptions
import contextlib

VERSION = 0.1

class policy_server(object):
    def __init__(self, ipv6, port, path):
        self.ipv6 = ipv6
        self.port = port
        self.path = path
        self.policy = self.read_policy(path)
        self.log('Listening on port %d\n' % port)
        if ipv6 == 1:
                        try:
                                self.sock = socket.socket(socket.AF_INET6, socket.SOCK_STREAM)
                        except AttributeError:
                                # AttributeError catches Python built without IPv6
                                self.sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
                        except socket.error:
                                # socket.error catches OS with IPv6 disabled
                                self.sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
        else:
                        self.sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

        self.sock.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
        self.sock.bind(('', port))
        self.sock.listen(5)
    def read_policy(self, path):
        with file(path, 'rb') as f:
            policy = f.read(10001)
            if len(policy) > 10000:
                raise exceptions.RuntimeError('File probably too large to be a policy file',
                                              path)
            if 'cross-domain-policy' not in policy:
```

```
            raise exceptions.RuntimeError('Not a valid policy file',
                                          path)
        return policy
    def run(self):
        try:
            while True:
                thread.start_new_thread(self.handle, self.sock.accept())
        except socket.error, e:
            self.log('Error accepting connection: %s' % (e[1],))
    def handle(self, conn, addr):
        addrstr = '%s:%s' % (addr[0],addr[1])
        try:
            self.log('Connection from %s' % (addrstr,))
            with contextlib.closing(conn):
                # It's possible that we won't get the entire request in
                # a single recv, but very unlikely.
                request = conn.recv(1024).strip()
                if request != '<policy-file-request/>\0':
                    self.log('Unrecognized request from %s: %s' % (addrstr, request))
                    return
                self.log('Valid request received from %s' % (addrstr,))
                conn.sendall(self.policy)
                self.log('Sent policy file to %s' % (addrstr,))
        except socket.error, e:
            self.log('Error handling connection from %s: %s' % (addrstr, e[1]))
        except Exception, e:
            self.log('Error handling connection from %s: %s' % (addrstr, e[1]))
    def log(self, str):
        print >>sys.stderr, str

def main():
    parser = optparse.OptionParser(usage = '%prog [--ipv6=IPV6] [--port=PORT] --file=FILE',
                                   version='%prog ' + str(VERSION))
    parser.add_option('-i', '--ipv6', dest='ipv6', type=int, default=0,
                      help='listen on ipv6 instead of ipv4', metavar='IPV6')
    parser.add_option('-p', '--port', dest='port', type=int, default=843,
                      help='listen on port PORT', metavar='PORT')
    parser.add_option('-f', '--file', dest='path',
                      help='server policy file FILE', metavar='FILE')
    opts, args = parser.parse_args()
    if args:
        parser.error('No arguments are needed. See help.')
    if not opts.path:
        parser.error('File must be specified. See help.')

    try:
        policy_server(opts.ipv6, opts.port, opts.path).run()
    except Exception, e:
        print >> sys.stderr, e
        sys.exit(1)
    except KeyboardInterrupt:
        pass

if __name__ == '__main__':
    main()
```

8 Appendix 2: Flash Policy XML (legacy)

```
<cross-domain-policy>
    <allow-access-from domain="*" to-ports="80" />
</cross-domain-policy>
```

9 Appendix 3: Cross Domain Access

If you need to serve your HTML pages from one server, and your MP4/RTIN content from another, you will need to enable cross domain access. For security reasons, browsers restrict cross-origin HTTP requests initiated from within scripts. For example, XMLHttpRequest follows the same-origin policy. So, a web application using XMLHttpRequest could only make HTTP requests to its own domain. To allow the Net-X-Player to make requests to a different server, that server's configuration must be modified to allow the request. The following is a description of a setup to allow an Apache HTTP server to allow request from ANYWHERE in the network. It should not be used on production or internet facing systems. For those, the allowed source servers MUST be limited, as described below.

To allow requests from ANY server for development, add the following lines to your httpd.conf under the <VirtualHost section that has the files you need access to:

```
# Always set these headers.
Header always set Access-Control-Allow-Origin "*"
Header always set Access-Control-Allow-Methods "POST, GET, OPTIONS, DELETE, PUT"
Header always set Access-Control-Max-Age "1000"
Header always set Access-Control-Allow-Headers "x-requested-with, Content-Type, origin, authorization, accept, client-security-token"

# Added a rewrite to respond with a 200 SUCCESS on every OPTIONS request.
RewriteEngine On
RewriteCond %{REQUEST_METHOD} OPTIONS
RewriteRule ^(.*)$ $1 [R=200,L]
```

These lines basically change the headers being returned from your server, indicating to the caller that it can make cross domain requests to this server. As such, this change must be made on the server that is supplying the MP4 and RTIN files. It does not have to be made on the server supplying the HTML/CSS/etc. The reason for the second, rewrite, section is to make sure any 'preflight' requests (empty request to check availability) also work, just as the eventual request for the resource with.

There should also be a crossdomain.xml file in the root for the flash player in the browser to allow access to the RTIN file. Like the cross domain access for Apache, this file should be locked down to only allow connections from well known servers under your control. The file should look like this:

```
<?xml version="1.0"?>
<!DOCTYPE cross-domain-policy SYSTEM "http://www.adobe.com/xml/dtds/cross-domain-policy.dtd">
<cross-domain-policy>
        <allow-access-from domain="*"/>
```

```
</cross-domain-policy>
```

IMPORTANT:
The configuration above is for development and in house use only. To deploy to production servers, the <Header always set Access-Control-Allow-Origin "*"> line must be changed to only allow requests from the known servers that you expect to make those request. For example:

```
Header always set Access-Control-Allow-Origin "http://www.espn.com"
Header always set Access-Control-Allow-Origin "http://www.espn2.com"
Header always set Access-Control-Allow-Origin "http://199.181.132.250"
```

and the crossdomain.xml in the root of the file server should also be limited to the same sites.

10 Copyrights and Trademark Notices

10.1 General

Copyright 2025, Drastic Technologies Ltd. All rights reserved worldwide. No part of this publication may be reproduced, transmitted, transcribed, altered, or translated into any languages without the written permission of Drastic Technologies. Information and specifications in this document are subject to change without notice and do not represent a commitment on the part of Drastic Technologies.

A&E Television Networks - A&E Networks is a trademark of A&E Television Networks

Adobe, Inc. - Adobe, the Adobe logo, Adobe Premiere, Adobe After Effects, Creative Cloud, Frame.io, and Iridas are either registered trademarks or trademarks of Adobe in the United States and/or other countries.

Advanced Micro Devices, Inc. - AMD is a trademark of Advanced Micro Devices, Inc.

ADVANTECH CO., LTD - ADVANTECH and B&B are trademarks of ADVANTECH CO., LTD

AES Audio Engineering Society - AES and Audio Engineering Society are trademarks of the Audio Engineering Society

aescripts + aeplugins - ZXPInstaller Copyright aescripts + aeplugins 2023

AIMS Alliance - The AIMS Alliance is a trademark of Alliance for IP Media Solutions (AIMS).

AJA Video Systems, Inc. - AJA® is a registered trademark of AJA Video Systems, Inc. AJA™ is a trademark of AJA Video Systems, Inc. Corvid Ultra®, KONA®, IO®, KUMO®, U-Tap®, and T-Tap® are registered trademarks of AJA Video Systems, Inc.

Amazon Web Services, Inc. - Amazon, AWS and Smile Logo, Powered by AWS Logo, AWS Co-Marketing Tools, the Partner Logo, the Program Marks, Amazon Web Services, AWS, AWS S3, and the names of AWS products, services, programs, and initiatives are trademarks or registered trademarks of Amazon Web Services, Inc.

Amberfin Limited - AMBERFIN is a trademark of Amberfin Limited.

AMERICAN BROADCASTING COMPANIES, INC - ABC is a trademark of AMERICAN BROADCASTING COMPANIES, INC

American Cinematographer - The ASC, American Cinematographer and Friends of the ASC are trademarks of the American Society of Cinematographers. (All rights reserved)

AMWA Advanced Media Workflow Association, Inc. - Copyright © 2025 AMWA – Advanced Media Workflow Association. All rights reserved.

Animation Magazine - © 2025 Animation Magazine. All Rights Reserved. The Business, Technology & Art Of Animation And VFX

Apple Inc. - Apple, the Apple logo, Final Cut, Final Cut Pro, Apple TV, iOS, iPad, iPhone, iPod touch, iTunes, Mac, Mac OS X, macOS, Shake, Final Cut Pro, ProRes, High Sierra, Mojave, Ventura, Sonoma, M1, M2, and QuickTime are trademarks of Apple Inc., registered in the U.S. and other countries. OpenCL and the OpenCL logo™ are trademarks owned by Apple Inc. and licensed to the Khronos Group.

ARRI AG – ARRI, Arri T-Link, and Alexa are registered trademarks of the ARRI Group

ASSIMILATE® Inc. - Assimilate SCRATCH and Assimilate SCRATCH Lab are either trademarks

or registered trademarks of ASSIMILATE® Inc. or its subsidiaries in the United States and/or other countries.

ATI TECHNOLOGIES ULC - ATI is a trademark of ATI TECHNOLOGIES ULC

ATSC: The Broadcast Standards Association - © 2025 ATSC Advanced Television Systems Committee, Inc.

Autodesk, Inc. - Autodesk, Discreet, Flame, Flare, Smoke, Lustre, Maya, and Moxion are either trademarks or registered trademarks of Autodesk, Inc. or its subsidiaries in the United States and/or other countries.

Avid Technology, Inc. - Avid Media Composer®, Avid MediaCentral®, Avid Interplay®, ProTools®, and Avid NewsCutter® are either trademarks or registered trademarks of Avid Technology, Inc. or its subsidiaries in the United States and/or other countries.

Axis Communications AB - Axis is a registered trademark of Axis Communications AB

Bell Media Inc. - Bell Media, BNN, CP24, CTV, CTV TWO, Much, MuchMusic and The Comedy Network, and all associated designs and logos are trademarks of Bell Media Inc.

Belle Nuit Montage - Matthias Bürcher August 2000-2016. All rights reserved. Written in Switzerland. Starting 2016 Belle Nuit Subtitler is released under the GNU Lesser General Public License

BirdDog Software Corporation - BIRDDOG is a trademark of BirdDog Software Corporation

Blackmagic Design Pty. Ltd. - DaVinci Resolve, DaVinci Fusion, UltraStudio, DeckLink, Intensity Pro 4K, UltraScope, and RED are either trademarks or registered trademarks of Blackmagic Design Pty. Ltd. or its subsidiaries in the United States and/or other countries.

Bluefish Technologies - Bluefish444, IngeSTore, Symmetry, Kronos, Epoch, Epoch:Neutron, Fury, Lust, Vengeance HD, Deepblue, Envy SD, and Epoch:SuperNova are trademarks of Bluefish Technologies

Boris FX, Inc. - Boris FX, Sapphire, and Silhouette are trademarks of Boris FX, Inc.

Bridge Digital, Inc. - Bridge Digital is a trademark of Bridge Digital, Inc..

Bridge Technologies Co AS - Bridge Technologies is a trademark of Bridge Technologies Co AS

Bright Technologies, Inc. - Bright and Bright Systems are trademarks of Bright Technologies, Inc.

British Broadcasting Corporation - BBC is a trademark of British Broadcasting Corporation

Broadcast Beat - © 2025 Relevant Media Properties, LLC. All Rights Reserved.

BT Group plc - BT is a trademark of BT Group plc

Cable News Network, Inc. - CNN is a trademark of Cable News Network, Inc.

Canadian Federal Institutions - Official symbols of federal institutions, including the Arms of Canada may not be reproduced, whether for commercial or non-commercial purposes, without prior written authorization.

CANON KABUSHIKI KAISHA - CANON is a trademark of CANON KABUSHIKI KAISHA

Catapult Group International Ltd - Catapult is a trademark owned by Catapult Group International Ltd

Changsha Kiloview Electronics Co., Ltd - KILOVIEW is a trademark of Changsha Kiloview Electronics Co., Ltd

Charter Communications Inc. - Charter Communications is a trademark of Charter

Communications Inc.

CineSys LLC – CineSys is a registered trademark of CineSys LLC.

Cisco Systems, Inc. - Cisco, and Webex are registered trademarks of Cisco Systems, Inc.

Cloudfirst Technology Solutions Inc. - Cloudfirst is a registered trademark of Cloudfirst Technology Solutions Inc.

Cobalt Digital - Cobalt Digital is a registered trademark of Cobalt Digital Inc.

Codex Corporation - CODEX and Action Cam are trademarks of Codex Corporation

Comcast Corporation - Sky UK Limited is a wholly owned subsidiary of Comcast Corporation

Comtrol Corporation - Comtrol is a registered trademark of Comtrol Corporation

CoreCodec, Inc. - MATROSKA is a trademark of CoreCodec, Inc.

Corel Corporation - WinZip, the WinZip vise and file logo, and Pinnacle are registered trademarks of Corel Corporation

CORSAIR MEMORY, INC. - ELGATO is a trademark of CORSAIR MEMORY, INC.

Corus Entertainment Inc. - CORUS is a trademark of Corus Entertainment Inc.

Crayon Software Experts Spain SL - Crayon is a trademark of Crayon Software Experts Spain SL

CrypKey Inc (formerly Kenonics) - CrypKey is a registered trademark of CrypKey Inc.

Deadline - Deadline is a part of Penske Media Corporation. © 2025 Deadline Hollywood, LLC. All Rights Reserved.

Deltacast - © Copyright 2024 DELTACAST. All rights reserved

Deluxe Media Inc. - Deluxe is a trademark of Deluxe Media Inc.

Digital Formation, Inc. - Digital Formation is a Copyright of Digital Formation, Inc.

Digital Video Systems Ltd - DVS is a trademark of Digital Video Systems Ltd

DIGITNOW! - Digitnow is a trademark of DIGITNOW!

Docker Inc. - DOCKER is a trademark of Docker, Inc.

Dolby Laboratories – Dolby, Dolby Vision, the double-D symbol, and Millicast are registered trademarks of Dolby Laboratories.

DPP - The Digital Production Partnership - DPP is a registered trademark | Digital Production Partnership © 2025

Drastic Technologies, Ltd. – 2110Scope, 4KScope, ccConvert, Drastic Technologies, DrasticPreview, DrasticScope, FlowCaster, HDRScope, Media File Scanner, MediaNXS, MediaReactor, MediaReactor Workstation, MR Lite, ndiScope, Net-X-Code Channel, Net-X-Code Server, Net-X-Convert, Net-X-Proxy, Network Video Analyzer, NetXfer, NETXROUTER, NetXScope, QuickClip, sdiScope, SyncControl, TcCalc, TestPatternGenerator, videoQC Inspect, videoQC Pro, videoQC View, and videoQC Workstation are trademarks of Drastic Technologies Ltd.

DTS - DTS, the Symbol, and DTS and the Symbol together are registered trademarks of DTS, Inc.

Dublin Core™ Metadata Initiative - "Dublin Core" is a protected under common law trademark of the Dublin Core™ Metadata Initiative.

Eastman Kodak Company - Cineon™ is a trademark of Eastman Kodak Company

Eaton Corporation plc - Eaton, Tripp Lite, and PowerAlert are registered trademarks of Eaton Corporation plc

EBU - Copyright EBU 2025. All rights reserved.

Empress Media Asset Management (eMAM) – eMAM, and eMAMDirector are registered trademarks of Empress Media Asset Management (eMAM)

Entertainment and Sports Programming Network - ESPN is a trademark of Entertainment and Sports Programming Network

Epic Games, Inc. - UNREAL ENGINE is a trademark of Epic Games, Inc..

Epiphan - All Epiphan product names and logos are trademarks or registered trademarks of Epiphan

Evercast, LLC - EVERCAST is a trademark owned by Evercast, LLC

Evertz Technologies Limited - Evertz is a registered trademark of Evertz Technologies Limited

EVS Broadcast Equipment - EVS is a registered trademark of EVS Broadcast Equipment

Fabrice Bellard - FFmpeg is a trademark of Fabrice Bellard

Filestage GmbH - Filestage is a trademark of Filestage GmbH

FilmLight Ltd. - FilmLight and BaseLight are trademarks of FilmLight Ltd.

Filmworkz - Filmworkz is an operating brand of BlissTek Ltd. BlissTek Ltd. Filmworkz Nucoda is either a trademark or registered trademark of BlissTek Ltd. or its subsidiaries in England, Wales, and/or other countries.

For-A - For-A is a registered trademark of FOR-A COMPANY LIMITED, Copyright © FOR-A Company Limited.

France Télévisions - France.tv is a trademark of France Télévisions

Fraunhofer IIS and Thomson Multimedia - MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and Thomson Multimedia.

Fraunhofer-Gesellschaft zur Förderung deer angewandten Forschung e.V. - EASYDCP is a trademark and brand of Fraunhofer-Gesellschaft zur Förderung deer angewandten Forschung e.V..

Free Software Foundation (FSF) - Portions of this product are licensed under LGPL, governed by the GNU LESSER GENERAL PUBLIC LICENSE, published by the Free Software Foundation (FSF).

Ftrack AB - FTRACK is a trademark and brand of Ftrack AB

Gen Digital Inc. (formerly Symantec Corporation and NortonLifeLock) - Symantec, Symantec Endpoint Virtualization Suite, Sygate, Altiris, and Altiris Virtualization Agent are registered trademarks of Gen Digital Inc.

Google LLC – YouTube, Google, Google Cloud, Google.meet.com, and Android are registered trademarks of Google LLC

GoPro, Inc. - Cineform® is a trademark or registered trademark of GoPro, Inc.

Grass Valley USA, LLC - Grass Valley®, GV®, the Grass Valley logo, and EDIUS® are trademarks or registered trademarks of Grass Valley USA, LLC, or its affiliated companies in the United States and other jurisdictions.

HaiVision Systems, Inc. - Haivision is a registered trademark of HaiVision Systems, Inc.

Harmonic - Harmonic is a registered trademark of Harmonic Inc.

Harris Corporation - Harris, and Leitch Technology Corp. are registered trademarks of Harris Corporation

Hewlett Packard Enterprise Company – OpenGL and SGI are registered trademarks and the

OpenGL SC logo is a trademark of Hewlett Packard Enterprise Company

Hewlett Packard Group LLC - HP is a trademark of HP Hewlett Packard Group LLC.

i-scream - i-scream is a trademark of i-scream

IABM - © 2025 IABM IABM is company limited by guarantee. Registered in England No: 5262009. Registered Office: IABM, 5 Deansway, Worcester, WR1 2JG

IBC - IBC (International Broadcasting Convention) is owned and run by the IBC Partnership, comprising six industry bodies: IEEE, IET, IABM, SCTE, SMPTE, and RTS.

Ideal Systems Asia Pacific Ltd. - Ideal Systems is a registered trademark of Ideal Systems Asia Pacific Ltd.

IEEE - IEEE Broadcast Technology Society - The IEEE emblem is a trademark owned by the IEEE for the purpose of indicating membership in the IEEE.

Ikegami Electronics (USA) Inc. - EditCam is a registered trademark of Ikegami Electronics (USA) Inc.

Indiecam GmbH - IndieCam is a registered trademark of Indiecam GmbH

Infocomm - InfoComm, AVIXA and associated logos are a trademark or registered trademark of AVIXA

INOGENI Inc - INOGENI® is a Registered Trademark and TOGGLE is a Trademark of INOGENI Inc

Institute of Electrical and Electronics Engineers - IRE is a trademark of the Institute of Electrical and Electronics Engineers

INTEL CORPORATION - INTEL is a trademark of INTEL CORPORATION

International Business Machines Corporation (“IBM”) - IBM® is a trademark owned by International Business Machines Corporation (“IBM”) and might also be trademarked or a registered trademark in other countries

Interactive Effects, Inc. - Piranha is a registered trademark of Interactive Effects, Inc.

Intraware, Inc. – Intraware is a registered trademark of Intraware, Inc.

IO Industries Ltd. - IO Industries is a trademark of IO Industries Ltd.

Iteris, Inc. - Odetics is a registered trademark of Iteris, Inc.

JVC KENWOOD CORPORATION - JVC is a trademark of JVC KENWOOD CORPORATION

Kinefinity Inc. - KINEFINITY is a trademark of Kinefinity Inc.

L3Harris Technologies, Inc. - Louth is a trademark of L3Harris Technologies, Inc.

LeeLu Soft - Watch 4 Folder is a trademark of LeeLu Soft

LinkedIn Corporation - LinkedIn is a trademark of LinkedIn Corporation

Linus Torvalds - Linux® is the registered trademark of Linus Torvalds in the U.S. and other countries.

Logitech International SA - LOGITECH is a trademark of Logitech International SA

LogMeIn, Inc. - GoTo is a trademarks and service marks of LogMeIn, Inc., and may be registered in the U.S. Patent and Trademark Office and in other countries.

Louper.io Ltd - Louper.io is a trademark of Louper.io Ltd

Lynx Technik AG - LYNX TECHNIK AG is a trademark of LYNX TECHNIK AG.

Magic Lantern - Magic Lantern is a registered trademark of Magic Lantern

MAINCONCEPT GMBH - MAIN CONCEPT is a trademark of MAINCONCEPT GMBH

Marshall Electronics, Inc. - Marshall is a registered trademark of Marshall Electronics, Inc.

Mastercard International Incorporated - Mastercard is a trademark of Mastercard International Incorporated

Matrox Electronic Systems, Ltd - Matrox and Matrox product names are registered trademarks and/or trademarks of Matrox Electronic Systems, Ltd.

MediaArea.net SARL - MediaInfo - Copyright © 2002-2013 MediaArea.net SARL. All rights reserved.

Mellanox Technologies, Inc - Mellanox® and ConnectX® are registered trademarks of Mellanox Technologies, Inc

Meta Platforms, Inc - Facebook and Instagram are trademarks of Meta Platforms, Inc

Metro-Goldwyn-Mayer Studios, Inc. - Metro Goldwyn Mayer, and MGM, are trademarks of Metro-Goldwyn-Mayer Studios, Inc.

Microsoft Corporation – Microsoft: Windows®, Video For Windows (VFW), DirectShow, Microsoft, Skype, Microsoft Azure, Microsoft Teams, Wave Mapper, Microsoft, Windows NT|2000|XP|XP Professional|Server 2003|Server 2008 |Server 2012, Windows 7, Windows 8, Windows 10, Media Player, Media Encoder, Windows Defender, Microsoft Office, .Net, Internet Explorer, SQL Server 2005|2008|2012|2014, Windows Media Technologies and Internet Explorer are trademarks of Microsoft Corporation.

MPEG LA - MPEG LA licenses patent pools covering essential patents required for use of the MPEG-2, MPEG-4, IEEE 1394, VC-1, ATSC, MVC, MPEG-2 Systems, AVC/H.264 and HEVC standards.

Nanjing Magewell Electronics Co. - MagewellTM , ULTRA STREAM® and (the MAGEWELL Logo) are trademarks or registered trademarks of Nanjing Magewell Electronics Co.

National Aeronautics and Space Administration - NASA is a registered trademark of The National Aeronautics and Space Administration

NAB - NABShow and NAB © 2025 National Association of Broadcasters

National Geographic Society - NATIONAL GEOGRAPHIC is a trademark of National Geographic Society

NBA Properties, Inc. - NBA and the NBA logo are trademarks of NBA Properties, Inc.

NBC UNIVERSAL MEDIA, LLC - NBC and NBC Universal are trademarks of NBC UNIVERSAL MEDIA, LLC

Netflix, Inc. - Netflix is a registered trademark of Netflix, Inc.

Nevion - copyright NEVION - All rights reserved. Nevion @ 2023

New Media Manitoba - Copyright © 2025 New Media Manitoba

NewTek, Inc. - NDI, TriCaster, 3Play, TalkShow, Video Toaster, LightWave 3D, and Broadcast Minds are registered trademarks of NewTek, Inc.

Nexidia Inc. - NEXIDIA is a trademark owned by Nexidia Inc.

NGC Corporation - NGC is a registered trademark of NGC Corporation

Nippon Hatsujyo Kabushiki Kaisha - NHK is a trademark of Nippon Hatsujyo Kabushiki Kaisha

Nokia Corporation - OSPREY is a trademark owned by Nokia Corporation

NVIDIA Corporation - NVIDIA, the NVIDIA logo, NVIDIA Quadro, Rivermax, BlueField2, PhysX, and NVIDIA RTX are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and/or other countries

Object Matrix Limited - ObjectMatrix, and Object Matrix are registered trademarks of Object

Matrix Limited

Omneon Video Networks, Inc - Omneon is a trademark of Omneon Video Networks, Inc

ONVIF - the ONVIF primary trademark is the word, “ONVIF”. This trademark has been registered in the United States, European Union, China, Japan and other countries throughout the world.

OpenSSL Project Authors - OpenSSL is a trademark of OpenSSL Project Authors

Oracle Corporation - Oracle®, Java, Front Porch Digital, and MySQL are registered trademarks of Oracle Corporation and/or its affiliates.

Panasonic Holdings Co., Ltd - Panasonic, and Varicam are trademarks of Panasonic Holdings Co., Ltd

Pantone, Inc. - Pantone is a registered trademark of Pantone, Inc

PayPal, Inc. - PAYPAL is a trademark of PayPal, Inc.

PELOTON INTERACTIVE, INC. - PELOTON is a trademark of PELOTON INTERACTIVE, INC.

Pioneer Corporation - Pioneer is a registered trademark of Pioneer Corporation

Post Magazine - © Copyright 2024 Post Magazine. All Rights Reserved.

ProAV - PRO AV SYSTEMS is a trademark of Pro AV Systems, Inc

Production Weekly - Copyright © 2015-2025 Production Weekly

RE:Vision Effects, Inc. - RE:Vision Effects is a registered trademark of RE:Vision Effects, Inc.

Red Hat, Inc. - Red Hat, and the Red Hat logo are trademarks or registered trademarks of Red Hat, Inc. or its subsidiaries in the United States and other countries

Reddit - Reddit's trademarks and other brand assets are owned by Reddit.

Rogers Communications Inc. - Rogers and related marks are trademarks of Rogers Communications Inc. or an affiliate, used under licence.

Ross Video - ©2022 Ross Video Limited, Ross®, MiniME™, and any related marks are trademarks or registered trademarks of Ross Video Limited

Shenzhen Yunlang Technology Co., Ltd. - MOKOSE is a trademark of Shenzhen Yunlang Technology Co., Ltd.

Sigma Design Company, LLC - Sigma Design is a registered trademark of Sigma Design Company, LLC

Sinclair Broadcast Group, Inc. - Sinclair Broadcast Group is a trademark of Sinclair Broadcast Group, Inc.

Snell & Wilcox Limited - SNELL & WILCOX, and Quantel are trademarks owned by Snell & Wilcox Limited

Society of Broadcast Engineers - Copyright, Society of Broadcast Engineers Chapter One, all rights reserved. The SBE logo is used by permission of the Society of. Broadcast Engineers.

Society of Cable Telecommunications Engineers (SCTE) - ©2025 Society of Cable Telecommunications Engineers, Inc. is a subsidiary of CableLabs. All rights reserved.

Society of Motion Picture and Television Engineers - Motion Imaging Journal and SMPTE are trademarks of Society of Motion Picture and Television Engineers.

SoftNI Corporation – SoftNI is a trademark of SoftNI Corporation

Sony Corporation – Sony, Sony DVD Architect, DVD, Catalyst, and Vegas are trademarks of Sony Corporation and/or its affiliates.

Sound On Sound - copyright © SOS Publications Group and/or its licensors, 1985-2025. All rights reserved.

SRI International - SARNOFF CORPORATION is a trademark of SRI INTERNATIONAL.

SRT (Secure Reliable Transport) - SRT, developed by Haivision, is a royalty free, open source protocol

Streambox Inc. - Streambox is a trademark of Streambox Inc.

Streaming Media - Copyright © 2009 - 2025 Streaming Media Magazine

STREAMWELL LLC – Streamwell is a trademark of STREAMWELL LLC

Technicolor Creative Studios SA - Technicolor is a trademark of Technicolor Creative Studios SA

TechSmith Corporation - CAMTASIA STUDIO is a trademark of TechSmith Corporation

Tektronix, Inc. - Tektronix® and all identified Tektronix trademarks and logos are the property of Tektronix, Inc. or its wholly-owned subsidiaries

Telestream, LLC - Telestream, is a registered trademark, and MacCaption and CaptionMaker are trademarks of Telestream, LLC

The Apache Software Foundation (ASF) - Apache is a registered trademark of The Apache Software Foundation

The Foundry Visionmongers Ltd. - Nuke™ is a trademark of The Foundry Visionmongers Ltd.

The Perl Foundation - Perl and the Perl logo are trademarks of The Perl Foundation

The Qt Company Ltd - The Qt Company Ltd and its subsidiaries (“The Qt Company”) is the owner of Qt trademarks (“Qt trademarks”) worldwide, and “froglogic”, “Squish” and “Coco” are trademarks of the Qt Company Ltd.

THE UNIVISION NETWORK LIMITED PARTNERSHIP - UNIVISION is a trademark of THE UNIVISION NETWORK LIMITED PARTNERSHIP

The Walt Disney Company - Disney, and The Walt Disney Company are trademarks of The Walt Disney Company. LucasFilm is a wholly owned subsidiary of The Walt Disney Company

Toolfarm.com Inc. - Toolfarm is a registered trademark of Toolfarm.com Inc.

Trend Micro Inc. - TrendMicro, and TrendMicro System Protection and registered trademarks of Trend Micro Inc.

Truevision, Inc - TARGA is a registered trademark of Truevision, Inc

TV Asahi Corporation - TV Asahi is a trademark of TV Asahi Corporation

TV Technology - TV Tech is part of Future US Inc, an international media group and leading digital publisher. © Future US, Inc. Full 7th Floor, 130 West 42nd Street, New York, NY 10036.

Twitch Interactive, Inc - TWITCH, the TWITCH Logo, the Glitch Logo, and/or TWITCHTV are trademarks of Twitch Interactive, Inc. or its affiliates.

Twitter, Inc. - Twitter is a wholly owned subsidiary of X Holdings Corp.

Tyler Perry Studios, LLC - Tyler Perry Studios is a trademark of Tyler Perry Studios, LLC

Vefxi Corporation - VEFXi DiamondBlade is a registered trademark of Vefxi Corporation

ViaLA - Via Licensing®, ViaSecure® and the Via logo are registered service marks, and any other Via Licensing names, titles or logos are trademarks or service marks, in each case, of Via Licensing Corporation, and are protected by law.

Video Clarity, Inc. - Video Clarity and ClearView are trademarks of Video Clarity, Inc.
Video Services Forum - ©2024 Video Services Forum
VideoLAN Non-profit Organization - VideoLAN, VLC, VLC media player and x264 are trademarks internationally registered by the VideoLAN non-profit organization
Videomaker - © Videomaker Inc., 1986 - 2025
Visa International - Visa is a registered trademark of Visa International
Vision Research, Inc - PHANTOM is a trademark of Vision Research, Inc
VITEC - Names and logos identifying products of VITEC are registered trademarks or trademarks of VITEC respectively
Vizrt - VIZRT is a trademark of VIZRT AG.
Warner Bros. Discovery – Discovery, Turner, and Home Box Office, Inc. (HBO), are trademarks of Warner Bros. Discovery
Weisscam GmbH - Weisscam is a trademark and brand of Weisscam GmbH
Wheatstone - ® Wheatstone, Audioarts, and VoxPro are registered trademarks and Wheatstone Layers is a trademark of Wheatstone Corporation
Wizards of OBS, LLC – UNIX, OBS, Open Broadcast Software, the OBS logo, and OBS Studio are trademarks of Wizards of OBS, LLC (The Company)
World Animation Summit - © 2025 Animation Magazine. All Rights Reserved.
World Wrestling Entertainment, Inc. - WWE is a trademark of World Wrestling Entertainment, Inc.
Wowza Media Systems, LLC - Wowza is a trademark of Wowza Media Systems, LLC
wxWidgets - wxWidgets is a trademark of wxWidgets
Xceed Software Inc. - Xceed DataGrid for JavaScript, Xceed Ultimate ListBox for Silverlight, Xceed DataGrid for Silverlight, Xceed DataGrid for WPF, Xceed Grid for .NET, Xceed Zip for .NET, Xceed Real-Time Zip for Silverlight, Xceed Upload for Silverlight, Xceed Zip Compression Library, Xceed FTP for .NET, Xceed Chart for .NET, Xceed Chart for ASP.NET, Xceed SmartUI for .NET, Xceed SmartUI, Xceed Encryption Library, Xceed Binary Encoding Library, Xceed Streaming Compression Library, Xceed Streaming Compression for .NET, Xceed Zip for .NET Compact Framework, Xceed Ultimate Suite, Xceed Data Manipulation Suite, Xceed Absolute Packager are trademarks of Xceed Software Inc.
Xena Networks - Xena is a trademark of Xena Networks
Zapex Technologies - Zapex is a registered trademark of Zapex Technologies
Zhang Haijun - RYBOZEN is a trademark of Zhang Haijun
Ziflow Limited - Ziflow is a trademark of Ziflow Limited
Zixi - Zixi Software and any logos or icons identifying Zixi and the Zixi Software are trademarks of Zixi.
ZLIB - The ZLIB Compressed Data Format Specification is Copyright (C) 1995-2013 Jean-Loup Gailly and Mark Adler.
Zoom Video Communications, Inc. - Zoom and the Zoom logo are trademarks of Zoom Video Communications, Inc.

LGPL: Portions of this product are licensed under LGPL, governed by the following license:

10.2 GNU LESSER GENERAL PUBLIC LICENSE

Version 3, 29 June 2007
Copyright © 2007 Free Software Foundation, Inc. <https://fsf.org/>
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.
This version of the GNU Lesser General Public License incorporates the terms and conditions of version 3 of the GNU General Public License, supplemented by the additional permissions listed below.

10.2.1.1 0. Additional Definitions.

As used herein, “this License” refers to version 3 of the GNU Lesser General Public License, and the “GNU GPL” refers to version 3 of the GNU General Public License.
“The Library” refers to a covered work governed by this License, other than an Application or a Combined Work as defined below.
An “Application” is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.
A “Combined Work” is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the “Linked Version”.
The “Minimal Corresponding Source” for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.
The “Corresponding Application Code” for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

10.2.1.2 1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

10.2.1.3 2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

- a) under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or
- b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

10.2.1.4 3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

- a) Give prominent notice with each copy of the object code that the Library is used in it and that the Library and its use are covered by this License.
- b) Accompany the object code with a copy of the GNU GPL and this license document.

10.2.1.5 4. Combined Works.

You may convey a Combined Work under terms of your choice that, taken together, effectively do not restrict modification of the portions of the Library contained in the Combined Work and reverse engineering for debugging such modifications, if you also do each of the following:

- a) Give prominent notice with each copy of the Combined Work that the Library is used in it and that the Library and its use are covered by this License.
- b) Accompany the Combined Work with a copy of the GNU GPL and this license document.
- c) For a Combined Work that displays copyright notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document.
- d) Do one of the following:
  - 0) Convey the Minimal Corresponding Source under the terms of this License, and the Corresponding Application Code in a form suitable for, and under terms that permit, the user to recombine or relink the Application with a modified version of the Linked Version to produce a modified Combined Work, in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.
  - 1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the

user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.

- e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

10.2.1.6 5. Combined Libraries.

You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following:

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities, conveyed under the terms of this License.
- b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

10.2.1.7 6. Revised Versions of the GNU Lesser General Public License.

The Free Software Foundation may publish revised and/or new versions of the GNU Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library as you received it specifies that a certain numbered version of the GNU Lesser General Public License “or any later version” applies to it, you have the option of following the terms and conditions either of that published version or of any later version published by the Free Software Foundation. If the Library as you received it does not specify a version number of the GNU Lesser General Public License, you may choose any version of the GNU Lesser General Public License ever published by the Free Software Foundation.

If the Library as you received it specifies that a proxy can decide whether future versions of the GNU Lesser General Public License shall apply, that proxy's public statement of acceptance of any version is permanent authorization for you to choose that version for the Library.

Other brands, product names, and company names are trademarks of their respective holders, and are used for identification purpose only.

10.3 MPEG Disclaimers

10.3.1 MPEGLA MPEG2 Patent

ANY USE OF THIS PRODUCT IN ANY MANNER OTHER THAN PERSONAL USE THAT COMPLIES WITH THE MPEG-2 STANDARD FOR ENCODING VIDEO INFORMATION FOR PACKAGED MEDIA IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, LLC, 4600 S. Ulster Street, Suite 400, Denver, Colorado 80237 U.S.A.

10.3.2 MPEGLA MPEG4 VISUAL

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 VISUAL PATENT PORTFOLIO LICENSE FOR THE PERSONAL AND NON-COMMERCIAL USE OF A CONSUMER FOR (i) ENCODING VIDEO IN COMPLIANCE WITH THE MPEG-4 VISUAL STANDARD (“MPEG-4 VIDEO”) AND/OR (ii) DECODING MPEG-4 VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL AND NON-COMMERCIAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION INCLUDING THAT RELATING TO PROMOTIONAL, INTERNAL AND COMMERCIAL USES AND LICENSING MAY BE OBTAINED FROM MPEG LA, LLC. SEE HTTP://WWW.MPEGLA.COM.

10.3.3 MPEGLA AVC

THIS PRODUCT IS LICENSED UNDER THE AVC PATENT PORTFOLIO LICENSE FOR THE PERSONAL USE OF A CONSUMER OR OTHER USES IN WHICH IT DOES NOT RECEIVE REMUNERATION TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE AVC STANDARD (“AVC VIDEO”) AND/OR (ii) DECODE AVC VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE AVC VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE HTTP://WWW.MPEGLA.COM.

10.3.4 MPEG4 SYSTEMS

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 SYSTEMS PATENT PORTFOLIO LICENSE FOR ENCODING IN COMPLIANCE WITH THE MPEG-4 SYSTEMS STANDARD, EXCEPT THAT AN ADDITIONAL LICENSE AND PAYMENT OF ROYALTIES ARE NECESSARY FOR ENCODING IN CONNECTION WITH (i) DATA STORED OR REPLICATED IN PHYSICAL MEDIA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND/OR (ii) DATA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND IS TRANSMITTED TO AN END USER FOR PERMANENT STORAGE AND/OR USE.

SUCH ADDITIONAL LICENSE MAY BE OBTAINED FROM MPEG LA, LLC. SEE HTTP://WWW.MPEGLA.COM FOR ADDITIONAL DETAILS.

10.4 Drastic Technologies Limited Warranty and Disclaimers

Drastic Technologies Ltd (the Company) warrants to the original registered end user that the product will perform as stated below for a period of ninety (90) days from the date of licensing or; in the case of hardware, for a period matching the warranty period offered by the original manufacturer of said equipment.

Hardware and Media—The Product hardware components, if any, including equipment supplied but not manufactured by the Company but NOT including any third party equipment that has been substituted by the Distributor or customer for such equipment (the “Hardware”), will be free from defects in materials and workmanship under normal operating conditions and use.

10.4.1 Warranty Remedies

Your sole remedies under this limited warranty are as follows:
Hardware and Media—The Company will either repair or replace (at its option) any defective Hardware component or part, or Software Media, with new or like new Hardware components or Software Media. Components may not be necessarily the same, but will be of equivalent operation and quality.

10.4.2 Software Updates

Except as may be provided in a separate agreement between Drastic Technologies and You, if any, Drastic Technologies is under no obligation to maintain or support the Software and Drastic Technologies has no obligation to furnish you with any further assistance, technical support, documentation, software, update, upgrades, or information of any nature or kind.

10.4.3 Restrictions and Conditions of Limited Warranty

This Limited Warranty will be void and of no force and effect if (i) Product Hardware or Software Media, or any part thereof, is damaged due to abuse, misuse, alteration, neglect, or shipping, or as a result of service or modification by a party other than the Company, or (ii) Software is modified without the written consent of the Company.

10.4.4 Limitations of Warranties

THE EXPRESS WARRANTIES SET FORTH IN THIS AGREEMENT ARE IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. No oral or written information or advice given by the Company, its distributors, dealers or agents, shall increase the scope of this Limited Warranty or create any new warranties.

Geographical Limitation of Warranty—This limited warranty is valid only within the country in which the Product is purchased/licensed.

Limitations on Remedies—YOUR EXCLUSIVE REMEDIES, AND THE ENTIRE LIABILITY OF Drastic Technologies Ltd WITH RESPECT TO THE PRODUCT, SHALL BE AS STATED IN THIS LIMITED WARRANTY. Your sole and exclusive remedy for any and all breaches of any Limited Warranty by the Company shall be the recovery of reasonable damages which, in the aggregate, shall not exceed the total amount of the combined license fee and purchase price paid by you for the Product.

10.4.5 Damages

Drastic Technologies Ltd SHALL NOT BE LIABLE TO YOU FOR ANY DAMAGES, INCLUDING ANY LOST PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE OR INABILITY TO USE THE PRODUCT, OR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, EVEN IF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES, OR ANY REMEDY PROVIDED FAILS OF ITS ESSENTIAL PURPOSE.

Further information regarding this limited warranty may be obtained by writing:
Drastic Technologies Ltd
523 The Queensway, Suite 201
Toronto, ON, M8V 1J7
Telephone: (416) 255-5636

Drastic Technologies Ltd. does not assume responsibility for loss or damage resulting from errors, omissions, or inaccuracies herein. This document is subject to change, and revisions may be made and issued to include such changes.

No part of this document may be reproduced, saved to a storage and retrieval system, or transmitted in any form or by any means, electronic, mechanical, recorded, or otherwise without the prior written consent of Drastic Technologies Ltd.

This manual has been compiled to assist the user in their experience using **DrasticScope** software. It is believed to be correct at the time of writing, and every effort has been made to provide accurate and useful information. Any errors that may have crept in are unintentional and will hopefully be purged in a future revision of this document. We welcome your feedback.

Copyright 2025 © Drastic Technologies Ltd. All rights reserved. Software products licensed are owned by Drastic Technologies Ltd. and are protected by international treaty provisions and national copyright laws. All Rights Reserved.