

VERSION
2.0

MEDIAENGINE 2.0

A Simple Manual for Getting Started

www.mediaengine.org

A SIMPLE MANUAL FOR GETTING STARTED

MEDIAENGINE 2.0



© MEDIAENGINE SOFTWARE DEVELOPMENT
123 MADISON STREET • P.O. BOX 296 MULBERRY, INDIANA
Phone 765.376.7013

Table of Contents

INTRODUCTION 1.0

CHAPTER 1

System Requirements	1.1
Upgrade Information	1.2
Support Information	1.3

CHAPTER 2

Setup Screen	2.0
Directories & Startup Tab	2.1
IR Remote Config. Tab	2.2
Key Press Config. Tab	2.3
Appearance Tab	2.4
External Applications	2.5
AutoSync Tab	2.6
Actions Tab	2.7
Debug Log Tab	2.8

CHAPTER 3

Main Menu	3.0
Play MP3s	3.1
Browse Media	3.2
Watch Movies	3.3
External Applications	3.4
FM Radio	3.5
Shut Down	3.6

CHAPTER 4

Using the Media Browser	4.0
Browsing the Database	4.1
Playing a Music file	4.2
Playing a CD	4.3
Playing a Movie file	4.4
Playing a DVD	4.5
Playing Favorites	4.6
Text Search with On-Screen Keyboard	4.7
Building/Editing Playlist	4.8

CHAPTER 5

Playing Music	5.0
Controlling the Player	5.1

1.0 Introduction

www.mediaengine.org

MediaEngine 2.0 is an operating system program for an in-car computer system. It creates user-friendly environments to play different kinds of multi-media entertainment on your PC while driving. This application can play MP3's, DVD's; MPEG's, and almost any other file based media.

You can load all the music that your hard drive can hold and this Software will database your music collection to your personal preferences. It then allows you to search for your specific music choices that you have installed. There are several different convenient ways that you can personalize your music, and search options. You could look at it as your own personalized Entertainment System on wheels. Your own in-vehicle customized jukebox, Movie Theater & GPS System.

MediaEngine also has a feature in which you can display on-screen visualizations. You can also personalize this option. MediaEngine is equipped to be operated by Remote Control (Infrared), or you could even operate it manually with a cordless mouse, if you choose. If you want to get really fancy you could install a touchscreen and operate the system by the touch of the monitor. MediaEngine offers a setting change to make all these personal preferences possible.

MediaEngine has the ability to shut down or turn on your computer by the simple press of a button, making it safer to manage while driving. Actually everything in this software can be done via Remote Control; making sure that your eyes are on the road at all times. MediaEngine gives you the option to personalize your Remote Control buttons to the command of your choosing. Again, making it safer to keep all eyes on the road ahead.

MediaEngine 2.0 can also be used as a manager for all of the media in your home stereo system. You can do this by interfacing with a touchscreen and remote control. It allows the user to perform complex tasks normally requiring a couple of programs and a mouse.

◆ 1.1 SYSTEM REQUIREMENTS

➤ **Minimum Requirement is as follows:**

CPU: Pentium II 300Mhz.

Memory: 64MB Ram

HD: 100mb

➤ **For better performance:**

CPU: P4 2.0Ghz

Memory: 1gig or more

HD: Based on media

➤ **Optional Add-Ins:**

D-Link USB Radio

NIC: Network Card. (For faster transfer of files, etc....)

DVD/CDROM: For playing audio CD's, ripping audio CD's and playing MP3's off it.

REMOTE: Evation Irman , Creative CIMR-100, or Carplayer / X10 remote

Keyboard/Mouse: Not required though (go cordless ;)

GPS Hardware/Software: NMEA Compatible GPS receiver of your choice and GPS software

1.2

◆ 1.2 UPGRADING INFORMATION

Upgrading from MediaEngine 1.7.7 F

- Step 1: Be sure to back up any skins you may have downloaded for the personalization of your system. Your skins will work with all future upgrade of MediaEngine.
- Step 2: Uninstall MediaEngine 1.7.7 F before installing 2.0.
- Step 3: Install MediaEngine 2.0

1.3

◆ 1.3 SUPPORT INFORMATION

- Online support forum 24-7 at www.mediaengine.org
- Come Chat Online @ Efnets in the #mp3car channel.
- MediaEngine developers and users can be reached via email from website listed above.

2.0 SETUP SCREEN

- The first time you start MediaEngine 2.0 you will be shown a setup screen. You need to follow the on-screen prompts and answer the questions to the best of your knowledge. When it asks you to select your Media directory, it is asking you where you keep all of your media files. This includes MP3s, WMAs, MPG videos, M3U playlists, and any other hard-drive based media file you have. They must all be in a common folder (C:\Media etc.) but can then be separated by directories.
- The program will then ask you to select your playlist directory. This directory will be where MediaEngine 2.0 saves all playlists that you create **INSIDE** the program. All playlists created by MediaEngine 2.0 are just filename lists.
- Next, MediaEngine will prompt you that it will build the database. **THIS CAN TAKE SOME TIME** so please be patient. It is going through every file and every directory in the media directory and searching all artists, titles, genres, and more.
- Once this has completed, you can click the done button, or you can configure MediaEngine 2.0 further using the setup tabs explained below.

◆ 2.1 DIRECTORIES & START UP TAB

- This should be the first tab you see whenever you come to the setup screen. Every item in this tab corresponds to where MediaEngine is trying to look for files, and it will also give you the status of its internal database.
 - Tip▪ The MediaEngine 2.0 database is dynamic, so it may appear to be doing things at one time, and not another. This is normal.

- Clicking the Media Directory button will allow you to change your Media directory. If you change the Media Directory, you will be asked to select a new playlist directory and MediaEngine will then rebuild the database.

- Clicking the Playlist directory button will allow you to change your playlist directory. The database will not rebuild.

- Checking the “Globally Disable Auto-Play” will disable auto play for all cd-rom drives on the computer.
 - Tip▪ This is handy for when you don’t want DVD’s to execute their “software based” menus, or when you don’t want windows XP to ask you what you want to do with a Cd of music.

- The supported filetypes section is where MediaEngine looks to determine what kinds of files it will allow to be played. The most common types are listed, but if you decide that you want to install a codec to play a new kind of file, you will have to add its extension (3 letter filename ending string ‘.xxx’) to these lists.
 - Tip▪ The buttons are self-explanatory, just make sure you don’t add video extensions to the audio list and vice versa. Under the Load section, you can check mark the box labeled

- “Make Media Engine the Default Shell” to make windows load MediaEngine instead of Explorer when the computer boots up. Un-checking this box turns this feature off.

- Pressing the *'Launch Explorer.exe for Repairs'* button launches the Windows Explorer for in case MediaEngine is the current shell; but you need to do some file work in windows.

- The Database section is where you can view the status of the database, delete the database, and rebuild the database by clicking the respective buttons.▪ Tip▪ You shouldn’t have to mess with this area, but sometimes deleting and rebuilding the database can fix most problems that occur with it.

◆ 2.2 IR REMOTE CONFIG TAB

➤ This tab is for configuring what type of remote you will use. i.e. How it is connected to the computer, and what the buttons on the remote make MediaEngine do.

SETTING UP THE IRMAN:

➤ To set up an IRMAN or another Creative CIMR infrared remote control, you first must use the '*Choose your remote control type*' dropdown list setting and select Irman or CIMR.

➤ Then, you must select which COM port the device is attached to. ▪ **Tip**▪ All ports available will be listed. Selecting the wrong port will cause your remote to stop responding.

➤ After you have selected the COM port, click the '*Enable Remote*' button. Now, Aim your remote at the receiver and press any button. You should then see numbers in the white box and hear a sound each time you press a button.

➤ You can now proceed to customize your repeat delay and repeat speed. ▪ **Tip**▪ Repeat speed is how fast the remote repeats the current command when you hold a button down. Repeat delay is how long of a pause there is between the first command, and then each current command.

☛ **Think of it like this.**

X = action in mediaengine

n = repeat delay

t = repeat speed

X n X t X t X t X t X t X t X t X t X t X

➤ Clicking off the *Use Repeat Delay* checkbox will cause there to be no delay between the first action and the next concurrent action.

SETTING UP THE X10 / CARPLAYER REMOTE:

➤ To set up an X10 or CarPlayer remote, you must first install the drivers supplied with the remote.

➤ When you have installed the drivers, select '*X10 MediaRemote*' from the '*Choose your remote control type*' dropdown list. ▪ **Tip** ▪ You will notice the repeat and delay timing controls disappear because the X10 has all of those settings built in and they cannot be changed.

➤ Click the '*Enable Remote*' button. Aim your remote at the receiver and press any button. You should then see words in the white box and hear a sound each time you press a button.

➤ To set up the buttons on your remote, make sure you have first enabled it and observed that it is operational.

➤ Next, you have to click on one of the buttons on the screen, then press the button on the remote that you want to

correspond to the button on the screen. You do not have to program every button, but it is suggested. The white box on the screen will display the results for each programmed button.


2.3

◆ 2.3 KEYPRESS CONFIG TAB

- This tab allows you to configure what keys on the keyboard will command what actions in the application. To program a key, just click one of the buttons on the screen and press the key you wish to correspond with that action. The results will be displayed in the white box. ▪ **Tip** ▪ Some keys are hard coded into the application (like the arrow keys and escape key). These keys should not be used to do other functions.
- The '*List All Keys*' button will display what the keys are currently programmed to in the white box. The '*Clear all Keys*' button will de-program all keys that have been programmed except for the keys that have been hard coded into MediaEngine.

◆ 2.4 APPEARANCE TAB

- This tab is where you configure how MediaEngine looks and behaves. On the left there is a list of checkboxes.

Here is what they do: 

- ❑ **Display Selection Bar in Lists** – This determines whether a box is displayed for the current item selected in all lists, or just for the font color change.
- ❑ **Touchscreen Mode Enabled** – If this is checked, MediaEngine will operate in touchscreen mode with all of the touchscreen buttons displayed on the screen. If it is unchecked, MediaEngine will not display these items.
- ❑ **Keep MediaEngine on top and in focus** – Checking this item will prevent any other applications from being “on top” of MediaEngine. This prevents control being stolen from MediaEngine when you have no keyboard or mouse installed on your pc.
- ❑ **No Animations for slow computers** – If this is checked, things like the '*moving volume control*' button and the '*touchscreen*' button in the Movie Player will just appear rather than slide onto the screen.

- **Display Clockbar** – self explanatory
- **Hide Mouse Pointer** – self explanatory
- **Change Main and Wave / Only Wave Volume** – this means that if you want MediaEngine’s volume control to change the *main* volume and the *wave* volume at the same rate, leave it clicked. If you want MediaEngine to only change the *wave* volume, uncheck it.
- **Load to PlayMP3 screen on start** – this causes MediaEngine to jump directly to playing music when you load it, instead of displaying the main menu screen.
- **Use History Browse Mode** – checking this item will cause the Media Browser to “go back to the item you last selected” when you move back through the lists. Un-checking it will make item 1 the selected item when moving back through the lists.
- **Resume Music from Previous Time Position** – If checked, when you select Play Music on the main menu, it will resume to the same part of the song that was last playing. Unchecked causes the song to start at the beginning. This setting also applies to supported video formats (most everything except DVD).

- **Use High Quality Blitted Lists** – Checking this item is not needed unless your skin has been made for a resolution different than the one you are currently using. If your skins look good to begin with, DON'T CLICK IT. If your skin looks like its missing color data, click it.

- **Safe Volume Resume** – checking this will cause MediaEngine to not blast the volume the first time you run it, had you shut it down with the volume blaring. This only work when you first start MediaEngine. After that, you should probably remember to turn down the volume before going to the main menu.

- **Display InfoBars on KB / Remote Press** – Checking this will cause the infobars in the movie player to display whenever you press a button on the remote. Leaving it unchecked causes them to not appear once they disappear.

- **Sort Directory Based Lists by Filename** - checking this box will cause your music to be sorted by its filename instead of by the artist and title from the file's ID3 tag. This only applies when browsing music in folders and not when using database functions to list music. This option can be useful if you have album rips in individual folders and would like to see the music sorted in the order of the album.

◆ 2.5 EXTERNAL APPLICATIONS TAB

- The external applications tab is where you configure the applications you want to be able to launch from MediaEngine.
- To set up a new application click the '*Add New App*' button. You will be shown a file browse box. Select the executable (whatever.exe) of the application you wish to add.
- You will then be shown a box that asks you for command line arguments. * This is optional, but you can type in any arguments that you would normally type after the executable. If you have none, just click ok.
- You will then be asked to type the name for the application. This is what shows up in the application browser next to the application's icon.
- Then you will be shown a box that asks you if you want to run the synchronously (⊕ make MediaEngine wait for the app to finish before doing anything else).
- Click yes if this is how you wish to configure this app. The vast majority of your applications will be set this way. If you want to remove an application, click its name in the white box and press the '*Remove selected App*' button.

2.6

◆ 2.6 AUTOSYNC TAB

- The AutoSync tab is used for configuring your synchronization options for MediaEngine.
- To change your source directory, click the (...) button next to the source line. To change your Destination directory, click the (...) button next to the destination line. The destination is pre-configured to be your Media Directory.
- To synchronize between the two directories, click Synchronize Now. The synchronization procedure only synchronizes FROM the source dir TO the destination dir.

2.7

◆ 2.7 ACTIONS TAB

- This tab is where you choose what kind of shutdown you want MediaEngine to perform, and how the visualizations behave.
- The power button config section is pretty self-explanatory. The top option shuts down the computer completely, the middle option causes the computer to go into

hibernation mode, and the bottom option causes the computer to go into standby mode. These modes will only function if you have APM enabled in the control panel under power options.

- The visualization section allows you to configure how you want the visualizations to look when you turn them on in the music player screen.
- Checking '*Use Fullscreen Rendered Vis*' makes the visualizations full screen and changes the graphics mode to 800x600 @ 60hz. This mode will use your 3D accelerator. Un-checking it causes the vis to run at the desktop resolution using 2D acceleration. The box below that lets you choose the mode you want to run the vis in. These are included to allow you to experiment and find out which vis mode works best for your computer. ▪ *Tip* ▪ Since visualizations are notoriously hard to program, we included all of these different settings.

2.8

◆ 2.8 DEBUG LOB TAB

- Clicking this tab shows the debug.log file's contents on the screen so you can try to determine what went wrong if there is a problem with MediaEngine. * If you request support for MediaEngine there is a good chance the developers will want you to relay them information from here.

3.0 MAIN MENU

- This chapter explains all the options that are available in the Main Menu. Depending on how the skin is designed, some options may not be available or may have different names / no names at all (icons). Also depending on how the skin is designed, these items may appear in a different order.
- This chapter uses the default setup as the order for description. To navigate this screen, use the Up/Down/Left/Right arrows to highlight the option you wish to execute, then press the Select/OK button to execute that command. You can also use the IR / RF remote to select an item the same way, or touch / click the item.
- To make things simpler, the end of each section shows which keys are available for navigation and execution

Clicking this tab shows the debug.log file's contents on the screen so you can try to determine what went wrong if there is a problem with MediaEngine. If you request support for MediaEngine there is a good chance the developers will want you to relay them information from here.

- The List Spacing section determines how much space is between each item in the list. Moving this slider will cause spacing between each item to change
- The Newest Music section shows a box with a number in it that corresponds to how many items will display in the Newest Music section in the MediaBrowser. Changing this number changes how many new songs are displayed in this list.
- The Skin system selection box allows you to change which skin MediaEngine will use. The day / night skins are there to allow you to configure which skin will be shown in the daytime and which skin will be shown at night.

3.1

◆ 3.1 PLAY MUSIC

- This button is used to resume to the music player screen. The first time you run MediaEngine, this button will not function because you have not previously played any music. When you click this button, the last song that was playing will play (either resume or from the beginning depending on how you have set it up).

3.2

◆ 3.2 BROWSE MEDIA

➤ This section leads you to the media browser. This is where you will select what kind of media you will be playing, be it MP3, a movie, a CD, or a DVD etc. This will be the first thing you will want to click the first time you launch MediaEngine 2.0.

3.3

◆ 3.3 WATCH MOVIES

➤ This button is used to resume to the video player screen. The first time you run MediaEngine, this button will not function because you have not previously played a video. When you resume a movie it will either resume from the beginning or from where you left off last, depending on your resume option setting (see section 2.4).

◆ 3.4 EXTERNAL APPLICATIONS

- This button will take you to a listing of your configured applications. Clicking on any of the listed applications will cause them to execute. See section 2.5 on configuring external applications.

◆ 3.5 FM RADIO

- This will launch the FM tuner control screen. You must have a D-Link DSB R-100 USB FM tuner to utilize this function. You will also need to install the drivers supplied with the tuner before MediaEngine will be able to control it.

◆ 3.6 SHUT DOWN

- This will cause Windows to shut down your computer according to whatever shutdown option you have selected in the Actions tab in Settings (see section 2.7).

4.1 BROWSING THE DATABASE

- The Media Browser is your window into all the playable media that MediaEngine is capable of handling. We have attempted to design the browser to be as simple as possible to use while still allowing you to perform powerful search and editing functions. Even so, before you use Media Engine on the road, it would be a good idea to get to know the Media Browser and become comfortable with navigating through its menu options via your chosen input device (keyboard, touchscreen or remote). Always remember that when you're not at the main menu of the media browser, you can always get there by pressing the topmost menu item, or by pressing the left navigation button on your remote or keyboard until you see the 'Browse Database' menu option.

4.1

◆ 4.1 BROWSING THE DATABASE

- The MediaEngine database is a Microsoft Access database that contains detailed information on all the playable media that MediaEngine finds in your media folder. The database is kept up to date automatically in the background whenever you launch MediaEngine, so no external intervention is required.
- To utilize the advanced functions of the database engine select 'Browse Database' from the main Media Browser screen. You will then see several options that allow you to list music by many different criteria such as by artist name, album, song title and genre. You can also use the database engine to list all your music (makes for a killer random play playlist!) as well as locating all your playlist files and movies.

4.2

◆ 4.2 PLAYING AN AUDIO FILE (MP3, WAV, WMA, ETC.)

- Locate an audio file (or list of files) from the Media Browser and click on the song's entry or push the 'Ok' button

on your remote or keyboard to play it. MediaEngine will build a temporary playlist out of all the supported media that was listed and loads this up in the audio player.

4.3

◆ 4.3 PLAYING AN AUDIO CD

➤ Insert an audio CD in your CD or DVD ROM player and select Browse Media from the main menu. Select 'Browse CD/DVD drive' to list all of the audio tracks on the CD. From here playing a track is as simple as clicking / selecting that track with your input device. If you don't see the 'Browse CD/DVD drive' option when you go to Browse Media, or the media browser screen seems to freeze up until you eject the cd, you might have a dirty / scratched CD or your CD/DVD ROM drive may be malfunctioning. If you insert a CD after the media browser screen is already loaded, you should see the 'Browse CD/DVD drive' option appear when you return to the main menu of the media browser.

4.4

◆ 4.4 PLAYING A MOVIE (DIVX, MPG, AVI, ETC)

- First and foremost, make sure you have installed the necessary codecs on your computer before launching MediaEngine, or your file will not play. The most common types of movie files are pre-loaded into MediaEngine (see section 2.1), but you may have to type in the extension for an unknown movie type.
- To play the movie, locate the file you wish to play in the Media Browser and click on the entry or push the 'OK' button on your remote or keyboard to play it. MediaEngine will load the movie player and begin playing the movie. You can advance to the next movie on the list by pressing 'Right' on the keyboard or remote, and go to the previous movie by pressing 'Left'.

4.5

◆ 4.5 PLAYING A DVD

- Playing a DVD is much like playing an Audio CD (see section 4.3) when it comes to loading and playing, but differs in

the fact that the movie player will load when you select the DVD's entry in the Media Browser.

➤ Once the DVD is playing, you can use UP/Down/Left/Right and 'Ok' on your remote or keyboard to navigate the DVD menus, or you can just click them.

4.6

◆ 4.6 PLAYING FAVORITES

- To play favorites, you must first add favorites to your favorites list from the Media Player screen by either pressing your '*Add Fav*' button on your remote or keyboard, or, in the pop up menu click the icon with the check mark and ' + ' sign.
- Then, from the Media Browser, you can click the "Play Favorites" selection, or user your remote / keyboard to select it. Your favorites list will be displayed, and you will be able to select a song. The list will then load into the Media Player and the song you selected will play.

4.7

◆ 4.7 TEXT SEARCH WITH ON SCREEN KEYBOARD (OSK)

➤ Navigate to Browse Database in the Media Browser and then navigate to 'Text Search Options'. From there you are given a list of different types of searches you can perform. The names of the searches represent their respective searching capabilities. Search by Title searches all of your music for the keyword you specify in each item's title. Search by Artist searches all of the artists for the keyword, and so on and so forth. When you select your search type, you will be presented with the OSK. You can navigate the OSK using your remote's up/down/left/right, your keyboard, and by clicking on the characters on the OSK. Once you have your search term entered, click / navigate to the OK button on the OSK. Your search results will be displayed, which you can then select an item to play.

◆ 4.8 BUILDING / EDITING A PLAYLIST

- From the Media Browser, navigate to ‘Build a New Playlist’ and press ‘OK’ on your remote / keyboard or just click it with the mouse. The screen will redraw, and you will be “in” the playlist builder. The list on the top represents the songs that can be added, and the list on the bottom is the playlist you are building. Your selection will start off in the top list.
- Navigate to the songs you wish to add and press ‘OK’ on your remote / keyboard, or click them with the mouse. If you wish to remove a song from your playlist, click it in the LOWER list with the mouse, or, press ‘RIGHT’ on the your keyboard / remote and then navigate to the song you wish to remove and press ‘OK’. To get back up to the top list, press ‘RIGHT’ again. Pressing left in the lower list also gets you back up to the top list, but pressing ‘RIGHT’ in the top list is like pressing ‘RIGHT’ while just using the Media Browser... It takes you back to the previous selections.
- To save your playlist, press ‘QUIT’ on your remote / keyboard or click the disk icon in the center of the screen. You will be presented with the On Screen Keyboard (OSK). Use your mouse / keyboard / remote to type in the name of your playlist and then click on or navigate to the ‘OK’ button and press ‘OK’ on your remote / keyboard. The list will then be saved and can be accessed from Browse Database then Browse All Playlists.
- To quit from the Playlist Builder, press quit while the OSK is displayed, or click the cancel button.

5.0 Playing Music

- This section explains how the Media Player screen works, and how you can use it.

5.1

5.1 CONTROLLING THE PLAYER

- Controlling the Media Player is relatively simple. Most of the commands you will be familiar with such as FF / REW / Pause / Play / Next Song / Prev Song etc and will not be explained as in depth as the functions such as SWMP, Starting the Visuals, etc.

- To Fast Forward the current media, press your ‘FF’ button on the remote / keyboard, or click the >> arrows on the bottom touchscreen bar.
- To Rewind the current media, press the ‘REW’ button on the remote / keyboard, or click the << arrows on the bottom touchscreen bar.
- To Pause the current media, press ‘Pause’ button on the remote / keyboard, or click the || pause button on the bottom touchscreen bar.
- To Resume Play From pause, click pause again, or press ‘Play’ button on the remote / keyboard or click the > button on the bottom touchscreen bar.
- Next / Prev song, press ‘Left’ or ‘Right’ button on the keyboard / remote, or click the song you want to play.
- To start visuals, press the “Start Vis” button on the remote / keyboard, or in the pop up touchscreen menu, click the ‘eye’ shaped icon.
- To SWMP (swap while media playing) and go back to playlists, click the media icon in the pop-up touchscreen menu, or press your ‘SWMP’ button on keyboard / remote. SWMP will take you back to the Media Browser where you can select a new song from a different location to play. Only audio files will be available to navigate to.

MEDIAENGINE CLIENT LICENSE AGREEMENT

BY CLICKING THE ACCEPTANCE BUTTON OR INSTALLING OR USING THE MediaEngine CLIENT SOFTWARE (THE "PRODUCT"), THE INDIVIDUAL OR ENTITY LICENSING THE PRODUCT ("LICENSEE") IS CONSENTING TO BE BOUND BY AND IS BECOMING A PARTY TO THIS AGREEMENT. IF LICENSEE DOES NOT AGREE TO ALL OF THE TERMS OF THIS AGREEMENT, THE BUTTON INDICATING NON-ACCEPTANCE MUST BE SELECTED, AND LICENSEE MUST NOT INSTALL OR USE THE PRODUCT.

1. LICENSE GRANT. mediaengine.org ("mediaengine.org") grants Licensee a non-exclusive and non-transferable license to reproduce and use for personal or internal business purposes the executable code version of the Product, provided any copy must contain all of the original proprietary notices. This license does not entitle Licensee to receive from mediaengine.org hard-copy documentation, technical support, telephone assistance, or enhancements or updates to the Product. Licensee may not redistribute the Product. In the event Licensee wishes to redistribute or sublicense the Product, either for profit or otherwise, Licensee must first obtain written permission from mediaengine.org to do so.

2. RESTRICTIONS. Except as otherwise expressly permitted in this Agreement, Licensee may not: (i) modify or create any derivative works of the Product or documentation, including translation or localization; (ii) decompile, disassemble, reverse engineer, or otherwise attempt to derive the source code for the Product (except to the extent applicable laws specifically prohibit such restriction); (iii) redistribute, encumber, sell, rent, lease, sublicense, or otherwise transfer rights to the Product; (iv) remove or alter any trademark, logo, copyright or other proprietary notices, legends, symbols or labels in the Product; or (v) publish any results of benchmark tests run on the Product to a third party without mediaengine.org's prior written consent. Plug-ins and product components provided with or as part of the Product may be used only with the Product and not on a standalone basis or with any other product. Product APIs may be used only to develop code to work with the Product.

3. TERMINATION. Without prejudice to any other rights, mediaengine.org may terminate this Agreement if Licensee breaches any of its terms and conditions. Upon termination, Licensee shall destroy all copies of the Product.

4. PROPRIETARY RIGHTS. Title, ownership rights, and intellectual property rights in the Product shall remain in mediaengine.org and/or its suppliers. Licensee acknowledges such ownership and intellectual property rights and will not take any action to jeopardize, limit or interfere in any manner with mediaengine.org's or its suppliers' ownership of or rights with respect to the Product. The Product is protected by copyright and other intellectual property laws and by international treaties. Licensee agrees, at its expense, to defend and hold mediaengine.org and its affiliates harmless from any and all costs, damages and reasonable attorneys' fees resulting from any claim that Licensee's use of the Product has injured or otherwise violated any right of any third party or violates any law.

5. DISCLAIMER OF WARRANTY. THE PRODUCT IS PROVIDED FREE OF CHARGE AND ON AN "AS IS" BASIS, WITHOUT WARRANTY OF ANY KIND, INCLUDING WITHOUT LIMITATION THE WARRANTIES THAT IT IS FREE OF DEFECTS, MERCHANTABILITY, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. THE

ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PRODUCT IS BORNE BY LICENSEE. SHOULD THE PRODUCT PROVE DEFECTIVE IN ANY RESPECT, LICENSEE AND NOT mediaengine.org OR ITS SUPPLIERS OR RESELLERS ASSUMES THE ENTIRE COST OF ANY SERVICE AND REPAIR. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS AGREEMENT. NO USE OF THE PRODUCT IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

6. LIMITATION OF LIABILITY. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT WILL mediaengine.org OR ITS SUPPLIERS OR RESELLERS BE LIABLE FOR ANY INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OF OR INABILITY TO USE THE PRODUCT, INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES, EVEN IF ADVISED OF THE POSSIBILITY THEREOF, AND REGARDLESS OF THE LEGAL OR EQUITABLE THEORY (CONTRACT, TORT OR OTHERWISE) UPON WHICH THE CLAIM IS BASED. IN ANY CASE, mediaengine.org'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS AGREEMENT SHALL NOT EXCEED IN THE AGGREGATE THE SUM OF THE FEES LICENSEE PAID FOR THIS LICENSE (IF ANY) AND FEES FOR SUPPORT OF THE PRODUCT RECEIVED BY mediaengine.org UNDER A SEPARATE SUPPORT AGREEMENT (IF ANY), WITH THE EXCEPTION OF DEATH OR PERSONAL INJURY CAUSED BY THE NEGLIGENCE OF mediaengine.org TO THE EXTENT APPLICABLE LAW PROHIBITS THE LIMITATION OF DAMAGES IN SUCH CASES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS EXCLUSION AND LIMITATION MAY NOT BE APPLICABLE. mediaengine.org IS NOT RESPONSIBLE FOR ANY LIABILITY ARISING OUT OF CONTENT PROVIDED BY LICENSEE OR A THIRD PARTY THAT IS ACCESSED THROUGH THE PRODUCT AND/OR ANY MATERIAL LINKED THROUGH SUCH CONTENT.

7. EXPORT CONTROL. Licensee agrees to comply with all export laws and restrictions and regulations of the United States or foreign agencies or authorities, and not to export or re-export the Product or any direct product thereof in violation of any such restrictions, laws or regulations, or without all necessary approvals. As applicable, each party shall obtain and bear all expenses relating to any necessary licenses and/or exemptions with respect to its own export of the Product from the U.S.

8. HIGH RISK ACTIVITIES. The Product is not fault-tolerant and is not designed, manufactured or intended for use or resale as on-line control equipment in hazardous environments requiring fail-safe performance, such as in the operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines, or weapons systems, in which the failure of the Product could lead directly to death, personal injury, or severe physical or environmental damage ("High Risk Activities"). Accordingly, mediaengine.org and its suppliers specifically disclaim any express or implied warranty of fitness for High Risk Activities. Licensee agrees that mediaengine.org and its suppliers will not be liable for any claims or damages arising from the use of the Product in such applications.

9. U.S. GOVERNMENT END USERS. The Product is a "commercial item," as that term is defined in 48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer software" and

"commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire the Product with only those rights set forth herein.

10. MISCELLANEOUS. (a) This Agreement constitutes the entire agreement between the parties concerning the subject matter hereof. (b) This Agreement may be amended only by a writing signed by both parties. (c) Except to the extent applicable law, if any, provides otherwise, this Agreement shall be governed by the laws of the State of California, U.S.A., excluding its conflict of law provisions. (d) Unless otherwise agreed in writing, all disputes relating to this Agreement (excepting any dispute relating to intellectual property rights) shall be subject to final and binding arbitration in Santa Clara County, California, under the auspices of the American Arbitration Association (AAA), with the losing party paying all costs of arbitration. (e) This Agreement shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods. (f) If any provision in this Agreement should be held illegal or unenforceable by a court having jurisdiction, such provision shall be modified to the extent necessary to render it enforceable without losing its intent, or severed from this Agreement if no such modification is possible, and other provisions of this Agreement shall remain in full force and effect. (g) A waiver by either party of any term or condition of this Agreement or any breach thereof, in any one instance, shall not waive such term or condition or any subsequent breach thereof. (h) The provisions of this Agreement, which require or contemplate performance after the expiration or termination of this Agreement shall be enforceable notwithstanding said expiration or termination. (i) Licensee may not assign or otherwise transfer by operation of law or otherwise this Agreement or any rights or obligations herein except in the case of a merger or the sale of all or substantially all of Licensee's assets to another entity. (j) This Agreement shall be binding upon and shall inure to the benefit of the parties, their successors and permitted assigns. (k) Neither party shall be in default or be liable for any delay, failure in performance (excepting the obligation to pay) or interruption of service resulting directly or indirectly from any cause beyond its reasonable control. (l) The relationship between mediaengine.org and Licensee is that of independent contractors and neither Licensee nor its agents shall have any authority to bind mediaengine.org in any way. (l) mediaengine.org may change the terms of this Agreement from time to time. By continuing to use the Product beyond a period of 30 days after notice of such change has been provided on a public website of mediaengine.org or its affiliate for the first time, Licensee signifies its consent to the revised terms.