

ADOBE FLASH MEDIA SERVER

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1.4. “Connections” means the number of connections over which the client can receive and deliver Content from a single Computer or Virtual Server where the Software is installed.

1.5. “Concurrent Connections” means the total number of simultaneous Connections from software clients to a specific Computer or Virtual Server.

1.6. “Content” means video, audio and/or data files in file formats supported the Software.

1.7. “Development Server” means Flash Media Development Server, a particular configuration and license of the Software with a limited number of Concurrent Connections.

1.8. “Documentation” means the user manuals and/or technical publications as applicable, supplied with the Software, relating to the installation, use and administration of the Software.

1.9. “Edge Configuration” means a particular configuration and license of the Software for the Interactive Streaming Server solely for use with an Origin Configuration

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1.13. “Sample Code” means (a) the Sample Server Applications; and (b) other sample software and sample applications in source code format, in each case made available through Adobe’s website and/or provided with the Software solely for use with the Interactive Server.

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