

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

1.10. “Interactive Server” means a version of the Software that (a) is either configured (i) as an Origin Configuration and/or (ii) Origin Configuration and one or more Edge Configurations; and (b) permits end users to provide customizable streaming of Content.

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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.

1.14. “Sample Server Applications” means Adobe’s proprietary and/or licensed software applications in object code and/or source code that may be provided by Adobe from time to time during the term of this Agreement and (a) are installed and used solely on a server where the Software is installed; (b) are provided in the “samples” file of the Software and (c) provide additional functionality to the Interactive Server and Streaming Server

1.15. “Streaming Server” means a version of the Software that permits pre-recorded or live streaming of Content except for the streaming of multi-way communications.

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