

MediaReactor Lite for Adobe v8

User Guide



May 25, 2026

1 Introduction.....	4
1.1 Conventions.....	4
1.2 About MediaReactor Lite for Adobe.....	5
1.3 System Requirements.....	6
1.3.1 Recommended Environment.....	6
1.4 Supported Operating Systems / File Types.....	7
2 Getting Set Up.....	8
2.1 Installation.....	8
2.1.1 Install on Windows.....	9
2.1.2 Install on macOS.....	10
2.2 Where to find your files.....	12
2.3 Windows.....	12
2.4 macOS.....	12
2.5 Linux.....	12
2.6 License the Software.....	13
2.6.1 How Do I Remove the Watermarks?.....	13
2.6.2 Licensing for Windows.....	14
2.6.3 Licensing for Linux and macOS.....	16
3 Using MediaReactor Lite for Adobe.....	18
3.1 ...with Adobe Premiere CC.....	19
3.2 ...with Adobe After Effects CC.....	22
3.3 ...with Adobe Media Encoder CC.....	24
3.4 ...with Adobe Prelude CC.....	27
3.5 Accessing S3/HTTP/HTTPS Assets with .STREAM Files.....	32
3.5.1 Direct Access to Cloud Assets.....	32
3.5.2 DTStreamFileCreator for S3 Access.....	33
3.5.2.1 Make Stream File.....	35
3.5.2.2 Localize File.....	36
3.5.2.3 Encrypt Stream.....	36
3.6 Import Control.....	37
3.6.1 AAF.....	38
3.6.2 AVI.....	39
3.6.3 GXF.....	40
3.6.4 LXF.....	41
3.6.5 M3U8.....	42
3.6.6 MP4.....	43
3.6.7 MOV.....	44
3.6.8 MPG.....	45
3.6.9 MXF.....	46
3.6.10 TS.....	47
4 Copyrights and Trademark Notices.....	48
4.1 General.....	48
4.2 GNU LESSER GENERAL PUBLIC LICENSE.....	57
4.2.1.1 0. Additional Definitions.....	57
4.2.1.2 1. Exception to Section 3 of the GNU GPL.....	57
4.2.1.3 2. Conveying Modified Versions.....	57
3. Object Code Incorporating Material from Library Header Files.....	58
4. Combined Works.....	58
5. Combined Libraries.....	59

6. Revised Versions of the GNU Lesser General Public License.....	59
4.3 MPEG Disclaimers.....	60
4.3.1 MPEGLA MPEG2 Patent.....	60
4.3.2 MPEGLA MPEG4 VISUAL.....	60
4.3.3 MPEGLA AVC.....	60
4.3.4 MPEG4 SYSTEMS.....	60
4.4 Drastic Technologies Limited Warranty and Disclaimers.....	61
4.4.1 Warranty Remedies.....	61
4.4.2 Software Updates.....	61
4.4.3 Restrictions and Conditions of Limited Warranty.....	61
4.4.4 Limitations of Warranties.....	62
4.4.5 Damages.....	62

1 Introduction

This manual is for MediaReactor Lite 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 video editing 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 MediaReactor Lite for Adobe

MediaReactor Lite for Adobe provides plugin components to allow Adobe applications to access supported file types in real time without a transcoding step.

MediaReactor Lite is a streamlined version of MediaReactor Workstation

[MediaReactor Workstation](#)

with a smaller supported file set specifically for Adobe products, such as Premiere, Prelude, Media Encoder and After Effects. Check the product page:

[MediaReactor Lite for Adobe](#)

If you are editing with Avid products, MediaReactor Lite for Avid provides a targeted set of the most commonly requested read and write formats for products such as Media Composer, NewsCutter and Symphony. Check the product page:

[MediaReactor Lite for Avid](#)

1.3 System Requirements

1.3.1 Recommended Environment

MediaReactor Lite for Adobe software must be installed on a system at least as powerful as the configurations listed below.

Minimum Hardware Platform

Post 2000 multi core processor capable of running the host application.

Recommended Hardware Platform

Recommended hardware from the host application vendor. Multi cores and OpenCL, Cuda, and shader GPUs will be used if available, but are not absolutely required.

Demo downloads of MediaReactor Lite 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.

1.4 Supported Operating Systems / File Types

MediaReactor Lite provides support for Adobe products in Windows 64 and OS-X 64 bit

Extension	File Format	Codec	Read	Write
CDX	Codex	Codec raw bayer stills	X	
CINE	Phantom	Phantom 10, 12 and 14 bit bayer	X	
CIN	Cineon	10 Bit RGB	X	
DNG	CinemaDNG	10, 12 and 16 bit bayer	X	
KRW	Kinefinity	KineRAW Compressed Raw Stills and Stream	X	
MLV	Magic Lantern	Raw 14 bit bayer with PCM audio	X	
MOV	QuickTime	DVSD, DV25, DV50, DVHD, AVCi100, CineForm*, CineForm3D*, RGBA, RGB-10 (DPX), standard codecs	X	
MOV	QuickTime	YCbCr 8 & 10 SD/HD	X	
MOV	QuickTime	DNxHD 36/145/220 (licensable)	X	X
MOV	QuickTime	AVCi, MPEG-2, XDCam	X	
MOV	Reference File	MOV reference file pointing at h264, ProRes, DV, AVCI	X	
MP4	AVC1, h.264	Apple h.264, h.264 AVC	X	X
MP4	HEVC, h.264	HEVC/265	X	
MP4	XAVC-S	Sony XAVC-S HD/4K Cameras	X	X
MP4	MPEG-2	Sony/Canon camera	X	
RMF	RMF	Canon C500 raw 10 bit bayer files	X	
SEQ	Bayer	Raw camera seq bayer files	X	
SIV	Bayer	Raw camera siv bayer files	X	
STREAM	S3, HTTP, HTTPS	Web assets on S3, HTTP, or HTTPS storage, in formats supported by the product licensed	X	
VRW	Varicam Raw	Panasonic Varicam Raw	X	

* = (third party) licensable codec

2 Getting Set Up

2.1 Installation

Here is how to install MediaReactor Lite for Adobe. Attach a standard keyboard, mouse and VGA monitor to the system. Plug the system in and turn it on.

IMPORTANT! Log on as Administrator. If the user name and password entered do not extend Administrator privileges, the software will not install properly. If unsure as to what level of privilege the logon provides, consult a System Administrator.

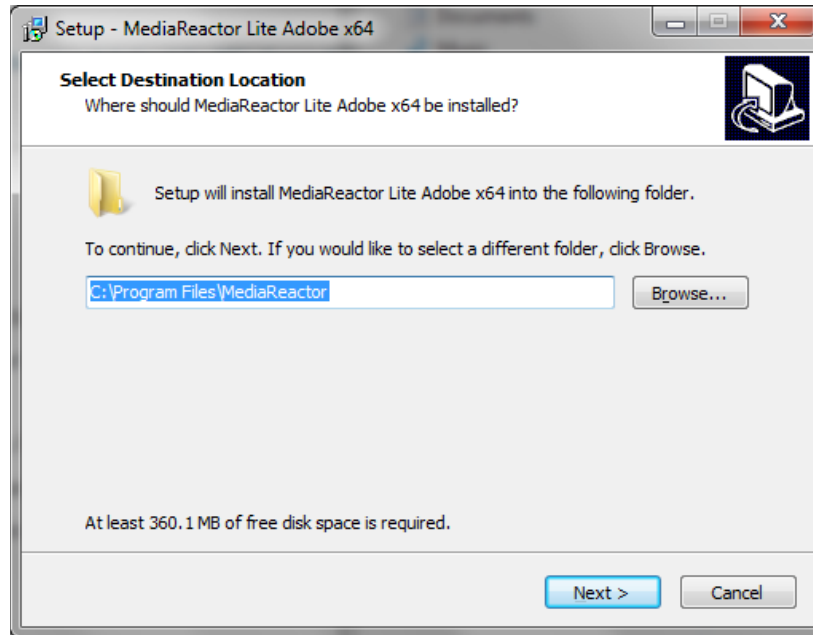
Confirm that any other programs are closed before starting this installation.

Make sure the system clock is properly set. Open the **Control Panel**, go to **Date/Time**. If the time is reset while running a duration-limited license, it may destroy the license.

2.1.1 Install on Windows

For Windows: Double-click or run the executable installation file.

Depending on your setup, you may need to allow the installer to run. Once you have done this, and selected the installer language, you will see a dialog similar to this:



The user will be prompted to move through each step of the install by pressing the “next” or “finish” button. Carefully read the instructions that are provided.

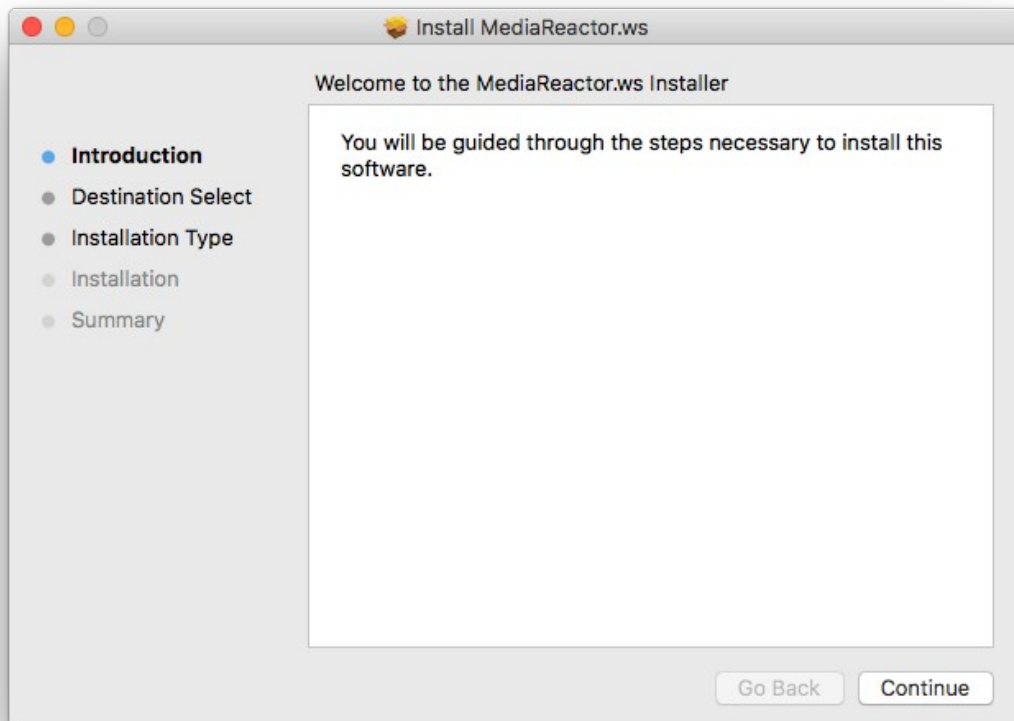
Note: When installing on a Windows 64 bit system make sure to install both the 32 bit and 64 bit versions if you are also running 32 bit applications.

2.1.2 Install on macOS

For macOS: Double click on the OS-X PKG installer:

SetupMRWS_MacOS-X_7_#_###

This should display a dialog similar to this:



Click **Continue** and carefully follow the instructions to install the software.

Upon install completion, MediaReactor Workstation will prompt the user to **Restart**. Agree to **Restart**.

Apple Pro hardware accelerated codec support is available for macOS installs.

Pro Video Formats 3.1 (HW accel h.264/265/Prores)

<https://support.apple.com/en-ca/106396>

Rosetta 2 (for AVCi-100)

<https://support.apple.com/en-us/102527>

2.2 Where to find your files

2.3 Windows

C:\Program Files\MediaReactor\
C:\ProgramData\Drastic\
Application specific plugin directories

Links to applications are available under the Start menu, MediaReactor folder

2.4 macOS

/Applications/MediaReactor/
/Libraries/Frameworks/
 DrasticDDR.framework
 Intel_IPP.framework
Application specific plugin directories

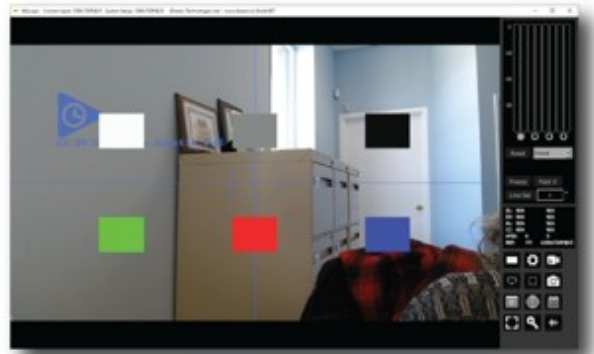
2.5 Linux

/opt/mediareactor/
Application specific plugin directories

2.6 License the Software

2.6.1 How Do I Remove the Watermarks?

If you run Drastic software without a license, many of the features will be unavailable. Also, there will be watermarks you cannot remove (image below), 10 second media duration, length of run limitations, no hardware support, nag screen, auto-shutoff, and other significant limitations. To remove these limitations, you will need a valid license.

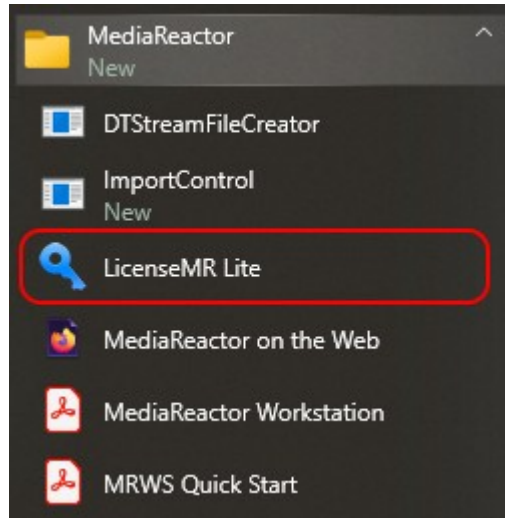


Sample watermarks

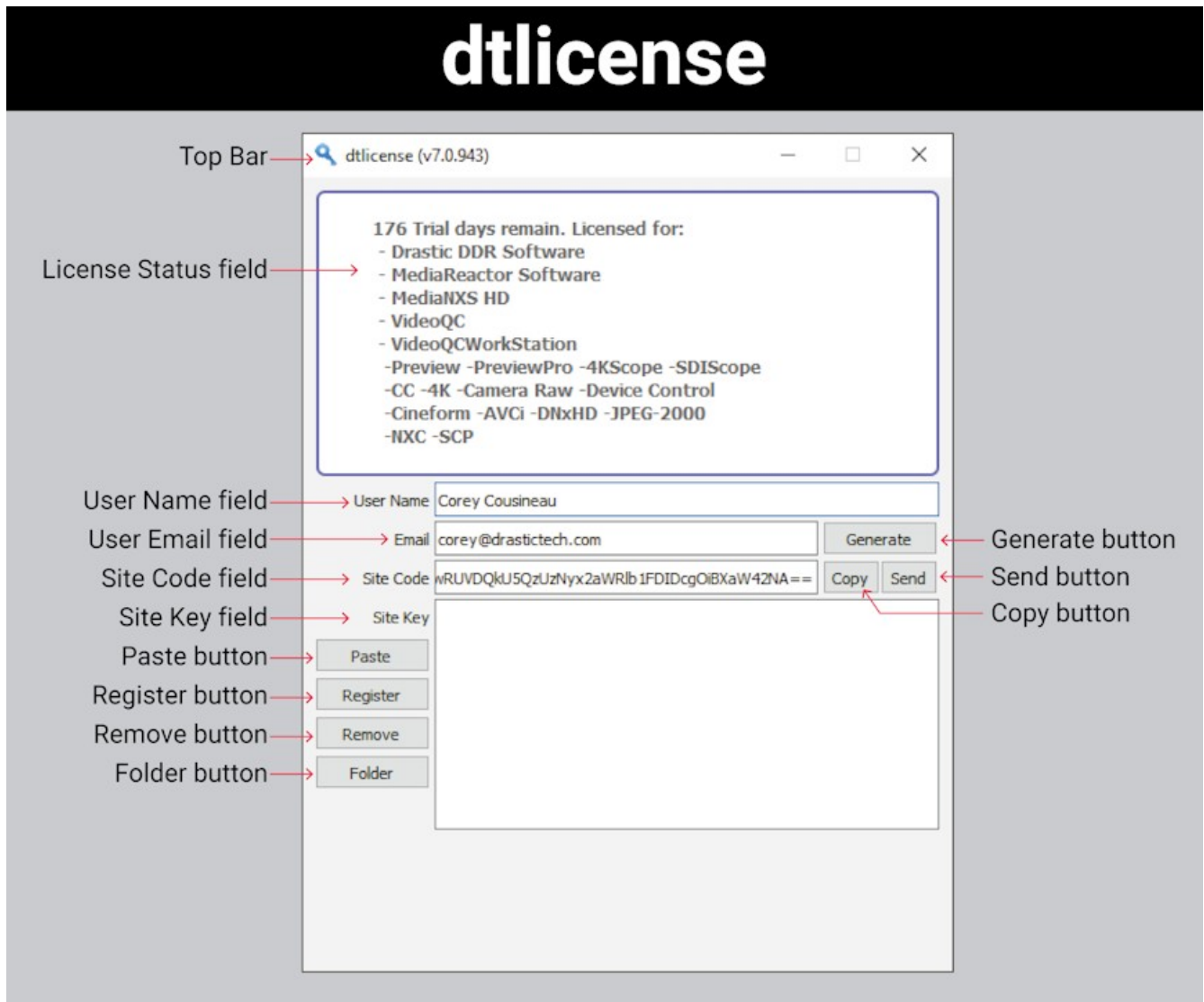
Here is how to license your installation of MediaReactor Lite for Adobe:

2.6.2 Licensing for Windows

MediaReactor Lite installs an application called **dtlicense**, which is included in the program folder.



Run **LicenseMR Lite** and you will see the following interface:



- Type the user name into the **User Name** field.
- Type a valid email address into the **User Email** field. This is the email address at which the user will receive the required site key, so make sure it can be accessed by the operator of the system upon which the Drastic software is installed.
- Press the **Generate** button. This will populate the **Site Code** field with the site code. The site code is a seemingly random string of alphanumeric characters which will be used to generate the site key.
- If the system is set up with email, the user may press the **Send** button. This opens a new email addressed to Drastic with the site code in the body of the email. If the system is not set up with email, the user may copy (either select the site code and use a standard Copy command, or press the **Copy** button which is just to the right of the **Site Code** field) and paste (use a standard Paste command) the site code into a text file, and open the text file in a system that is

set up with email. In this case, create a new email addressed to authorization@drastictech.com . it would be useful to type a quick explanation regarding which software is to be licensed, and the reason for the license request (such as demo, update license, add software etc.). Send the email.

- We will reply with an email containing another seemingly random string of alphanumeric characters - this will be the site key.
- Copy the site key from the email into the buffer, and paste it into the **Site Key** field, either using a standard paste command, or by pressing the **Paste** button (the button with the icon to the left of the **Remove** button).
- Press the **Register** button, and restart the software. This will update the license status and enable all the features supported by the requested license level.
- To view the folder in which the license is located, press the **Folder** button. This opens the folder containing the license, which may be useful in cases where the user may need to move or delete the license.
- The license may be removed simply by pressing the **Remove** button.
- Once the user is finished with the licensing process, they may press the **Close** button to close **Drastic Licensing** window.

The status of the license is displayed in the top field, with a list of all software and other components that have been licensed and are available for use.

2.6.3 Licensing for Linux and macOS

To access the site code using LicenseMR Lite under Linux:

Open the command line and navigate to the opt/mediareactor directory i.e `cd /opt/mediareactor`

Run the license application as a super user, i.e `sudo ./licensemr4`

After the application is opened, fill in your username and email and click on the Generate button. This will generate the site code which you will need to send to the authorization dept to issue a site key. Paste the key in the Site Key field and click on register to activate the license.

To access the site code using LicenseMR Lite under macOS:

Go to Applications and open the MediaReactor folder. In that folder will be the LicenseMR Lite application.

After the application is opened, fill in your username and email and click on the Generate button. This will generate the site code which you will need to send to the authorization dept to issue a site key. Paste the key in the Site Key field and click on register to activate the license.

Through DDRSetup (Linux and macOS):

There is a license app installed with MediaReactor Lite called ddrsetup. On the command line go to its directory and type:

```
./ddrsetup -l -n "Your Name" -e "your.email@company.com"
```

In the command above, use the quotes.

Copy and paste the output and send it to authorization@drastictech.com. Drastic will reply with an email containing the Site Key.

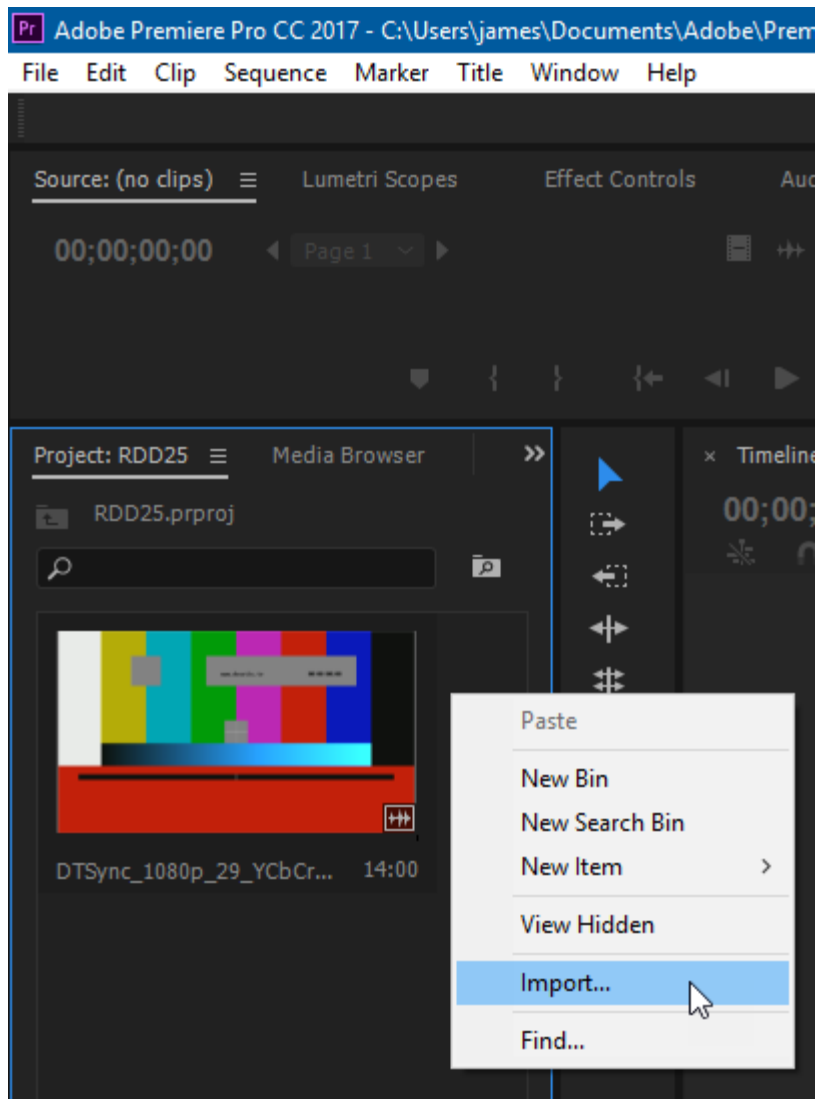
3 Using MediaReactor Lite for Adobe

MediaReactor Lite for Adobe is designed to provide direct, real time editing of non editor native formats for Adobe.

MediaReactor Lite for Adobe installs a series of plugins which allow editors to add media (which would normally have required a transcoding step) directly into their editing package, and use the media as if it were a natively understood format.

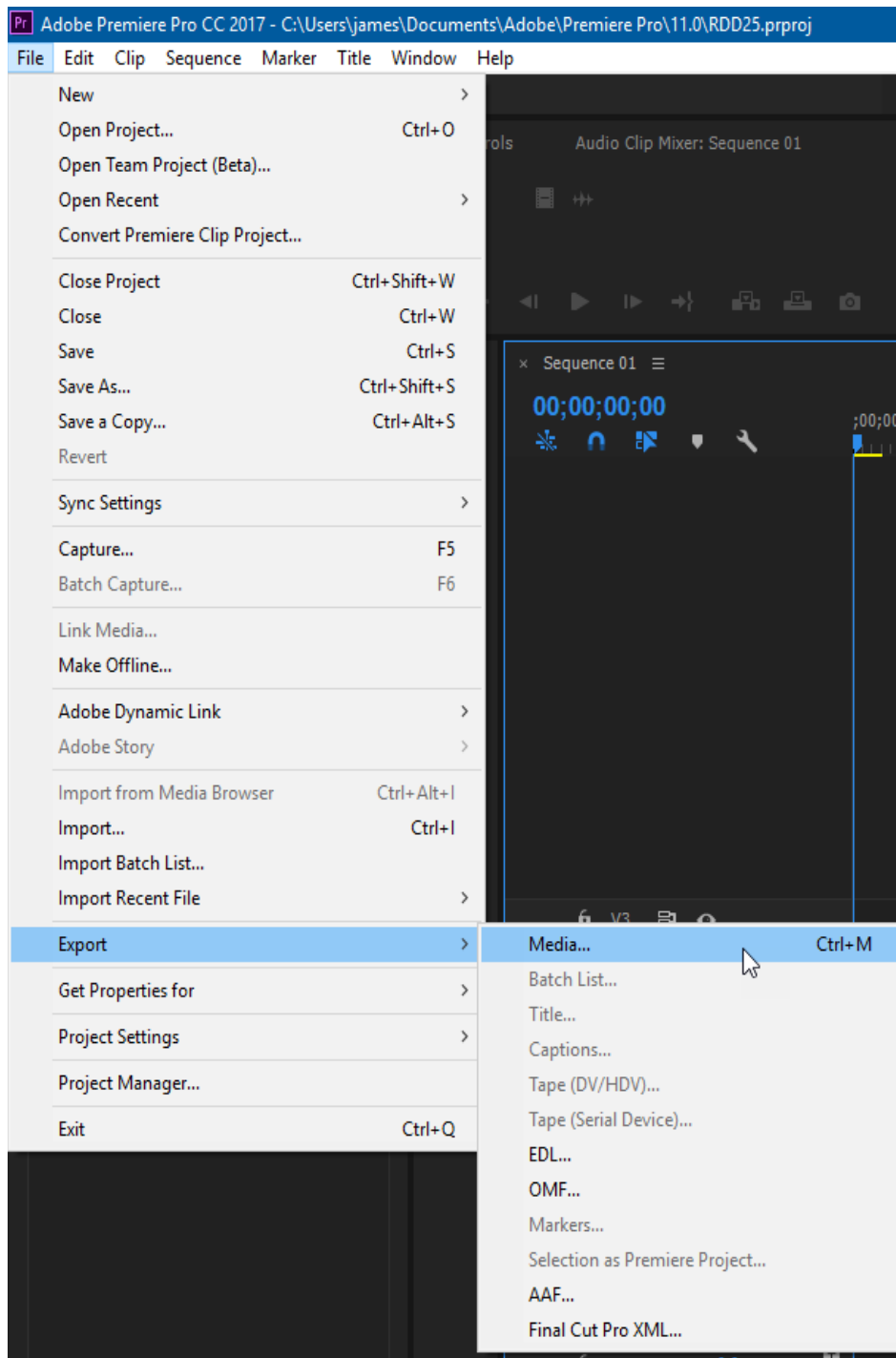
3.1 ...with Adobe Premiere CC

To bring a file into Premiere for editing, select the menu **File | Import** or right click in the Project area and select **Import**.

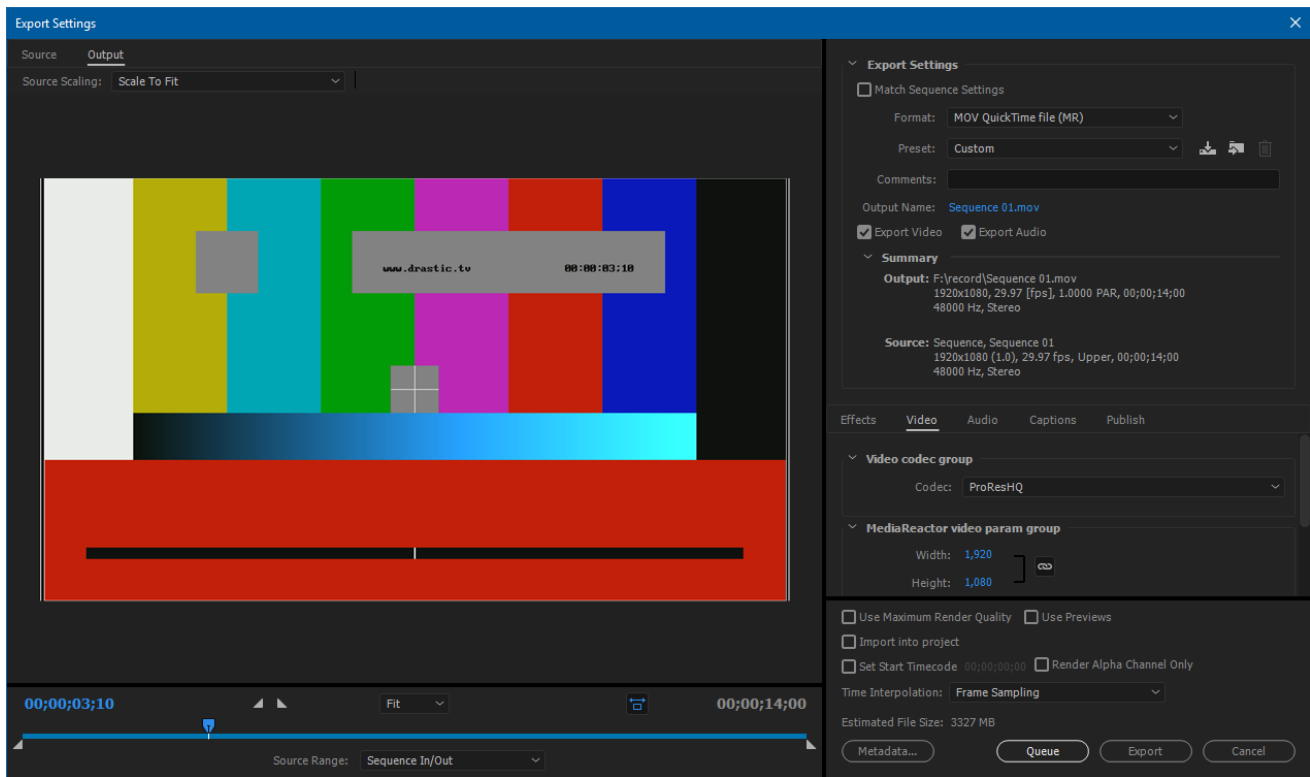


Adding files via the Media Browser area is also supported.

To export a file from Premiere, select the menu **File | Export → Media**.



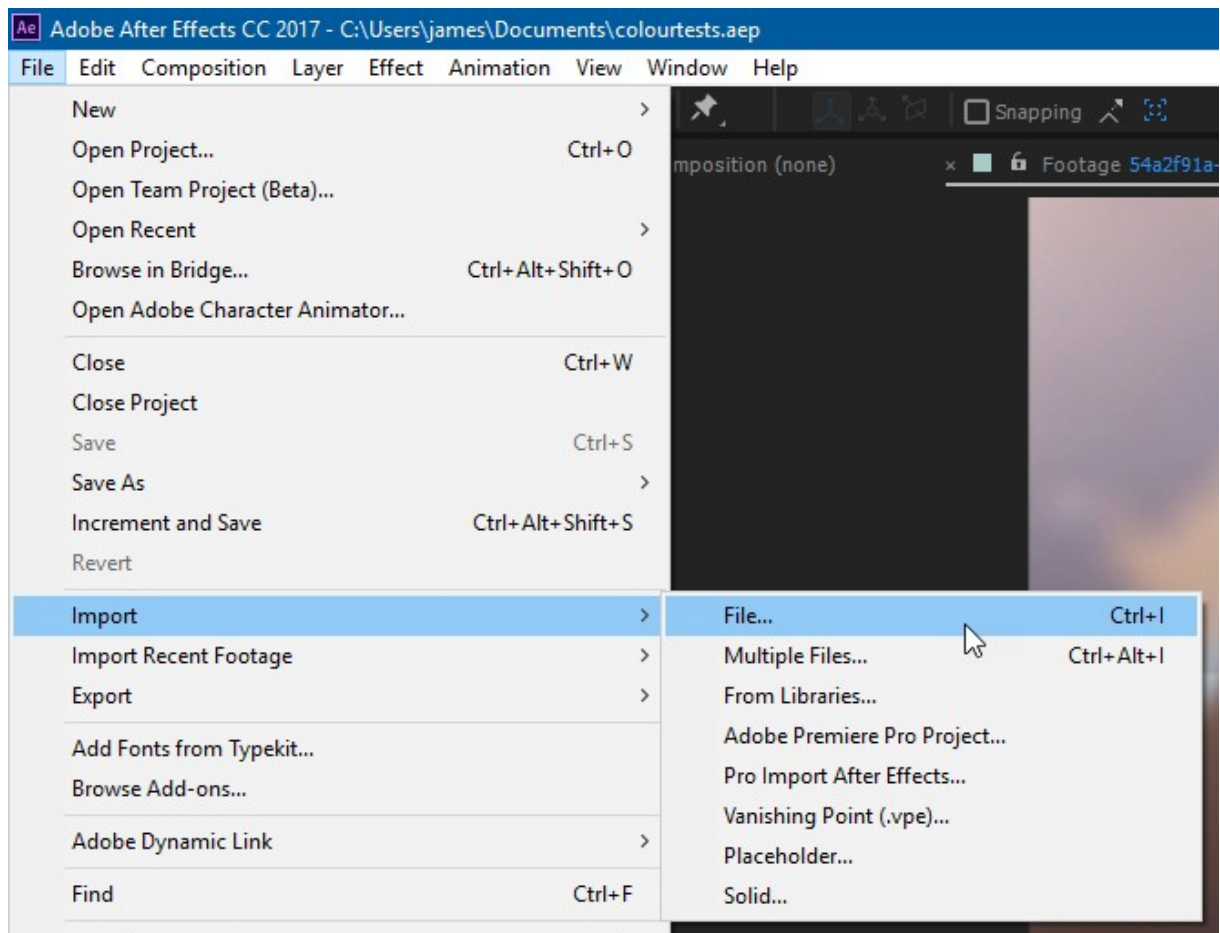
This loads the file into the dialog box.



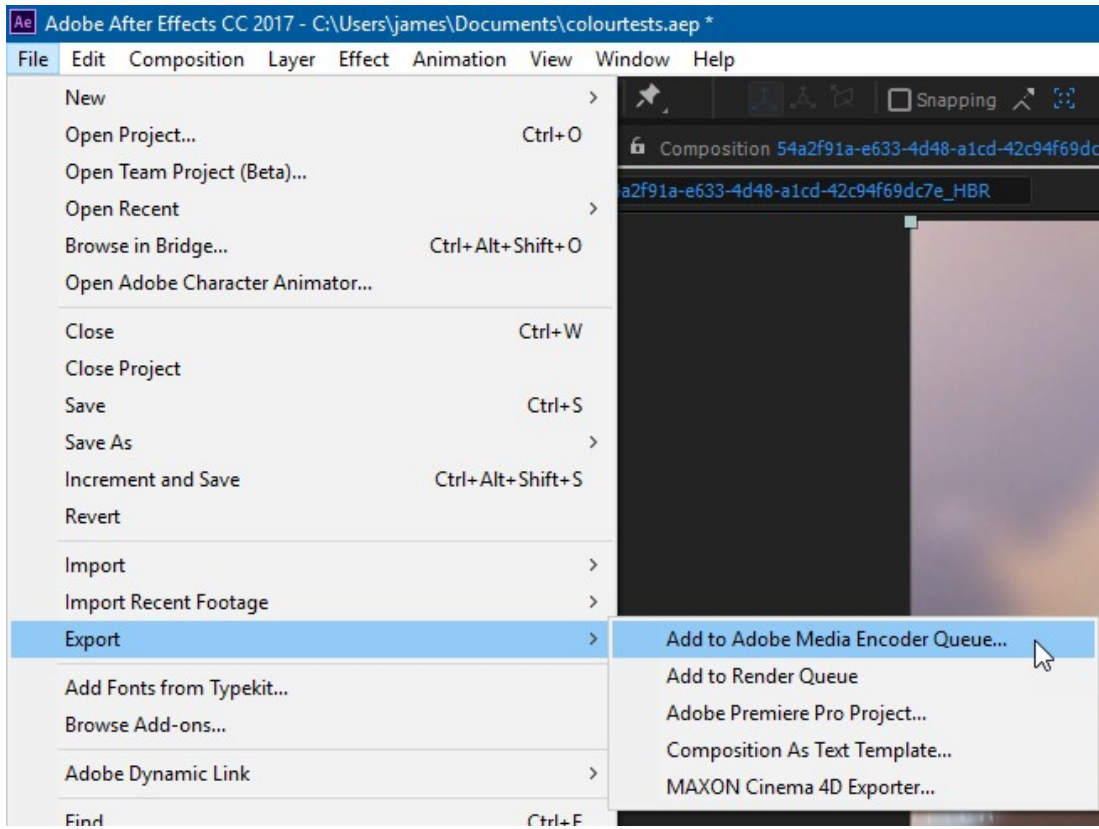
Select the **Format** drop down to select the type. Set the settings and click the **Export** button.

3.2 ...with Adobe After Effects CC

To bring a file into After Effects for editing, select the menu **File | Import** or right click in the Project area and select **Import**.



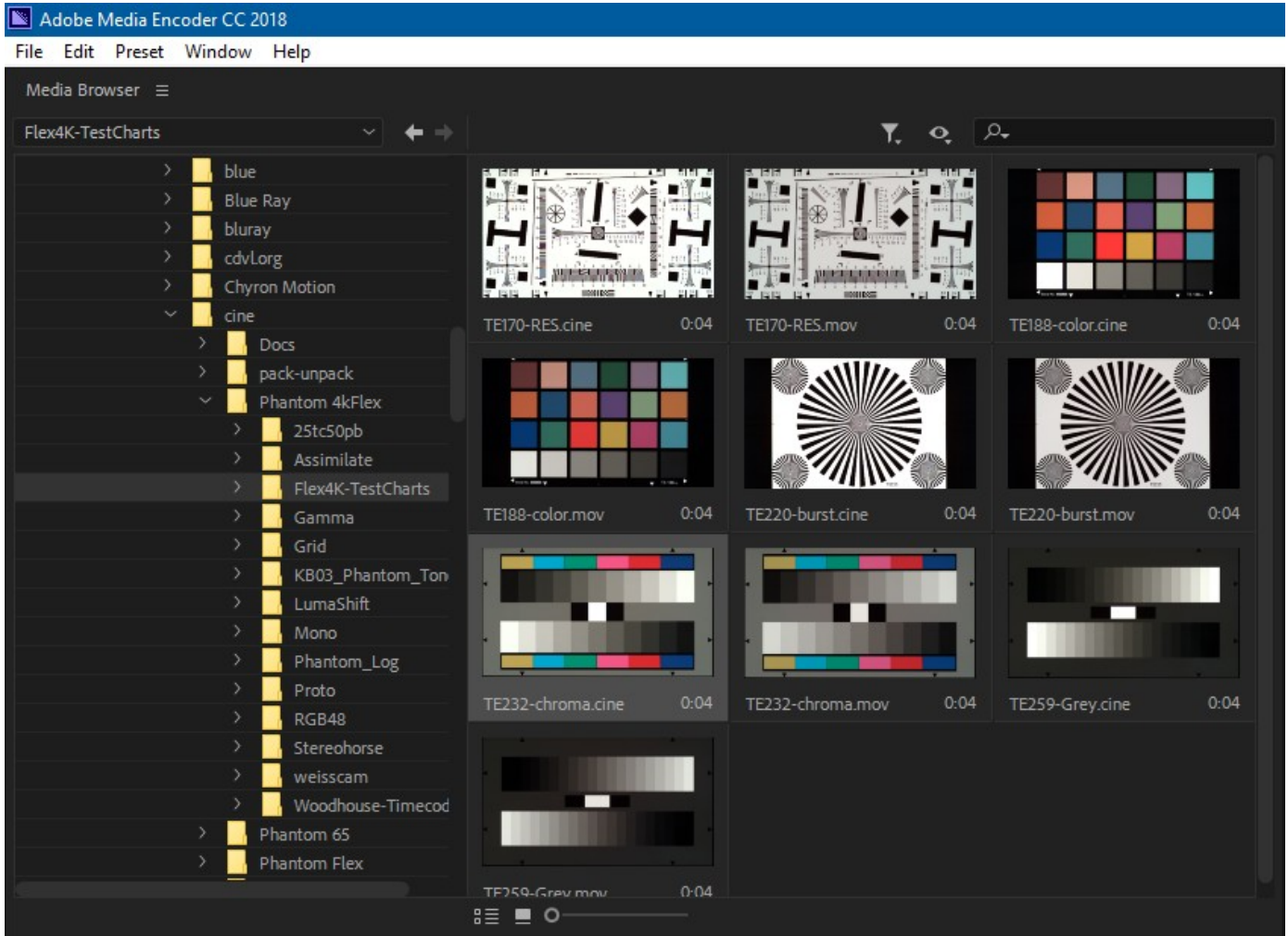
To Export a project via MediaReactor, select the File and Export menu



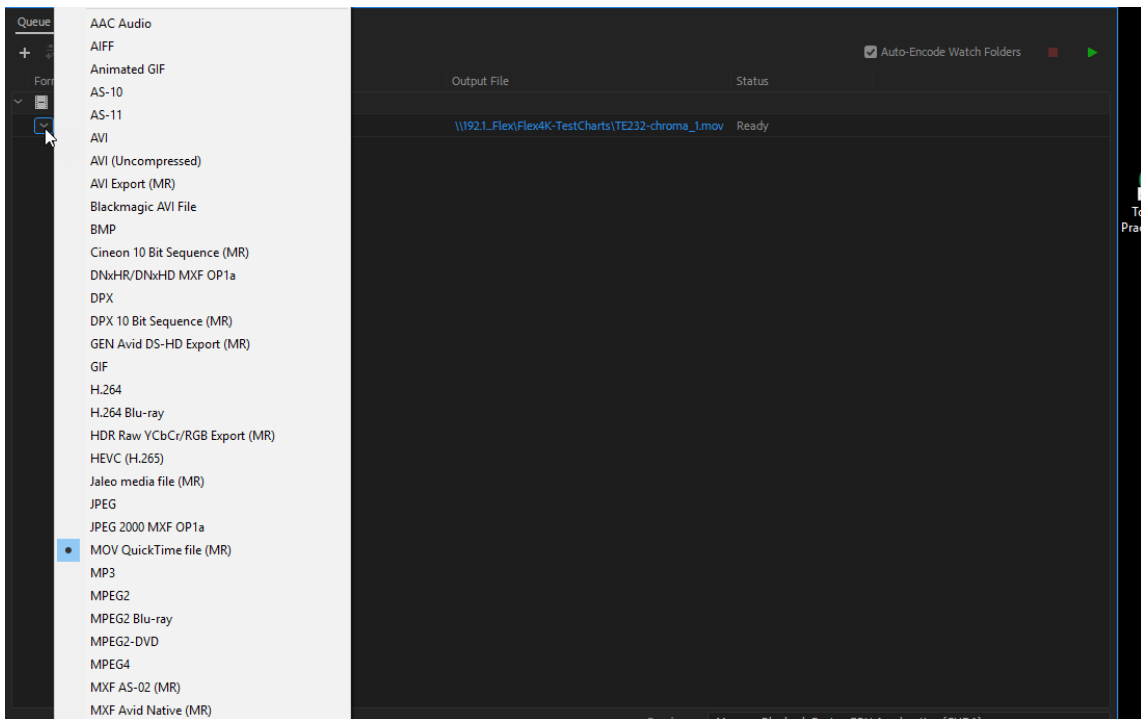
For more information on exporting, see the *Premiere CC* or *Media Encoder CC* sections of this manual.

3.3 ...with Adobe Media Encoder CC

In Media Encoder, use the Media Browsers to find the file you want to convert.



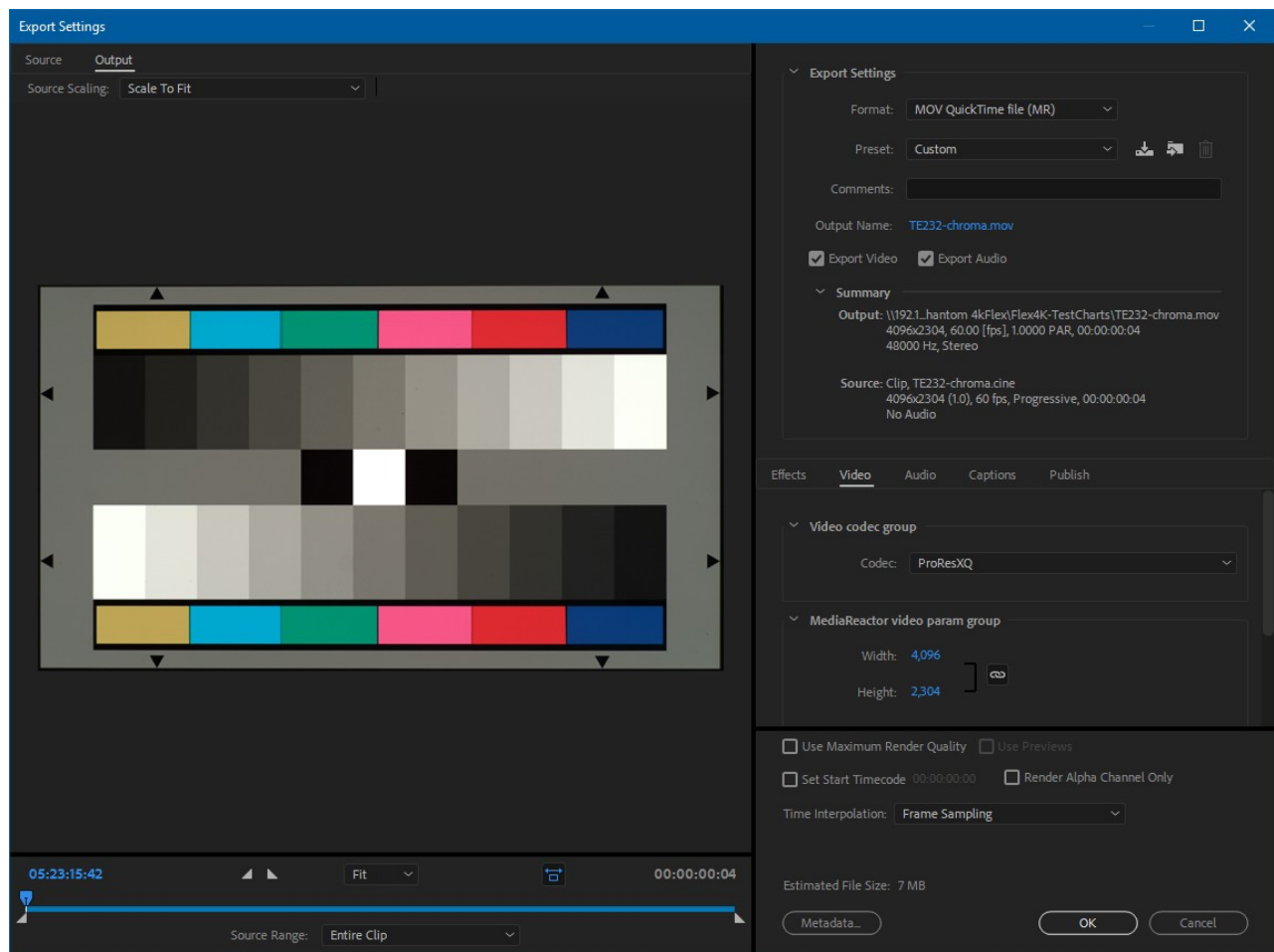
Double click on the file to add it to the Queue. Click on the first drop down to select the output file type.



Once you have selected the output file type, clicking on the **Output** link will bring up the Export settings dialog.

To export a file from Premiere, select the menu **File | Export** → **Media**.

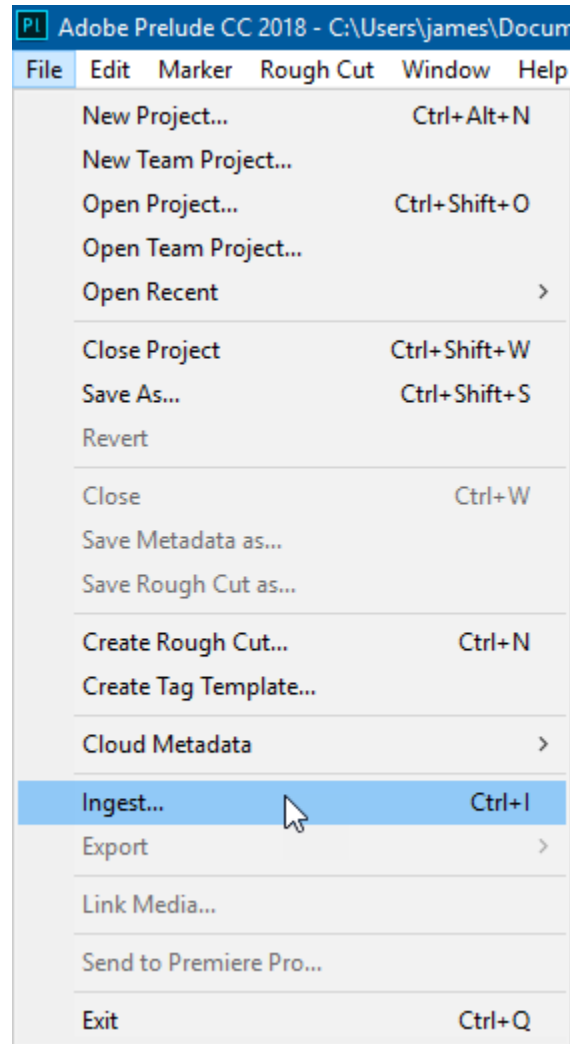
This loads the file into the dialog box.



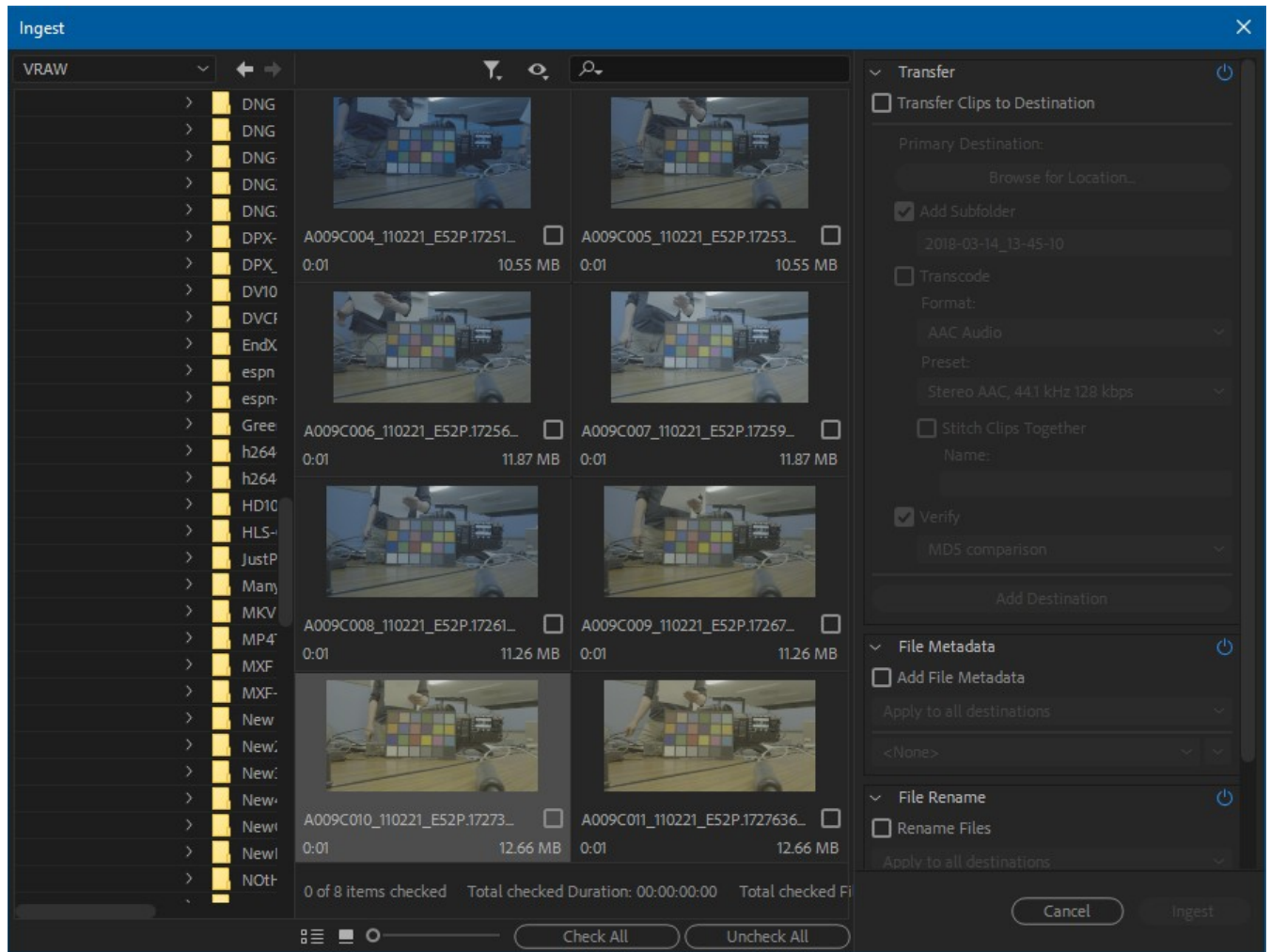
Select the **Format** drop down to select the type. Adjust or confirm the settings and click the **Export** button.

3.4 ...with Adobe Prelude CC

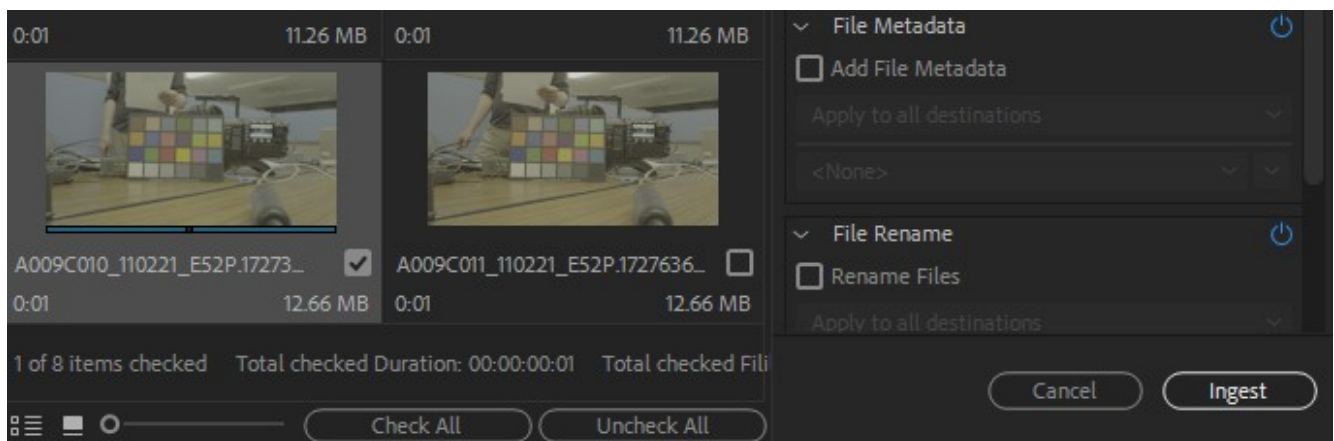
To bring a file into Prelude for logging, select the menu **File | Ingest** or double click in the Project area.



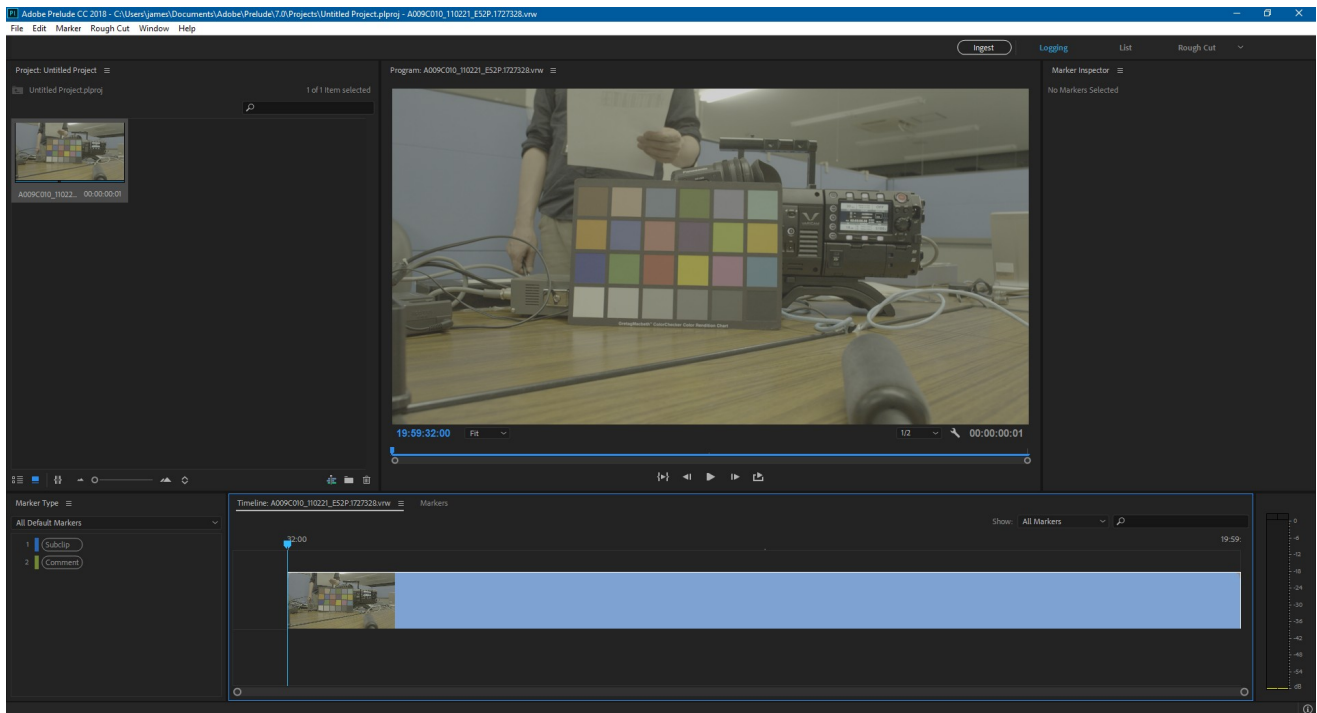
This will bring up the ingest dialog



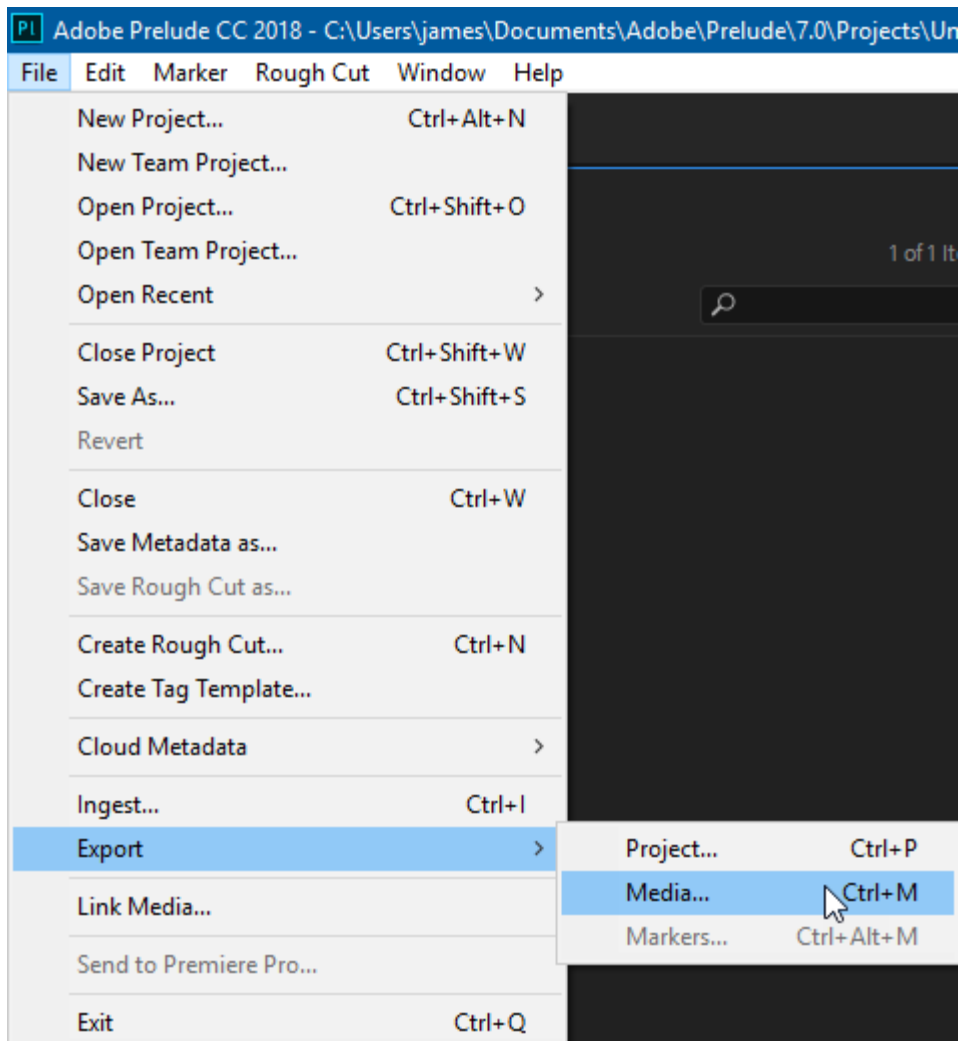
Checking one or more of the files, and clicking ingest will bring the files into Prelude



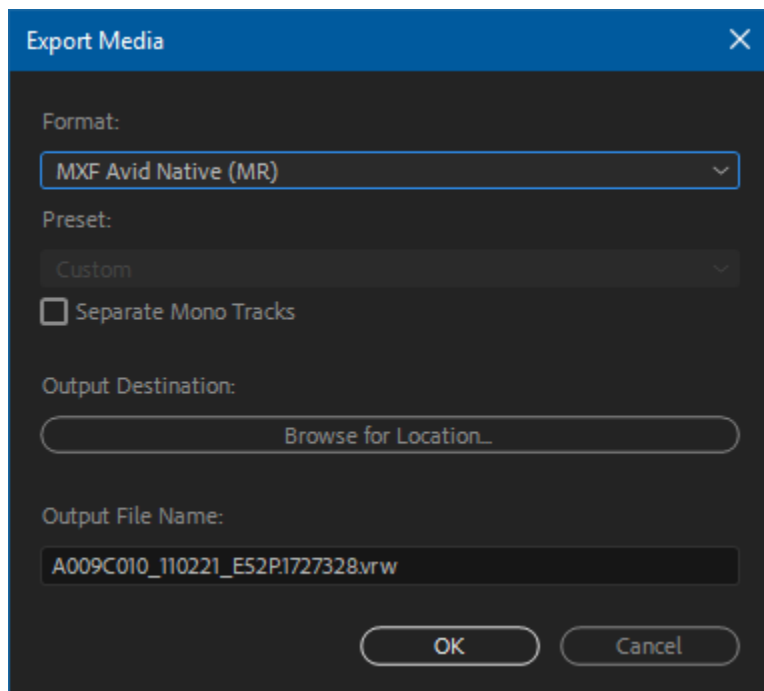
Once it is imported into the project, double clicking on its icon will bring it up in the player and timeline.



Clicking on the clip in the project will also allow you to export it as another format



The export type can be chosen in the Export Media dialog



3.5 Accessing S3/HTTP/HTTPS Assets with .STREAM Files

Normally, Adobe Premiere, After Effects, Media Encoder, etc. require a physical file to be located on a standard file system, shared or local. MediaReactor Lite (and MediaReactor Workstation) allow all these software products to edit files directly from S3/HTTP/HTTPS file stores. The magic is performed by tiny local text files with the extension .stream. These are encrypted or unencrypted descriptions of the file's actual location, saved on a local or accessible network storage for Adobe to use.

3.5.1 Direct Access to Cloud Assets

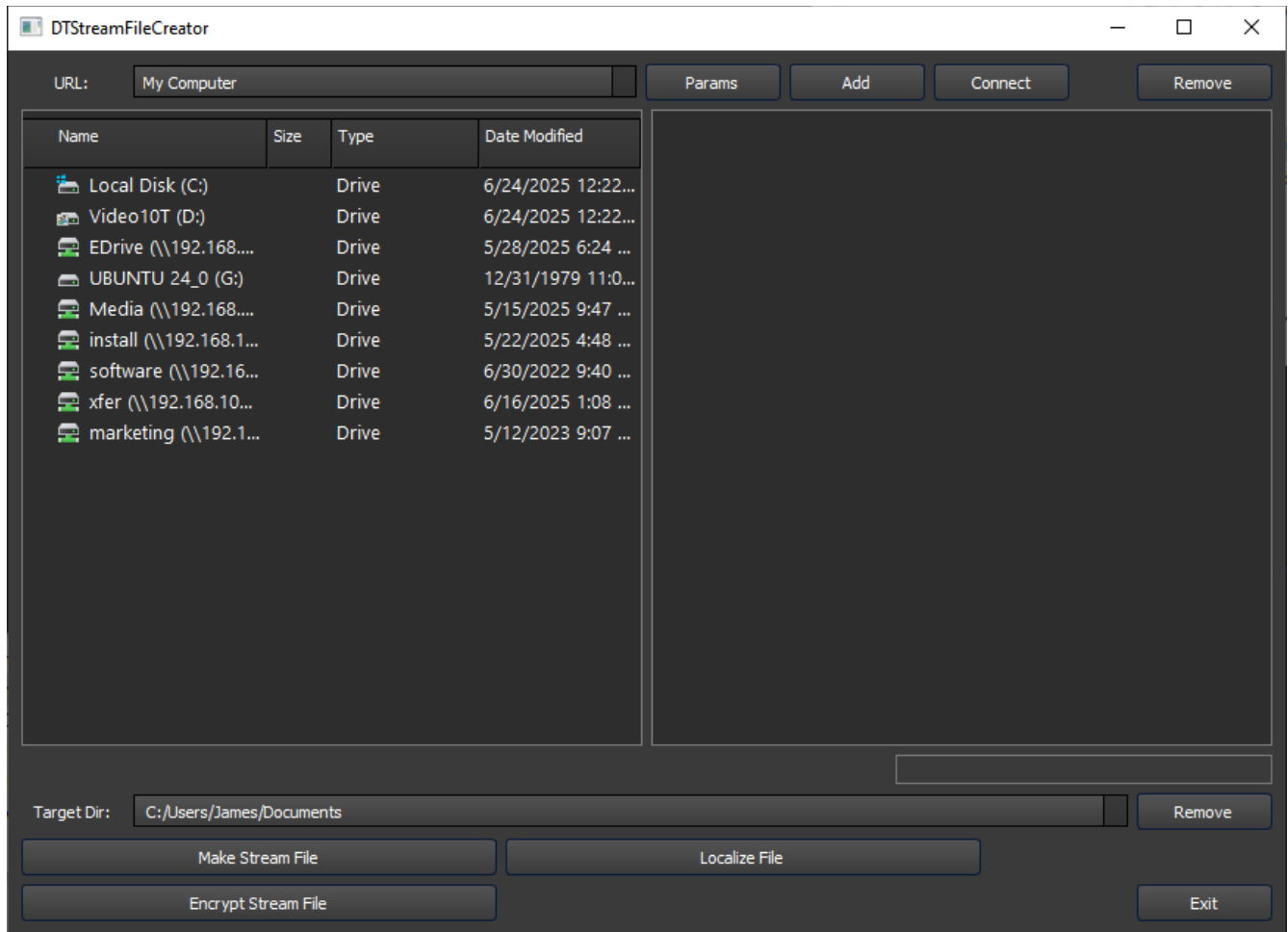
Adobe Premiere uses files, and cannot see ephemeral assets, such as streams on an S3 or HTTPS provider. Typically video files are into the hundred of MBs, sometimes GBs, so there is both a delay, and an added cost, to download a file from S3 before opening a local copy (and to upload it after saving).

Other companies have used proxy files with subsequent conform to mitigate the delay (and cost) editors face using cloud storage solutions. Drastic lets you access these files directly, with frame accurate time code, closed captions, and metadata intact. Now you can fully realize the advantages of a cloud based content creation workflow with immediate access to your media. Simply pass video data to and from S3 as required rather than dealing only with the local file system.

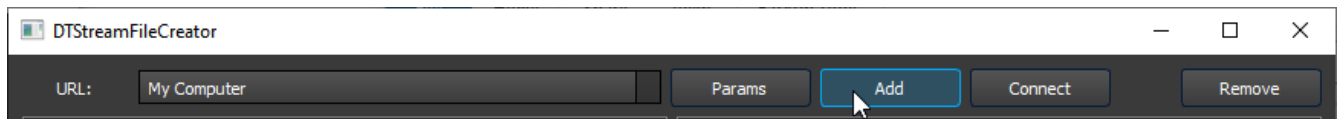
Drastic software products support direct access to cloud resources using HTTP, HTTPS, S3, and other file sharing methods. For the most part, the path to these files is a URL (e.g. <https://someserver/somefile>). Most software editing packages including Adobe's require that the file be directly accessible on local or network storage to be used. MediaReactor uses ".stream" files to bridge this gap and allow Adobe to read the file directly.

3.5.2 DTStreamFileCreator for S3 Access

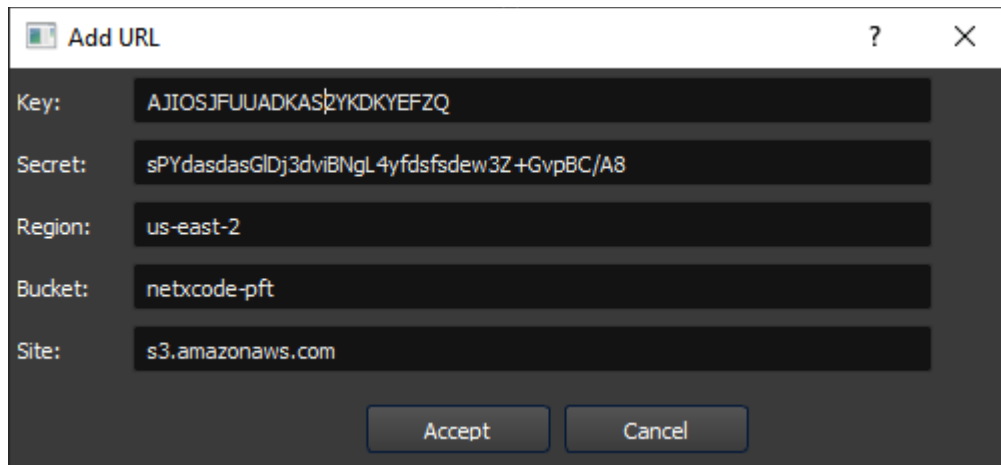
Run **DTStreamFileCreator**. It will be located in the same folder as the Drastic software it is being used with, e.g. C:\Program Files\MediaReactor\DTStreamFileCreator.exe.



Click the **Add** button to add a new S3 site.



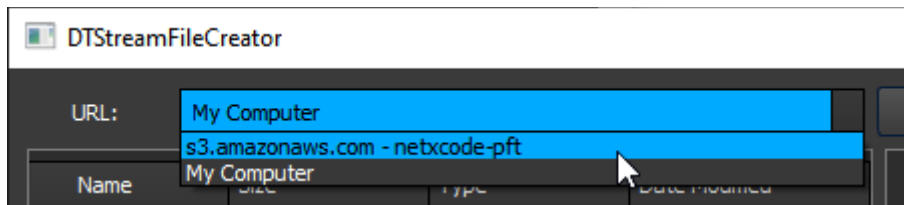
This opens the **Add URL** window, where you can enter the details of the S3 assets.



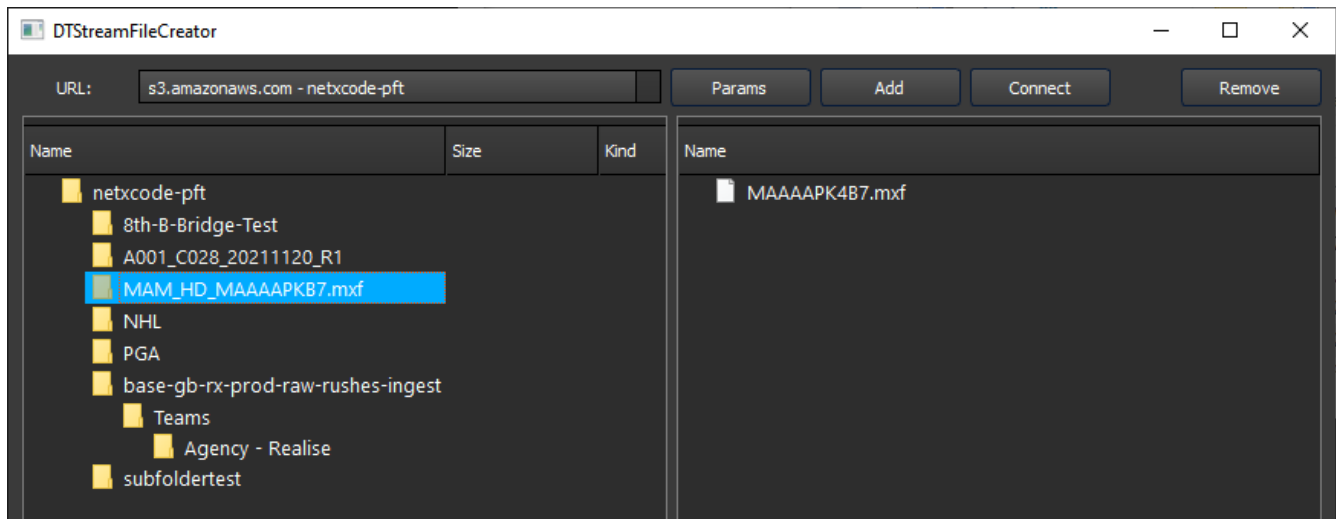
The parameters that need to be specified are:

- Key
- Secret
- Region
- Bucket
- Site

Once all the details have been entered, press the **Accept** button to create the .stream file. It will then appear in the dropdown, available for selection.



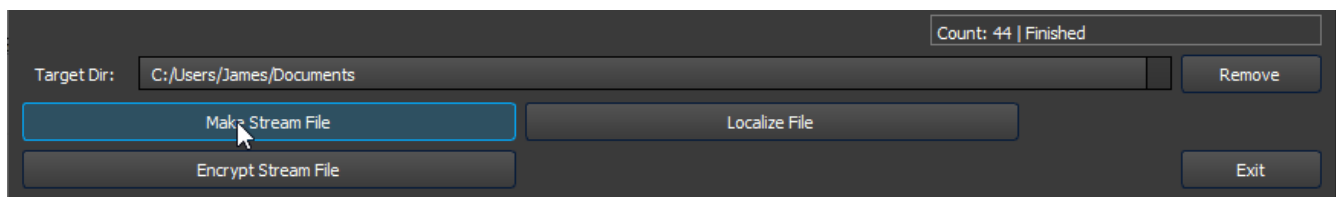
Select it, and click **Connect**. A properly formed .stream file will then show you the folder tree structure for the S3 assets you have specified.



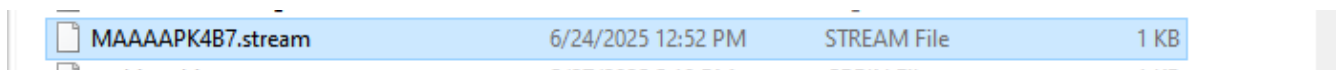
Select a file, and you will then be able to perform one of three actions.

3.5.2.1 Make Stream File

Make Stream File - the most common workflow. Make a .stream file to use for Adobe S3 access.



The .stream file is quite small, typically weighing in at 1KB.



Inside the file will be something like:

s3://AKdsadasddsadsaFZQ:dSCPYYlwhlJGasfsafasfsavpBC/[A8@s3.amazonaws.com/netxcode-pft/MAAAAAPK4B77.mxf](https://s3.amazonaws.com/netxcode-pft/MAAAAAPK4B77.mxf) (this is not a real link btw)

3.5.2.2 Localize File

Localize File - copy a file to your target directory

3.5.2.3 Encrypt Stream

Encrypt Stream - make a .stream file as above, but also encrypt its contents so its details cannot be intercepted. Instead of a file with the actual data (which could be pilfered), its contents would look more like:

```
:xa0UBaxtGQDQPPBk9cDZxP2UhZj1gOBxSAVwNTxZNCUddGGkqeyB6EmAOZSdpD0AmGHILciF9  
CVFwHzFcFlpyNAJbMmlBYE8PNXYBNx95HHQEYAJuF2tVJ1okH2QXdBRuG2QdLUM6bmAPTgJf  
FFQORQNKAkkSVRojAn8WYI4HUwRSC0ITPGJleApSFQ==
```

Direct access without a rootkey.csv is also supported by providing the ID:SecretKey on the URL before the site. The two parts must be separated by a colon (:) and the site name must be separated with an at sign (@): https://<id>:<secret>@s3.amazon.com/<bucket>/<file>.

```
https://MEOWJDNGFSUIGNWCAT:djJFASTjfowljgwowf8473sdjhH@s3.amazonaws.com/netxcode-  
pft/sourceABR.mp4
```

For more information on setting S3 and Object Storage access, please see

[Setting up Amazon S3 AWS Access](#)

3.6 Import Control

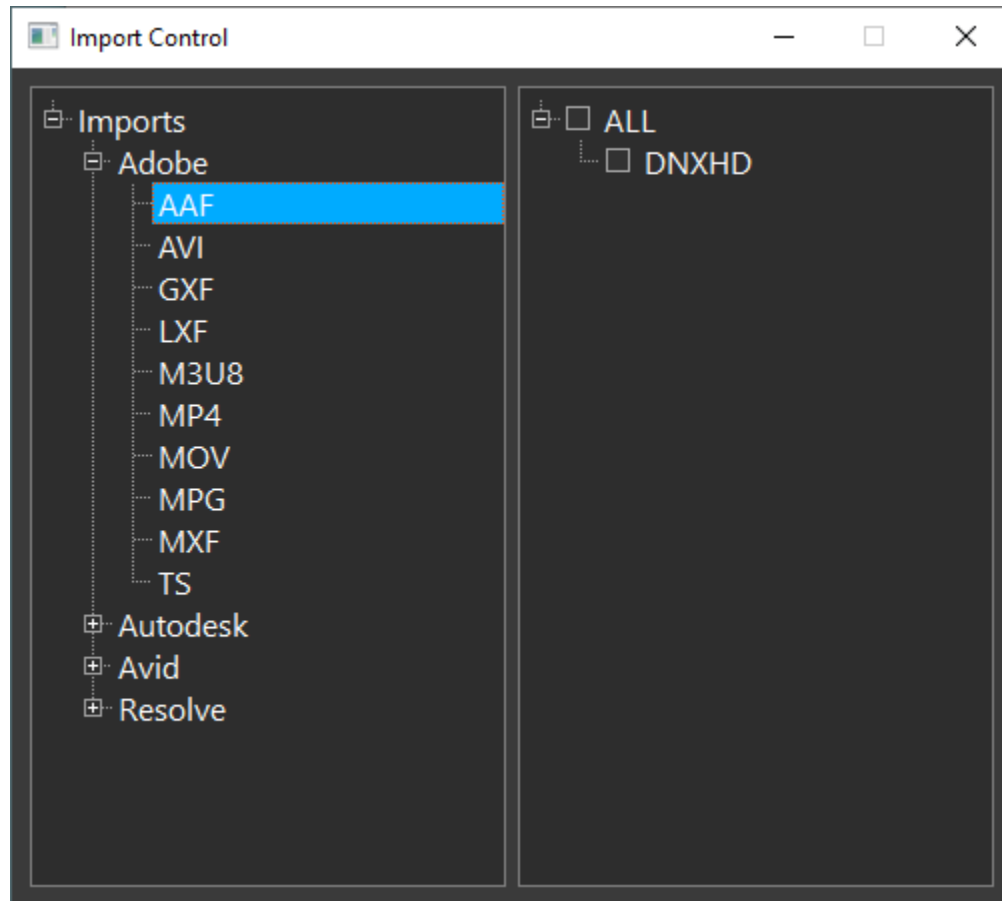
MediaReactor Lite for Adobe includes an Import Control exe to set the specific types of files to import. For several import types, the user can set which file types to show on import operations.

The Import Control is designed to limit the file types shown on an import dialog to the ones you need. Selecting a checkbox specifies that type will be available to import. If no checkboxes are selected, all types will be shown.

Also, the Import Control dialog is limited to the formats supported by the version. In MediaReactor Lite, only a subset of these formats is supported.

3.6.1 AAF

Avid's **Advanced Authoring Format**. AAF is an audio file type used by Avid audio editing and production software products such as Avid Pro Tools and Avid Media Composer.

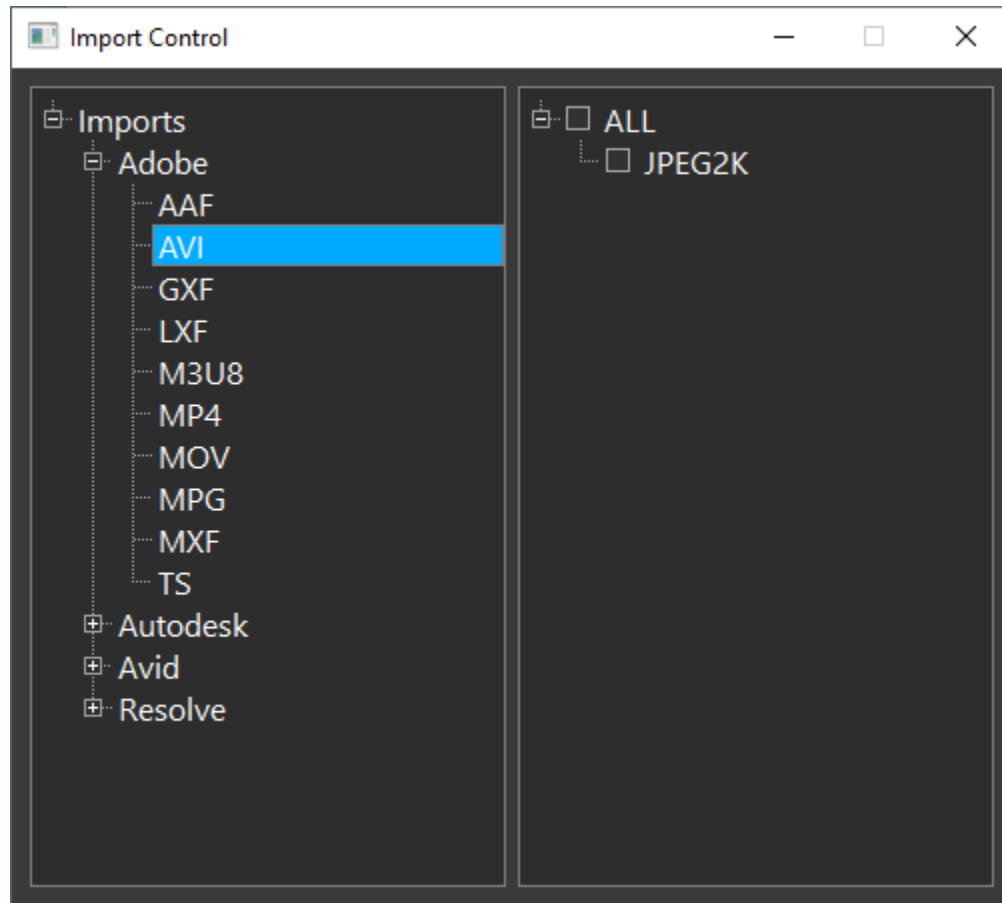


ALL checkbox – check to specify all AAF files should be available.

DNXHD checkbox – check to specify DNxHD AAF types should be available.

3.6.2 AVI

Audio Video Interleave – an industry standard file type.

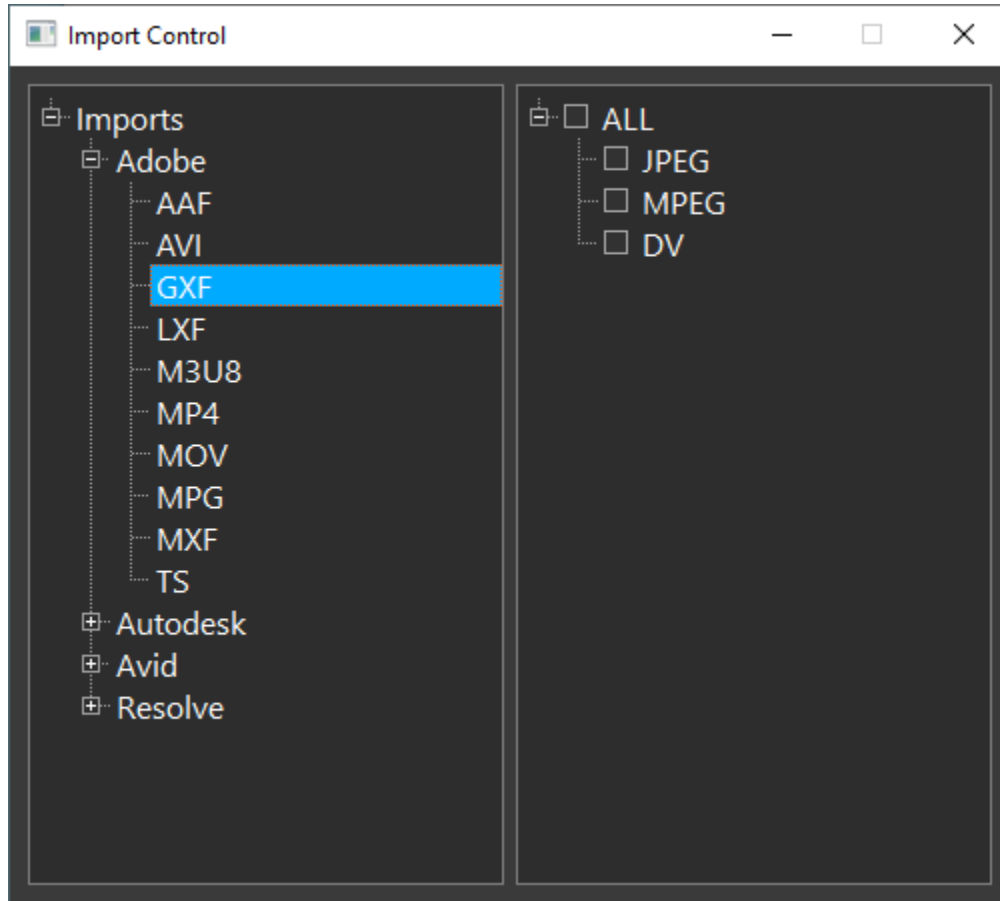


ALL checkbox – check to specify all AVI files should be available.

JPEG2K checkbox – check to specify JPEG2K AVI types should be available.

3.6.3 GXF

General Exchange Format – GXF was developed by Grass Valley Group.



ALL checkbox – check to specify all GXF files should be available.

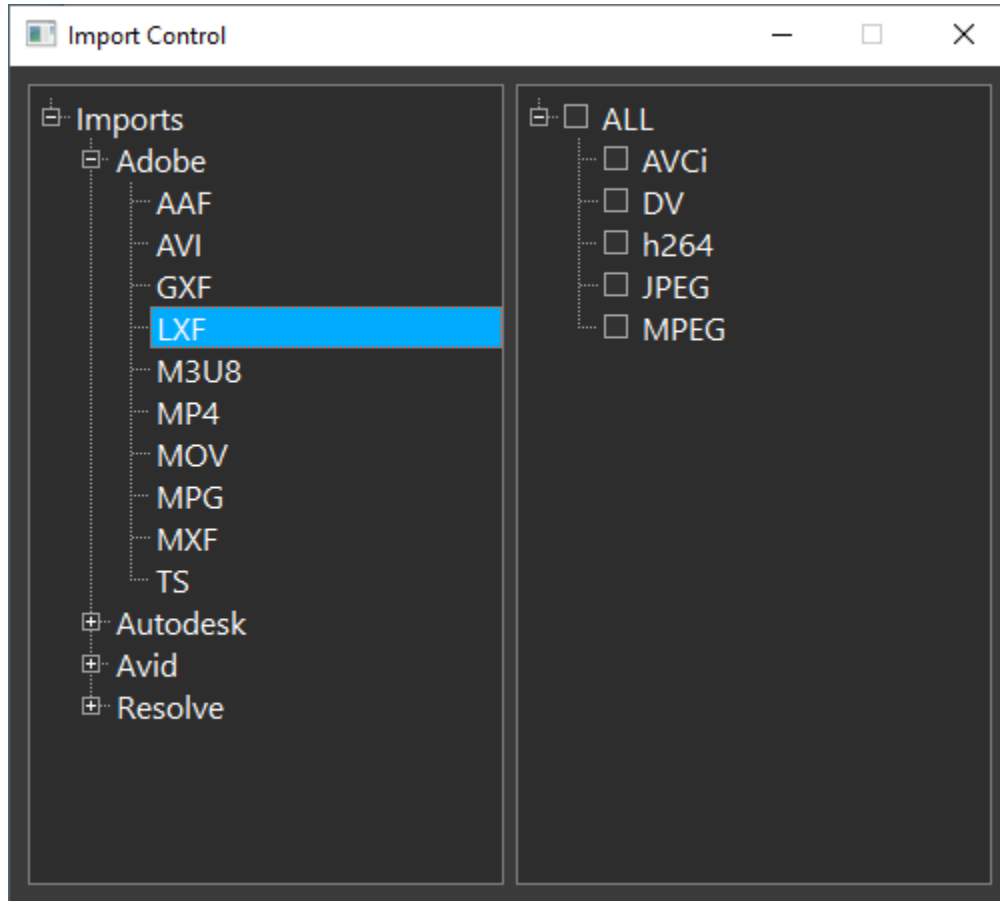
JPEG checkbox – check to specify JPEG2K GXF types should be available.

MPEG checkbox – check to specify MPEG2K GXF types should be available.

DV checkbox – check to specify DV GXF types should be available.

3.6.4 LXF

LXF - the **Leitch/Harris Exchange Format** for Nexio servers.



ALL checkbox – check to specify all LXF files should be available.

AVCi checkbox – check to specify AVCi LXF types should be available.

DV checkbox – check to specify DV LXF types should be available.

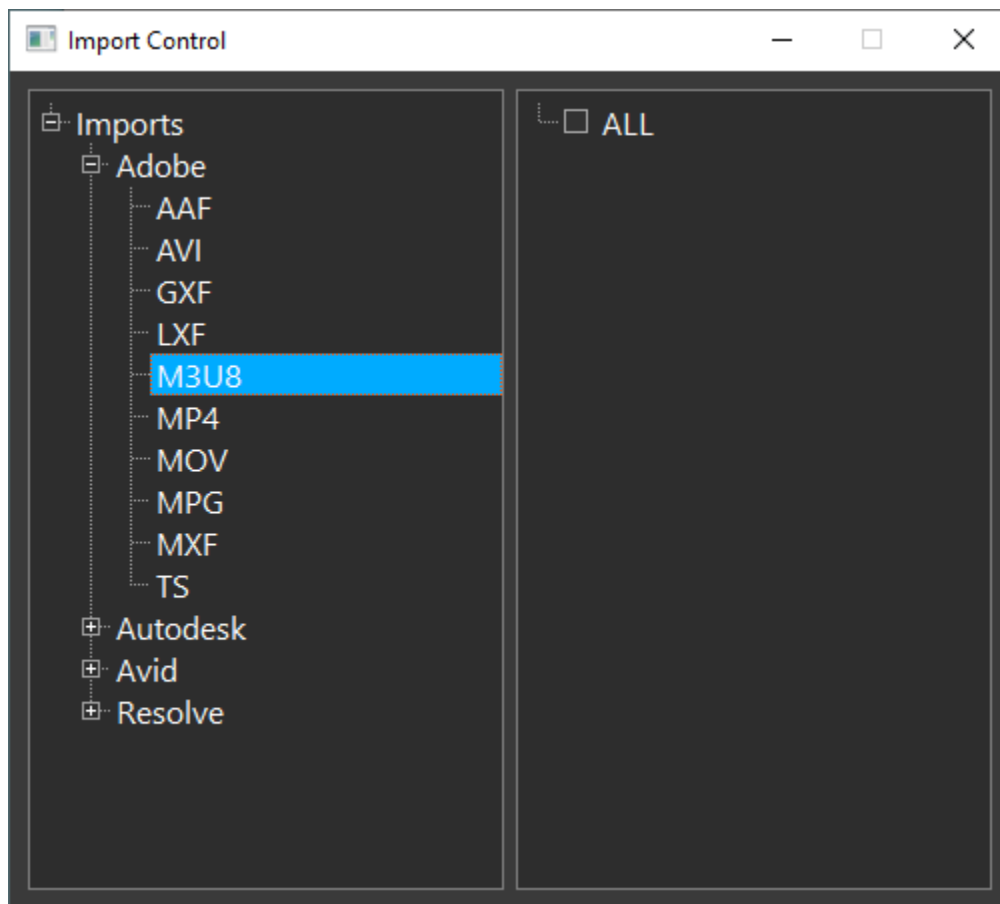
h264 checkbox – check to specify h.264 LXF types should be available.

JPEG checkbox – check to specify JPEG LXF types should be available.

MPEG checkbox – check to specify MPEG LXF types should be available.

3.6.5 M3U8

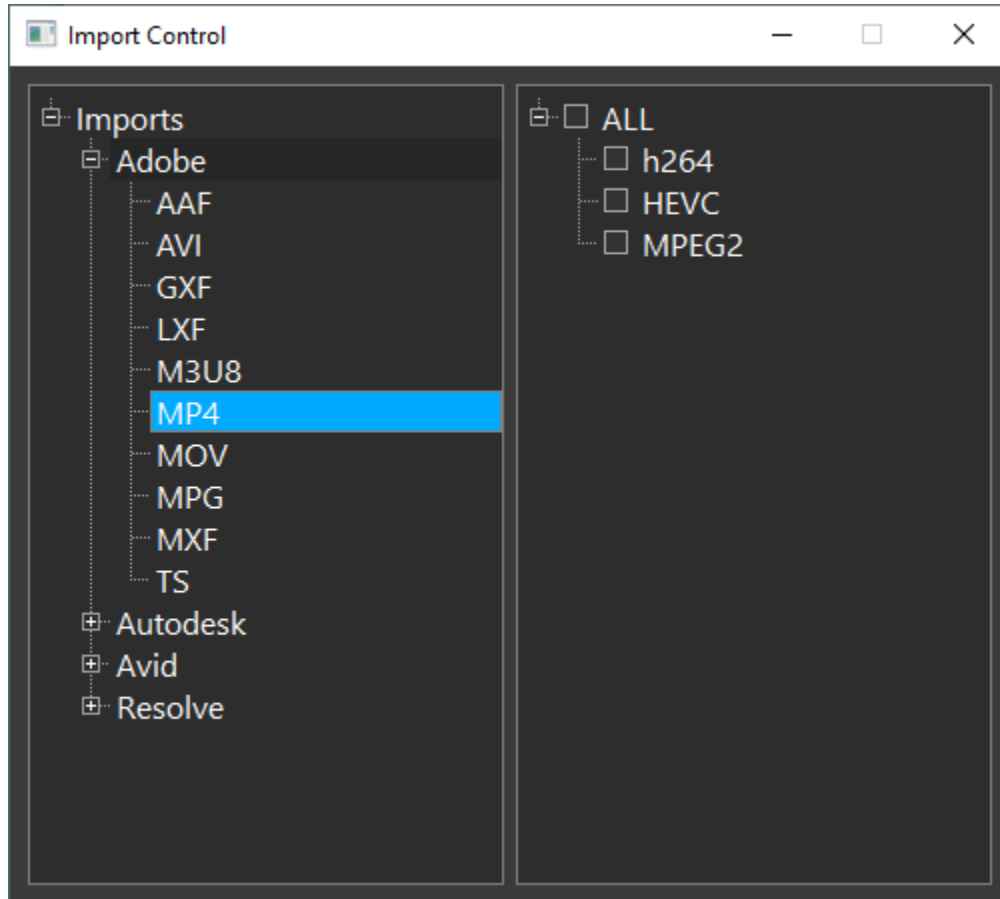
An M3U8 file is a playlist file used primarily for multimedia streaming.



ALL checkbox – check to specify all M3U8 files should be available.

3.6.6 MP4

MP4 (formally MPEG-4 Part 14) is a digital multimedia container format most commonly used to store video and audio, but it can also be used to store other data.



ALL checkbox – check to specify all MP4 files should be available.

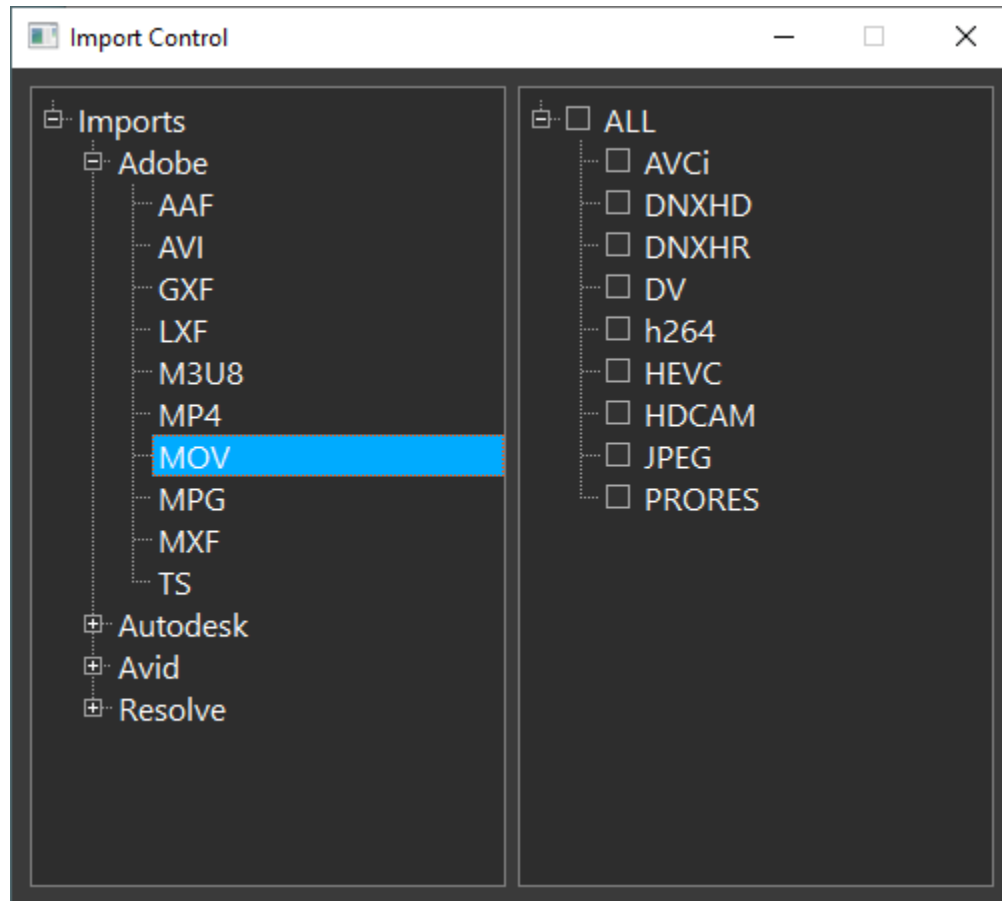
h264 – check to specify h.264 MP4 types should be available.

HEVC – check to specify HEVC MP4 types should be available.

MPEG2 – check to specify MPEG-2 MP4 types should be available.

3.6.7 MOV

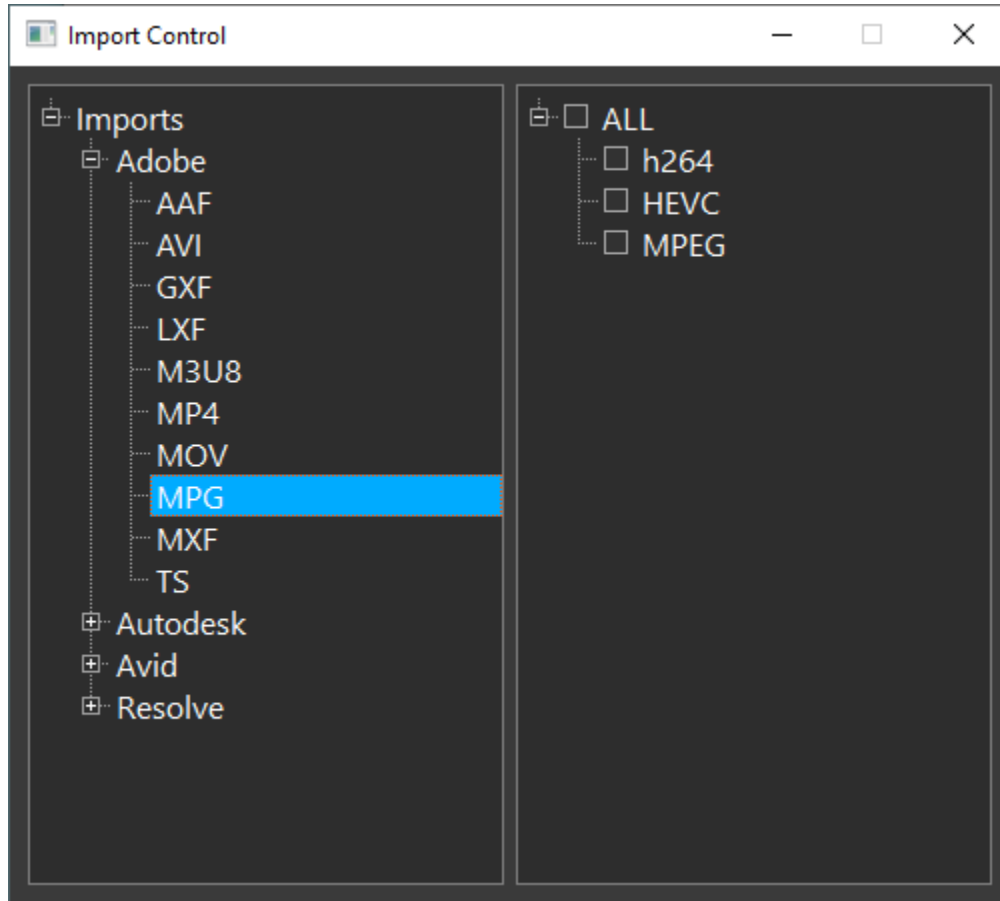
QuickTime File Format (QTFF) is a computer file format used natively by the QuickTime framework. QuickTime Movie.



- ALL** checkbox – check to specify all MOV files should be available.
- AVCi** – check to specify AVCi MOV types should be available.
- DNxHD** – check to specify DNhXD MOV types should be available.
- DNxHR** – check to specify DNxHR MOV types should be available.
- DV** – check to specify DV MOV types should be available.
- h264** – check to specify h.264 MOV types should be available.
- HEVC** – check to specify HEVC MOV types should be available.
- HDCAM** – check to specify HDCAM MOV types should be available.
- JPEG** – check to specify JPEG MOV types should be available.
- PRORES** – check to specify ProRes MOV types should be available.

3.6.8 MPG

MPG is a container format for multiplexing digital audio, video and more.



ALL checkbox – check to specify all MPG files should be available.

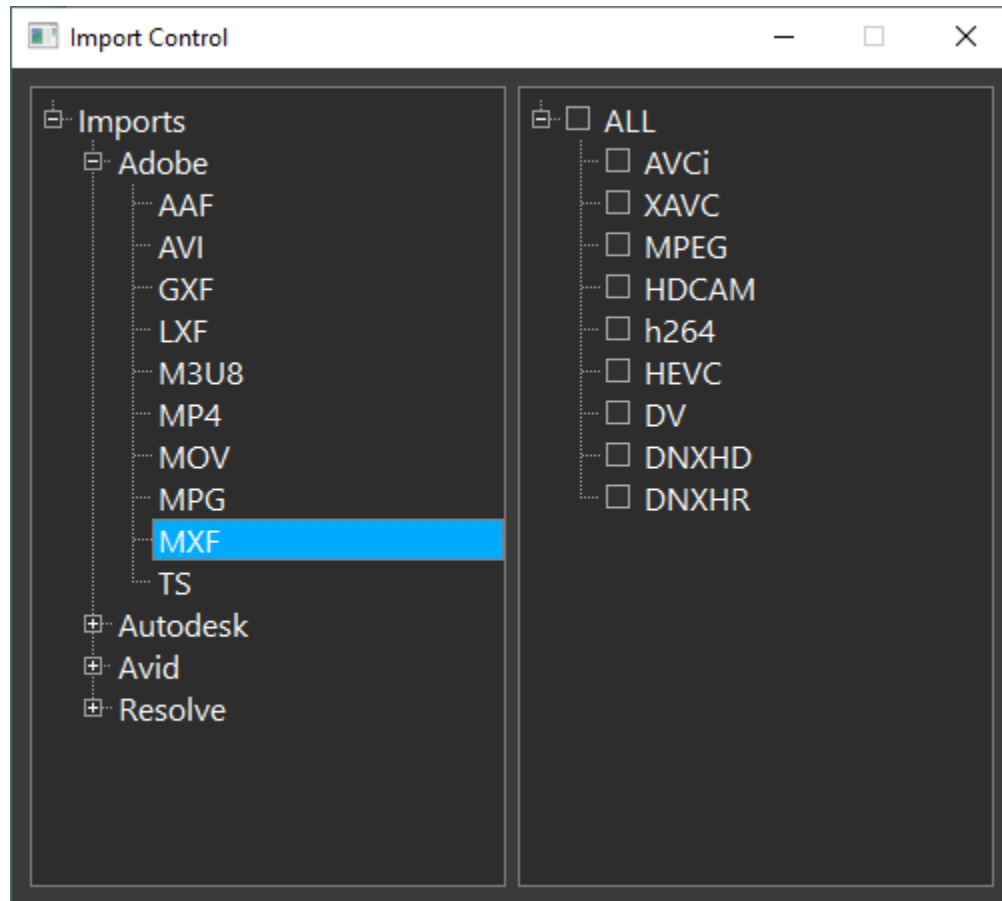
h264 – check to specify h.264 MPG types should be available.

HEVC – check to specify HEVC MPG types should be available.

MPEG – check to specify MPEG MPG types should be available.

3.6.9 MXF

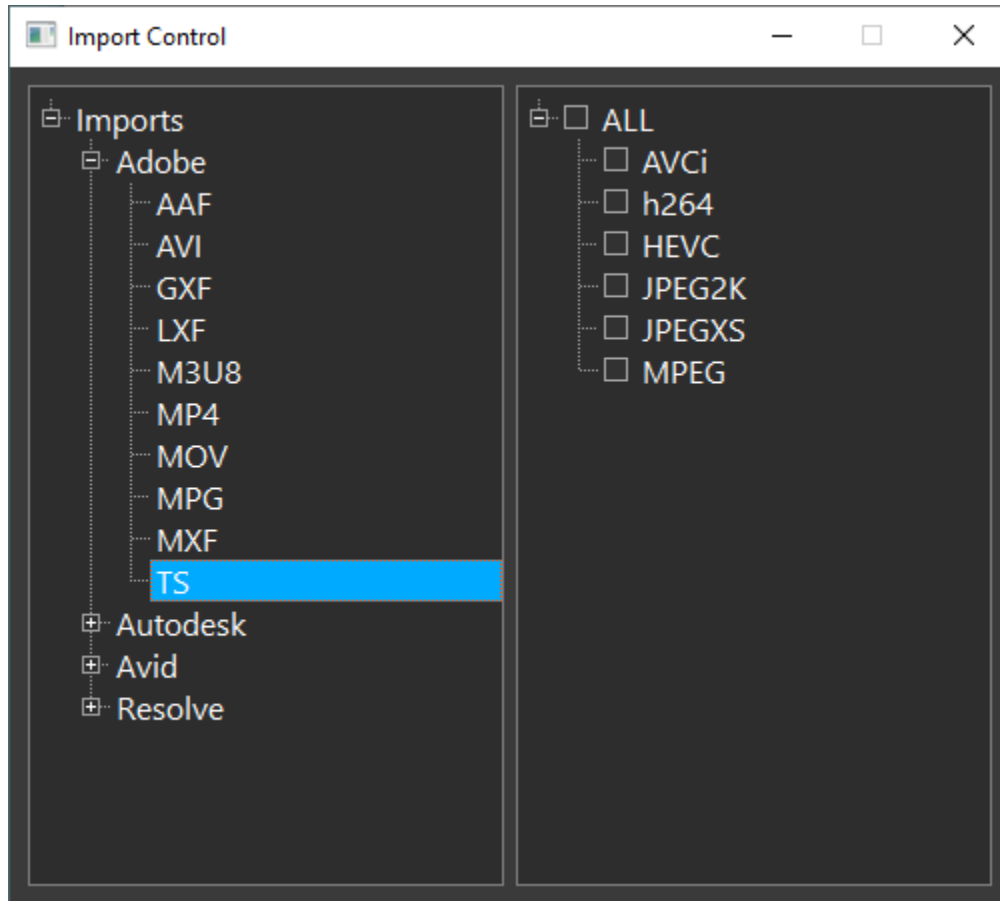
Material Exchange Format (MXF) is a container format for professional digital video and audio media defined by a set of SMPTE standards.



- ALL** checkbox – check to specify all MXF files should be available.
- AVCi** – check to specify AVCi MXF types should be available.
- XAVC** – check to specify XAVC MXF types should be available.
- MPEG** – check to specify MPEG MXF types should be available.
- HDCAM** – check to specify HDCAM MXF types should be available.
- h264** – check to specify h.264 MXF types should be available.
- HEVC** – check to specify HEVC MXF types should be available.
- DV** – check to specify DV MXF types should be available.
- DNxHD** – check to specify DNxHD MXF types should be available.
- DNxHR** – check to specify DNxHR MXF types should be available.

3.6.10 TS

MPEG transport stream (MPEG-TS, MTS) or simply transport stream (TS) is a standard digital container format for transmission and storage of audio, video, and Program and System Information Protocol data. It is used in broadcast systems such as DVB, ATSC and IPTV.



- ALL** checkbox – check to specify all TS files should be available.
- AVCi** – check to specify AVCi TS types should be available.
- h264** – check to specify h.264 TS types should be available.
- HEVC** – check to specify HEVC TS types should be available.
- JPEG2K** – check to specify JPEG2K TS types should be available.
- JPEGXS** – check to specify JPEG XS TS types should be available.
- MPEG** – check to specify MPEG TS types should be available.

4 Copyrights and Trademark Notices

4.1 General

Copyright 2026, 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

Control Corporation - Control is a registered trademark of Control 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 der angewandten Forschung e.V. - EASYDCP is a trademark and brand of Fraunhofer-Gesellschaft zur Förderung der 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. - Magewell™, 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. Nevia @ 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 Hatsujo Kabushiki Kaisha - NHK is a trademark of Nippon Hatsujo 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.

PELTON INTERACTIVE, INC. - PELTON is a trademark of PELTON 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:

4.2 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.

4.2.1.1 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.

4.2.1.2 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.

4.2.1.3 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.

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.

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.)

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.

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.

4.3 MPEG Disclaimers

4.3.1 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.

4.3.2 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](http://www.mpegla.com).

4.3.3 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](http://www.mpegla.com).

4.3.4 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](http://www.mpegla.com) FOR ADDITIONAL DETAILS.

4.4 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.

4.4.1 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.

4.4.2 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.

4.4.3 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.

4.4.4 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.

4.4.5 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 **MediaReactor Lite for Adobe** 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.

Drastic Technologies Ltd
523 The Queensway, Suite 201
Toronto, ON, M8Y 1J7
Canada
(416) 255 5636
(416) 255 8780

Copyright 2026 © 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.