

Oldtime™ 2.0



A QuickTime™ Movie Utility

Developed by
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READ THIS FIRST

System Requirements:

Macintosh 680x0 or PPC (emulation mode)
System 7.0 or higher, (Sound Manager 3.0 and QuickTime™ 2.0 or higher).
7 MB available RAM. (For movie sizes of 320 x 240 or less)
9 MB or more is required for full size movies (640 x 480) and 24 bit color.
13" Color Display or larger, (at least 1000 colors).

MEMORY SETTINGS

The 'preferred' memory size for Oldtime™ 2.0 can be set by selecting the Oldtime 2.0 icon and choosing Get Info from the File menu of the Finder. Users will find 7MB already set as the preferred size. Selecting "About This Macintosh" or "About The Finder" from the Apple Menu will tell you how much memory you have available on your machine.

To Free up memory:

- *Make sure all other applications are closed.*
- *Remove non-essential extensions and control panels . Don't drag the removed files to the trash, however, unless you want to remove them permanently. Simply store them somewhere outside of the System Folder.*
- *Turn off your disk cache and/or RAM disk in the Memory control panel.*
- *Remove fonts from your System file (or the Fonts folder in System 7.x). Again, store them somewhere outside of the System Folder.*
- *Machines using memory enhancement software should be aware that these products might have an adverse affect on playback of QuickTime™ movies.*

Drag and Drop

*As required by all system 7 software Oldtime™ 2.0 accepts Drag and Drop events when a QuickTime movie file is dropped on it, and will also do batch processing of movies. Oldtime™ 2.0 will use the Oldtime Settings files as it's guide to how it should apply all the different effects. See **Setting Effects Attributes** later in this guide.*

Using Oldtime™ 2.0

Oldtime 2.0 converts QuickTime™ movie files into new QuickTime™ movies that resemble old vintage films. Oldtime™ is simple to use, open a movie, press record and it will generate a new movie that looks as if it were an old piece of film. After the new movie has been created you may open it in any of your favorite movie editors and use the new clip in your video projects.

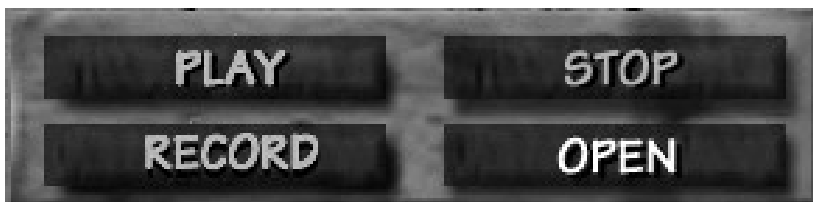
Oldtime respects the settings of the original movie by using that movie's characteristics. It's frame rate, the original 'codec' and frame size is used to produce the new movie unless otherwise set in the Movie Settings dialog box.

Movies are played within the main viewing area inside the Oldtime window. Movies are scaled to fit inside this window for viewing purposes only. Movies are always saved in their original format (unless otherwise set in the Movie Settings dialog box) and can be played back using other movie players at their original size. Oldtime can not process a movie that was made with a 'codec' that is not available from the machine on which Oldtime is running.

Main Window



This is the main (and only) window for Oldtime. On it you'll find controls for setting the amount of color (tint) and the frequency of the aging effects to add to your movie. There are also easy to use buttons for Opening, Playing, Recording and Stopping the movie creation process.



Buttons

There are four buttons for controlling the playback and recording of movies.

PLAY Play the current movie.

RECORD Start the building process to create a new movie.

STOP Stop either the playback or recording process.

OPEN Open a movie to be either played or rendered.

These functions are also included on the FILE MENU with keyboard commands for your convenience.



Sliders

There are a total of 14 sliders for controlling the look and feel of your Oldtime movie. The sliders on the top control the frequency of aging effects that are applied to each frame that is created. The sliders are scaled to the number of frames in the source movie. The effects are created using custom random generators that produce different results each time so that each frame and every movie has a different feel to it. In this way Oldtime can mimic the effects of time on film.

You can also set the attributes of each effect by entering new values and telling Oldtime to use random effects or precise effects.

The row of icons at the top of the panel represent the different effects: Dust, Static Lines, Hair, Jitter/Roll, Grain, Moving Lines and Flicker. There are also three effects not represented as icons; they are: Skip, Plain Lines and Blur. The effects can be turned on/off by clicking the small square above each icon.

The effects dialog can be activated by clicking on an icon. Shift-clicking the first three icon will open the dialog to the last three effects. Selecting “Effects” from the Settings Menu will also open the dialog.



Dust Dust particles.



Static Lines Non-moving scratches.



Hair Creates hair-like artifacts.



Jitter/Roll This effect can be used in two ways. You can choose to either “jitter” the frames or “roll” the frames. How you do this will be explained later in this guide.



Grain Add different amounts of grain to your new movie.



Moving Lines Control the movement and placement of moving scratches.



Flicker Add flicker by assigning random brightness to new frames.

Skip Tells Oldtime to skip certain frames or create a pattern of skips, say, every fourth frame. These frames can be blended together to create slow motion movies by using a special feature of the Skip Effect.

Plain Lines This effect can be set to add random lines (vertical and horizontal) and can also be used to create other interesting effects.

Blur You can “blur” the images to help create an Oldtime looking film.

All of these effects combine nicely to produce an film that looks aged. Please experiment with the controls to get the look and feel you like.

On the lower half of control panel are the tinting controls.



The color sliders are located on the bottom half of the control panel and modify the tint of the movie. Original movies play unaffected by these settings but new movies created by Oldtime are colorized by the settings in these sliders. The movies can be tinted in either gray-scale or color space by moving the sliders and watching the ‘tint indicator’ on the left side of main window. You can also control the contrast and brightness.



This feature is a way to effect the tint during the rendering of a new movie. By activating this effect in the Tint/Speed dialog, in the Settings Menu, and giving it a value representing a percentage of change, Oldtime will vary the tint for each frame by randomly generating a number between 0 and the value entered into its input field. This provides a method of flickering a film. Varying the tint can sometimes look more “natural” then using the “Flicker Effect” provided. Clicking this icon will bring up the Tint/Speed dialog box where you can set this feature or you can invoke it by selecting its item in the Settings Menu list.



You can control the volume of the audio on playback of movies. Clicking this icon will bring up the Audio dialog box where you can set the audio features provided or you invoke it by selecting its item in the Settings Menu list.

Options Menu and Icons

Oldtime options can be set two different ways. They can be set in the Options Menu or may be toggled using the icons on the left hand side of the window.



Loop Playback (On/Off)

Play a movie continuously or just once.



Record/Preview

Tells Oldtime it should open a file for the new movie or the user wants only to preview the effects settings before actually creating a new movie.



Save an Audio Track with New Movie (On/Off)

Choose whether you'd like a sound track saved with the new movie.



Show Movie Rendering (On/Off)

You may choose to show each frame while the new movie is being created by turning this option on. Turning it off decreases rendering time.



Color or Gray Scale

Render the new movie in either color or gray scale.



Blend Effects Using Current Tint Settings

When this option is turned on Oldtime will colorize the effects being applied to each frame. That is say if you've chosen to tint a gray scale movie red and would like the effects to be effected by your tint setting, then turn this option on. If this option is off Oldtime will use the color set for each effect in the "Effects Dialog".



Blending Frames

This option allows you to "blend" two frames together by setting the number of frames to add while gradually blending from the current frame to next frame. This allows you skip every other frame and at the same time blend the non-skipped frames together, this can sometimes give you that kind of jerky feeling that old-time movies have. It can also be used to create a "slow-motion" like effect.



Apply Tint to Frames (On/Off)

Simply tells Oldtime to apply the current tint settings or not.



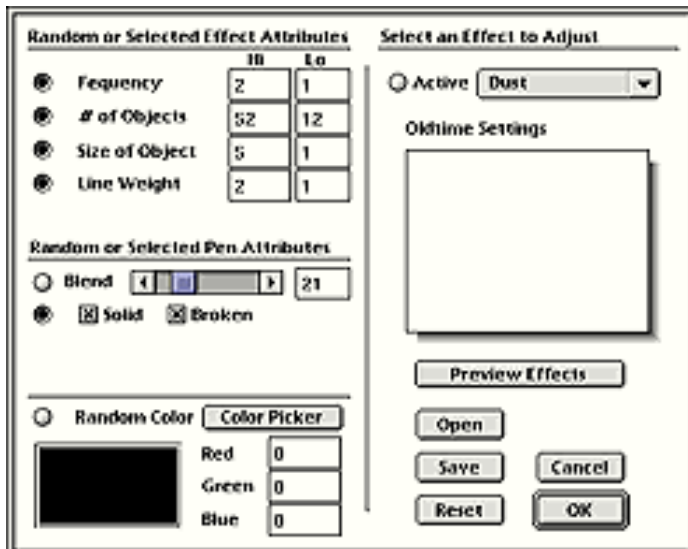
Make a Filmstrip (On/Off)

With this option turned on, you can create movies that are rendered to look like moving filmstrips. The attributes of a filmstrip can be set using the "FilmStrip" dialog in the Settings Menu.



Flatten Movie After Render (On/Off)

It is sometimes better to "Flatten" a movie after it is built. "Flattening" a movie is not what it sounds like. What it really does is to re-interleave a movie's video and audio tracks together. This is highly recommended when saving an audio track with your new movie and will help during playback.



Setting Effect Attributes

By using the “Effects” dialog under the Settings Menu, you can set the parameters for each individual effect. Use the pull down menu located on the right of the dialog window, above the display of the current frame, to select an effect. Pressing the “Preview Effects” button will apply all currently active effects to the frame displayed in the preview box.

You can save configuration files and open them to make them the current settings. By saving them with the name “Oldtime Settings” you are replacing Oldtime’s default effect settings with one of your own. The Oldtime Settings file is used when drag and drop events activate Oldtime. One of the best ways to have fun with the settings is just that, have some fun and experiment with different values for the attributes that can be set for all the effects.

Each effect has it’s own set of attributes that are displayed when that effect is chosen in the pop-up menu. One attribute is common is among all the effects; Frequency, so lets discuss that first.

A **FREQUENCY** can be set for each effect. The frequency tells Oldtime *when* an effect will appear within a new movie. Like all attributes, you turn the randomness of the frequency on or off by checking the box to it’s left. If this option is turned off, Oldtime uses the parameters for precise control over the effects.

If you are setting the “Hair Effect” you could tell Oldtime to place some hair on every third frame by entering the number 3 with the random box unchecked. If random is checked, you would be telling Oldtime generate a random number between 3 and 1. When Oldtime initializes the effects, that are currently active, it uses this number for the effects frequency.

There after Oldtime either generates a new random number or will use the precise value, in this effects frequency range, after it completes each call for the effect to be applied.

Each effect does its own frame counting in order to achieve this. So in the case of having hair applied every 3 frames, Oldtime will initialize the effect to a frequency of 3. The counter for the hair effect will be set to zero. Oldtime calls each active effect for every frame of a movie it is rendering and increments it’s internal counter and tests to see if it is time to apply the effect. When the test is true, Oldtime applies the effect and resets it’s counter back to zero, so the effect can begin counting again.

Some effects, like Static Lines and Moving Lines, also have a **SEQUENCE** attribute. The **SEQUENCE** attribute suspends the counting mechanism until the **SEQUENCE** is completed, after which it resets the effect's counter back to zero and begins to wait for its next **FREQUENCY**, to start a new **SEQUENCE**.

Another common attribute used by many of the effects is the **# OF OBJECTS** attribute. This parameter is used to control the number of objects Oldtime places on a frame for each effect that has this attribute. If you set this parameter for the **DUST** effect to 12, Oldtime will place 12 dust like shapes on each frame that matches its frequency.

If random is selected, Oldtime will generate a random number between the effects **HIGH** and **LOW** random range. If the Dust effect's **# OF OBJECTS** is set to random and a value of 12 is entered into its **HIGH** random number input field and a 6 is entered into its **LOW** random number field, then a number between 12 and 6 will be generated each time Oldtime calls the **DUST** effect to place its objects on the screen.

Also included in this group of common attributes are **SIZE OF OBJECT** and **LINE WEIGHT**. The **SIZE OF OBJECT** attribute controls the size of each object while the **LINE WEIGHT** controls the size of the line that is used to draw the object.

Some effects have **MAXIMUM** numbers that can be entered for the **NUMBER OF OBJECTS**, they are; **STATIC LINES** and **MOVING LINES**. The maximum number of objects for each of these is 25. Because these effects are **SEQUENCE** effects, Oldtime must keep individual records or structures for each line created.

Color Of Objects

All the effects except for **GRAIN**, **FLICKER**, **SKIP**, **BLUR** can be set to be drawn with either a random or precise color or a random or precise gray scale shade. Enter values for colors or use the standard **COLOR PICKER**. Randomizing this attribute takes the form of either random colors or random shades of gray. This attribute does not take a range for its random function. In the case of gray scale shades Oldtime generates numbers from 0-255. For colors Oldtime generates numbers from 0-65535 for each color component.

Opacity

The opacity control allows you to set the amount of opacity Oldtime use to draws objects on each frame. Low numbers apply more blending while high values apply less.

Placement Of Objects

You can control placement of the **STATIC LINES** by selecting where the objects are generally placed on the frame. You can place these effects in either the left, middle or right portions of each frame. You can also tell Oldtime to randomize this function. If we tell Oldtime to place static lines on only the left side of each frame, we will get static lines anywhere from the left edge to a line considered to be the left 1/3 of the frame.

Direction Of Objects

You can control the direction of the **MOVING LINES** as a group. You can tell Oldtime to move the lines from left to right or vice-versa.

The **PLAIN LINES** can be set to either Horizontal or Vertical orientation. Setting this attribute to random causes this effect to draw random diagonal lines .

Solid or Broken Pens

This option tells Oldtime to draw with either a solid pen or a broken line pen. Broken lines can be very affective on **STATIC** or **MOVING LINES** and also looks nice when applied to the other effects.

Special Settings

A Case of The Jitters

With the **JITTER EFFECT** you can either produce a rolling effect or a jitter effect. The attributes for the jitter effect are different. They are; **VERTICAL POSITION, STEPPING DISTANCE, FRAME WEIGHT and # of FRAMES**.

Vertical position is defined as the number of pixels from the top of the frame to start the rolling sequence.

Stepping distant is how far the roll should advance for the next frame. Frames can be rolled either up or down or randomly. Positive values move down while negative values go up.

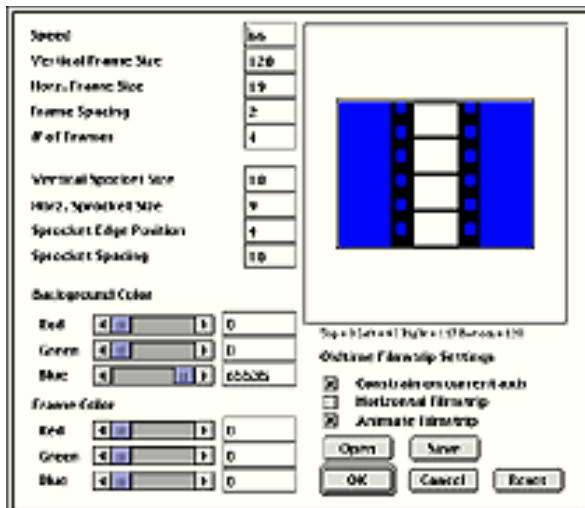
Frame weight is the size of the line that defines the separation between each frame in a roll.

Number of frames in either a rolling sequence or a jitter sequence.

To **JITTER** the frames do the following:

Set the **FRAME WEIGHT** to **ZERO (0)** and set the **STEPPING DISTANT** to the amount of **JITTER** you would like. Remember values of greater then 3 for a **STEPPING DISTANT** when **JITTERING** may not look that good. Small amounts of **JITTER** have a big effect on the movies looks.

FilmStrip Settings



Oldtime can create filmstrips in which frames can be placed. Filmstrips can be oriented in either horizontal or vertical positions. FilmStrip settings are saved in their own file and like Effect Settings, Oldtime uses the file named Oldtime FilmStrip Settings as its default when starting up or when processing drag and drop events.

You can control the color of the strips and the background color the strips are placed upon. Setting the background color can be useful if the intended purpose of the strips is to be placed transparently upon another clip in another application. Filmstrips can be positioned upon the frame by clicking in the preview box and then, with the mouse button held down, moved to where the user wants the strip to be rendered.

Speed

The speed of the filmstrip is measured in pixels. Lets say that the original frame size is 320x240 and we want 4 frames per strip and the strip was moving vertically downward. We would divide the vertical frame size by the number of frames to produce a speed of 80. Making this number negative makes the strip move in the opposite direction. With a value of 80 entered into the speed input field we render a strip that moves by one full frame for every movement of the strip. In this case we would see the frames moving but not the strip. A value of 82 would move both the frames and the strip in a smooth fashion. Play with the speed setting to see what I mean.

Vertical Strip Size Sets the size of the strip itself.

Horizontal Strip Size The horizontal size sets the width of the filmstrip edges.

Frame Spacer Size The size of the lines separating the frames.

Number of Frames in Strip This sets the number of frames contained in the filmstrip.

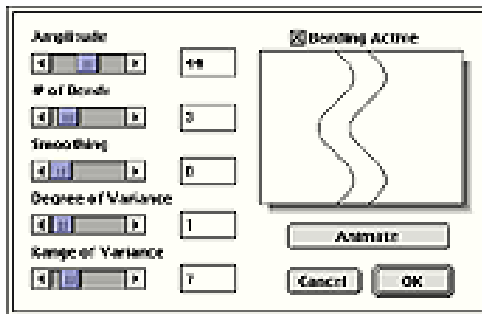
Sprockets Vertical Size Vertical size of each sprocket in the filmstrip edges. As the size gets larger Oldtime starts to round the corners of the sprockets to get a more realistic looking sprocket.

Sprockets Horizontal Size Controls the horizontal size of the sprockets.

Sprockets Offset from Edge of Strip Allows you to set the number of pixels the sprockets are from the outside edge of the filmstrip.

Sprocket Spacing This attribute controls the spacing between sprockets. It has an effect of speeding up or

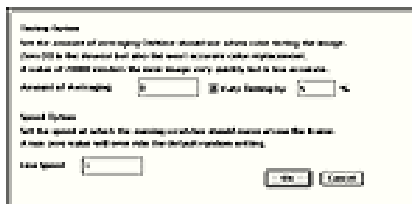
slowing down of the sprockets.



Bending Filmstrips

When this effect is active, you can bend the filmstrips. This is applied only to the filmstrips after each strip segment is created. You can set the amplitude or size of the bend, the number of bends, the amount of blurring to add to smooth out aliasing.

You can also set up the amount of variance in the bends and the range of this variance. This can make dynamic changes while bending the filmstrips. Bending is linked internally to filmstrips, so if you make a vertical filmstrip the bending will be horizontal and vertical when you create a horizontal filmstrip. It will do the right thing.



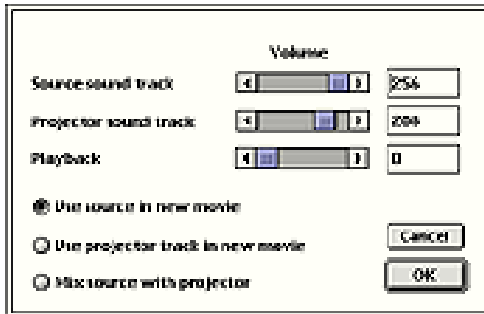
Tint and Line Speed

This dialog controls a couple of odds and ends that can have an impact on the effects. First there is an averaging amount that you can set.

When Oldtime tints a frame in a movie it looks at this value to see if the current pixel it is about to tint is within this averaging amount compared to the last pixel it processed. If the value is zero then Oldtime does nothing but if it is a positive number between 1 and 20000 it performs an averaging test between the current pixel and the previous pixel to see if they are within this range, if it is, then Oldtime replaces the current pixel with previous pixel and ends processing of the current pixel. This can speed tinting of frames but can also add a streaking effect.

Tint Vary Range Making this effect active will cause Oldtime to vary the tinting of each frame. Lets say your tinting the frame a light brown and have given Oldtime a percentage to vary of 5%, Oldtime will apply an even amount of change to the tinting range. This can be observed as the movies build. The tint indicator to the left of movie viewing window will change with each frame within the entered amount. This can be a more effective and subtle way of adding flickering to the movie. Try it out.

Line Speed You can set the speed of the MOVING LINES by entering a value here. Non-zero, positive values tell Oldtime to use this value when moving these lines across the frame. A Zero value here tells Oldtime to generate random numbers for each line that is created.



Audio Tracks and Volumes

By default the audio is copied into the new movies audio track untouched by Oldtime. Be aware that when Oldtime creates a new movie it may at some point 'SKIP/BLEND' random frames or create 'ROLLS/JITTERS' if these effects are active.

This means that the audio may not line up exactly with the new movie. You may tell Oldtime to disregard the audio track and not copy it into the new movie, by selecting that option in the 'OPTIONS MENU' or clicking its icon on the left side on the Oldtime window. You could later re-add your audio track with editing software and re-align it to the Oldtime clip so the audio synchronizes with the new movie.

You can also have some fun here. You can set the volume of the source sound track to be a value between 0-255 and then set the "PROJECTOR TRACK" to a volume that mixes well with the movies sound track. PROJECTOR TRACKS are sound tracks that sound like an old-time projector and can be added by themselves or in combination with the source track. There are 3 options:

- Use only the source track.
- Combine source with projector track, mixing them using the settings above.
- Use only the projector when adding sound to the new movie.

Some Other Stuff You Can Do

You can also make MATTES when using Oldtime. You must have a movie opened when applying these commands. Oldtime uses this movie as a template to build the MATTES. You could later use these to super-impose over other movies in other applications.

Command RECORD Holding down the **COMMAND KEY** while clicking the **RECORD BUTTON** will create a **BLACK** matte with any Oldtime effects that are active, including filmstrips.

Option RECORD Creates a **WHITE** matte. See above.

Control RECORD Creates a matte using the color set in the **JITTER EFFECT** .

Import/Export PICTs You can import/export PICTs. Imported images can be affected by the effects just like a frame of a movie. You can also export the current frame as a PICT file.

Single Step Frames

Right Arrow moves you forward by one frame.

Left Arrow moves backward one frame.

Up Arrow moves to the beginning of the film.

Down Arrow to the end.

Changing Effects while rendering

While you are rendering a new movie you can press the space bar and Oldtime will pause. This allows you to change settings on the fly. Pressing the space bar again, tells Oldtime to continue.

Naming Things

Some sample settings for both the effects and the filmstrips are in the Oldtime Settingsf folder. The files **Oldtime Settings** and **Oldtime Filmstrip Settings** are Oldtime's default startup files. These files always need to be in the Oldtime Settingsf folder. Feel free to name your favorite settings using these names so when Oldtime starts up, your defaults will be used. Please make a copy of the original folder in case your default settings are mistakenly mis-placed or changed beyond repair.

Switching Between Movies

After creating an Oldtime effected movie you can open it by double-clicking within the movie viewing portion of the Oldtime window. With the new movie opened you can double-click again to re-load the source movie. At any point, if a new movie created, it cancels the old linkage and creates a link to the new movie. This is nice short cut from using the OPEN file dialog, since it bypasses the dialog and directly opens the new movies it is a faster way to view newly created movies.

HAVE FUN!

The reason this application was developed was because I needed this effect for a movie I was creating and could not find any software at that time that allowed me to easily produce a film clip that had an old look and feel to it. It is far from perfect but it does the job. Any suggestions or advice will be gladly accepted. Please contact me at the following e-mail address and I'll try to respond. Have *fun!*

Contacting KLSZ Productions On-line

America Online: KLSZ@AOL

To Register this copy of Oldtime™ 2.0 and receive a registration number that allows Oldtime™ 2.0 to open and create movies larger then 160x120:

Send \$15.00 dollars (check or cash, no credits cards at this time) to the following address.

KLSZ Productions/Ken Gaspar

4562 S. Packard Ave.

Cudahy, WI 53110

Please include: Your name, or the name of your organization, your e-mail address or your normal mailing address.

Upon receipt of payment a registration number will be sent to you via E-Mail or snail mail. Enter your name and registration number into the correct input fields in the registration dialog that is presented on launch of un-registered versions. You will only need to do this once, thereafter, Oldtime™ 2.0 will not present the dialog. Only registered owners will receive on-line support and only registered owners will be able to purchase upgrades and other products at a discount.

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