

MediaHost Client v1.50a!

by

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(Document 11/08/95)

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Introduction

Thank you for downloading the MediaHost Client Software (Terminal Software). This Free Client software is used to connect to MediaHost Servers by dial-up modem, Internet and TCP/IP compatible local area and wide area networks.

The MediaHost System offers email, live conferencing, file libraries, access security and photo databases all in a true multi-tasking, multi-document environment. You can participate in chat conferences, receive system resources and transfer files concurrently. Multiple images, messages, chat conferences, file areas and menus can all be on the MediaHost desktop at the same time. The MediaHost Client supports online multi-media with .WAV and .MID sound support on menus, as well as .AVI video support.

The MediaHost System uses an advanced bi-directional packet switching protocol for communication between Client and Server. The MediaHost Server interprets Client requests for data by retrieving files, messages, images, etc., processing queries and building lists. Data is then disassembled into packets and queued in the packet stack and switched to the appropriate channel for transfer to the Client end. When the Client receives packet data, the integrity of each packet is verified before packets are reassembled into files, messages, lists, chat etc. for display on your system. Of course this process takes place very quickly which is especially apparent on network or high speed dial-up connects where large amounts of data can be transferred seamlessly in seconds.

MediaHost systems are easily accessible over the Internet using the MediaHost Client and a TCP/IP stack. The MediaHost Client, like other Internet browsing packages, will look for and use WINSOCK to allow access to any MediaHost Server in the world that is configured for TCP/IP connections.

The MediaHost Client creates a natural interface for you using an icon concentric design to identify features like file and email areas. Screens include 24 bit CMP and JPEG photo images and compressed TIF or GIF images. 24 bit thumbnails of images on CD-ROM or in file areas can be viewed almost instantly on network connections and in a few seconds from remote.

Email is an important part of MediaHost and includes Private Mailboxes, public mail conferences, carbon copies, and mail history all in a word processor style message editor that supports cutting and pasting between messages and the clipboard.

The MediaHost Client provides an easy interface to file libraries with features like multi-line descriptions, powerful background searches, image previews, reading of text files, archive viewing and file queues. Every file is categorized with a descriptive icon which offers at a glance information about files. File uploads and downloads are a background operation which leaves you free to chat, do messaging, or receive system resources.

Configuration of the MediaHost Client

The first time you run the MediaHost Client the **Client Configuration** dialog is displayed. It is used to establish the basic parameters for modem dial-up or TCP/IP mode.

To configure the MediaHost Client:

1) Startup Mode. Select **Modem (Serial Connect)** or **TCP/IP (Internet)**. **Note:** Even if you use a modem to establish an Internet Slip connection you will still select TCP/IP mode.

2) Modem Commands. If you selected Modem (Serial Connect) mode, use the **Select Modem** button to select your **Modem Init String** from the list of over 200 modems. If your modem is not in the list select one of the generic modem configurations from the list. The **Dial String** field will automatically be filled in when you select a modem. This field can be used if you require a special dial string for your modem such as **ATDT9,,** to call out of your office.

3) Serial Port Settings. Use the table shown below to determine the **Port Speed** for your modem. The **Com Port** lets you select the serial port your modem is connected to. Serial ports 1 through 9 are supported and baud rates up to 57,600 are supported.

Modem Speed	Type of Modem	Recommended Port Speed
2400	noncompressing	2400
2400	compressing	9600

9600	noncompressing	9600
9600	compressing	19200
14400	compressing	19200
28800	compressing	38400

After selecting **OK** to accept your **Client Configuration** you will be ready to connect with MediaHost Servers. If you configured the MediaHost Client for Modem operation an ASCII/ANSI terminal window will be displayed on your desktop. This terminal window is used to view information communicated by the modem. If you are an experienced modem user, you can use the terminal window to pass commands and settings directly to your modem. The terminal window is no longer displayed after the Client establishes a Client/Server session with a MediaHost Server.

Note: The **Terminal Settings** (screw driver) option located on the button bar along the top of the MediaHost Client window can be used to change settings at any time.

Note: If you are running on your home line that has a Call Waiting feature you will be disconnected if an incoming call is detected. **ATDT*70,,** is used on MOST phone systems in North America to disable this feature on a call-per-call basis. This can be inserted in the **Dial String** field to always disable this feature when you use the Client.

Internet Operation.

Your MediaHost Client supports the TCP/IP (Internet) protocol. It can be used to connect with MediaHost Servers via the Internet and TCP/IP compatible local area and wide area networks. If **TCP/IP (Internet)** is selected for the **Startup Mode** in the **Client Configuration** dialog, the MediaHost Client will detect and load Winsock when it is started.

When a MediaHost Server is selected from the Client **Dialing Directory**, connection mode will automatically be switched between Serial and TCP/IP mode depending on how that dialing entry is configured.

- 1) Establish a PPP or SLIP connection with your ISP (Internet Service Provider) the same way you would for other Internet packages such as Netscape or Gopher.
- 2) Select a the MediaHost TCP/IP Server you want to connect with from the Client **Dialing Directory**. Ensure that that dialing entry is configured for TCP/IP as explained in the section titled The **Dialing Directory**. Your MediaHost Client will probably have an IP address for the system you obtained it from, if they support Internet connections.

The Dialing Directory

The MediaHost Dialing Directory is very similar to a telephone directory. It contains the names and numbers of the MediaHost Servers you call. To access the Dialing Directory select the Connect option (plug in electrical socket) from the button bar at the top of the Client window. The button bar located along the top of the Dialing Directory window is used to connect with a system, add a new entry, delete an entry and edit an entry.

Add Entry command. The Add Entry command is used to create a new dialing entry as outlined in the following steps.

- 1) Select the **Add Entry** to display the **Entry Editor** dialog.
- 2) Type the name of the MediaHost Server into the **System Name** field.
- 3) Type the telephone number or TCP/IP address into the **Phone # or Address** field. A telephone number should be entered in this manner 1-819-682-3490 and a TCP/IP address should be entered in this manner 199.71.150.40 (the periods are required).
- 4) Type your name into the Your Name field and enter your password into the **Your Password** field. If you enter your personal information into the **Your Name** and **Your Password** fields you will be able to logon to the MediaHost Server

automatically bypassing the Logon dialog. On your first call, you will be required to logon so that you can be registered in the user database for that system and a Private Mailbox can be created for you.

Note: You May Choose Not To fill in your password information if there is a possibility that any unauthorized person(s) might access your Windows environment and your MediaHost Client to view your **Dialing Directory**. The unauthorized person could then use your name and password. Only you know what level of security is present in your location.

5) Select the **Medium for Connecting**. Select **Modem (Serial Connect)** or **TCP/IP (Internet)** to correspond with the number or address you entered into the **Phone # or Address** field.

6) Select **OK** to save the entry.

Delete Entry command. The Delete Entry command is used to remove a dialing entry from the Dialing Directory.

Note: Every MediaHost Server you connect with is given a unique **System Subdirectory** located below your MediaHost Client installation directory. This subdirectory contains frequently used resources for that Server. When you use the **Delete Entry** command, that **System Subdirectory** is also removed.

Edit Entry command. The Edit Entry command is used to change entries in the Dialing Directory.

Connecting to a MediaHost Server

The **Attempt Connection** command located on the **Dialing Directory** window instructs the MediaHost Client to dial or connect with the system highlighted in the Dialing Directory. You can also double click with your mouse on an entry in the Dialing Directory to connect with that system. As with all lists in the MediaHost system, double clicking on an entry results in an action.

When you Attempt a modem Connection.

1) The terminal window will be displayed.

2) The **Dial String** configured in the **Client Configuration** dialog will be sent to your modem followed by the telephone number for that MediaHost Server.

3) If you have configured your modem for sound you will hear the dial tone and upon connect you will here the modems identifying protocols and establishing a connection speed. Stats will be reported in the Connect dialog box.

When you Attempt a TCP/IP Connection.

1) The **Connect** dialog box will be displayed. If a connection can be made, the dialog box will disappear and system resource Client/Server transaction will take place. If a connection cannot be established the Connect dialog box will count down from 90 seconds to 0 seconds then try to establish a connection again.

System Resources

When you connect to a MediaHost Server, the first thing you will see is the **Resources** dialog box. It tracks progress as resources are being received by your MediaHost Client. The MediaHost Server automatically sends reusable resources such as bitmaps on menus, templates and system screens to the MediaHost Client the first time you connect with that system. These **System Resources** are managed by the MediaHost Client. **For Example:** If new images are added to a MediaHost Server system, they will be received by you the next time you connect with that Server. If images are removed on that Server those same images will be deleted by the MediaHost Client on your system. This ensures that you do not have any unnecessary resources on your hard disk.

Note: Only images that are reusable are sent to your system. Images such as those viewed from databases and file areas are considered to be real-time resources. These only remain on your system until the window that contains them is closed.

Note: The first time you connect with a MediaHost Server, the resource transfer may take longer to be completed, however the next time you connect you will probably have all or most of the resources you need to navigate that system. This resource structure makes MediaHost systems very fluid to use considering the quality of the graphical environment. The application operates at the speed of your PC, except when real-time resources are requested in which case it operates at the speed of the connection.

System Subdirectories

Every MediaHost Server that you call is given a separate **System Subdirectory** located below the MediaHost Client directory (\MHC\) which is identified by a unique hexadecimal name. This prevents over writing and confusion between the resources used by different MediaHost Systems.

If you no longer want to call a MediaHost System, then delete it from the MediaHost Client **Dialing Directory**. When an entry is deleted from the Dialing Directory, the **System Subdirectory** containing resources for that system is removed from your hard disk.

Note: Do not remove System Subdirectories located below the \MHC\ directory using the Windows File Manager or manually from DOS. Use the Delete Entry (eraser) command located on the Button Bar along the top of the Dialing Directory window in the MediaHost Client.

Graphical User Interface

Active Window. The top window on the desktop in the MediaHost Client is always highlighted, making it the Active Window. This determines what commands are gray on pulldown menus. Only commands that are black can be used.

Client Tool Bar. The MediaHost GUI provides quick access to frequently used commands from the Tool Bar located along the top of the MediaHost Client Desktop. The commands available on the Tool Bar are, from left to right, Online Time Status, Who's Online, User Finder, Chat and Private Mailbox.

Window Tool Bars. Windows that contain a list, spreadsheet, database, message writer, message reader and chat have a Window Tool Bar located on that window. These buttons are used to access commands pertaining to that feature.

Bubble Help. All buttons have Bubble Help assigned to them which briefly describes the function assigned to that button. To view Bubble Help, move your mouse pointer over a button without pressing it for approximately 1 second.

Pulldown Menus. The commands that are accessible on Pulldown menus, depend on which window is Active on the desktop. **For example:** If a Message Writer window is the top window on the desktop, Email functions will be accessible. Functions that are inaccessible will be grey in color.

Single Mouse Click. The MediaHost Client requires a mouse. Buttons such as those on Dialogs, Templates, Menus, or Button Bars require a Single Mouse Click to activate the command or accept input.

Double Mouse Click. To activate commands accessible from lists of data, Double Mouse Click on the highlighted entry. **For example:** To add a file to your receive queue, Double Click the file in the list.. Floating Icon, Tree List and Item List Menus as well as Pulldown Menus also require a Double Mouse Click to activate the command or display a sub-list.

Sticky Hand. The Sticky Hand used throughout the MediaHost System is activated by depressing your right mouse button within a list. The Sticky Hand remains active as long as the right mouse button is depressed and can be used to quickly scroll through lists and database spread sheets used by the MediaHost Database Extension.

User Finder. Names can be dragged from the User Finder into fields in the Message Writer. Depress your left mouse button over the name you want to drag until a document cursor appears. With the left mouse button still depressed, drag the name horizontally out of the list, then into the Message Writer.

Scroll Bars. Scroll Bars are used to scroll through lists. By pressing the up or down arrow on the Scroll Bar, the list will adjust up or down one line at a time. By clicking on the Scroll Bar, the list will adjust up or down one page at a time.

Keyboard Support. The MediaHost Client requires a mouse to navigate, however, there is basic keyboard support throughout the system. Arrow keys can be used to scroll through lists and Pulldown Menus. **Tab** can be used to tab between input fields in Templates. Enter can be used to accept dialog input. **Alt +** can be used to access pulldown menus.

Windows. Everything you see will be displayed in different windows. MediaHost windows can be closed with a double mouse click on the close command (the minus sign in the upper left corner). Most windows can be reduced to an icon with a single mouse click on the reduce command (the down arrow in the upper right corner).

Menu Types

MediaHost systems may have up to five different types of menus. These menus are created by the System Administrator and are used by you to navigate the system and access data. Each of these menus has a slightly different interface.

Hot Region menus define hot spots similar to those seen on World Wide Web pages. When you run your mouse cursor over a Hot Region it becomes a pointing finger, indicating that there is a menu command assigned to that region of the screen. If you do not have sufficient access to view data linked to a Hot Region, you will receive a message saying, This service is not available to you.

Tree List menus are most similar to the Windows File Manager in appearance. Tree Lists are accessed by double clicking on branches. Tree Lists are often used for file libraries where there are categories and subcategories of files. Tree Lists are dynamically built so only the branches you can access are displayed to you.

Push Button menus require a single mouse click to access the command assigned to that button. If you do not have sufficient access to view data linked to a Push Button, you will receive a message saying, This service is not available to you.

Item List menus are formatted as a list, complete with scroll bars. Item List menus are dynamically built so only the branches you can access are displayed to you.

Floating Icon menus are very similar in appearance to Application Groups seen in the Windows Program Manager. Floating Icons menus are accessed by double clicking on the icon. If you do not have sufficient access to view data linked to a Floating Icon menu, you will receive a message saying, This service is not available to you.

Logon

After receiving the System Resources required to navigate the MediaHost system, the **Logon Template** will be displayed. You must fill your name and password into the **Logon Template**. If you have entered your name and password into the appropriate fields in the MediaHost Client Dialing Directory and you have an account on that system, the **Auto Logon** sequence will log you directly onto that system.

If this is the first time you are connecting with that system, you will probably be required to complete the **New User Logon** template to gain access. The information you provide is entered into the User Database for that system.

On many public access MediaHost systems you will be required to accept a **System Agreement**. This will probably

outline how you must conduct yourself while on that system. Read the rules to be sure you understand them. If you accept the rules, then click the I Agree button to access the system. If you do not agree click the I Disagree button and you will be immediately disconnected from the Server.

The first menu you see is named the **Main Menu** (probably named something other than main menu). All other menus branch from it. It can be reduced to an icon by clicking on the reduce function (down arrow in the upper right corner of the window) but it cannot be closed. You can disconnect from MediaHost Servers with a double mouse click on the close function (minus sign in the upper left corner of the window).

Many MediaHost System Administrators choose to display up to the minute graphical or text bulletins to you immediately after the main menu is displayed. Progress is reported within the windows as these bulletins are received by your Client. These can be closed after they have been viewed with a double mouse click on the close command (the minus sign in the upper left corner).

Multi-Media

The MediaHost Client includes sound support for the WAV and MIDI formats. **Sound Files** are linked to menus and graphics and begin to play when they are displayed. In order for sound to work, you must have a sound card and a MIDI player (usually supplied with the card). Your MIDI player is automatically loaded at connect time. To verify that the appropriate MIDI and sound drivers are installed, you can go into the Control Panel and select Drivers or use the utilities included with your sound card.

The MediaHost Client supports playing **AVI** (Audio Video Interleaved) files from File Folders as soon as they are received. If a sound card is present, you will see full motion video complete with sound track. In order for AVI support to be implemented, you must install the Microsoft Video Run-Time drivers (WV1160.EXE at the time this was written). AVI drivers are available on many CD-ROMs, the Microsoft BBS and at the MediaHouse Online system (1-819-682-3330) You can determine if you have Intel Indeo and Microsoft AVI drivers installed on your system from the **Drivers** icon on the **Control Panel**.

File Pulldown Menu

The **File** pulldown is standard across Windows applications and is used to access system functions in the MediaHost Client software.

Disconnect. The Disconnect command disconnects the MediaHost Client from the MediaHost Server. When Disconnect is selected the MediaHost Server is notified that you are disconnecting and your name is removed from the Who's Online list. In dial-up mode, a disconnect sequence is also sent to the modem, instructing it to hang up.

Print... The Print... command prints the contents of the Active Window (top window) on the desktop, providing that it can be printed. The MediaHost Client supports printing to any printer that includes Windows support. Bitmap images, such as file previews and database links, can be printed. Document information, such as Database Records, Email, Text Files and RTF Files can also be printed.

Print Setup command is used to access the printer setup dialog.

Exit The Exit command quits the MediaHost Client and disconnects you from the MediaHost Server.

Edit Pulldown Menu

The **Edit** pulldown menu can be used to **Cut**, **Copy** and **Paste** between Email Messages on the desktop. Highlighted text in a message can also be **Deleted** from the body of the message.

The **Edit** pulldown menu can also be used to **Copy** and **Paste** text between the Windows Clipboard and messages on the MediaHost Client desktop or vice versa. This feature allows messages prepared in advance to be pasted into a MediaHost Client Message Writer. The contents of a Message Reader or Writer can be cut and pasted into other Windows applications as well.

Service Pulldown Menu

The Service pulldown is used to access customer related commands.

Chat The Chat command is used to begin a Chat Conference. When it is selected, the Chat interface is displayed waiting for input. The Chat interface is divided into two windows. The top window is used for typing and the bottom window is used to display the Chat conversation.

To begin a Chat conversation select the Invite User option located on the top of the Chat Interface. A list of all other customers who are online at that time will be displayed. To send a Chat Invitation to a person in the list, double click on their name. If they accept your invitation, a dialog will be displayed telling you '**<their name> has accepted your invitation.**'

A New Chat window can be started from the Button Bar located at the top of the Chat interface. If you want leave a group discussion and talk privately with someone in that group, start a New Chat window, then use the Invite User command to invite that person into a private conversation. You can close the group discussion or leave it open and continue monitoring it also. If you wish, you can continue participating in the group discussion and carry on the private conversation also.

Who's Online creates a list of all customers who are connected to the system.

User Finder The User Finder instructs the MediaHost Server to search the User Database for whatever text you type into the Search String field located on the User Finder dialog.

The **Search String** can be composed of a full name, partial name, initials or initials and a partial name. A list of all customers in the User Database that match the Search String will be returned to the User Finder dialog.

Names can then be dragged into the **To**, or **CC** (Carbon Copy) fields in the Message Writer. To drag a name, first highlight it in the **User Finder**. With your left mouse button still depressed drag the name horizontally, then into the appropriate field in the Message Writer.

Who's Called The Who s Called command creates a list of all customers who called up to the moment the query is requested on that calendar day.

Your Profile The Your Profile command displays a dialog box containing your personal information. This allows you to change your password and/or address information.

Time Status The Time Status dialog box tells you how much time you have remaining for that day.

Messaging Pulldown Menu

The **Messaging** pulldown menu is used to write and respond to messages. MediaHost supports Public Message Conferences and Private Mailboxes for every customer on the system. Email features include notification of New Mail upon logon or while connected to the system, text based Searches, full message History, message Quoting, Carbon Copies, File Attaching, printing, posting to System Administrators and Name Searches.

Before looking at the commands on the Messaging pulldown menus there are a few general things you should know about email.

New Mail Notification. If there is mail that you have not read addressed to you on the system, you will receive notification upon logon that You have New Mail in your Mailbox .

Message Lists are the primary message interface. The Private Mailbox list and Message Folder lists have a Button Bar located along the top of the window which determines what Email functions are available from that list. The status of each message in a Message List, as applicable to you, is visually represented by an icon on the left side of each message. An Open Envelope indicates that the message has already been read by you or was written by you. A Closed Envelope indicates that you have not read that message. Eye Glasses provide a quick way to determine if the message has been read by the person you sent it to. Messages should be deleted after they have been read by the recipient.

Private Mailbox. Your Private mailbox is accessed from the Messaging pulldown menu or the button bar located along the top of the MediaHost Client desktop. You can leave messages to other customers on the system from your Private Mailbox. Any messages posted from your Private Mailbox are always destined for the recipients Private Mailbox. Any messages addressed to you or written by you are displayed in your Private Mailbox list whether they were sent to you from a Private Mailbox or from a Public Message Conference.

Public Message Conferences are only accessed from Menus and access controlled. Messages in Public Message Conferences can be posted to other customers on the system, ALL and System Administrators. Messages in Public Message Conferences can be read by anyone who has access to view the Message Folder list. In the MediaHost System, messages can be posted to All from Public Message conferences. All is the only input allowed in the To field, other than a valid customer name. If a customer name has been entered in the **To** field from a Public Message Conferences, and the customer name is valid, meaning they have an account on the system, a dialog will be displayed, asking '**Post this Message Privately?**' .

Carbon Copy. The Carbon Copy feature is used to send the same message to a number of people on the system. To Carbon Copy a message, enter the names of the customers the message will be sent to, in the CC field of the Message Writer. If a customer name is typed incorrectly and cannot be found in the MediaHost User Database, a dialog will notify you that the name is not correct. The User Finder can then be used to find the correct spelling for that persons name. Names entered into the CC field must be separated by commas, otherwise they will be treated as a single name. This will almost certainly result in notification that the name is not correct.

User Finder. The User Finder command is found on Message Writer. It is used to find customers in the MediaHost User Database if you are not sure how to spell their name. The User Finder searches names based on initials, name or name fragment. Results are displayed in the User Finder dialog. Once a name is found the Drag and Drop function can be used to drag it into the To or CC (Carbon Copy) fields in the Message Writer.

Mailbox. The mailbox command is used to access your Private Mailbox. Once the list of messages in your mailbox has been displayed the following functions are available from the Button Bar located along the top of the Private Mailbox message list: Read Message, write New Message, Delete Message, Reply to Message and display Message History. Except for the write New Message function, all other functions operate on the highlighted message in the list. The New Message button displays an empty message writer, waiting for you to type a message.

Comment to Admin. The Comment to Admin command located on the Messaging pulldown menu is used to post a comment or message to the System Administrators Private Mailbox. If there is more than one System Administrator a list will be displayed. Double click on the name of the Administrator to whom you want to post the message.

New. The New Message command is used to post a new message to another customer on the system. When it is selected an empty Message Writer window will be displayed. If the New Message command is accessed from your Private Mailbox, the message written in it must be posted to a Private Mailbox. The following functions are available from the Button Bar located along the top of the Message Writer: Send Message, User Finder, Attach File, Cut Text, Copy Text, Paste Text, Bold Toggle, Italics Toggle, Underline Toggle, Left Justify, Centered Text, Right Justify, Font and Size, Text Color and Text Background.

Reply. The Reply to Message command found on Message Readers, Message Folders and Private Mailbox lists is used to respond to a message. MediaHost builds quoting into the Reply to Message command. Quote stats are written at the

top of the message telling who wrote the original message and showing all people who subsequently quoted it. The Quoted text has the initials of the person who posted it originally, along the left margin of the message.

Delete. The Delete Message command is found on Message Readers, Message Folders and Private Mailbox lists. It is used to delete a message after it has been read. You will know when private mail you posted has been read by the recipient since a pair of Eye Glasses will be placed to the left of the posting in your Private Mailbox. Messages can also be deleted from Message Readers. This provides a way of reviewing a message or printing it before it is deleted.

Attach File. The Attach File command is located on the Message Writer Button Bar. It is used to attach a file to a message. The recipient of the message can receive the file at the time they read the message. When Attach File is selected, a file dialog is displayed so that you can select a file to attach. One file can be attached per message. If more than one file is required they can be bundled together using an archiving program such as Winzip or more than one message can be written.

Get Attachment. When a file is attached to a message, a Push Button will be displayed in the upper right corner of the Message Reader with the name of the file on it. Press the Push Button to receive the file. A dialog will be displayed notifying you that the file has been added to your Receive Queue. When that file reaches the top of the Receive Queue, it will be sent to your system and placed in the \MHC\DOWNLOAD directory (MHC, default directory).

Search Messages. The Search Messages command is found on Message Folders. It searches on the message folder that the search command was selected from and displays a list of search results. The Search Messages command locates all occurrences of a text string in the To field, From field, and Subject field as well as the body of each message.

History. The Message History command is found on Message Readers, Message Folders and Private Mailbox lists. MediaHost keeps a complete history of each message written. The person who created the message and all persons who subsequently read the message are listed in chronological order.

File Libraries Pulldown Menu.

The **File Libraries** pulldown menu is used to Send, Receive, View, and Search for files. File Libraries features include multi-line descriptions, background searches, image previews, text file viewing, and send & receive queues.

File Libraries are always accessed from menus. The following functions are available from the Button Bar located along the top of the File Lists: View File displays a text file or image preview, Receive File adds the highlighted file to the receive queue, Send File adds a file to the send queue and Search File performs a text, name or wildcard search and displays the results in a File Search list.

The File Send and File Receive Status Bar is located on the Button Bar, along the top of the Client desktop. It reports progress of the file transfer, displaying the total size of the file to be sent and how many bytes have been sent. To cancel a File Send or File Receive click the x button located on the right hand side of the Status Bar.

Send File. File Sending and Receiving is a background operation which leaves you free to do things such as Chat or Email. Files to be sent are placed in a queue and each is sent when it reaches the top of the list. When the Send File command is initiated, the Select File for Upload dialog will be displayed, allowing you to browse your hard disk and select the file you want to send. After you select a file to send, the Describe File dialog is displayed. You are asked to select an icon which best describes the type of file you are sending and enter a description of the file.

Receive File. To Receive a File, first highlight the file you want to receive, then click on the Receive File button. The file will be added to the receive queue and sent in turn.

View File. Graphics files can be viewed and text files can be read from File Folders. Graphics file viewing offers a quick look at an image before it is added to your receive queue. To view a file highlight it in the file list, then select the View File button. If a preview for that file is available, it will be sent by the MediaHost Server and displayed when it is received.

Search File. Files can be searched by String, String Segment, Name, Type, Wildcard and Date. The Search Files

command is used when looking for a particular file or all files on a certain topic.

Databases

MediaHost offers an advanced interface for photo database applications. Databases are always selected from menus. Databases have two modes of operation. Browse mode which displays a spread sheet view of the entire database to you in chronological order. The spread sheet window is updated with new data as you pan up and down in the spread sheet. Query First mode displays a query dialog, then displays query results in a spread sheet view.

The MediaHost Database Extension supports viewing, searching, editing, appending and deleting of database records. Databases are access controlled so only the commands you have sufficient access to use will be displayed to on the Database pulldown menu. Commands you cannot access will be gray in color. If you do not have sufficient access to use a command on the button bar located at the top of the spread sheet window you will receive a message telling you This service is not available to you .

Viewing Database Records. The dialog box for a database record is viewed by selecting the View icon from the button bar or by double-clicking on the highlighted record in the spread sheet view. When a database record is displayed in the dialog box for it, there will often be Tabs along the top of the dialog window that provide access to other information. Along the bottom of the dialog there will be buttons used to select different options for that database.

Viewing Memo Fields. If a memo is available for that database, select the button that indicates memos from the buttons located at the bottom of the database record dialog box.

Viewing Photos, Documents or AVI files. If a links to photos, documents or AVI files are available for that database select the button that indicates resources from the buttons located at the bottom of the database record dialog box. If only one resource is available for that record, it will be sent immediately. If there are multiple resources available for that record, a dialog will be displayed listing those resources.

Email Post Backs. MediaHost Databases support email post backs to Private Mailboxes. If a email is available for that database, select the button that indicates email post backs from the buttons located at the bottom of the database record dialog box.

Database Queries. The MediaHost Database provides Administrator definable queries available from the spread sheet view for databases displayed in browse mode. String searches, numeric searches, Radio Buttons and Check Boxes are supported. The query engine will search on all the criteria provided and return search results in a spread sheet view.

Online Orders. The MediaHost Database supports online orders. Everything from real estate to parts catalogues are put online using this system. When you select the order button located along the bottom of the record dialog box, an order template will be displayed which is typically used to take order information. As you place orders for products your total order will be summarized in the order list. When you have completed ordering products select the Order Now button.

Minimum Hardware & Software Requirements

The MediaHost Client v1.50 requires that you meet the following MINIMUM hardware requirements.

- 386 CPU with 4 megs of Ram and a 8 meg Windows Swapfile
- Standard I/O card with a 16550 or 16450 UART chip. Use MSD (Microsoft Diagnostics) to determine whether you have a 16550 or 16450 UART chip. A 16550 UART is highly recommended for Dial-up.
- Bus or serial mouse
- SVGA graphics card with minimum resolution of 640x480, 16 color or greater

Note: Windows 95 Installations do not require that you create a Swapfile. Add an additional 8 megs of Ram to the minimum recommendations noted above.

DOS Settings

If you know your system is set up correctly, skip this section. If you experienced difficulties using your MediaHost Client please review this section.

The discussion in this section covering the CONFIG.SYS file assumes that you have Microsoft DOS 5.0 or greater on your system and that you have Microsoft Windows 3.1x or Microsoft Windows for Workgroups 3.11, or that you have installed Microsoft Windows 95.

Both Microsoft Windows and Microsoft DOS include HIMEM.SYS, EMM386.EXE and SMARTDRV.EXE. If you accepted the default directories suggested by Windows and DOS during installation, these files will be located in both your \DOS\ and \WINDOWS\ directory. We suggest that you check the creation date of these files. If one group of files is newer than the other you will want to direct the appropriate command lines in your CONFIG.SYS and AUTOEXEC.BAT files to the newer version. For example, if you find that your Windows installation includes a newer version of HIMEM.SYS you would replace the device=c:\dos\himem.sys line in your CONFIG.SYS file with device=c:\windows\himem.sys

The CONFIG.SYS and AUTOEXEC.BAT file shown in these examples point to the HIMEM.SYS, EMM386.EXE and SMARTDRV.EXE. files included with Microsoft DOS 6.22 installed in the DOS directory on the C:\ drive.

To make changes to your CONFIG.SYS file, use a text editor such as EDIT from the DOS command line or the Windows Notepad (usually located in the Accessories group on your Windows desktop) or the System Editor (if installed).

If you make changes to your CONFIG.SYS or AUTOEXEC.BAT files while reading this section, you must reset (reboot) your system in order for these changes to take affect.

Users of Microsoft MemMaker should run the command MEMMAKER to start the optimization process instead of rebooting. To properly use MemMaker Windows must not be executed from the AUTOEXEC.BAT file. Make sure the line WIN is not included in your AUTOEXEC.BAT file.

CONFIG.SYS The CONFIG.SYS file is located in the root directory of your bootable hard drive. This file is loaded by Microsoft DOS upon boot up immediately after IO.SYS and MSDOS.SYS. It is used to install device drivers and reserve space in system memory for data processing.

HIMEM.SYS is an extended memory manager that is included with Microsoft DOS and Windows. You must load HIMEM in order to access high and extended memory.

The HIMEM command must be located before any other device= commands in the CONFIG.SYS file, with the exception of Disk or BIOS patch drivers. Consult the documentation included with your disk controller.

device=c:\dos\himem.sys

EMM386.EXE is an expanded memory emulator which can use extended memory to simulate expanded memory, thus allowing programs to treat it as physical memory.

NOEMS, provides access to the upper memory area but prevents access to expanded memory.

Some hardware devices such as video cards require that you exclude any regions of upper memory they require for operation. Refer to the documentation included with your hardware devices for any exclusion statements.

**device=c:\dos\himem.sys
device=c:\dos\emm386.exe noems**

For DOS 5.0.

```
device=c:\dos\himem.sys
device=c:\dos\emm386.exe noems i=e000-efff
```

Normally DOS runs in conventional memory. By partially loading DOS in HMA (high memory area) more conventional memory is free for execution of programs.

Upper Memory Blocks (UMB) are specified so that installed device drivers and memory resident programs can be added to the high memory area.

The HIMEM command must come before the dos=high,umb command.

```
device=c:\dos\himem.sys
device=c:\dos\emm386.exe noems
dos=high,umb
```

Your Buffers setting will determine the amount of main memory that is reserved to temporarily hold data while it is being moved from disk to program or from program to disk.

DOS 6.x only: If DOS is loaded into HMA and there is sufficient room, buffers will also be placed into HMA.

If you are using Windows 3.1 and loading SMARTDRV.EXE, you can reduce the buffers setting to between 10 and 20.

Consult your hard disk controller documentation. If you are using a bus mastering controller you may not be able to use SMARTDRV.EXE or you may have to DOUBLE_BUFFER.

Your Files (file handles) setting determines the number of files that can be open simultaneously. For the MediaHost Client it is recommended that Files is set to 30 or more.

Stacks control the dynamic use of data stacks used to handle hardware interrupts. DOS allocates one stack each time it receives a hardware interrupt request.

```
device=c:\dos\himem.sys
device=c:\dos\emm386.exe noems
dos=high,umb
files= 30      (minimum recommendation, if yours is set higher don t change it.)
buffers=30
stacks=9,256  (9 stacks, 256 bytes in size)
```

SMARTDrive Users of Windows for Workgroups 3.11 with 32 bit File Access enabled, skip this section discussing SMARTDrive. The SMARTDrive command is used to create a disk cache in your computers extended memory which speeds up hard disk access. In general, a larger cache size means that SMARTDrive wont need to read data from disk as frequently, in turn increasing overall system performance. The typical AUTOEXEC.BAT file shown below demonstrates the use of SMARTDrive.

```
@echo off
cls
set temp=c:\temp      (your drive letter required)
set tmp=c:\temp       (your drive letter required)
C:\DOS\SMARTDRV.EXE 1024 512 /N
prompt $p$g
path c:\windows;C:\DOS
```

The Initial Cache Size set at 1024k in this example specifies the cache size in kilobytes when Smartdrive starts in DOS with Windows NOT running.

The Windows Cache Size set at 512k in this example determines the size that the cache will be reduced to in order to recover memory for Windows use. The default values shown below depend on how much available memory your system has.

/N Writes cached data when the system is idle. (Do not use with DOS 5.0)

Recommended Settings for Microsoft Windows 3.10.

Total Available XMS Memory	InitCacheSize	WinCacheSize
1 MB	1 MB	0
2 MB	1 MB	256 KB
4 MB	1 MB	512 KB
6 MB	2 MB	1 MB
>= 8 MB	2 MB	1-2 MB

Recommended settings for Microsoft Windows for Workgroups 3.11 if you are using 32-bit file access. If not using 32-bit file access refer to the chart on the previous page for Microsoft Windows 3.1x.

Total Available XMS Memory	InitCacheSize	WinCacheSize
1 MB	1 MB	0
2 MB	1 MB	256 KB
4 MB	1 MB	512 KB
6 MB	2 MB	512 KB
>= 8 MB	2 MB	512 KB

Note: Users of Microsoft Windows For Workgroups v3.11 DO NOT require WinCacheSize unless a CD-ROM is present, since the 32-bit file cache (located under the 386 Enhanced Icon on the Windows Control Panel) replaces SMARTDrive.

Note: DOS 6.x only: CD-ROM users will benefit from a WinCacheSize value of 128 provided that MSCDEX.EXE (the Microsoft CD-ROM extension) is loaded prior to executing SMARTDrive. In this situation, SMARTDrive recognizes the presence of a CD-ROM and loads the necessary hooks to cache the CD-ROM.

Microsoft Windows Environment

386 Enhanced If you have installed Microsoft Windows 95, skip this discussion regarding 386 Enhanced mode. In 386 Enhanced mode, Microsoft Windows increases operation speed by treating a Swapfile on hard disk as if it were physical RAM. Windows applications use this Swapfile to temporarily store information during execution.

A Swapfile can be configured as either Temporary or Permanent. A temporary Swapfile grows and shrinks in size and is deleted from hard disk upon exiting Windows or Windows for WorkGroups, whereas a permanent Swapfile occupies space upon the hard disk permanently. During the initial installation of either Windows or Windows for WorkGroups the setup program will attempt to create a Swapfile based on type and amount of available space on your hard disk. These default settings generally work well, however, since we recommend a permanent Swapfile for MediaHost, we suggest that you take a minute to check your 386 Enhanced settings.

In order to create a permanent Swapfile, a block of contiguous hard disk space must be present on your hard disk. (Refer to your Microsoft Windows documentation for more information on SPART.PAR and 386SPART.PAR.)

You can guaranty contiguous hard disk space by exiting Windows and:

1) Run **SCANDISK.EXE** (generally located in your DOS directory) to insure that there are no lost clusters, etc. on your hard disk.

2) Run **DEFRAG.EXE** to defragment your hard disk. Important: Select Full optimize option.

To set a permanent Swapfile size from within the Windows environment:

1) Double click on the 386 Enhanced icon located on the Windows Control Panel.

2) Select the **Virtual Memory...** option.

3) Select **Change>>**

4) The **Virtual Memory** dialog will be displayed. If you are running the Workgroups version of Windows you will notice that your dialog box has a Use 32-Bit File Access. If you are running Windows 3.1 you will not have the Use 32-Bit File Access option. If there is a large amount of RAM and hard disk space available, the Virtual Memory dialog may recommend a much larger Swapfile than required. Note: If a Swapfile that is too large, it requires too much physical memory to manage.

5) The **New Swapfile Settings** section of the Virtual Memory dialog box is used to make changes to your Swapfile settings. You have the option of selecting the disk drive, where you want your permanent Swapfile located. If you have more than one hard disk, create your Permanent Swapfile on your fastest drive.

6) The **Type** option lets you choose between Permanent, Temporary and None. We highly recommend that you use select a Permanent Swapfile.

7) The **New Size** option lets you set a Swapfile size in kilobytes. A Swapfile size of between 10240 KB and 20480 KB is recommended for best performance with MediaHost.

8) If your hard disk adheres to the Western Digital 1003 controller interface standards, you will be able to select **Use 32-Bit Disk Access**. Most IDE and EIDE controllers use this standard, however, it is suggested that you check the specific documentation that comes with your hard drive controller. Note: SCSI drives DO NOT use the Western Digital 1003 standard. If you have a SCSI controller and hard disk, you should check the documentation included with them since most have specific recommendations and drivers.

9) Generally speaking the **Cache Size** Microsoft Windows recommends works well with the MediaHost Client.

Note: More information about Swapfile options is available by selecting the Help option.

Windows for Workgroups v3.11 extends 32-bit disk access to provide 32-bit file access as well. 32-bit file access provides a 32-bit code path for Windows to access and manage information on disk by intercepting the DOS INT21 services in protected mode. The 32-Bit File Access option will not be available if you are not running Windows for Workgroups.

Trouble Shooting.

QUESTION When I start the Client, when the black ANSI screen appears I immediately get an error message saying: MHRROUTER error followed by an application error in RLINKDLL.DLL, or I just get a blank ANSI Terminal Window and I cannot type anything in it.

ANSWER You have selected a non-existent COM port when you installed the Client, or selected a port being used by another device or software package, or your COM port is mis-configured in the Windows Control Panel for the port you are using for your modem. To change an incorrect port selection, open up a DOS window and change directory to CD\ MHC or to the installation directory you specified. Load CSTERM.INI into DOS Edit or an ASCII text editor. Change the PORT= parameter to the correct port number and save the change you made. Reload the MediaHost Client and look for a response in the ANSI window.

To get an absolute response from your modem, type AT in the the MediaHost Client ANSI Terminal window and press

Enter on the keyboard. If all is well your modem will respond with an OK. In the Windows Control Panel, select Com Ports to ensure that you have selected the correct IRQ for your modem. Use the Advanced settings to set the IRQ for for that port. Standard IRQs for COM ports are as follows: COM1=IRQ4, COM2=IRQ3, COM3=IRQ4, COM4=IRQ3. If your modem is on COM4 with standard IRQ settings, and you have another serial device on COM2 using standard IRQ settings, you have a HARDWARE conflict, that can be cured by physically changing the IRQ setting on your serial card or Internal Modem to another unused IRQ setting. In many cases, IRQ 5 is available. **Remember:** This new IRQ change must also be set in the Advanced section of the Port setup in the Control Panel so that Windows can properly identify your modem.

Two different devices cannot share the same IRQ This means that each modem, mouse, etc. that is installed in your machine will use a different IRQ. Assigning two devices to the same IRQ is one of the most common hardware configuration problems people experience. The manifestations can be quite varied, however, when a mouse and a modem are sharing the same IRQ, running communication software usually results in a system lock up. If you feel you have a problem of this nature, check all the settings and manufacturers recommendations for each device in or connected to your computer.

QUESTION During the install of the Client, I get a small blank white box appearing and my system hangs.

ANSWER You are not running Windows in 386 Enhanced Mode. The MediaHost Client is a 386 Enhanced Mode application and requires Windows to be in that mode. To force Windows into this mode, you need to type WIN /3 at your DOS command prompt. Under a Win-OS/2 session under OS/2, you will need to configure your Win-OS/2 session to emulate 386 Enhanced Mode. If you are running a system with under 2 megabytes of RAM you will not be able to run in 386 Enhanced Mode until you have upgraded the memory on your system.

QUESTION During the initial resource transfer when I connect to a MediaHost Server, the transfer stops and an error appears: RUNTIME ERROR 100 or 101.

ANSWER You are likely running low on disk space on the drive you have installed the Client. Free up some disk space and try again. Or your hard disk may be in need of maintenance and de-fragmenting using DOS s DEFRAG option.

QUESTION During the initial resource transfer when I connect to a MediaHost Server, the transfer stops and an application error appears in LEAD40.DLL.

ANSWER You are too low on total system memory. If your system has only 4 megabytes installed, you need to modify your Windows Virtual Memory settings by increasing your swapfile to at least 8 megabytes in size. Please refer to the above section on Virtual Memory. If you are running on a system that has only 2 megabytes of memory installed, the Client may or may not operate correctly for you. It is highly recommended that you upgrade your installed memory to at least 4 megabytes before calling a MediaHost system.

QUESTION During the initial resource transfer when I connect to a MediaHost Server, the transfer stops and an error appears: Runtime Error 103.

ANSWER This is a file not open error. This is caused by accidentally deleting items in the DOS directory used by the MediaHost Client to store resources for one of the MediaHost Servers you call. Another cause could be a corrupted file during the install of the Client. Solutions are to delete the dialing entry of the system you call that causes this error and then re-create it in the dialing directory.

QUESTION After deleting a System Subdirectory below the MediaHost Client using DELTREE or the Windows File Manager, the Client no longer works.

ANSWER System Subdirectories located below the Client Subdirectory should only be removed using the Delete command located on the button bar along the top of the MediaHost Client Dialing Directory. Solutions are to delete the dialing entry of the system you call that causes this error and then re-create it in the dialing directory.

QUESTION After I disconnect from a MediaHost system, the ANSI screen comes back up an all I see is the word SYNC displaying all over the screen and I m still connected!

ANSWER The problem is that your modem or the modem of the system you are calling is not properly responding to the dropping of DTR on the phone line. A solution is to include an &D2 to your initialization string in the Client Configuration option. This will enable recognition on your end of the loss of DTR. If this does not work, it may be that the remote modem is the problem or your modem is too slow to respond to standard DTR toggles. Merely click on the Disconnect icon or choose Disconnect from the Client's File Pulldown menu.

QUESTION During the resource transfer, it all of a sudden stops for no apparent reason on a resource.

ANSWER This may occur if you are using an older Quarterdeck's QEMM memory manager on your system instead of EMM386 expanded memory manager. It is recommended that you use EMM386.EXE as your expanded memory manager or obtain the latest update to the QEMM manager. Another possibility is that your modem and COM port are not writing the fast flowing data from a MediaHost Server fast enough for our advanced protocol. If you are still encountering this problem, then try disabling SMARTDRIVE in your Autoexec.Bat file located in the root directory of your boot drive. i.e: C:\AUTOEXEC.BAT. Using DOS edit, or WordPad in Windows 95 load this file. On the line that loads SMARTDRV.EXE, merely place a REM in front of this line to disable it.

QUESTION I attempt a TCP/IP connect through the Internet to a MediaHost Server, the dialing box disappears and I never get a resource transfer.

ANSWER You have likely entered the wrong IP address in the dialing entry for that particular system, or the system you are attempting to call has taken their system offline incorrectly. Verify that the IP address for that system is correct and enter the correct address in the ph#/address field in that system's dialing entry.

QUESTION You have a Sound Card, but hear no sound when you arrive at Menus where you should here sounds.

ANSWER You must have a MS-Windows compatible sound card installed on your PC in order to hear any sounds. Most sound cards support MIDI and WAV sound if valid drivers are installed for that specific card. Check in the Drivers section of your Control Panel to verify that you have drivers installed correctly. A good way to check this, is to use the Media Player included with Windows in the Accessories Group. Use it to play the ALIENS.MID file that is located in your \MHOST\ directory. If you still cannot hear anything, either your card or the drivers are not installed correctly. Please refer to your sound cards reference manual for instructions on how to install your sound card under Windows.

QUESTION AVI videos do not play after I receive one.

ANSWER You do not have Microsoft Video Run time for Windows installed on the machine using the Client or they are not installed correctly. These drivers can be obtained from the MediaHost Online support system at 1-819-682-3330.

QUESTION When I Receive the same AVI more than once, a sharing violation occurs in Windows.

ANSWER MediaHost Client does not support playing more than one copy of the same AVI at the same time, therefore a Sharing Violation will be reported.

QUESTION The MediaHost Client runs slowly on my DoubleSpace compressed hard drive or my Stacked hard drive.

ANSWER We do not recommend compressed drives. If you have an uncompressed drive try loading the Client on it.

QUESTION The MediaHost Client operates slowly under Windows 95

ANSWER You need to check your Virtual memory. Make sure you have at least 8 megabytes of free system memory.

QUESTION I changed video cards or color depth and bitmaps graphics are very slow.

ANSWER If you change the Color Depth of your video card displays, you may experience very slow graphics display. This happens when graphics having a lot of Color Depth (i.e: 16.8 million colors) are displayed at a lesser Color Depth (i.e: 256 colors). For example: You have received resources with a 24bit graphics card. All the images on the system are

received and formatted for quick 24bit display. You then log back on in 256 color mode. The next time you logon in local mode, these graphics have to be recalculated and thus a substantial system slow down takes place.

This also applies if you purchase a new graphics display adapter, capable of more Color Depth. The bitmap images on the MediaHost Client will lack the Color Depth the graphics card is capable of displaying, so they should be received again and processed at the improved Color Depth.

Create a new entry in the Dialing Directory and reconnect to the system. The MediaHost Server will resend the System Resources and they will be formatted to the Color Depth the graphics card is set to at that time. The old dialing entry can be removed using the Delete command on the Dialing Window button bar.

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