IN THE UNITED STATES DISTRICT COURT
FOR THE WESTERN DISTRICT OF TEXAS
WACO DIVISION

ONSTREAM MEDIA CORPORATION, Plaintiff, v. WEBCAST PLUS, LLC, Defendant.	Case No. 6:23-cv-00385 Jury Trial Demanded

COMPLAINT FOR PATENT INFRINGEMENT

Plaintiff Onstream Media Corporation ("Onstream") files this Complaint against Webcast Plus LLC, d/b/a GlobalMeet, f/k/a Premiere Global Services (collectively referred to herein as "Premiere Global Services,") for patent infringement of United States Patent Nos. 9,161,068; 9,467,728; 10,038,930; 10,200,648; 10,674,109; 10,694,142; 10,848,707; 10,951,855; and 11,128,833 (the "patents-in suit") and alleges as follows:

NATURE OF THE ACTION

1. This is an action for patent infringement arising under the patent laws of the United States, 35 U.S.C. §§ 1 et seq.

THE PARTIES

2. Onstream is a corporation organized under laws of the State of Florida with its principal place of business at 1451 W. Cypress Creek Rd., No. 204, Ft. Lauderdale, FL 33309.

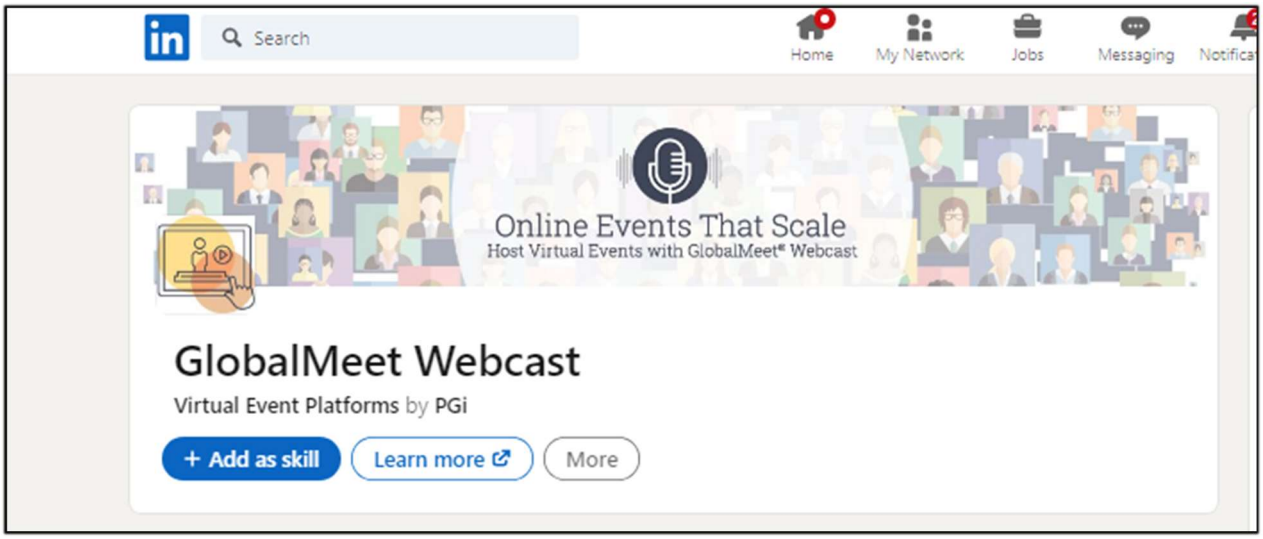
3. On information and belief, Premiere Global Services, has a place of

business located at 3200 E. Camelback Road, Suite 295, Phoenix, AZ, 85018.

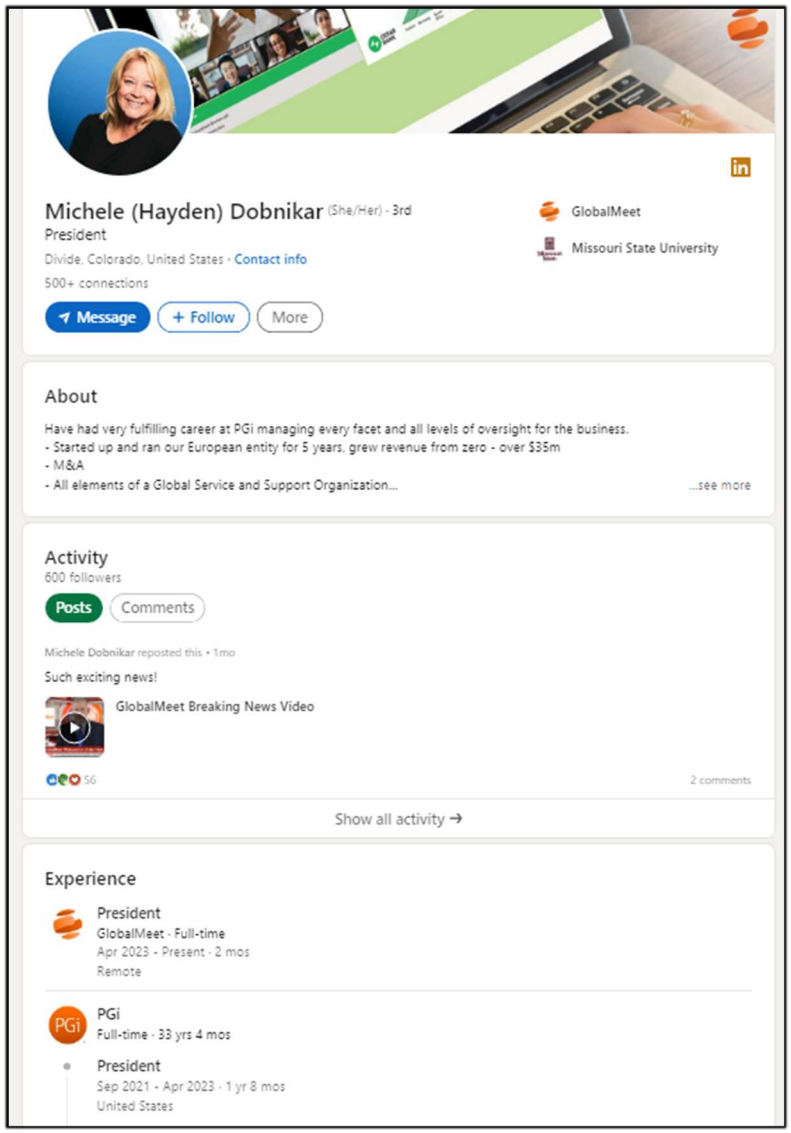
4. Premiere Global Services, may be served with process through its registered agent Pivotal Group, Inc., located at 3200 E. Camelback Road, Suite 295, Phoenix, AZ, 85018.

5. On information and belief, Premiere Global Services has rebranded, now functions as, and provides the same infringing services and products under the name GlobalMeet. For example, the Premiere Global Services website directs its customers to the GlobalMeet website, the GlobalMeet Webcast LinkedIn page lists the company as a "virtual events platform by PGi (Premiere Global Services," and GlobalMeet currently functions under the same CEO and president, Michelle Dobnikar, as Premiere Global Services.

See e.g., https://www.pgi.com/.



See e.g., https://www.linkedin.com/products/pgi-globalmeet-webcast/.



See e.g., https://www.linkedin.com/in/michele-dobnikar-534baa119/.

6. Premiere Global Services has a workforce and offices distributed throughout the United States.

JURISDICTION AND VENUE

7. This Court has subject matter jurisdiction over this action pursuant to 28 U.S.C. §§ 1331 and 1338(a) because this action arises under the patent laws of the United States, 35 U.S.C. §§ 1 *et seq.*

8. This Court has personal jurisdiction over Premiere Global Services for the following reasons: (1) Premiere Global Services is present in within or has minimum contacts within the State of Texas and the Western District of Texas; (2) Premiere Global Services has purposefully availed itself of the privileges of conducting business in the State of Texas and in this district; (3) Premiere Global Services has sought privileges, protections and benefit from the laws of the State of Texas; (4) Premiere Global Services regularly conducts business within the State of Texas and within this district, and Plaintiff's cause of action arises directly from Defendant's business contacts and other activities in the State of Texas and in this district, including deriving substantial revenue from the infringing goods and services in the State of Texas and this district.

9. On information and belief, Premiere Global Services provides its infringing products and services to Texas based customers, including providing virtual meeting and web conferencing services in the State of Texas and in this Judicial District.

10. On information and belief, Premiere Global Services indirectly

infringes the patents-in-suit in the state of Texas, including but not limited to within this Judicial District, including but not limited to its virtual events[1], hybrid events[2], and the distribution and propagation of its integrateable streaming API[3] as well as the distribution and publishing of user guides and support materials[4].

11. On information and belief, Premiere Global Services is used and provides infringing products and services globally in thousands of enterprises, media companies, service providers, and educational institutions and engages hundreds of millions of viewers at home, at work, and at school including specifically, for example, with respect to Fortune 500 companies, marketing firms, and investment companies.[5]

12. On information and belief, Premiere Global Services was the provider of infringing products and services for the Edison Electric Institute, which operates out of all 50 states, including Texas.

[1] *See e.g.*, https://www.globalmeet.com/virtual-events/webcast/.
[2] *See e.g.*, https://www.globalmeet.com/virtual-events/hybrid/.
[3] *See e.g.*, https://www.globalmeet.com/virtual-events/integrations/.
[4] *See e.g.*, https://helpgm.webcasts.com/.

Why Edison Electric Institute chose GlobalMeet Webcast

by GlobalMeet BlogTeam

Share this...

The Edison Electric Institute (EEI) is the association that represents all U.S. investor-owned electric companies. Its members provide electricity for 220 million Americans, and operate in all 50 states and the District of Columbia. The electric power industry supports more than 7 million jobs in communities across the United States. In addition to its U.S. members, EEI has more than 65 international electric companies as International Members, and hundreds of industry suppliers and related organizations as Associate Members. Organized in 1933, EEI provides public policy leadership, strategic business intelligence, and essential conferences and forums.

See e.g., https://www.globalmeet.com/resources/gated/edison-electric-institute/.

13. On information and belief, Premiere Global Services, directly or indirectly, designs, develops, manufactures, makes, sells, offers for sale, imports, distributes, advertises, and/or otherwise promotes the accused infringing methods, products, and services in the United States, the State of Texas, and this Judicial District.

14. On information and belief, Premiere Global Services has made, used, offered to sell and/or sold products and services, including the following specifically accused products and services: (1) GlobalMeet Webcast;[5] (2) GlobalMeet Virtual Events;[6] (3) GlobalMeet Hybrid Events;[7] (4) GlobalMeet Webinar;[8] (5) current or legacy Premiere Global Services products or services, which use, or have

[5] *See* https://helpgm.webcasts.com/shelves/globalmeet-webcast.
[6] *See* https://www.globalmeet.com/virtual-events/.
[7] *See* https://www.globalmeet.com/virtual-events/hybrid/.
[8] *See* https://helpgm.webcasts.com/shelves/globalmeet-webinar.

used, one or more of the foregoing products and services as a component product or component service; (6) combinations of products and/or services comprising two or more of the foregoing products and services; (7) and all other current or legacy products and services imported, made, used, sold, or offered for sale by Premiere Global Services products and services imported, made, used, sold, or offered for sale by Premiere Global Services that operate, or have operated in a substantially similar manner as the above-listed products and services, (collectively and individually referred to herein as the "Premiere Global Services System"), all of which infringe at least one claim of each of the patents-in-suit both literally and/or under the doctrine of equivalents.

15. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services; and makes, uses, sells, sells access to, imports, offers to sell and/or offers to sell access to the Premiere Global Services System in the United States that infringe (literally and/or under the doctrine of equivalents) one or more claims of each of the patents-in-suit.

16. On information and belief, Premiere Global Services, as well as the hardware and software components comprising the Premiere Global Services Video Products and Services that enable the Premiere Global Services Video Products and Services to operate, including but not limited to servers, server software, client software, and other computer systems and components (collectively referred to herein as the "Premiere Global Services System"), infringes (literally and/or under

the doctrine of equivalents) at least one claim of each of the patents-in-suit.

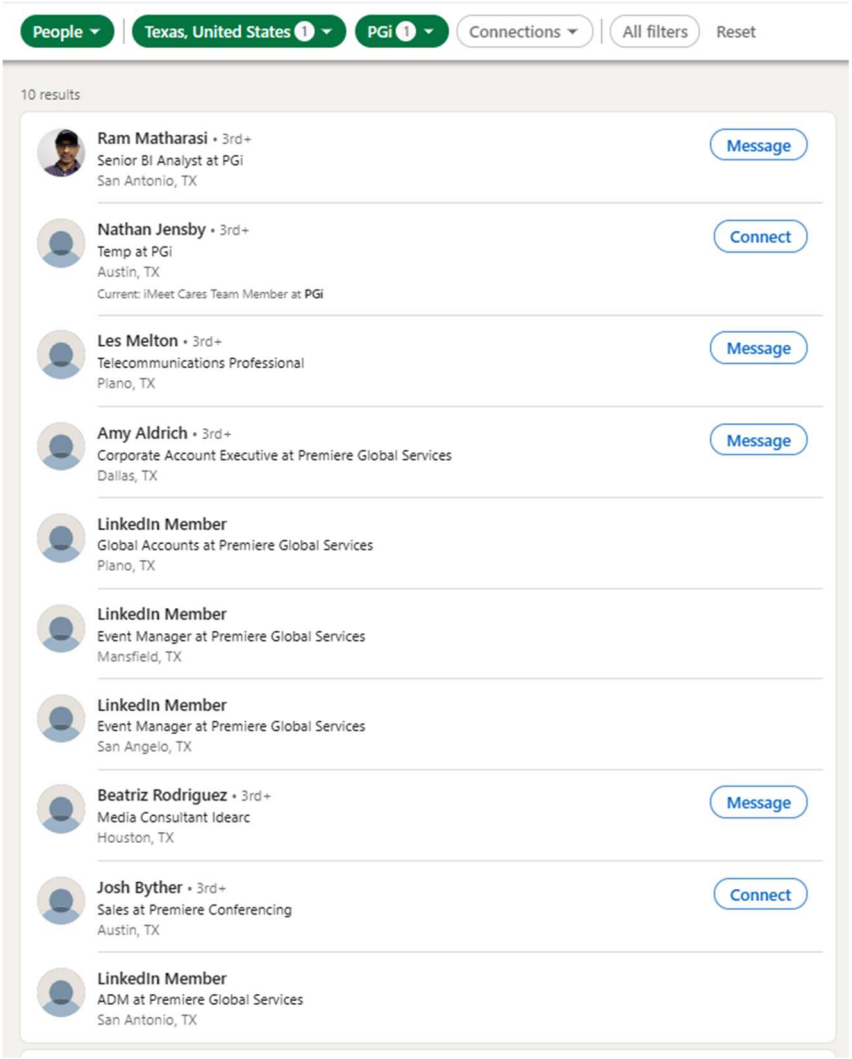
17. On information and belief, Premiere Global Services is subject to the Court's jurisdiction because it regularly markets, conducts, and solicits business, or otherwise engages in other persistent courses of conduct in the State of Texas, and/or derives substantial revenue from the sale and distribution of goods and services provided to individuals and businesses in the State of Texas including with respect to the accused Premiere Global Services Video Products and Services.

18. On information and belief, the accused Premiere Global Services Video Products and Services, that Premiere Global Services uses, makes, markets, distributes, offers to sell, and sells to consumers throughout the United States, including in the State of Texas, infringe (either directly and/or indirectly) one or more of the claims of the patents-in-suit.

19. On information and belief, Premiere Global Services derives substantial revenue within the state from the offer of infringing products and services, including but not limited to the Premiere Global Services Video Products and Services. On information and belief, Premiere Global Services users who reside in the State of Texas regularly use the accused Premiere Global Services Video Products and Services while they are present in the State of Texas.

20. Venue is proper pursuant to 28 U.S.C. §§ 1391(b), (c), (d) and/or 1400(b) and the Federal Circuit's decision in *In re Monolithic Power Sys.*, 50 F.4th 157 (Fed. Cir. 2022), at least because Defendant has multiple employees based out of this district as listed on LinkedIn and, upon and information and belief, uses these employees' homes

to transact its business including performing secretarial services, and storing literature, documents, and products,[9] has transacted business in this district, and has directly and/or indirectly committed acts of patent infringement in this district.



United States Patent No. 9,161,068

21. On October 13, 2015, the United States Patent and Trademark Office

[9] https://www.linkedin.com/search/results/people/?currentCompany=%5B%224863%22%5D&geoUrn=%5B%22102748797%22%5D&heroEntityKey=urn%3Ali%3Aorganization%3A4863&keywords=pgi&origin=FACETED_SEARCH&position=1&searchId=a4d4d572-377c-4770-97cb-7585f4df96b1&sid=ovH

("USPTO") duly and legally issued United States Patent No. 9,161,068 ("the '068 patent") entitled "Remotely Accessed Virtual Recording Room" to inventor Gregory Duane Ellis. A true and correct copy of the '068 patent is attached as Exhibit 1.

22. The '068 patent is presumed valid under 35 U.S.C. § 282.

23. Onstream owns all rights, title, and interest in the '068 patent.

24. Onstream has not granted Premiere Global Services an approval, an authorization, or a license to the rights under the '068 patent.

25. The '068 patent relates to, among other things, an audio and video stream recording, storage, and delivery system.

26. The claimed invention(s) of the '068 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery systems. For example, the '068 patent states:

> Unfortunately, new systems and methods for increasing the capabilities of online business-related communications and transactions often result in increased intellectual complexity and/or increased computer system requirements. This tendency is undesirable because another main avenue for increasing the productively of online business-related communications and transactions is to increase the number of people who are participating in these online business-related transactions.

See '068 Specification at col. 1, ll. 31-39.

27. The '068 patent then states:

> Accordingly, it would be highly valuable if any new systems and methods for increasing the capabilities of online business-related communications and transactions also could be simple enough to help attract new users to the online business market and also not have extensive computer system requirements.

See '068 Specification at col. 1, ll. 39-44.

28. The '068 patent then also states:

> Accordingly, there has been a long existing need for a system that improves the level of communication possible with respect to online business-related transactions. Further, there is a continuing need for an improved system and/or method that is simple, efficient, and does not have extensive computer system requirements. Accordingly, those skilled in the art have long recognized the need for a system and method that addresses these and other issues.

See '068 Specification at col. 1, ll. 45-52.

29. The invention(s) claimed in the '068 patent solves various technological problems inherent in the then-existing audio and video recording, storage, and delivery systems and enables audio and video recording, storage, and delivery systems to, among other things, (1) function more efficiently, (2) lower the required level of expertise for users of such systems, (3) avoid the need to install and burden front end computer and electronic devices with additional software, (4) reduce or eliminate entirely the need for local memory storage devices and other specialized recording equipment, and (5) reduce or eliminate other hardware and software requirements inherent in prior art audio and video recording and distribution systems.

United States Patent No. 9,467,728

30. On October 11, 2016, the USPTO duly and legally issued United States Patent No. 9,467,728 ("the '728 patent") entitled "Remotely Accessed Virtual Recording Room" to inventor Gregory Ellis. A true and correct copy of the '728 patent is attached as Exhibit 2.

31. The ’728 patent is presumed valid under 35 U.S.C. § 282.

32. Onstream owns all rights, title, and interest in the ’728 patent.

33. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the ’728 patent.

34. The ’728 patent relates to, among other things, an audio and video stream recording, storage, and delivery system.

35. The specification of the ’728 patent is the same as the ’068 patent specification, and solves the problems recited above and described in the ’068 patent specification.

United States Patent No. 10,038,930

36. On July 31, 2018 the USPTO duly and legally issued United States Patent No. 10,038,930 (“the ’930 patent”) entitled “Remotely Accessed Virtual Recording Room” to inventor Gregory Duane Ellis. A true and correct copy of the ’930 patent is attached as Exhibit 3.

37. The ’930 patent is presumed valid under 35 U.S.C. § 282.

38. Onstream owns all rights, title, and interest in the ’930 patent.

39. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the ’930 patent.

40. The ’930 patent relates to, among other things, an audio and video stream recording, storage, and delivery system.

41. The claimed invention(s) of the ’930 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery

systems. The specification of the '930 patent is the same as the '068 patent specification, and solves the problems recited above and described in the '068 patent specification.

United States Patent No. 10,200,648

42. On February 5, 2019, the USPTO duly and legally issued United States Patent No. 10,200,648 ("the '648 patent") entitled "Remotely Accessed Virtual Recording Room" to inventor Gregory Duane Ellis. A true and correct copy of the '648 patent is attached as Exhibit 4.

43. The '648 patent is presumed valid under 35 U.S.C. § 282.

44. Onstream owns all rights, title, and interest in the '648 patent.

45. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the '648 patent.

46. The '648 patent relates to, among other things, an audio and video stream recording, storage, and delivery system.

47. The claimed invention(s) of the '648 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery systems. The specification of the '648 patent is the same as the '068 patent specification, and solves the problems recited above and described in the '068 patent specification.

United States Patent No. 10,674,109

48. On June 2, 2020, the USPTO duly and legally issued United States Patent No. 10,674,109 ("the '109 patent") entitled "Remotely Accessed Virtual

Recording Room" to inventor Gregory Duane Ellis. A true and correct copy of the '109 patent is attached as Exhibit 5.

49. The '109 patent is presumed valid under 35 U.S.C. § 282.

50. Onstream owns all rights, title, and interest in the '109 patent.

51. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the '109 patent.

52. The '109 patent relates to, among other things, an audio and video stream recording, storage and delivery system.

53. The claimed invention(s) of the '109 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery systems. The specification of the '109 patent is the same as the '068 patent specification, and addresses and solves the problems recited above and described in the '068 patent specification.

United States Patent No. 10,694,142

54. On June 23, 2020, the USPTO duly and legally issued United States Patent No. 10,694,142 ("the '142 patent") entitled "Remotely Accessed Virtual Recording Room" to inventor Gregory Duane Ellis. A true and correct copy of the '142 patent is attached as Exhibit 6.

55. The '142 patent is presumed valid under 35 U.S.C. § 282.

56. Onstream owns all rights, title, and interest in the '142 patent.

57. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the '142 patent.

58. The ’142 patent relates to, among other things, an audio and video stream recording, storage and delivery system.

59. The claimed invention(s) of the ’142 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery systems. The specification of the ’142 patent is the same as the ’068 patent specification, and addresses and solves the problems recited above and described in the ’068 patent specification.

United States Patent No. 10,848,707

60. On November 24, 2020, the USPTO duly and legally issued United States Patent No. 10,848,707 (“the ’707 patent”) entitled “Remotely Accessed Virtual Recording Room” to inventor Gregory Duane Ellis. A true and correct copy of the ’707 patent is attached as Exhibit 7.

61. The ’707 patent is presumed valid under 35 U.S.C. § 282.

62. Onstream owns all rights, title, and interest in the ’707 patent.

63. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the ’707 patent.

64. The ’707 patent relates to, among other things, an audio and video stream recording, storage and delivery system.

65. The claimed invention(s) of the ’707 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery systems. The specification of the ’707 patent is the same as the ’068 patent specification, and addresses and solves the problems recited above and described in

the ’068 patent specification.

United States Patent No. 10,951,855

66. On March 16, 2021, the USPTO duly and legally issued United States Patent No. 10,951,855 (“the ’855 patent”) entitled “Remotely Accessed Virtual Recording Room” to inventor Gregory Duane Ellis. A true and correct copy of the ’855 patent is attached as Exhibit 8.

67. The ’855 patent is presumed valid under 35 U.S.C. § 282.

68. Onstream owns all rights, title, and interest in the ’855 patent.

69. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the ’855 patent.

70. The ’855 patent relates to, among other things, an audio and video stream recording, storage and delivery system.

71. The specification of the ’855 patent is the same as the ’068 patent specification, and addresses and solves the problems recited above and described in the ’855 patent specification.

United States Patent No. 11,128,833

72. On November 24, 2020, the USPTO duly and legally issued United States Patent No. 11,128,833 (“the ’833 patent”) entitled “Remotely Accessed Virtual Recording Room” to inventor Gregory Duane Ellis. A true and correct copy of the ’833 patent is attached as Exhibit 9.

73. The ’833 patent is presumed valid under 35 U.S.C. § 282.

74. Onstream owns all rights, title, and interest in the ’833 patent.

75. Onstream has not granted Premiere Global Services an approval, an authorization or a license to the rights under the '833 patent.

76. The '833 patent relates to, among other things, an audio and video stream recording, storage and delivery system.

77. The claimed invention(s) of the '833 patent sought to solve problems with, and improve upon, existing audio and video recording, storage, delivery systems. The specification of the '833 patent is the same as the '068 patent specification, and addresses and solves the problems recited above and described in the '068 patent specification.

CLAIMS FOR RELIEF

Count I – Infringement of United States Patent No. 9,161,068

78. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

79. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States. Premiere Global Services, as well as the Premiere Global Services System, infringes (literally and/or under the doctrine of equivalents) at least claim 1 of the '068 patent.

80. On information and belief, Premiere Global Services and the Premiere Global Services System employs and provides a method that records audio and video material over an Internet browser connection established between a user front end and a host back end.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

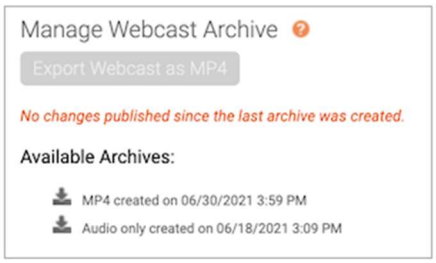
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

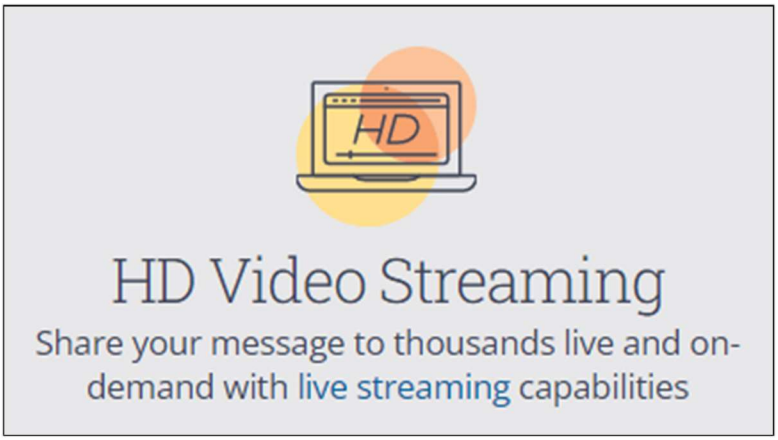
If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

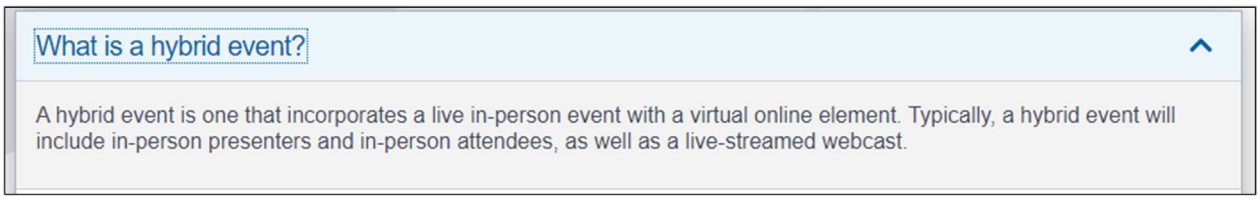
See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.



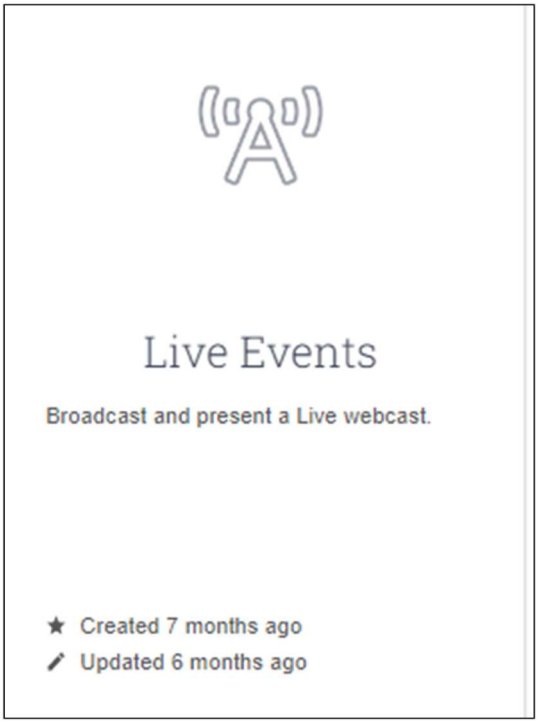
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

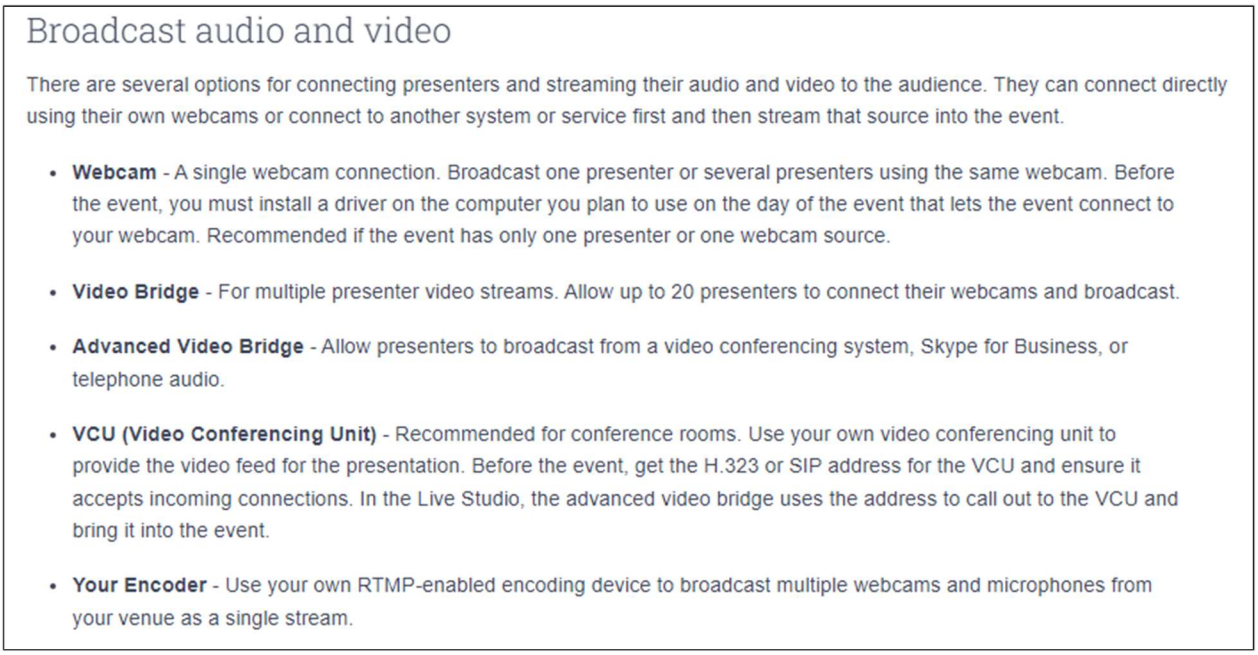
See e.g., https://www.globalmeet.com/virtual-events/.



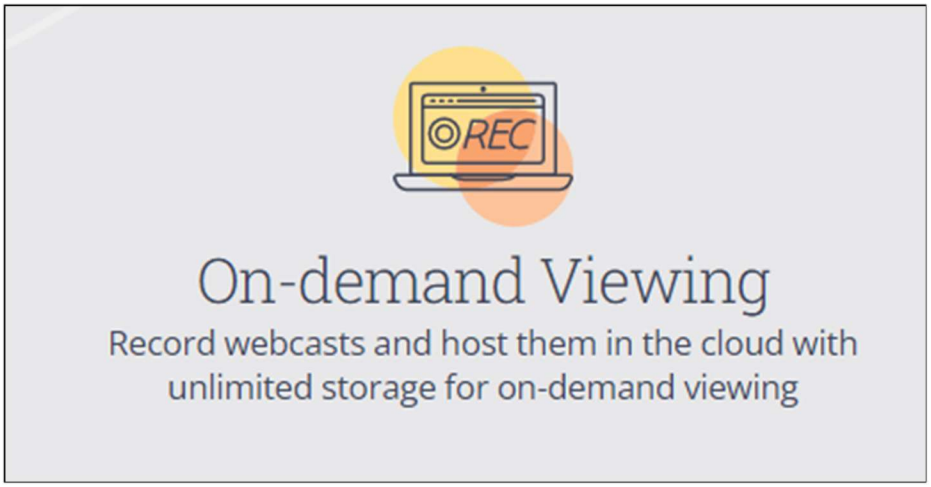
See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

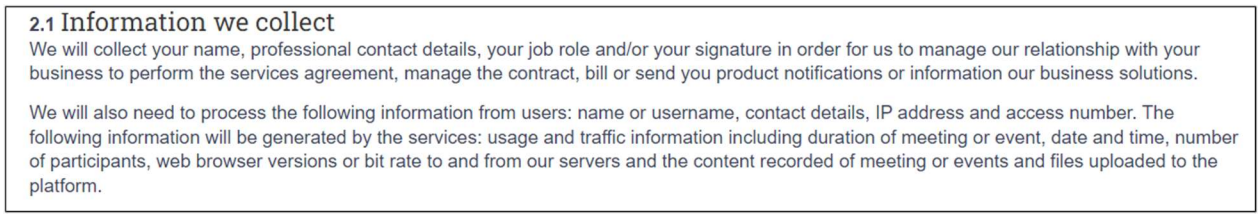


See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



See e.g., https://www.globalmeet.com/.

See e.g., https://www.globalmeet.com/online-meetings/.

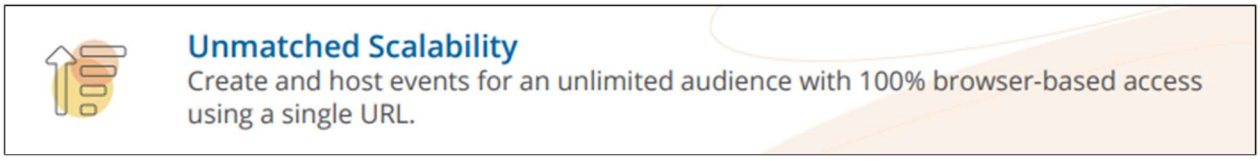


2.1 Information we collect

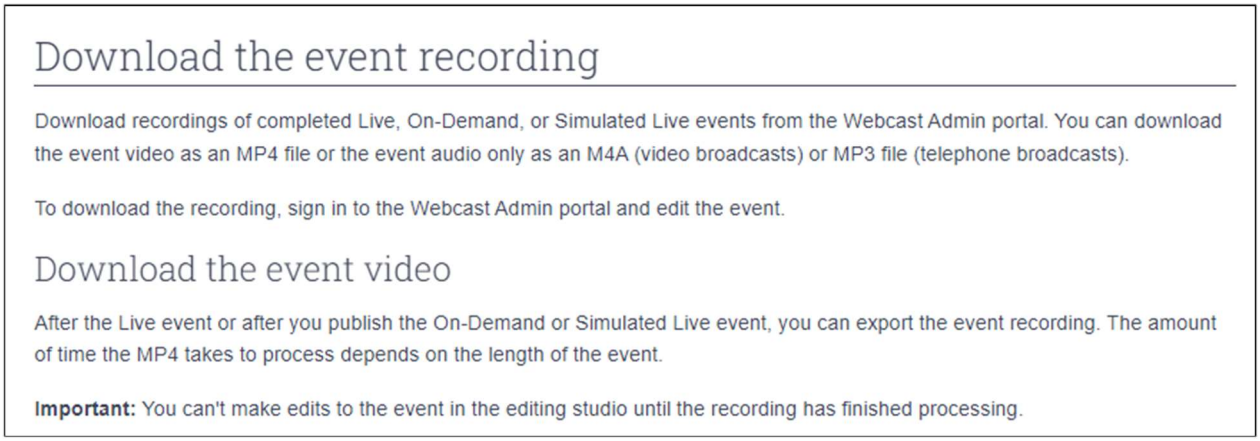
We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

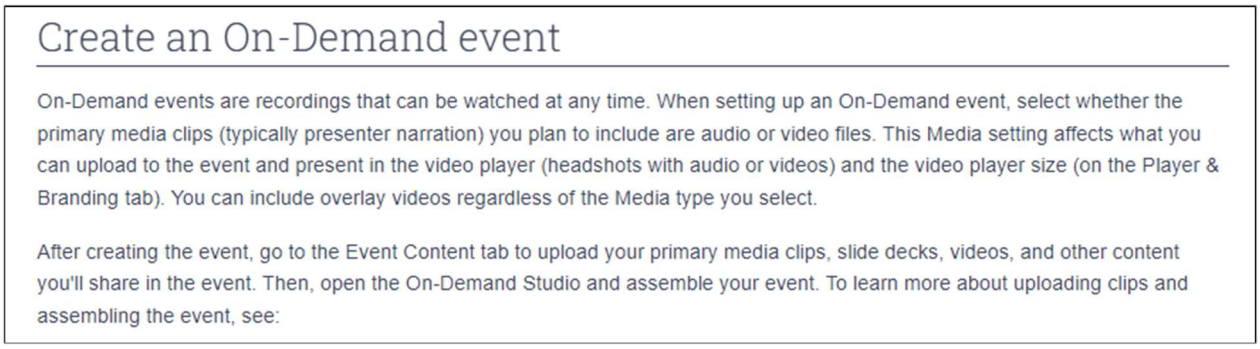
To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

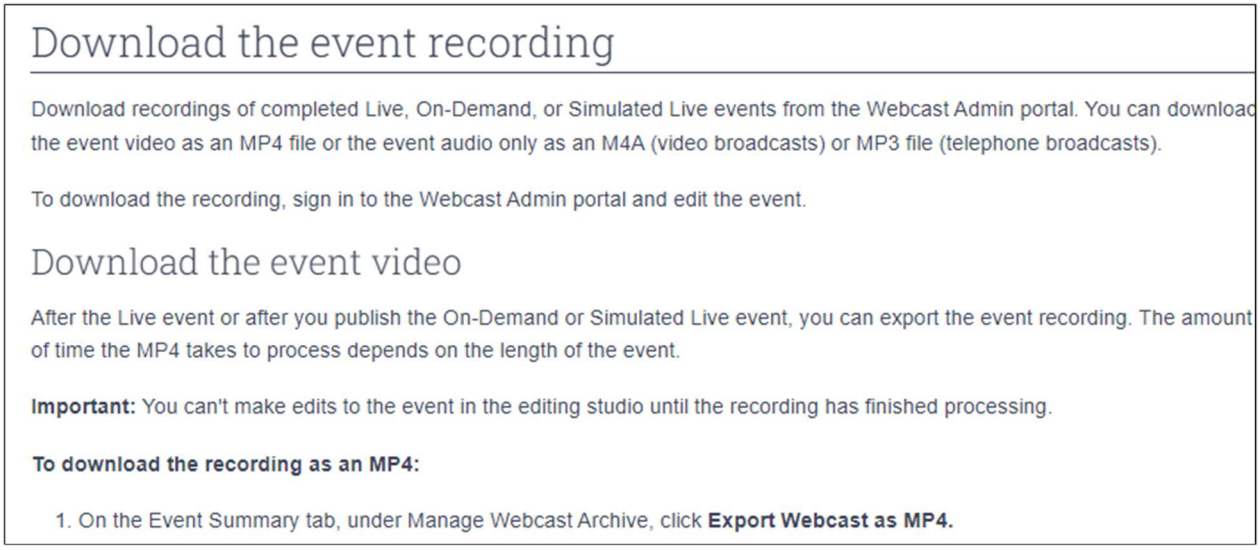


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can downloac the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

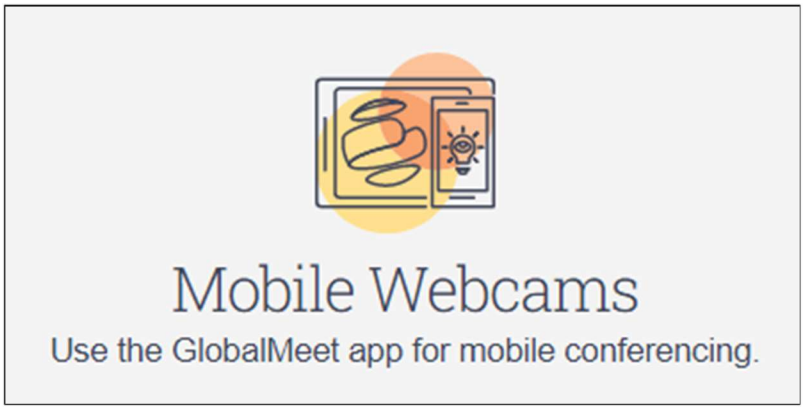
1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

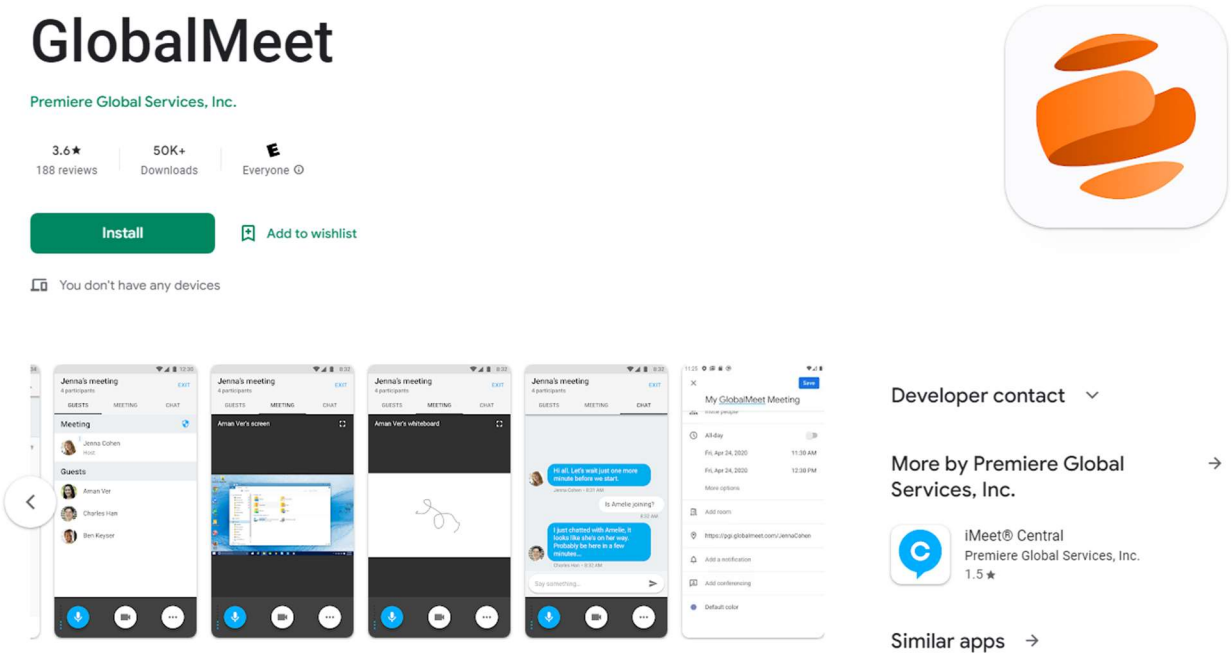
81. On information and belief, the Premiere Global Services System, can either be accessed through an Internet browser on a desktop computer or a mobile device.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-single-webcam-broadcasts.

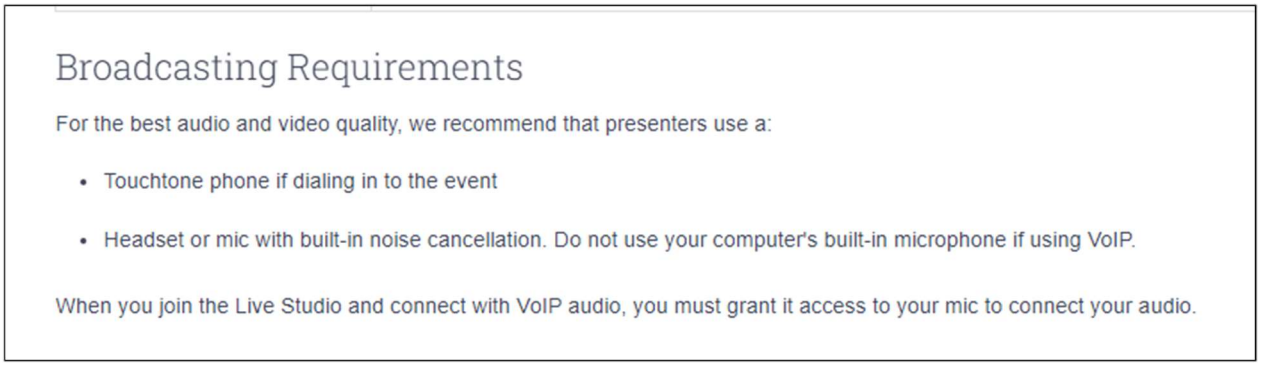


See e.g., https://www.globalmeet.com/online-meetings/.



See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.



See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-telephone-broadcasts.

Mobile System Requirements

What you need	Requirements
Hardware	• Android phone or tablet • Apple iPhone or iPad
Operating System	• Android 5.1 or newer • Apple iOS 12 or newer
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only)
Internet Speed	A dedicated high-speed internet connection of 1,000 Kbps (1 Mbps) or better (upload and download) or a 4G connection or better. **Note:** To ensure a stable connection, disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-attendees.

Flawlessly Deliver Professional-Quality Webcasts

GlobalMeet Webcast is the most reliable, enterprise-grade live streaming events platform delivering superior support and technology for any audience in the world. Whether your need is for a global town hall, an investor meeting or a high-profile marketing or training event, you can easily create, broadcast and record professional-quality webcasts to hundreds or thousands of viewers anywhere, on any device. With GlobalMeet Webcast, multiple presenters can interact and engage with attendees and benefit from powerful analytics to measure event success.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

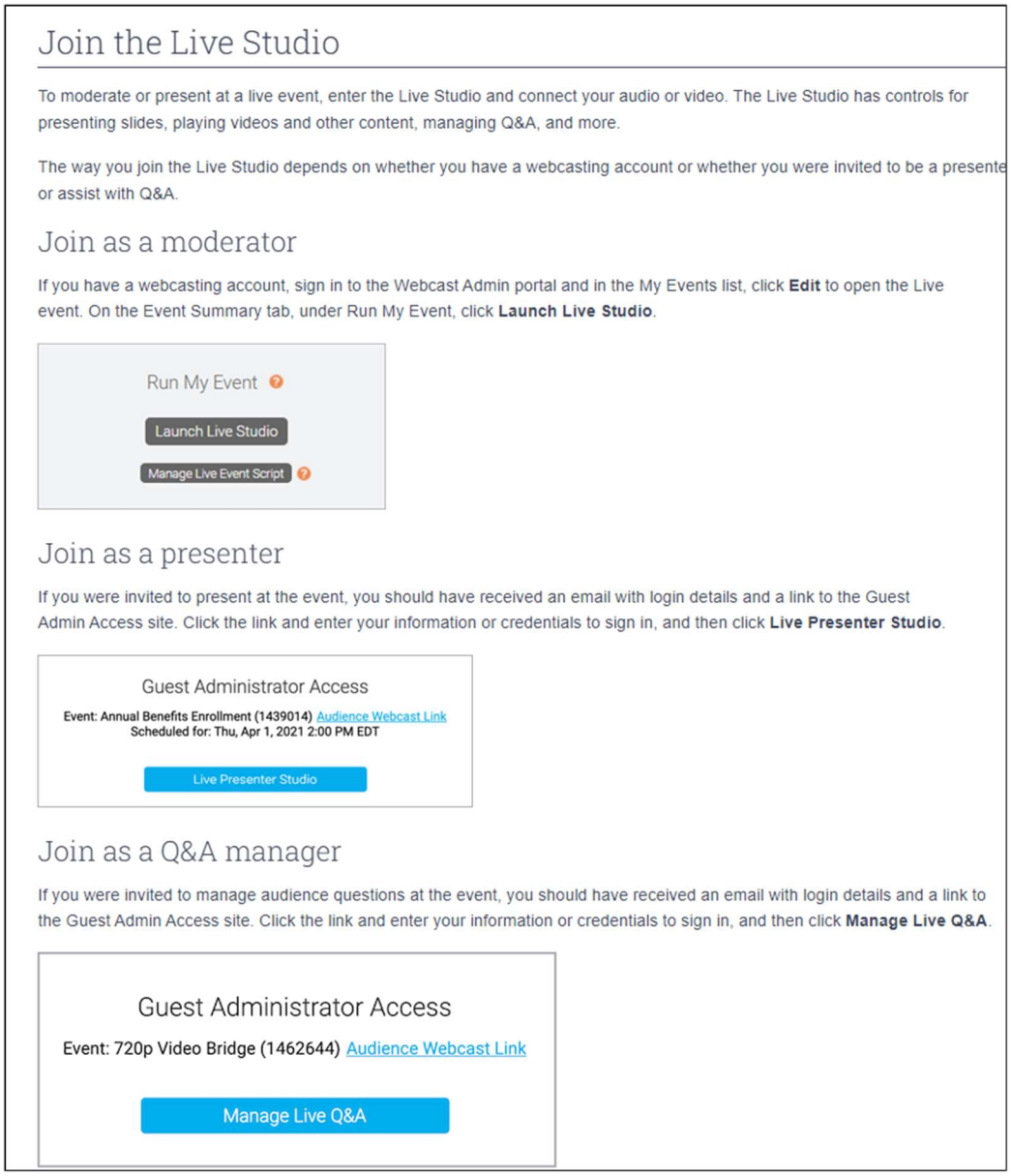
See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

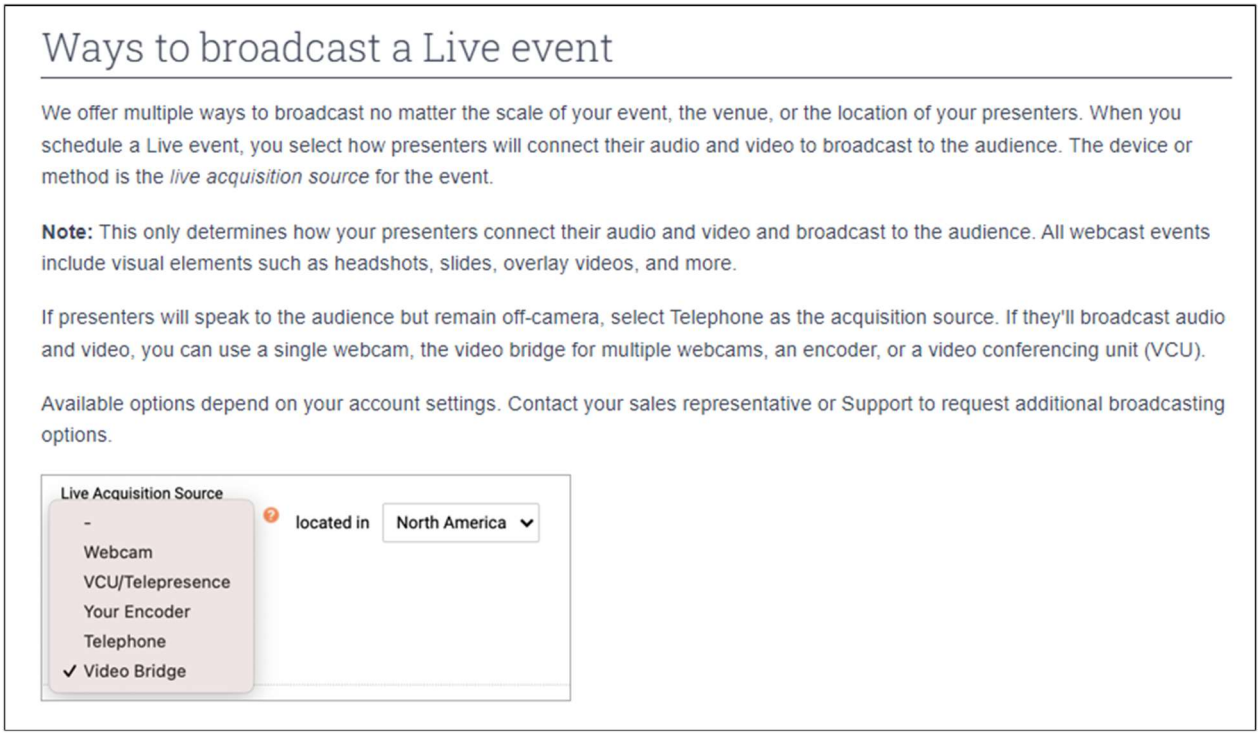
See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

82. On information and belief, when a user wants to begin streaming using the Premiere Global Services Video Products and Services, servers of the

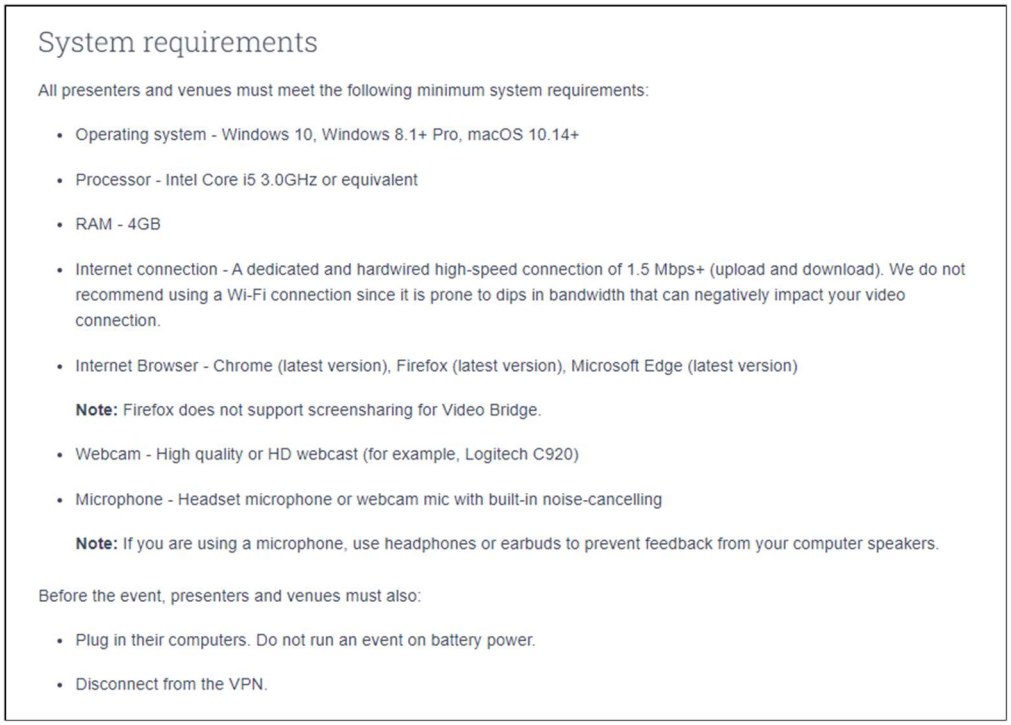
Premiere Global Services System deliver a code, which can be executed by a browser.



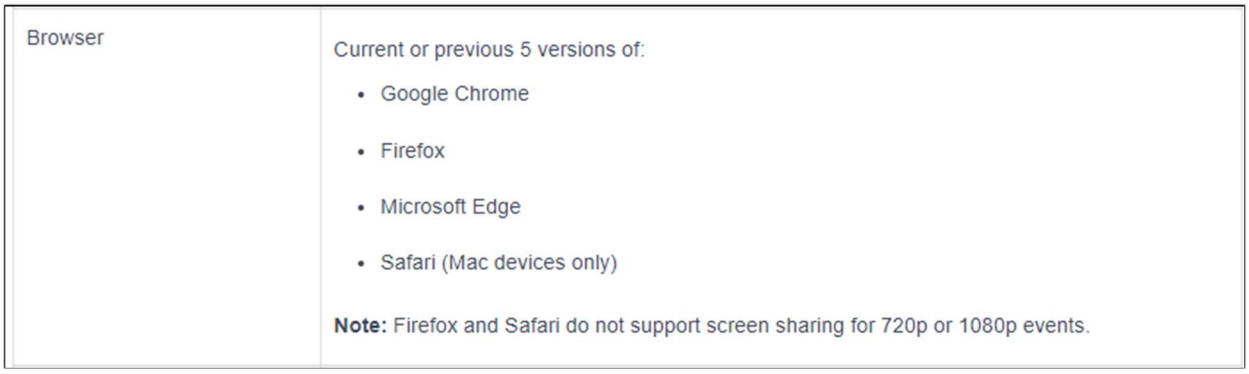
See e.g., https://helpgm.webcasts.com/books/live-events/page/join-the-live-studio.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



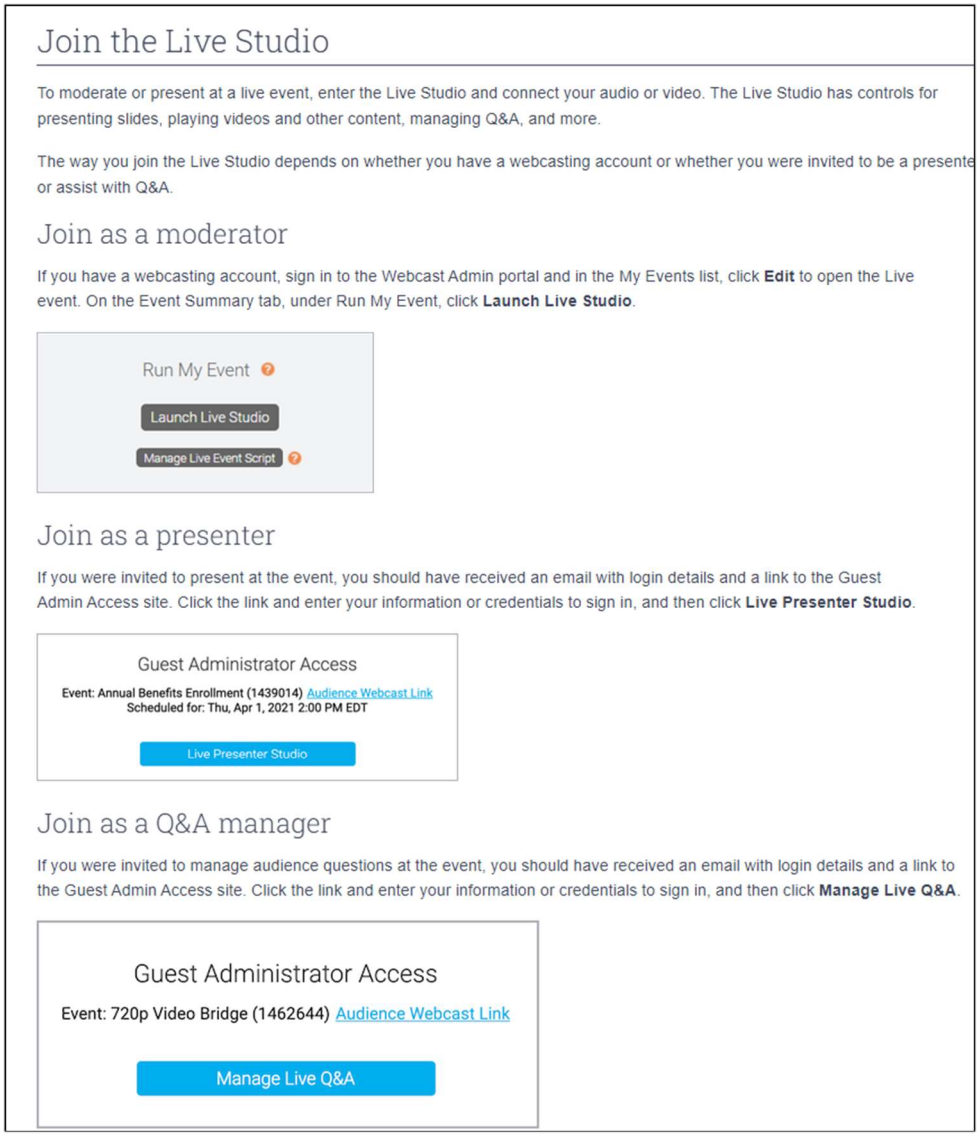
See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.



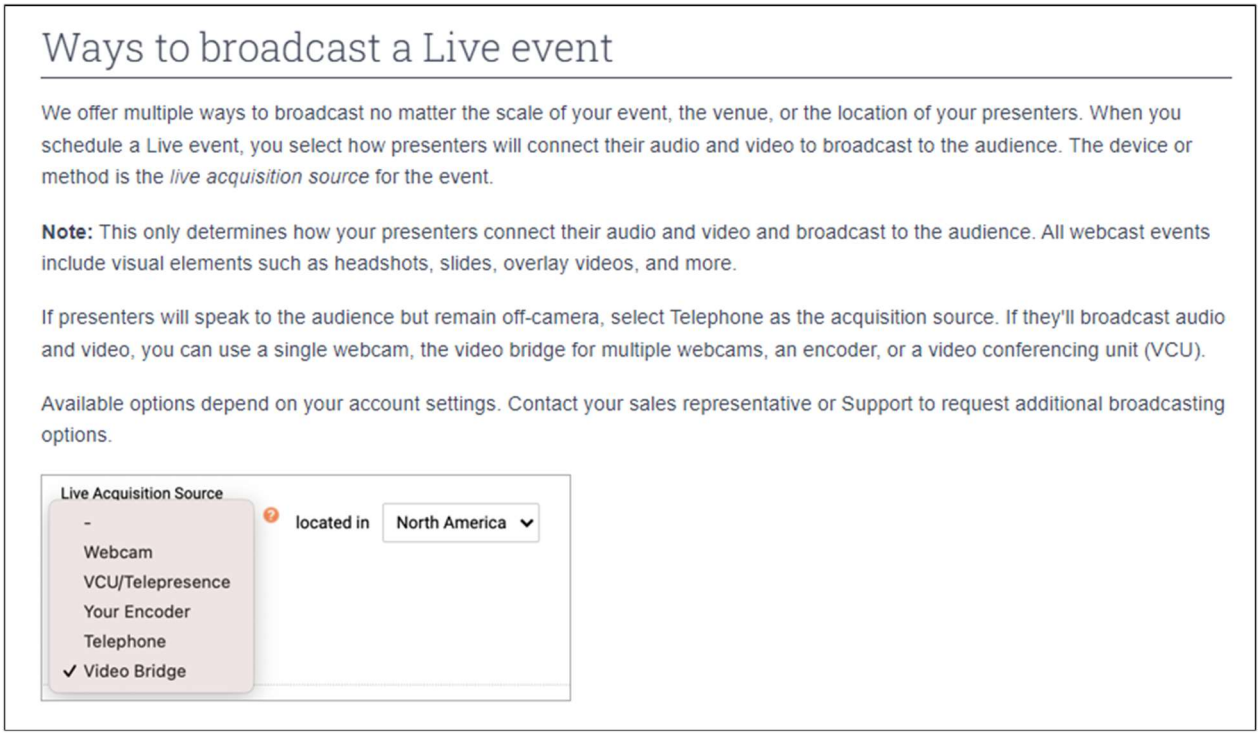
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

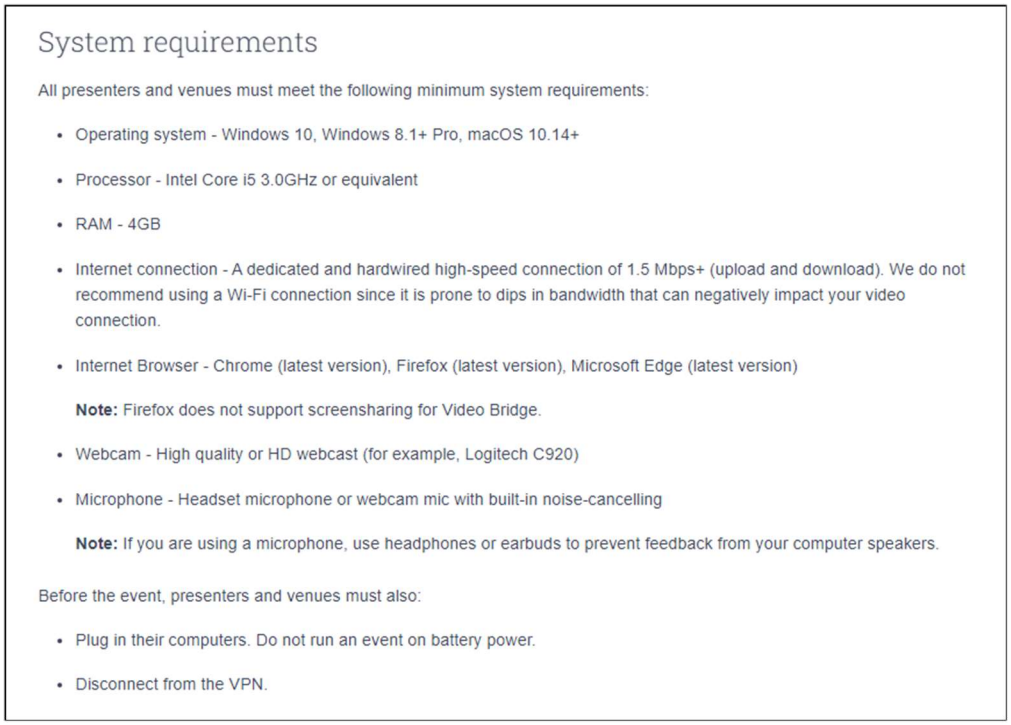
83. On information and belief, the Premiere Global Services System delivers a code that enables the streaming of audio and video material.



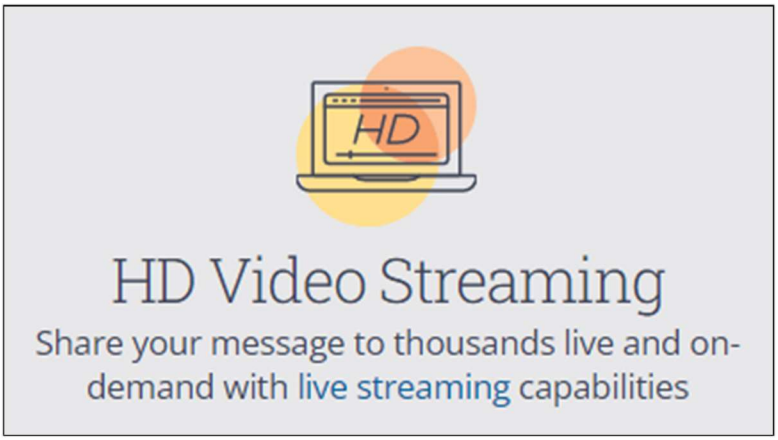
See e.g., https://helpgm.webcasts.com/books/live-events/page/join-the-live-studio.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



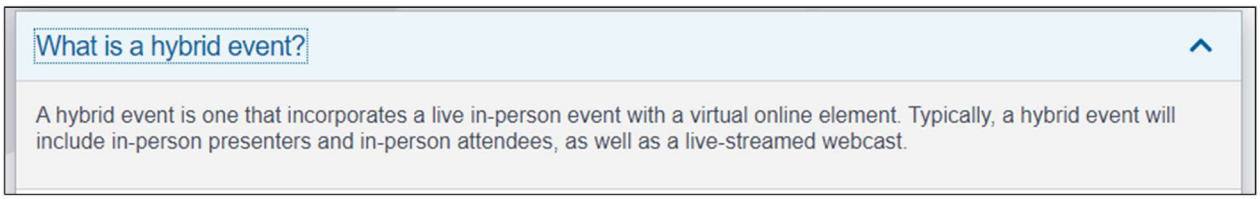
See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.



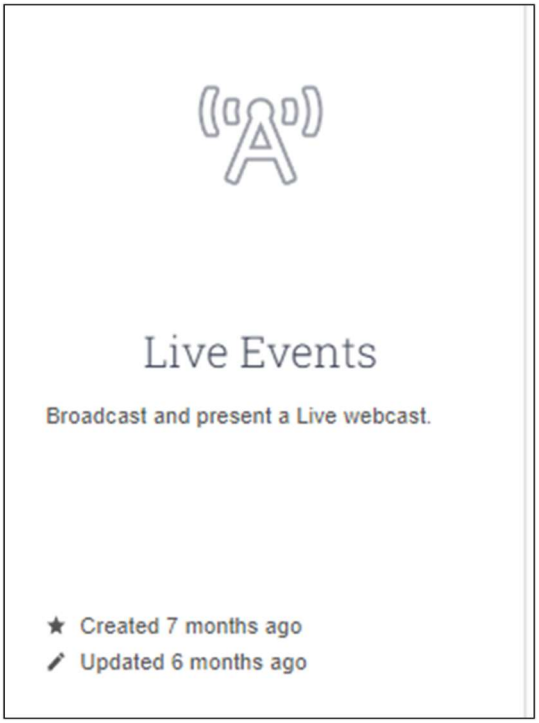
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

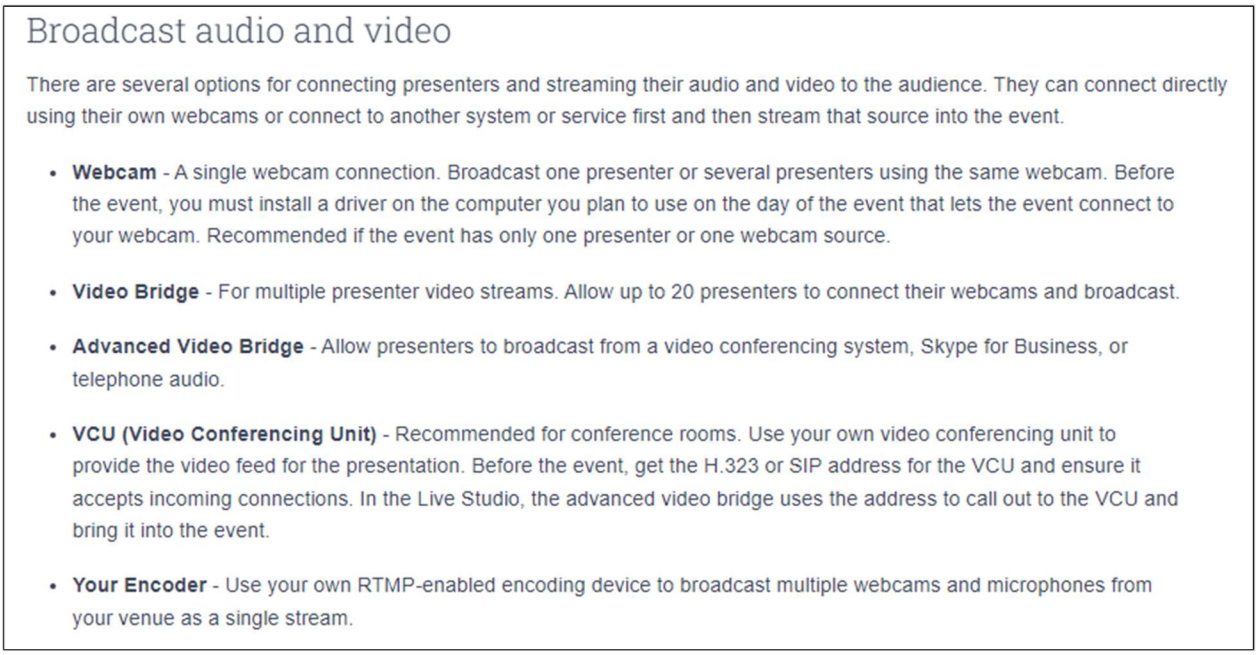
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

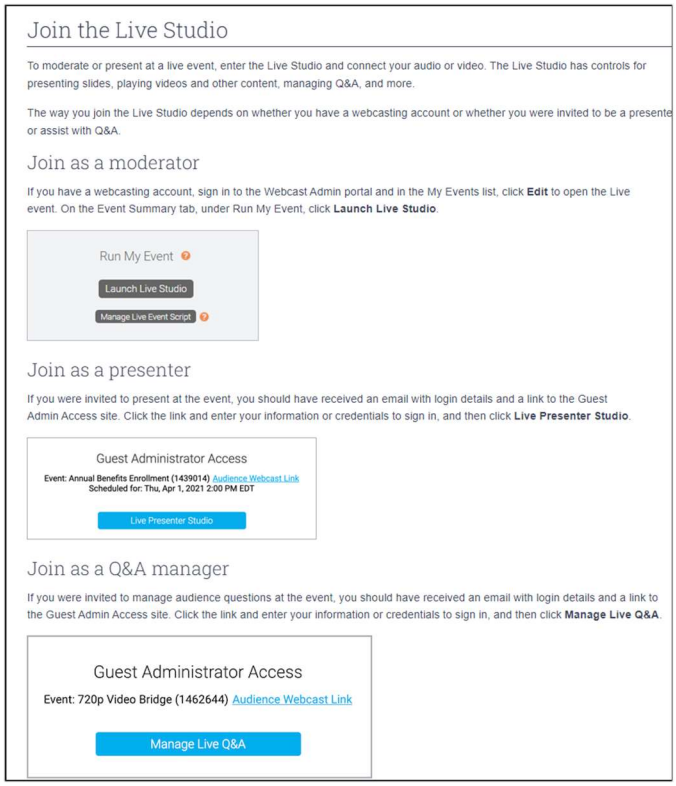


See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

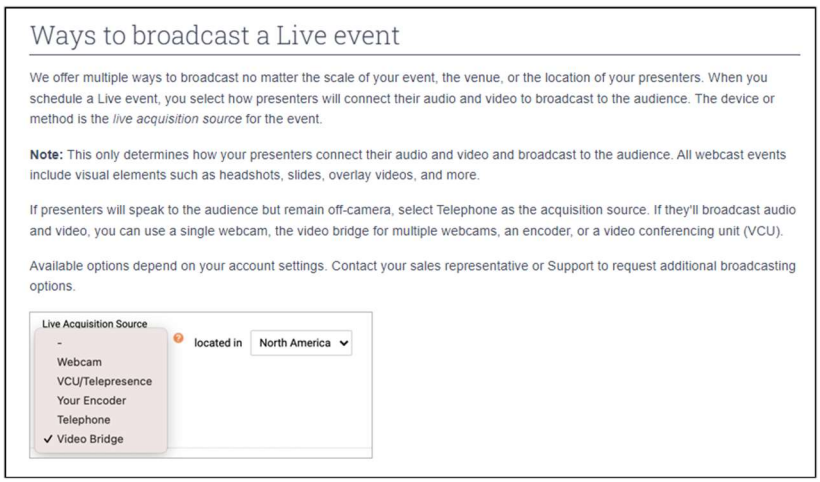


See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

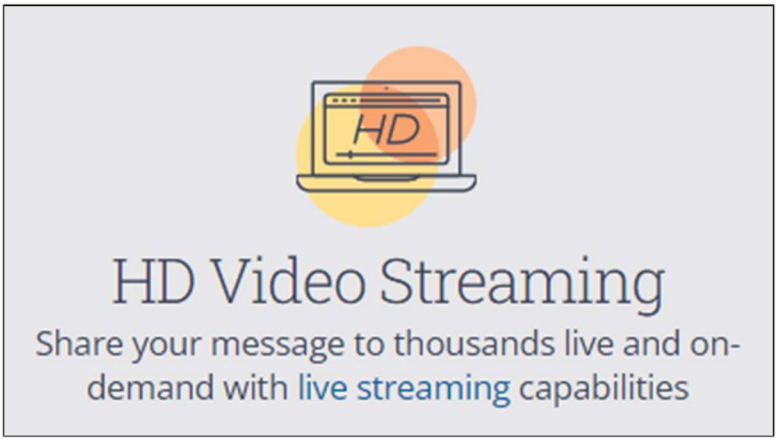
84. On information and belief, the Premiere Global Services System delivers a browser executable-code that is a browser independent recording application that initiates the audio and video stream to be recorded.



See e.g., https://helpgm.webcasts.com/books/live-events/page/join-the-live-studio.



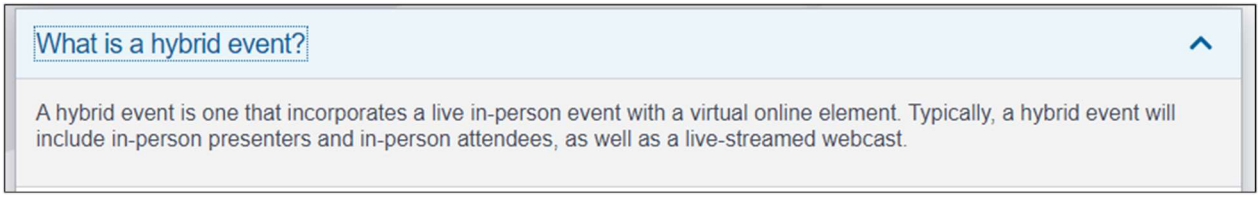
See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



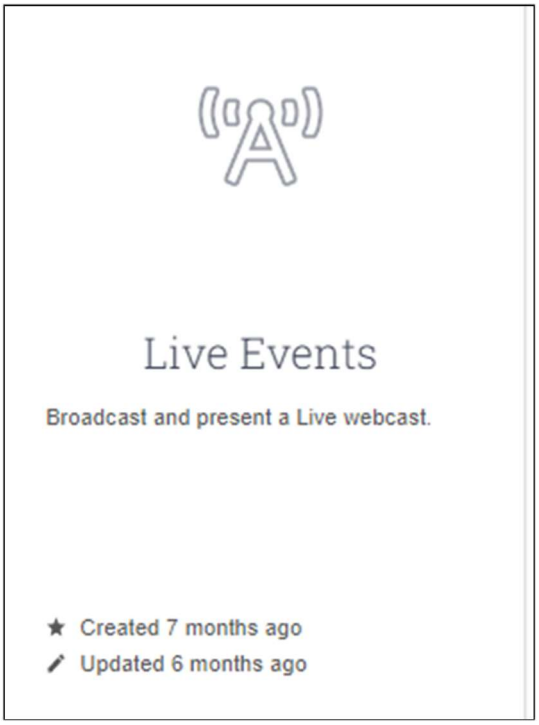
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

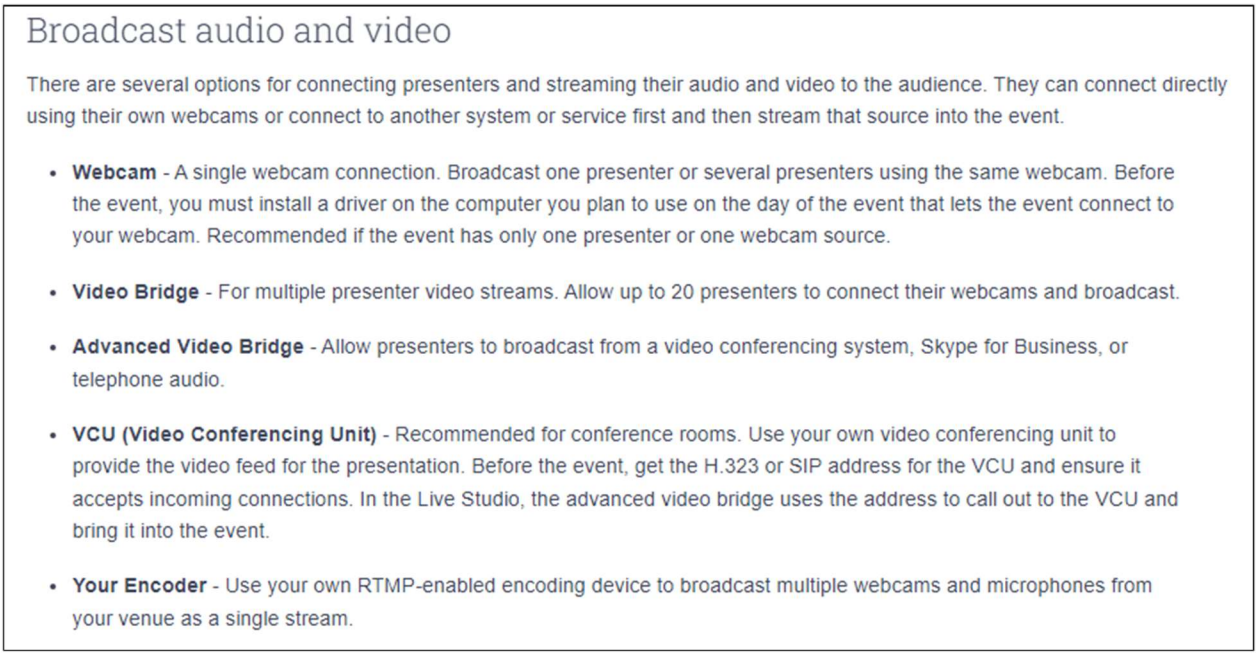
See e.g., https://www.globalmeet.com/virtual-events/.



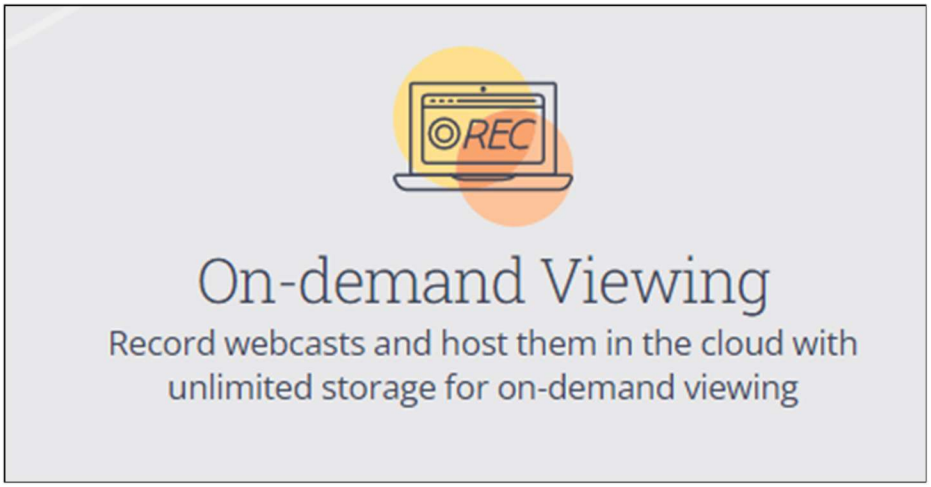
See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



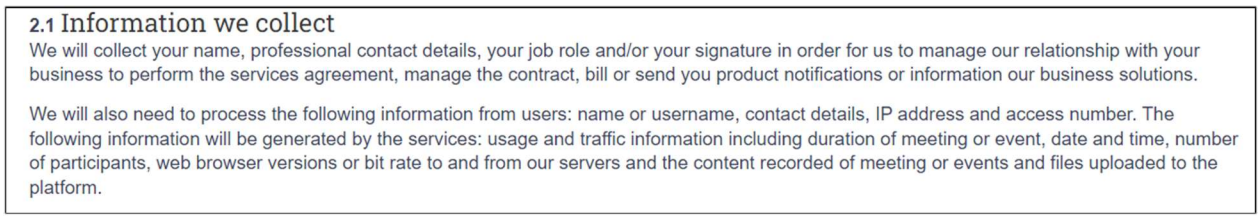
See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



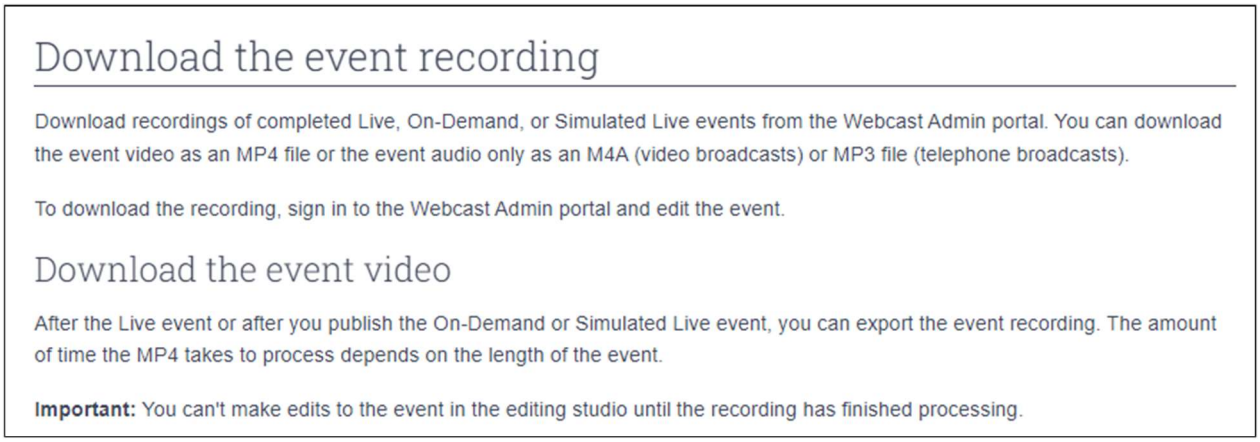
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

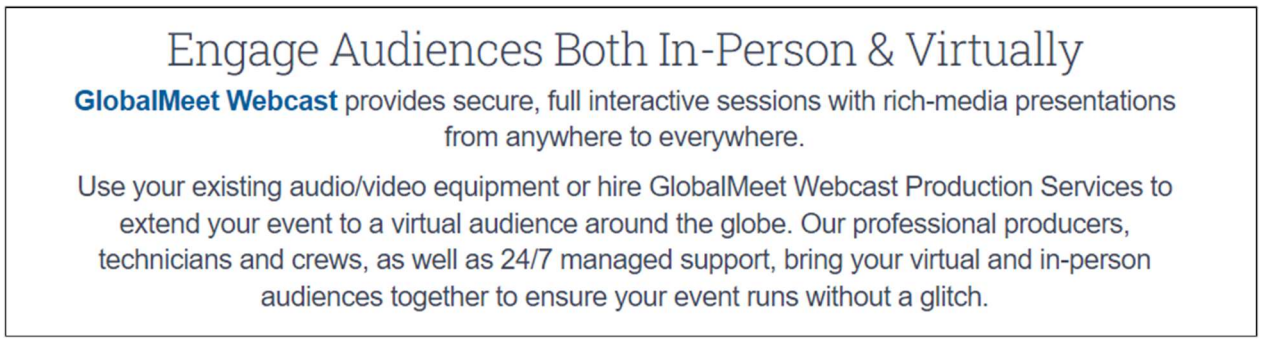
See e.g., https://www.globalmeet.com/privacy-policy/.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

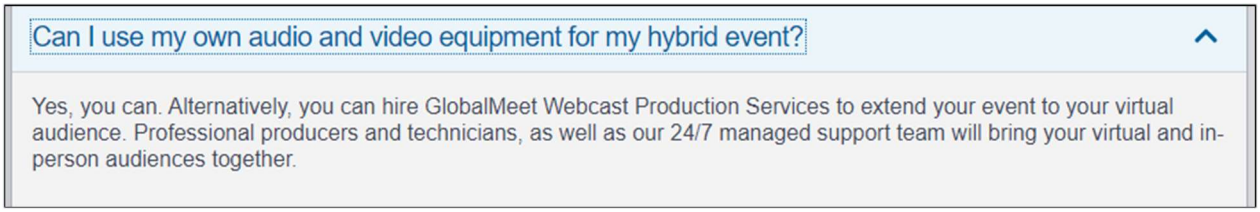


See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

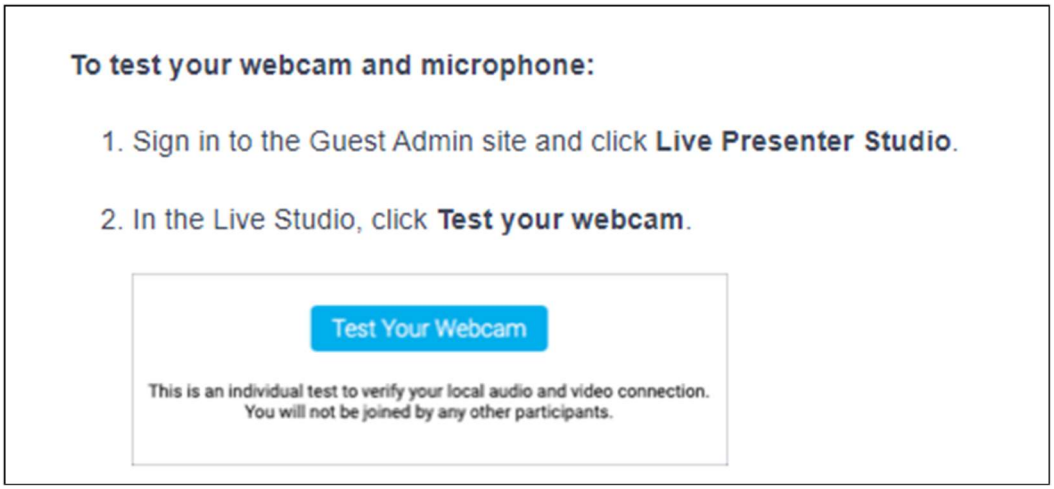
85. On information and belief, the Premiere Global Services System delivers a code that is executed though a browser at the user front end.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

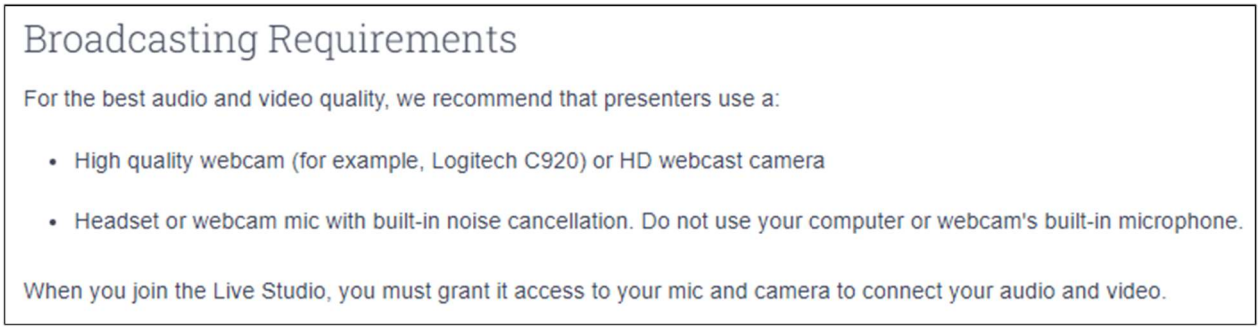


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



Broadcasting Requirements

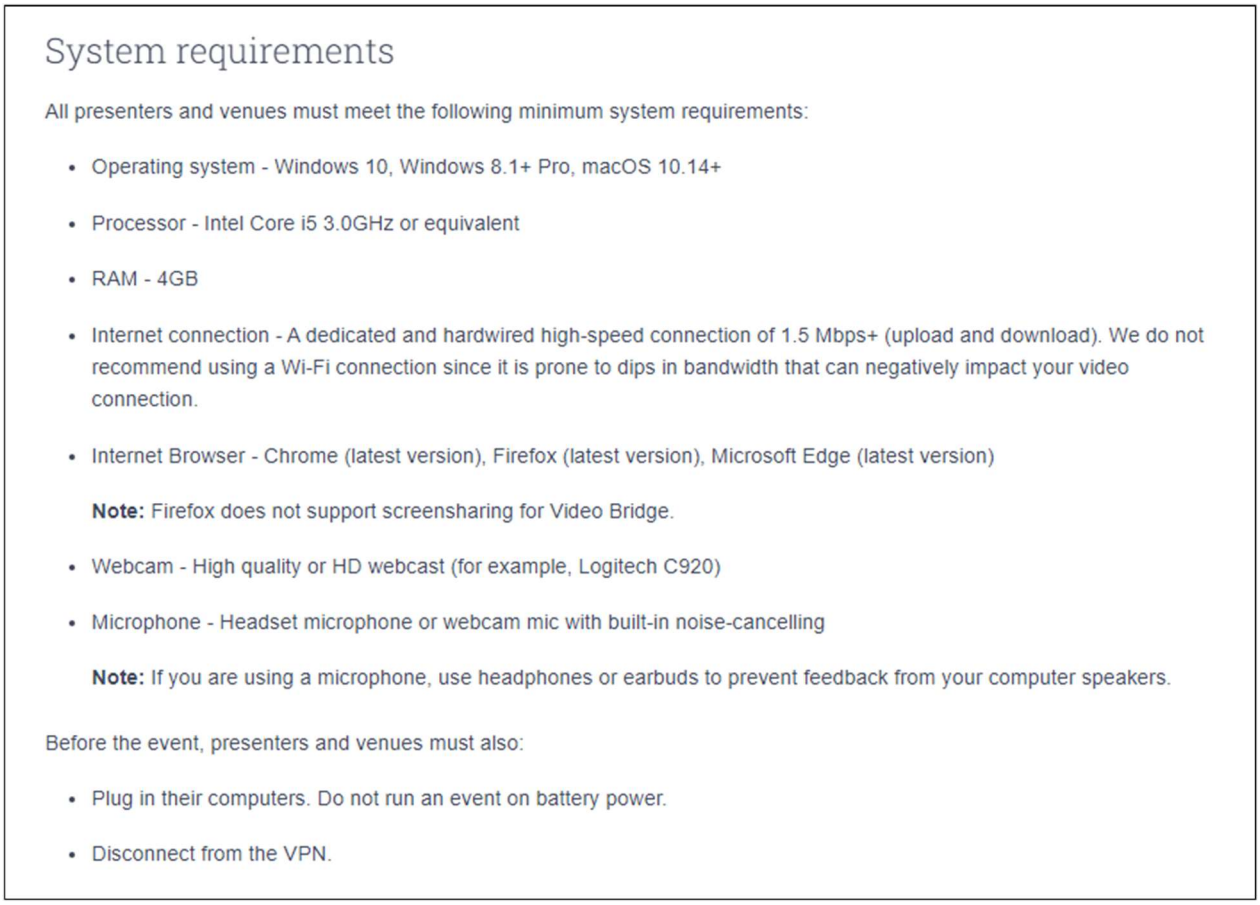
For the best audio and video quality, we recommend that presenters use a:

- High quality webcam (for example, Logitech C920) or HD webcast camera
- Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.

When you join the Live Studio, you must grant it access to your mic and camera to connect your audio and video.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

86. On information and belief, the Premiere Global Services System uses an Internet connection.



System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

87. The Premiere Global Services System employs and provides a method wherein audio and video material is streamed over the Internet as the audio and video material is captured by a recording device.

System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

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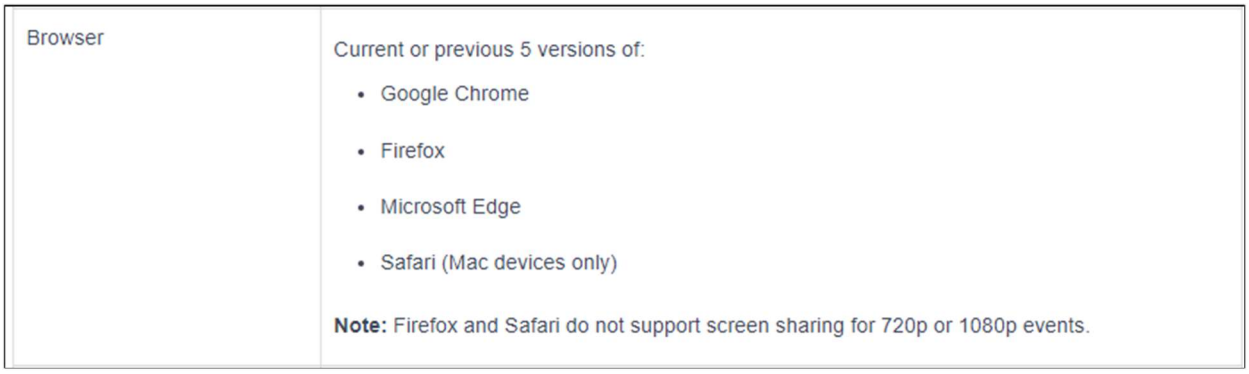
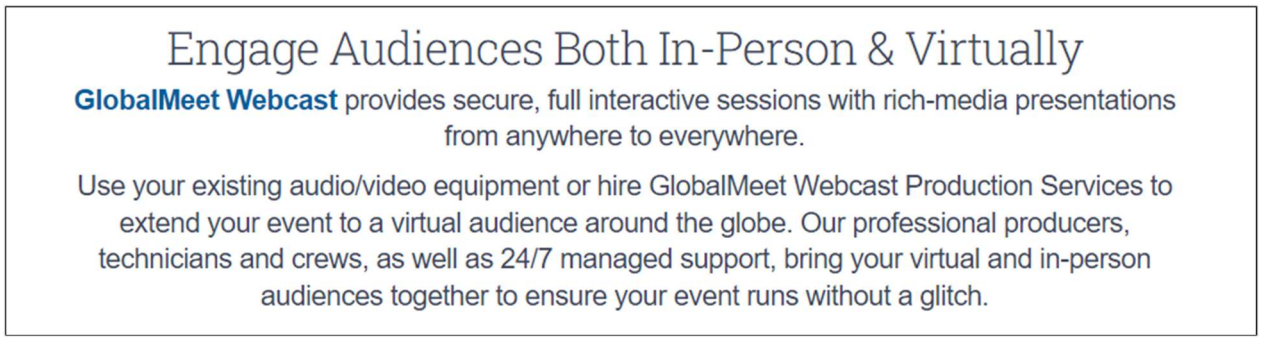
See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.



Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

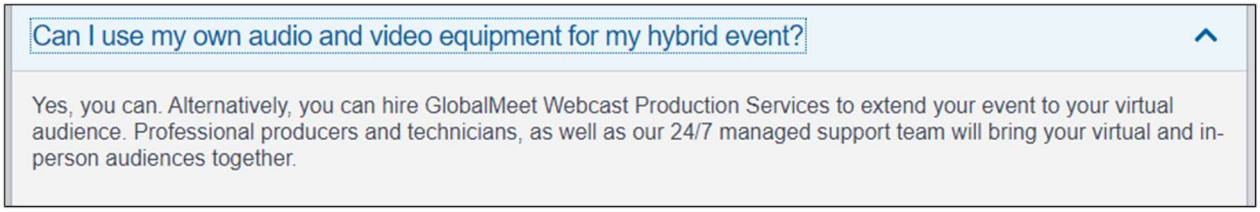


Engage Audiences Both In-Person & Virtually

GlobalMeet Webcast provides secure, full interactive sessions with rich-media presentations from anywhere to everywhere.

Use your existing audio/video equipment or hire GlobalMeet Webcast Production Services to extend your event to a virtual audience around the globe. Our professional producers, technicians and crews, as well as 24/7 managed support, bring your virtual and in-person audiences together to ensure your event runs without a glitch.

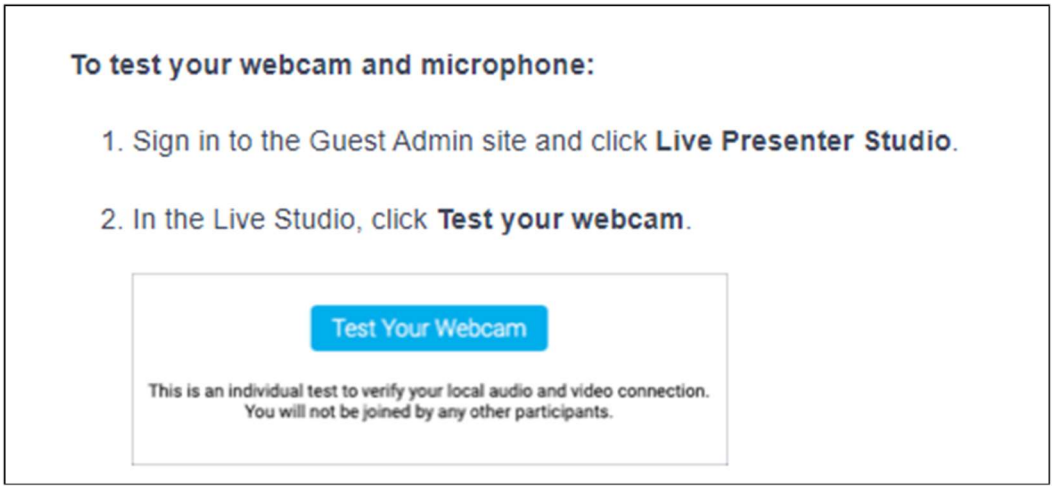
See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



Can I use my own audio and video equipment for my hybrid event?

Yes, you can. Alternatively, you can hire GlobalMeet Webcast Production Services to extend your event to your virtual audience. Professional producers and technicians, as well as our 24/7 managed support team will bring your virtual and in-person audiences together.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

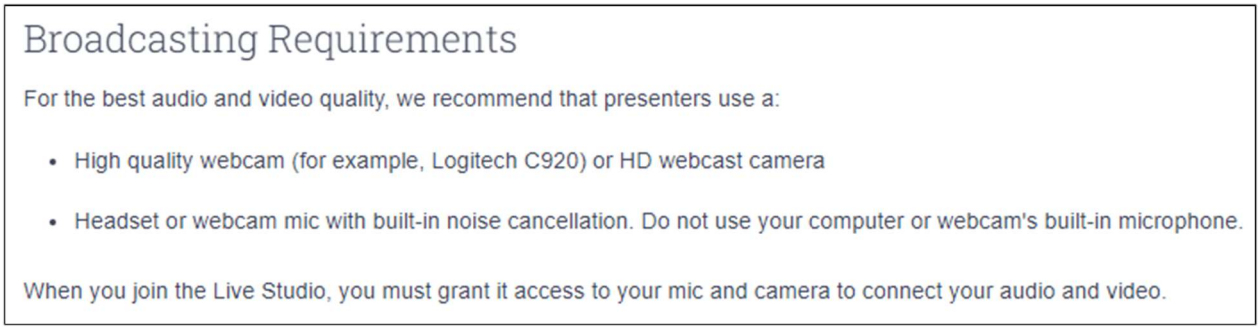


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



Broadcasting Requirements

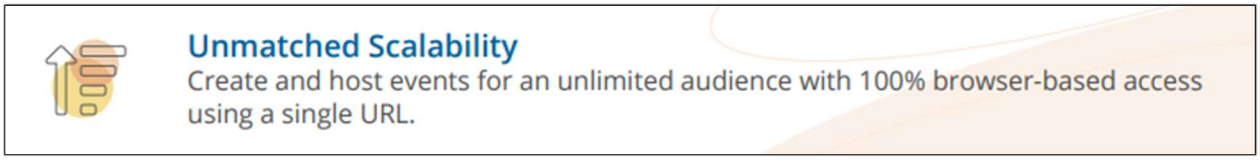
For the best audio and video quality, we recommend that presenters use a:

- High quality webcam (for example, Logitech C920) or HD webcast camera
- Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.

When you join the Live Studio, you must grant it access to your mic and camera to connect your audio and video.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

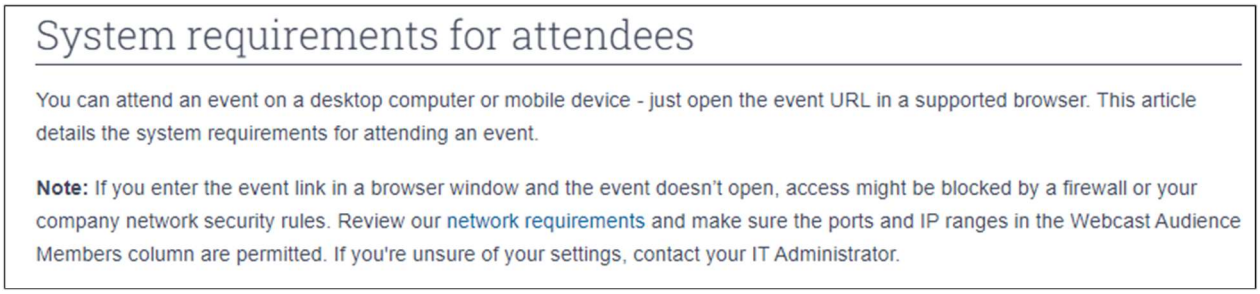
88. On information and belief, the Premiere Global Services System uses and provides a method wherein audio and video material is captured without using any recording software installed on the user front end.



Unmatched Scalability

Create and host events for an unlimited audience with 100% browser-based access using a single URL.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

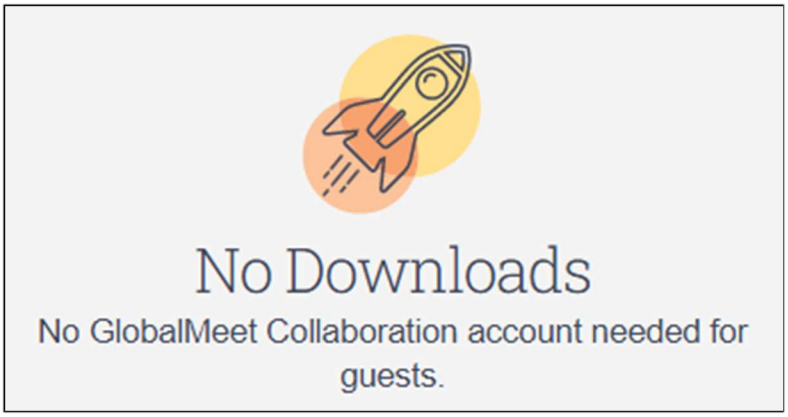


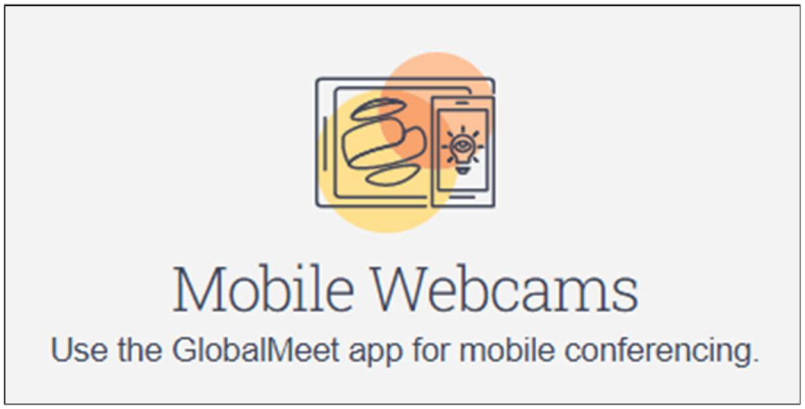
System requirements for attendees

You can attend an event on a desktop computer or mobile device - just open the event URL in a supported browser. This article details the system requirements for attending an event.

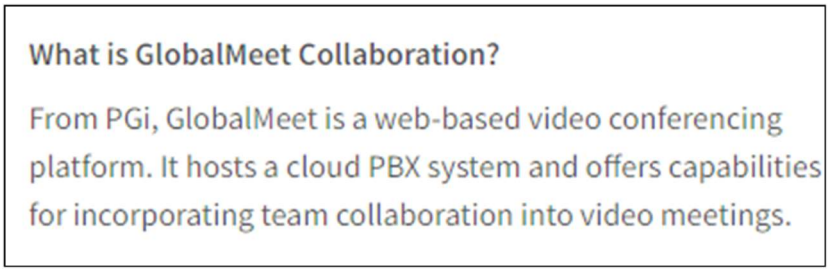
Note: If you enter the event link in a browser window and the event doesn't open, access might be blocked by a firewall or your company network security rules. Review our network requirements and make sure the ports and IP ranges in the Webcast Audience Members column are permitted. If you're unsure of your settings, contact your IT Administrator.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



See e.g., https://www.globalmeet.com/virtual-events/.

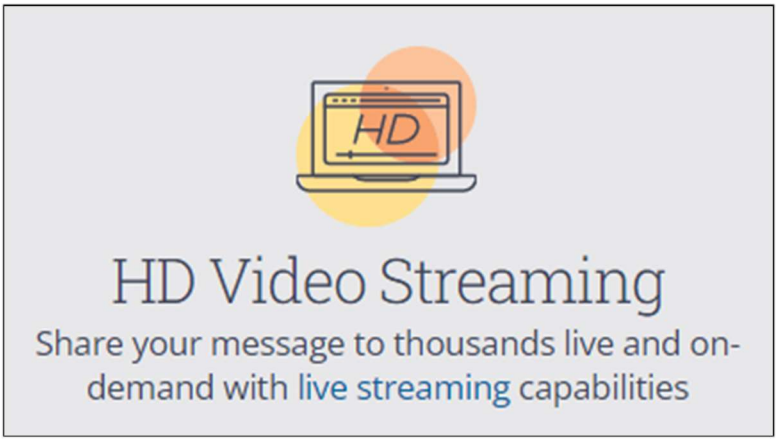
Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.

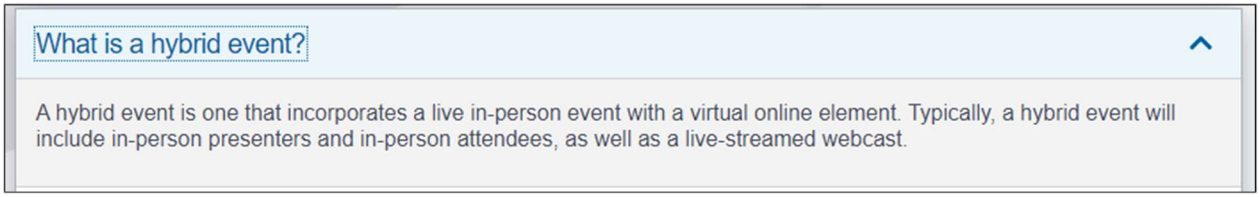
89. On information and belief, the Premiere Global Services System uses and provides a method that does not require transmission of a complete audio and video file from the user front end. Rather, on information and belief, a stream of audio and video material is transmitted to the servers of the Premiere Global Services System as the audio and video material is being captured.



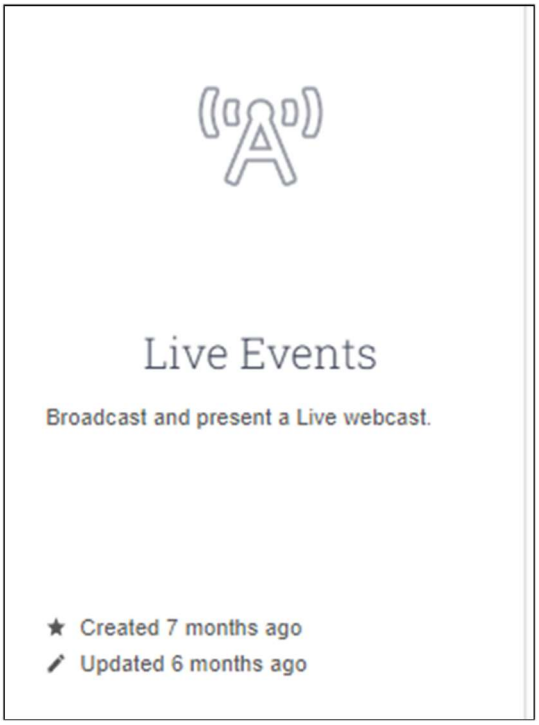
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

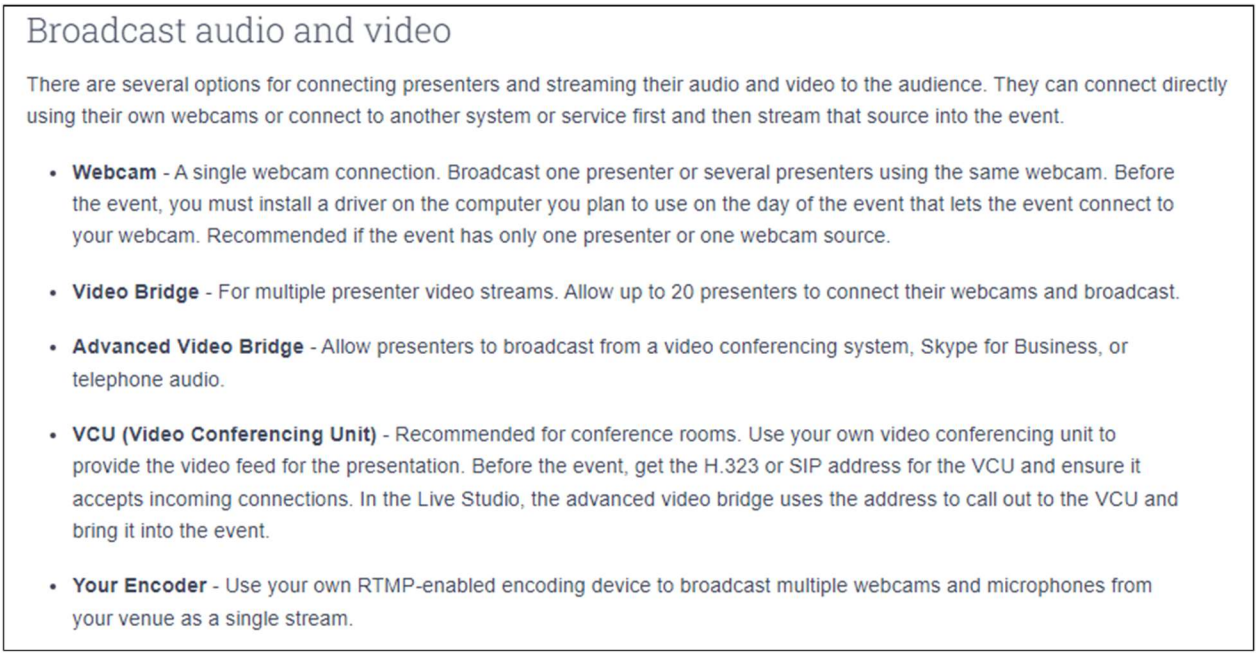
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

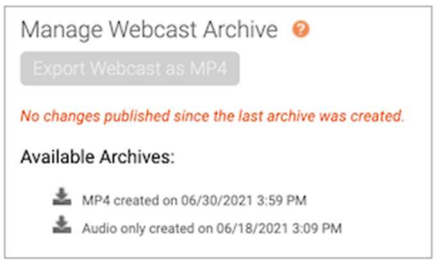
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

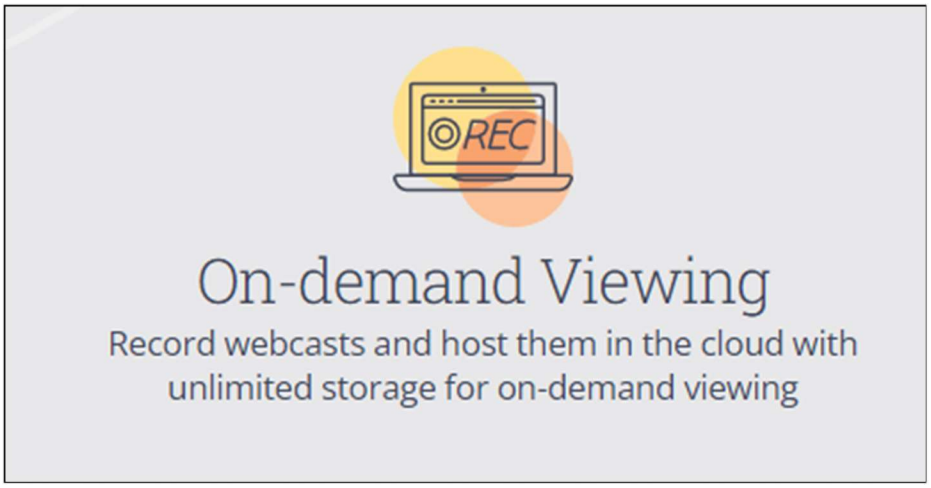
If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

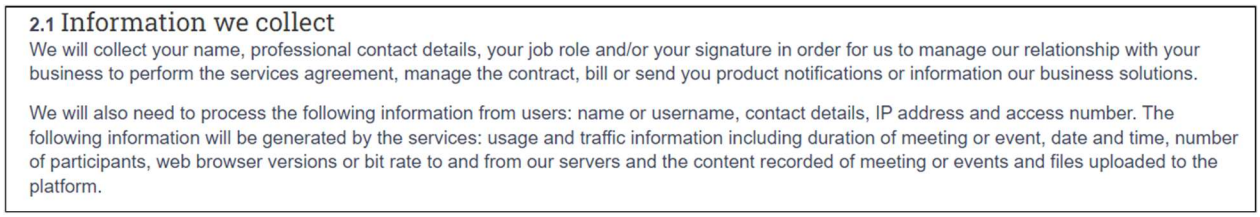
See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



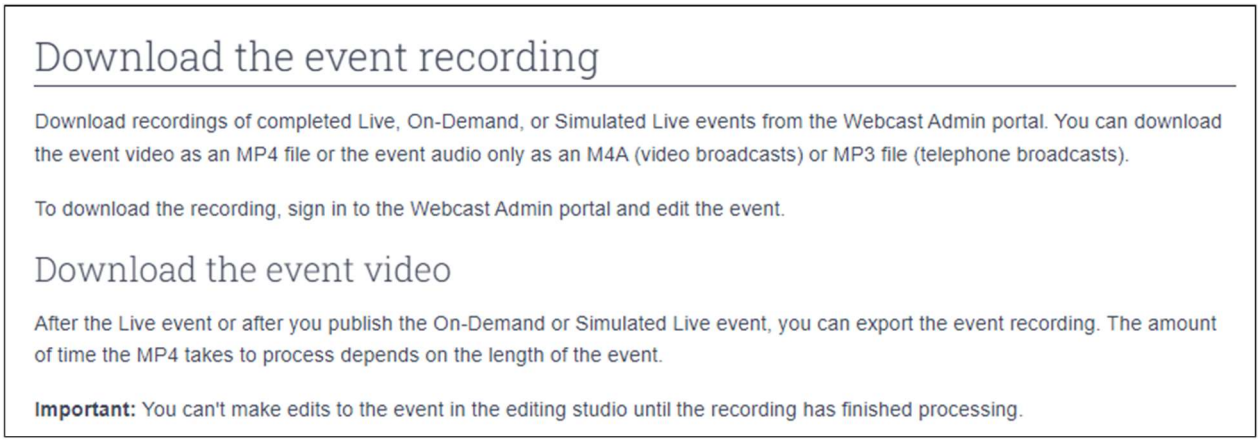
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

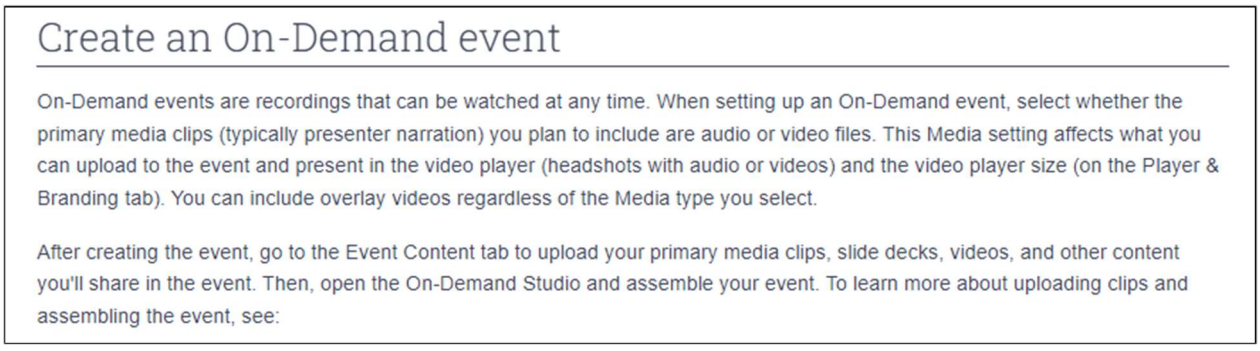
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

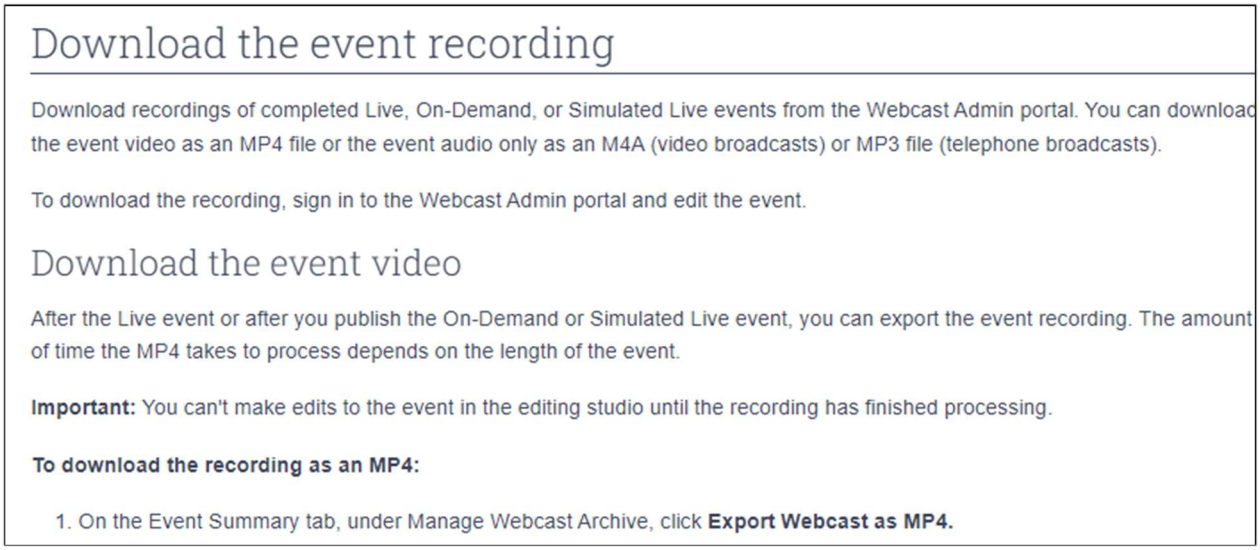
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

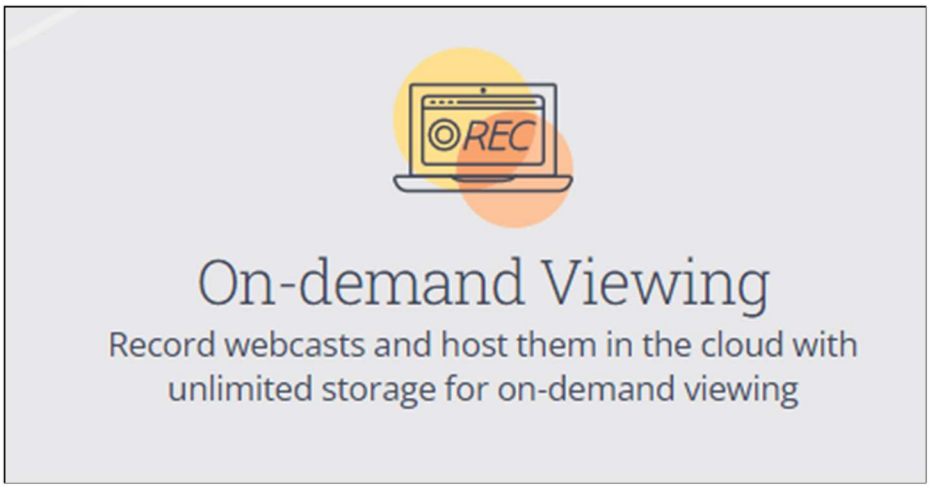
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

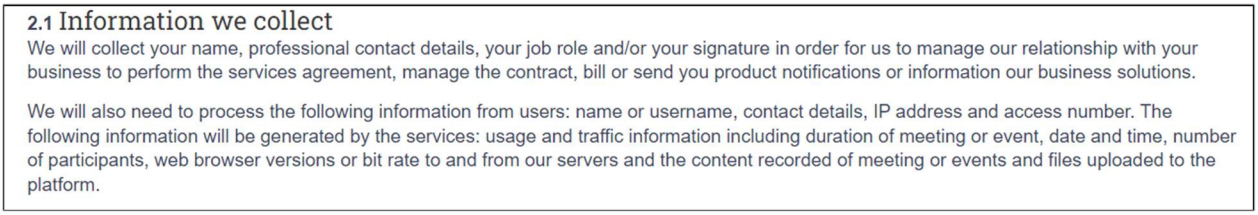
90. On information and belief, Premiere Global Services uses and provides a method wherein the audio and video recordings are made and stored on the host back end as a complete file.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

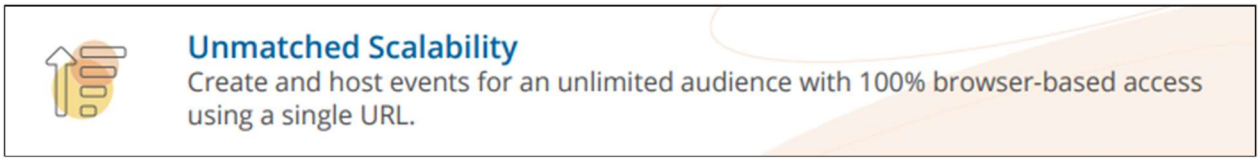


2.1 Information we collect

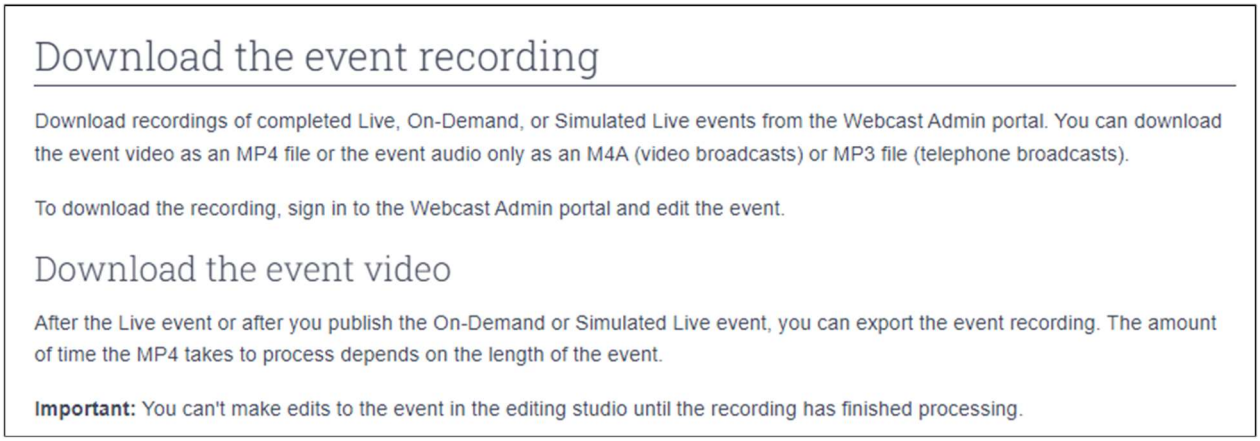
We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

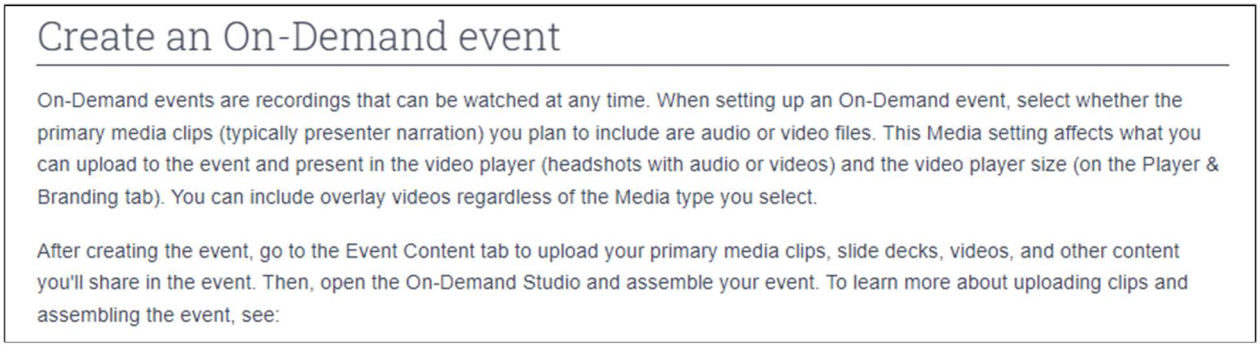
To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

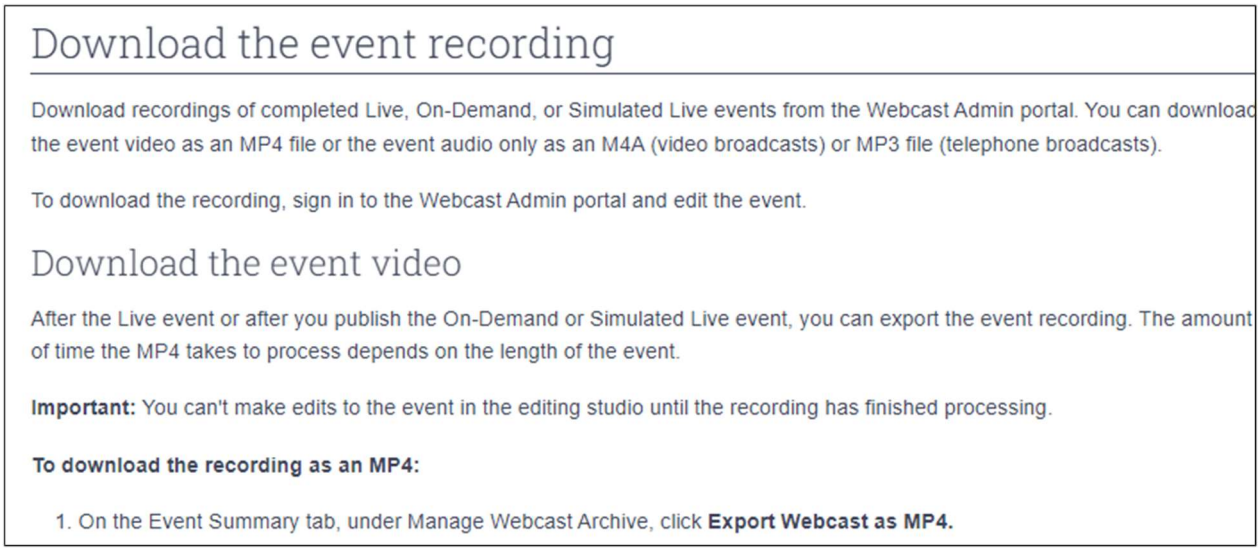


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can downloac the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

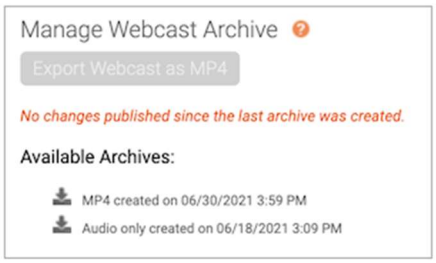
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

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If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

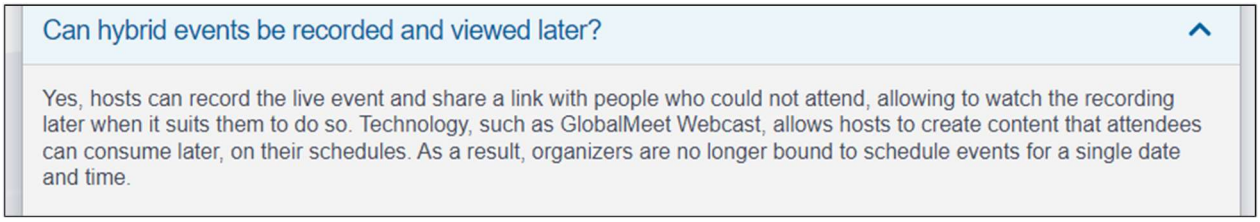
See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

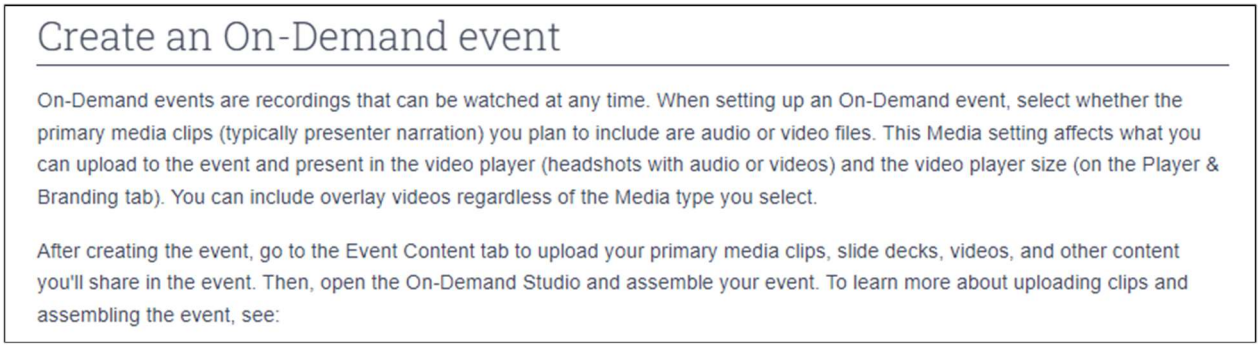
- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.

91. On information and belief, Premiere Global Services uses and provides a method wherein after the recording of audio and video material is complete, Premiere Global Services provides access to the entire audio and video recording.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

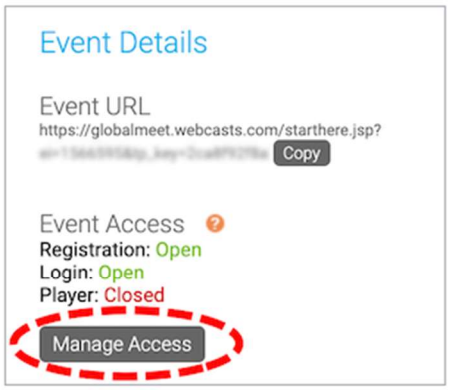


Allow attendees to view the event

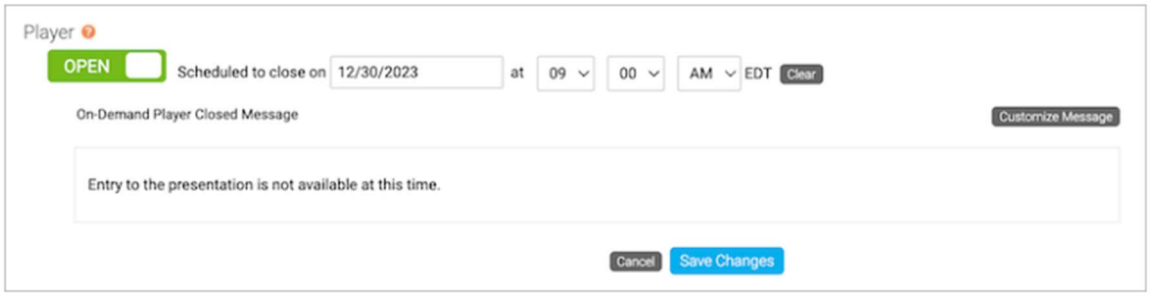
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.



3. On the Manage Event Access window, set the Player to **Open**.



4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

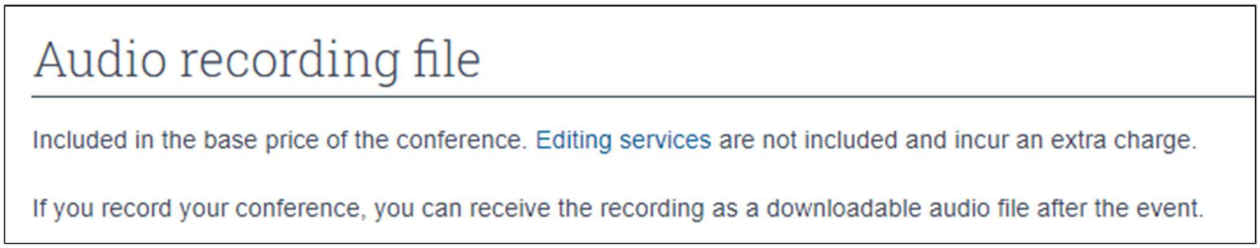
See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

Web-based recording playback

Requires audio recording file. Included in the base price of the conference. Editing services are not included and incur an extra charge.

After your conference, make the event recording available for replay at the same link as the Live event and distribute it to participants who were not able to attend. All Live events are automatically recorded and made available for replay after the event ends for up to 12 months. The event replay includes the web content from your webcast event and the audio from the operator-assisted conference.

See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

92. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '068 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

93. On information and belief, Premier Global Services has been on notice of the '068 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

94. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '068 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and

Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

95. On information and belief, at least since acquiring its February 2023 knowledge of the '068 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '068 patent by its customers.

96. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '068 patent through their use of the Premiere Global Services System.

97. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '068 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '068 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '068 patent claims, are material parts of the invention.

98. Premiere Global Services' direct and indirect infringement has

damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

Count II – Infringement of United States Patent No. 9,467,728

99. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

100. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States. Premiere Global Services, as well as the Premiere Global Services System, infringes (literally and/or under the doctrine of equivalents) at least claim 1 of the '728 patent.

101. On information and belief, Premiere Global Services employs and provides an Internet based method that records audio and video material over an Internet browser connection established between a user front end and a host back end.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
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Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
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See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

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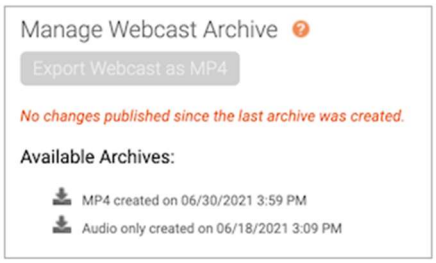

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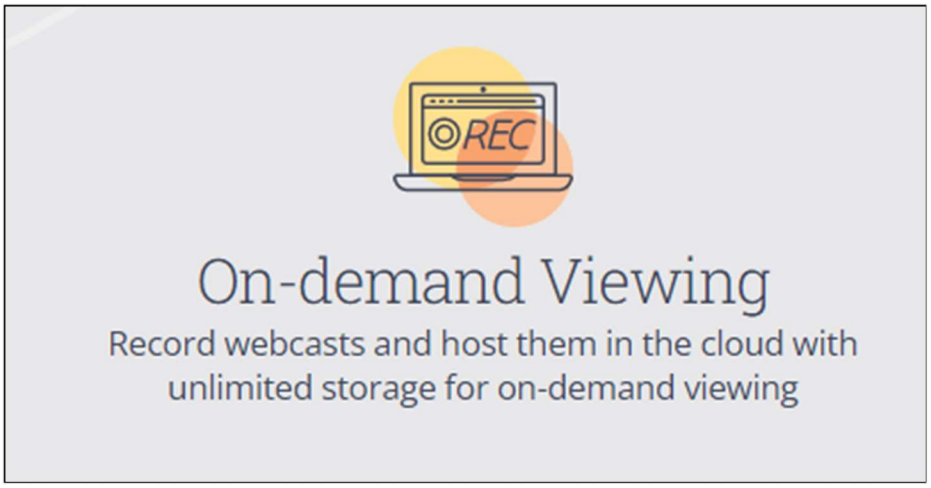
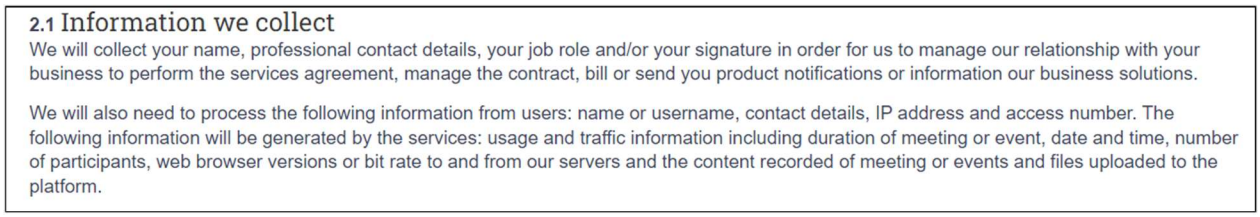


See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



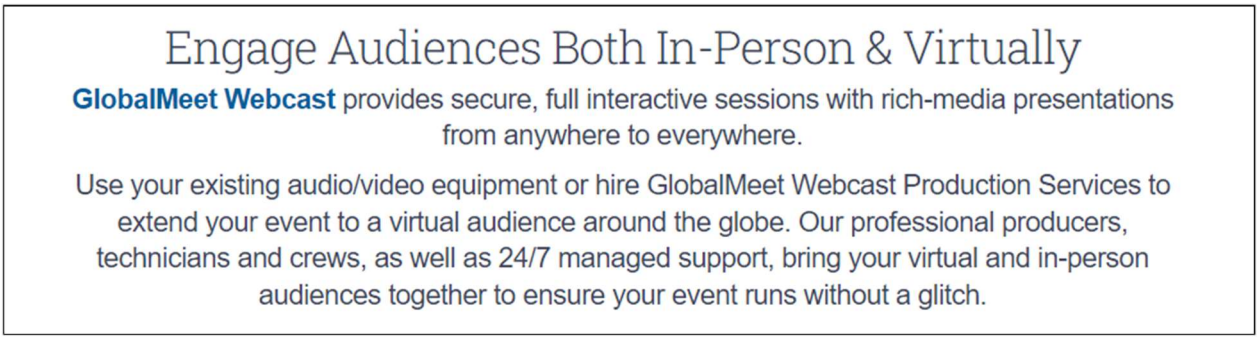
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

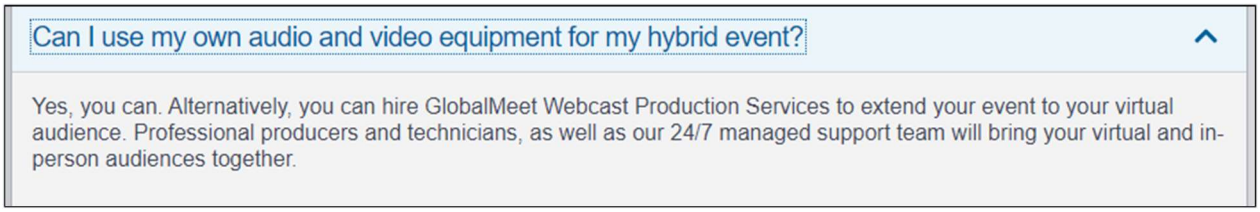
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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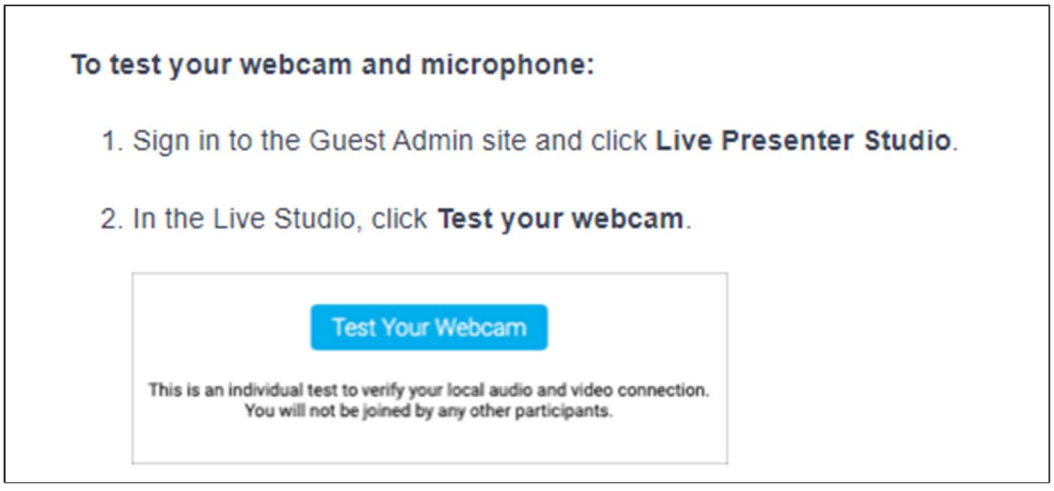
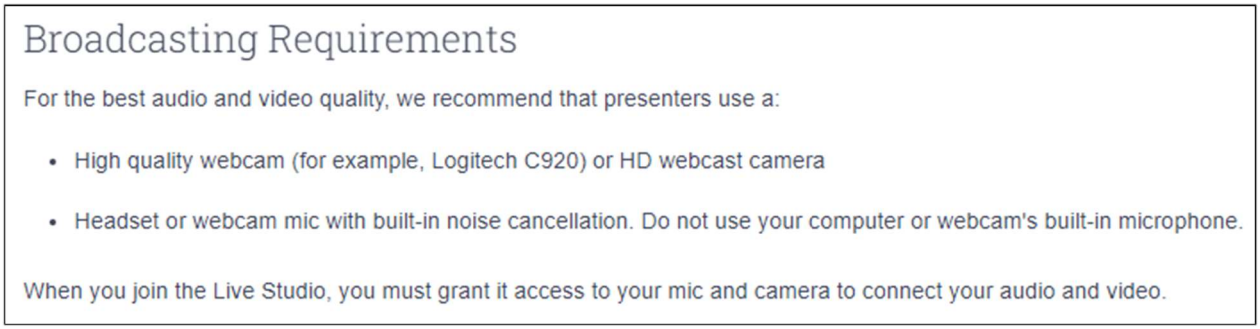


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Live Studio Requirements

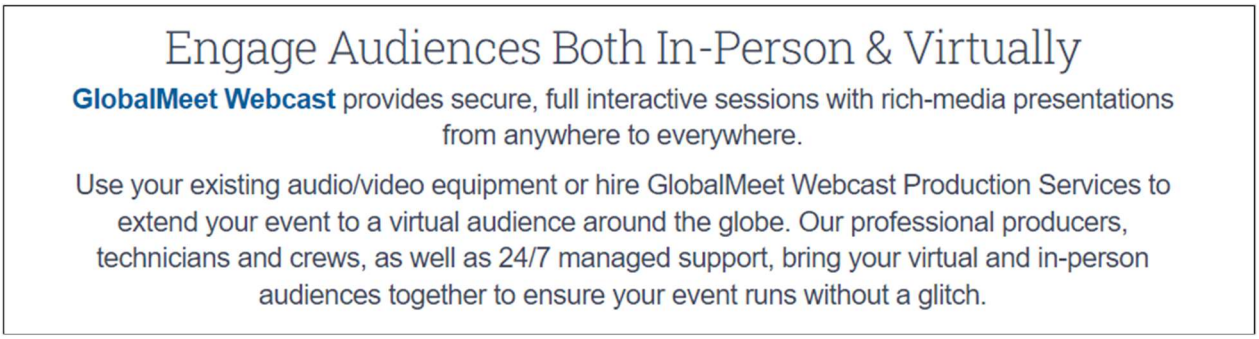
If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

102. On information and belief, the Premiere Global Services System, including particularly and without limitation the servers of the Premiere Global Services System, transmit via a network a platform independent web application, which initiates the streaming of audio and video material from a user's device as the audio and video material is being captured by that device.



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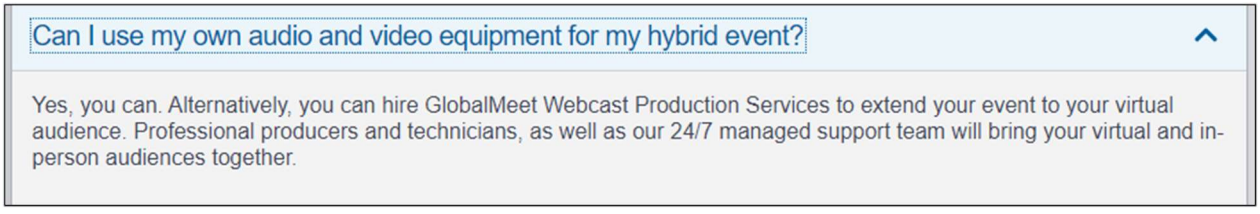

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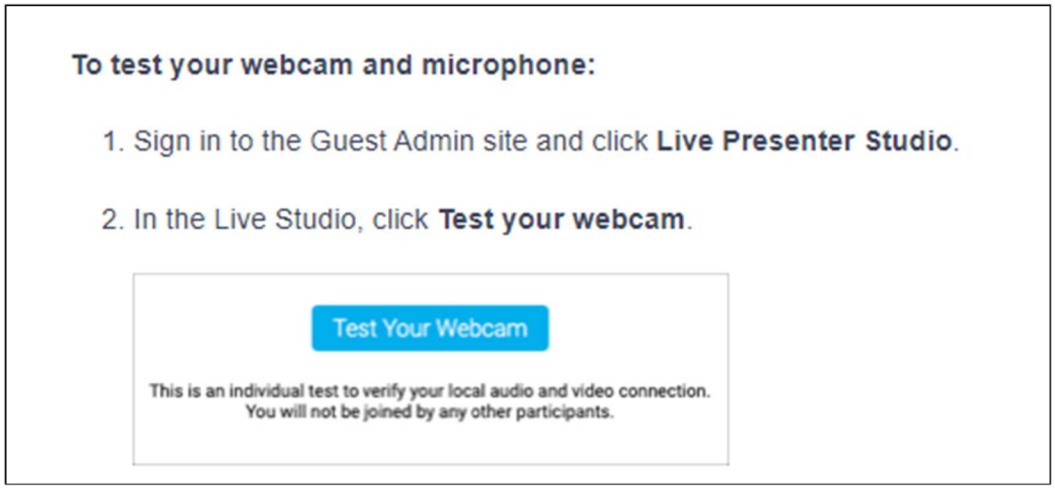

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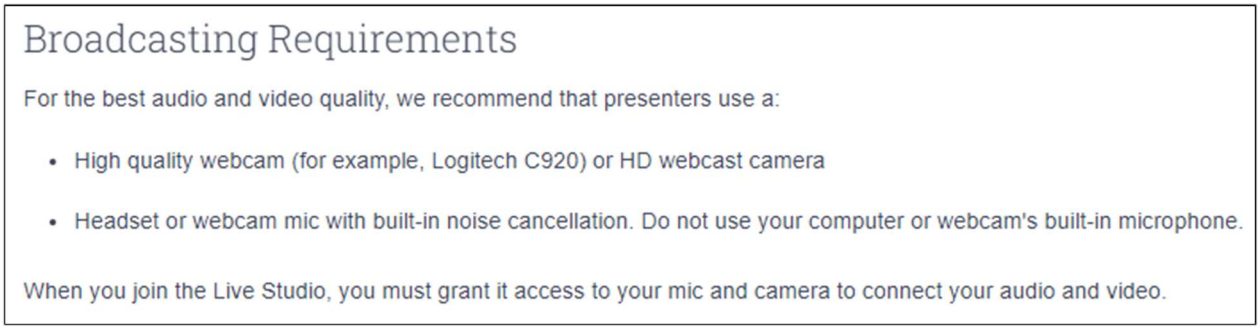

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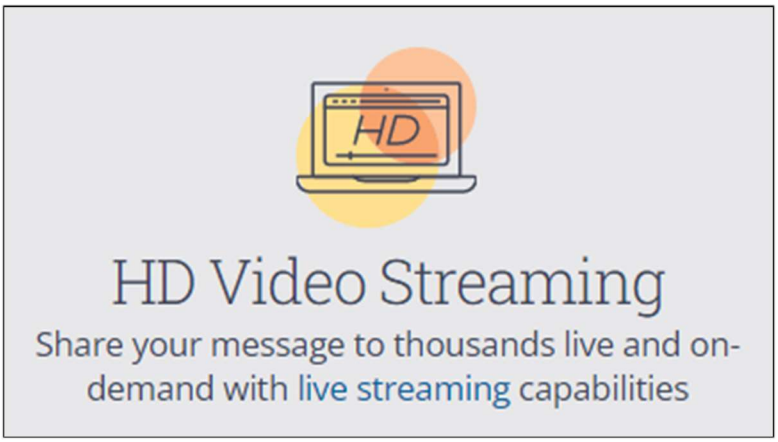
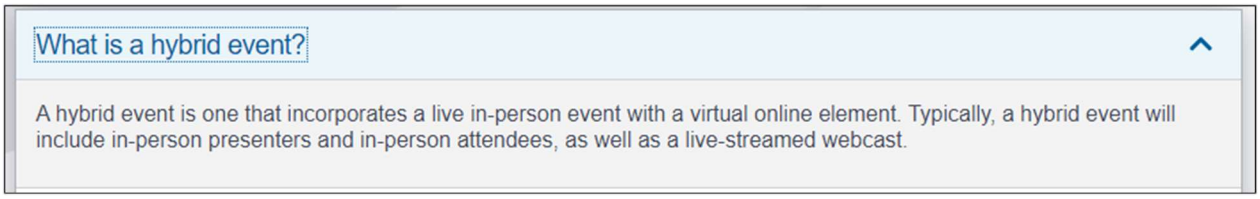


See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/virtual-events/.



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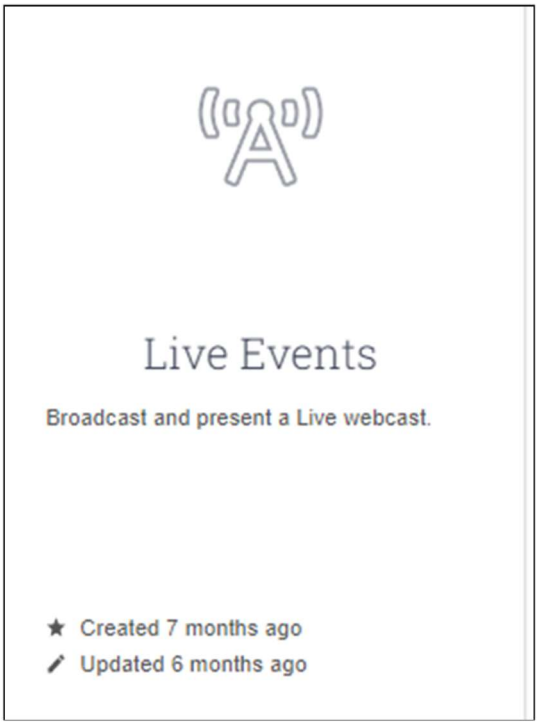
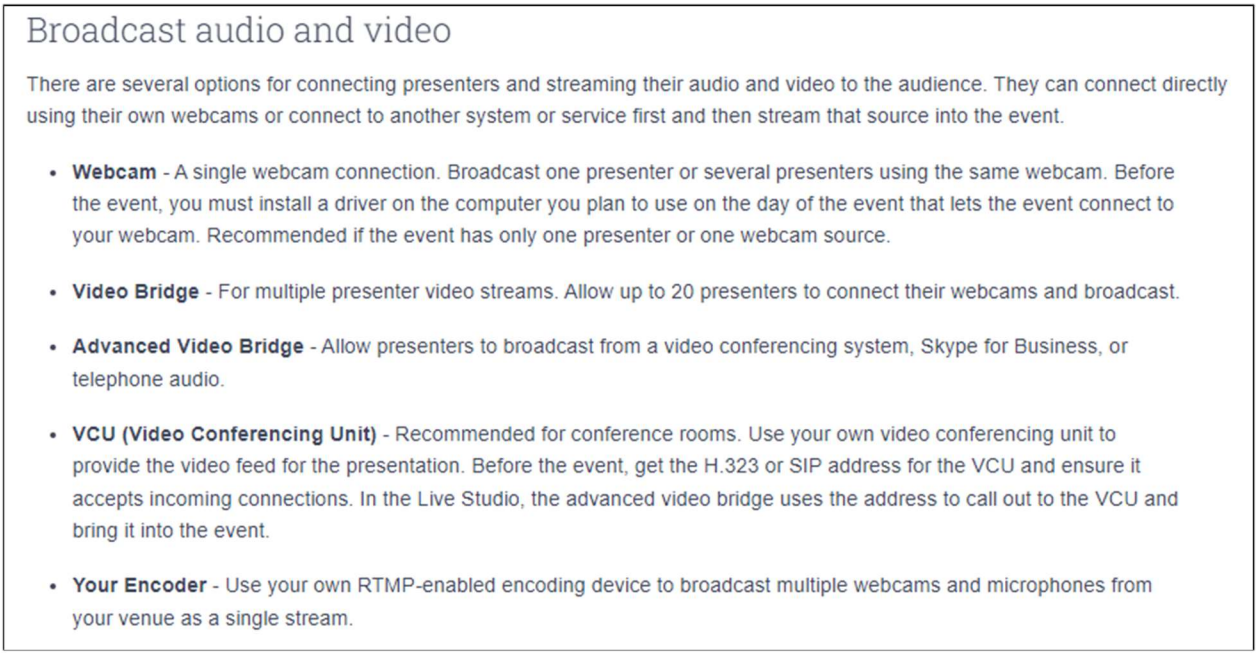


See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

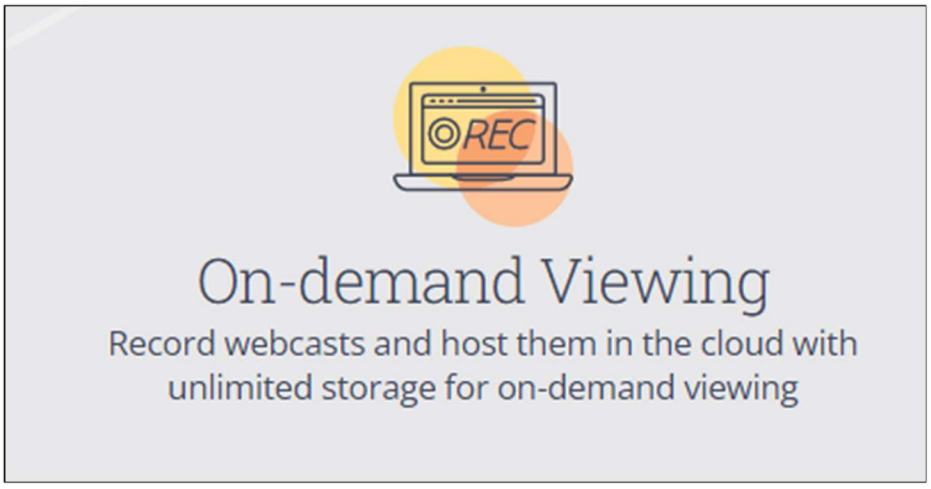


Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

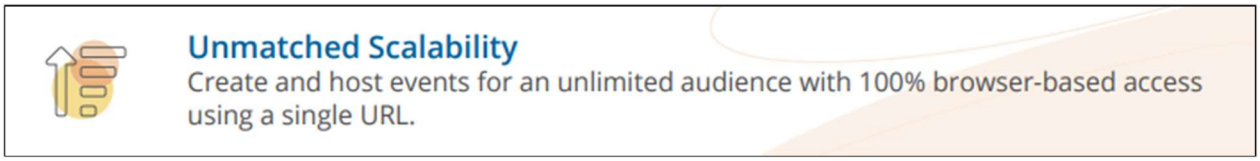
See e.g., https://www.globalmeet.com/online-meetings/.

2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

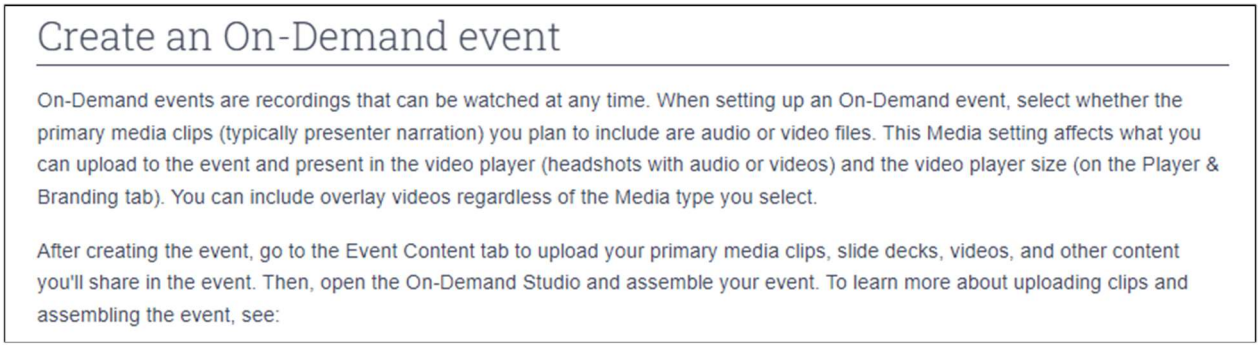
To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

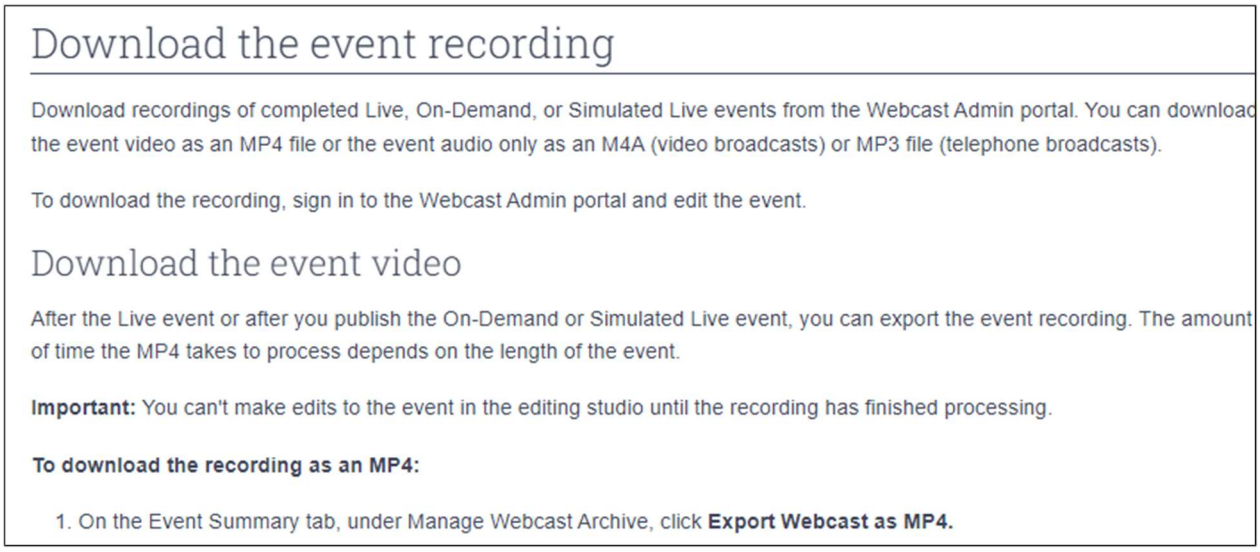


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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Download the event video

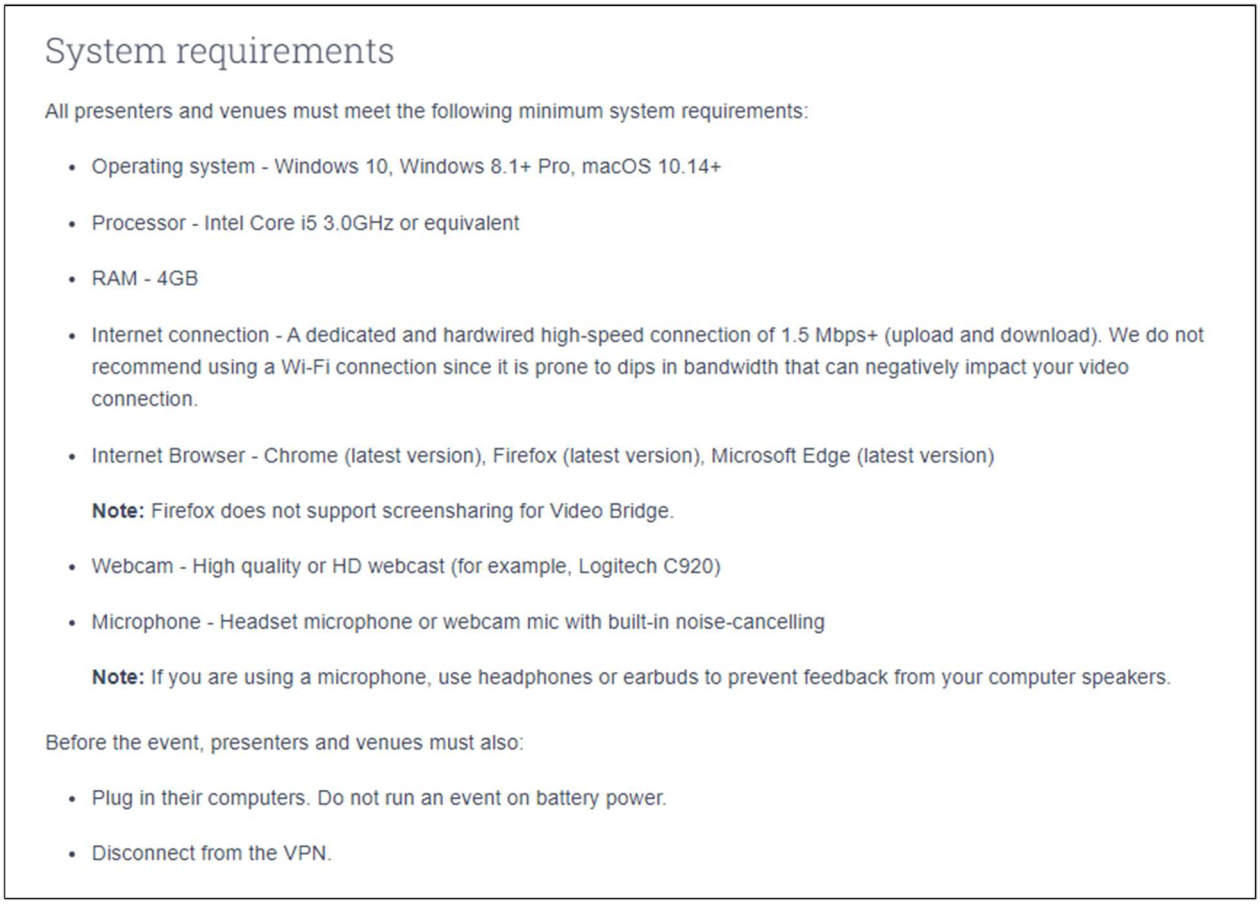
After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.



System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

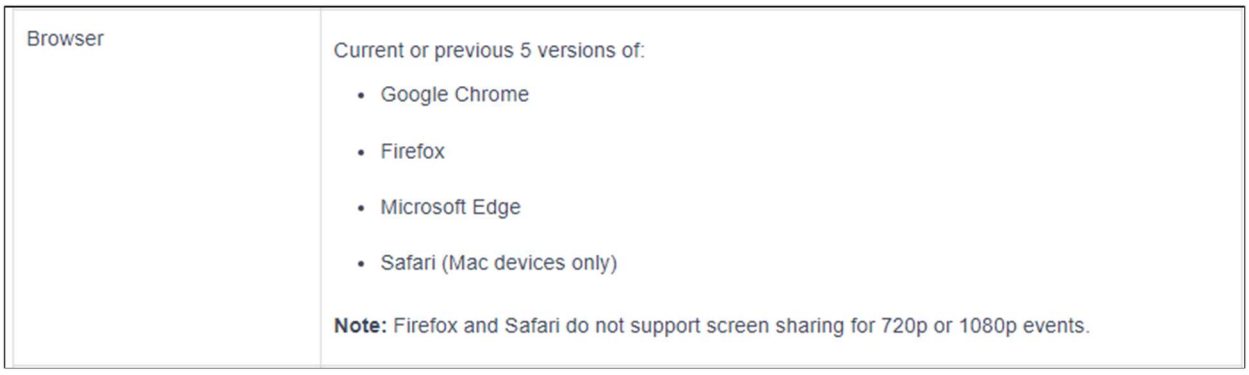
  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

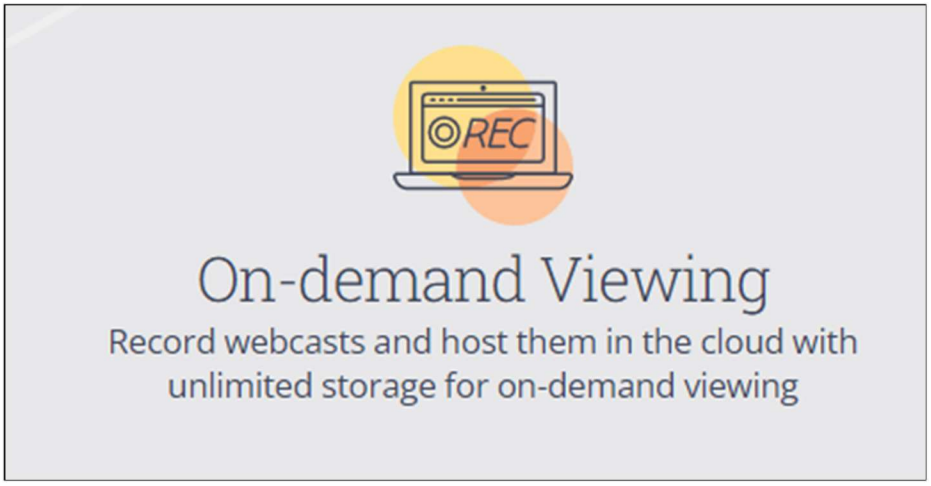


Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

103. On information and belief, the Premiere Global Services System records audio and video material on the Premiere Global Services System's servers

via a web application and stores that audio and video material as a complete file.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

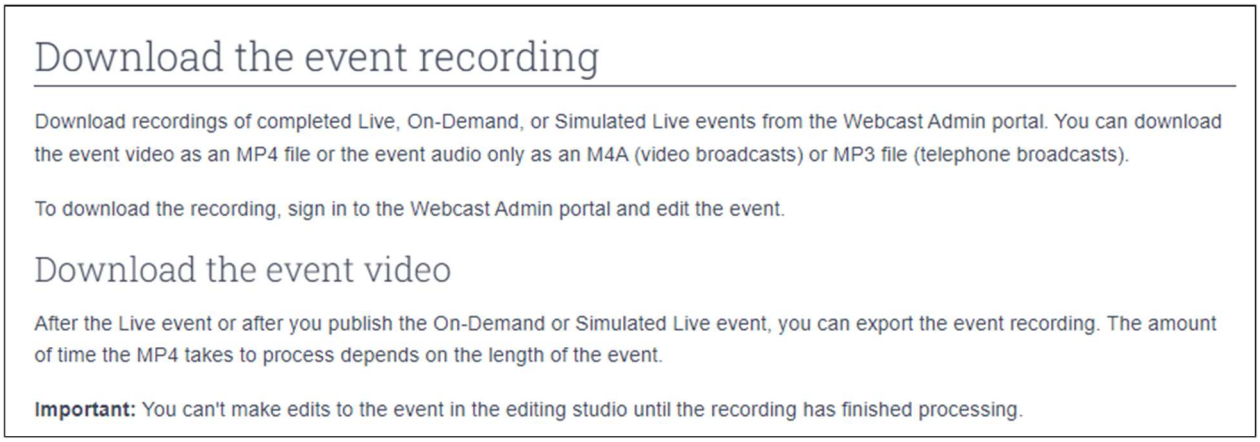
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

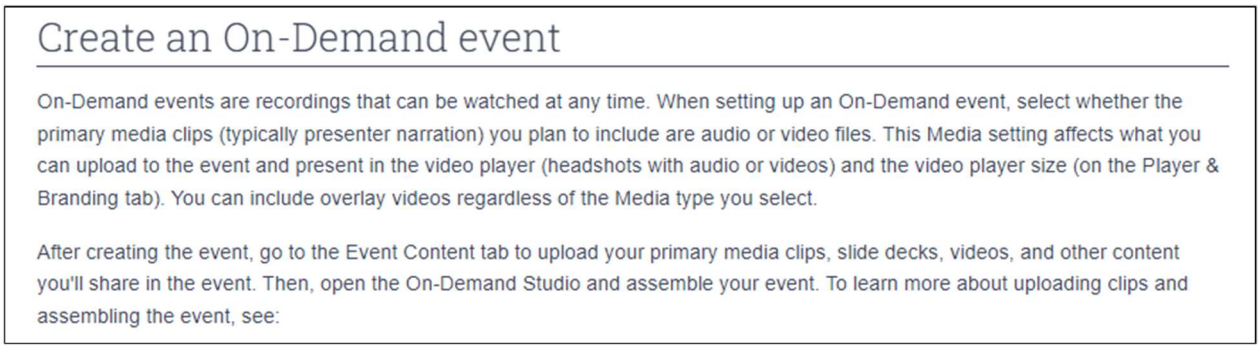
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

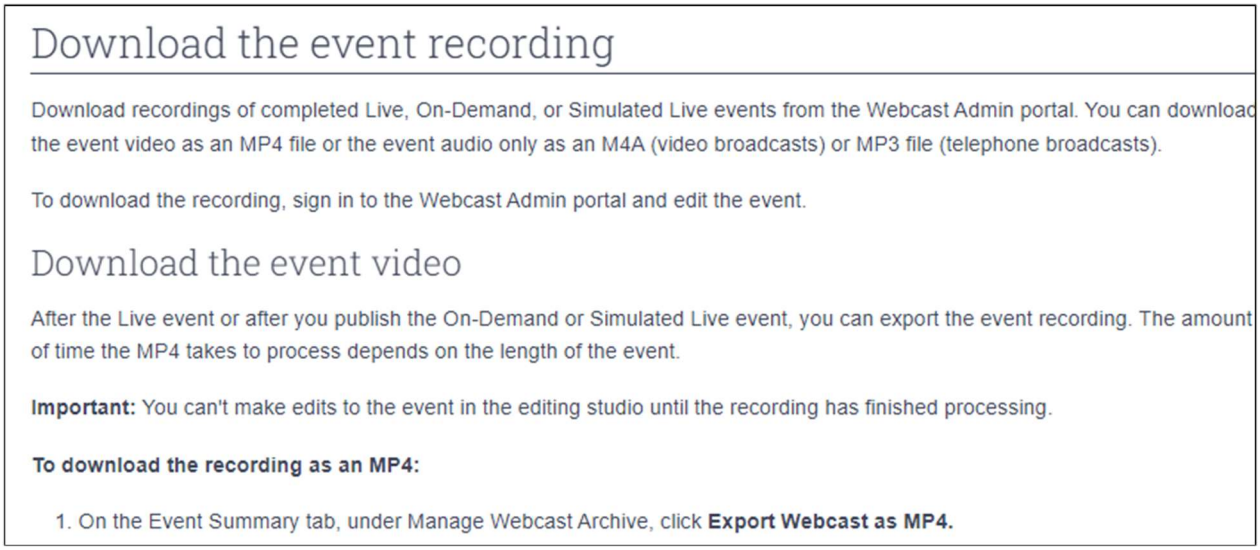
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

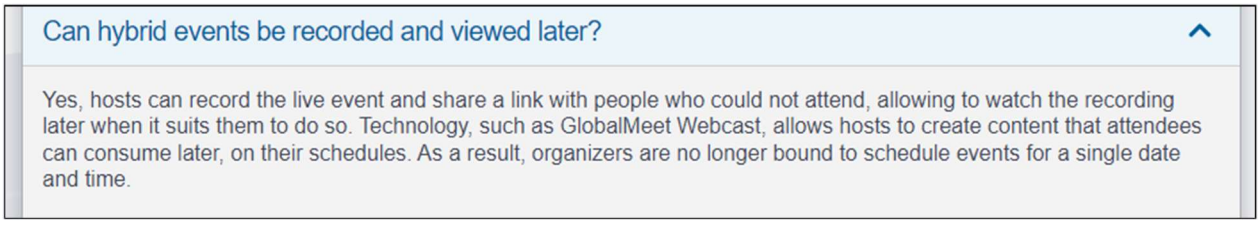
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

104. On information and belief, the Premiere Global Services System generates one or more codes including but not limited to Universal Resource Locator (URL) and Hyper Text Mark-Up Language (HTML) codes, which are associated with the recorded and stored audio and video, to facilitate accessing the recorded and stored audio and video material from an additional location, such as a location from which another user of the Premiere Global Services Video Products and Services is accessing the recorded and stored audio and video material.



Can hybrid events be recorded and viewed later?

Yes, hosts can record the live event and share a link with people who could not attend, allowing to watch the recording later when it suits them to do so. Technology, such as GlobalMeet Webcast, allows hosts to create content that attendees can consume later, on their schedules. As a result, organizers are no longer bound to schedule events for a single date and time.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

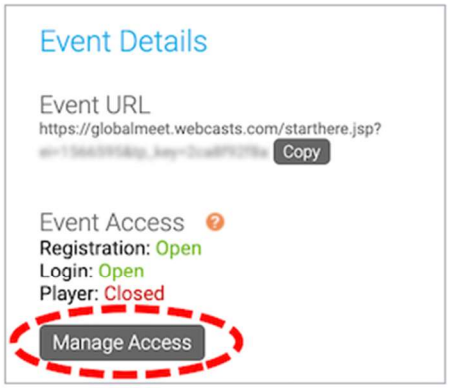
After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

Allow attendees to view the event

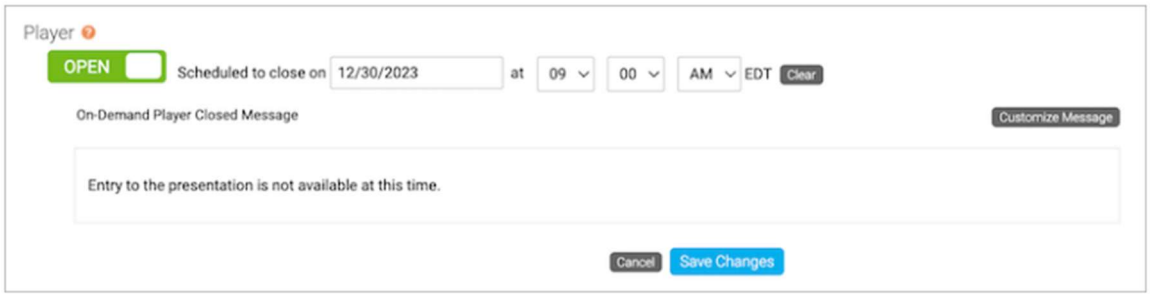
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.

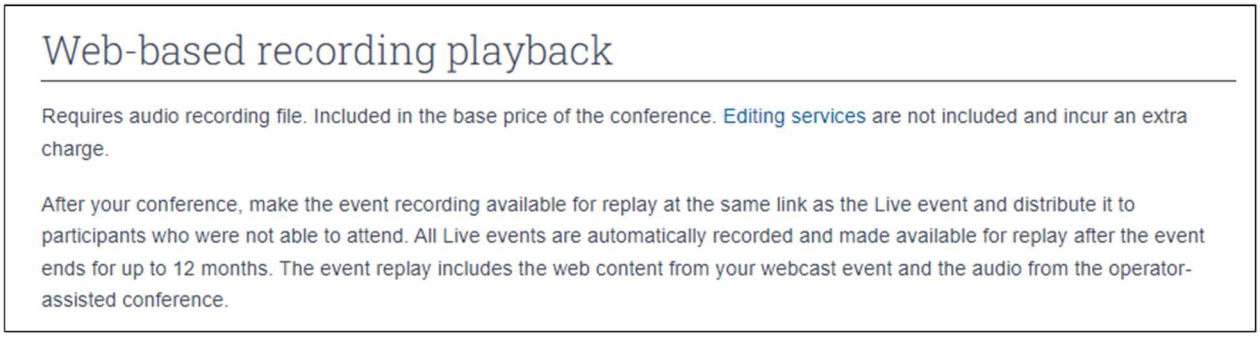


3. On the Manage Event Access window, set the Player to **Open**.



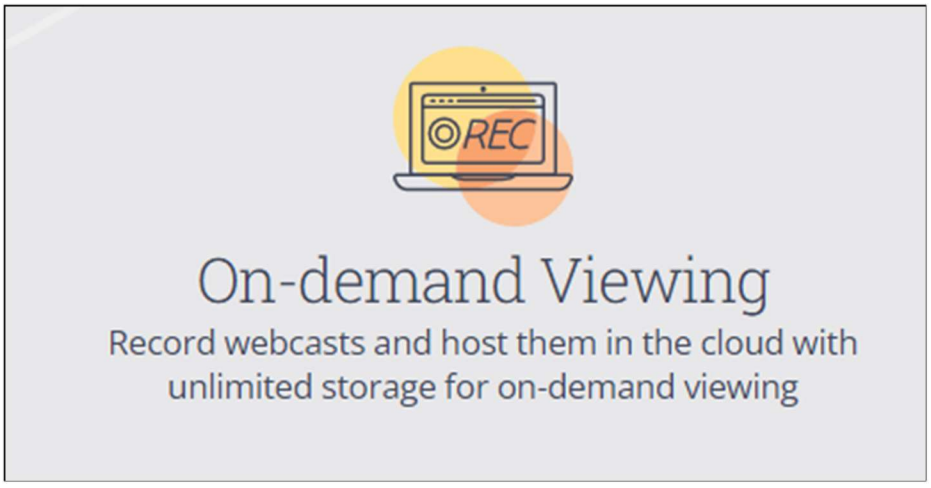
4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.

See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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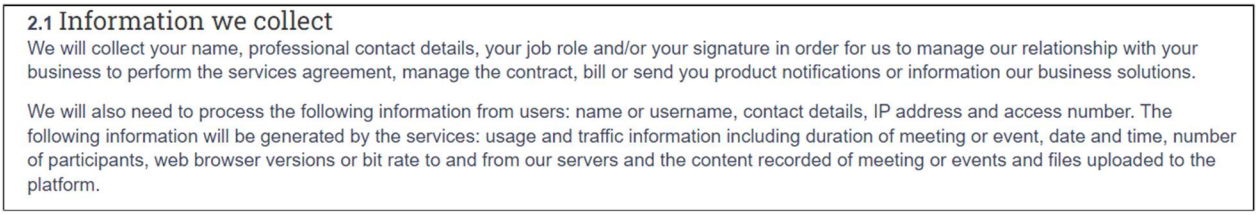

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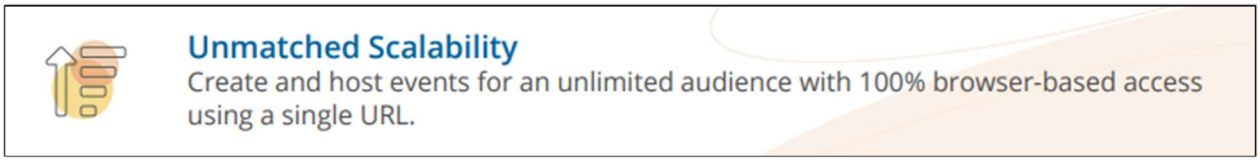

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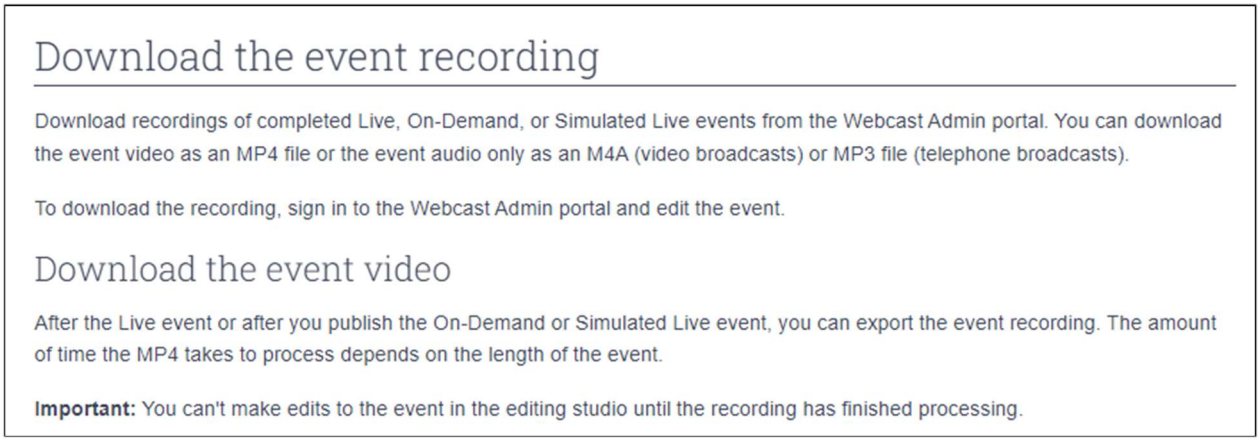
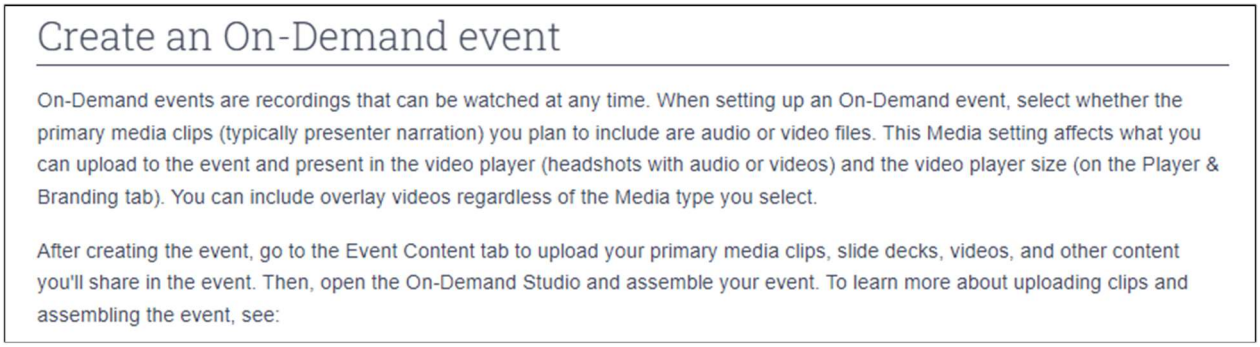


See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



Create an On-Demand event

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After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

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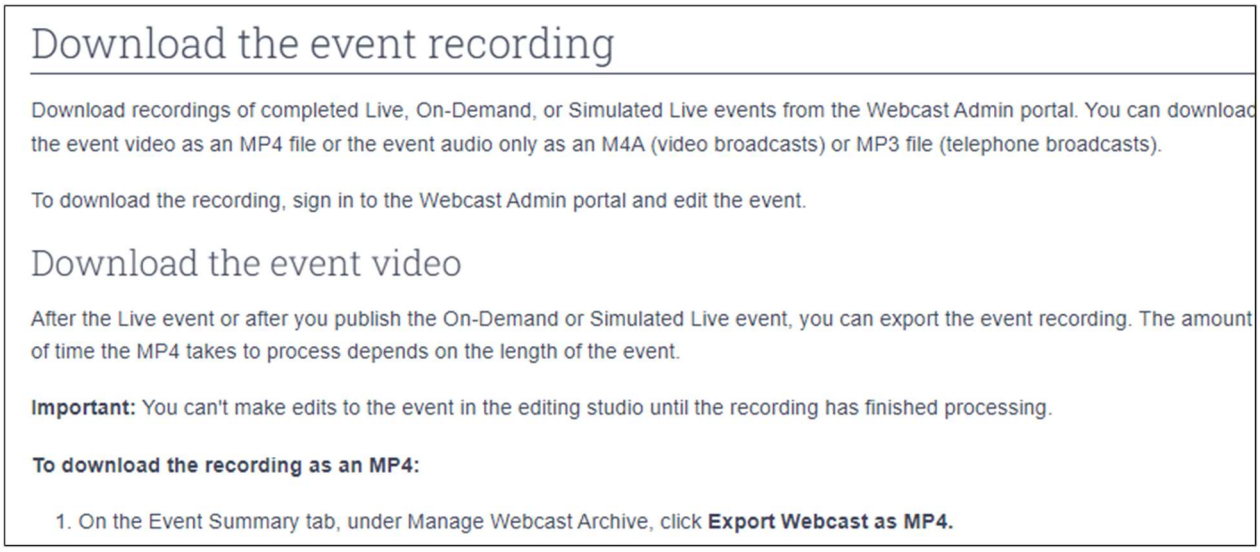

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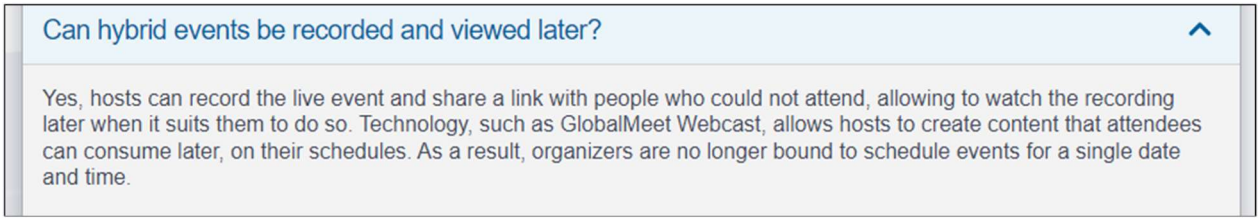
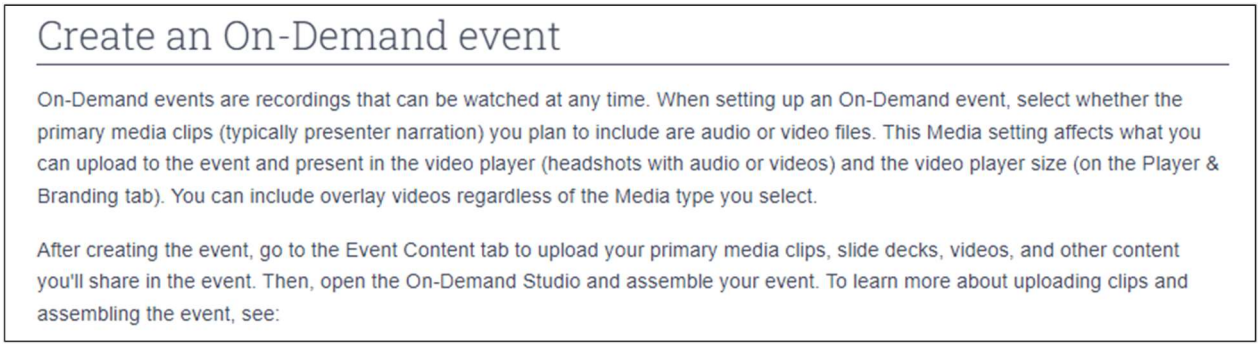
See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

105. On information and belief, the content of the one or more codes generated by the Premiere Global Services System depends on the type of code supported by the additional location. On information and belief, the content of the one or more codes generated by the Premiere Global Services system depends on, among other things, the data transfer protocols that are supported by the client and/or device from which another user of the Premiere Global Services Video Products and Services is accessing

the audio and video material.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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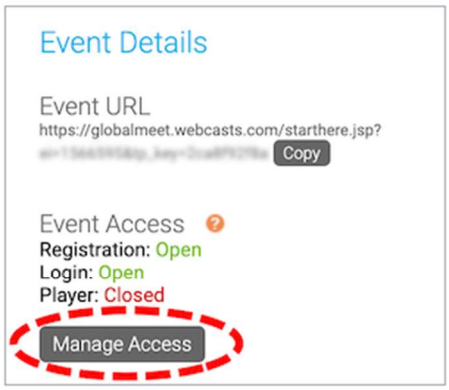

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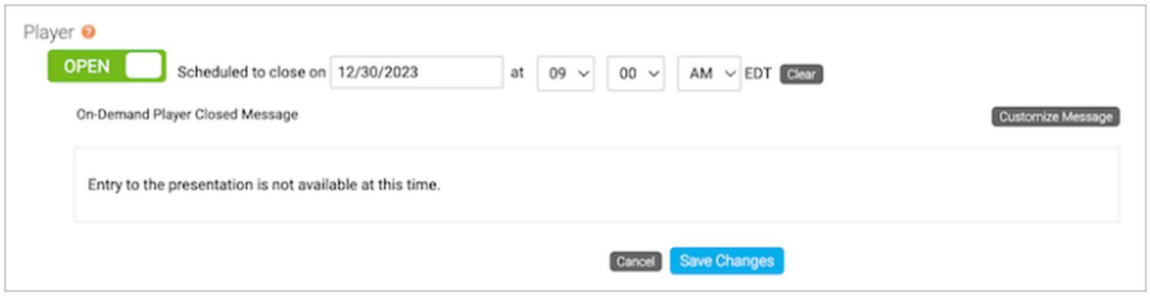

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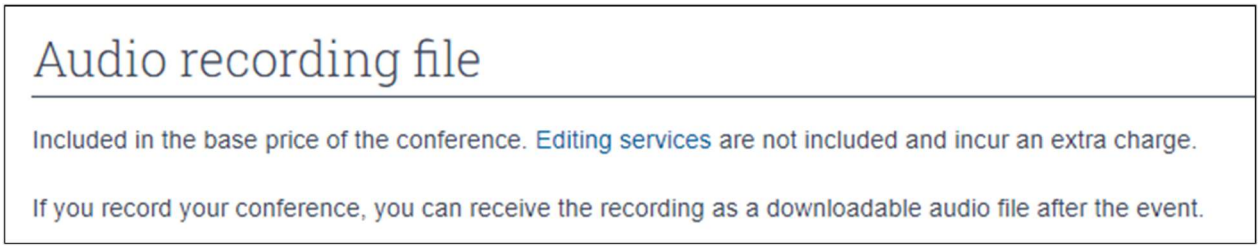
See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

Web-based recording playback

Requires audio recording file. Included in the base price of the conference. Editing services are not included and incur an extra charge.

After your conference, make the event recording available for replay at the same link as the Live event and distribute it to participants who were not able to attend. All Live events are automatically recorded and made available for replay after the event ends for up to 12 months. The event replay includes the web content from your webcast event and the audio from the operator-assisted conference.

See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



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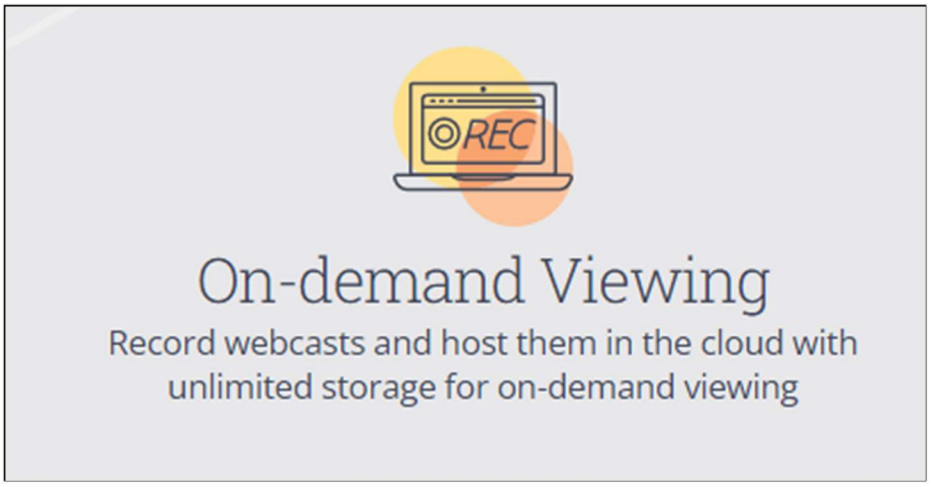

See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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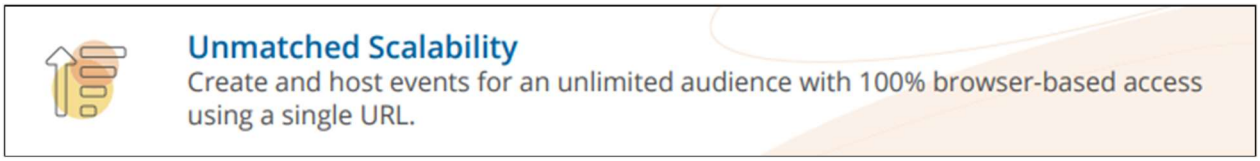

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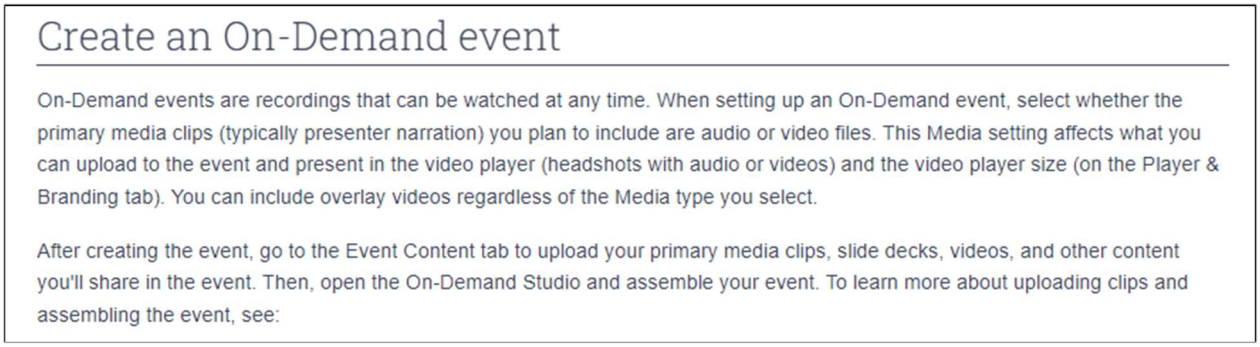
Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

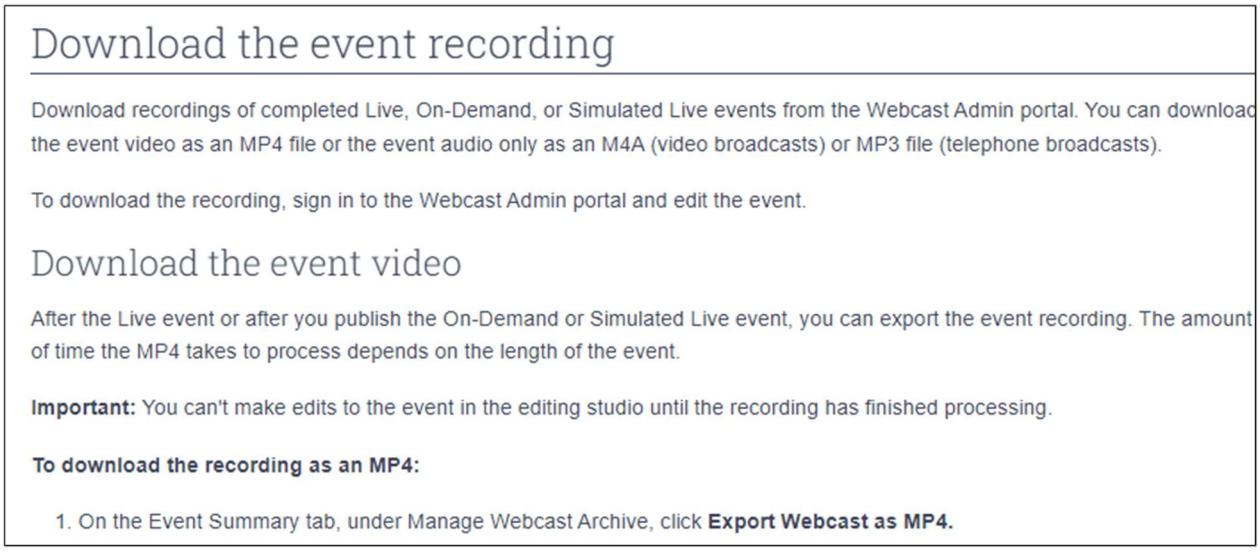


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can downloac the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

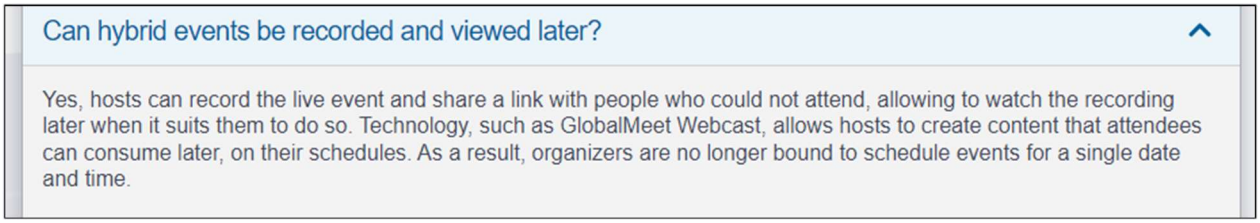
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

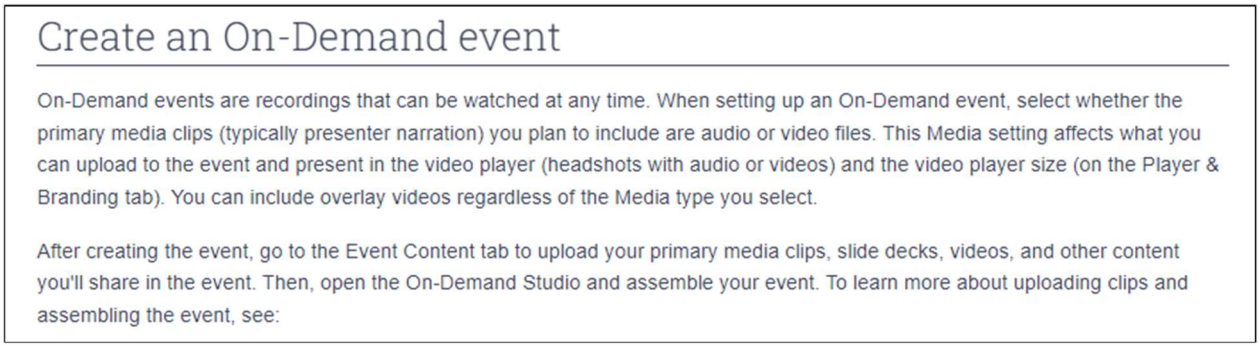
1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

106. On information and belief, Premiere Global Services enables the copying and pasting of codes associated with the recorded and stored audio and video material, including but not limited to URL and HTML codes, to additional locations, wherein the activation of such a code provides access to the recorded audio and video from additional locations.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

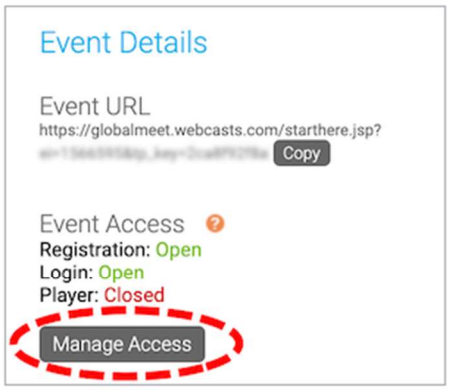


Allow attendees to view the event

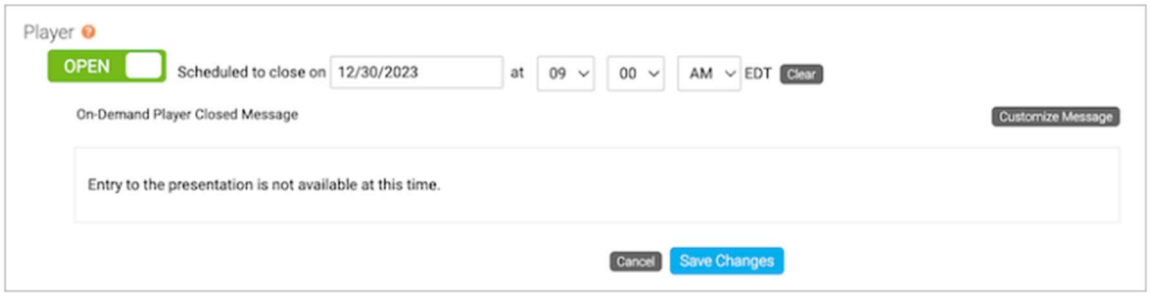
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.



3. On the Manage Event Access window, set the Player to **Open**.



4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

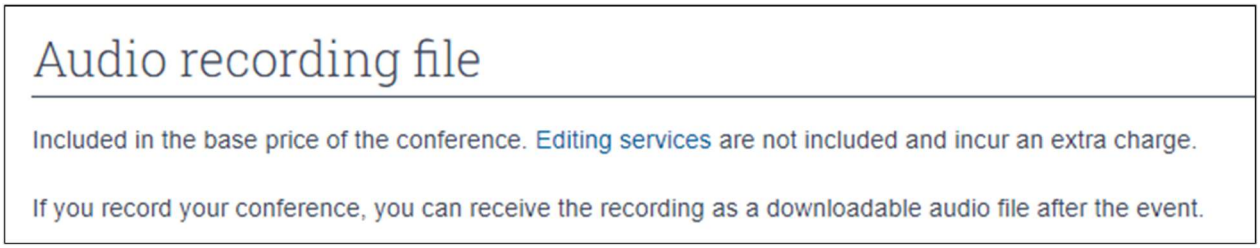
See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

Web-based recording playback

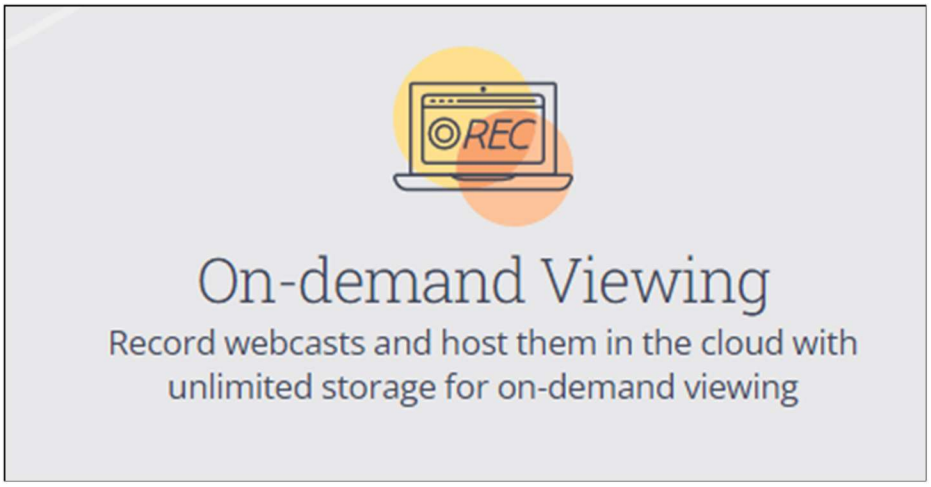
Requires audio recording file. Included in the base price of the conference. Editing services are not included and incur an extra charge.

After your conference, make the event recording available for replay at the same link as the Live event and distribute it to participants who were not able to attend. All Live events are automatically recorded and made available for replay after the event ends for up to 12 months. The event replay includes the web content from your webcast event and the audio from the operator-assisted conference.

See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



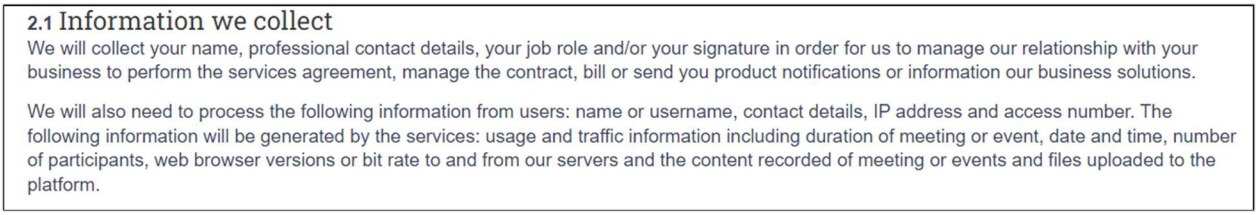
See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

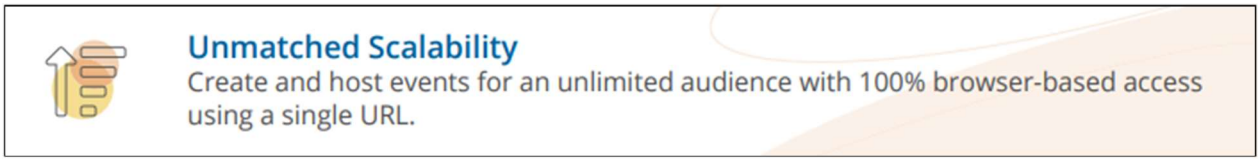


2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

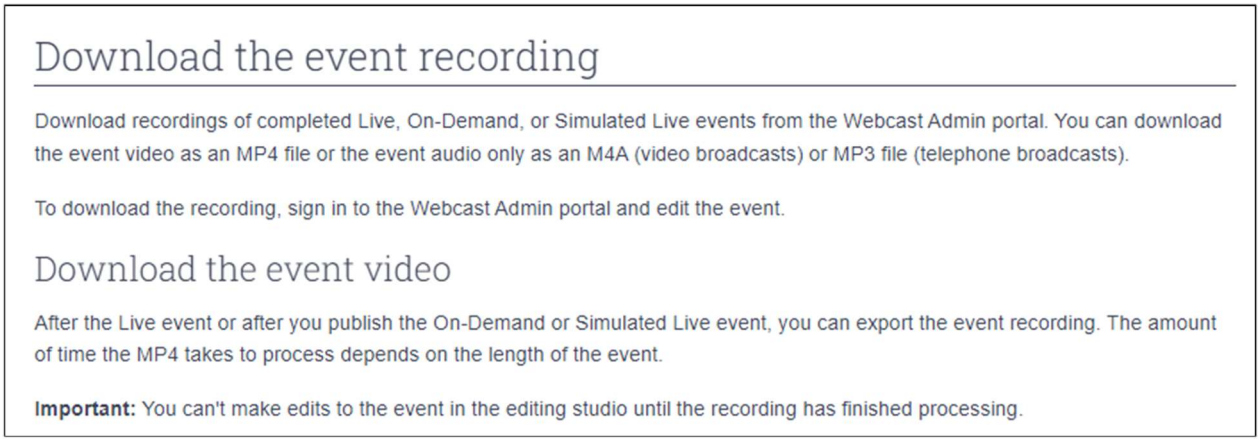
See e.g., https://www.globalmeet.com/privacy-policy/.



Unmatched Scalability

Create and host events for an unlimited audience with 100% browser-based access using a single URL.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



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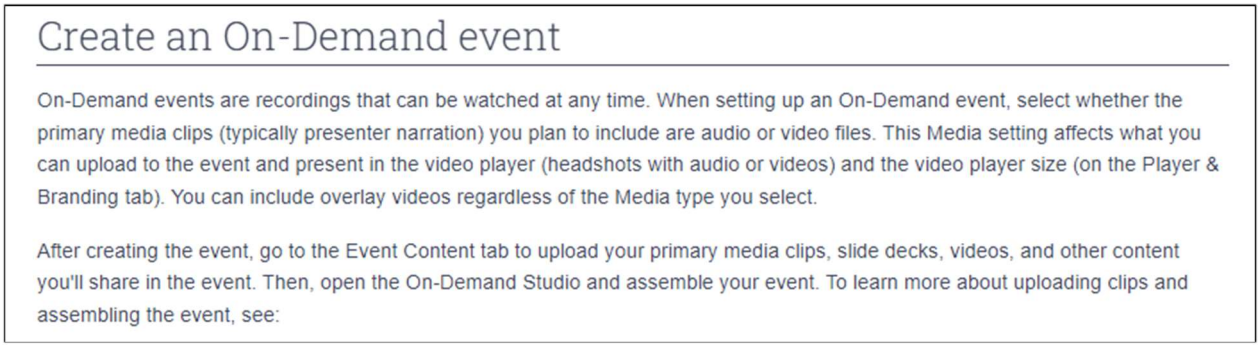

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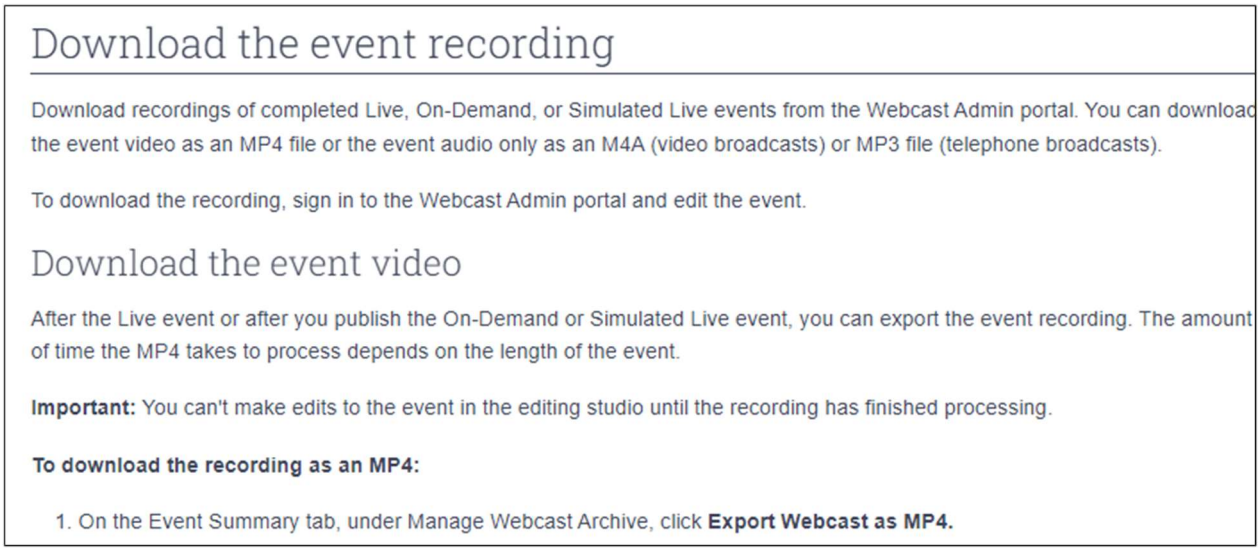

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See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

107. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '728 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

108. On information and belief, Premier Global Services has been on notice of the '728 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

109. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '728 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

110. On information and belief, at least since acquiring its February 2023 knowledge of the '728 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '728 patent by its customers.

111. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '728 patent through their use of the Premiere Global Services System.

112. On information and belief, Premiere Global Services is in violation of

35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '728 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '728 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '728 patent claims, are material parts of the invention.

113. Premiere Global Services' direct and indirect infringement has damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

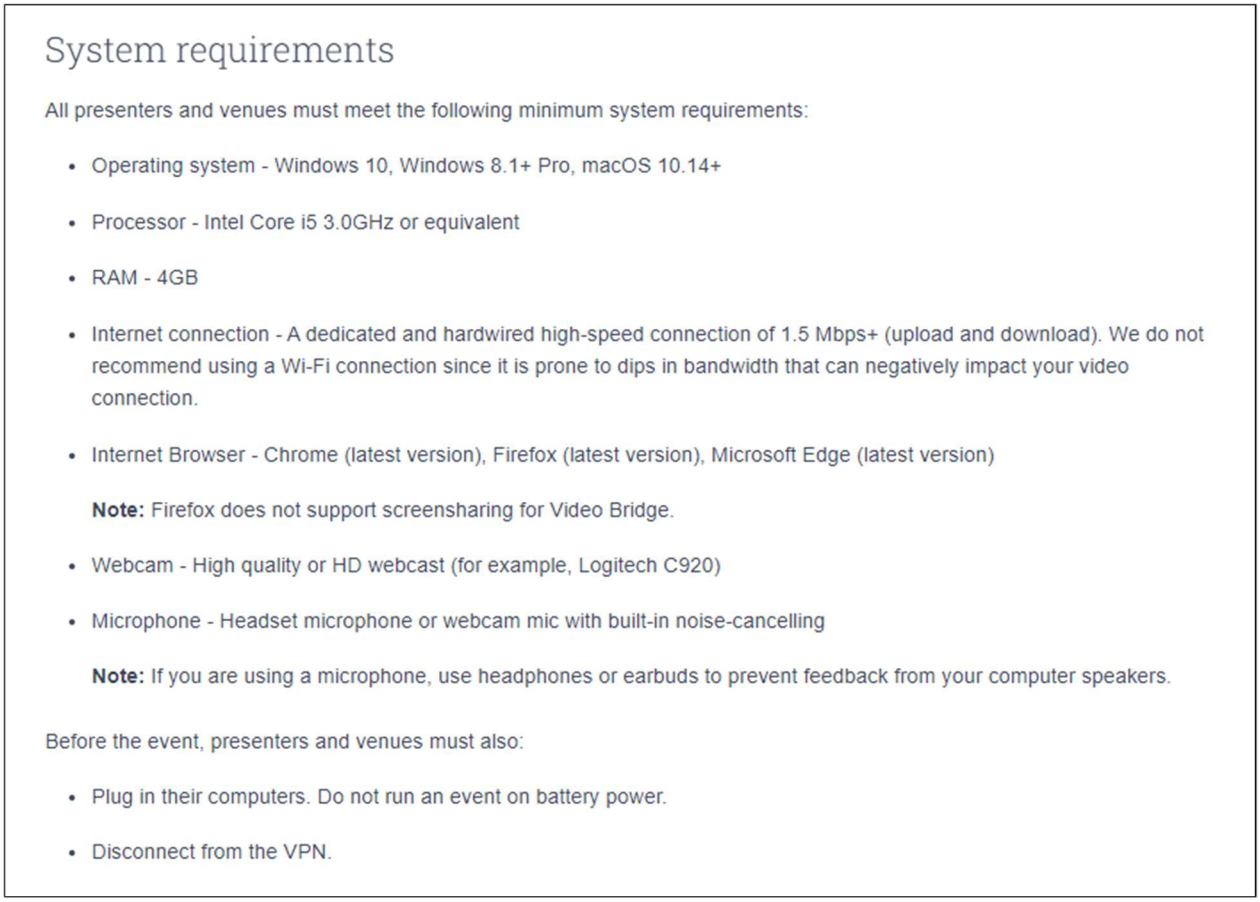
Count III – Infringement of United States Patent No. 10,038,930

114. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

115. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States. Premiere Global Services, as well as the Premiere Global Services System, infringes (literally and/or under the doctrine of equivalents) at least claim 1 of the '930 patent.

116. On information and belief, Premiere Global Services employs and provides a method that transmits via a network a browser-independent recording application from the servers of the Premiere Global Services System to the devices

used by the users of the Premiere Global Services Video Products and Services.



System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

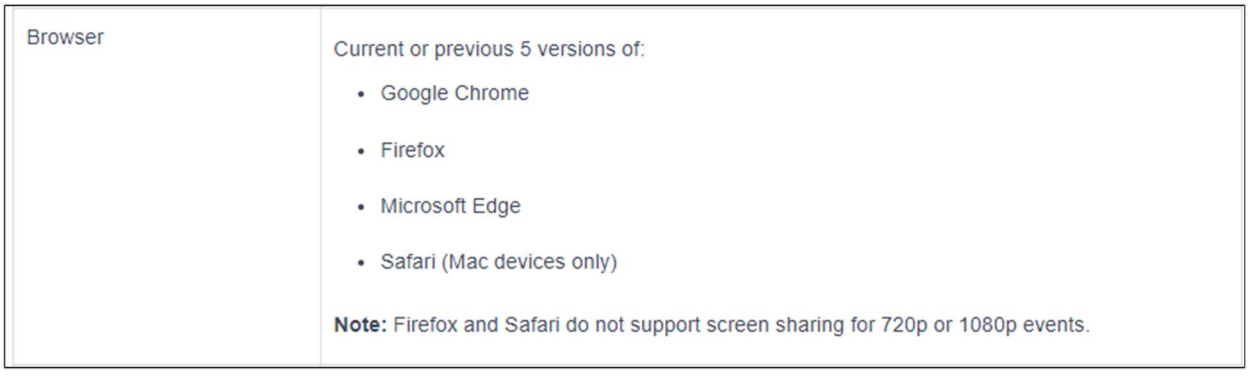
  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

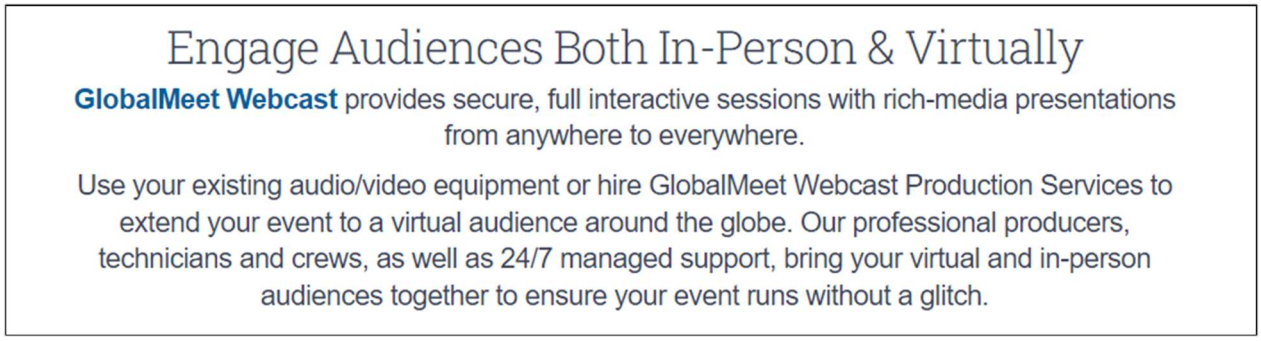
- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

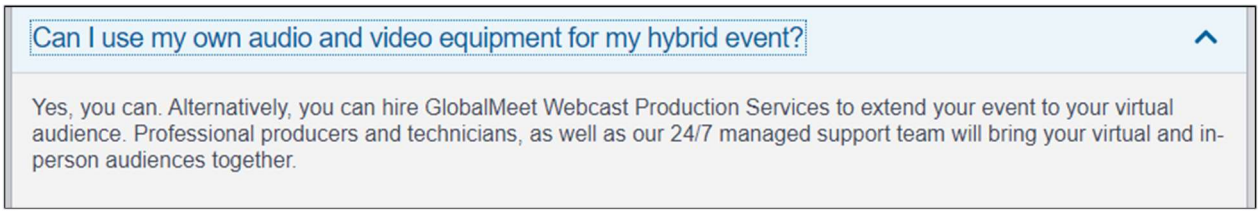


Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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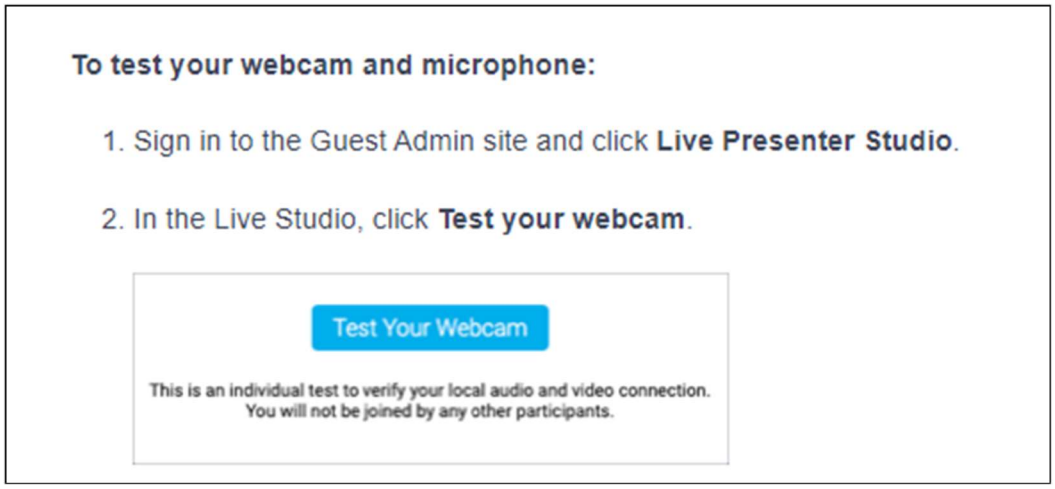
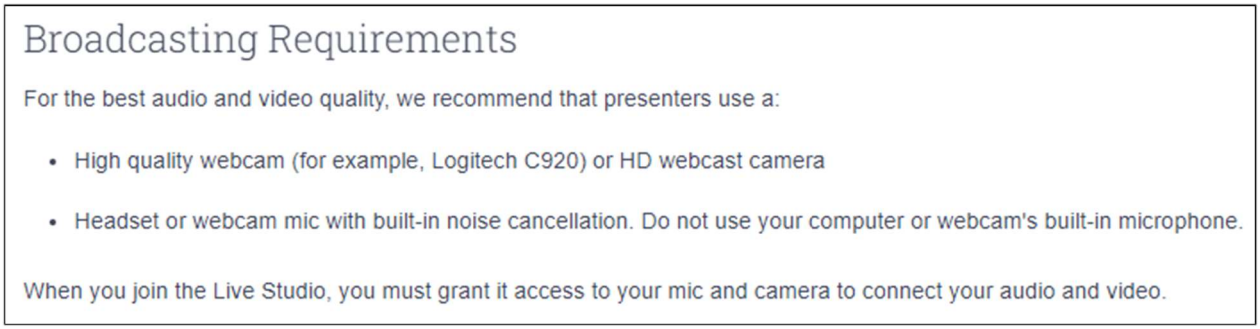


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Live Studio Requirements

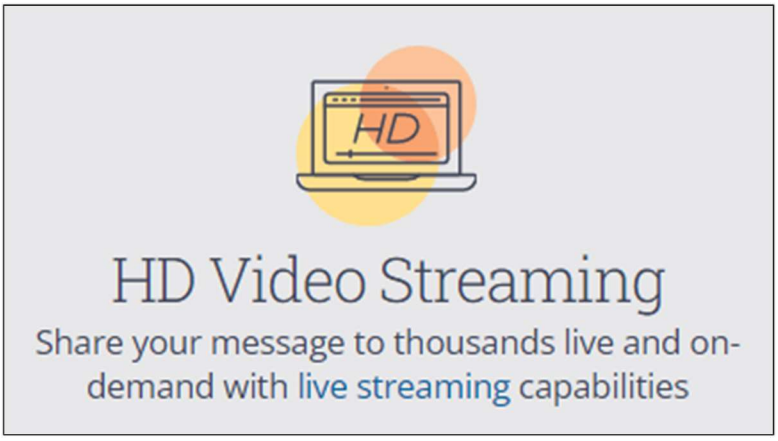
If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

117. On information and belief, the servers of the Premiere Global Services System receive a media stream from the client devices used by the users of the Premiere Global Services Video Products and Services.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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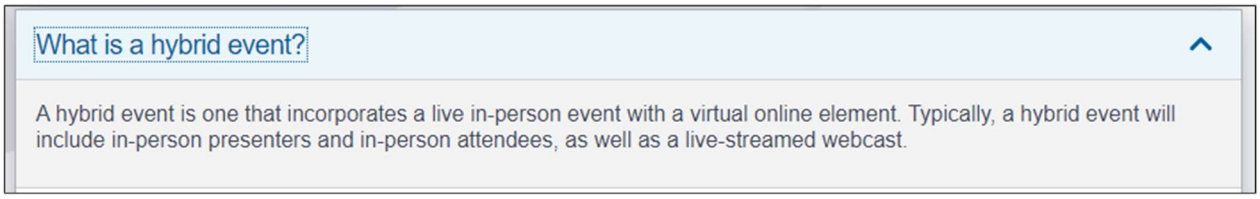
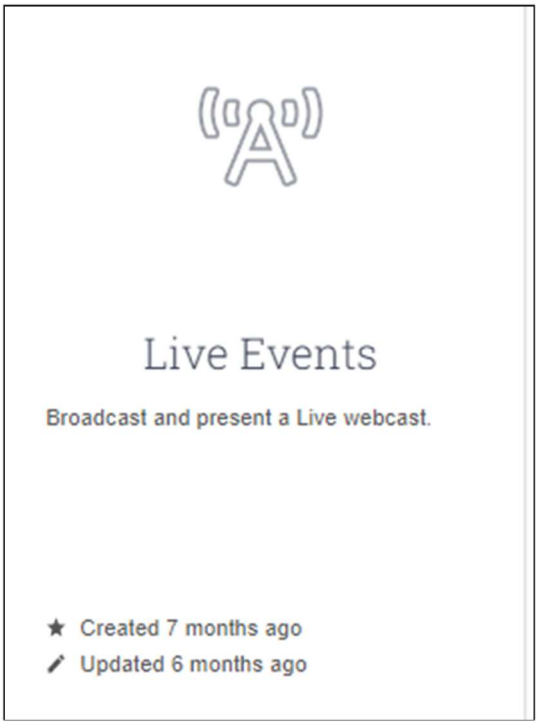
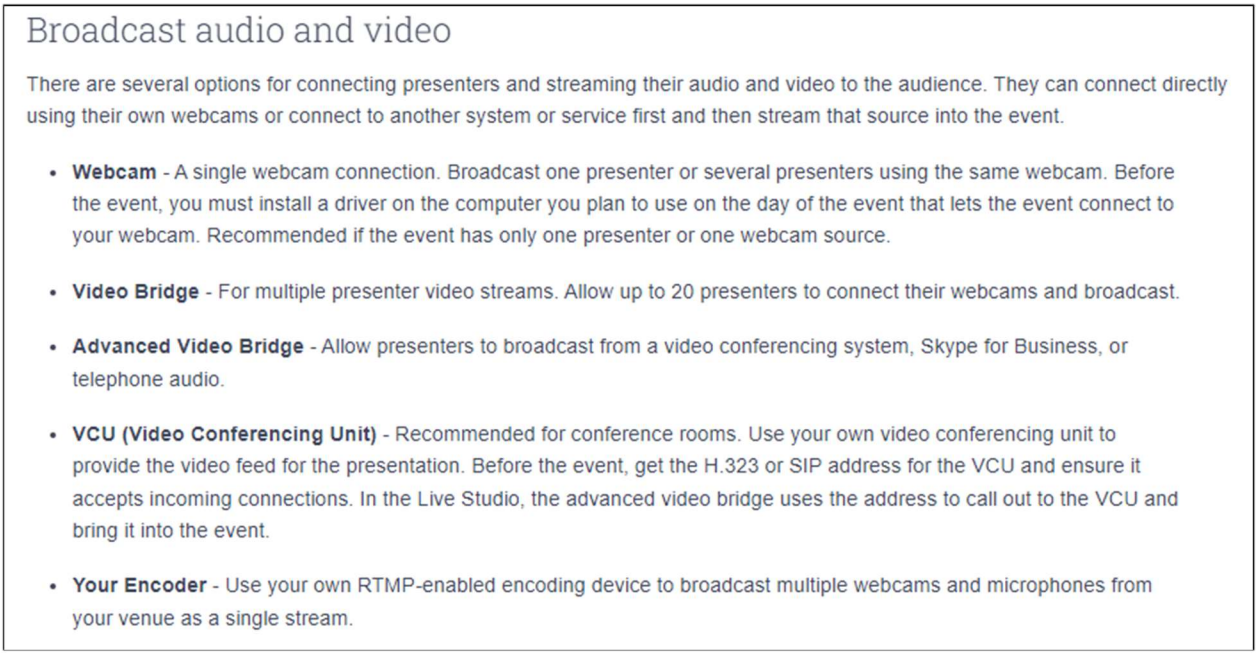


See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

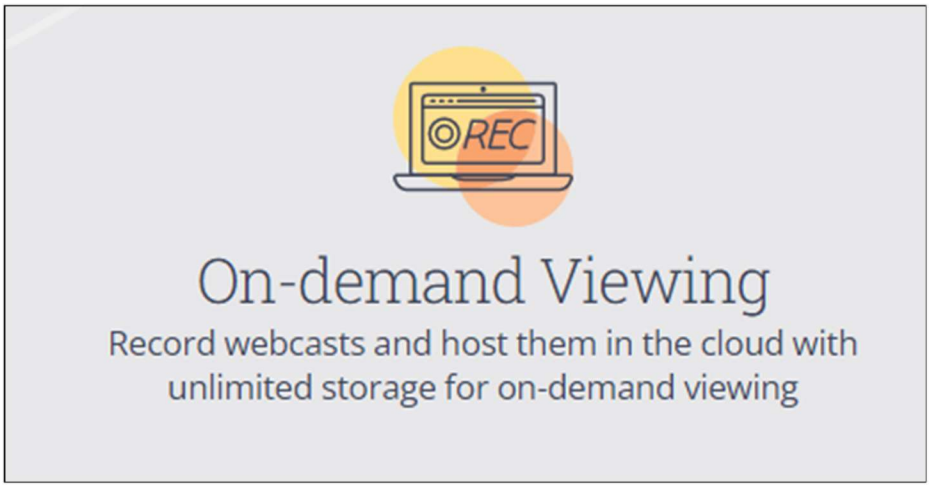


Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



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https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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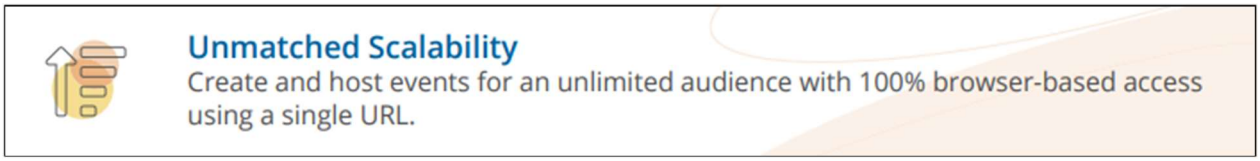
We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



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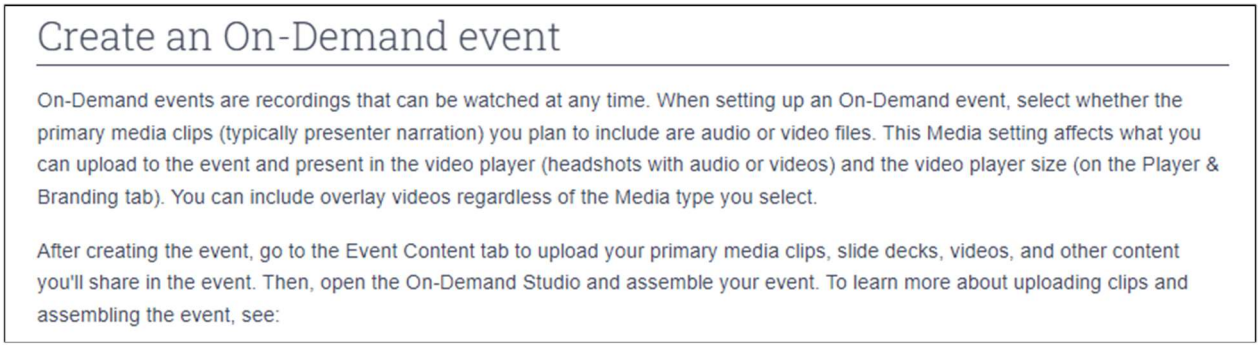
Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

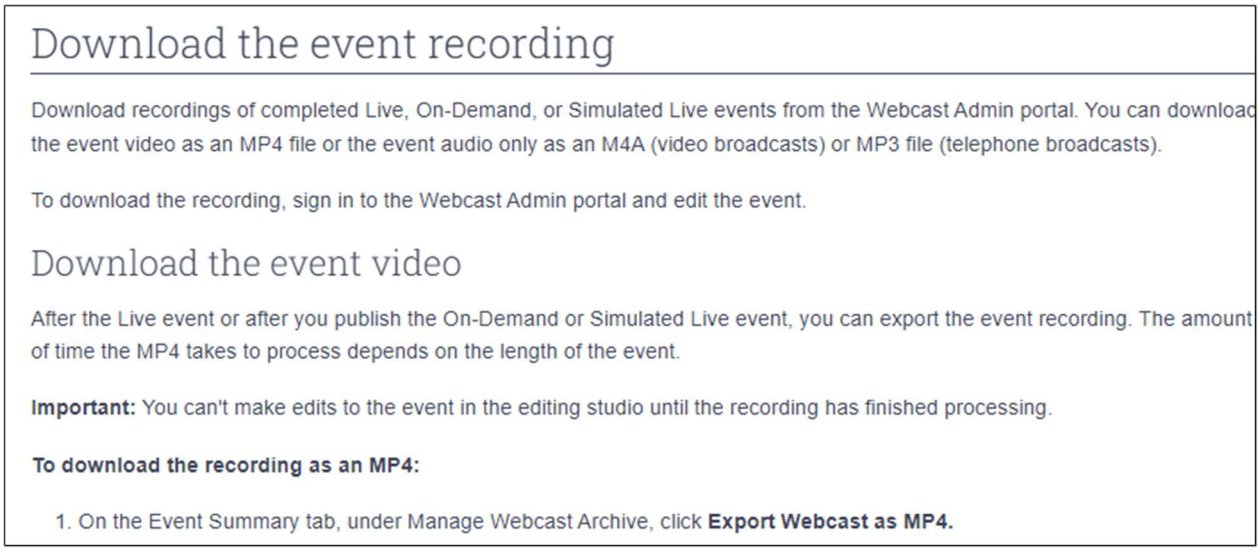


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can downloac the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

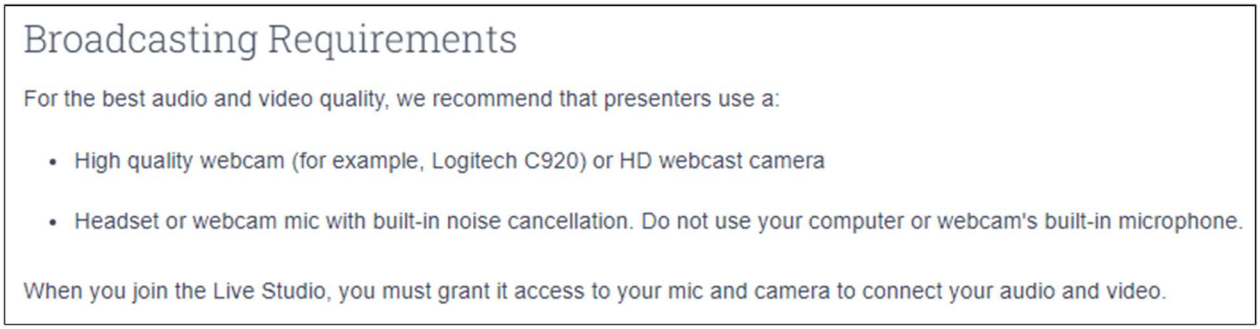
1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



Broadcasting Requirements

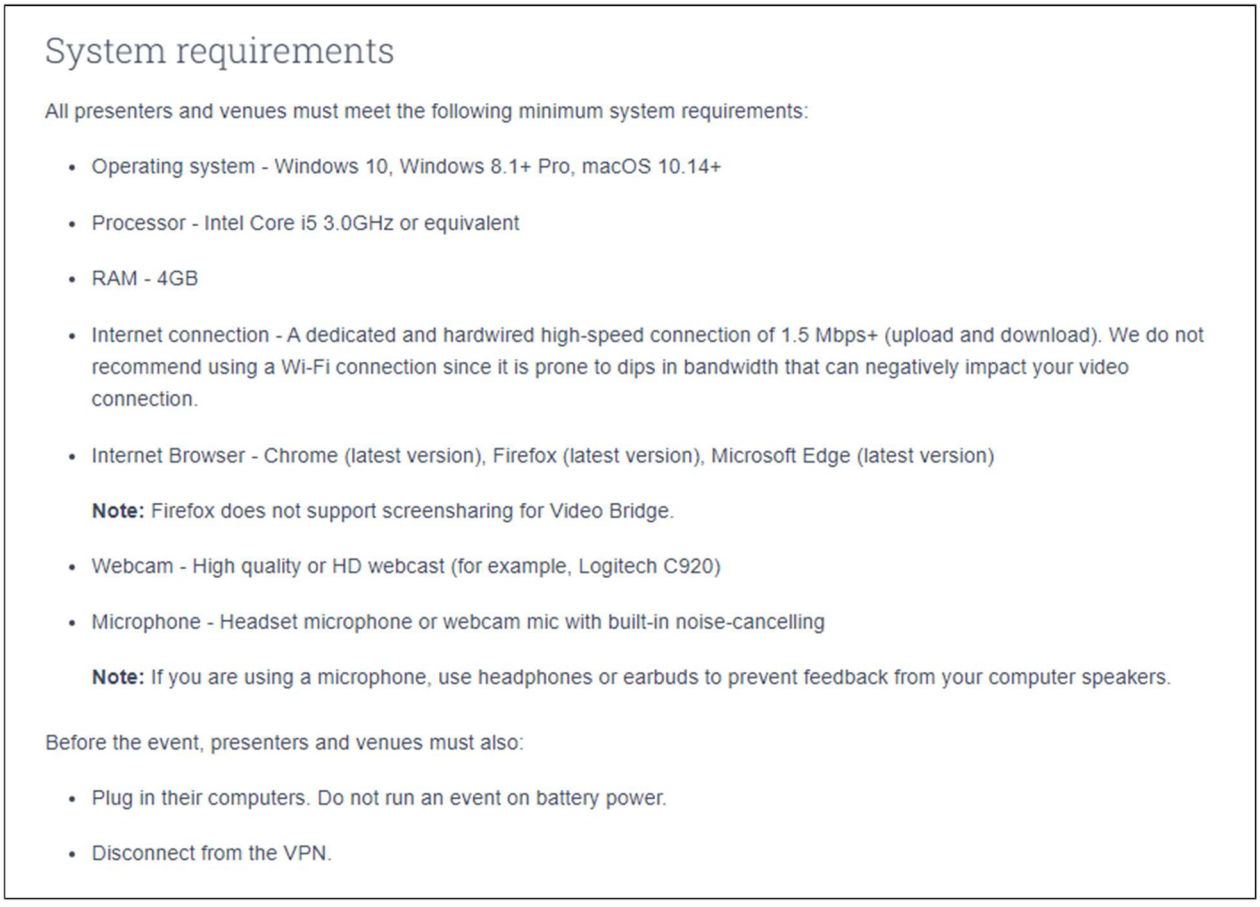
For the best audio and video quality, we recommend that presenters use a:

- High quality webcam (for example, Logitech C920) or HD webcast camera
- Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.

When you join the Live Studio, you must grant it access to your mic and camera to connect your audio and video.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

118. On information and belief, the media streams that are transmitted to the servers of the Premiere Global Services System are captured by the Premiere Global Services' browser-independent recording applications, which execute in a browser.



System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

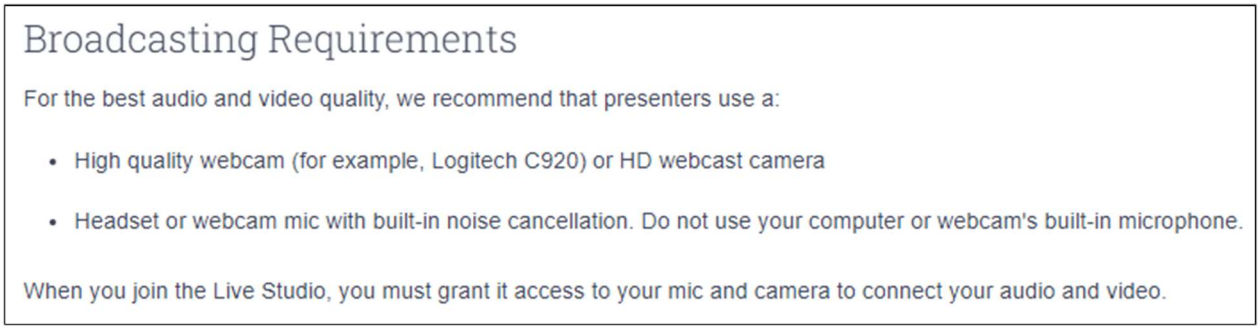
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

Live Studio Requirements

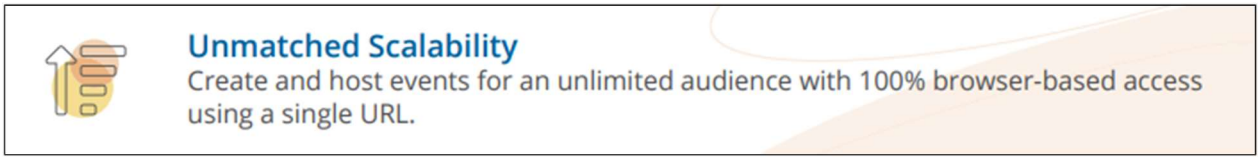
If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

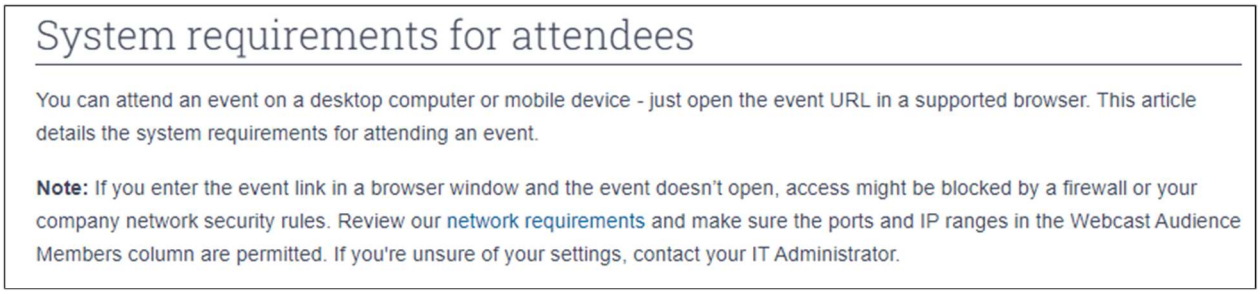


See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

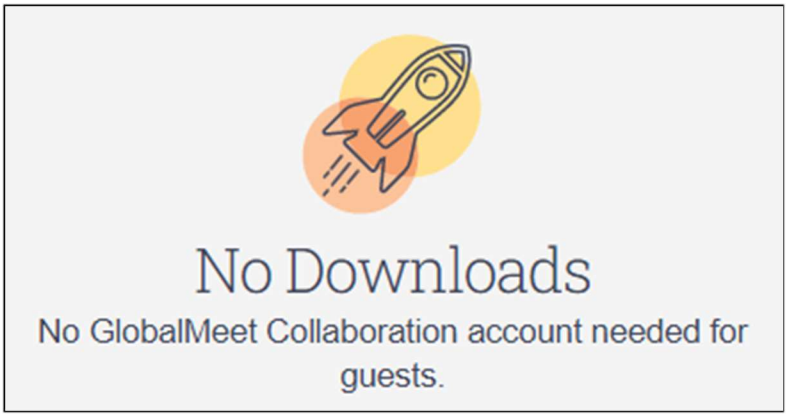
119. On information and belief, Premiere Global Services does not require the installation of record management software to be installed on the devices used by their users to access Premiere Global Services Video Products and Services.

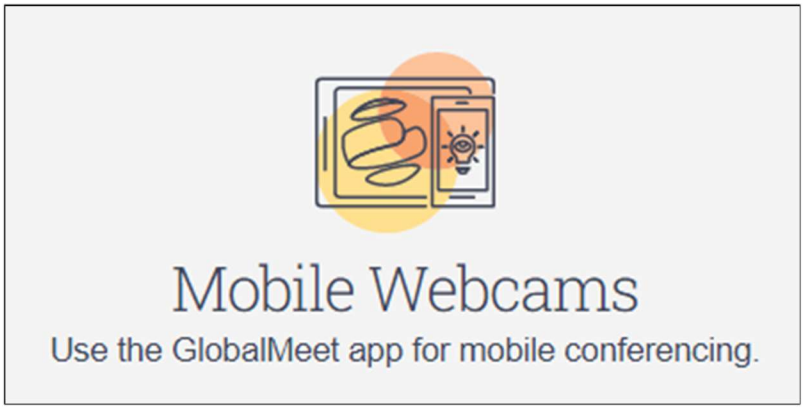


See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

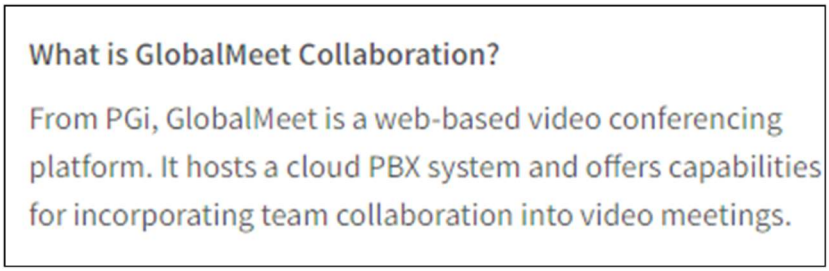


See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.

120. On information and belief, the media streams generated by the users of the Premiere Global Services Video Products and Services are recorded on the servers of the Premiere Global Services System using a browser-independent recording application.

System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

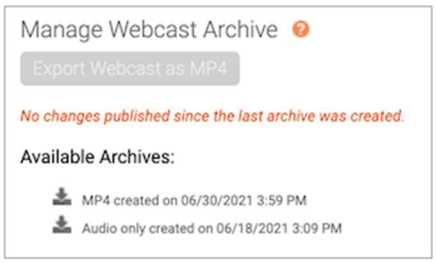
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.

121. On information and belief, Premiere Global Services directly infringes at least claim 1 of the ' 930 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

122. On information and belief, Premier Global Services has been on notice of the '930 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

123. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '930 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

124. On information and belief, at least since acquiring its February 2023

knowledge of the '930 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '930 patent by its customers.

125. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '930 patent through their use of the Premiere Global Services System.

126. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '930 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '930 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '930 patent claims, are material parts of the invention.

127. Premiere Global Services' direct and indirect infringement has damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

Count IV – Infringement of United States Patent No. 10,200,648

128. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

129. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States. Premiere Global Services, as well as the Premiere Global Services System, infringes (literally and/or under the doctrine of equivalents) at least claim 1 of the '648 patent.

130. On information and belief, Premiere Global Services employs and provides an Internet based recording method that performs its audio and video recording functions over an Internet browser connection established between a user front end and a host back end.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
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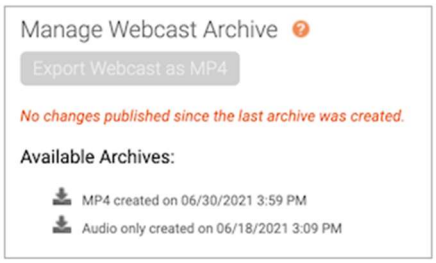

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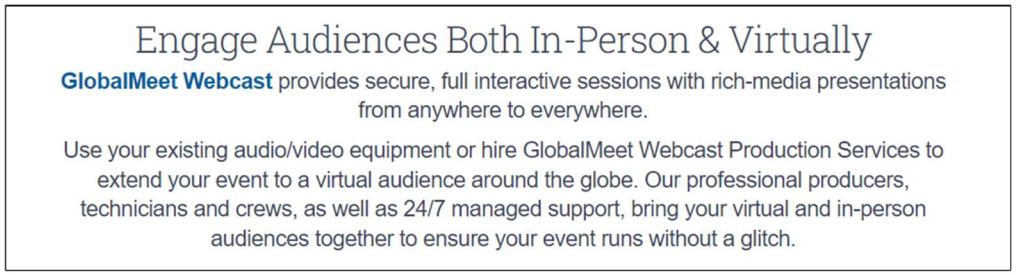
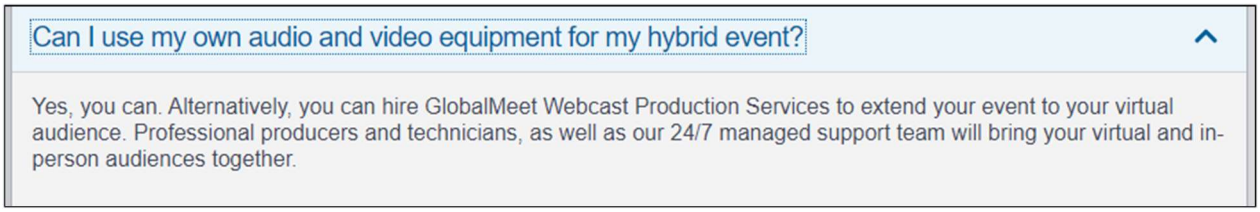


See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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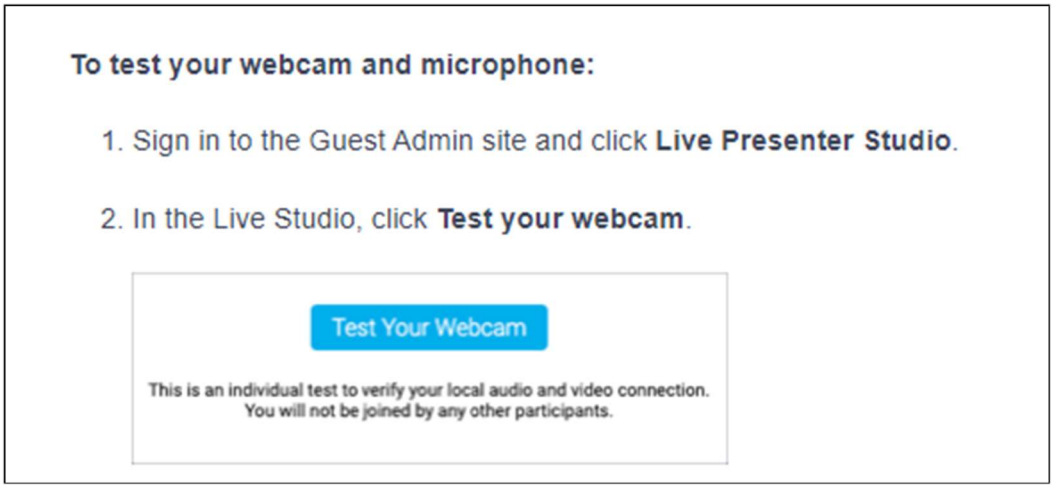

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

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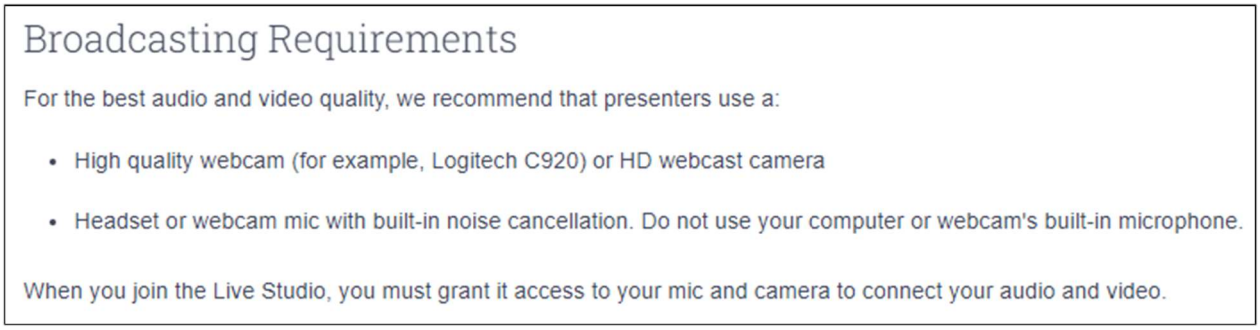
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



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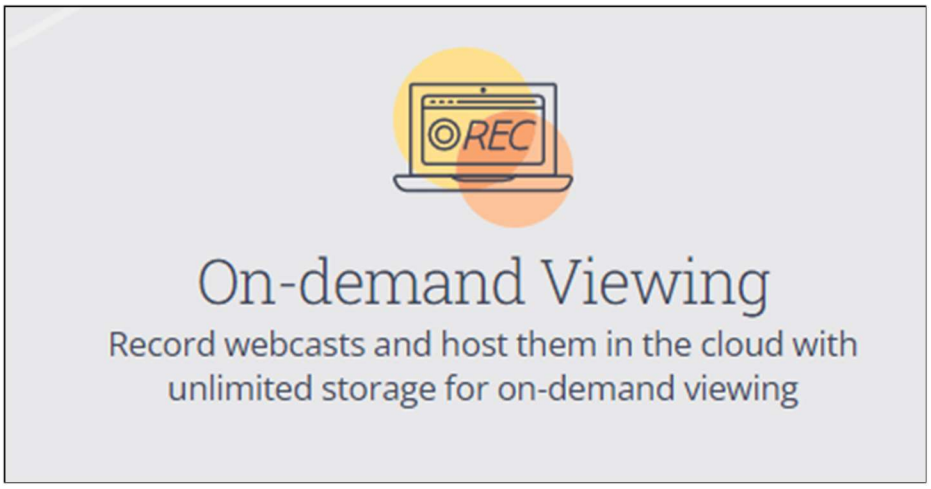
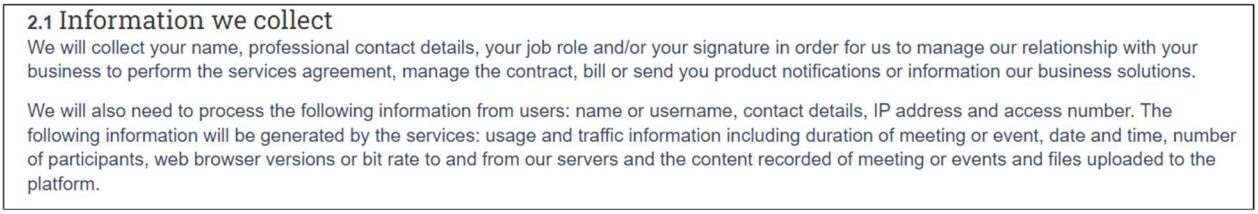


See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

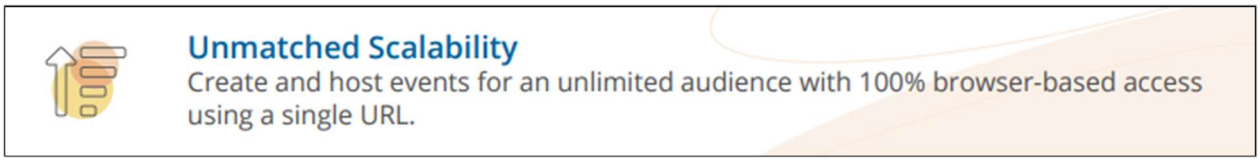


2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

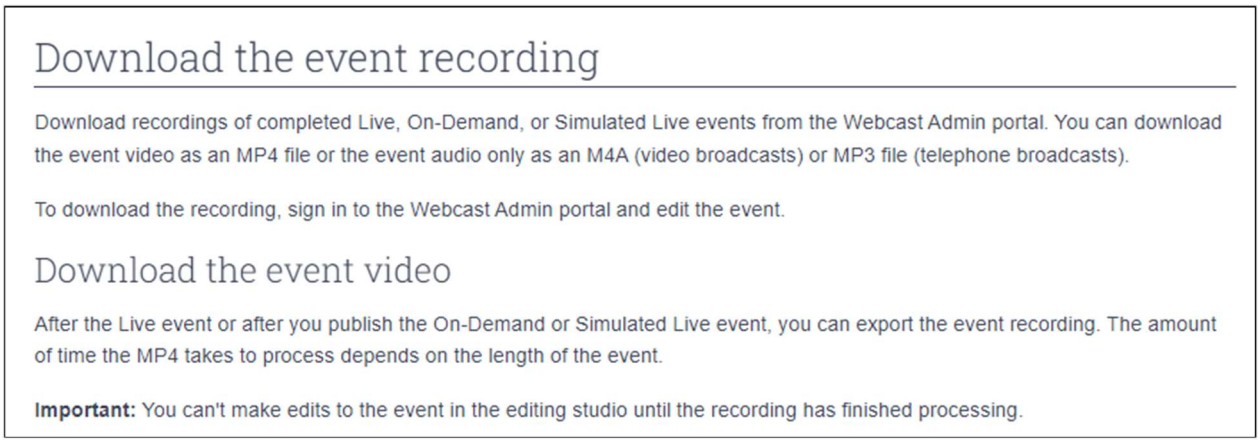
See e.g., https://www.globalmeet.com/privacy-policy/.



Unmatched Scalability

Create and host events for an unlimited audience with 100% browser-based access using a single URL.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

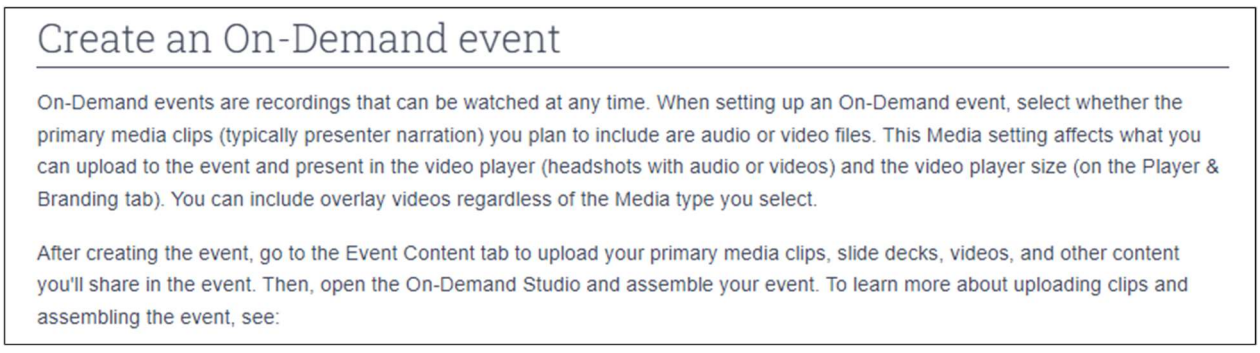
To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

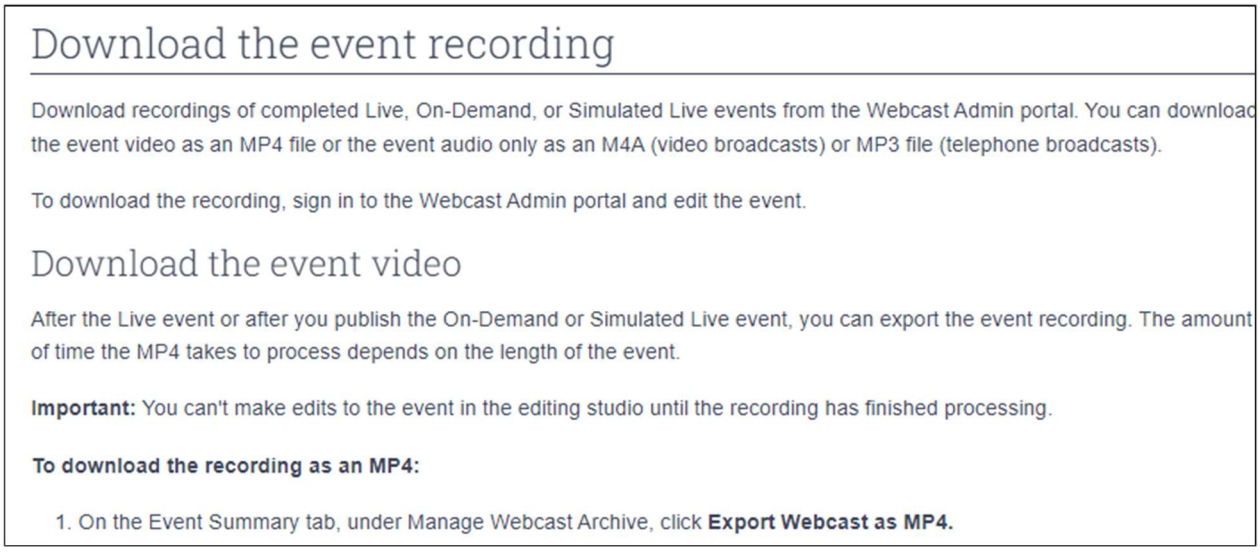


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

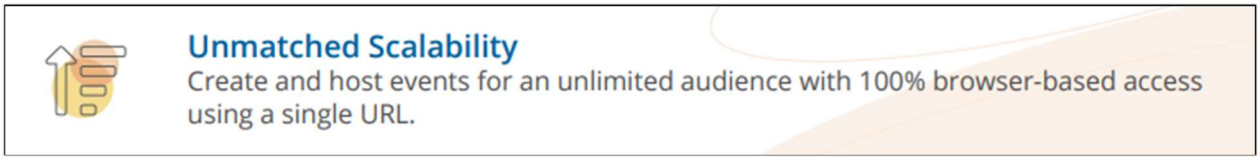
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

131. On information and belief, Premiere Global Services records audio and video material that is created by a user over an Internet browser connection, without requiring recording functionality to be present in the user's device.



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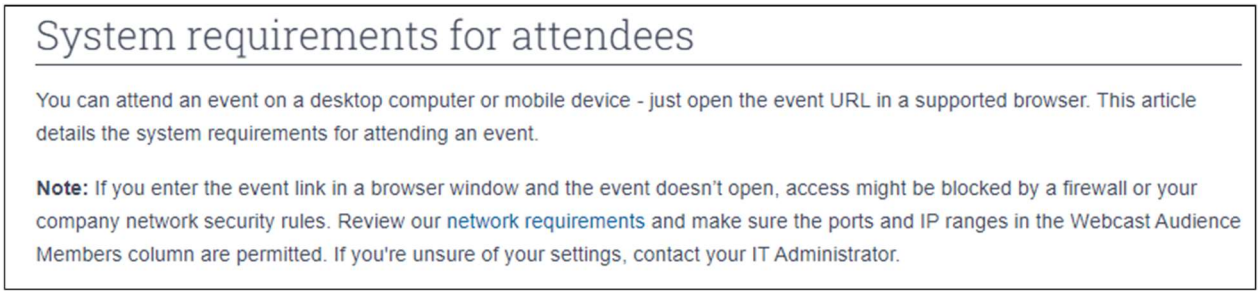
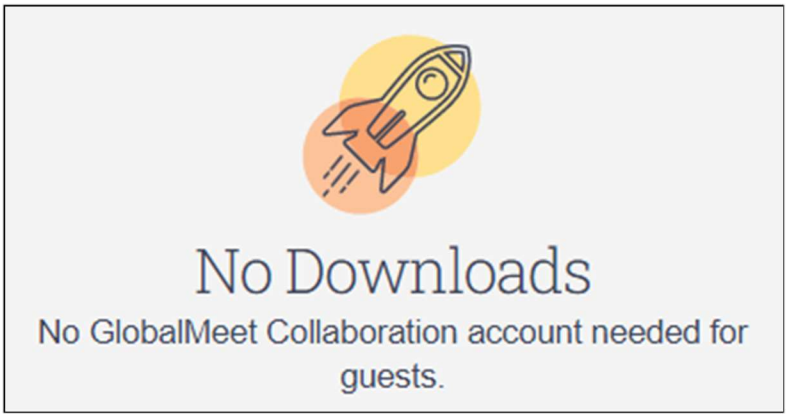


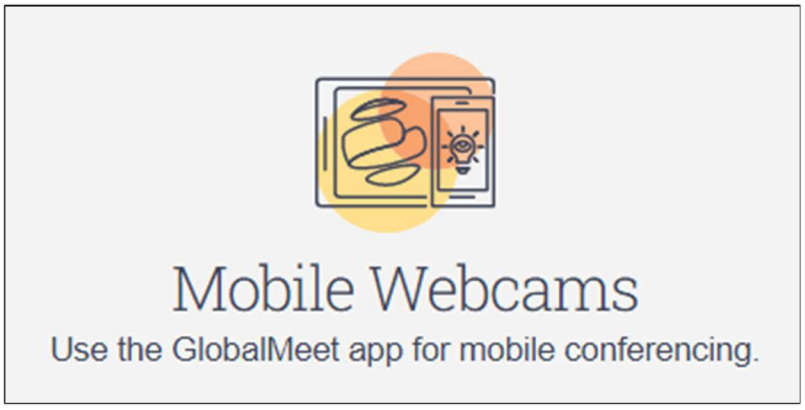
System requirements for attendees

You can attend an event on a desktop computer or mobile device - just open the event URL in a supported browser. This article details the system requirements for attending an event.

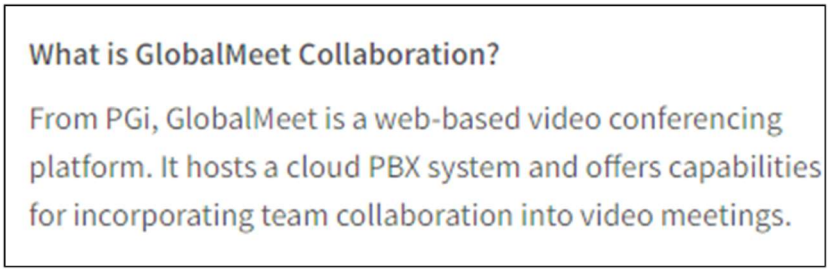
Note: If you enter the event link in a browser window and the event doesn't open, access might be blocked by a firewall or your company network security rules. Review our network requirements and make sure the ports and IP ranges in the Webcast Audience Members column are permitted. If you're unsure of your settings, contact your IT Administrator.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

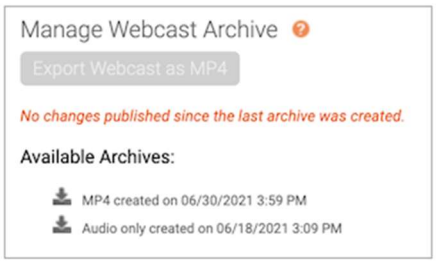
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

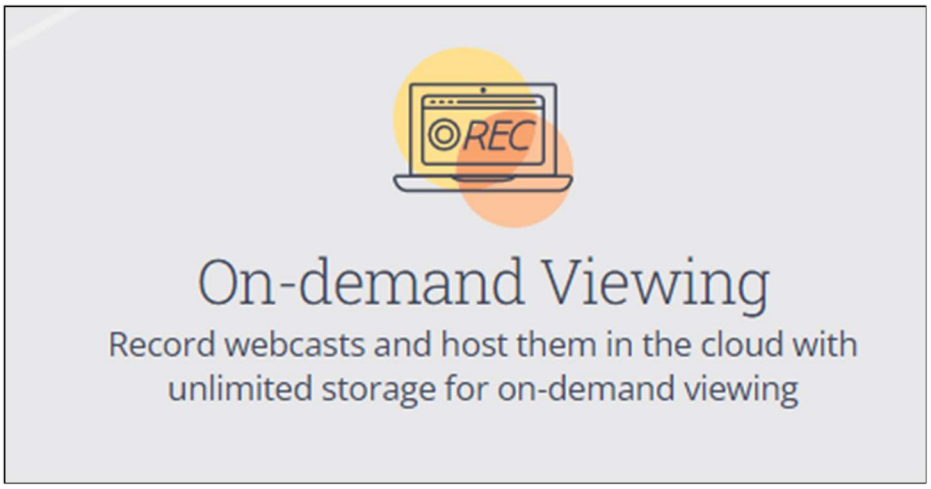
See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.

132. On information and belief, Premiere Global Services stores audio and video material on Premiere Global Services' servers.



See e.g., https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

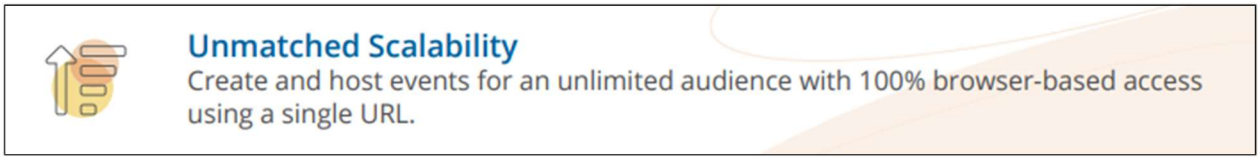
See e.g., https://www.globalmeet.com/online-meetings/.

2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

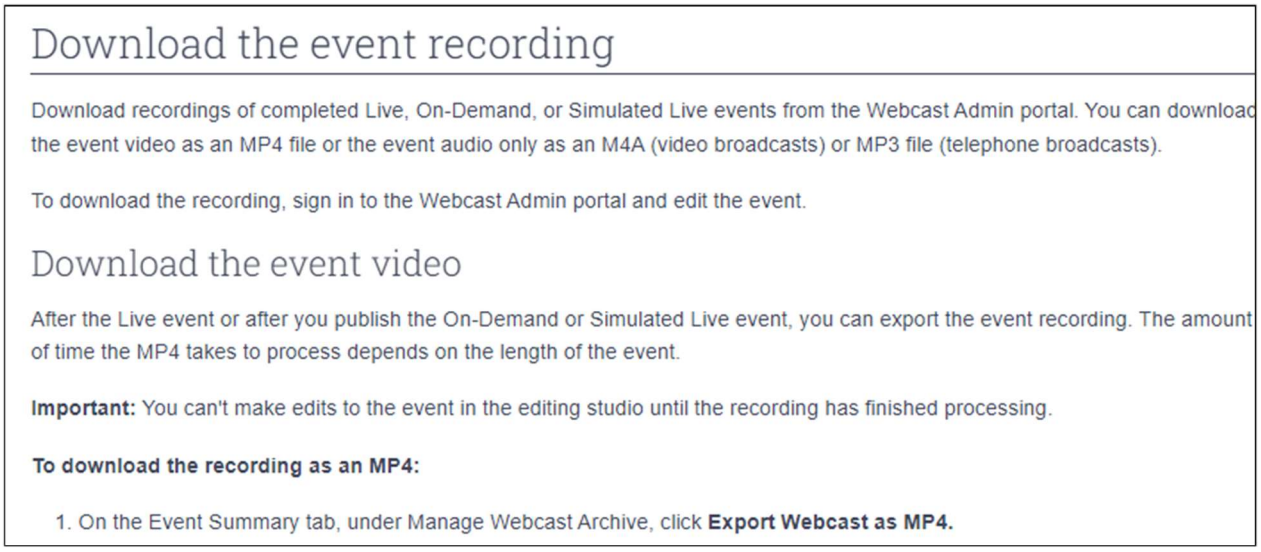
See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

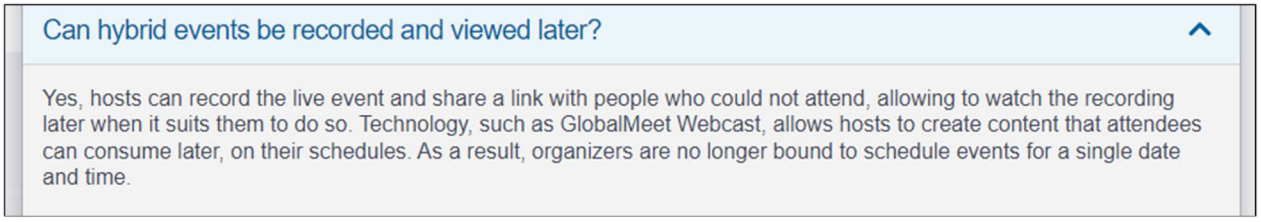
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

133. On information and belief, Premiere Global Services Video Products and Services generate one or more codes, including but not limited to URL and HTML codes, associated with the recorded and stored audio and video, to facilitate accessing the recorded and stored audio and video material.



Can hybrid events be recorded and viewed later?

Yes, hosts can record the live event and share a link with people who could not attend, allowing to watch the recording later when it suits them to do so. Technology, such as GlobalMeet Webcast, allows hosts to create content that attendees can consume later, on their schedules. As a result, organizers are no longer bound to schedule events for a single date and time.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

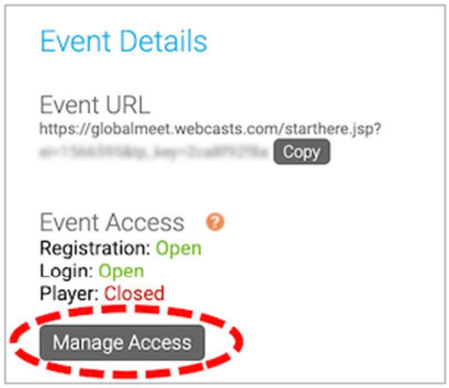
After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

Allow attendees to view the event

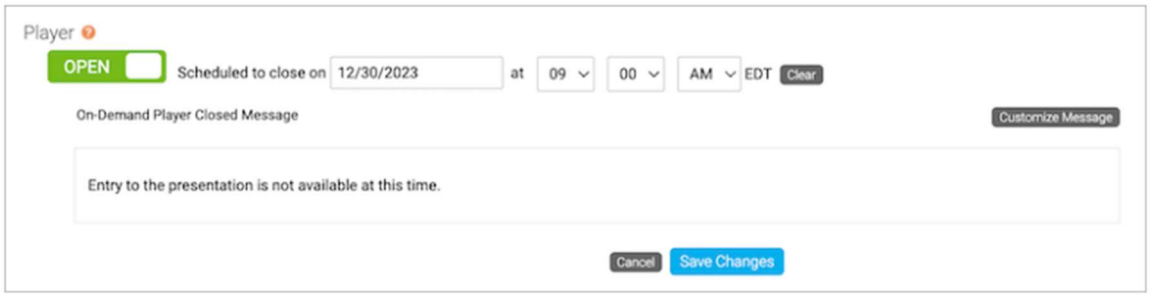
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.

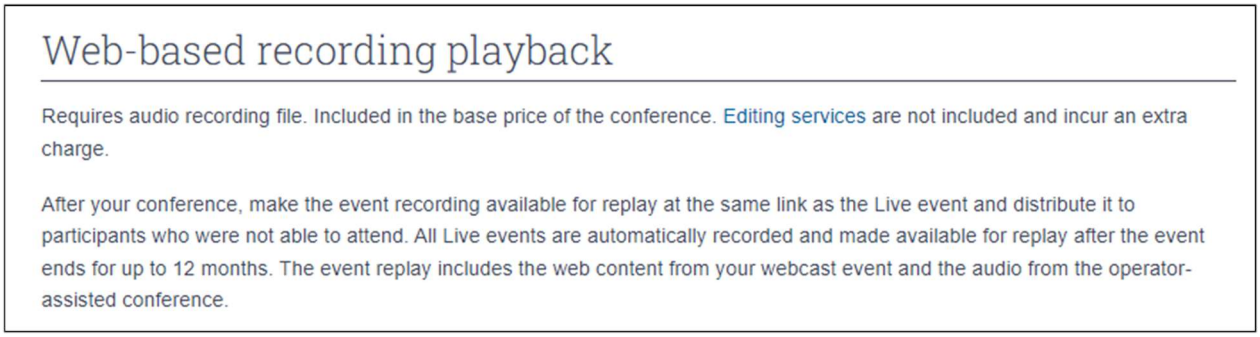


3. On the Manage Event Access window, set the Player to **Open**.

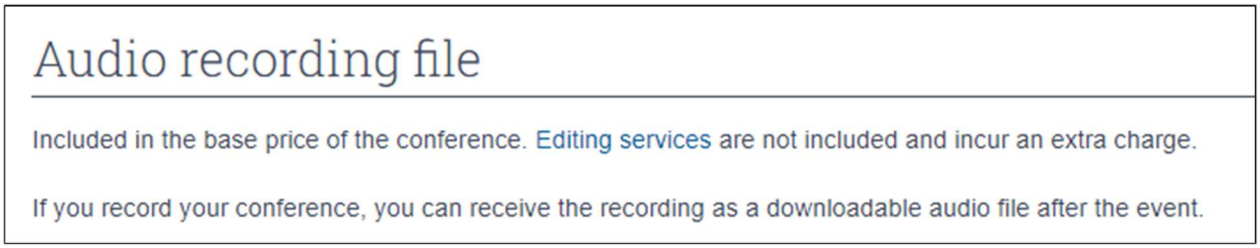


4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

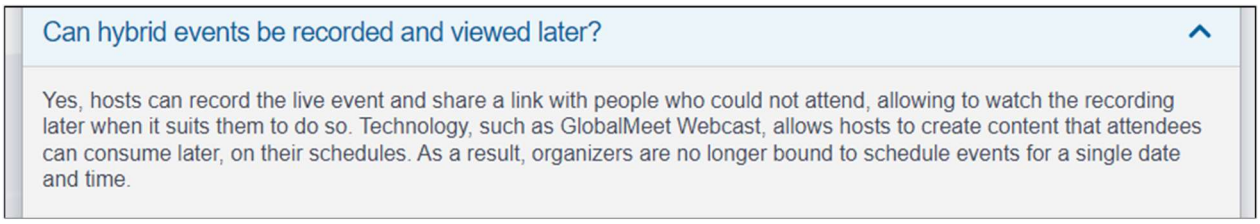


See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

134. On information and belief, the Premiere Global Services system enables the copying and pasting of code, including but not limited to URL and HTML codes, to additional locations, wherein the activation of such a code provides access to the recorded audio and video from additional locations.



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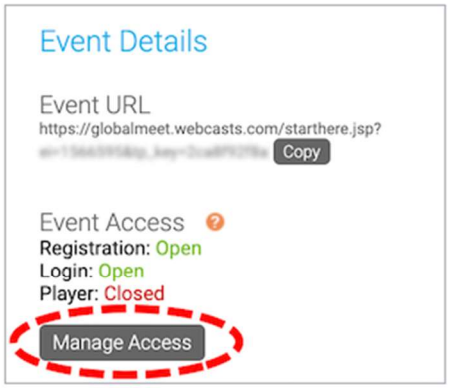

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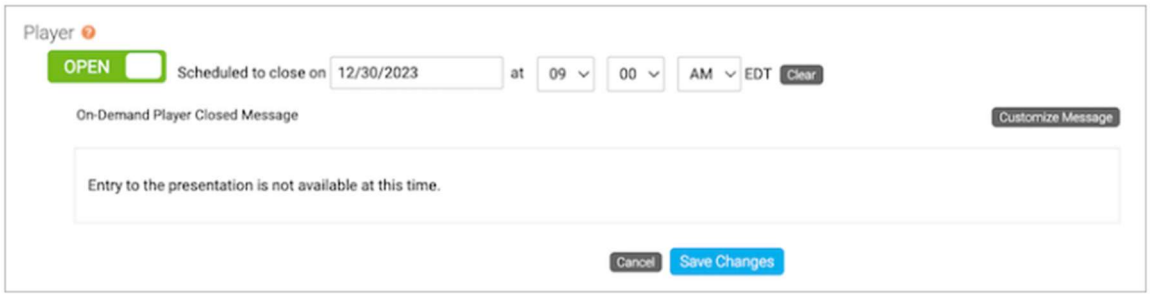

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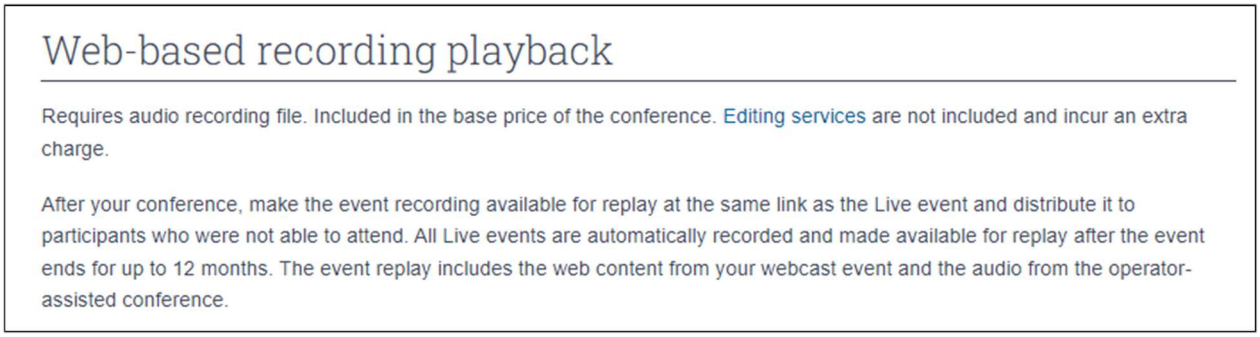
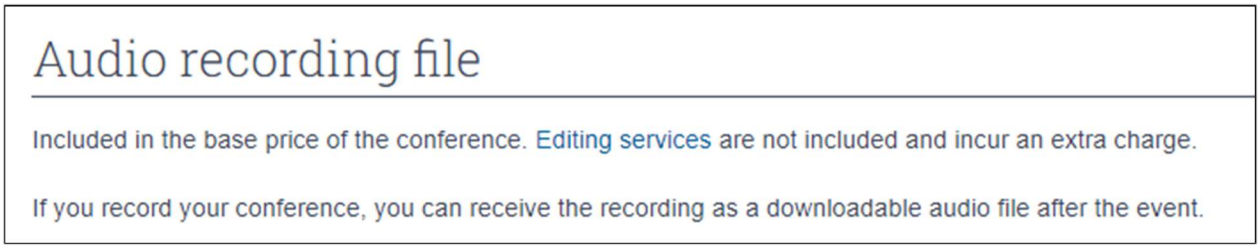
See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

135. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '648 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

136. On information and belief, Premier Global Services has been on notice of the '648 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

137. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '648 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

138. On information and belief, at least since acquiring its February 2023 knowledge of the '648 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '648 patent by its customers.

139. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '648 patent through their use of the Premiere Global Services System.

140. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '648 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '648 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and

possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '648 patent claims, are material parts of the invention.

141. Premiere Global Services' direct and indirect infringement has damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

Count V – Infringement of United States Patent No. 10,674,109

142. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

143. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States. Premiere Global Services, as well as the Premiere Global Services System, infringes (literally and/or under the doctrine of equivalents) at least claim 1 of the '109 patent.

144. On information and belief, Premiere Global Services employs and provides a method comprising the step of transmitting, via a network, a browser-independent recording application from a server of the Premiere Global Services System to a client device used by a user of one or more of the Premiere Global Services Video Products and Services, the application executing in a browser on the client device.

System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

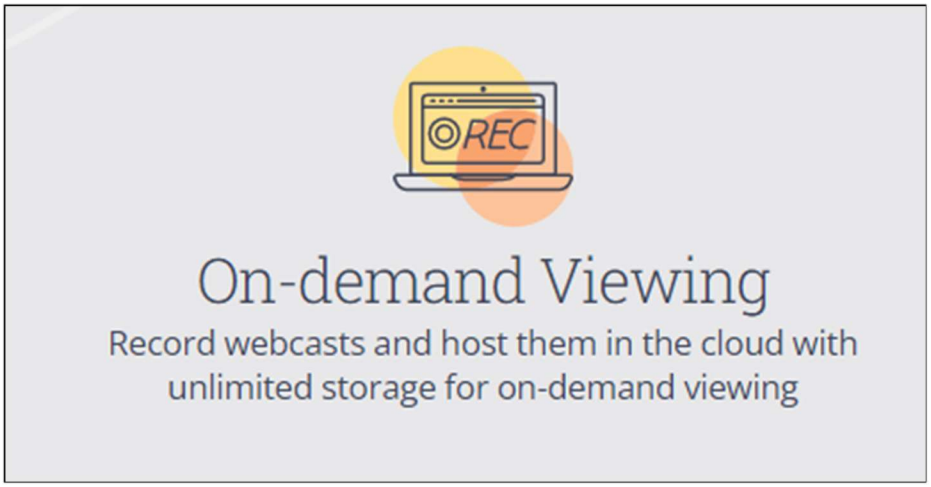
Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

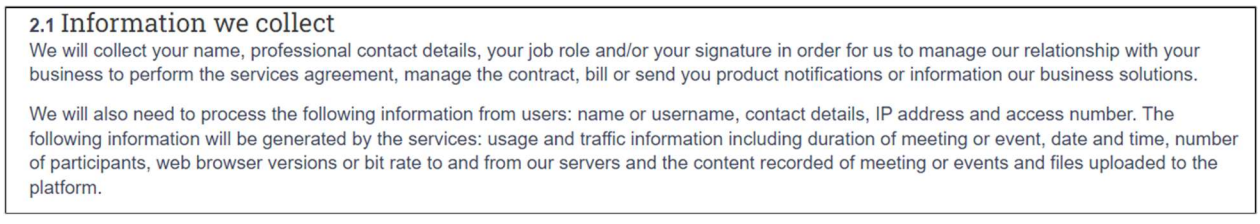
See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



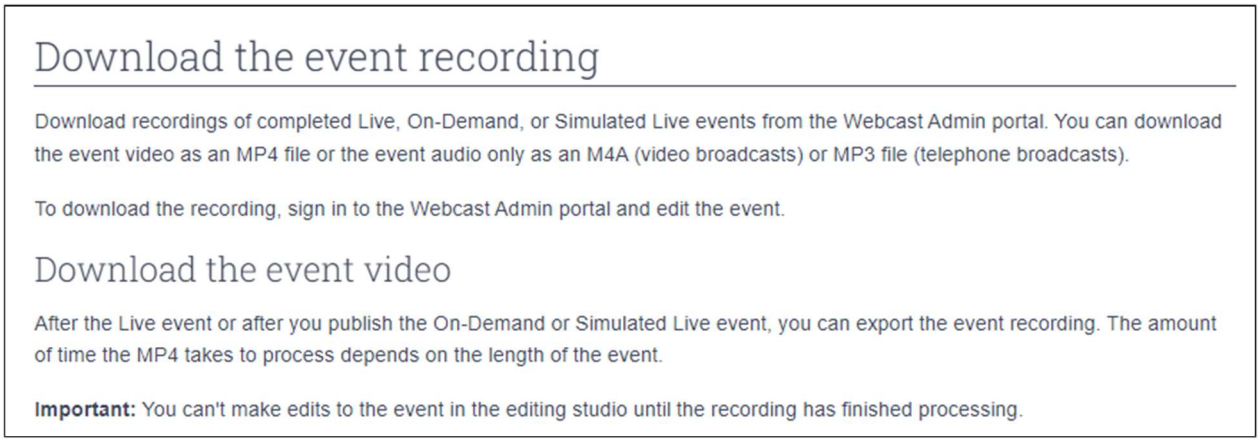
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

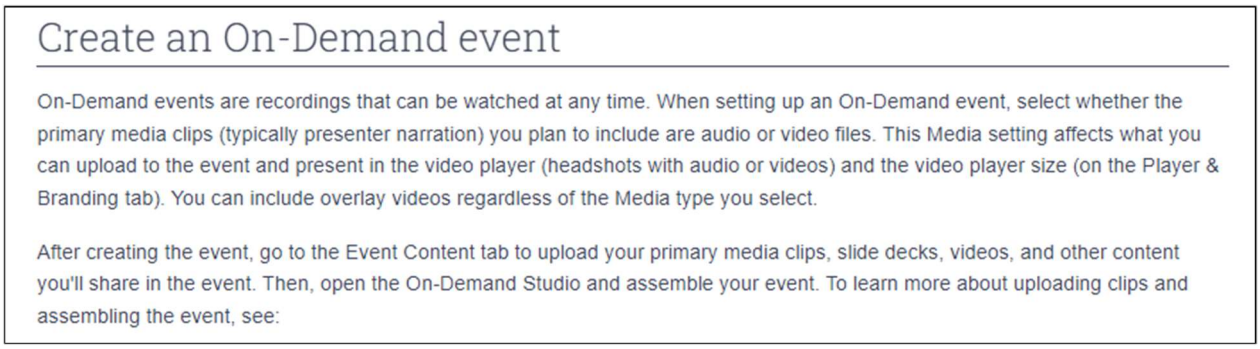
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

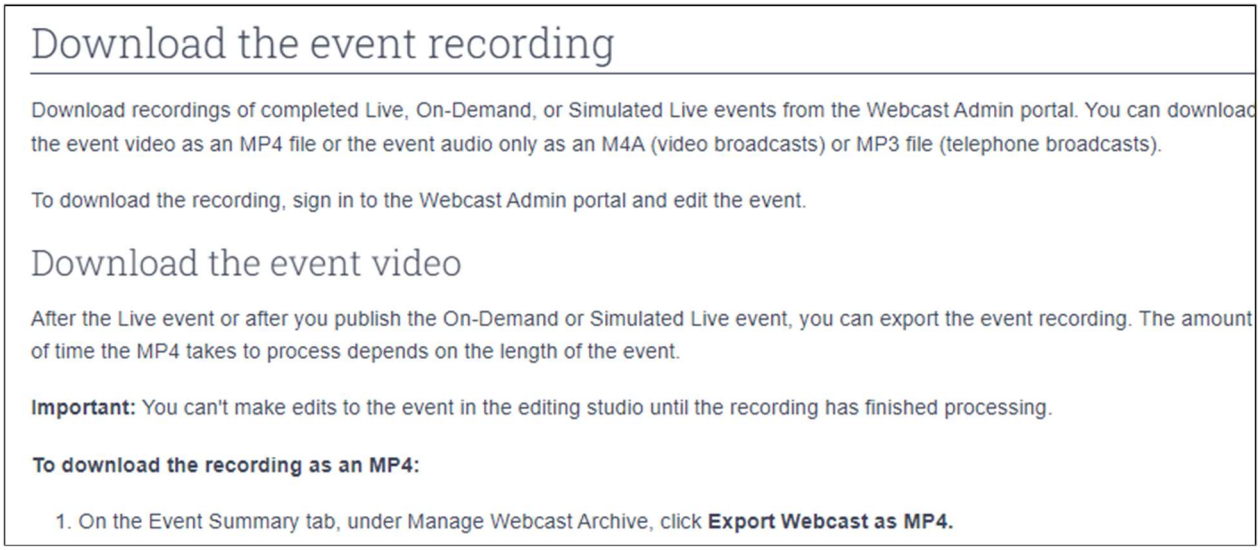
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

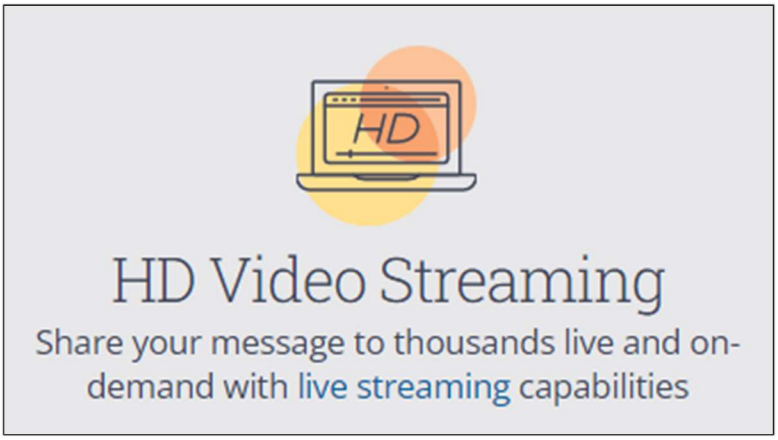
After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

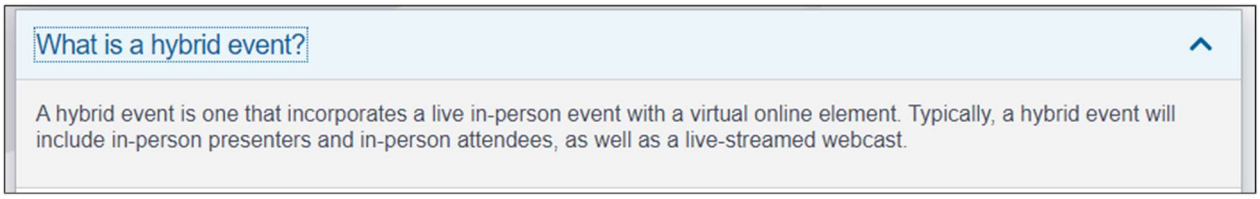
See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.



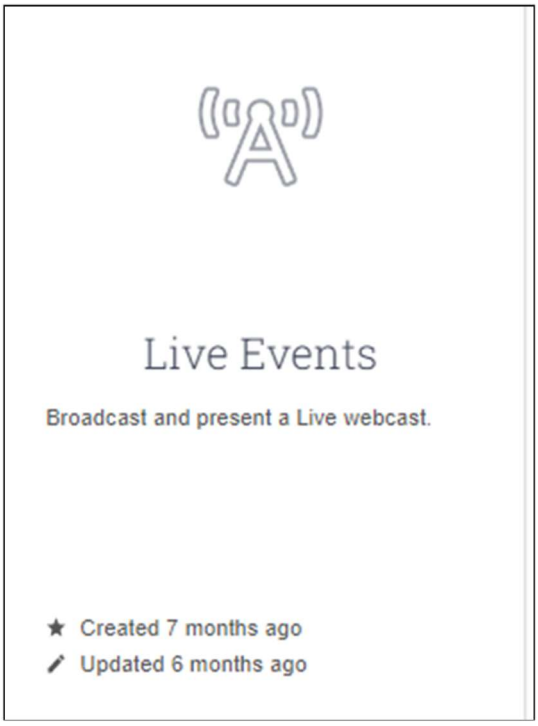
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

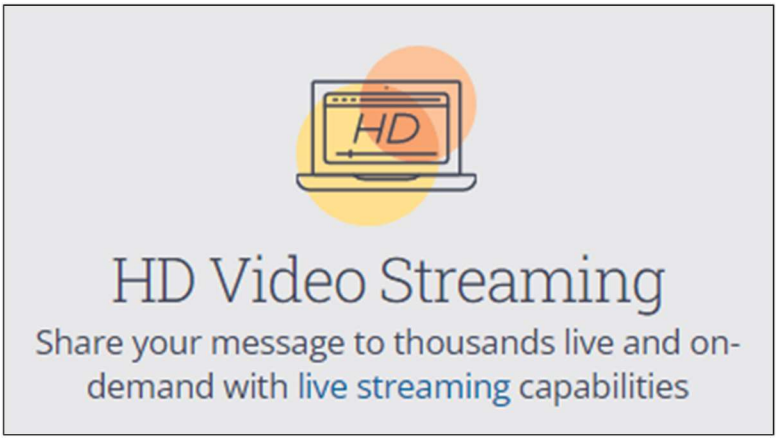
Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

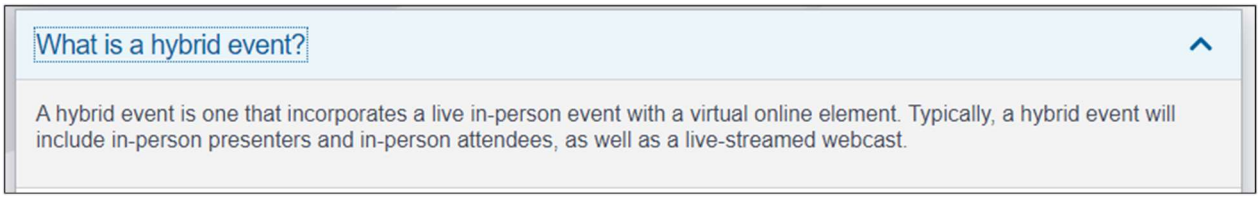
145. On information and belief, the Premiere Global Services system delivers a code that is executed though a browser at the user front end.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/virtual-events/.



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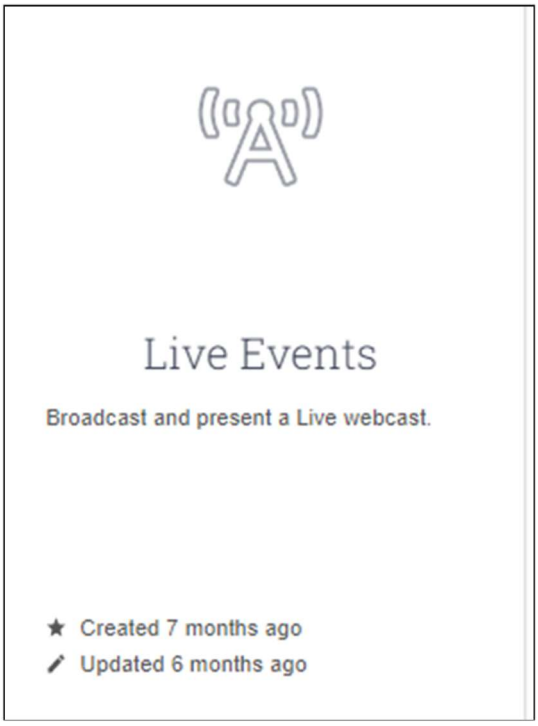
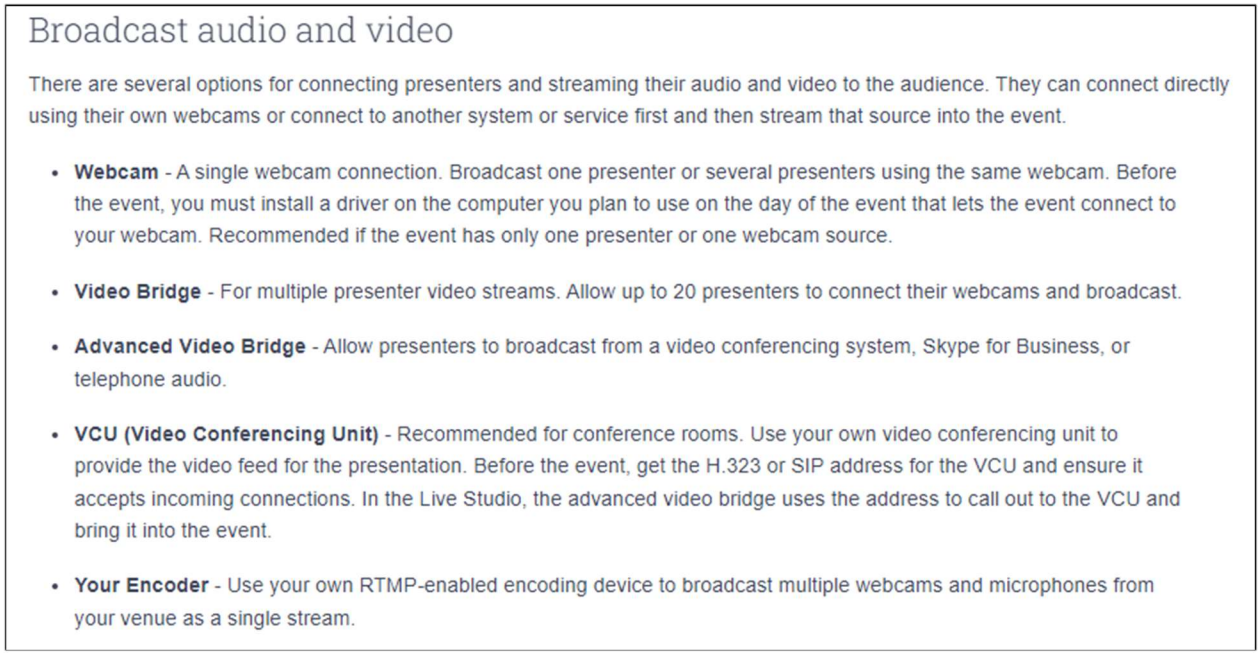


See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



Broadcast audio and video

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See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

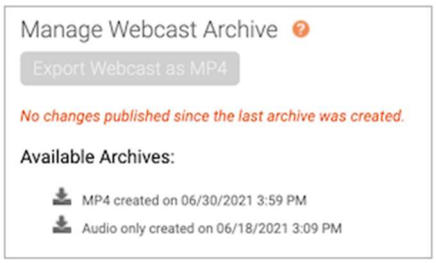
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



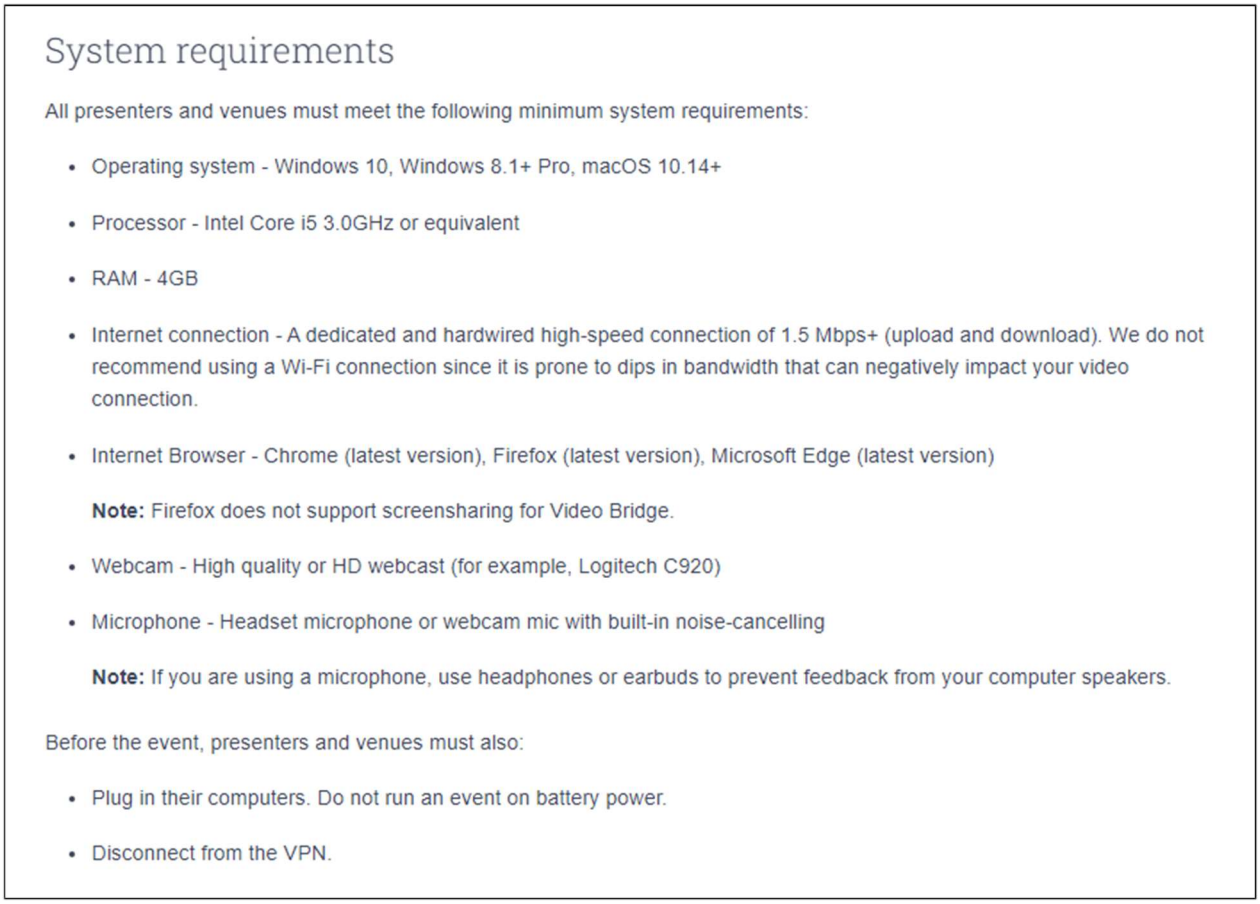
How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.



System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

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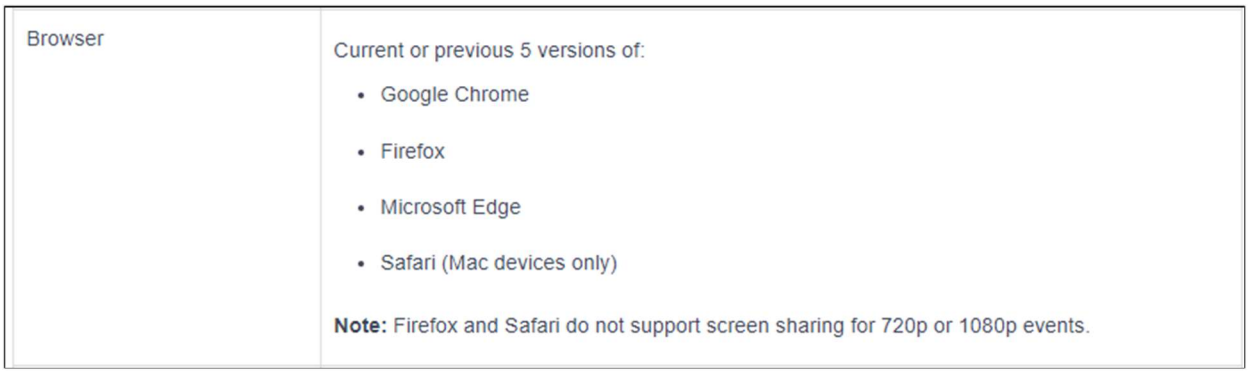
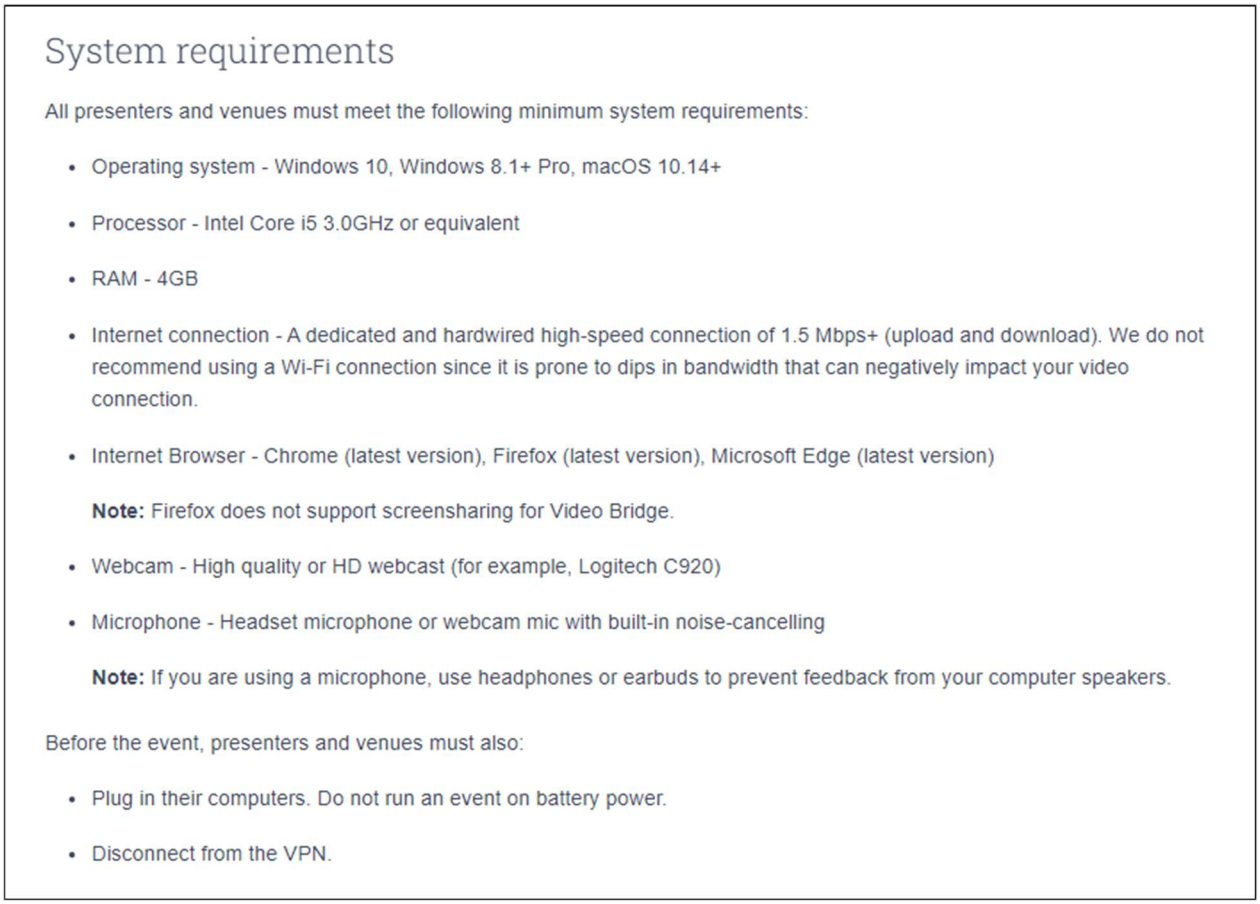


Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

146. On information and belief, Premiere Global Services employs and provides a method comprising the step of receiving, at a server of the Premiere

Global Services System, a media stream from a client device used by a user of the Premiere Global Services Video Products and Services via a network, wherein the media stream is captured via a browser-independent recording application executing in a browser without using recording management software installed on the client device.



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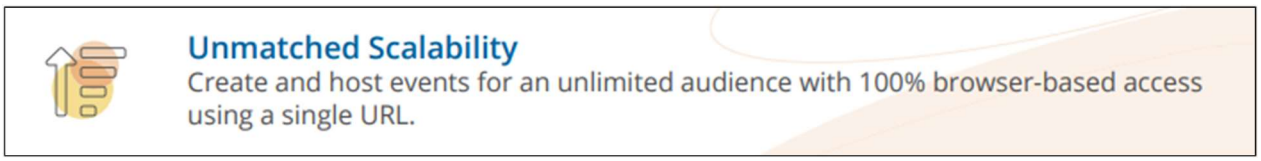
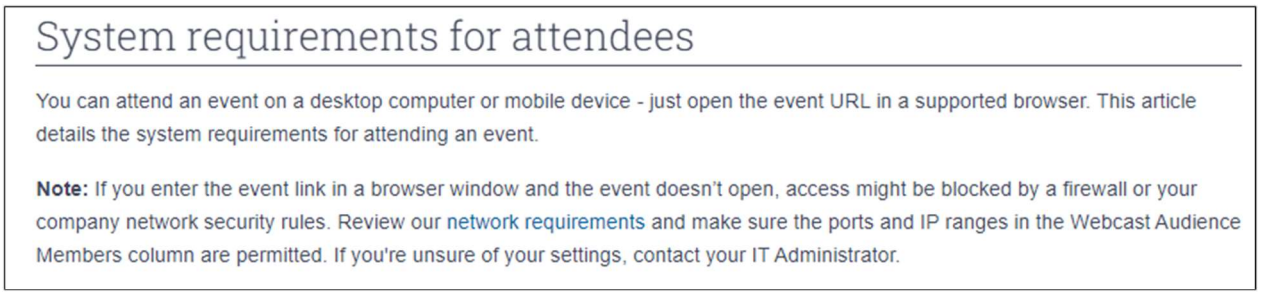
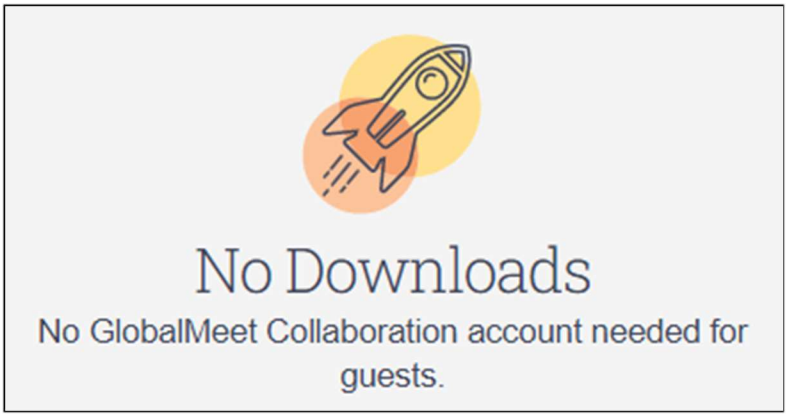
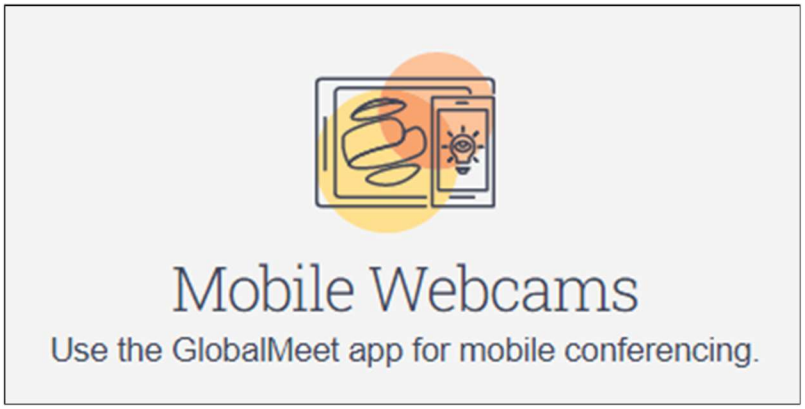


See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

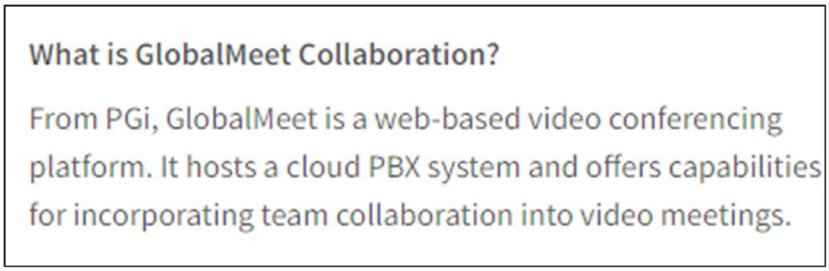


See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



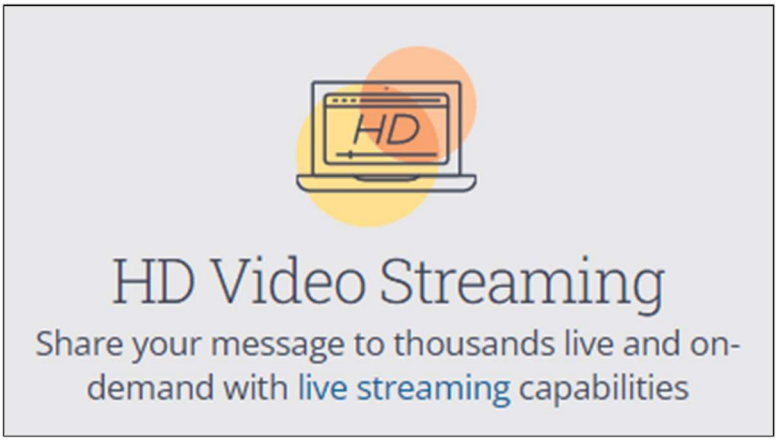
See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

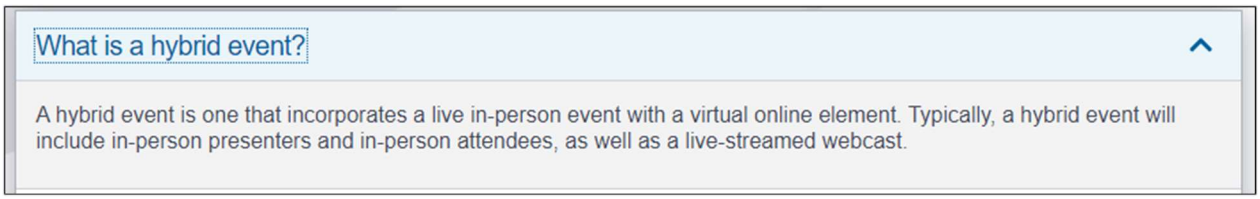
See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.



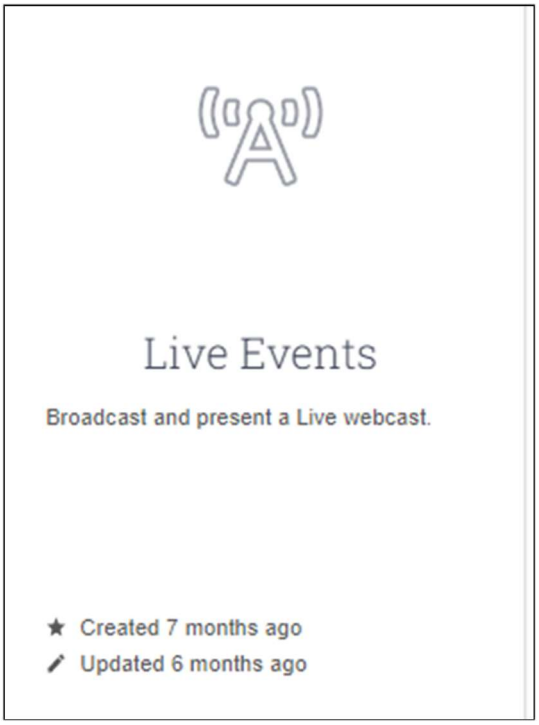
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

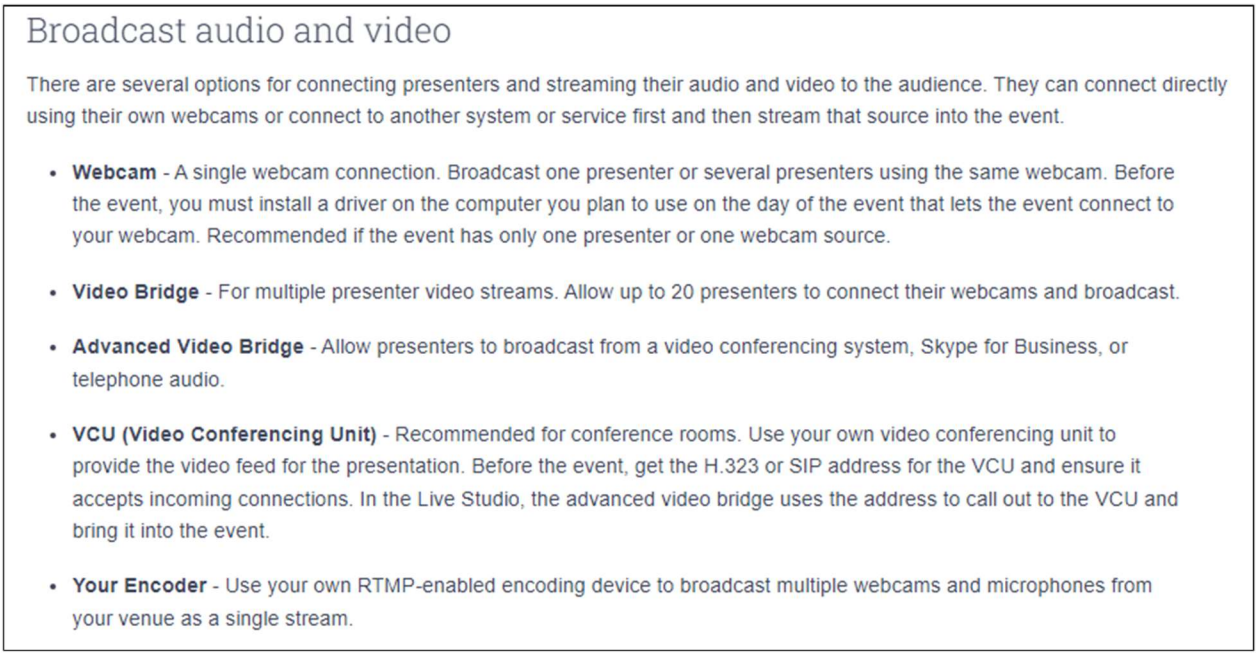
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

147. On information and belief, Premiere Global Services employs and

provides a method comprising the step of recording the media stream on a server of the Premiere Global Services System using a browser-independent recording application.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

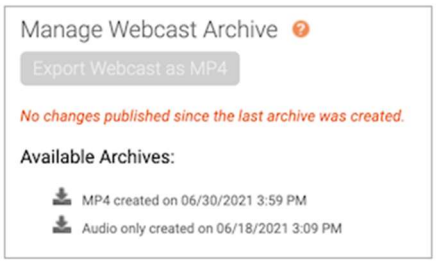
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

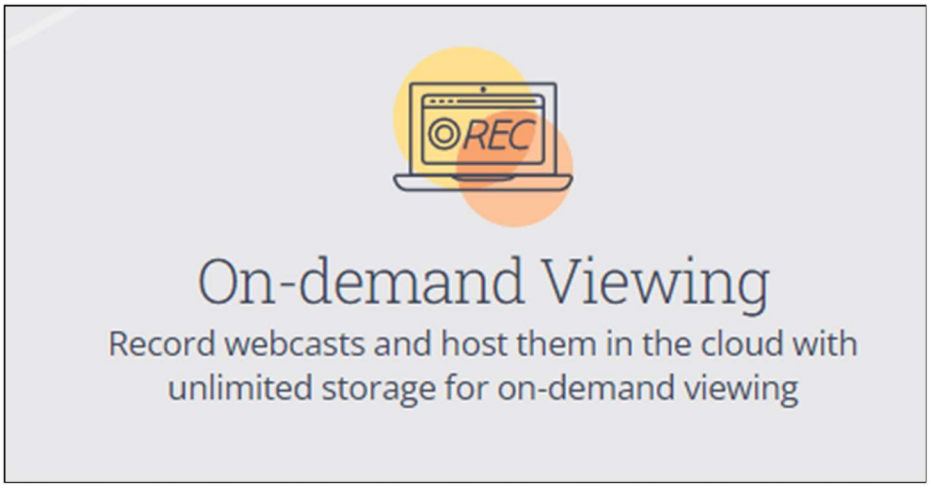
If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

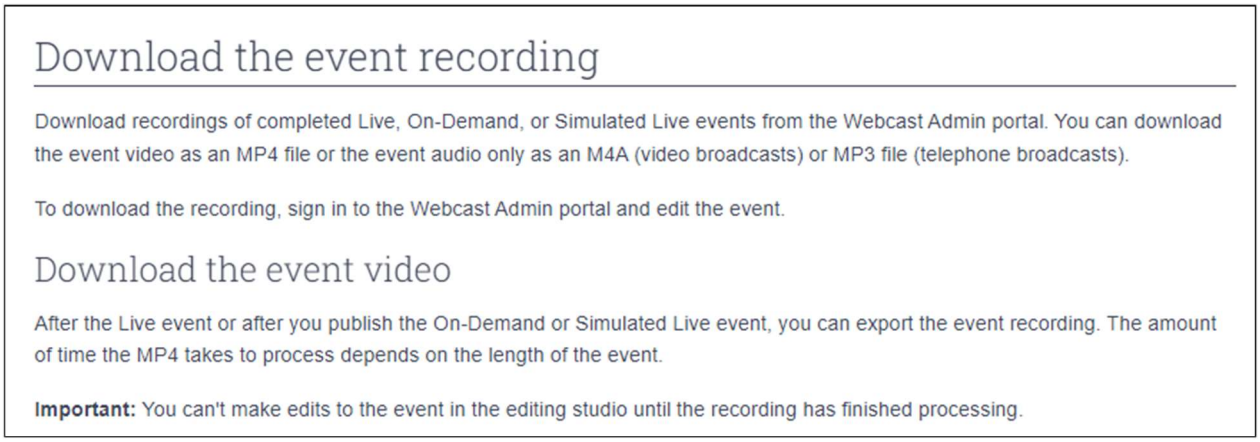
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

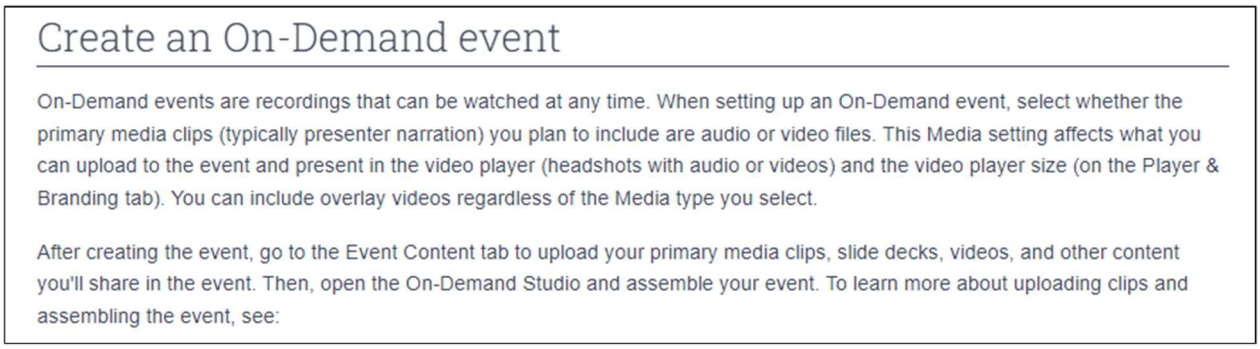
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

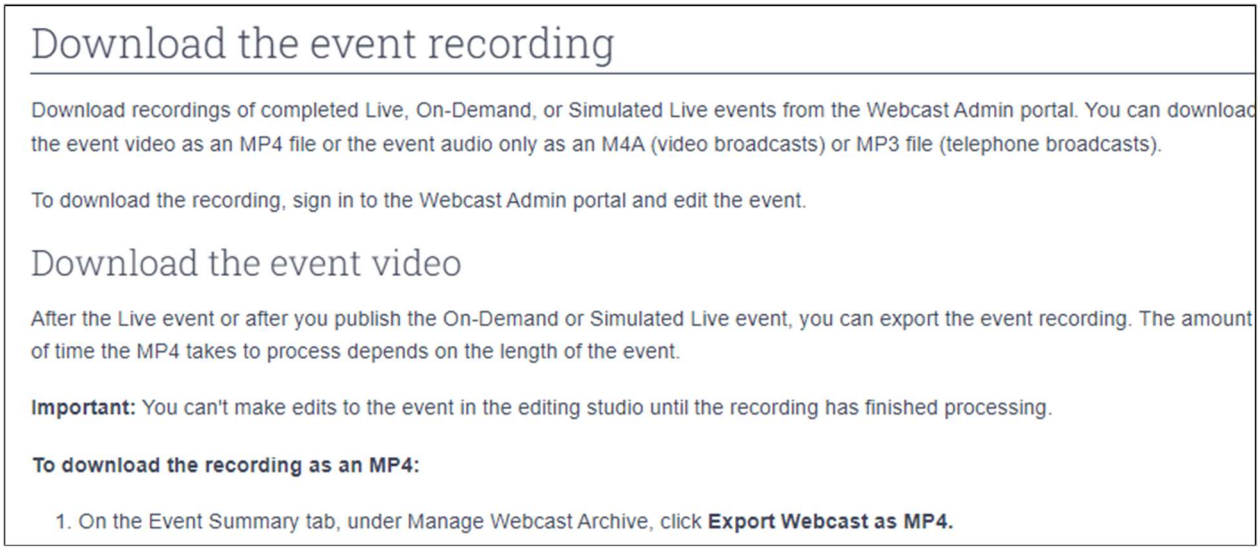
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

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To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

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Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

148. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '109 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

149. On information and belief, Premier Global Services has been on notice of the '109 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

150. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '109 patent, including by Premiere

Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

151. On information and belief, at least since acquiring its February 2023 knowledge of the '109 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '109 patent by its customers.

152. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '109 patent through their use of the Premiere Global Services System.

153. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '109 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '109 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '109 patent claims, are material parts

of the invention.

154. Premiere Global Services' direct and indirect infringement has damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

Count VI – Infringement of United States Patent No. 10,694,142

155. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

156. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States.

157. Premiere Global Services, as well as the Premiere Global Services System, infringe (literally and/or under the doctrine of equivalents) at least claim 1 of the '142 patent.

158. On information and belief, the Premiere Global Services System employs and provides a method that records audio and video material over an Internet connection established between a user front end and a host back end.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
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Live Event Studio		✓	✓
Self-Serve		✓	✓
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Convention Space			✓
Communication Tools*			✓
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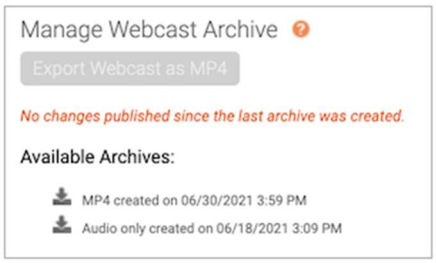

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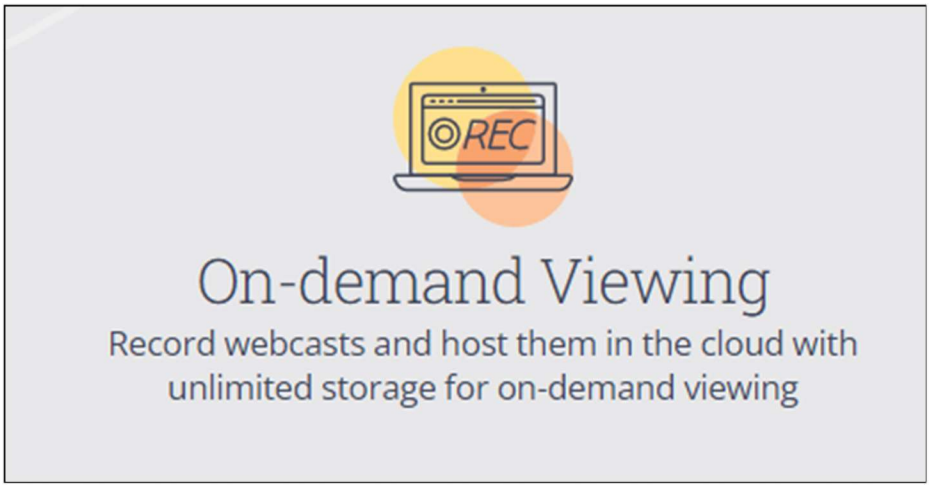


See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

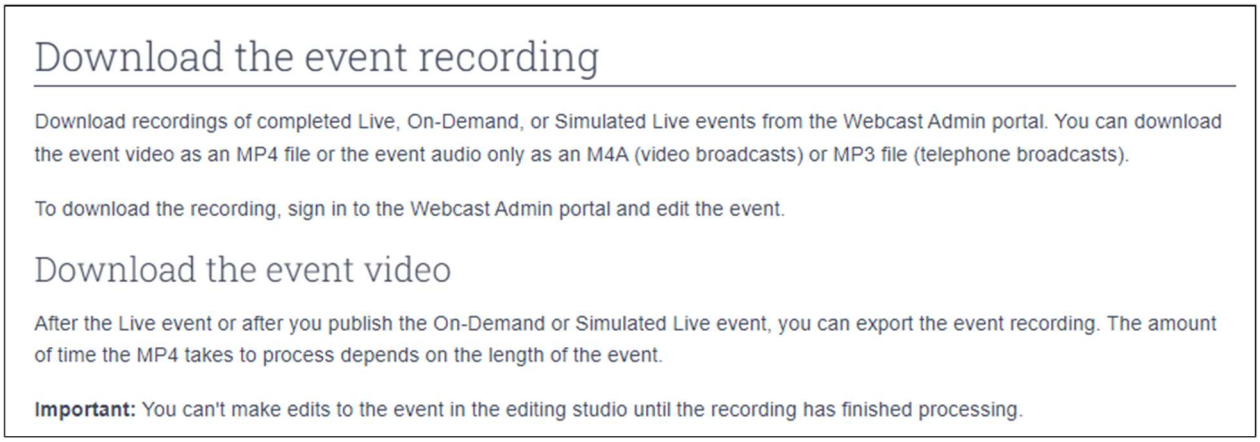
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

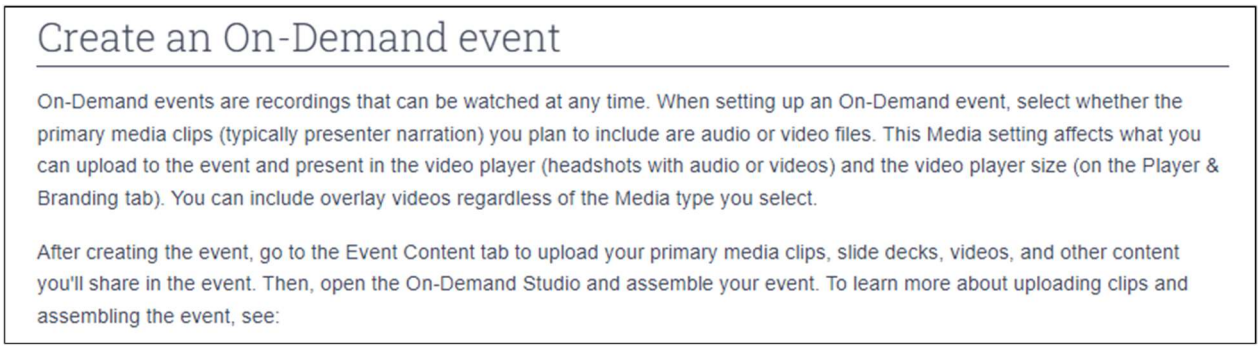
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



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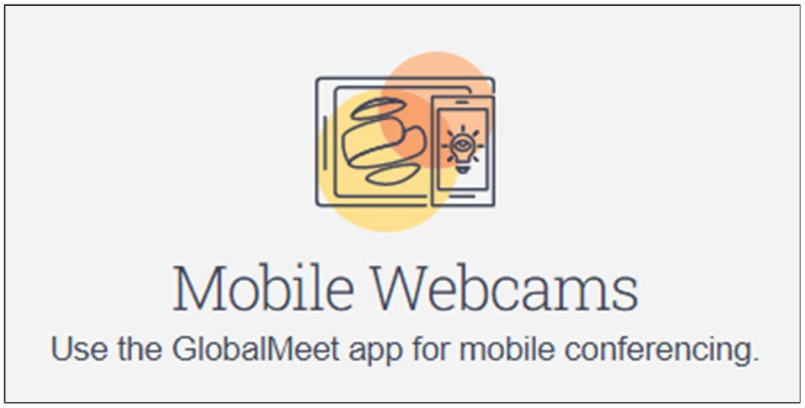
See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

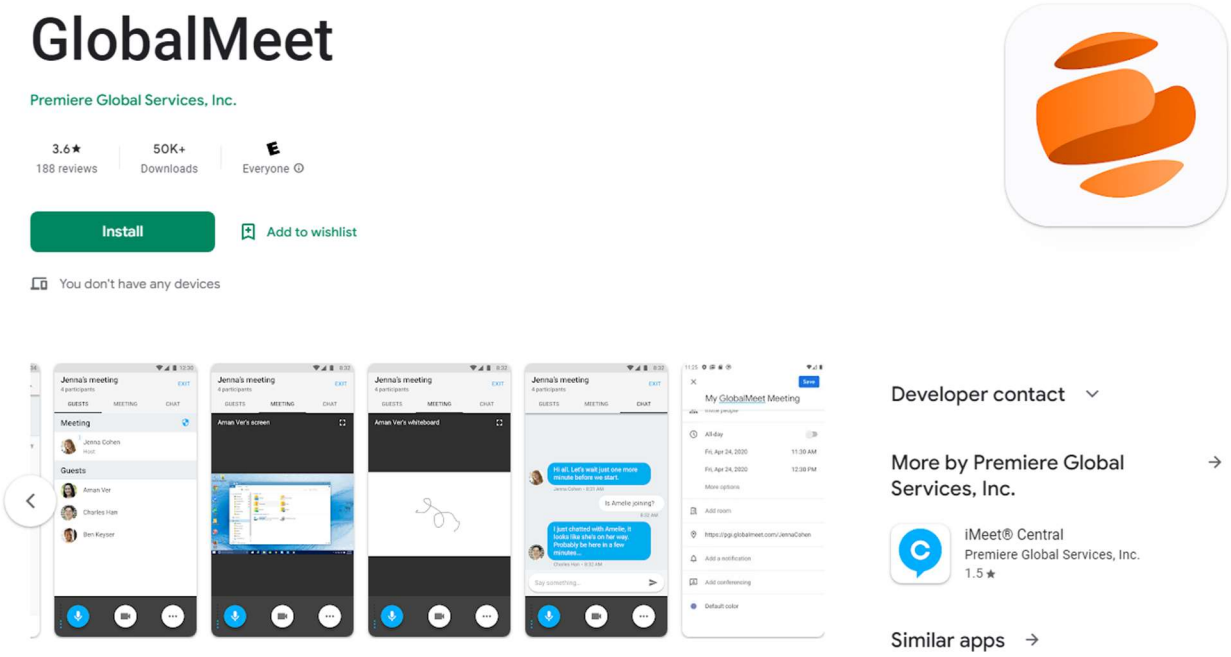
159. On information and belief, the Premiere Global Services system, can either be accessed through an Internet browser on a desktop computer or a mobile device.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-single-webcam-broadcasts.

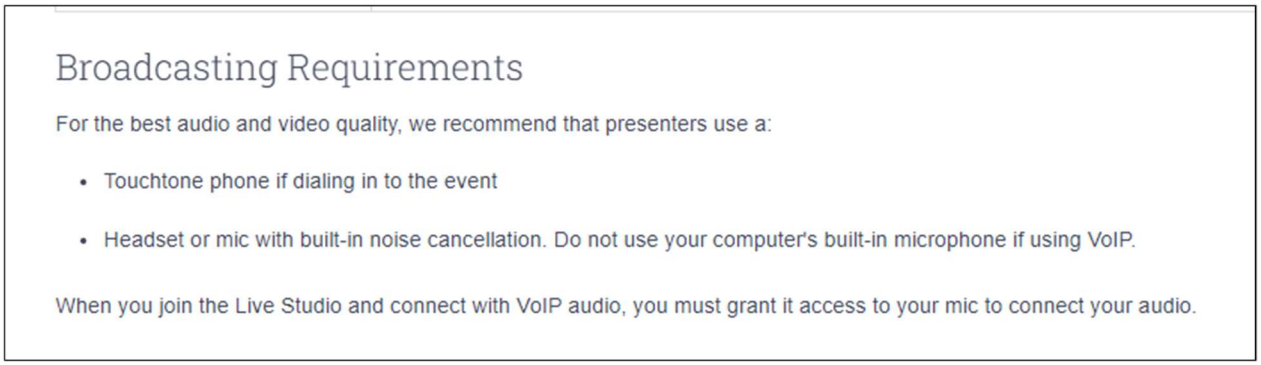


See e.g., https://www.globalmeet.com/online-meetings/.



See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.



See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-telephone-broadcasts.

Mobile System Requirements

What you need	Requirements
Hardware	• Android phone or tablet • Apple iPhone or iPad
Operating System	• Android 5.1 or newer • Apple iOS 12 or newer
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only)
Internet Speed	A dedicated high-speed internet connection of 1,000 Kbps (1 Mbps) or better (upload and download) or a 4G connection or better. **Note:** To ensure a stable connection, disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-attendees.

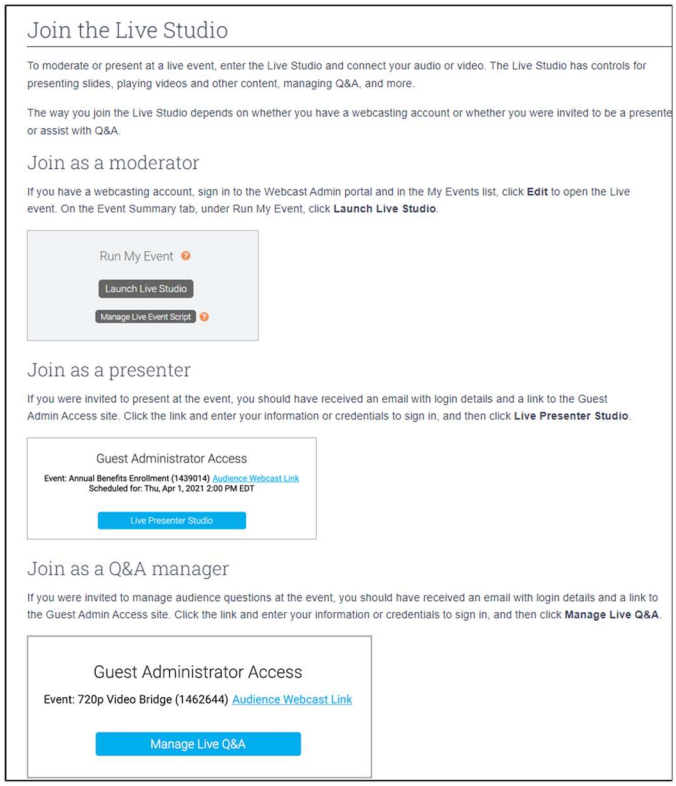
Flawlessly Deliver Professional-Quality Webcasts

GlobalMeet Webcast is the most reliable, enterprise-grade live streaming events platform delivering superior support and technology for any audience in the world. Whether your need is for a global town hall, an investor meeting or a high-profile marketing or training event, you can easily create, broadcast and record professional-quality webcasts to hundreds or thousands of viewers anywhere, on any device. With GlobalMeet Webcast, multiple presenters can interact and engage with attendees and benefit from powerful analytics to measure event success.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

160. On information and belief, Premiere Global Services employs and provides a method wherein when a user wants to begin recording using the Premiere

Global Services Video Products and Services, in response to a user interaction a server of the Premiere Global Services System delivers a first code over an internet connection each time recording of audio and video material is sought to be initiated.



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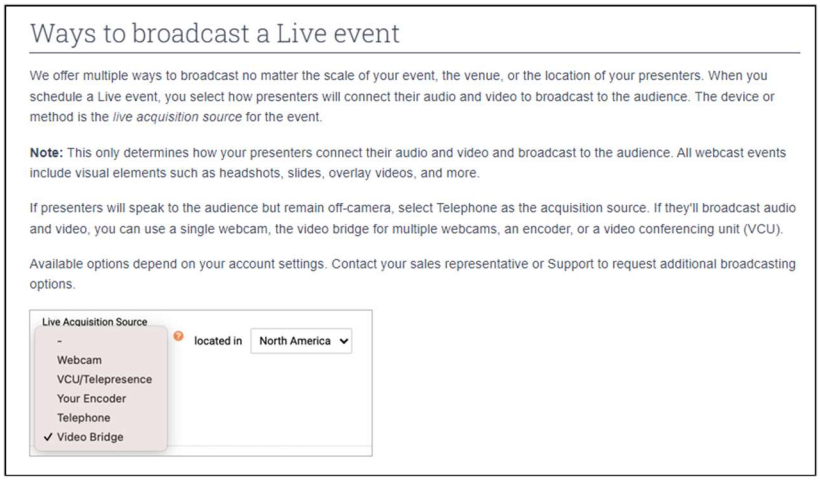

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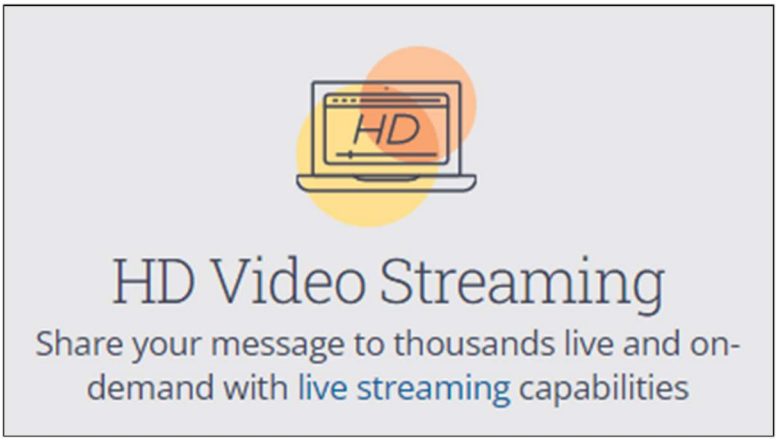
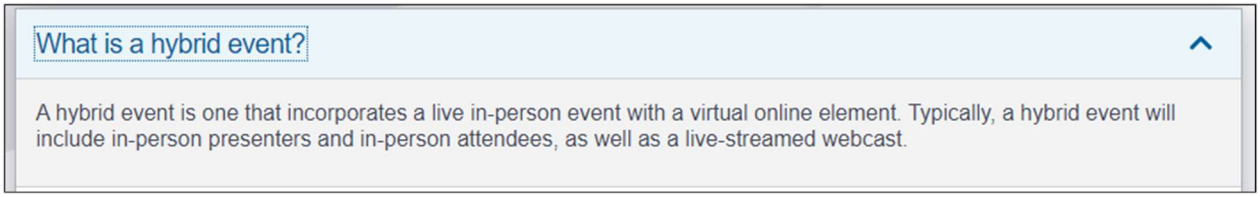


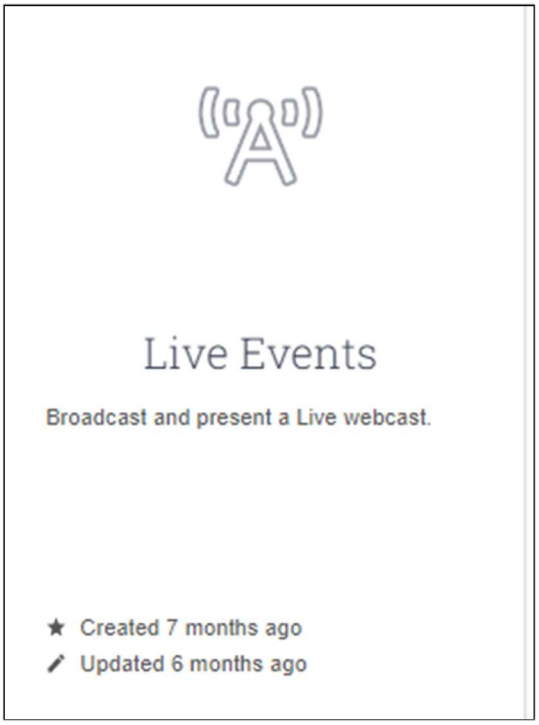
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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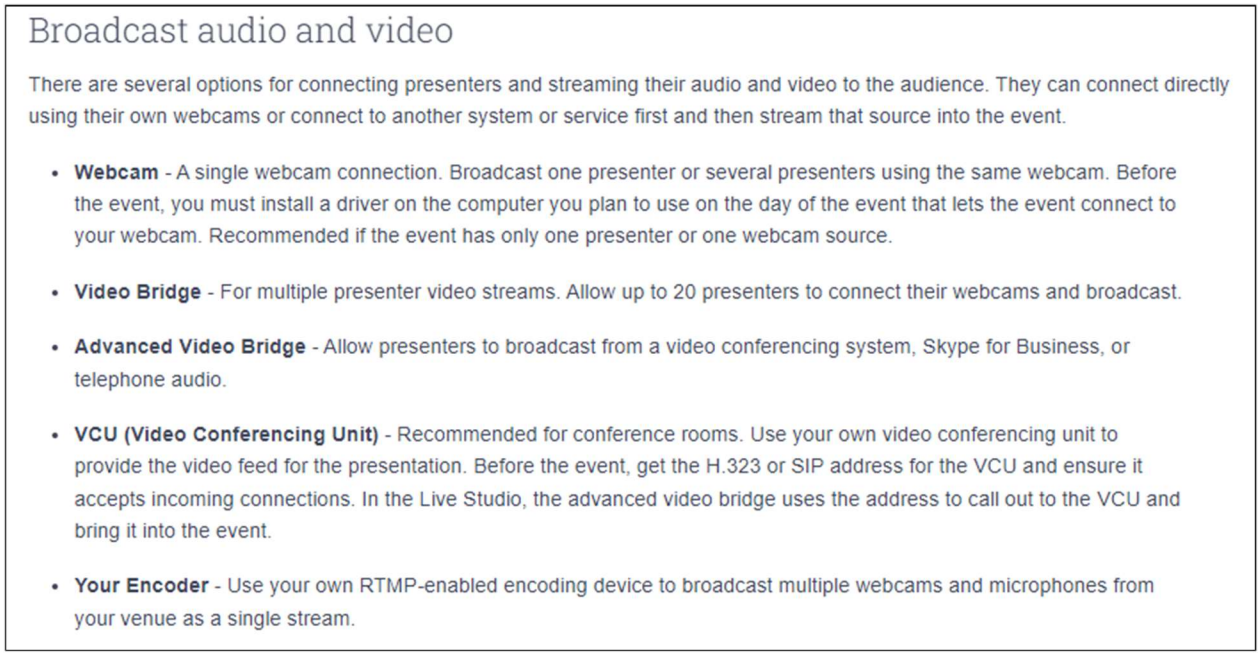
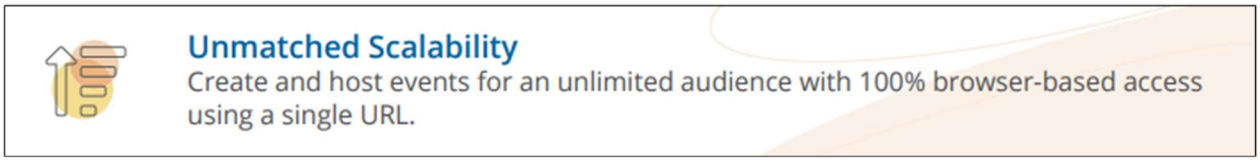


See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

161. On information and belief, the Premiere Global Services System

employs and provides a method wherein when a user wants to begin recording using the Premiere Global Services Video Products and Services, in response to a user interaction a server of the Premiere Global Services System delivers a first code configured to be executed at the user's computing device and to initiate the streaming of audio and video material as it is being captured by one or more capturing devices connected to the user's computing device to a server of the Premiere Global Services System, wherein said first code is not installed on the user's computing device.



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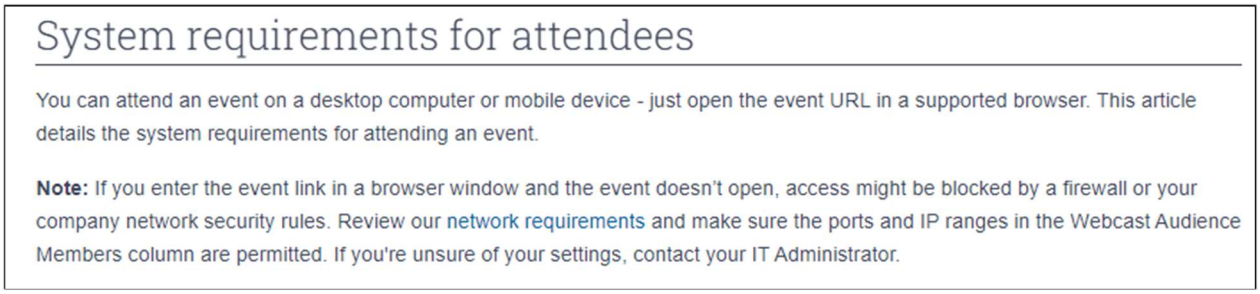
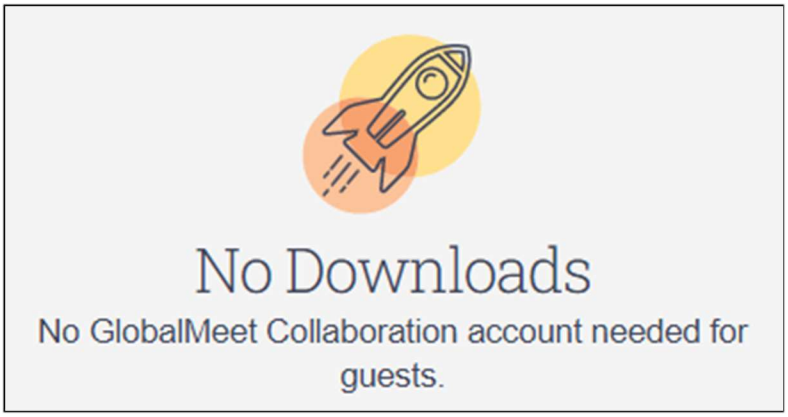
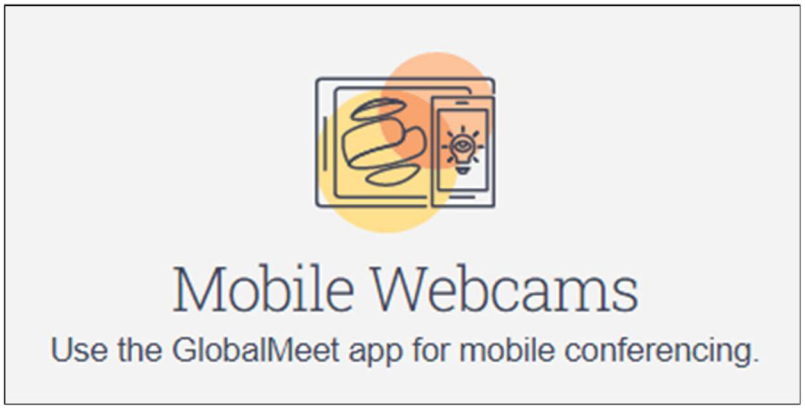
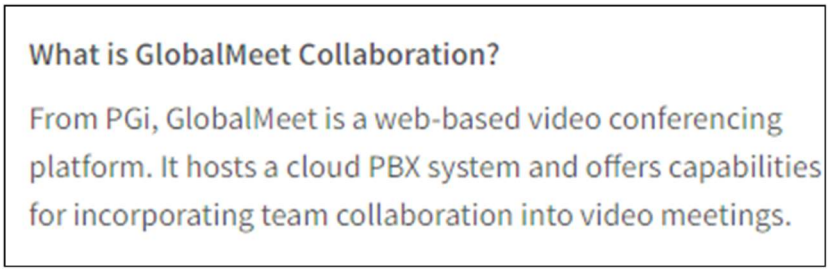


See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



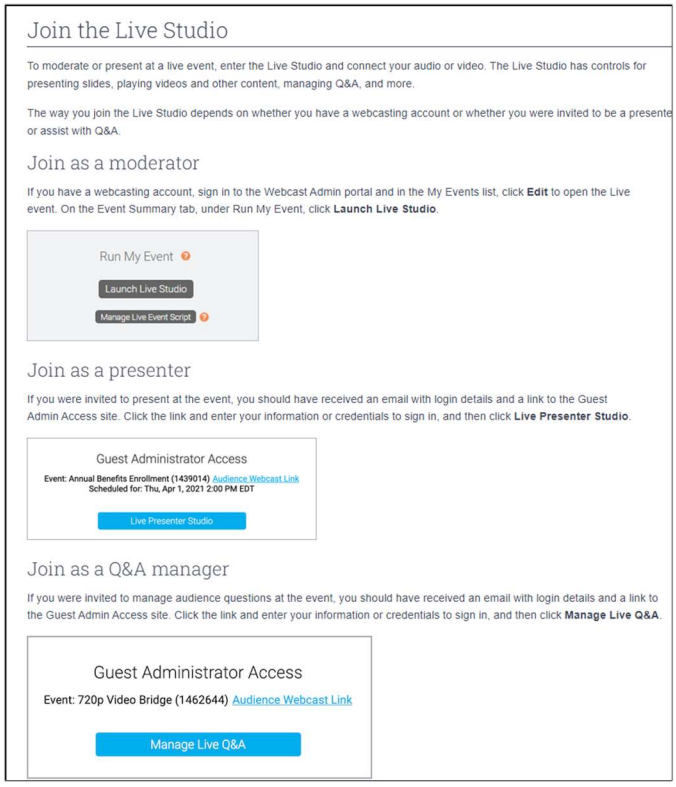
See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

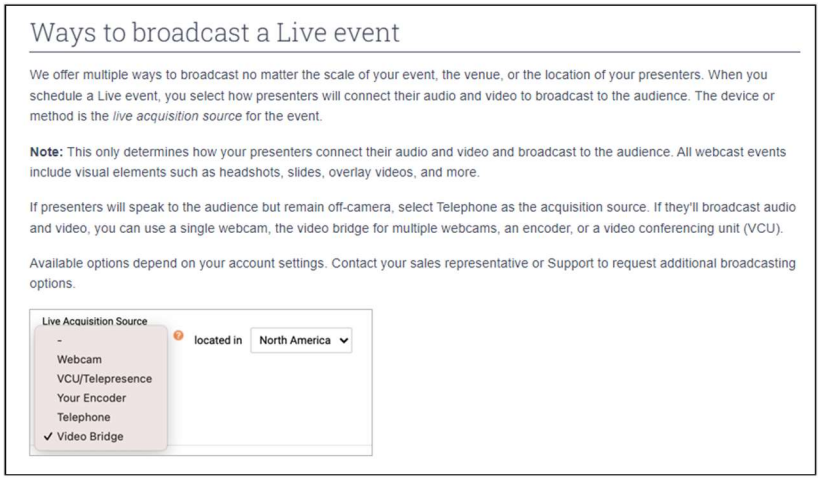
If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

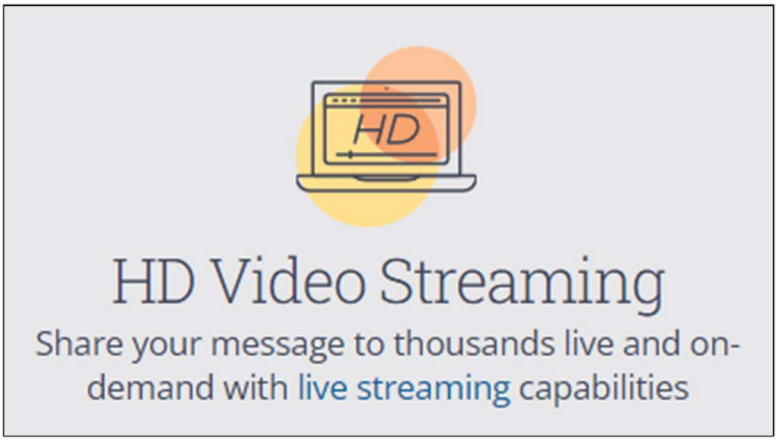
See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.



See e.g., https://helpgm.webcasts.com/books/live-events/page/join-the-live-studio.



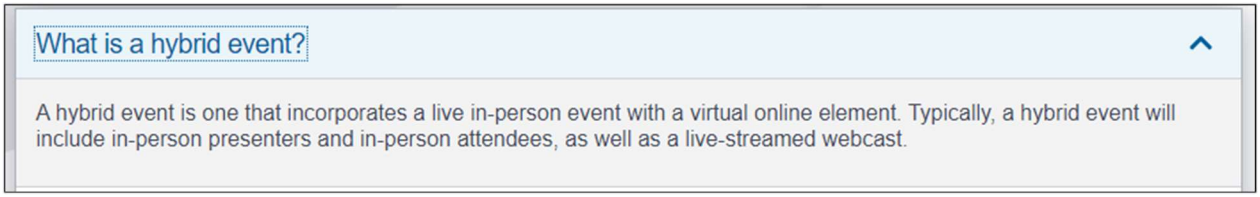
See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



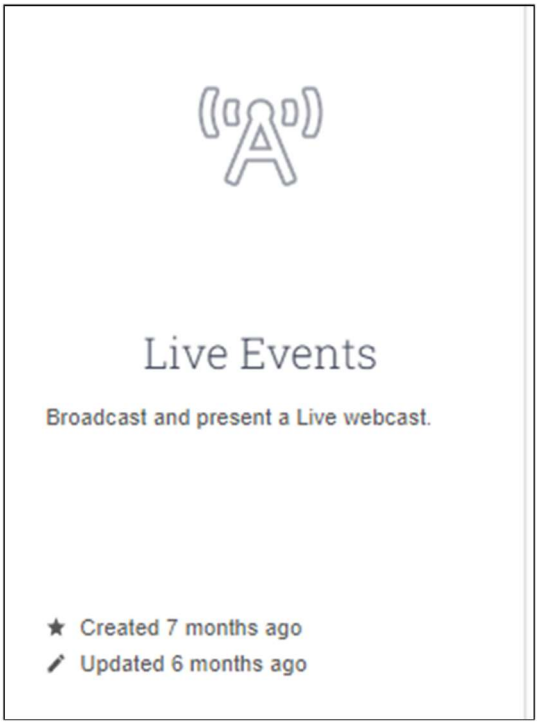
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

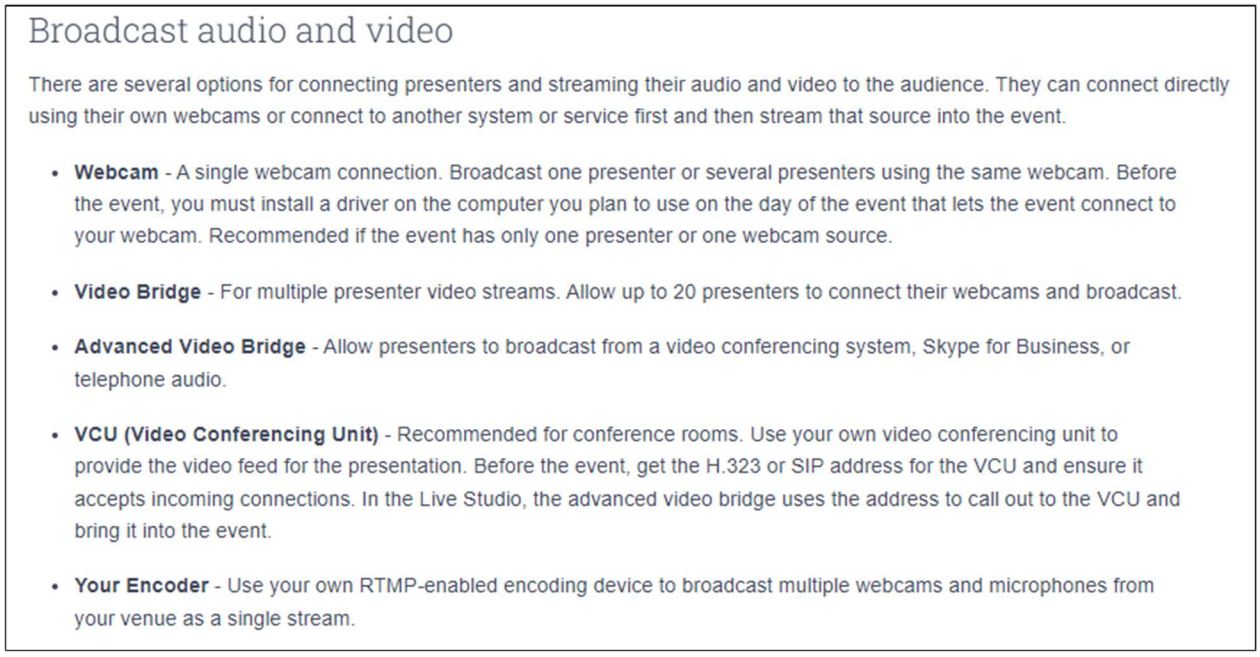
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



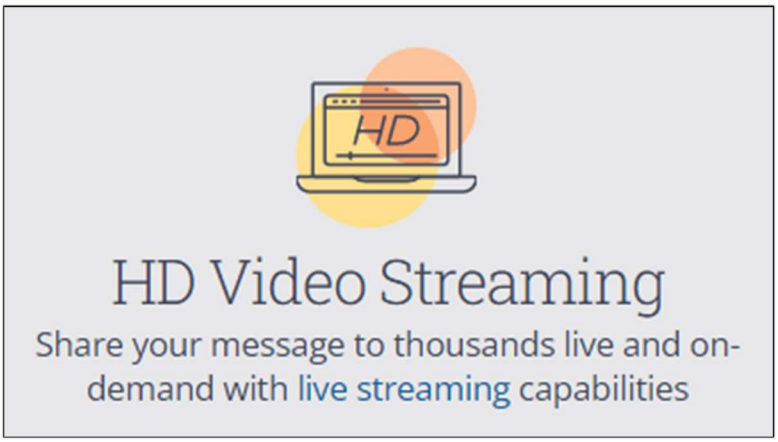
See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

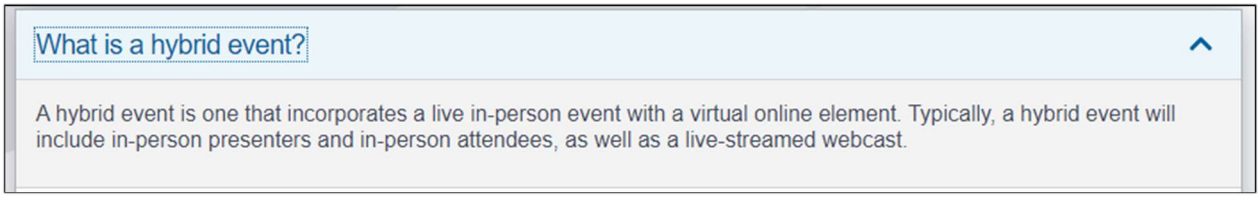
162. On information and belief, the Premiere Global Services System

employs and provides a method comprising the streaming the audio and video material, as it is being captured by one or more capturing devices attached to the user's computing device, from the user's computing device to one or more servers of the Premiere Global Services System.

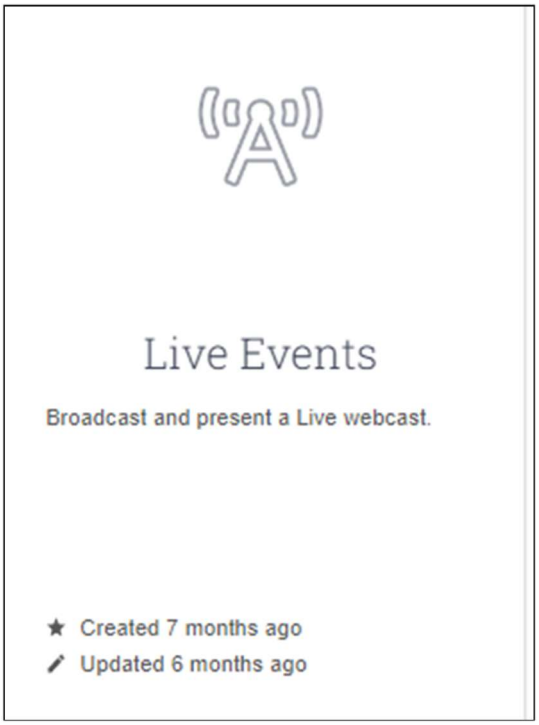


See e.g., https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

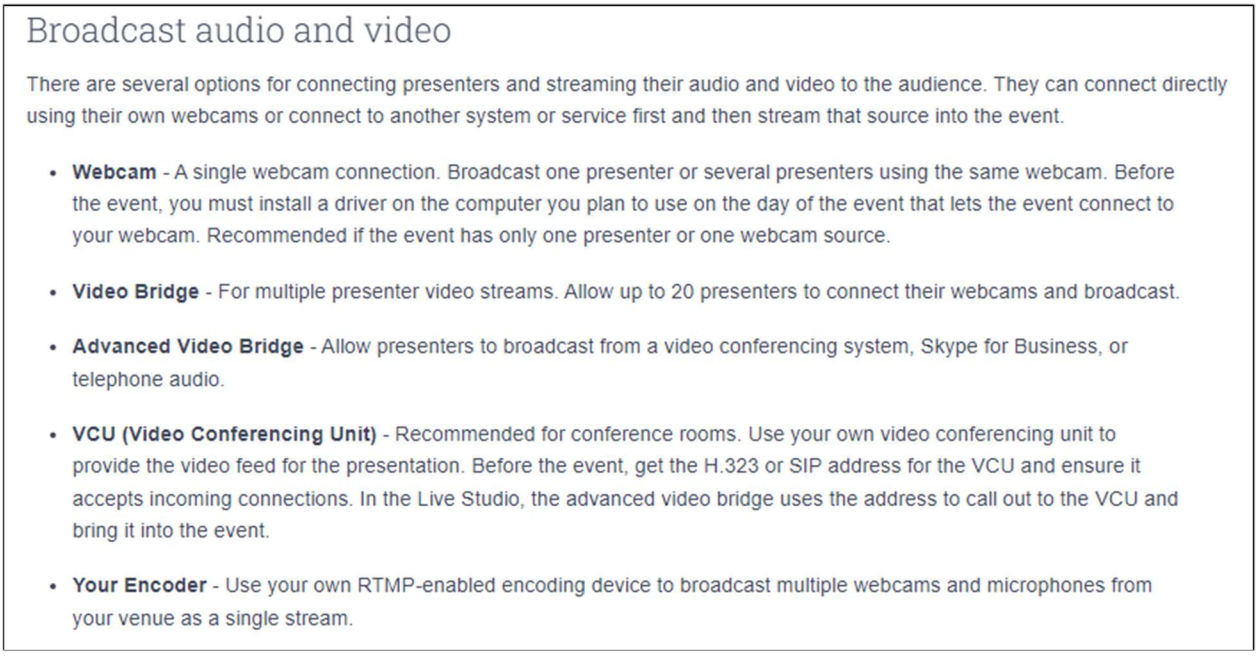
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

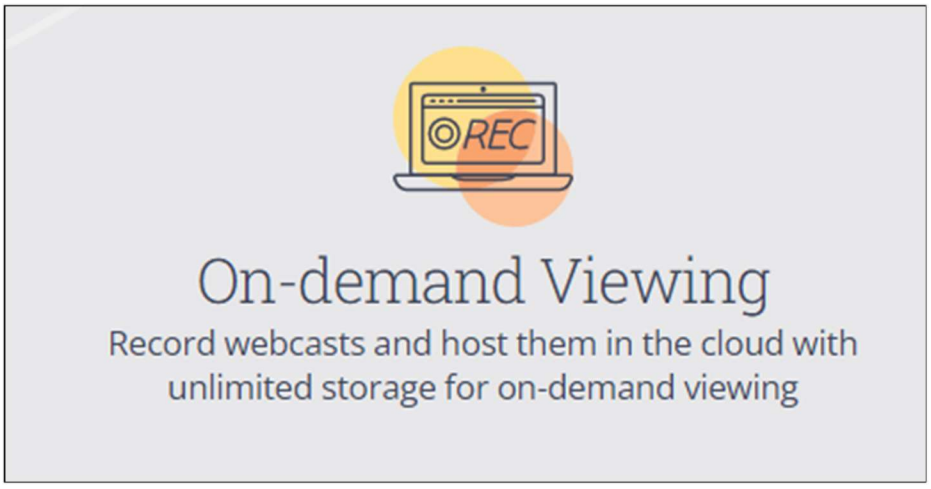


Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

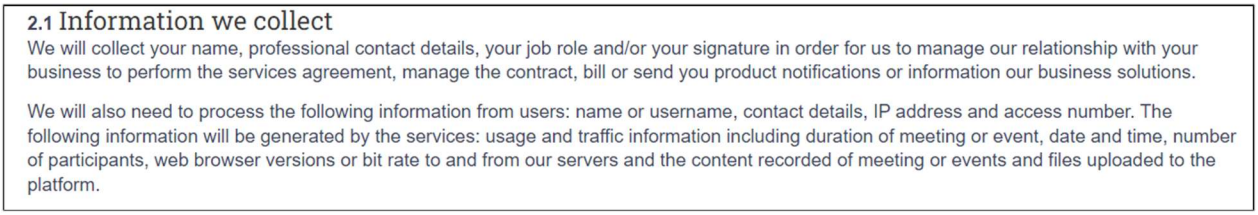
See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

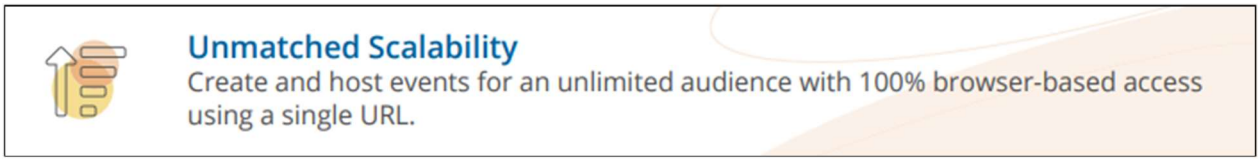


2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

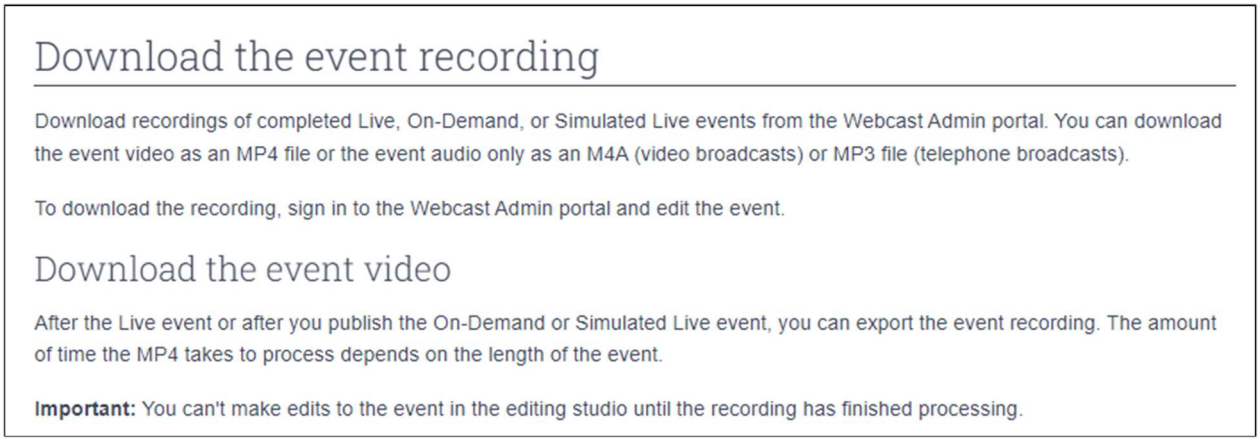
See e.g., https://www.globalmeet.com/privacy-policy/.



Unmatched Scalability

Create and host events for an unlimited audience with 100% browser-based access using a single URL.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

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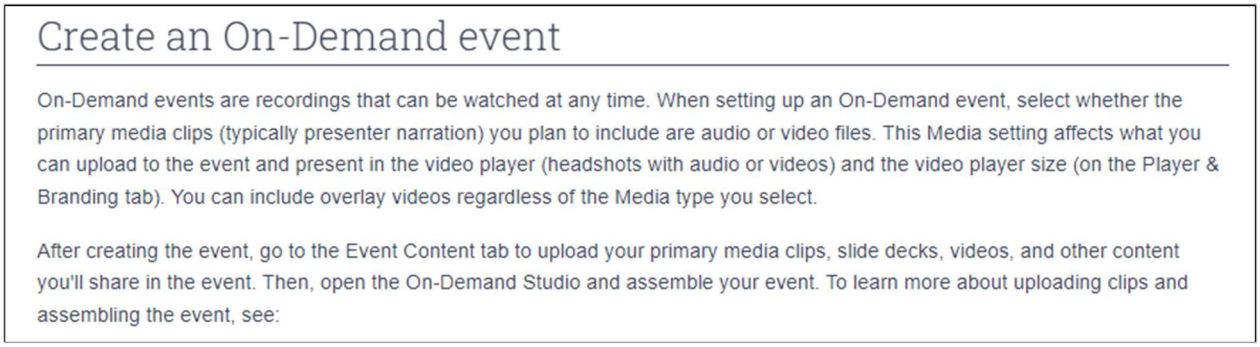
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

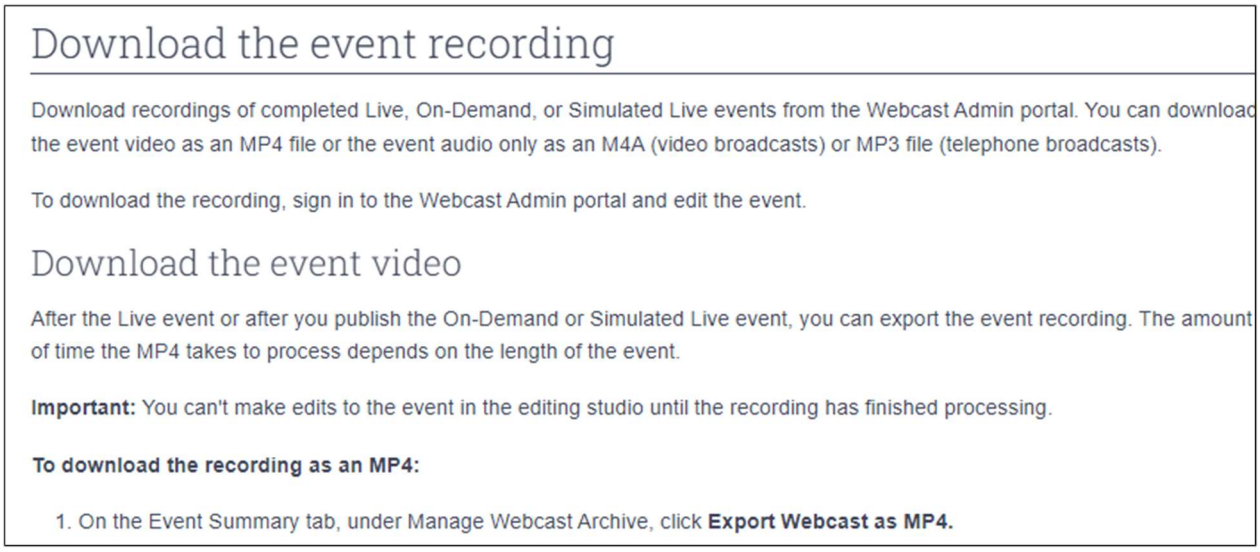


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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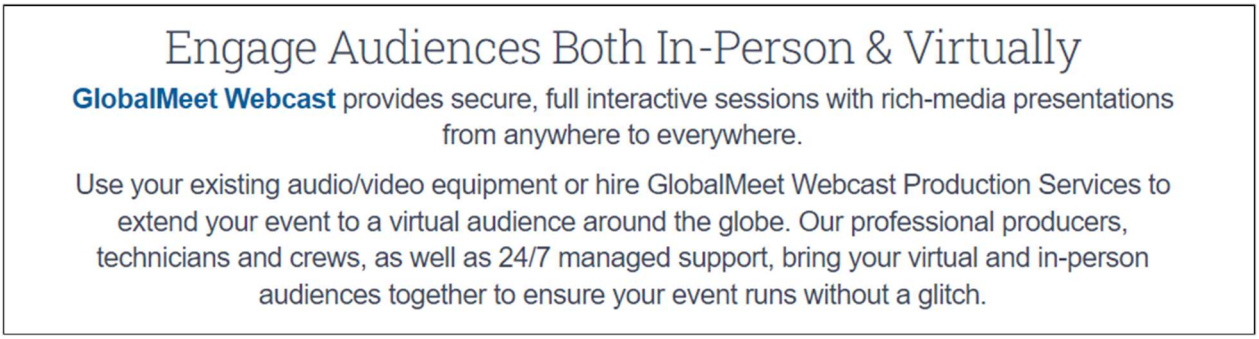
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

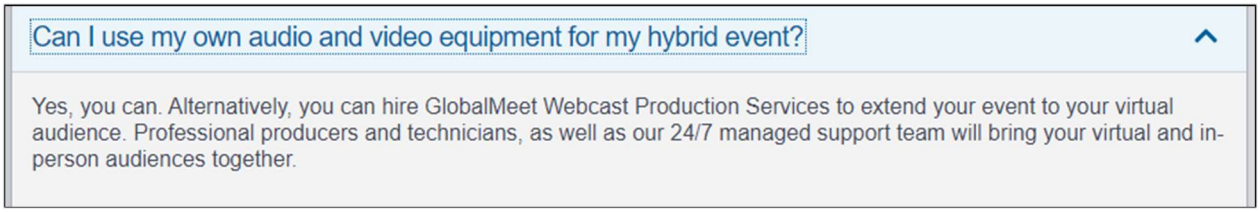


Engage Audiences Both In-Person & Virtually

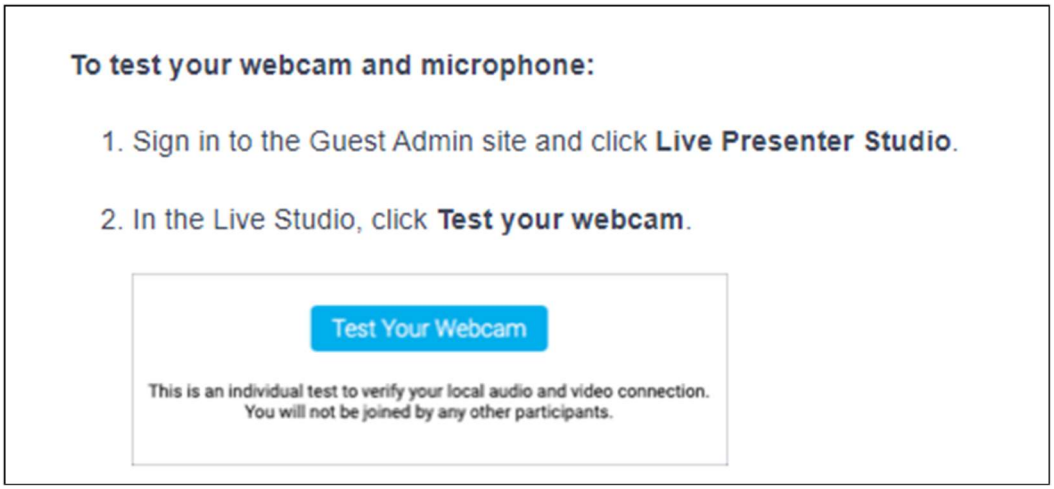
GlobalMeet Webcast provides secure, full interactive sessions with rich-media presentations from anywhere to everywhere.

Use your existing audio/video equipment or hire GlobalMeet Webcast Production Services to extend your event to a virtual audience around the globe. Our professional producers, technicians and crews, as well as 24/7 managed support, bring your virtual and in-person audiences together to ensure your event runs without a glitch.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

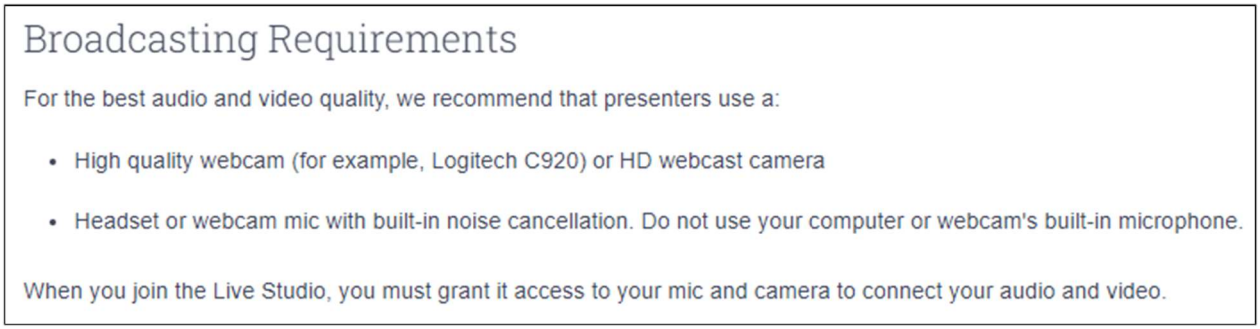


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Live Studio Requirements

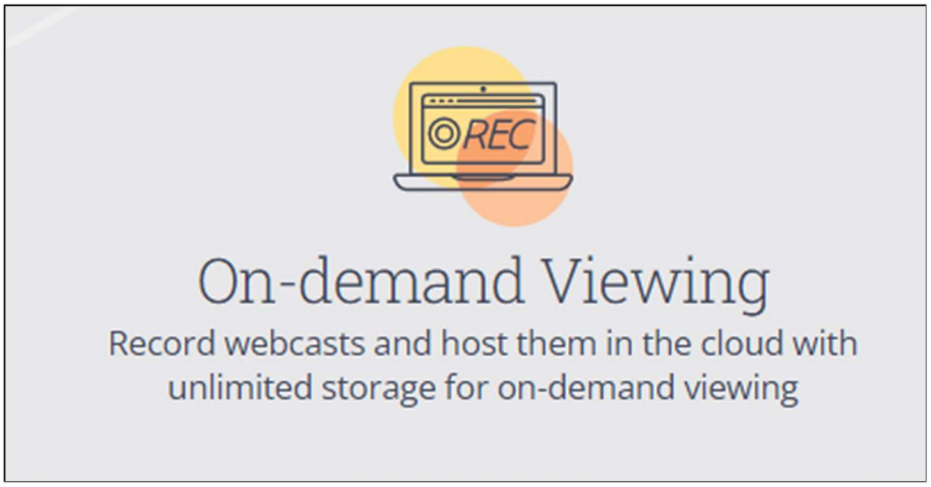
If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

163. On information and belief, the Premiere Global Services System employs and provides a method comprising the recording on one or more servers of the Premiere Global Services System the audio and video material streamed over the Internet connection.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

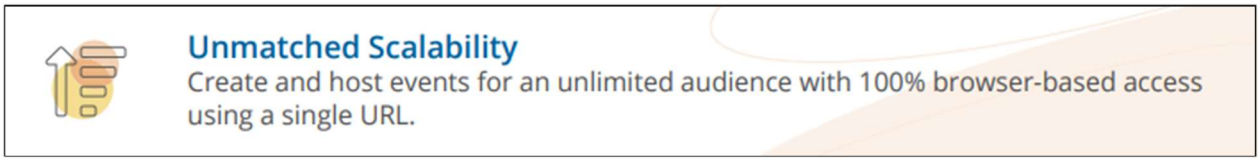
See e.g., https://www.globalmeet.com/online-meetings/.

2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



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See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

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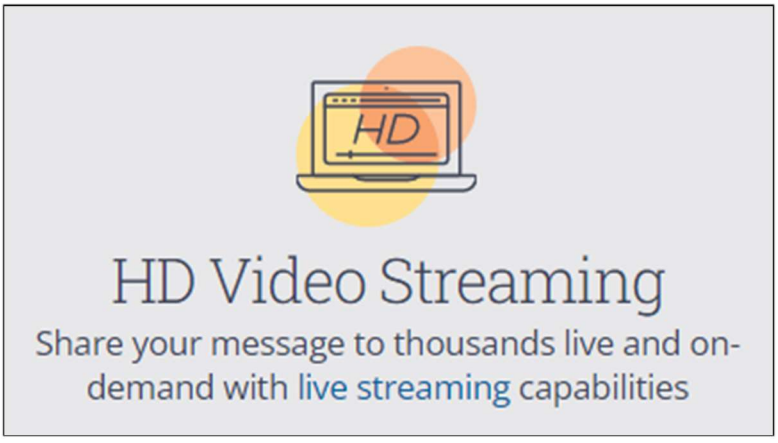
1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

Live Streaming

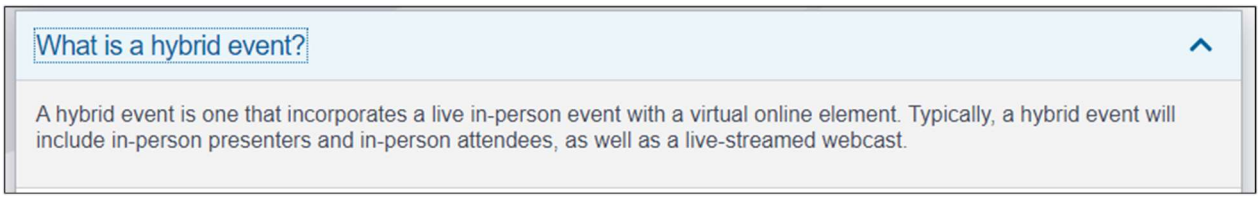
We live in a fast paced and on-demand world. Employees and customers are no different and want immediate access to information. (Easier said than done, right?) Have no fear – you can now communicate what's important to global audiences by **live-streaming your virtual event**.

Livestream on-demand or simulated-live content to successfully share news worth hearing. GlobalMeet Webcast is designed to scale for online events of all sizes, so you can live stream your message to a few hundred or 70,000 people. (The stage is all yours, it's your time to shine!)

Take your next town hall, corporate training, and shareholders meeting to new heights.

For news you simply can't wait to share– stream it live with GlobalMeet Webcast.

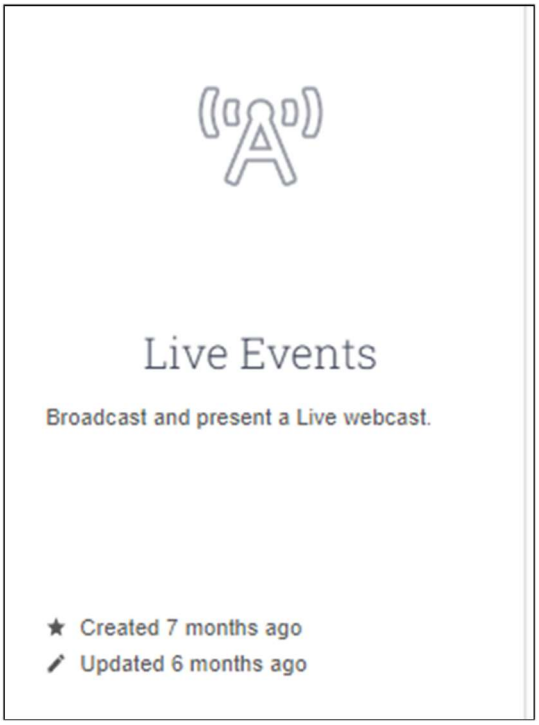
See e.g., https://www.globalmeet.com/virtual-events/.



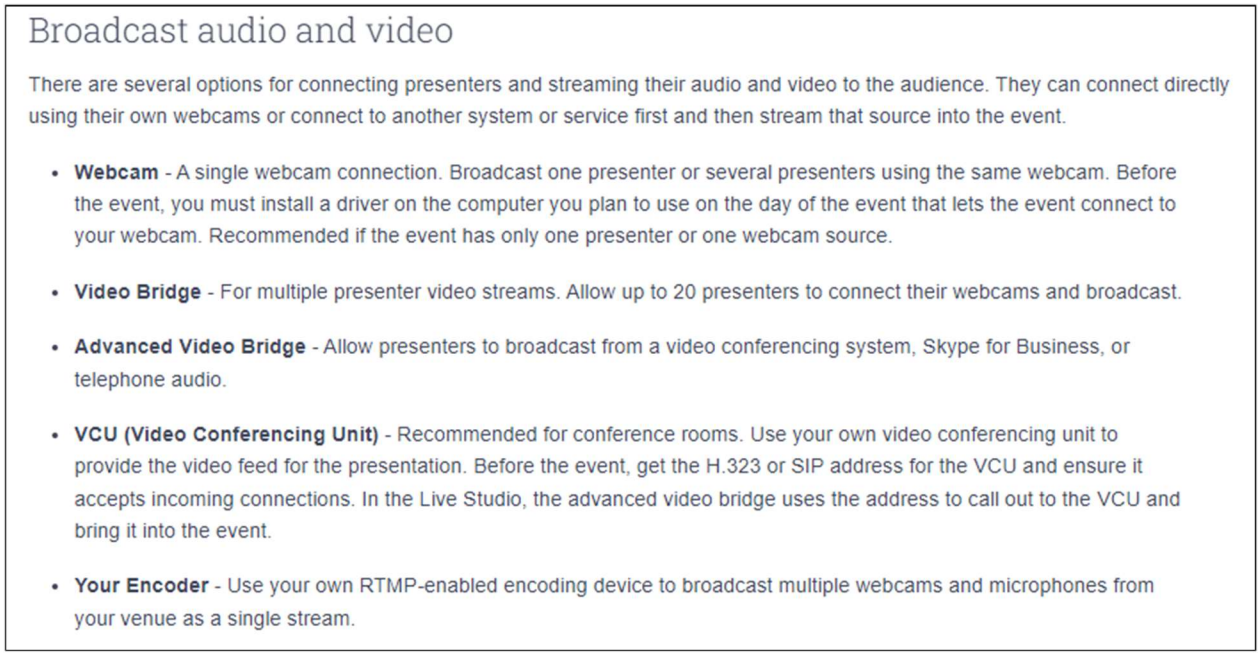
What is a hybrid event?

A hybrid event is one that incorporates a live in-person event with a virtual online element. Typically, a hybrid event will include in-person presenters and in-person attendees, as well as a live-streamed webcast.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

164. On information and belief, Premiere Global Services directly infringes

at least claim 1 of the '142 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

165. On information and belief, Premier Global Services has been on notice of the '142 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

166. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '142 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

167. On information and belief, at least since acquiring its February 2023 knowledge of the '142 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or

more claims of the '142 patent by its customers.

168. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '142 patent through their use of the Premiere Global Services System.

169. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '142 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '142 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '142 patent claims, are material parts of the invention.

170. Premiere Global Services' direct and indirect infringement has damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

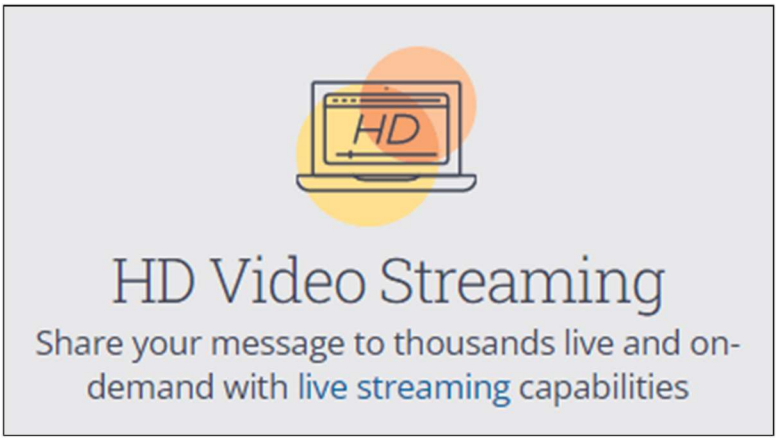
Count VII – Infringement of United States Patent No. 10,848,707

171. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

172. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells and/or offers to sell the Premiere Global Services Video Products and Services in the United States.

173. Premiere Global Services, as well as the Premiere Global Services System, infringe (literally and/or under the doctrine of equivalents) at least claim 1 of the '707 patent.

174. On information and belief, Premiere Global Services employs and provides a method comprising receiving, at one or more host back end application servers of the Premiere Global Services System through at least a packet-based network connection, such as an Internet connection, streamed digital audio and digital video material being streamed from a computing device used by a user of one or more of the Premiere Global Services Video Products and Services.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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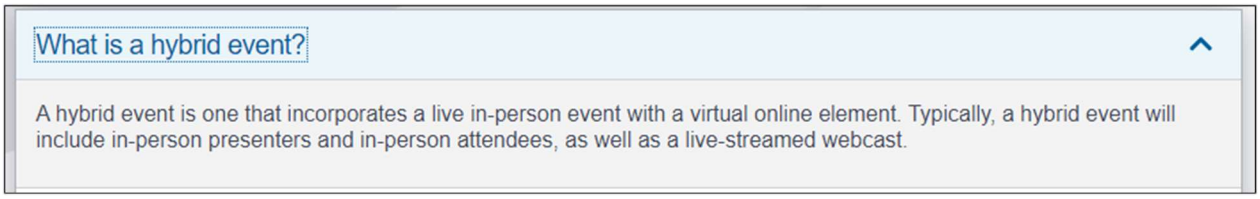
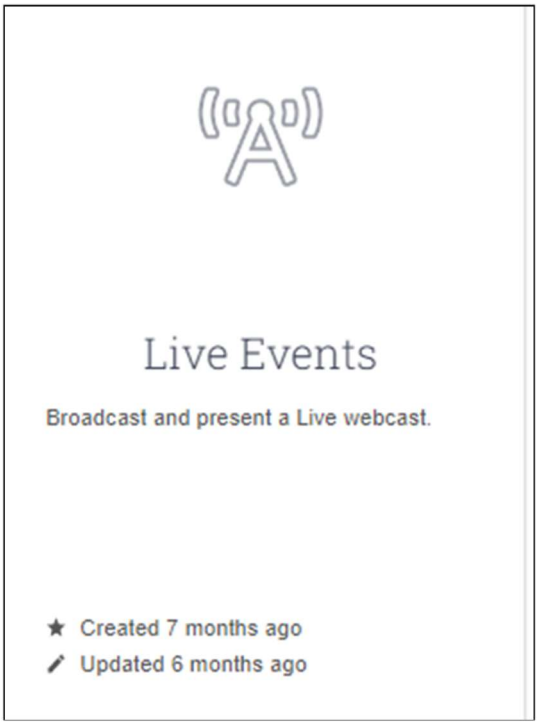


See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

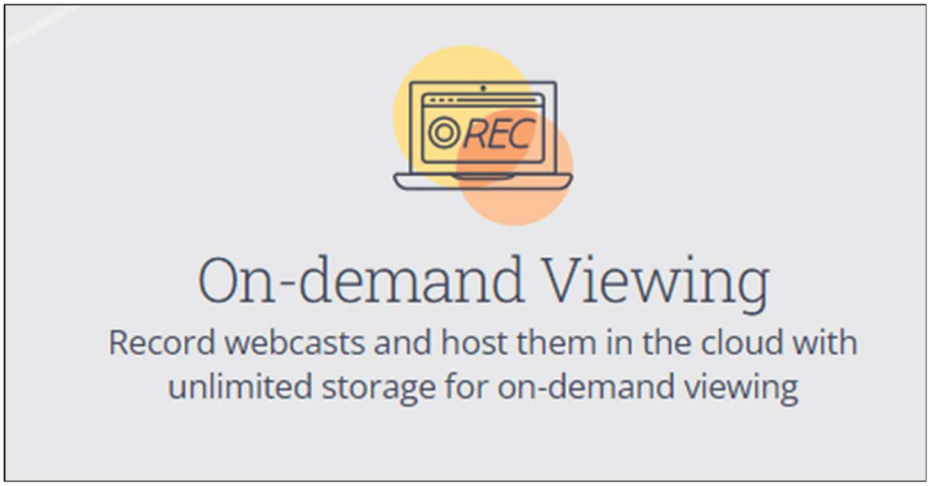
Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.



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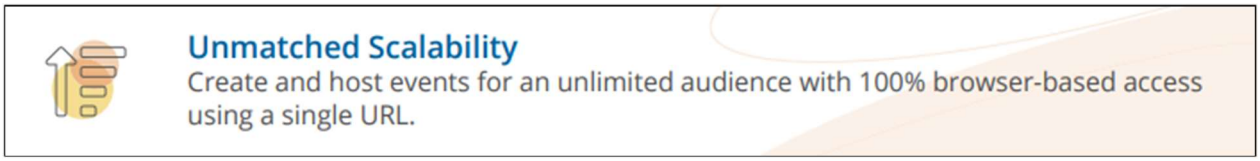

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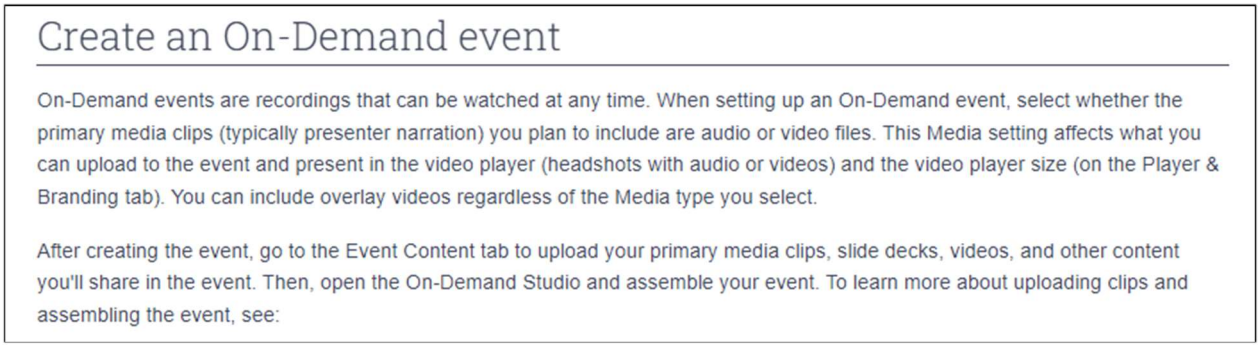

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After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

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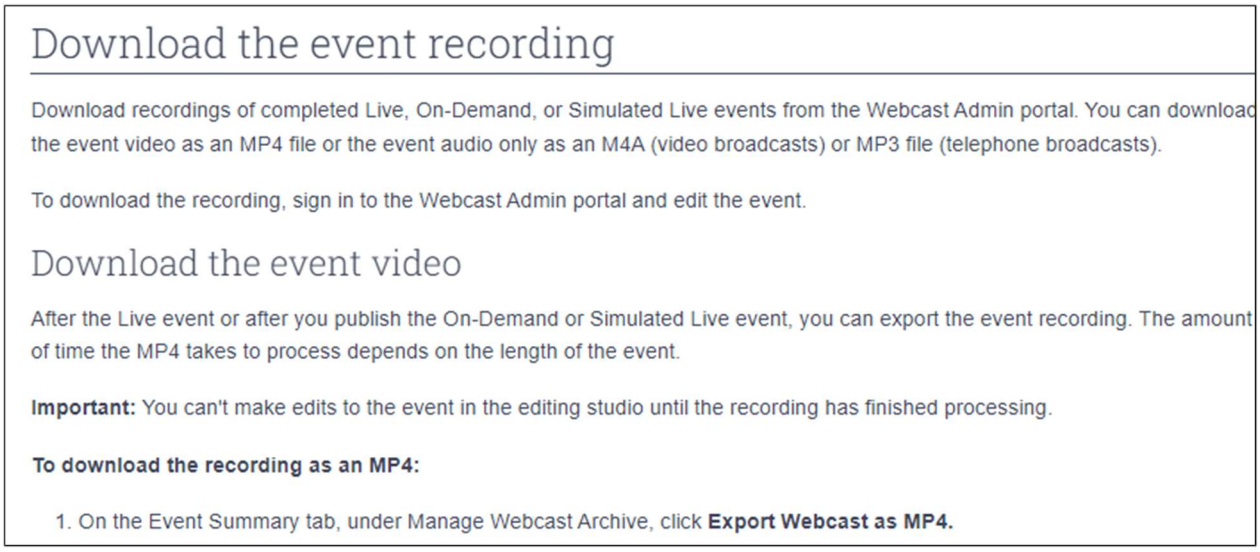

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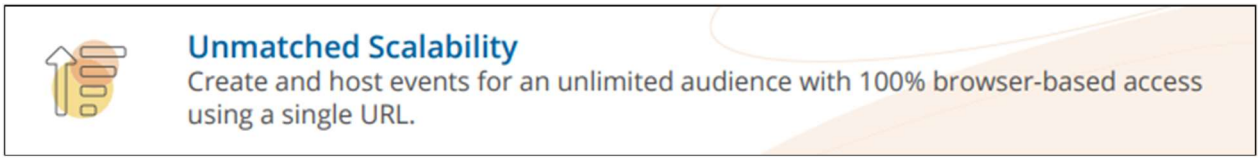
See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

175. On information and belief, Premiere Global Services employs and provides a method wherein the streamed digital audio and digital video material that is captured on a computing device used by a user of one or more of the Premiere Global Services Video Products and Services without requiring installation of recording software on the computing device used by a user of one or more of the Premiere Global Services Video Products and Services that is

configured to record digital audio and digital video material as a complete file to a local storage memory.



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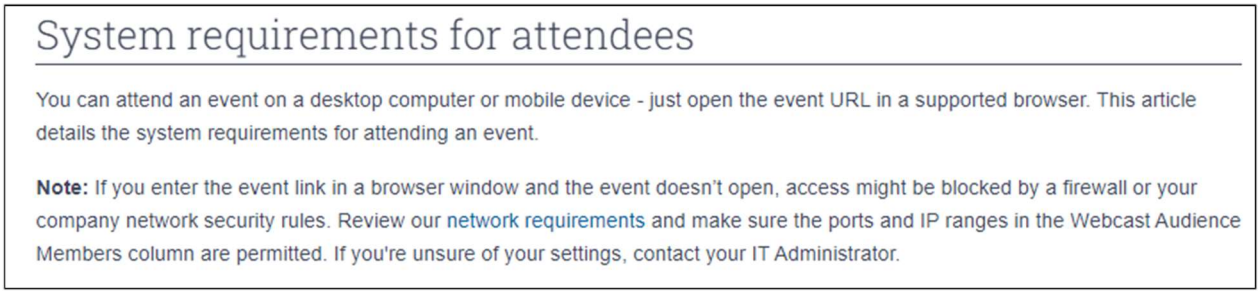
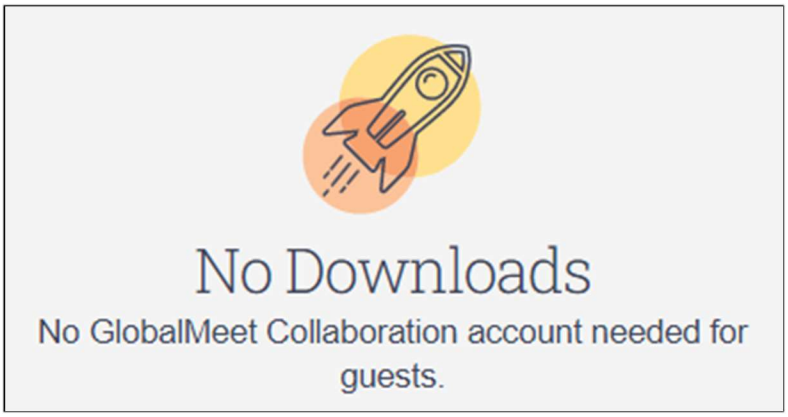
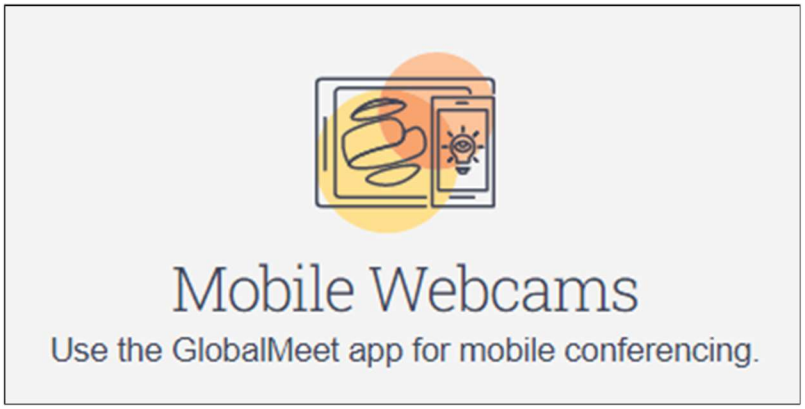
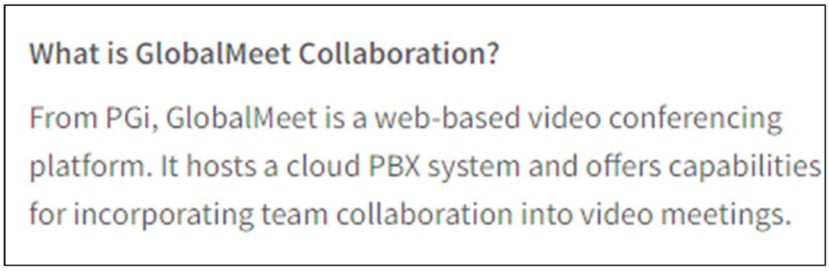


See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



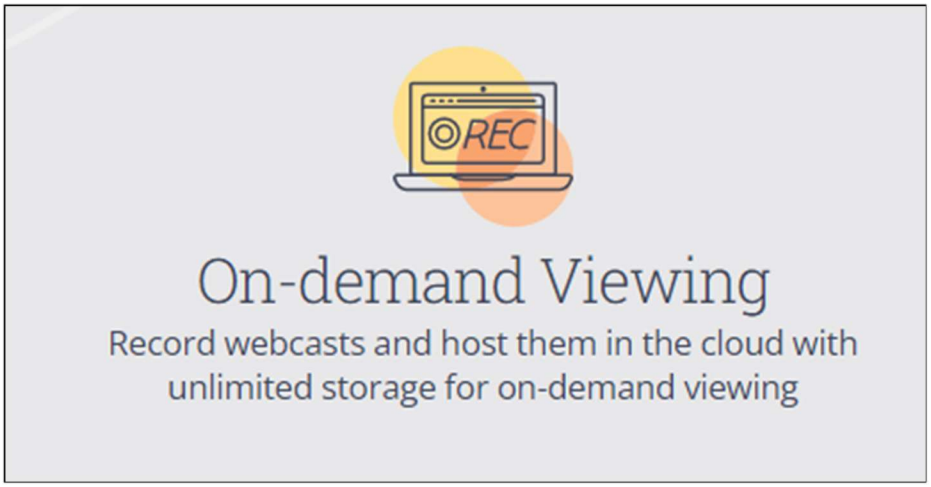
See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.



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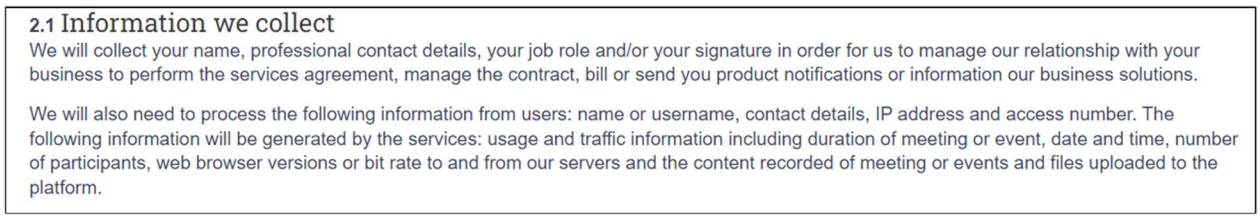

2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

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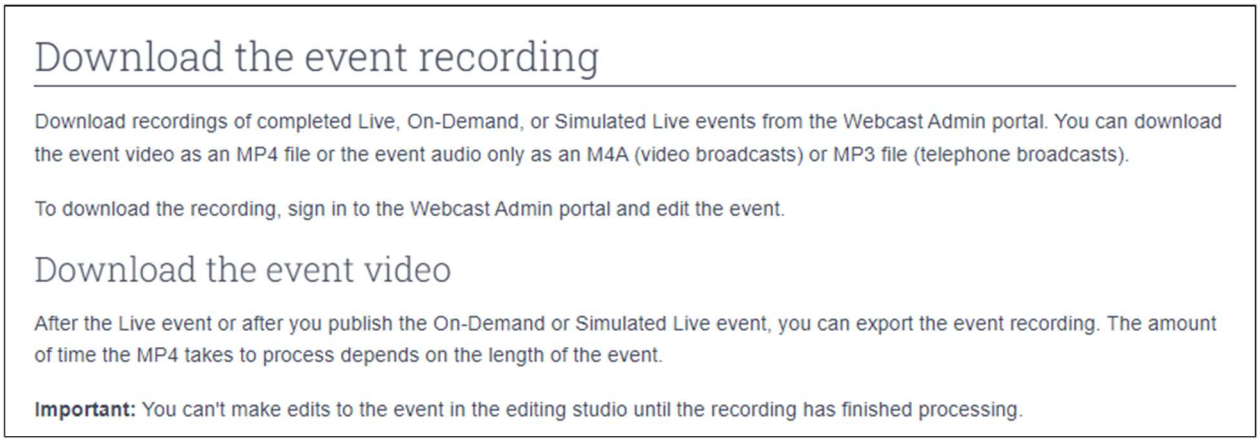

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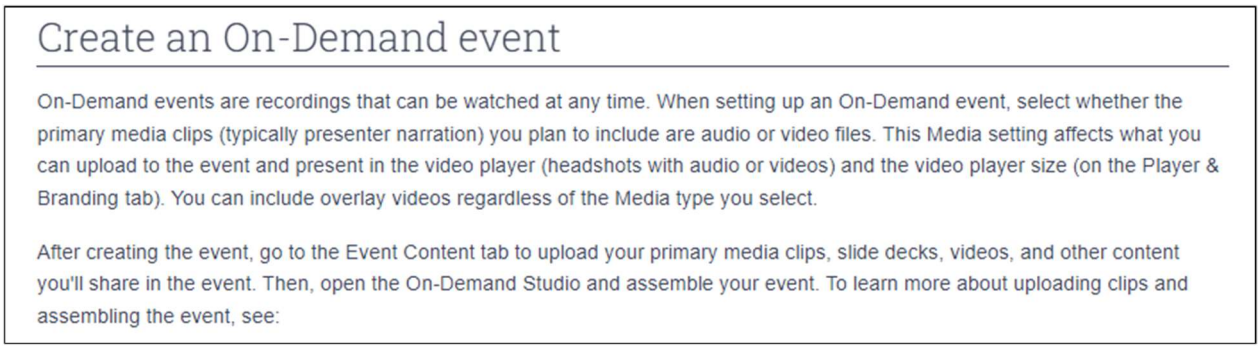

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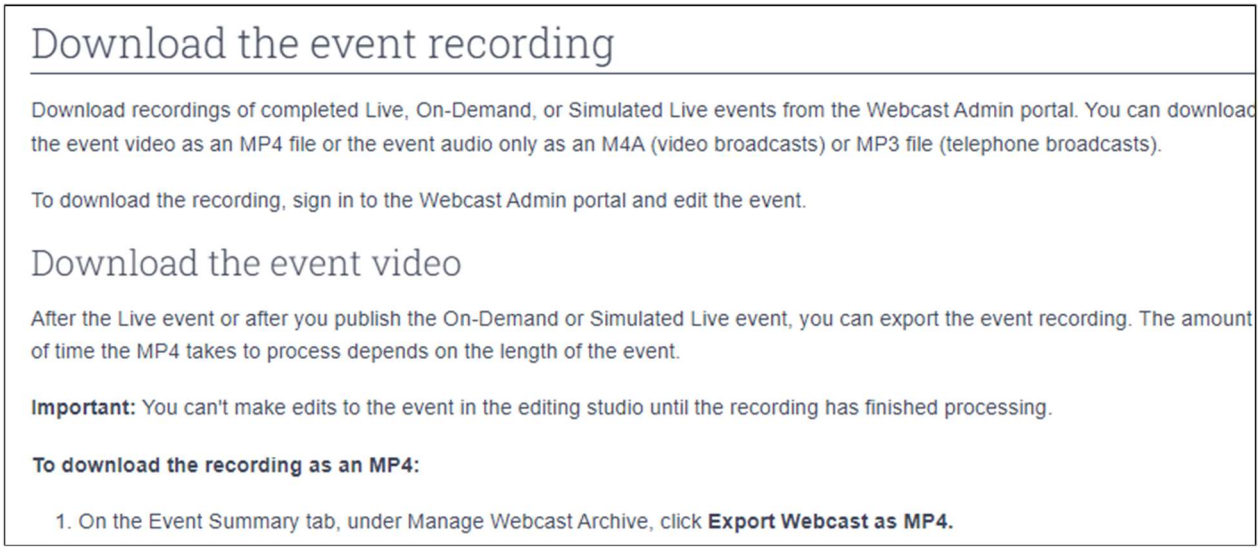

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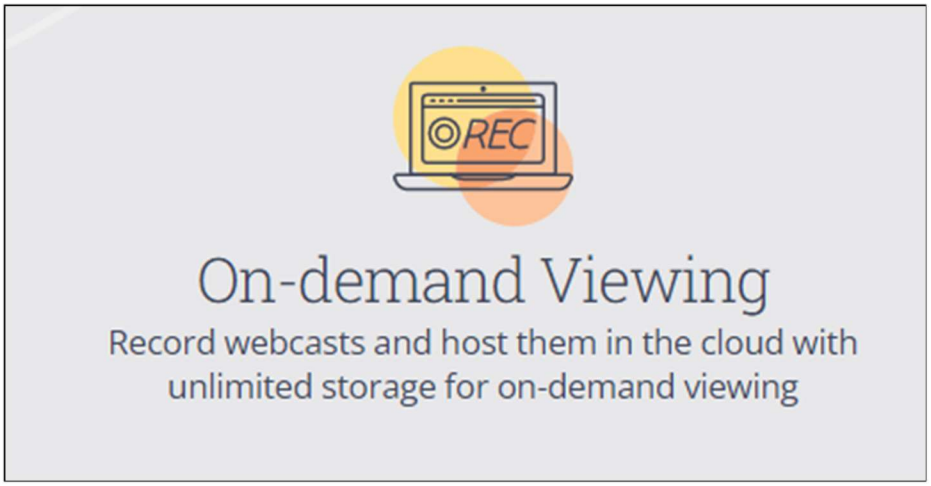

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https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_cam

paign=&utm_content=&fbclid=IwAR0-

oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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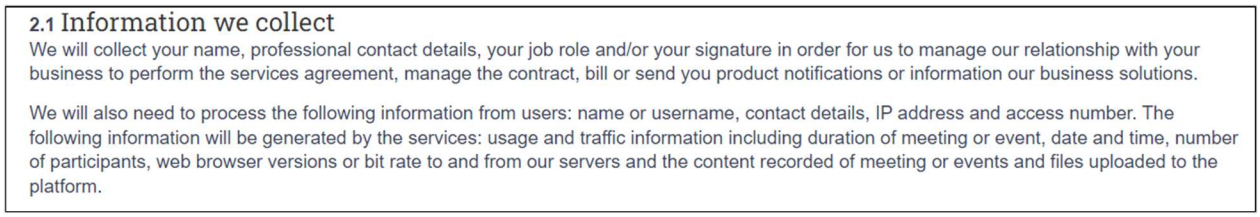

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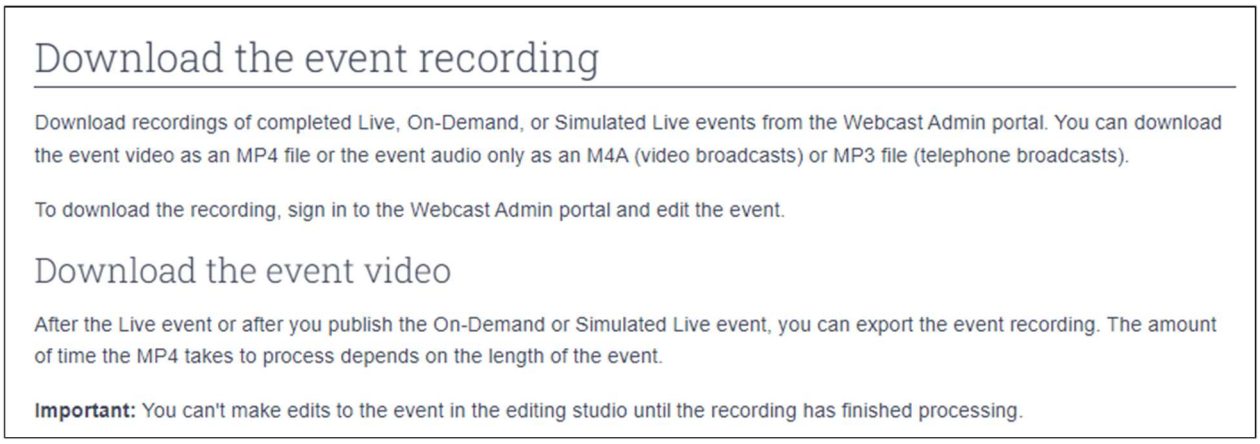

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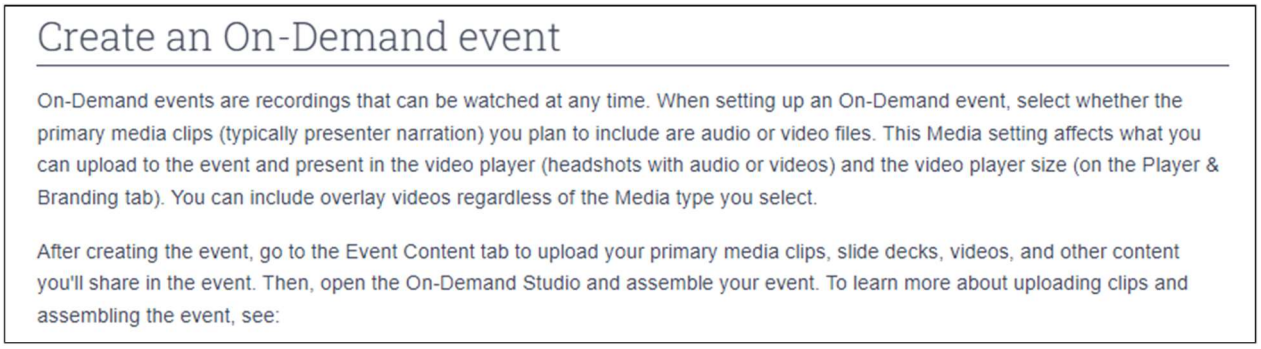

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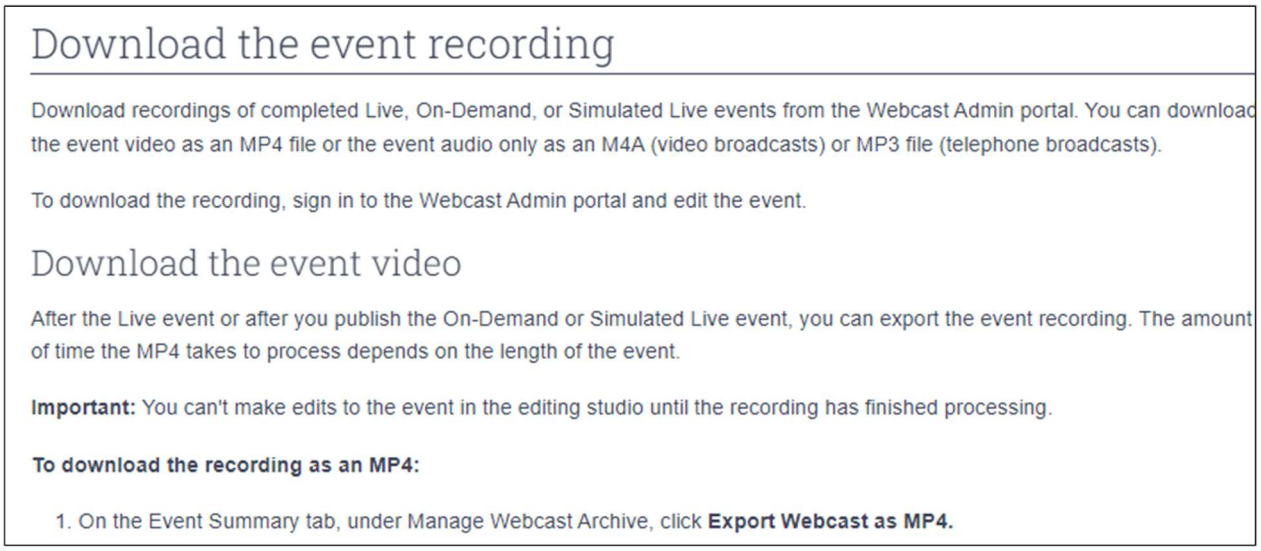

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After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

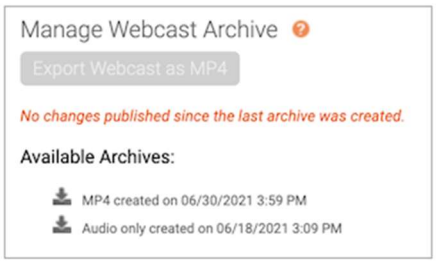
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

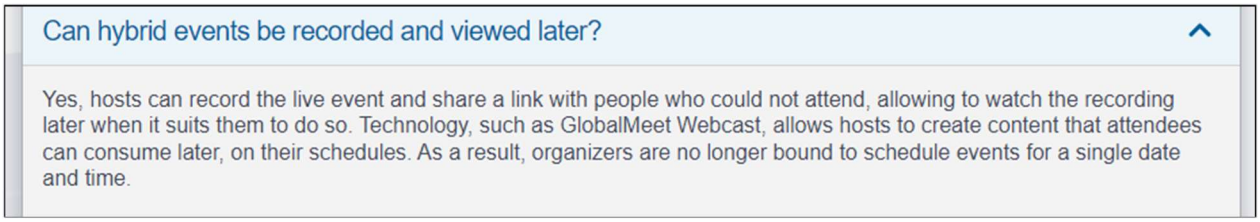
See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

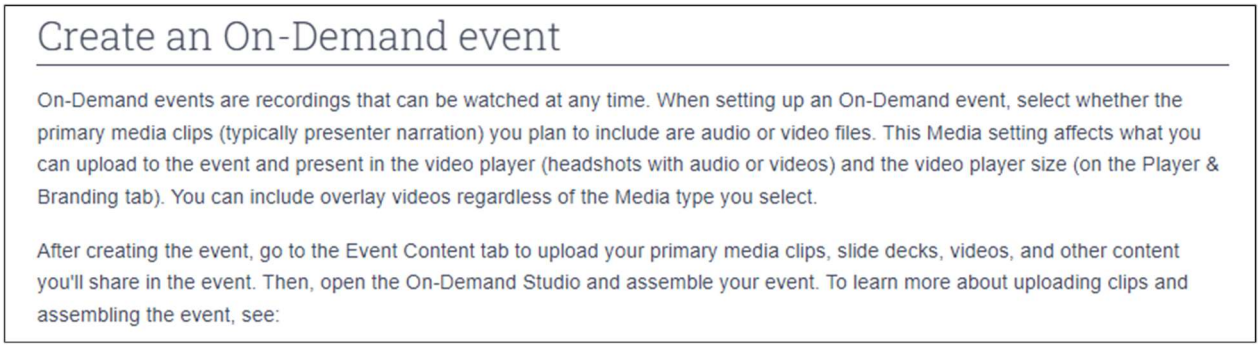
- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.

177. On information and belief, Premiere Global Services employs and provides a method comprising generating a pointer comprising a URL associated with the sequentially stored file to facilitate accessing of the sequentially stored file.



See e.g., https://www.globalmeet.com/virtual-events/

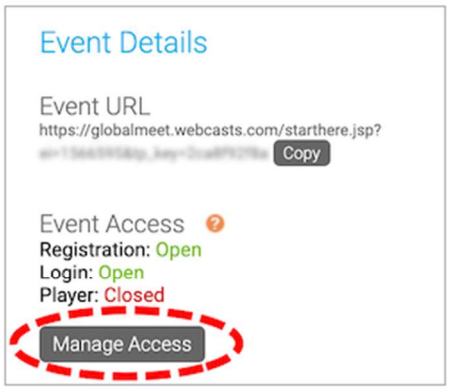


Allow attendees to view the event

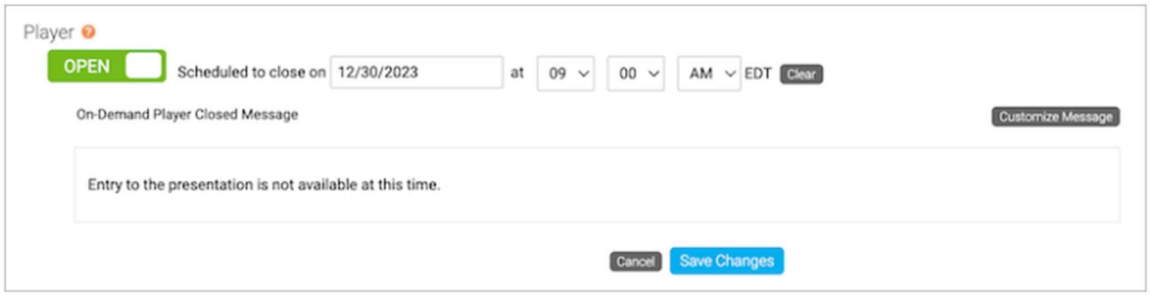
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.



3. On the Manage Event Access window, set the Player to **Open**.



4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

Web-based recording playback

Requires audio recording file. Included in the base price of the conference. Editing services are not included and incur an extra charge.

After your conference, make the event recording available for replay at the same link as the Live event and distribute it to participants who were not able to attend. All Live events are automatically recorded and made available for replay after the event ends for up to 12 months. The event replay includes the web content from your webcast event and the audio from the operator-assisted conference.

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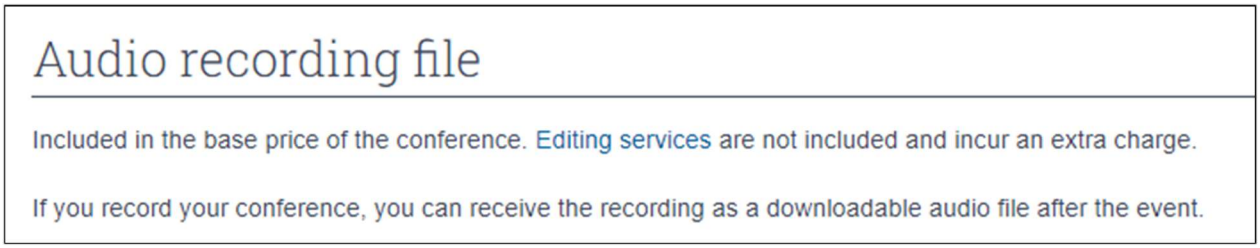
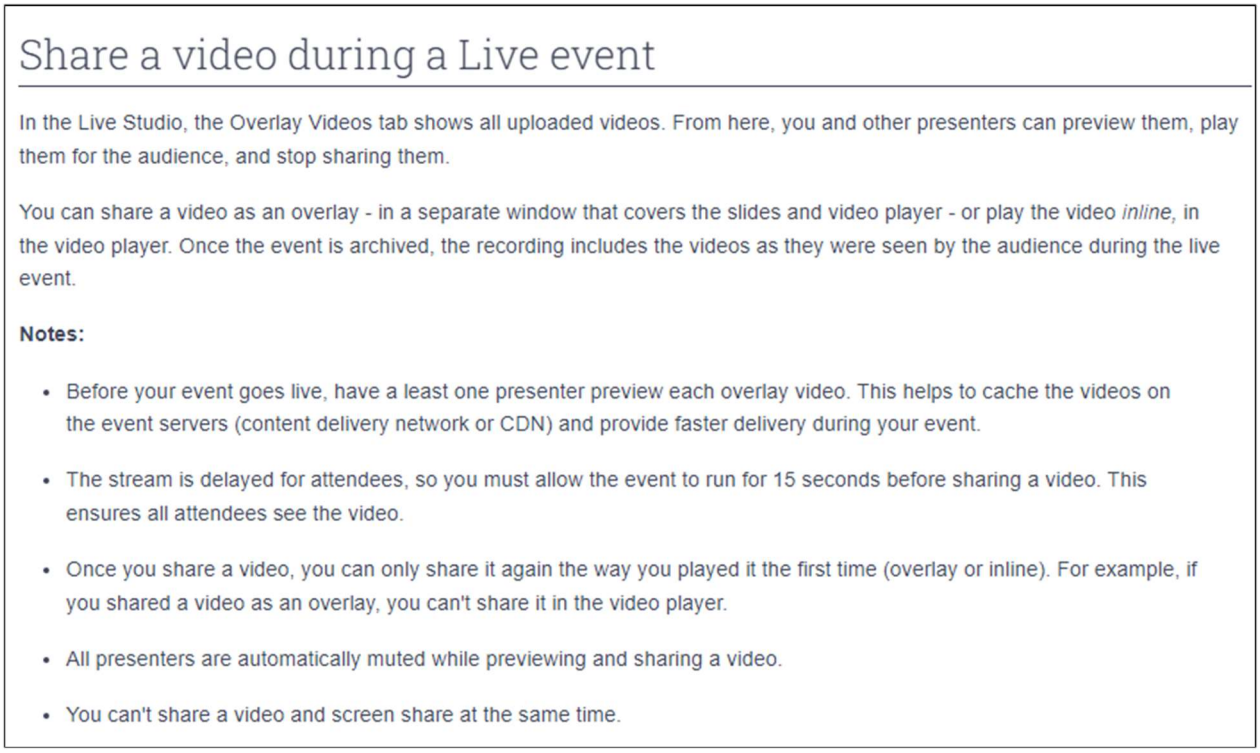


See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

178. On information and belief, Premiere Global Services employs and provides a method comprising enabling additional digital material comprising (i) digital still image material, (ii) digital audio material, (iii) digital video material, (iv) digital video material and digital audio material, (v) digital still image material and digital video material, (vi) digital still image material and digital audio material, or (vii) digital still image material, digital audio material, and digital video material, to be associated with the sequentially stored file at the one or more host back end application servers of the Premiere Global Services System.



Share a video during a Live event

In the Live Studio, the Overlay Videos tab shows all uploaded videos. From here, you and other presenters can preview them, play them for the audience, and stop sharing them.

You can share a video as an overlay - in a separate window that covers the slides and video player - or play the video *inline*, in the video player. Once the event is archived, the recording includes the videos as they were seen by the audience during the live event.

Notes:

- Before your event goes live, have a least one presenter preview each overlay video. This helps to cache the videos on the event servers (content delivery network or CDN) and provide faster delivery during your event.
- The stream is delayed for attendees, so you must allow the event to run for 15 seconds before sharing a video. This ensures all attendees see the video.
- Once you share a video, you can only share it again the way you played it the first time (overlay or inline). For example, if you shared a video as an overlay, you can't share it in the video player.
- All presenters are automatically muted while previewing and sharing a video.
- You can't share a video and screen share at the same time.

See e.g., https://helpgm.webcasts.com/books/live-events/page/share-a-video-during-a-live-event.

Share a video in the video player (inline)

Share a video in the video player to show the slides and move them while the video is playing.

Notes:

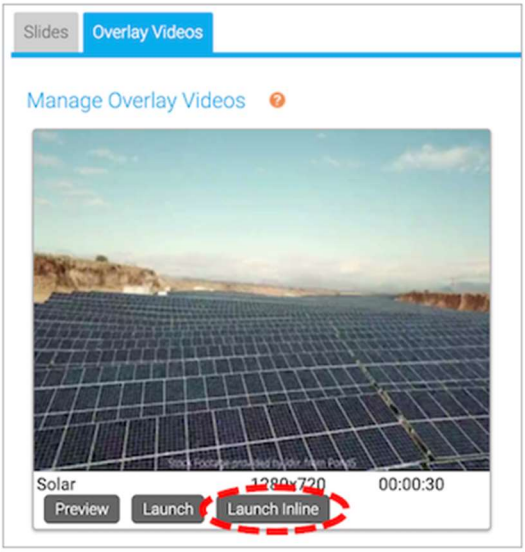
- You can only share videos in the video player for events broadcasting video (not audio only).
- If you're using layout switching, you must select a layout with a video player for the video to play.

To share a video in the video player:

1. In the Live Studio, click the **Overlay Videos** tab.

   Thumbnails of the uploaded videos are displayed with the video name, size, and duration.

2. Under the video you want to view, click **Launch Inline**.



3. A message displays asking if you want to send the video to the audience. Click **OK**.

   The video plays for the audience in the video player and plays in a new window as an overlay for you and other presenters. The video includes a progress bar to let you know when the video is done playing.

   Note: Only the audience hears the video's audio. To prevent feedback, we recommend that presenters don't listen to the audio during the event.

See e.g., https://helpgm.webcasts.com/books/live-events/page/share-a-video-during-a-live-event.

Assemble or edit an event recording

Use the editing studio to make simple edits to recorded content and to assemble content for any type of event. You can add and remove audio or video clips, slides, headshots (telephone broadcasts), surveys and survey results, and layout changes if you turned on Layout Switching. You can also change the start and end times of the event, cut out parts of the event audio and video, change the times that content is presented, and add jump points to specific parts of the event.

Add event content

The event timeline is where you'll edit or assemble the event. It contains tracks for all types of event content: the Media track for audio and video clips and overlay videos, the Slides track, the Headshots track (Telephone broadcasts only), the Surveys track, and the Layouts track.

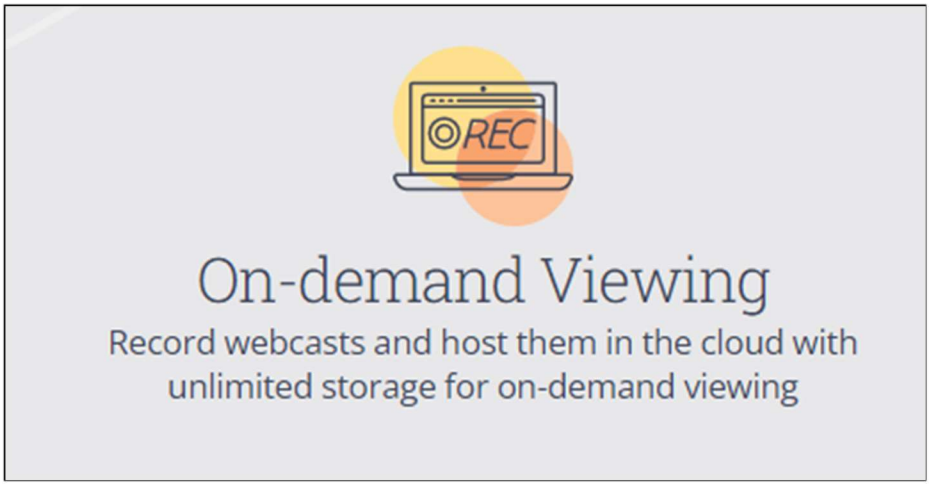
If you are editing an archived Live event recording, the event timeline already contains the audio or video clip, slides, headshots, surveys, and layouts presented during the event. If you're assembling an event from scratch, the event timeline is empty.

Edit the content and timings

After you add content, on the video player, click **Play** to run through the content on the event timeline and review placement and timing. The clips and headshots on the timeline play in the video player on the left, and the slides and surveys are displayed on the right. After you click Play, you can click and drag the green marker on the event timeline to go to any point in the event.

Then, use the timeline and video player options to adjust individual elements in the recording.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/assemble-or-edit-an-event-recording.



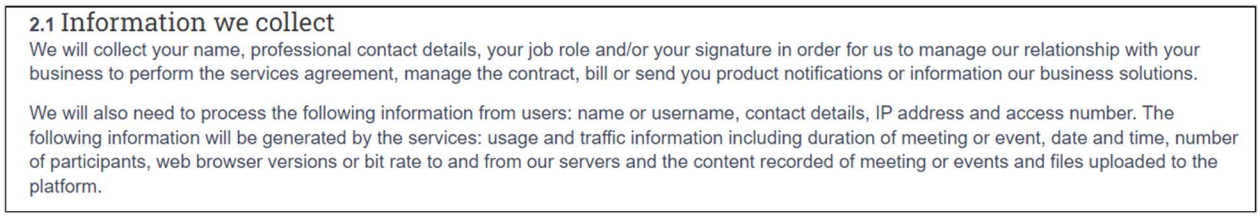
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_cam

paign=&utm_content=&fbclid=IwAR0-

oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



2.1 Information we collect

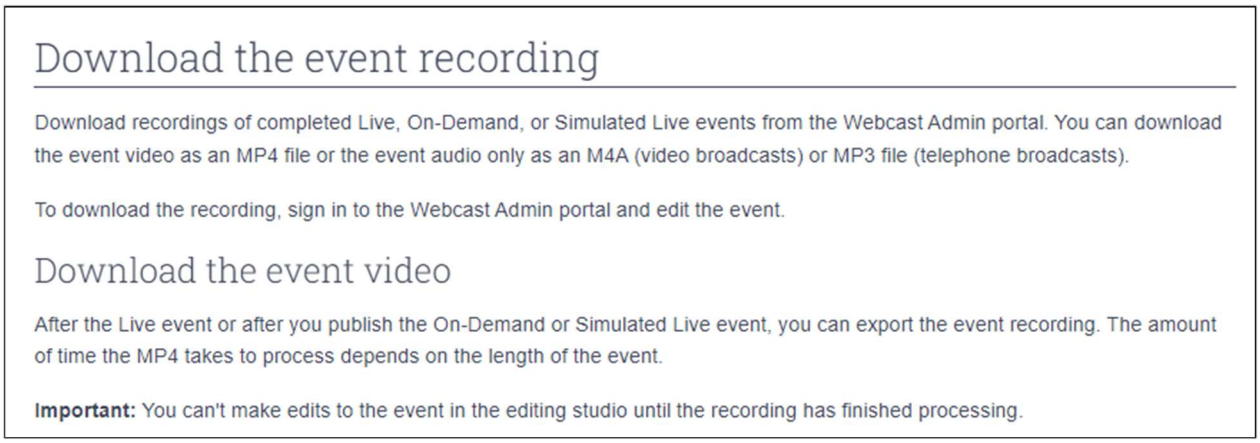
We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

See e.g., https://www.globalmeet.com/wp-

content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

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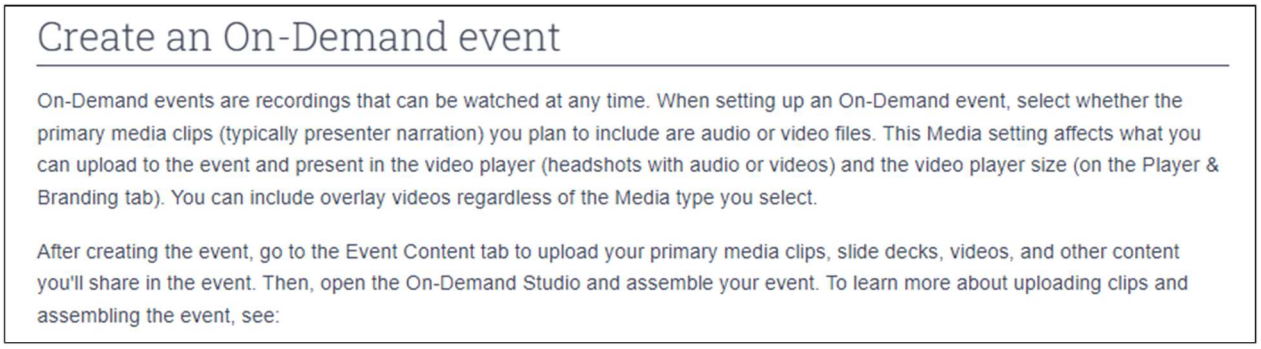
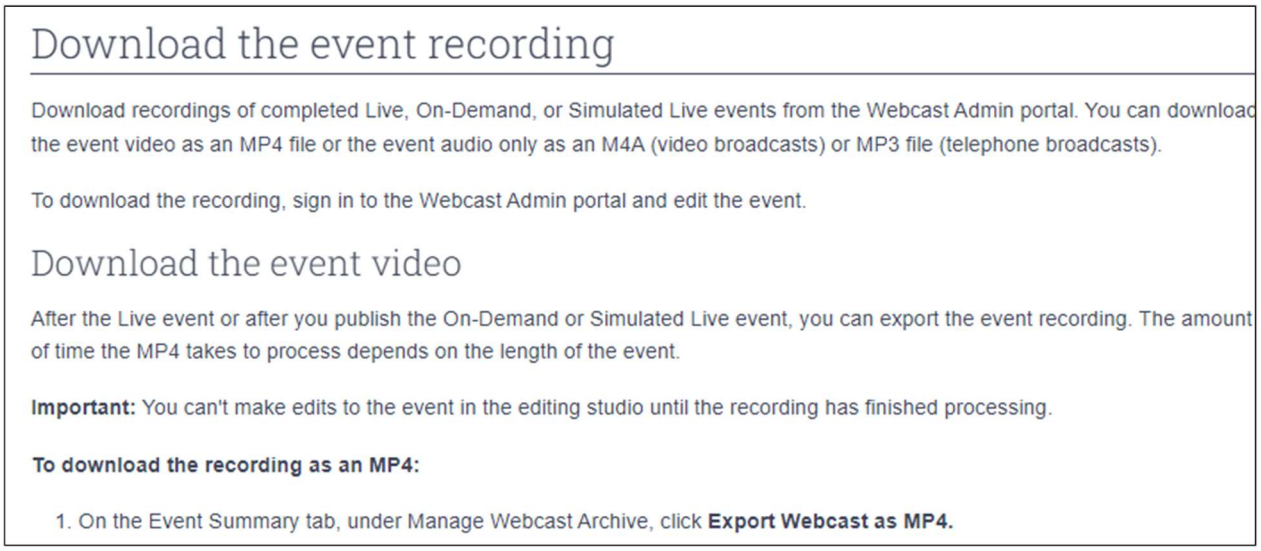


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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Communication Tools*			✓
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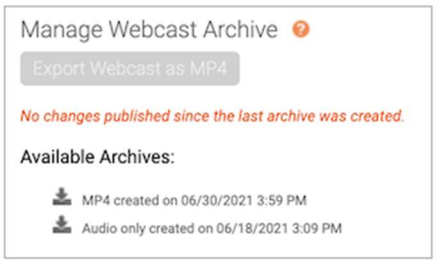

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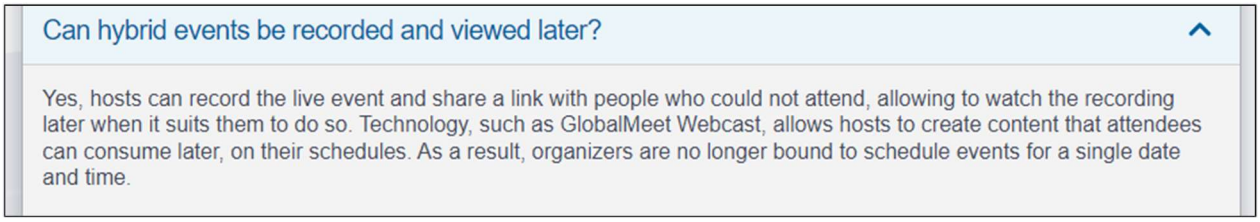
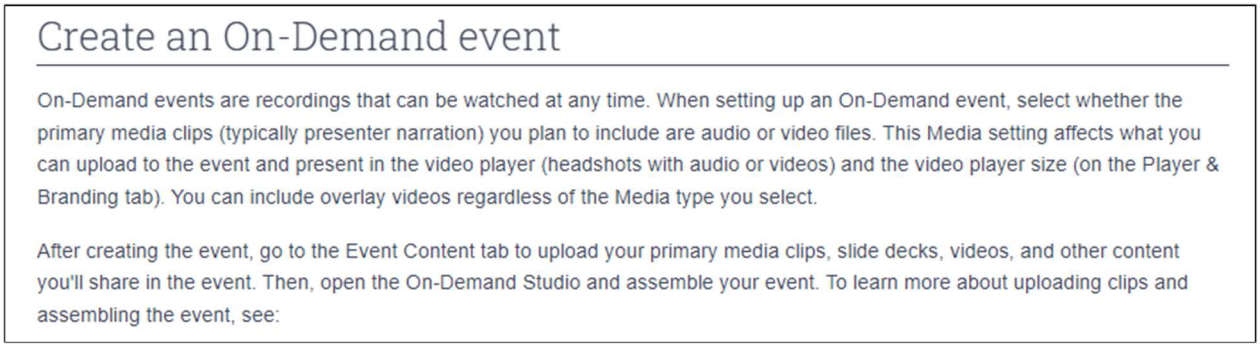


See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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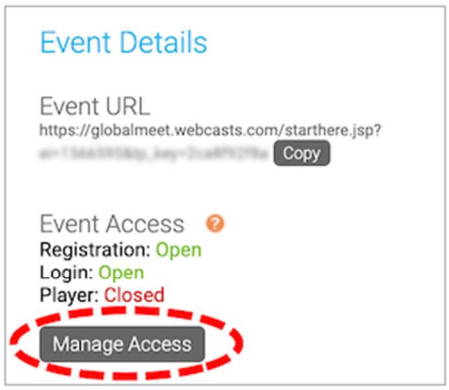
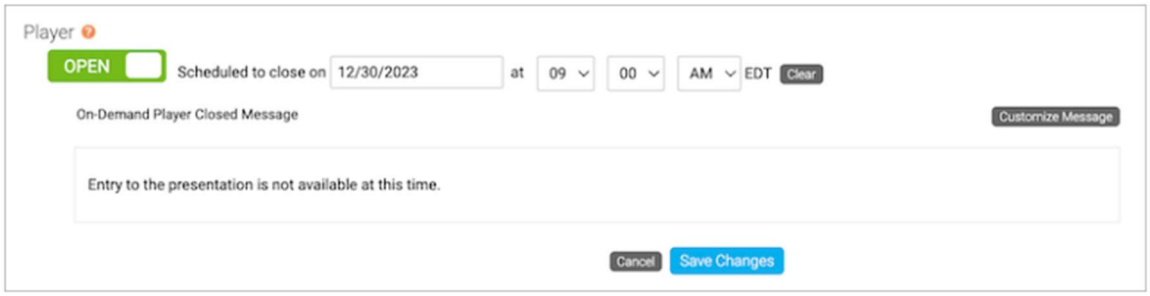


3. On the Manage Event Access window, set the Player to **Open**.



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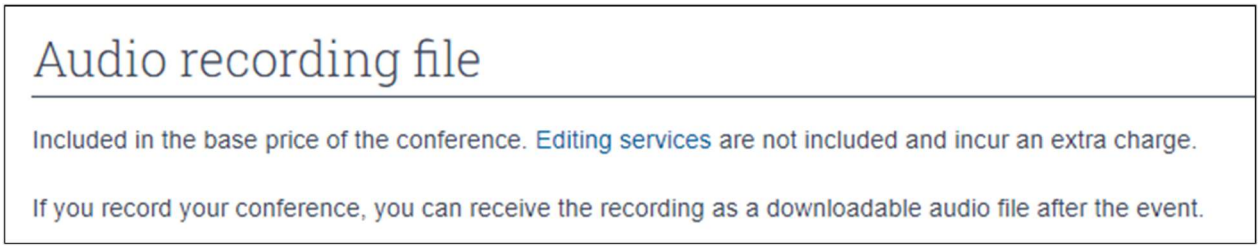


See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

180. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '707 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

181. On information and belief, Premier Global Services has been on notice of the '707 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

182. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '707 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and

Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

183. On information and belief, at least since acquiring its February 2023 knowledge of the '707 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '707 patent by its customers.

184. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '707 patent through their use of the Premiere Global Services System.

185. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '070 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '707 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '707 patent claims, are material parts of the invention.

186. Premiere Global Services' direct and indirect infringement has

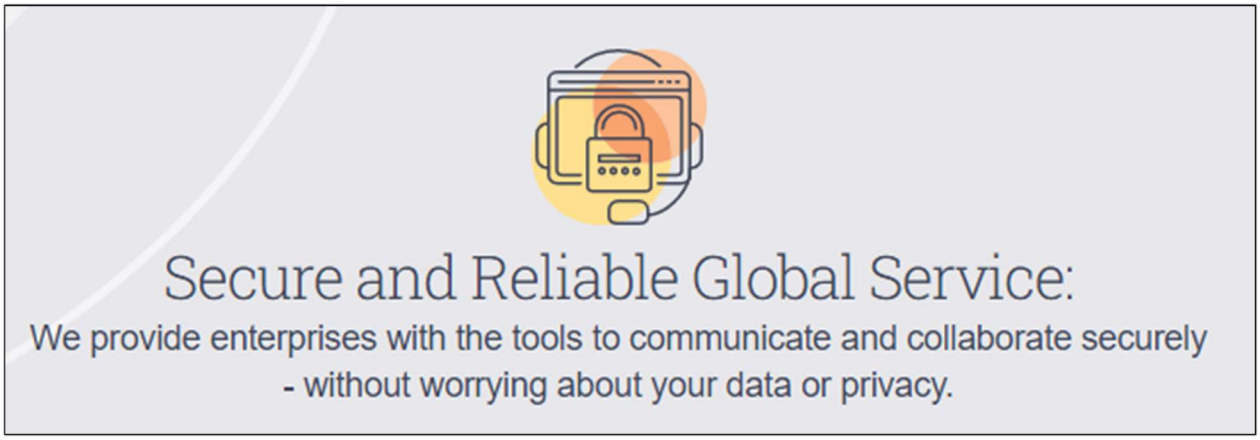
damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

Count VIII – Infringement of United States Patent No. 10,951,855

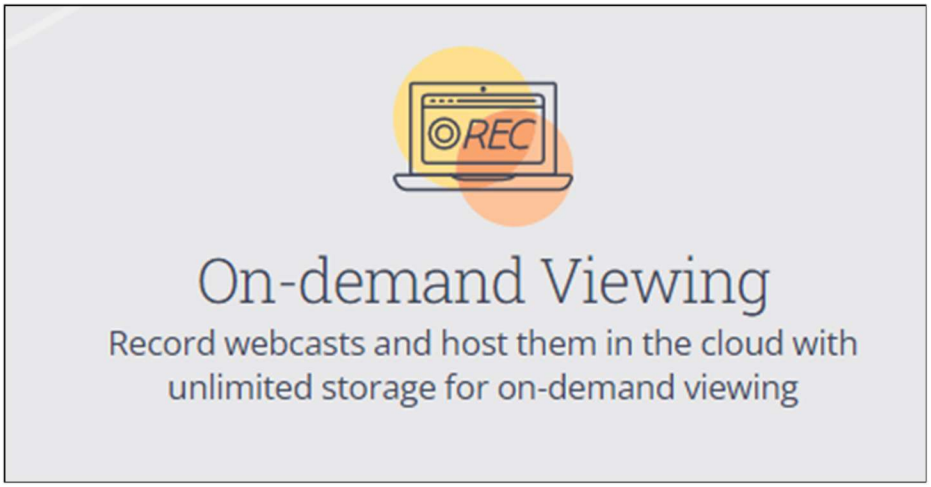
187. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

188. On information and belief, Premiere Global Services (or those acting on its behalf) makes, uses, sells, imports and/or offers to sell the Premiere Global Services Video Products and Services; and makes, uses, sells, sells access to, imports, offers to sell and/or offers to sell access to the Premiere Global Services System in the United States that infringe (literally and/or under the doctrine of equivalents) at least claim 1 of the '855 patent.

189. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system.



See e.g., https://www.globalmeet.com/online-meetings/.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

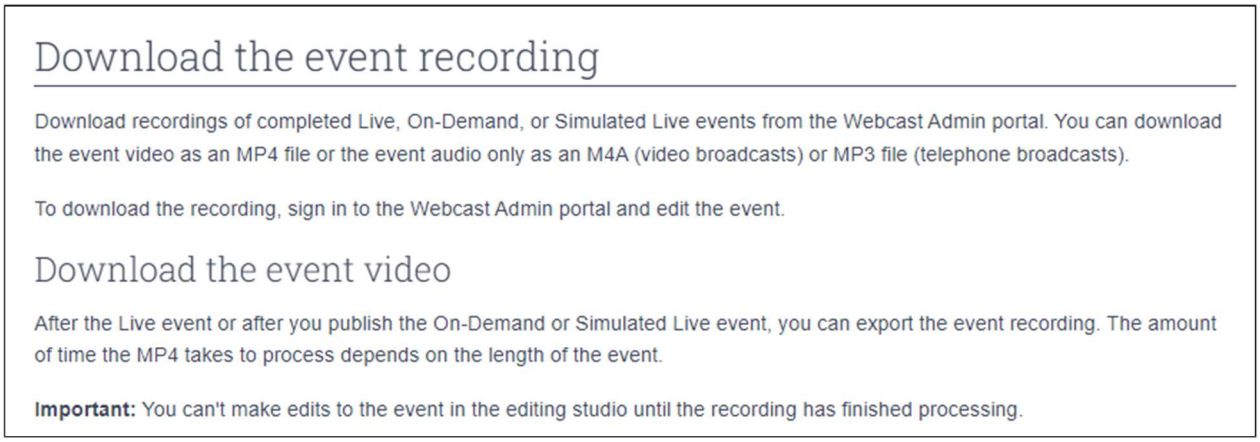
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

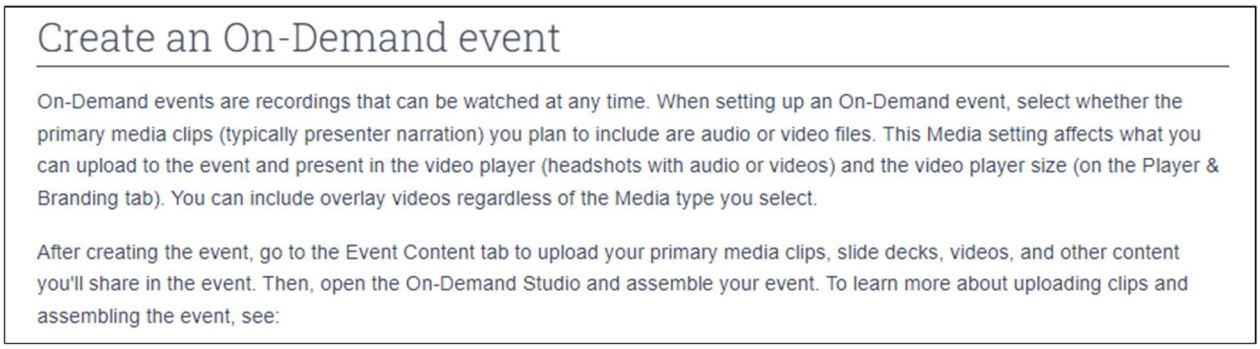
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

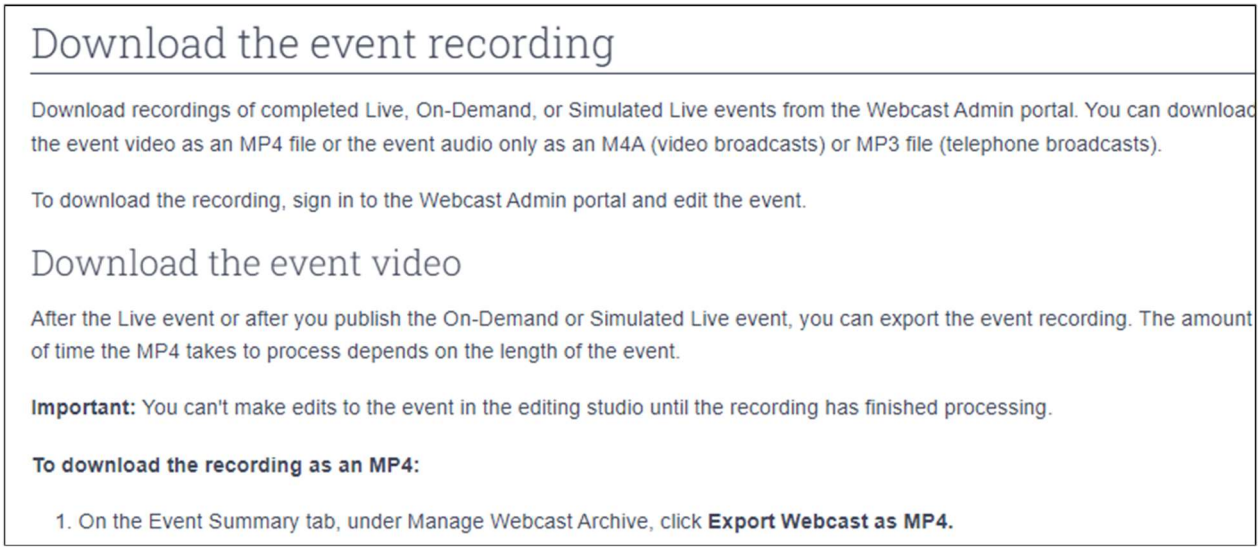
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

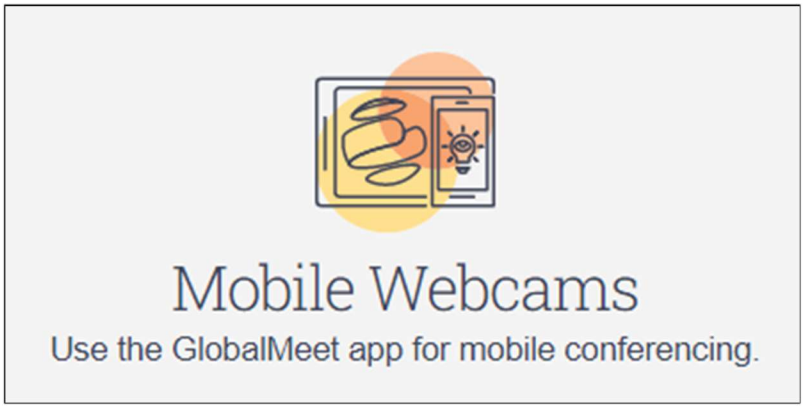
1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

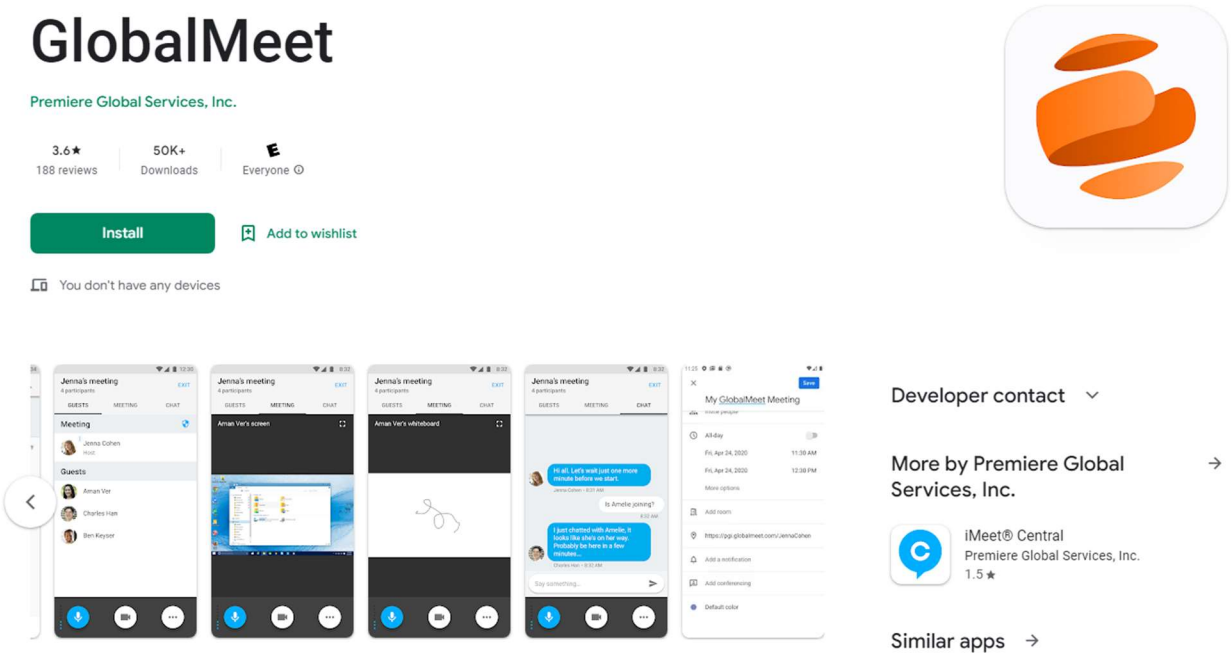
190. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system comprising an application configured to operate on a mobile front end digital audio and digital video capturing device.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/online-meetings/.



See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

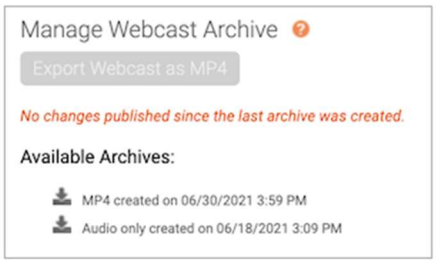
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

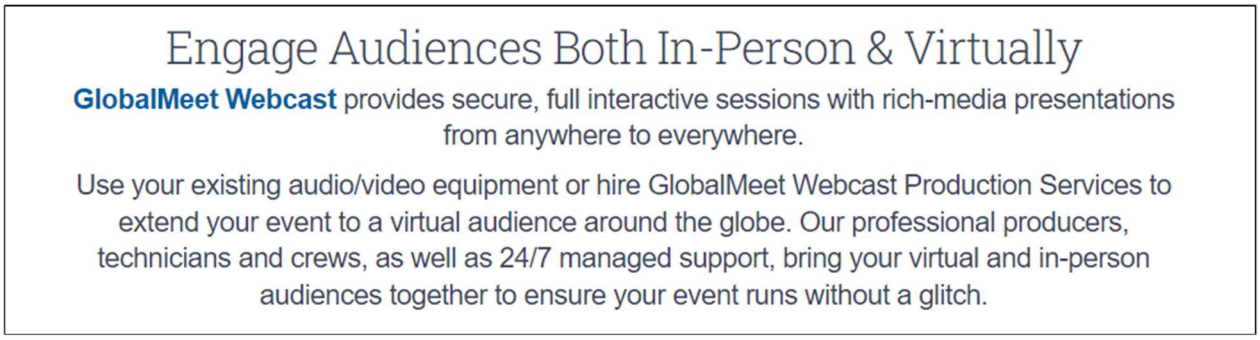
If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

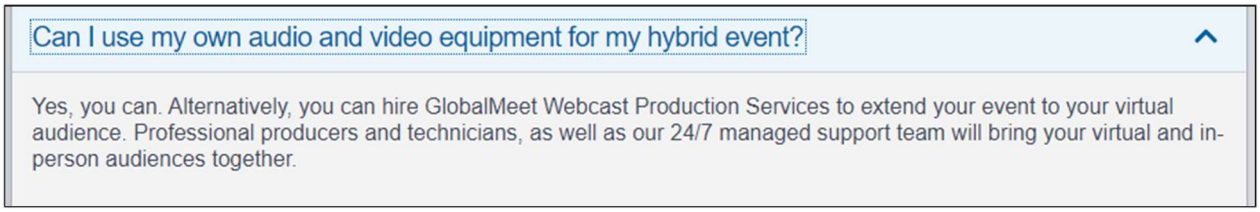
Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

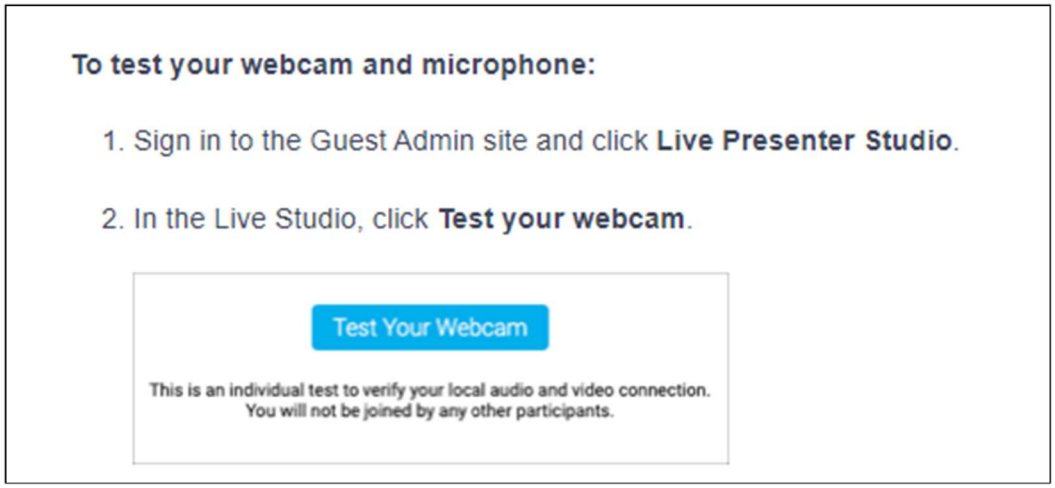
See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

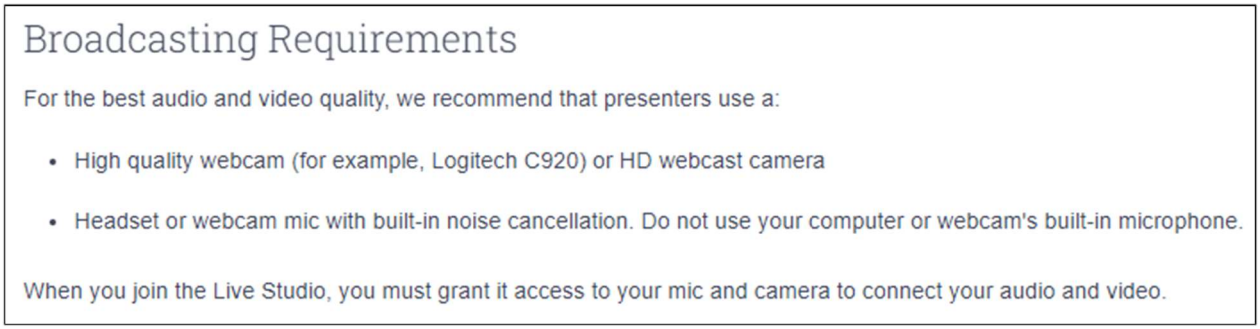


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

Live Studio Requirements

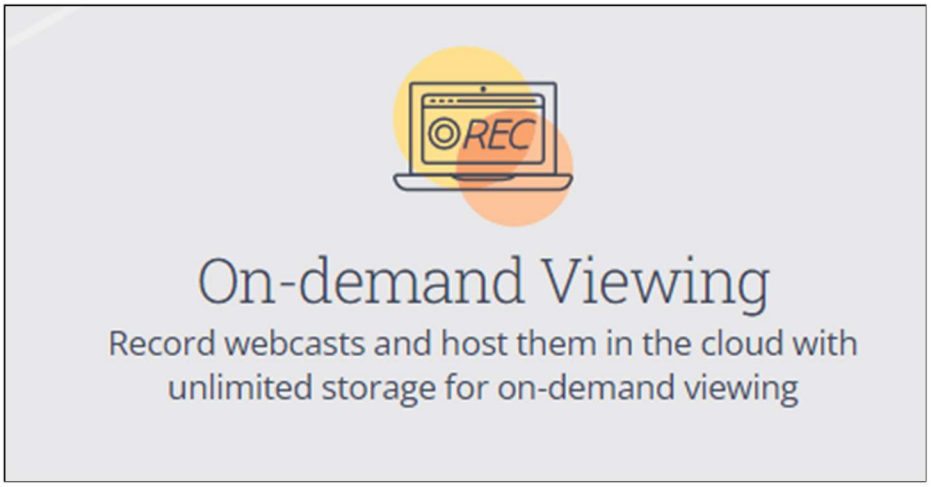
If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

191. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system comprising a host back end application server system comprising one or more host back end application servers.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

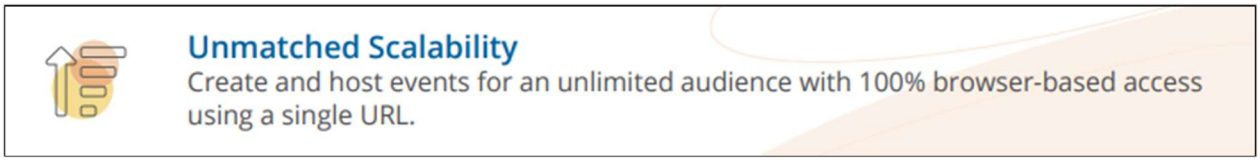
See e.g., https://www.globalmeet.com/online-meetings/.

2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.



See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

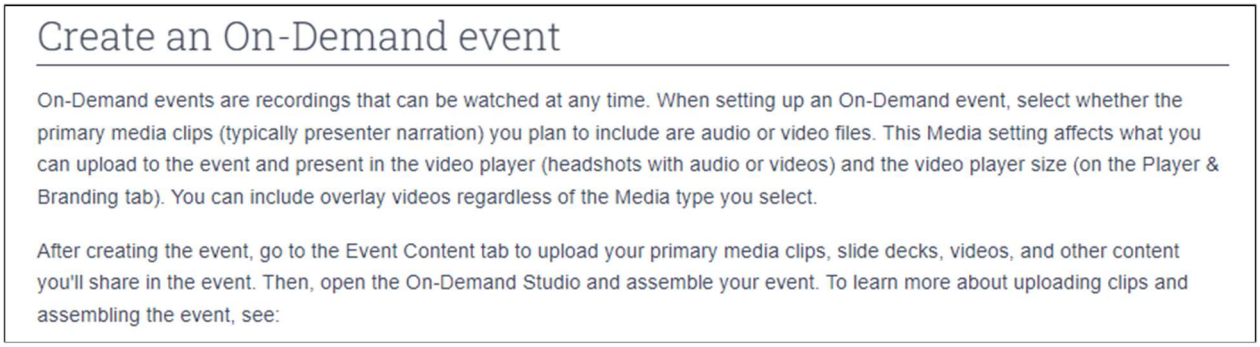
To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

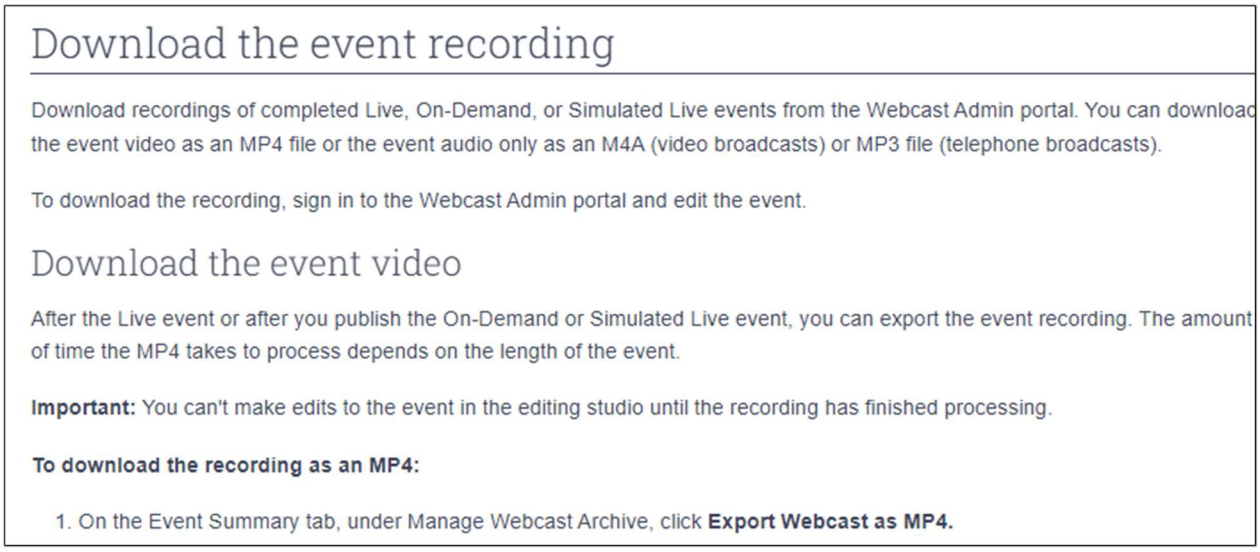


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can downloac the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

192. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system wherein in response to an interaction with a user, the host back end application server system delivers to the application, each time recording of digital audio and digital video material is sought to be initiated, a stream number that is associated with an account of the user.

Webcast Presenters - Video Events

Domain names

- *.webcasts.com
- *.conveyglb.com

Protocols / Ports

- **Web content:** TCP 443 (All content is delivered over https://)
- **HTML5 (HLS) Live and On-Demand streams:** TCP 443
- **HTML5 (HLS) On-Demand Studio streams:** TCP 8043
- **Your Encoder Broadcast outbound push:** RTMP over TCP port 1935
- **Webcam WebRTC Broadcast outbound push:** UDP 443 with automatic failover to TCP 443

Video Bridge & VCU:

- **Webcam outbound connection:** TCP 443, RTP/RTCP UDP 40000 - 50000, TCP 40000 - 50000 if UDP is blocked
- **SIP outbound connection:** SIP TCP+UDP 5060, SIP Secure TLS TCP 5061, RTP/RTCP UDP 40000 - 50000, RTP TCP 40000 - 50000
- **H323 Broadcast outbound connection:** RAS 1719 UDP, H225 TCP 1720, Q931/H245 TCP 30000 - 39999, RTP/RTCP UDP 40000 - 50000

IP Addresses

- **Web Content and Audience Preview Stream:**

  See the Web content and HTML5 (HLS) streams list under the Audience Members section

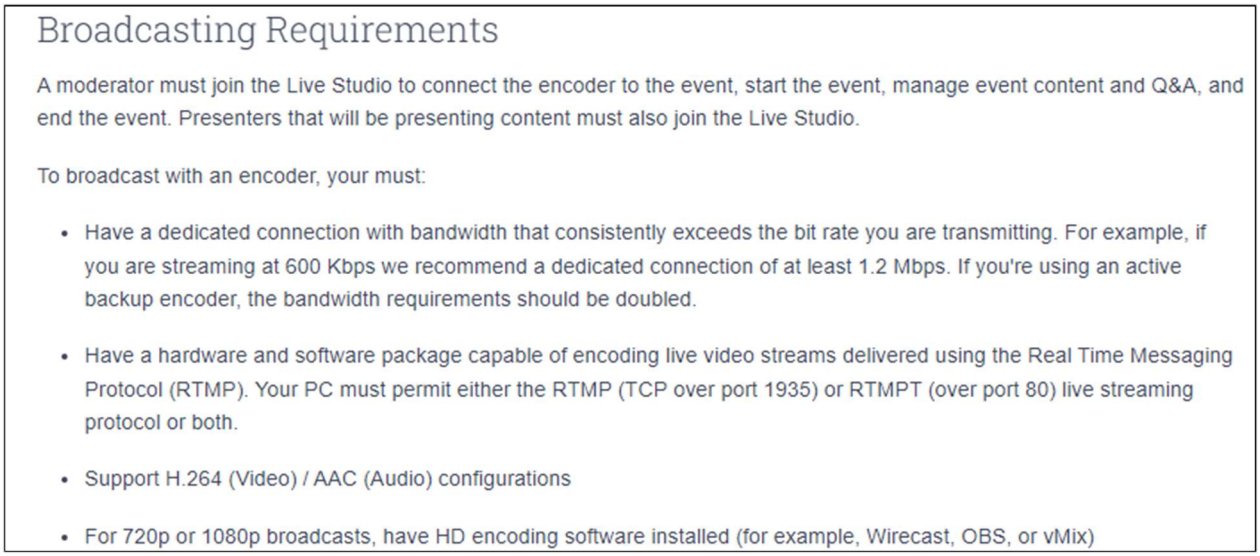
See e.g., https://webcasts.com/networkresources/.

Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



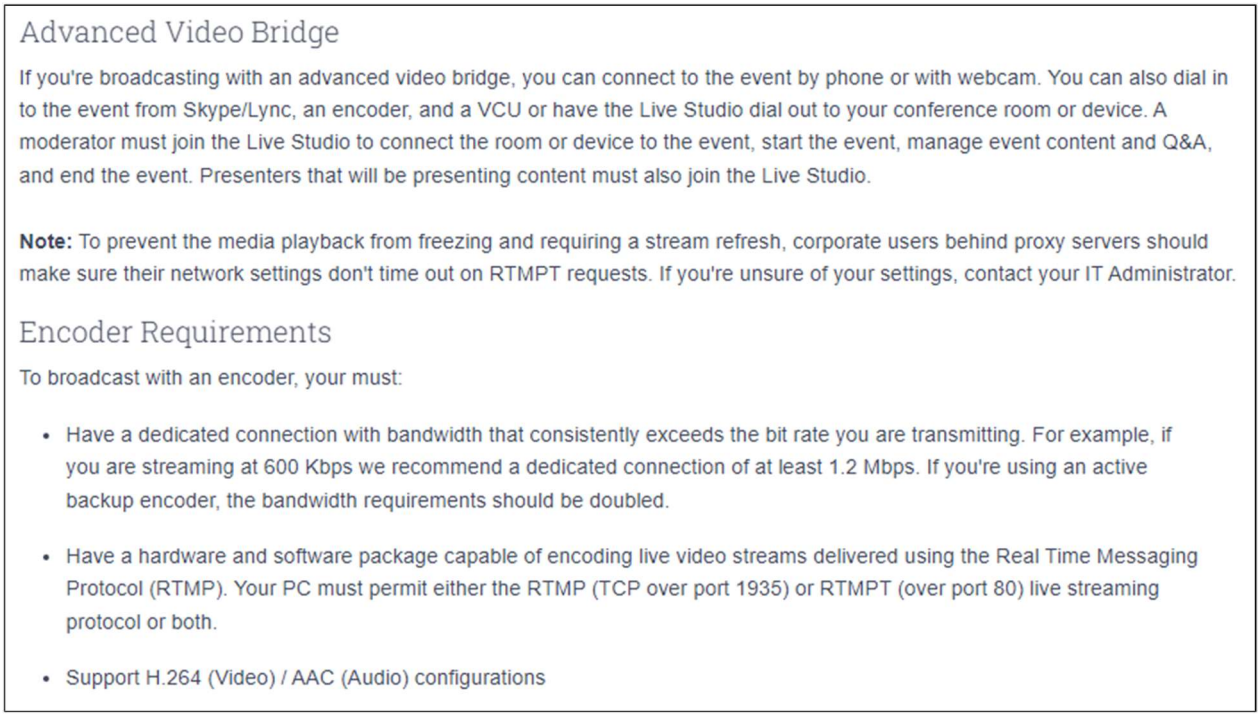
Broadcasting Requirements

A moderator must join the Live Studio to connect the encoder to the event, start the event, manage event content and Q&A, and end the event. Presenters that will be presenting content must also join the Live Studio.

To broadcast with an encoder, your must:

- Have a dedicated connection with bandwidth that consistently exceeds the bit rate you are transmitting. For example, if you are streaming at 600 Kbps we recommend a dedicated connection of at least 1.2 Mbps. If you're using an active backup encoder, the bandwidth requirements should be doubled.
- Have a hardware and software package capable of encoding live video streams delivered using the Real Time Messaging Protocol (RTMP). Your PC must permit either the RTMP (TCP over port 1935) or RTMPT (over port 80) live streaming protocol or both.
- Support H.264 (Video) / AAC (Audio) configurations
- For 720p or 1080p broadcasts, have HD encoding software installed (for example, Wirecast, OBS, or vMix)

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-encoder-broadcasts.



Advanced Video Bridge

If you're broadcasting with an advanced video bridge, you can connect to the event by phone or with webcam. You can also dial in to the event from Skype/Lync, an encoder, and a VCU or have the Live Studio dial out to your conference room or device. A moderator must join the Live Studio to connect the room or device to the event, start the event, manage event content and Q&A, and end the event. Presenters that will be presenting content must also join the Live Studio.

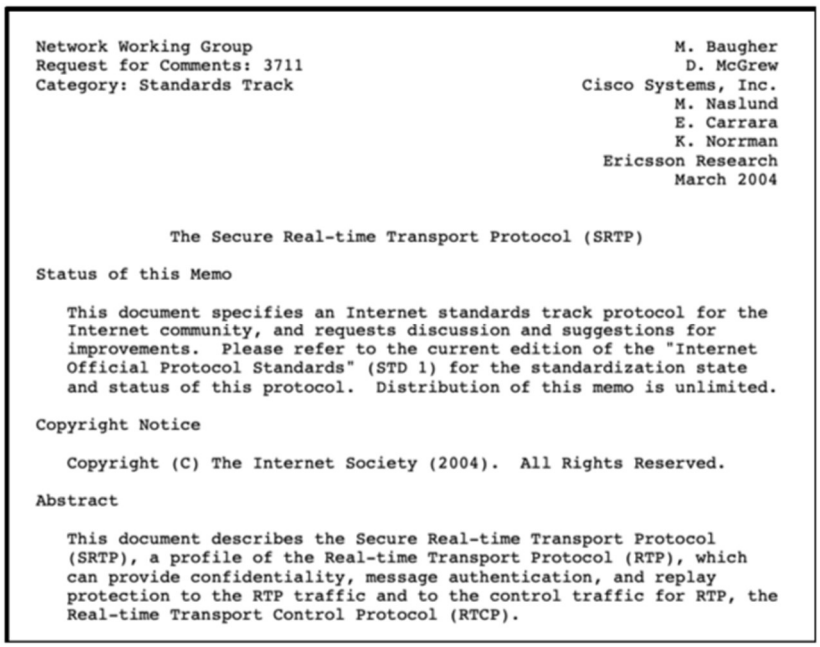
Note: To prevent the media playback from freezing and requiring a stream refresh, corporate users behind proxy servers should make sure their network settings don't time out on RTMPT requests. If you're unsure of your settings, contact your IT Administrator.

Encoder Requirements

To broadcast with an encoder, your must:

- Have a dedicated connection with bandwidth that consistently exceeds the bit rate you are transmitting. For example, if you are streaming at 600 Kbps we recommend a dedicated connection of at least 1.2 Mbps. If you're using an active backup encoder, the bandwidth requirements should be doubled.
- Have a hardware and software package capable of encoding live video streams delivered using the Real Time Messaging Protocol (RTMP). Your PC must permit either the RTMP (TCP over port 1935) or RTMPT (over port 80) live streaming protocol or both.
- Support H.264 (Video) / AAC (Audio) configurations

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-video-bridge-broadcasts.



Network Working Group
Request for Comments: 3711
Category: Standards Track

M. Baugher
D. McGrew
Cisco Systems, Inc.
M. Naslund
E. Carrara
K. Norrman
Ericsson Research
March 2004

The Secure Real-time Transport Protocol (SRTP)

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

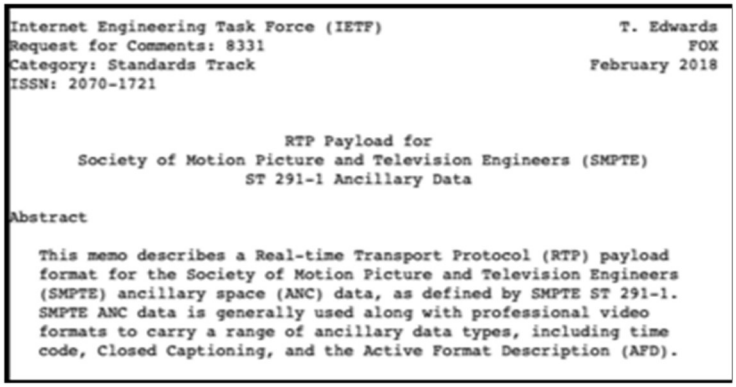
Copyright Notice

Copyright (C) The Internet Society (2004). All Rights Reserved.

Abstract

This document describes the Secure Real-time Transport Protocol (SRTP), a profile of the Real-time Transport Protocol (RTP), which can provide confidentiality, message authentication, and replay protection to the RTP traffic and to the control traffic for RTP, the Real-time Transport Control Protocol (RTCP).

See e.g., https://www.rfc-editor.org/rfc/pdfrfc/rfc3711.txt.pdf.



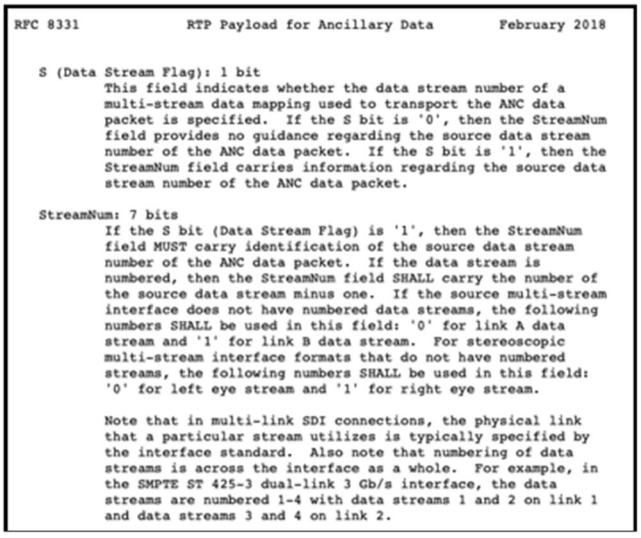
Internet Engineering Task Force (IETF)
Request for Comments: 8331
Category: Standards Track
ISSN: 2070-1721

T. Edwards
FOX
February 2018

RTP Payload for
Society of Motion Picture and Television Engineers (SMPTE)
ST 291-1 Ancillary Data

Abstract

This memo describes a Real-time Transport Protocol (RTP) payload format for the Society of Motion Picture and Television Engineers (SMPTE) ancillary space (ANC) data, as defined by SMPTE ST 291-1. SMPTE ANC data is generally used along with professional video formats to carry a range of ancillary data types, including time code, Closed Captioning, and the Active Format Description (AFD).



RFC 8331 RTP Payload for Ancillary Data February 2018

S (Data Stream Flag): 1 bit
This field indicates whether the data stream number of a multi-stream data mapping used to transport the ANC data packet is specified. If the S bit is '0', then the StreamNum field provides no guidance regarding the source data stream number of the ANC data packet. If the S bit is '1', then the StreamNum field carries information regarding the source data stream number of the ANC data packet.

StreamNum: 7 bits
If the S bit (Data Stream Flag) is '1', then the StreamNum field MUST carry identification of the source data stream number of the ANC data packet. If the data stream is numbered, then the StreamNum field SHALL carry the number of the source data stream minus one. If the source multi-stream interface does not have numbered data streams, the following numbers SHALL be used in this field: '0' for link A data stream and '1' for link B data stream. For stereoscopic multi-stream interface formats that do not have numbered streams, the following numbers SHALL be used in this field: '0' for left eye stream and '1' for right eye stream.

Note that in multi-link SDI connections, the physical link that a particular stream utilizes is typically specified by the interface standard. Also note that numbering of data streams is across the interface as a whole. For example, in the SMPTE ST 425-3 dual-link 3 Gb/s interface, the data streams are numbered 1-4 with data streams 1 and 2 on link 1 and data streams 3 and 4 on link 2.

See e.g., https://www.rfc-editor.org/rfc/rfc8331.txt.

193. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system wherein the application is configured to use the stream number to initiate secure streaming of digital audio and digital video material to the host back end application server system.

Webcast Presenters - Video Events

Domain names

- *.webcasts.com
- *.conveyglb.com

Protocols / Ports

- **Web content:** TCP 443 (All content is delivered over https://)
- **HTML5 (HLS) Live and On-Demand streams:** TCP 443
- **HTML5 (HLS) On-Demand Studio streams:** TCP 8043
- **Your Encoder Broadcast outbound push:** RTMP over TCP port 1935
- **Webcam WebRTC Broadcast outbound push:** UDP 443 with automatic failover to TCP 443

Video Bridge & VCU:

- **Webcam outbound connection:** TCP 443, RTP/RTCP UDP 40000 - 50000, TCP 40000 - 50000 if UDP is blocked
- **SIP outbound connection:** SIP TCP+UDP 5060, SIP Secure TLS TCP 5061, RTP/RTCP UDP 40000 - 50000, RTP TCP 40000 - 50000
- **H323 Broadcast outbound connection:** RAS 1719 UDP, H225 TCP 1720, Q931/H245 TCP 30000 - 39999, RTP/RTCP UDP 40000 - 50000

IP Addresses

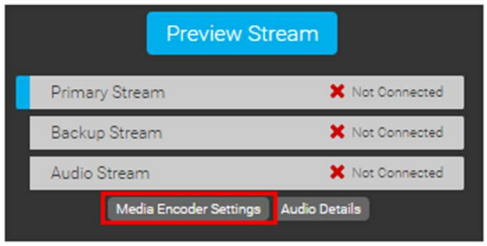
- **Web Content and Audience Preview Stream:**

See the Web content and HTML5 (HLS) streams list under the Audience Members section

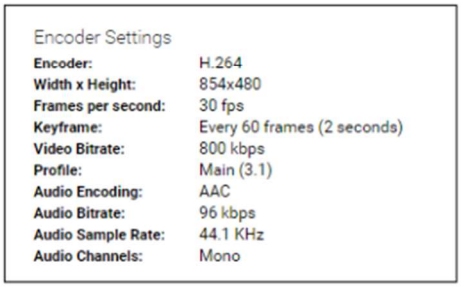
See e.g., https://webcasts.com/networkresources/.

How do I broadcast using an encoder?

To access the information needed to connect your encoder for the event, click the **Media Encoder Settings** button in the **Broadcast Controls** area of the **Live Studio**. Your encoding device (e.g. Wirecast) will need to be setup to send a RTMP stream for broadcast.



Click **Media Encoder Settings** to access the stream path(s), codec information and recommended stream settings.

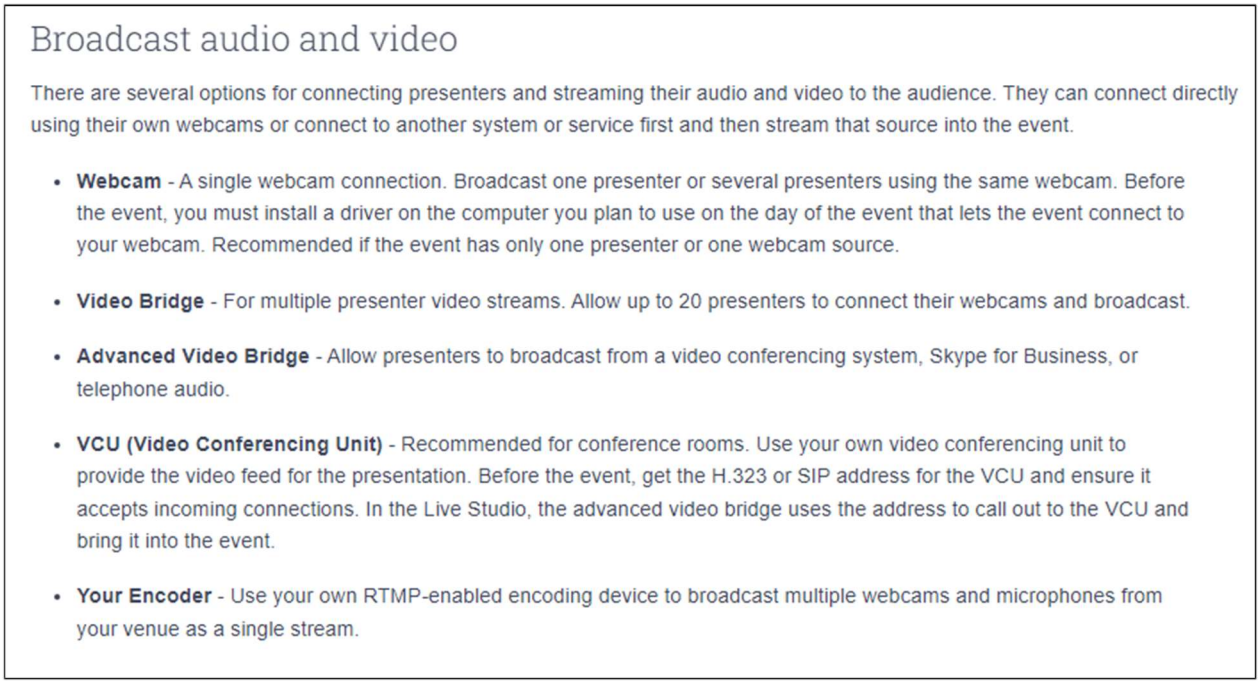


Copy and paste the **Primary Stream URL** from the **Encoder Settings** to your encoding device settings. Then, copy and paste the **Primary Stream ID** into the stream setting of your encoder. Next, confirm that your encoding device is using the same settings as listed in the **Encoder Settings**. *NOTE: Bit rate can be adjusted based on your requirements.*

To add a redundant backup stream on the event, copy and paste the **Backup Stream URL** from the **Encoder Settings** to the secondary encoding device settings. Then, copy and paste the **Backup Stream ID** into the stream setting of your encoder. Next, confirm that your secondary encoding device is using the same settings as listed in the **Encoder Settings**. *NOTE: Bit rate can be adjusted based on your requirements.*

Start your encoder to begin streaming to the Webcast Server. Once your encoder confirms a successful connection, click the **Preview Stream** button to view the stream(s).

See e.g., https://helpgm.webcasts.com/books/live-events/page/how-do-i-broadcast-using-an-encoder.

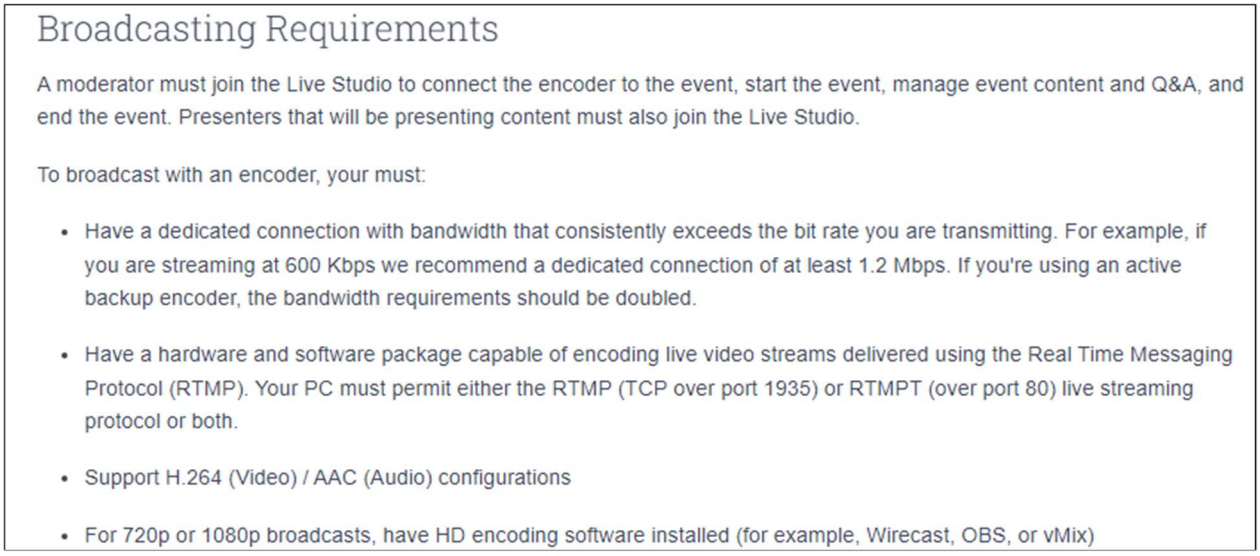


Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.



Broadcasting Requirements

A moderator must join the Live Studio to connect the encoder to the event, start the event, manage event content and Q&A, and end the event. Presenters that will be presenting content must also join the Live Studio.

To broadcast with an encoder, your must:

- Have a dedicated connection with bandwidth that consistently exceeds the bit rate you are transmitting. For example, if you are streaming at 600 Kbps we recommend a dedicated connection of at least 1.2 Mbps. If you're using an active backup encoder, the bandwidth requirements should be doubled.
- Have a hardware and software package capable of encoding live video streams delivered using the Real Time Messaging Protocol (RTMP). Your PC must permit either the RTMP (TCP over port 1935) or RTMPT (over port 80) live streaming protocol or both.
- Support H.264 (Video) / AAC (Audio) configurations
- For 720p or 1080p broadcasts, have HD encoding software installed (for example, Wirecast, OBS, or vMix)

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-encoder-broadcasts.

Advanced Video Bridge

If you're broadcasting with an advanced video bridge, you can connect to the event by phone or with webcam. You can also dial in to the event from Skype/Lync, an encoder, and a VCU or have the Live Studio dial out to your conference room or device. A moderator must join the Live Studio to connect the room or device to the event, start the event, manage event content and Q&A, and end the event. Presenters that will be presenting content must also join the Live Studio.

Note: To prevent the media playback from freezing and requiring a stream refresh, corporate users behind proxy servers should make sure their network settings don't time out on RTMPT requests. If you're unsure of your settings, contact your IT Administrator.

Encoder Requirements

To broadcast with an encoder, your must:

- Have a dedicated connection with bandwidth that consistently exceeds the bit rate you are transmitting. For example, if you are streaming at 600 Kbps we recommend a dedicated connection of at least 1.2 Mbps. If you're using an active backup encoder, the bandwidth requirements should be doubled.
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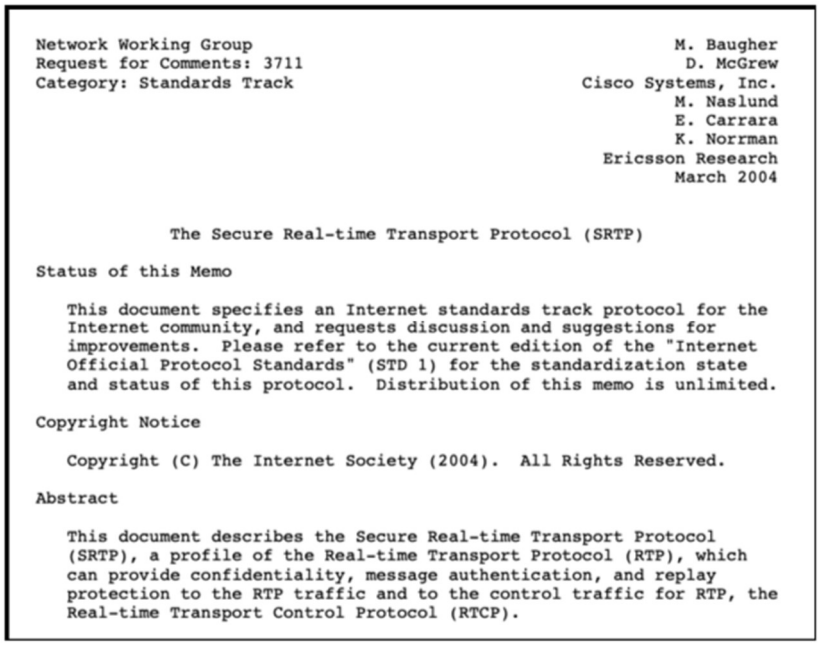
See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-video-bridge-broadcasts.



Network Working Group
Request for Comments: 3711
Category: Standards Track

M. Baugher
D. McGrew
Cisco Systems, Inc.
M. Naslund
E. Carrara
K. Norrman
Ericsson Research
March 2004

The Secure Real-time Transport Protocol (SRTP)

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

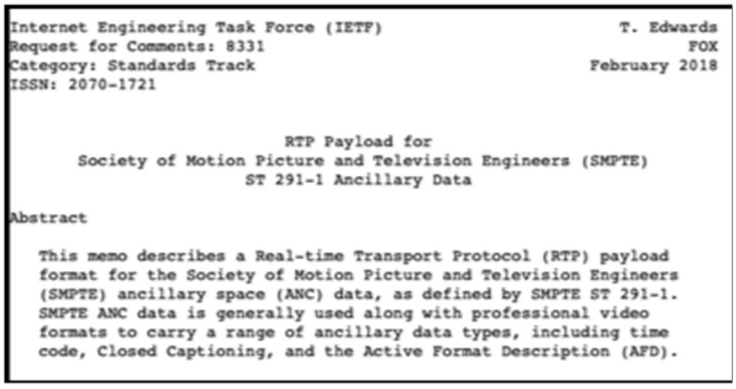
Copyright Notice

Copyright (C) The Internet Society (2004). All Rights Reserved.

Abstract

This document describes the Secure Real-time Transport Protocol (SRTP), a profile of the Real-time Transport Protocol (RTP), which can provide confidentiality, message authentication, and replay protection to the RTP traffic and to the control traffic for RTP, the Real-time Transport Control Protocol (RTCP).

See e.g., https://www.rfc-editor.org/rfc/pdfrfc/rfc3711.txt.pdf.

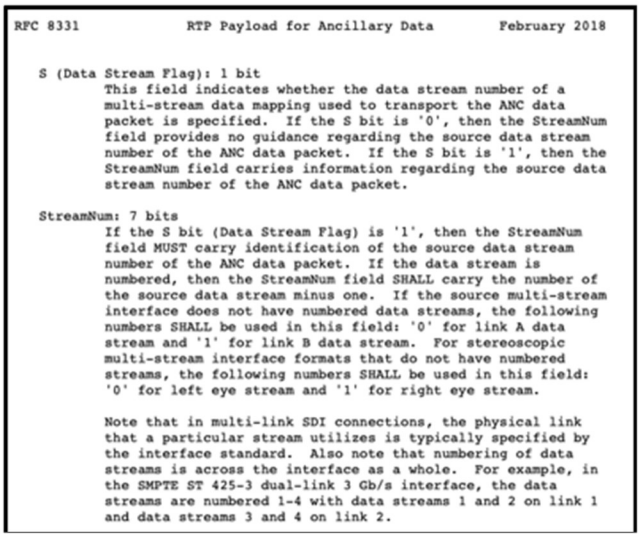


Internet Engineering Task Force (IETF) T. Edwards
Request for Comments: 8331 FOX
Category: Standards Track February 2018
ISSN: 2070-1721

RTP Payload for
Society of Motion Picture and Television Engineers (SMPTE)
ST 291-1 Ancillary Data

Abstract

This memo describes a Real-time Transport Protocol (RTP) payload format for the Society of Motion Picture and Television Engineers (SMPTE) ancillary space (ANC) data, as defined by SMPTE ST 291-1. SMPTE ANC data is generally used along with professional video formats to carry a range of ancillary data types, including time code, Closed Captioning, and the Active Format Description (AFD).



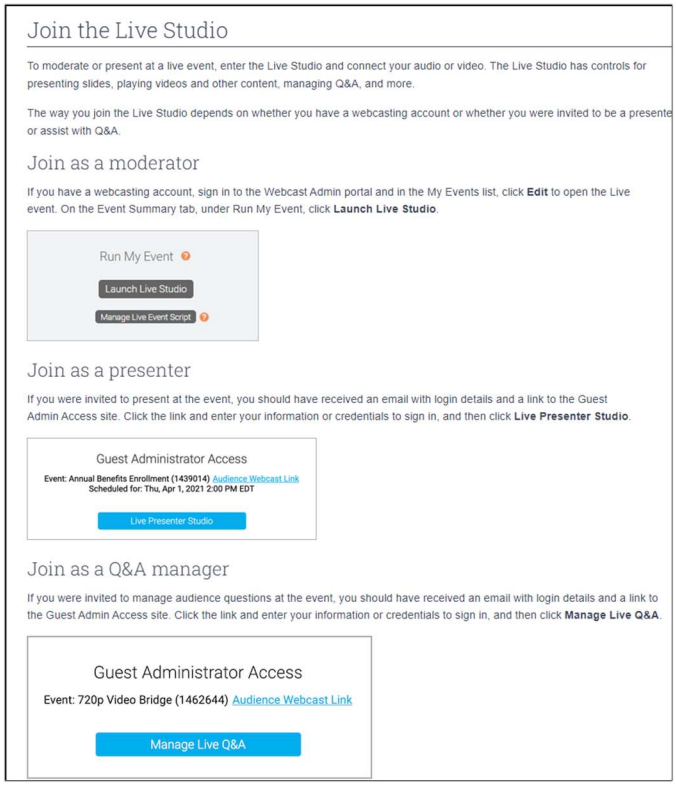
RFC 8331 RTP Payload for Ancillary Data February 2018

S (Data Stream Flag): 1 bit
This field indicates whether the data stream number of a multi-stream data mapping used to transport the ANC data packet is specified. If the S bit is '0', then the StreamNum field provides no guidance regarding the source data stream number of the ANC data packet. If the S bit is '1', then the StreamNum field carries information regarding the source data stream number of the ANC data packet.

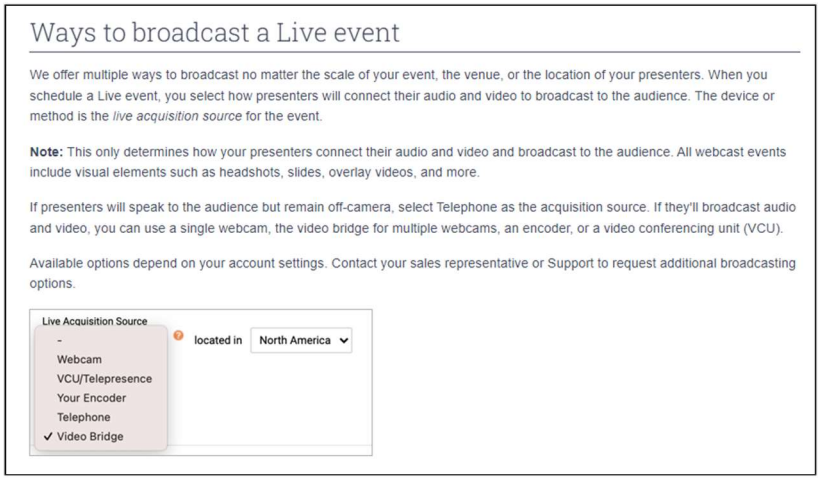
StreamNum: 7 bits
If the S bit (Data Stream Flag) is '1', then the StreamNum field MUST carry identification of the source data stream number of the ANC data packet. If the data stream is numbered, then the StreamNum field SHALL carry the number of the source data stream minus one. If the source multi-stream interface does not have numbered data streams, the following numbers SHALL be used in this field: '0' for link A data stream and '1' for link B data stream. For stereoscopic multi-stream interface formats that do not have numbered streams, the following numbers SHALL be used in this field: '0' for left eye stream and '1' for right eye stream.

Note that in multi-link SDI connections, the physical link that a particular stream utilizes is typically specified by the interface standard. Also note that numbering of data streams is across the interface as a whole. For example, in the SMPTE ST 425-3 dual-link 3 Gb/s interface, the data streams are numbered 1-4 with data streams 1 and 2 on link 1 and data streams 3 and 4 on link 2.

See e.g., https://www.rfc-editor.org/rfc/rfc8331.txt.



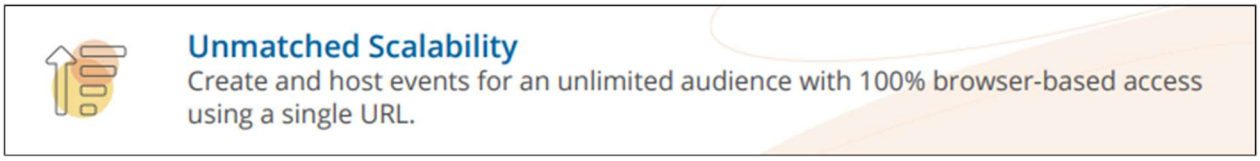
See e.g., https://helpgm.webcasts.com/books/live-events/page/join-the-live-studio.



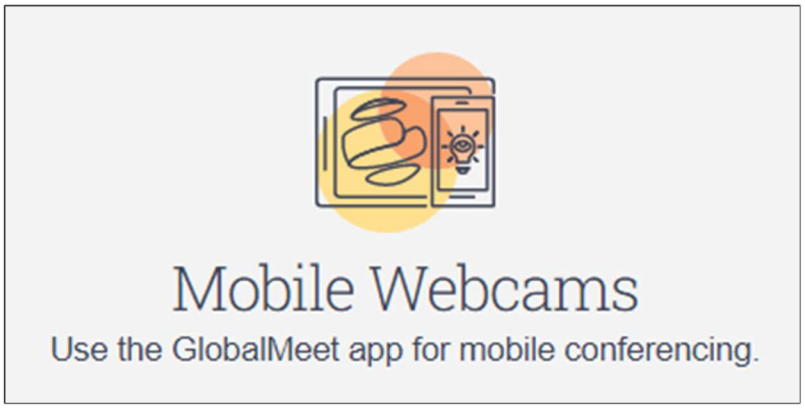
See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

194. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system wherein the digital audio and digital video material is not

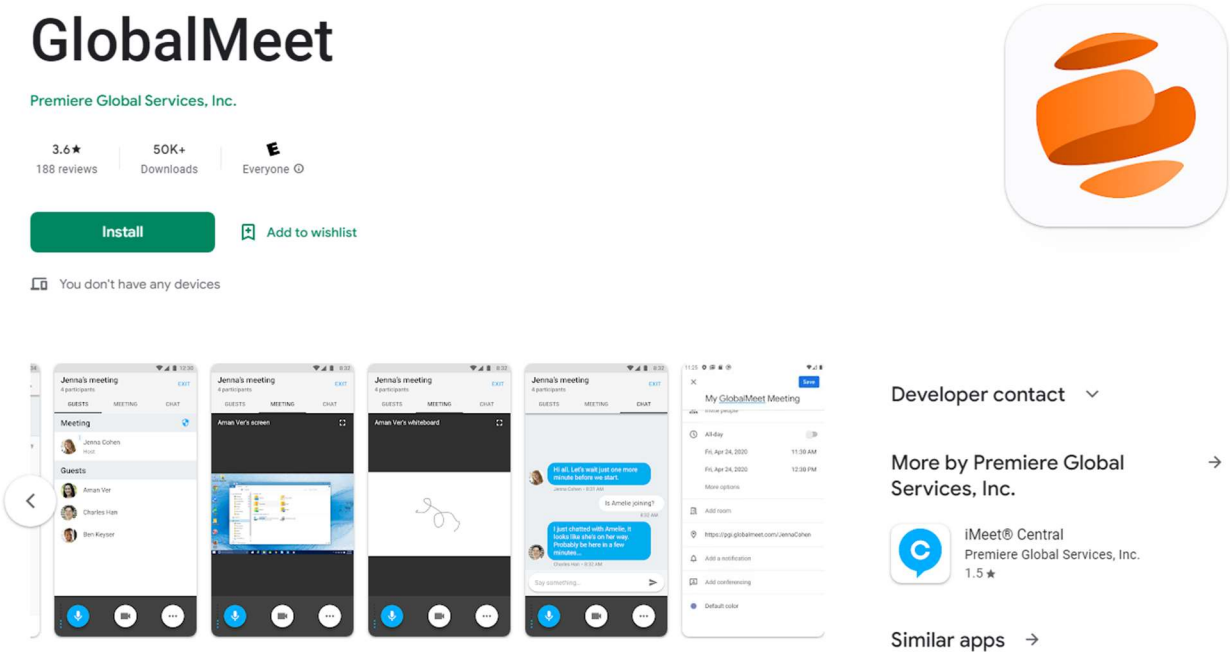
stored as a complete file on the mobile front end digital audio and digital video capturing device prior to initiation of the secure streaming of the digital audio and digital video material to the host back end application server system.



See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

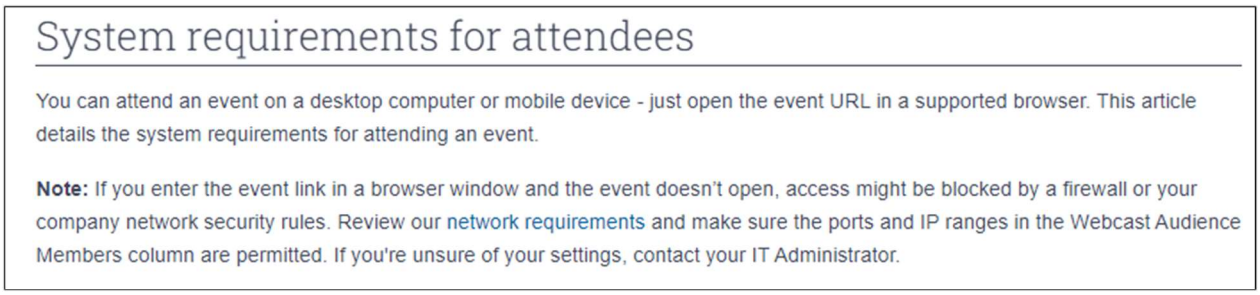


See e.g., https://www.globalmeet.com/online-meetings/.

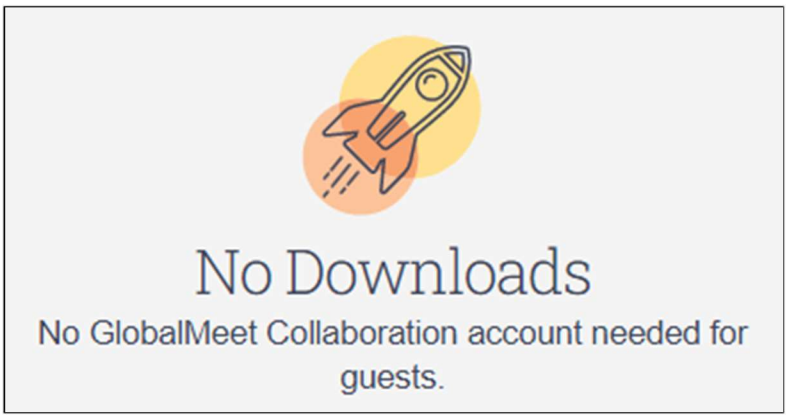


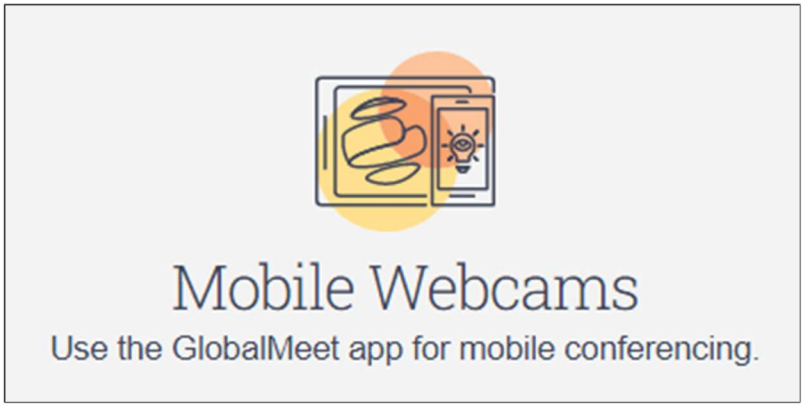
See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.



See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.

What is GlobalMeet Collaboration?

From PGi, GlobalMeet is a web-based video conferencing platform. It hosts a cloud PBX system and offers capabilities for incorporating team collaboration into video meetings.

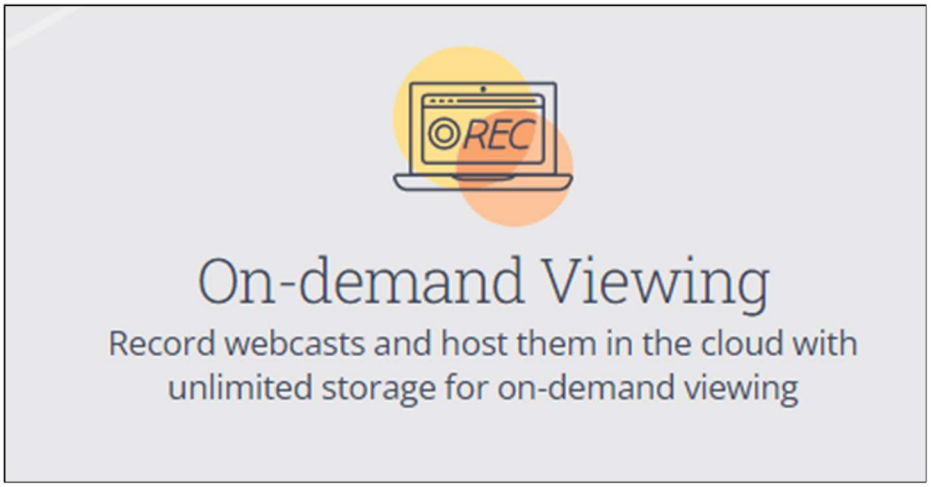
See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

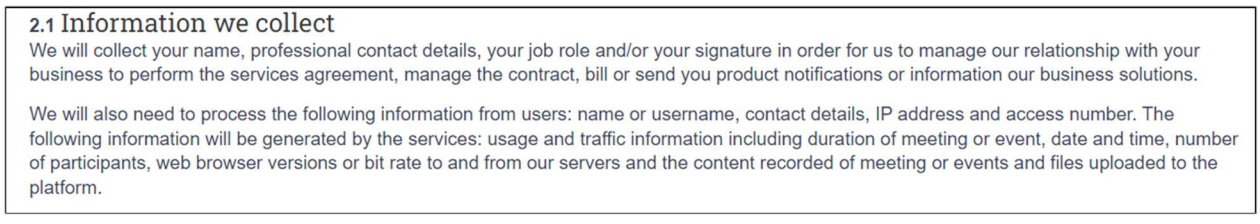
See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



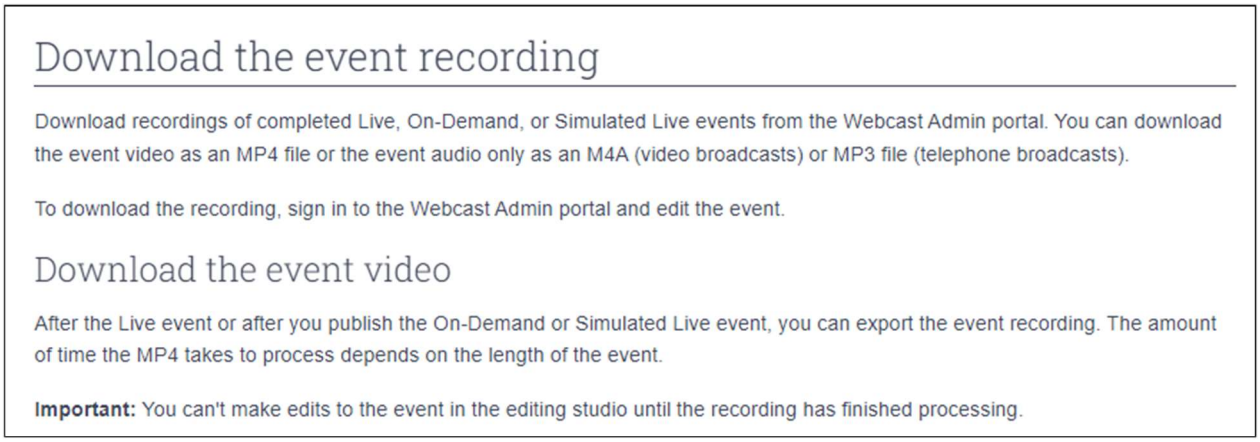
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

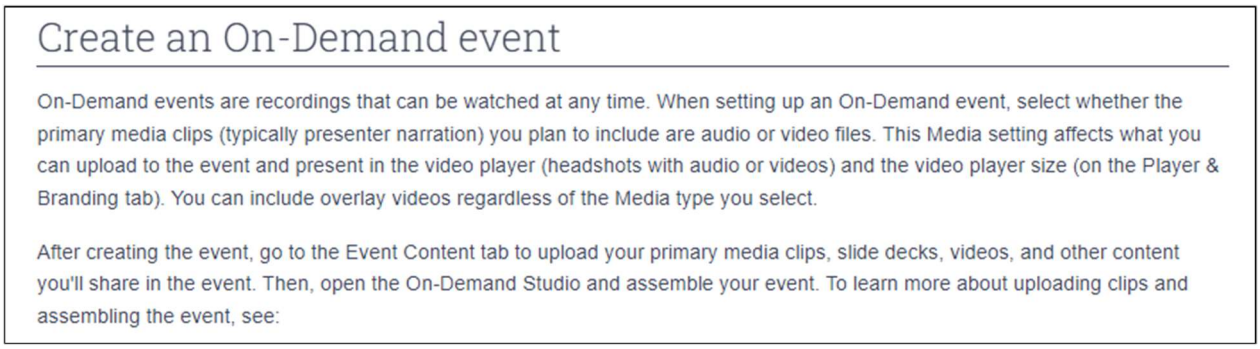
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

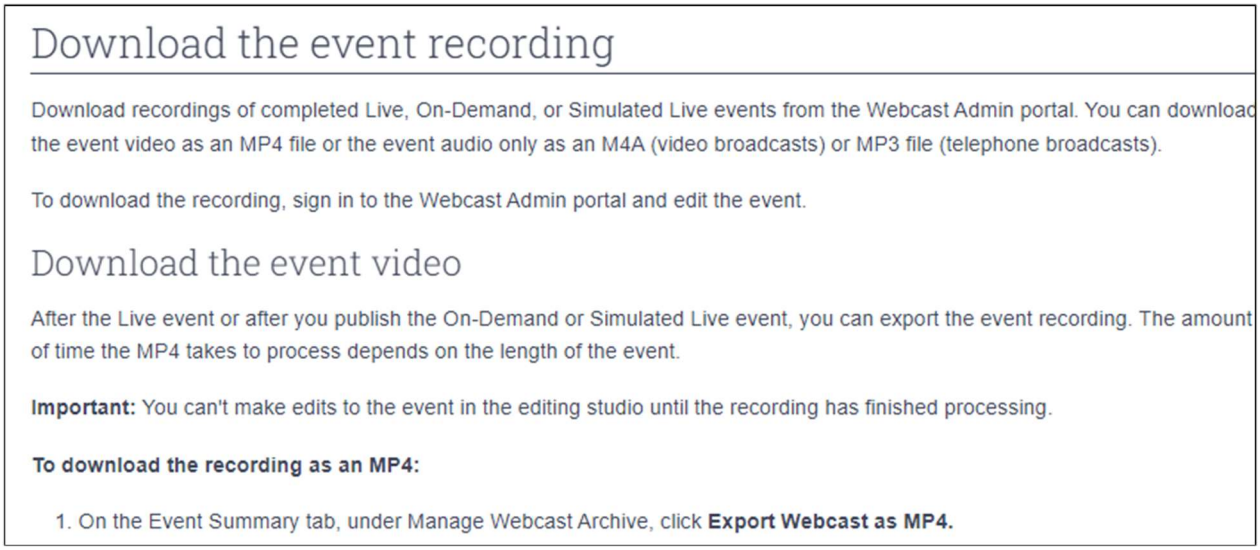
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

195. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system wherein the application is configured to use a secure real time messaging protocol to securely stream the digital audio and digital video material from the mobile front end digital audio and digital video capturing device over at least a packet-based network connection (e.g., the Internet), to the host back end application server system, as the digital audio and digital video material is being captured by the mobile front end digital audio and digital video capturing device.

Broadcasting Requirements

Video Bridge (20 webcams)

For the best audio and video quality, we recommend that presenters use a:

- High quality webcam (for example, Logitech C920) or HD webcast camera
- Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.

When you join the Live Studio, you must grant it access to your mic and camera to connect your audio and video.

Advanced Video Bridge

If you're broadcasting with an advanced video bridge, you can connect to the event by phone or with webcam. You can also dial in to the event from Skype/Lync, an encoder, and a VCU or have the Live Studio dial out to your conference room or device. A moderator must join the Live Studio to connect the room or device to the event, start the event, manage event content and Q&A, and end the event. Presenters that will be presenting content must also join the Live Studio.

Note: To prevent the media playback from freezing and requiring a stream refresh, corporate users behind proxy servers should make sure their network settings don't time out on RTMPT requests. If you're unsure of your settings, contact your IT Administrator.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-video-bridge-broadcasts.

Webcast Presenters - Video Events

Domain names

- *.webcasts.com
- *.conveyglb.com

Protocols / Ports

- **Web content:** TCP 443 (All content is delivered over https://)
- **HTML5 (HLS) Live and On-Demand streams:** TCP 443
- **HTML5 (HLS) On-Demand Studio streams:** TCP 8043
- **Your Encoder Broadcast outbound push:** RTMP over TCP port 1935
- **Webcam WebRTC Broadcast outbound push:** UDP 443 with automatic failover to TCP 443

Video Bridge & VCU:

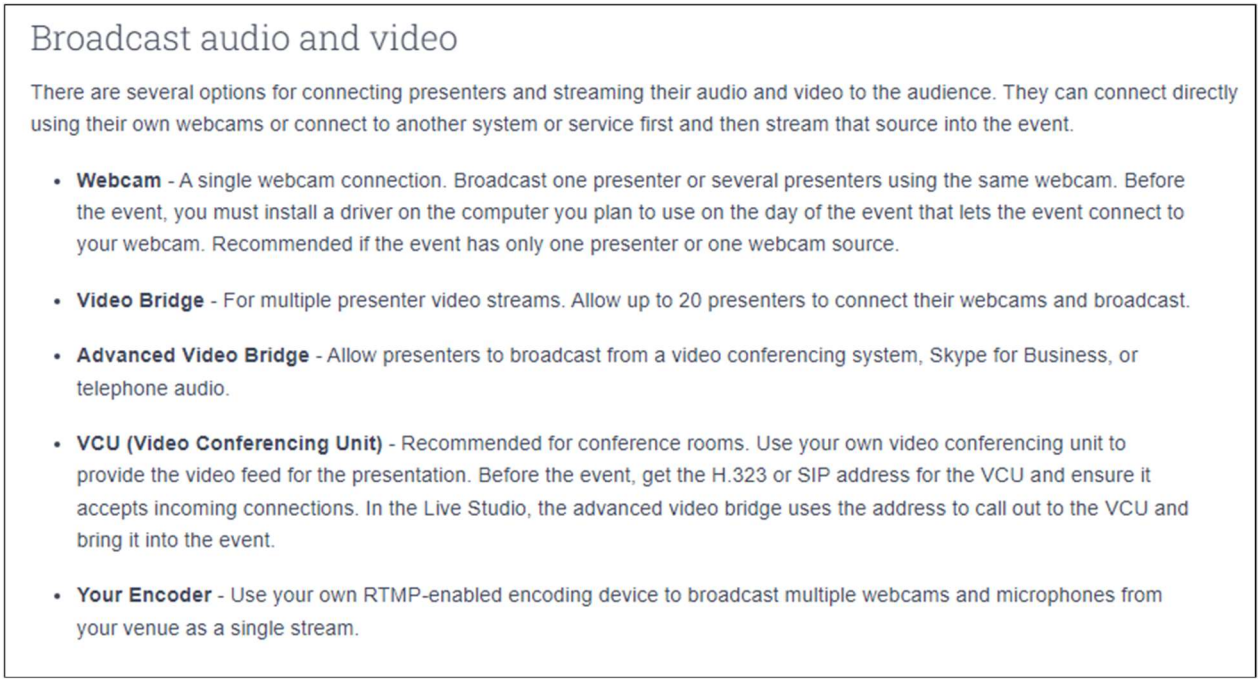
- **Webcam outbound connection:** TCP 443, RTP/RTCP UDP 40000 - 50000, TCP 40000 - 50000 if UDP is blocked
- **SIP outbound connection:** SIP TCP+UDP 5060, SIP Secure TLS TCP 5061, RTP/RTCP UDP 40000 - 50000, RTP TCP 40000 - 50000
- **H323 Broadcast outbound connection:** RAS 1719 UDP, H225 TCP 1720, Q931/H245 TCP 30000 - 39999, RTP/RTCP UDP 40000 - 50000

IP Addresses

- **Web Content and Audience Preview Stream:**

  See the Web content and HTML5 (HLS) streams list under the Audience Members section

See e.g., https://webcasts.com/networkresources/



Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
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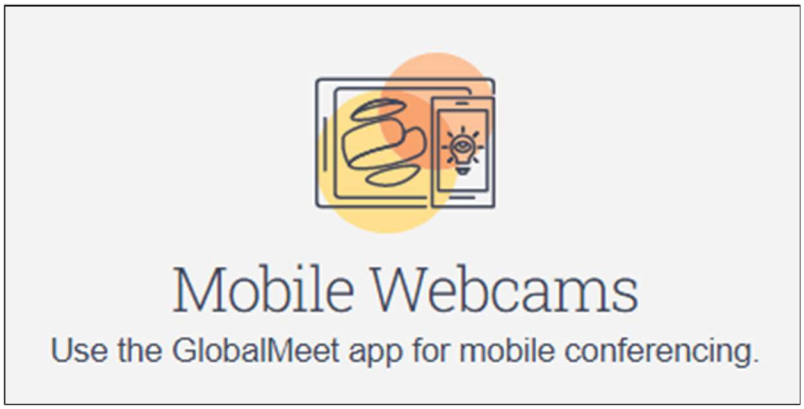
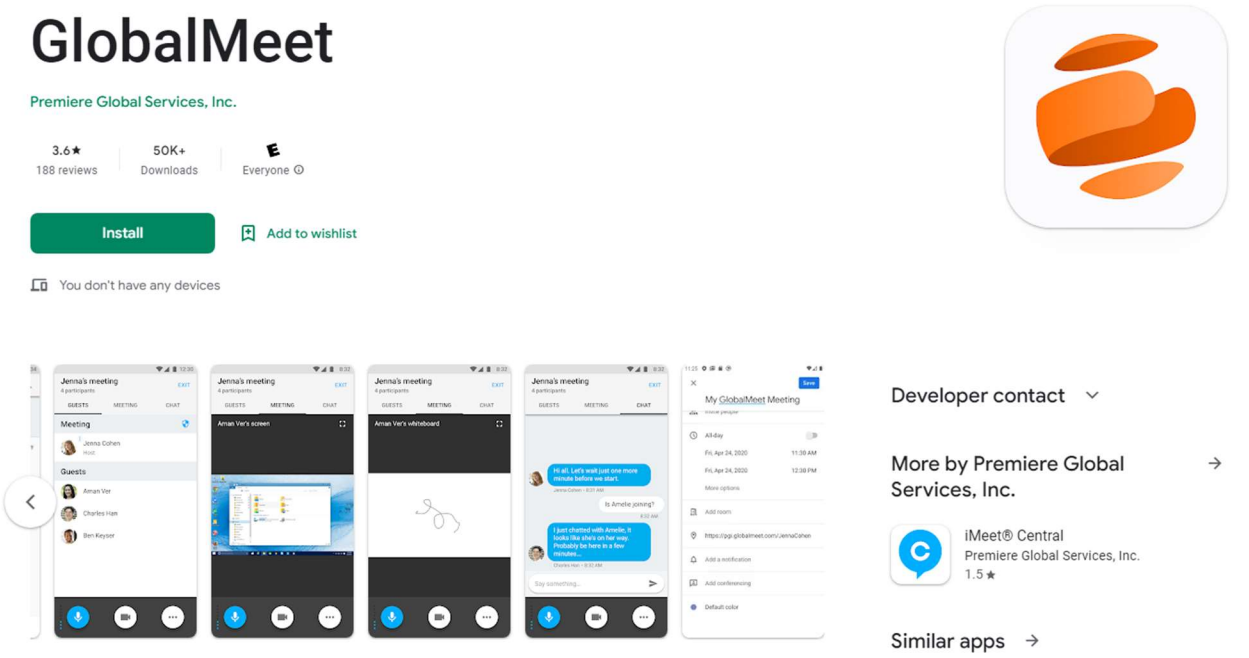
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

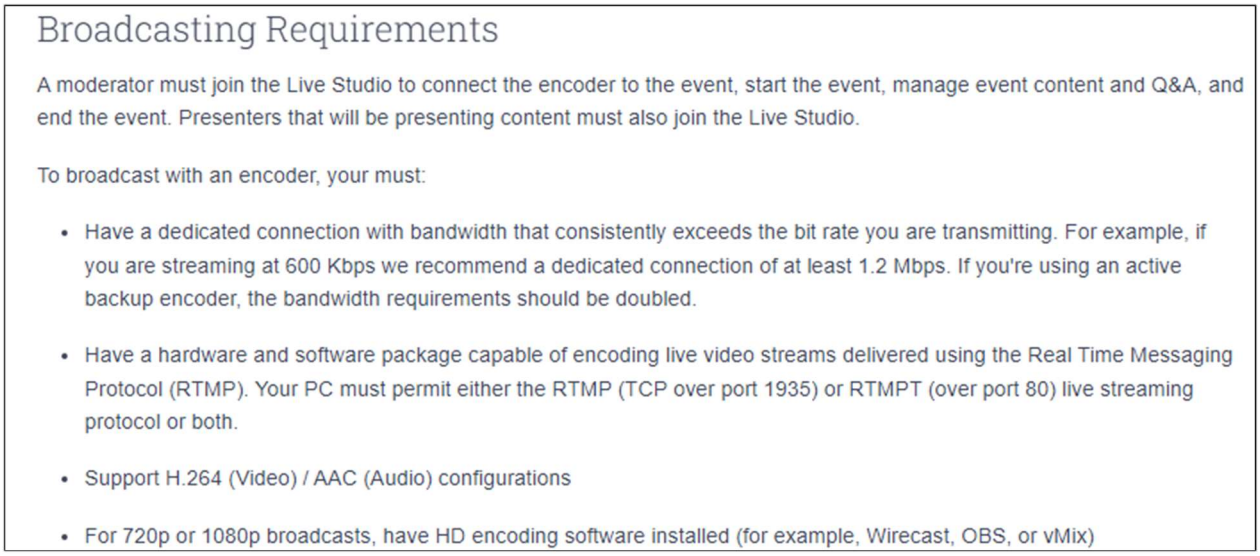


See e.g., https://www.globalmeet.com/online-meetings/.



See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.



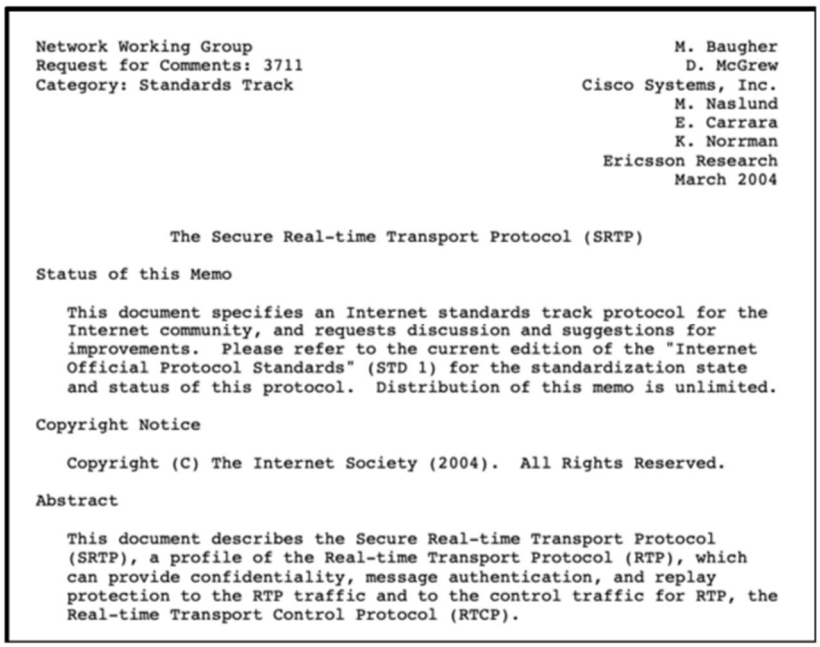
Broadcasting Requirements

A moderator must join the Live Studio to connect the encoder to the event, start the event, manage event content and Q&A, and end the event. Presenters that will be presenting content must also join the Live Studio.

To broadcast with an encoder, your must:

- Have a dedicated connection with bandwidth that consistently exceeds the bit rate you are transmitting. For example, if you are streaming at 600 Kbps we recommend a dedicated connection of at least 1.2 Mbps. If you're using an active backup encoder, the bandwidth requirements should be doubled.
- Have a hardware and software package capable of encoding live video streams delivered using the Real Time Messaging Protocol (RTMP). Your PC must permit either the RTMP (TCP over port 1935) or RTMPT (over port 80) live streaming protocol or both.
- Support H.264 (Video) / AAC (Audio) configurations
- For 720p or 1080p broadcasts, have HD encoding software installed (for example, Wirecast, OBS, or vMix)

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-encoder-broadcasts.



Network Working Group
Request for Comments: 3711
Category: Standards Track

M. Baugher
D. McGrew
Cisco Systems, Inc.
M. Naslund
E. Carrara
K. Norrman
Ericsson Research
March 2004

The Secure Real-time Transport Protocol (SRTP)

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

Copyright Notice

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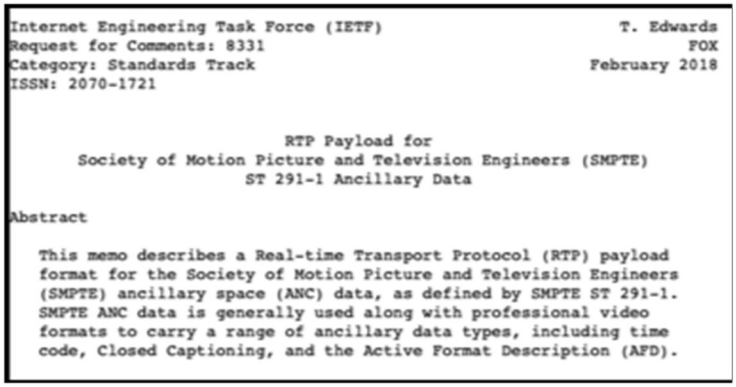
Abstract

This document describes the Secure Real-time Transport Protocol (SRTP), a profile of the Real-time Transport Protocol (RTP), which can provide confidentiality, message authentication, and replay protection to the RTP traffic and to the control traffic for RTP, the Real-time Transport Control Protocol (RTCP).

See e.g., https://www.rfc-editor.org/rfc/pdfrfc/rfc3711.txt.pdf.



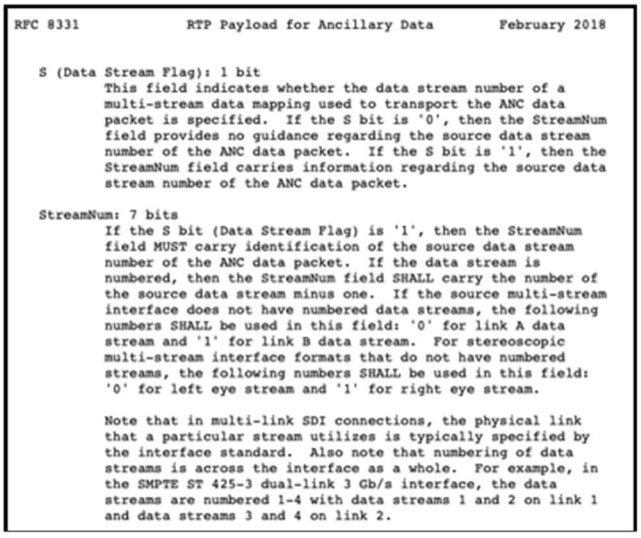
Internet Engineering Task Force (IETF)
Request for Comments: 8331
Category: Standards Track
ISSN: 2070-1721

T. Edwards
FOX
February 2018

RTP Payload for
Society of Motion Picture and Television Engineers (SMPTE)
ST 291-1 Ancillary Data

Abstract

This memo describes a Real-time Transport Protocol (RTP) payload format for the Society of Motion Picture and Television Engineers (SMPTE) ancillary space (ANC) data, as defined by SMPTE ST 291-1. SMPTE ANC data is generally used along with professional video formats to carry a range of ancillary data types, including time code, Closed Captioning, and the Active Format Description (AFD).



RFC 8331 RTP Payload for Ancillary Data February 2018

S (Data Stream Flag): 1 bit
This field indicates whether the data stream number of a multi-stream data mapping used to transport the ANC data packet is specified. If the S bit is '0', then the StreamNum field provides no guidance regarding the source data stream number of the ANC data packet. If the S bit is '1', then the StreamNum field carries information regarding the source data stream number of the ANC data packet.

StreamNum: 7 bits
If the S bit (Data Stream Flag) is '1', then the StreamNum field MUST carry identification of the source data stream number of the ANC data packet. If the data stream is numbered, then the StreamNum field SHALL carry the number of the source data stream minus one. If the source multi-stream interface does not have numbered data streams, the following numbers SHALL be used in this field: '0' for link A data stream and '1' for link B data stream. For stereoscopic multi-stream interface formats that do not have numbered streams, the following numbers SHALL be used in this field: '0' for left eye stream and '1' for right eye stream.

Note that in multi-link SDI connections, the physical link that a particular stream utilizes is typically specified by the interface standard. Also note that numbering of data streams is across the interface as a whole. For example, in the SMPTE ST 425-3 dual-link 3 Gb/s interface, the data streams are numbered 1-4 with data streams 1 and 2 on link 1 and data streams 3 and 4 on link 2.

See e.g., https://www.rfc-editor.org/rfc/rfc8331.txt.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

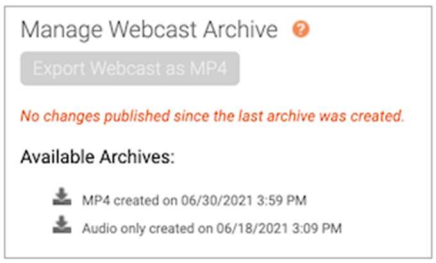
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

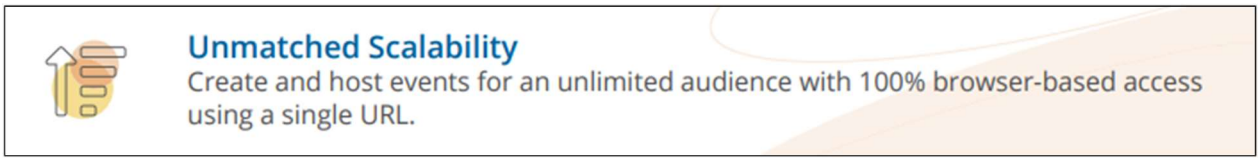
See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

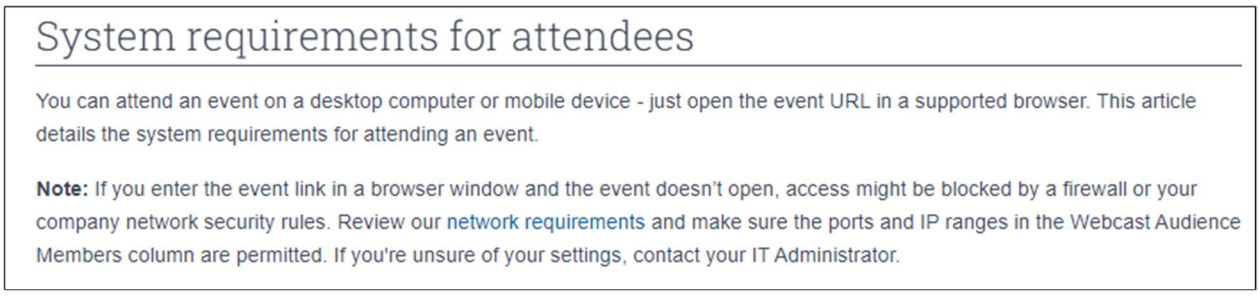
- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.

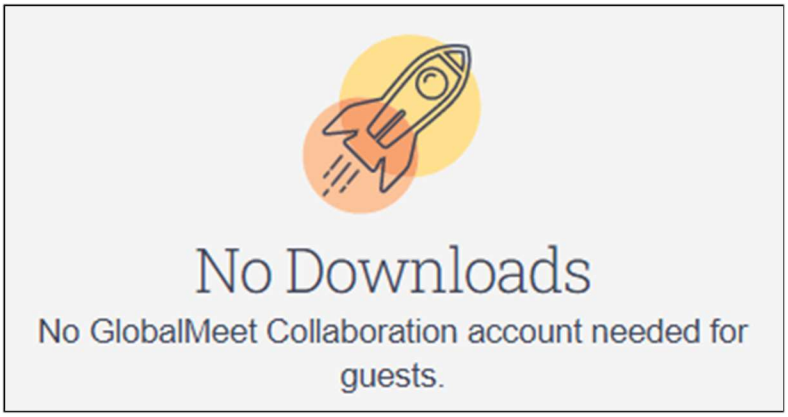
196. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system wherein the application is capable of securely streaming the digital audio and digital video material without requiring local installation and concurrent execution on the mobile front end digital audio and digital video capturing device of an additional custom recording software application that is configured to record digital audio and digital video material as a complete file to a local storage memory.

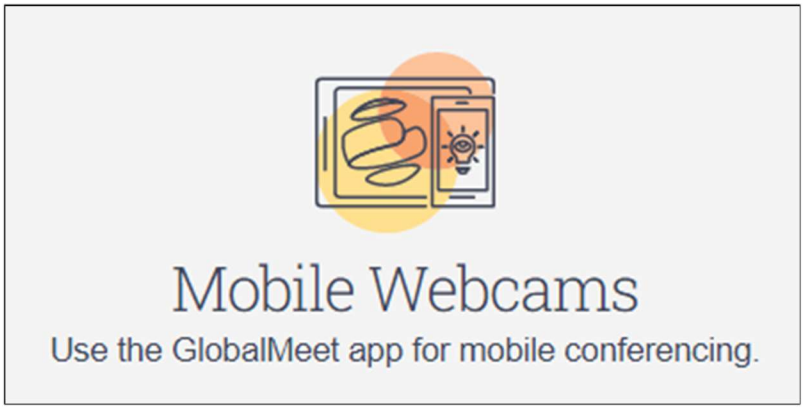


See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

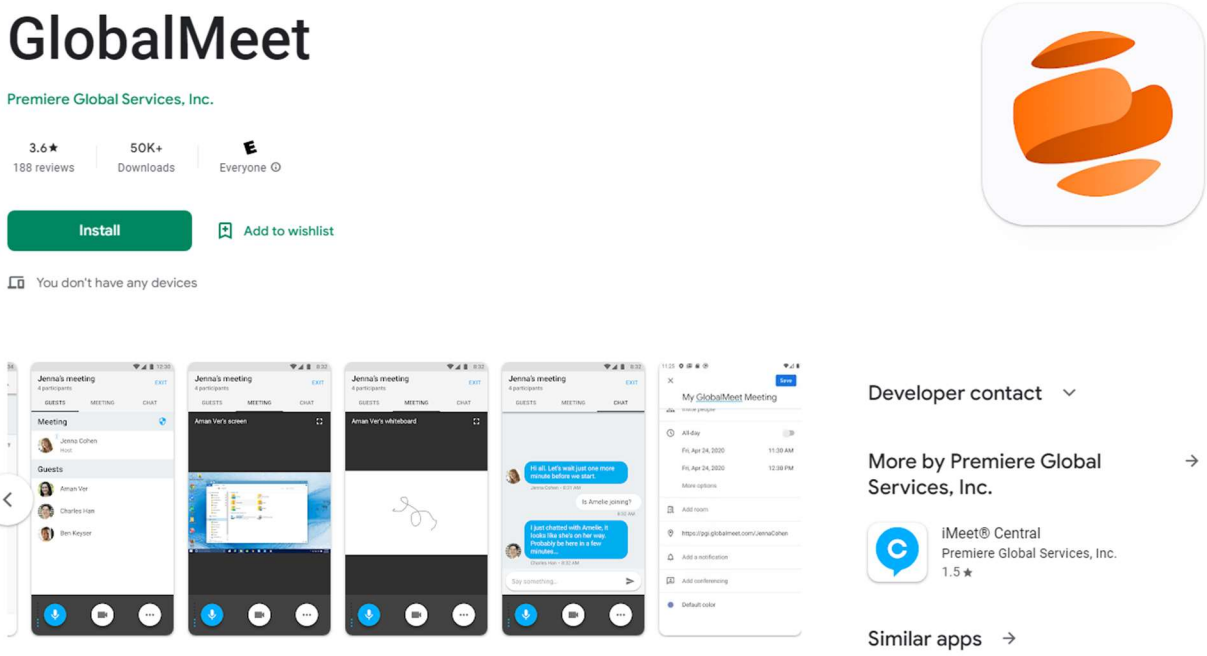


See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.

What is GlobalMeet Collaboration?

From PGi, GlobalMeet is a web-based video conferencing platform. It hosts a cloud PBX system and offers capabilities for incorporating team collaboration into video meetings.

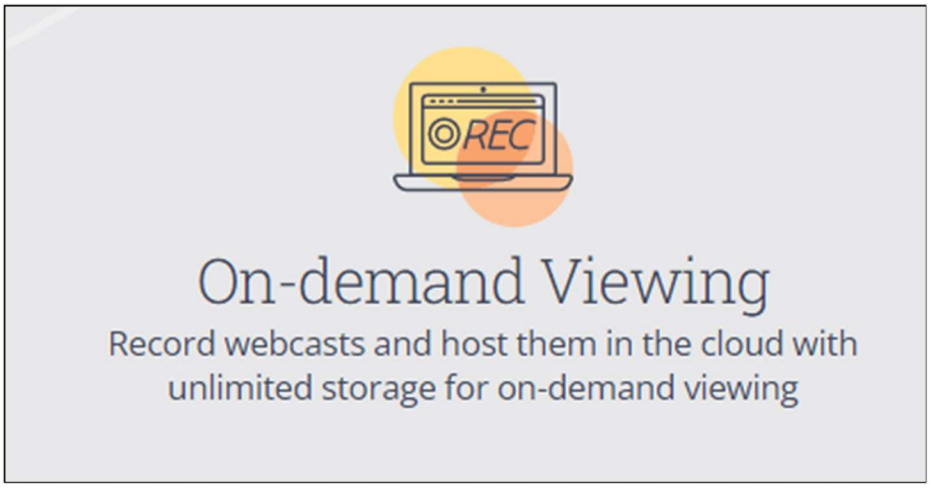
See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.



See e.g., https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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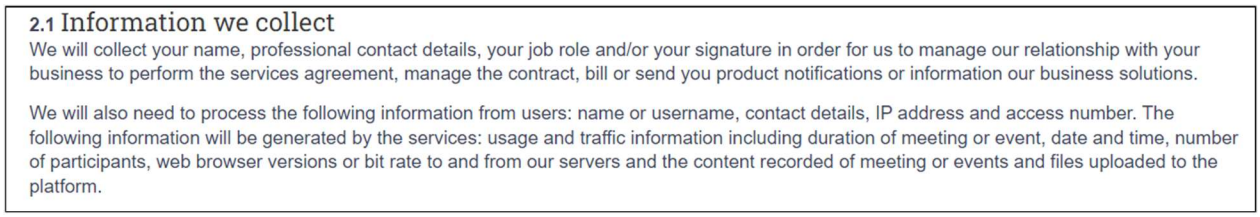


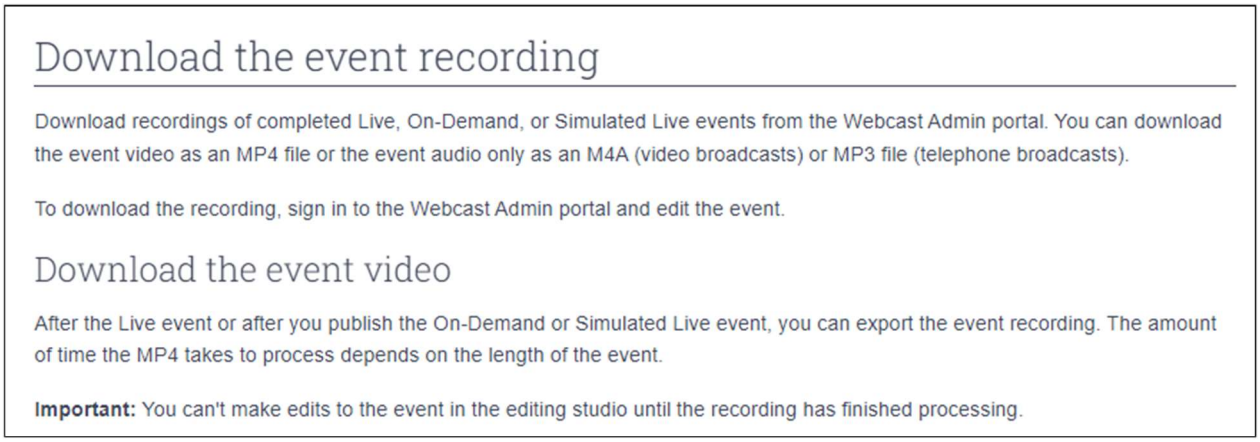
2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

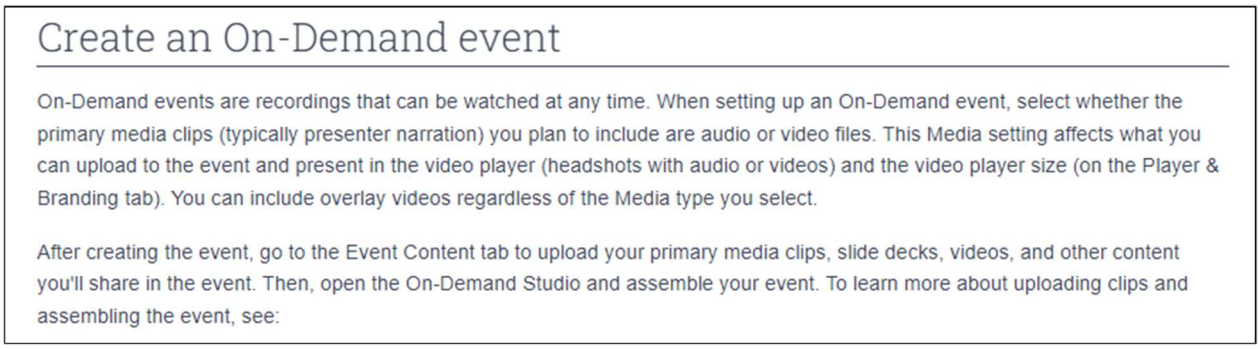
We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

See e.g., https://www.globalmeet.com/privacy-policy/.

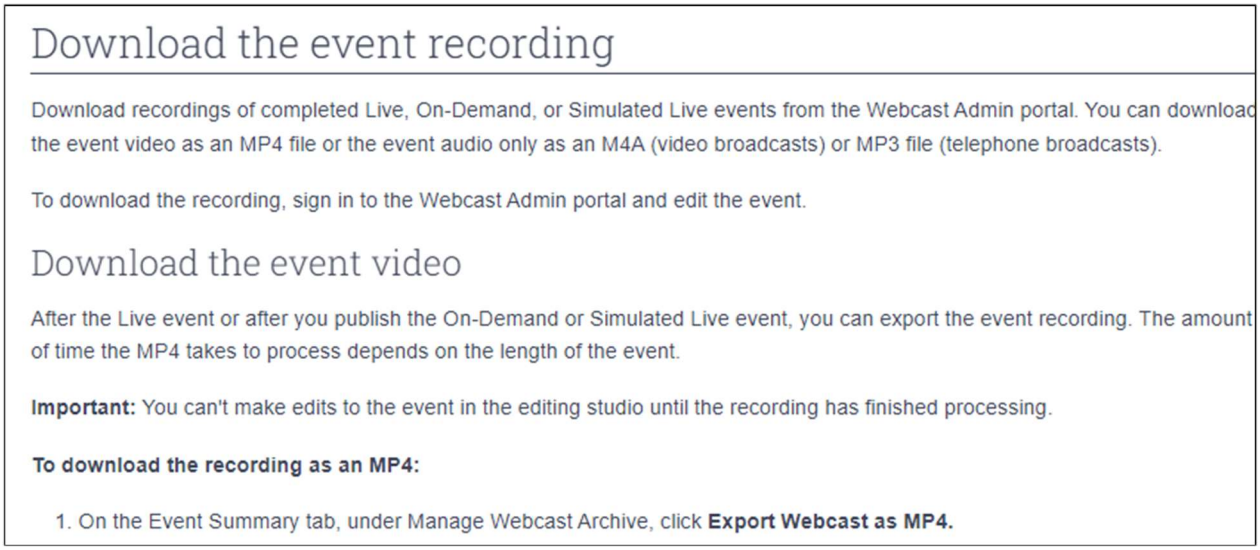
See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can download the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

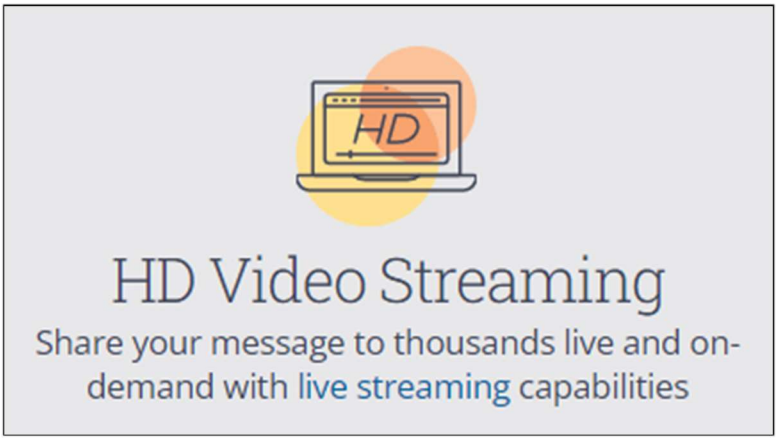
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

197. On information and belief, one or more components of the Premiere Global Services System comprise a secure distributed digital audio and digital video recording system wherein at least one host back end application server records the digital audio and digital video material securely streamed from the mobile front end digital audio and digital video capturing device.



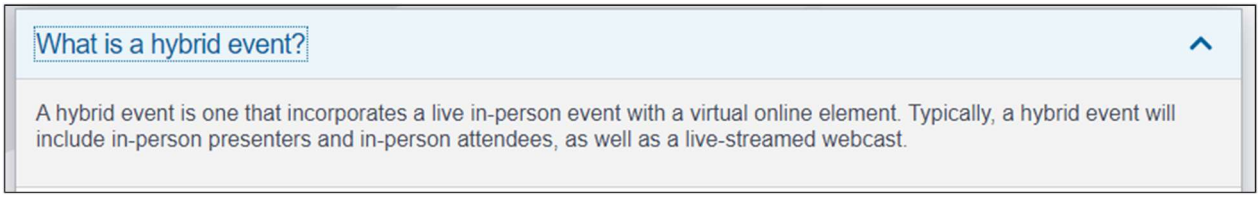
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_cam

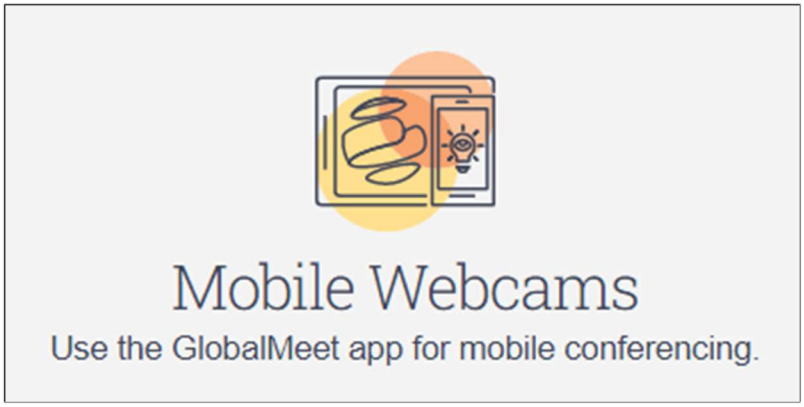
paign=&utm_content=&fbclid=IwAR0-

oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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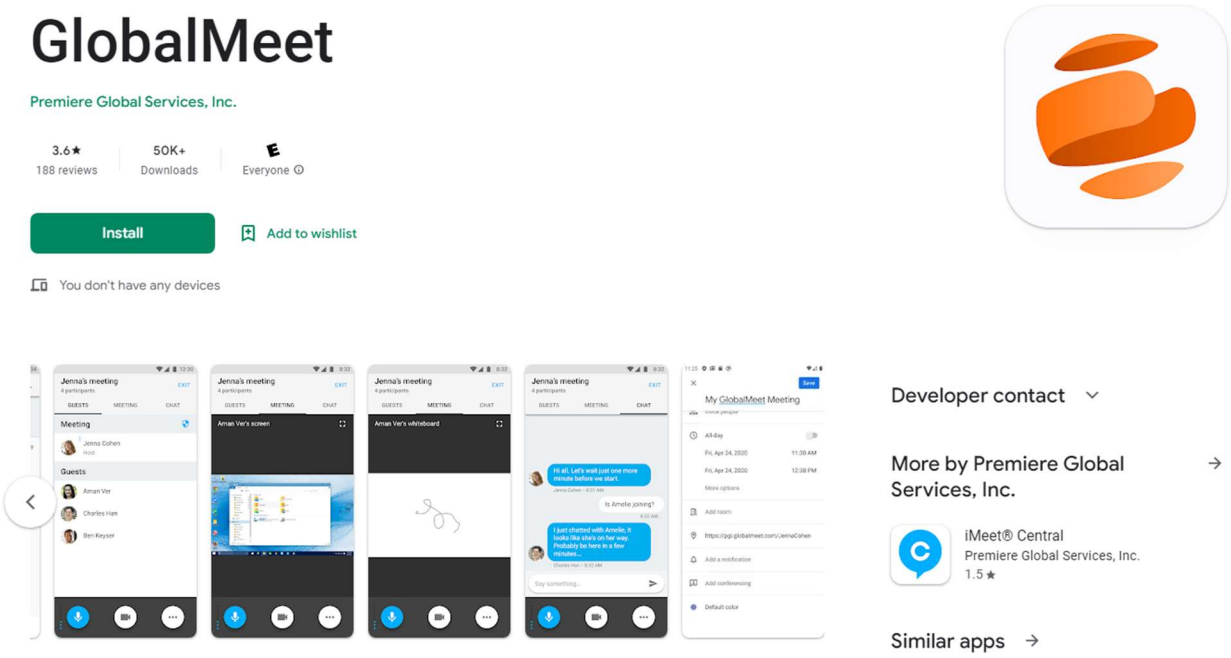
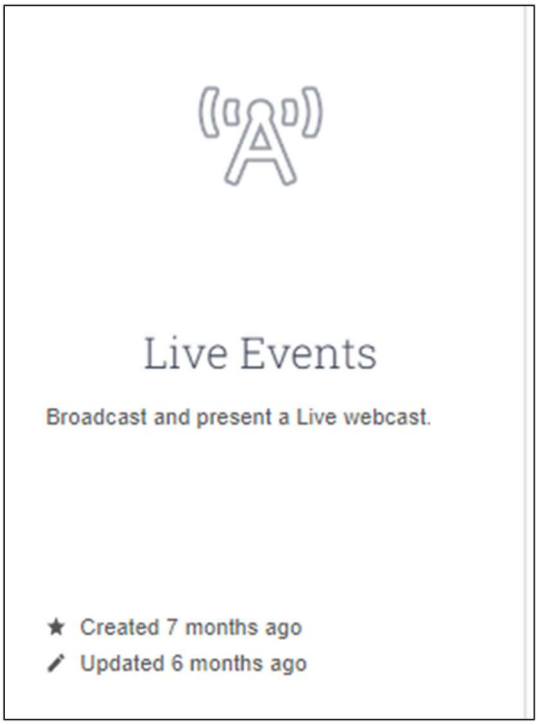
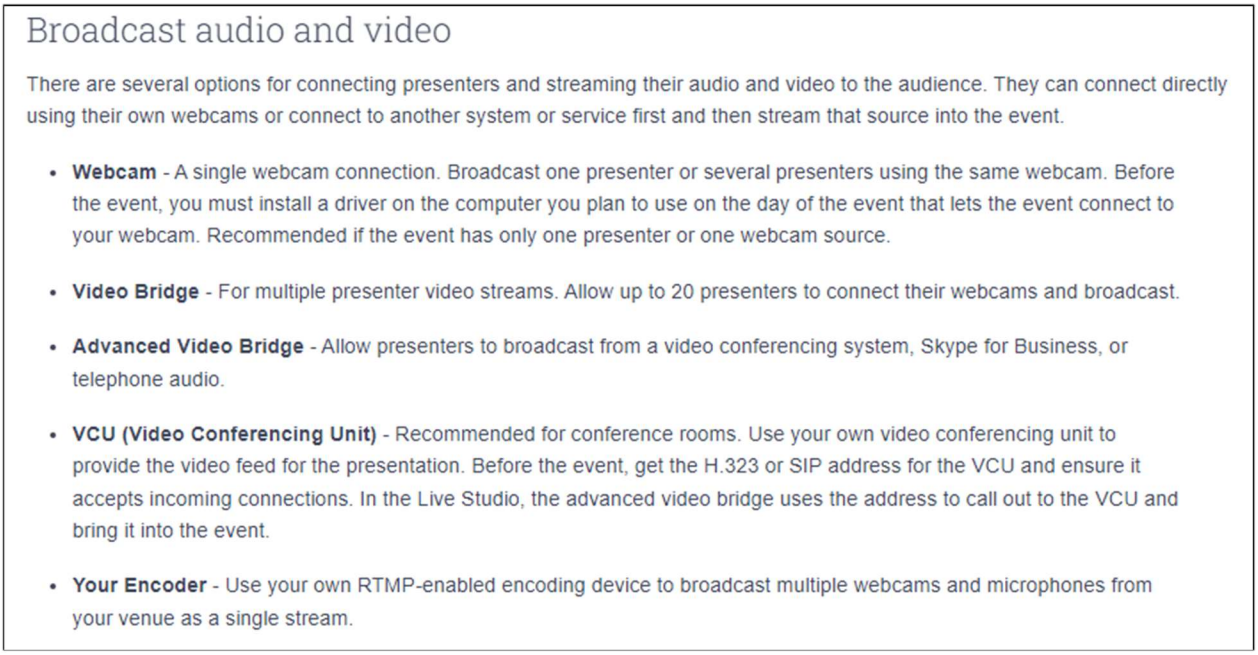


See e.g.,

https://play.google.com/store/apps/details?id=com.pgi.gmmeet&hl=en_US&gl=US&pli=1.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
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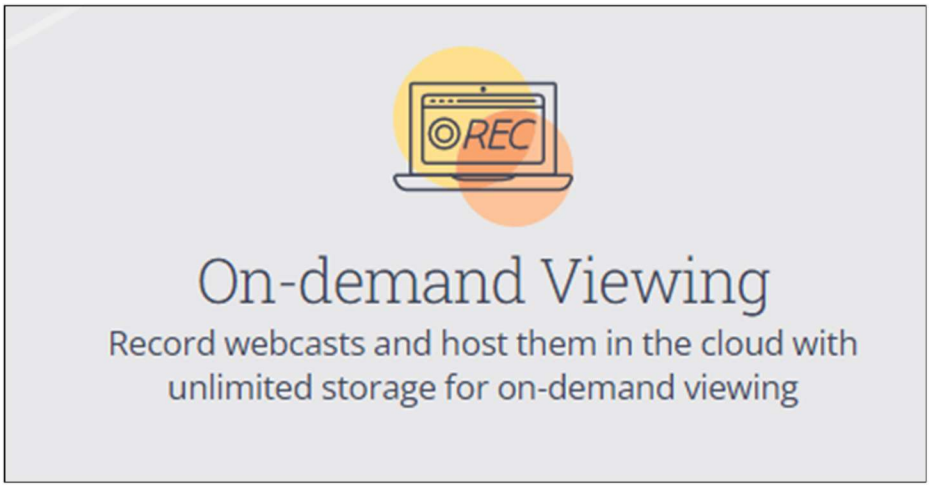

See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

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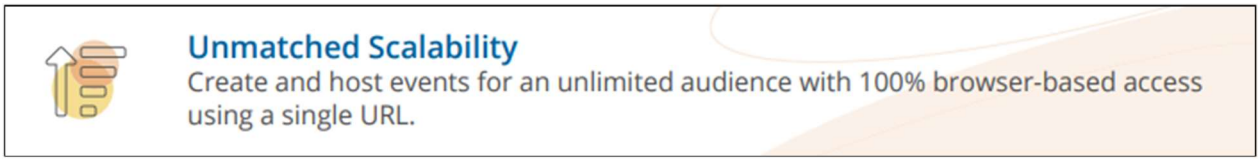

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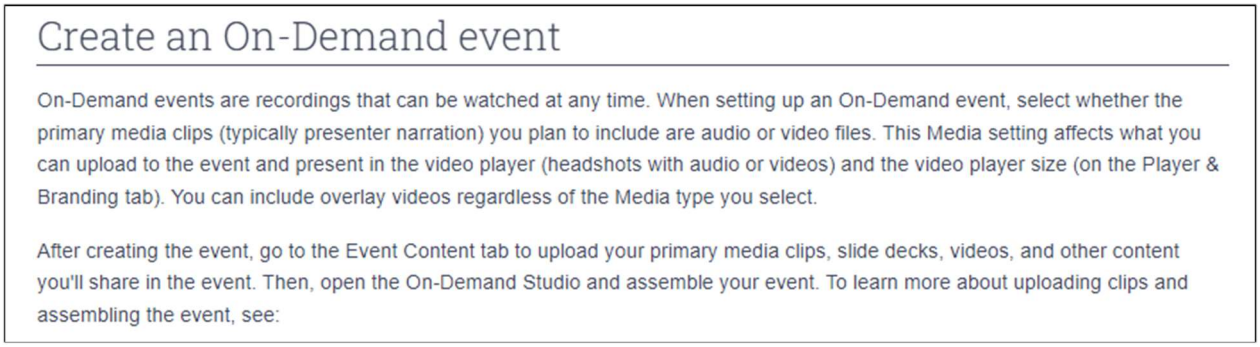
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

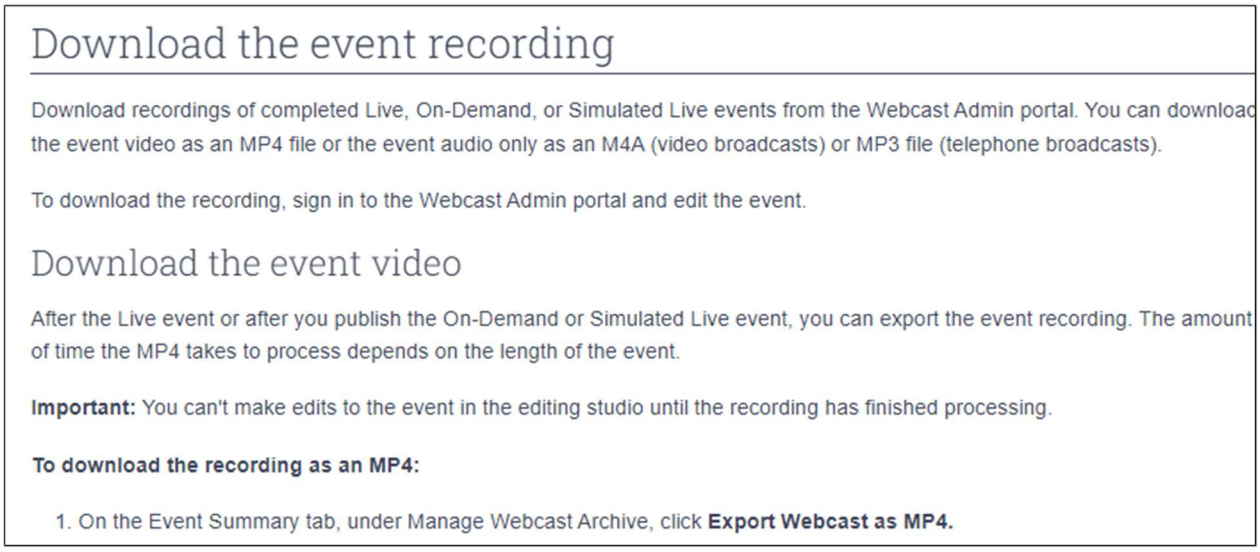


Create an On-Demand event

On-Demand events are recordings that can be watched at any time. When setting up an On-Demand event, select whether the primary media clips (typically presenter narration) you plan to include are audio or video files. This Media setting affects what you can upload to the event and present in the video player (headshots with audio or videos) and the video player size (on the Player & Branding tab). You can include overlay videos regardless of the Media type you select.

After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



Download the event recording

Download recordings of completed Live, On-Demand, or Simulated Live events from the Webcast Admin portal. You can downloac the event video as an MP4 file or the event audio only as an M4A (video broadcasts) or MP3 file (telephone broadcasts).

To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

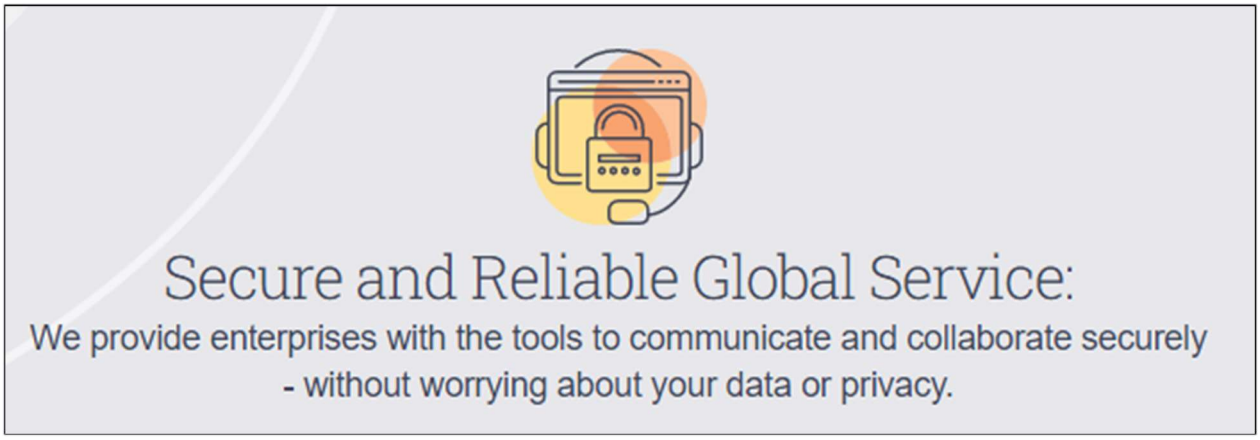
After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.



Secure and Reliable Global Service:

We provide enterprises with the tools to communicate and collaborate securely - without worrying about your data or privacy.

See e.g., https://www.globalmeet.com/online-meetings/.

198. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '855 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

199. On information and belief, Premier Global Services has been on notice of the '855 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

200. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '855 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services'Video Products and Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

201. On information and belief, at least since acquiring its February 2023 knowledge of the '855 patent, Premiere Global Services knows the acts Premiere

Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '833 patent by its customers.

202. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '855 patent through their use of the Premiere Global Services System.

203. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '855 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '855 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '855 patent claims, are material parts of the invention.

204. Premiere Global Services' direct and indirect infringement has Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

Count IX – Infringement of United States Patent No. 11,128,833

205. Onstream repeats, realleges, and incorporates by reference, as if fully set forth here, the allegations of the preceding paragraphs above.

206. On information and belief, Premiere Global Services (or those acting

on its behalf) makes, uses, sells, imports and/or offers to sell the Premiere Global Services Video Products and Services; and makes, uses, sells, sells access to, imports, offers to sell and/or offers to sell access to the Premiere Global Services System in the United States that infringe (literally and/or under the doctrine of equivalents) at least claim 1 of the '833 patent.

207. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based recording and delivery of digital audio and digital video material.

Features	Audio Only Event	Video Event	Conference
Q+A	✓	✓	✓
Live Event Studio	Phone	Phone or VOIP	Phone or VOIP
Audience Chat	✓	✓	✓
Audience Interaction	Limited	✓	✓
Surveys & Polls	✓	✓	✓
Supports Video Content	Slides Only	✓	✓
Supports Hybrid	✓	✓	✓
# of Attendees	Up to 15,000	70,000+	70,000+
Enterprise Grade security	✓	✓	✓
On-Brand Visuals	Limited	✓	✓
Analytics	Basic	Advanced	Advanced
Managed Services	✓	✓	✓
Presenter HD Video		✓	✓
Live Event Studio		✓	✓
Self-Serve		✓	✓
Integrations		✓	✓
Convention Space			✓
Communication Tools*			✓
Price	$	$$-$$$	$$$-$$$$

See e.g., https://www.globalmeet.com/virtual-events/.

Webinar Recording and Replay FAQs

This article covers frequently asked questions about event recordings and replays. Unless otherwise noted, the answers apply to Webinar account holders (moderators) who schedule, run, and manage events.

Recommended reading: Download the event recording

How do I record the event?

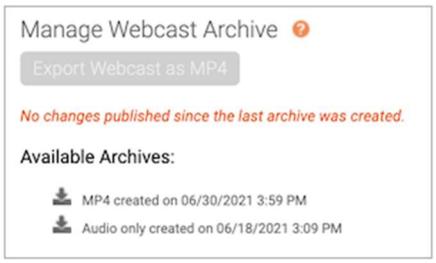
Live events are automatically recorded when you start the event in the Live Studio. The recording begins when you click **Start Webcast** and ends when you click **End Webcast**.

Can I turn off the recording for the event?

No. However, you can prevent attendees from accessing the replay.

Where do I download the event recording?

Moderators can download recordings of completed events from the Admin portal. You can download the event recording as an MP4 file or the event audio only as an MP3 file. Sign in to your account and edit the event. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4**. Once the recording has finished processing, click **MP4 created on** for the MP4 file. For the MP3 file, click **Audio Only created on**.



How do I access the replay?

When the event concludes, the replay is available at the same link as the Live event.

If you're a moderator, edit the event and on the Event Summary tab click **View Event**. To copy the replay link, on the Event Summary tab, under Event URL, click **Copy**. You also receive a Webcast Notification email after you create a new event that contains the event link.

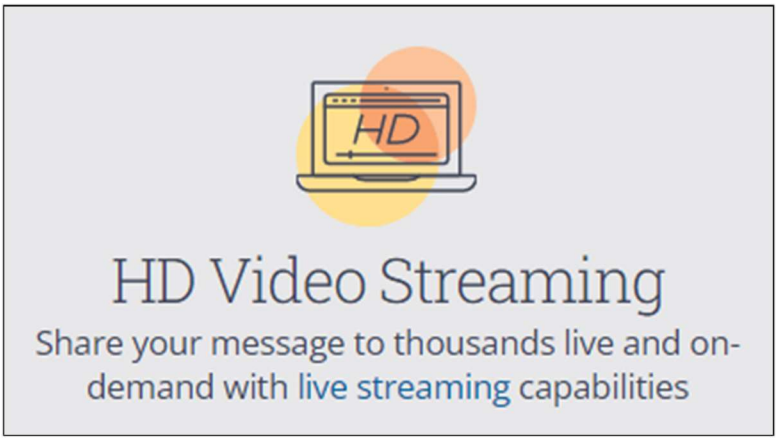
If you're a presenter, sign in to the Guest Admin site and click **Audience Webcast Link**.

See e.g., https://helpgm.webcasts.com/books/top-faqs-k8W/page/webinar-recording-and-replay-faqs.

Endless ways to broadcast

- Live - present your event live at a scheduled date and time.
- On-Demand - create a pre-recorded event and allow viewers to watch the replay anytime.
- Simulated Live - create a pre-recorded event and allow viewers to watch it at a scheduled date and time. Professional (add-on), Enterprise (included).
- Telephone or video - broadcast over the phone or share your video feed. more »

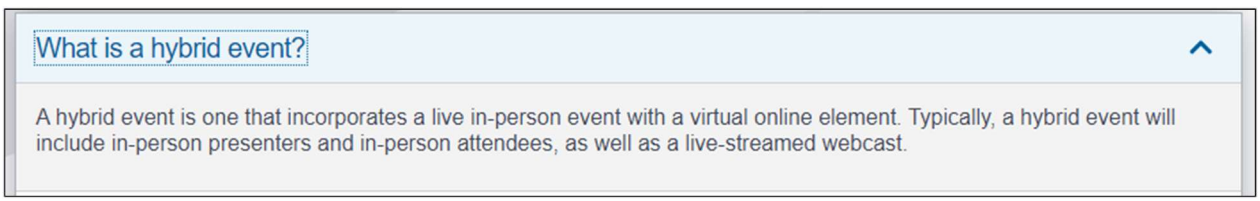
See e.g., https://helpgm.webcasts.com/books/getting-started/page/get-started-with-webcasts.



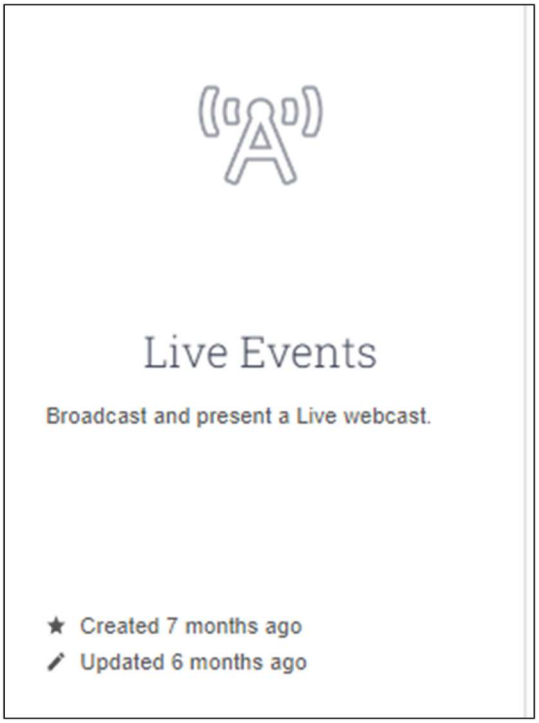
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

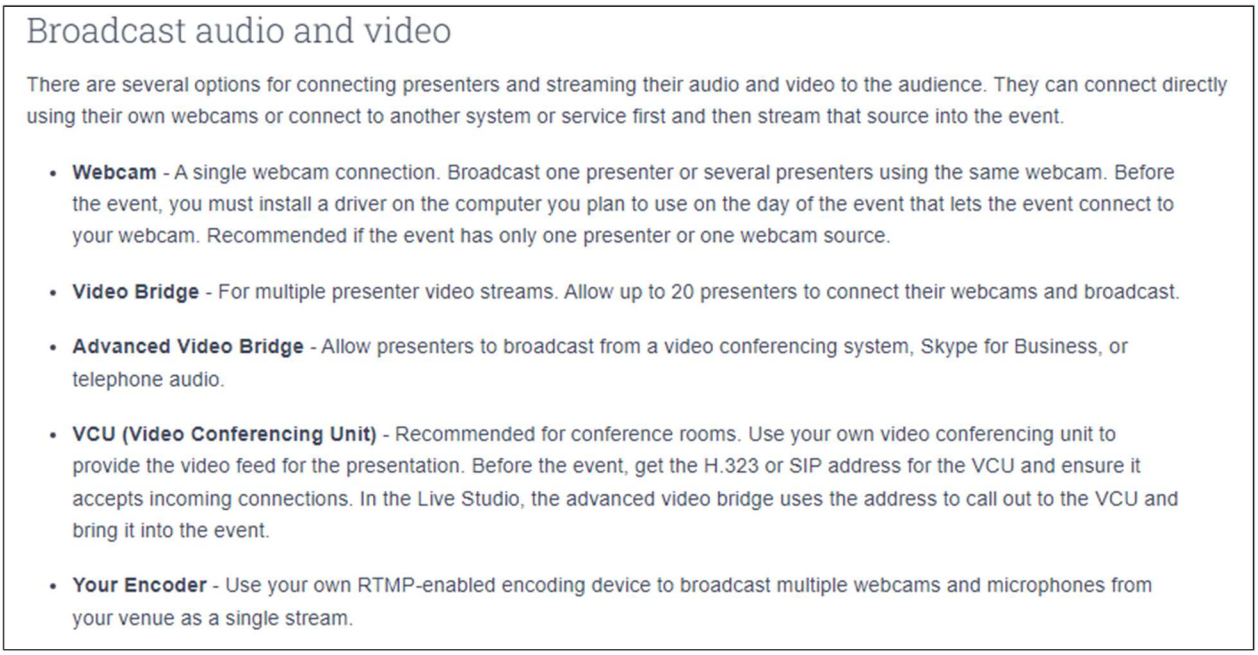
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

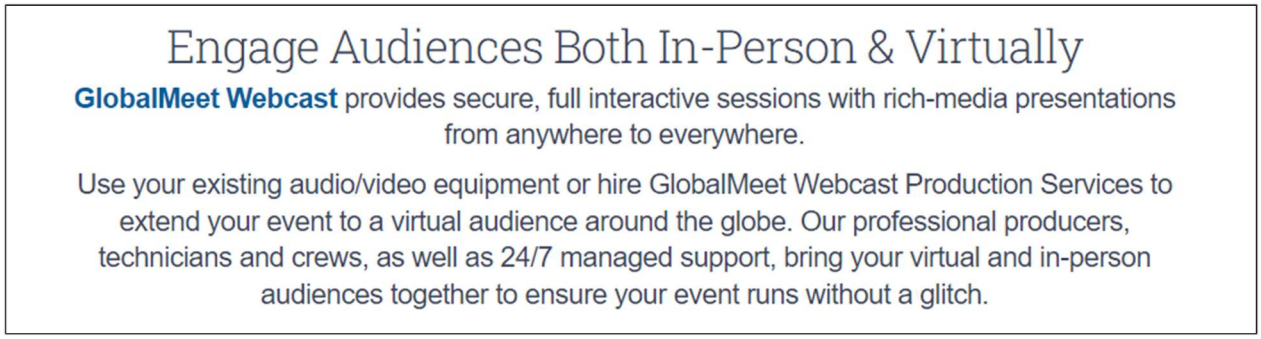


See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

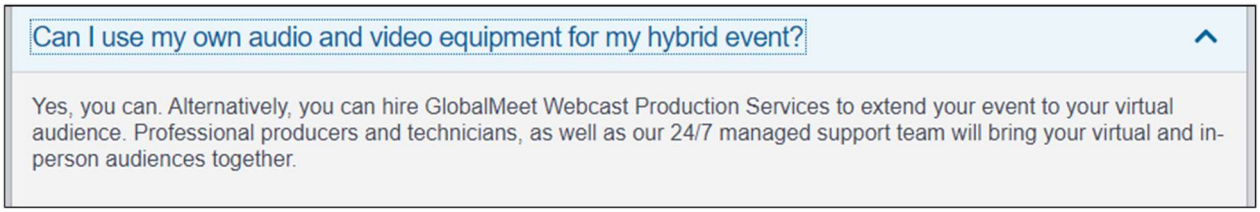


See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

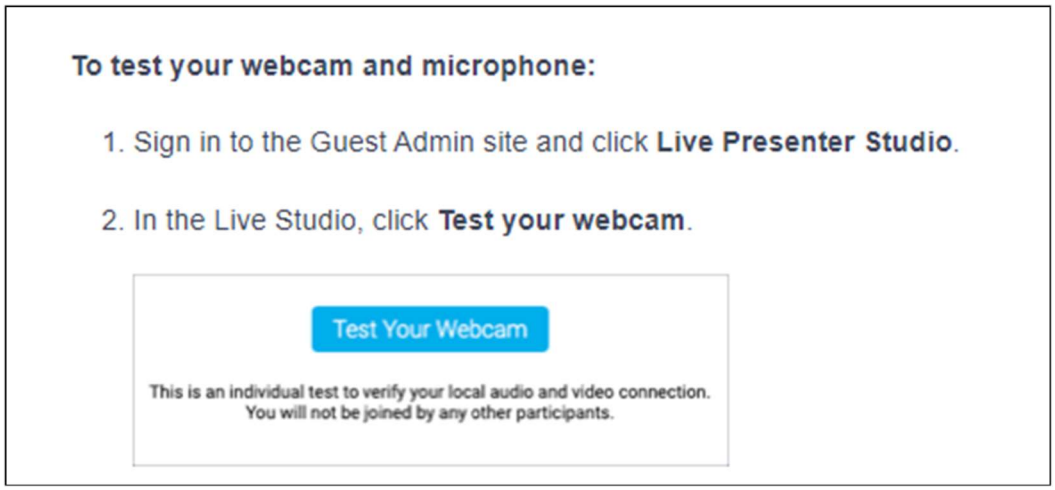
208. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based recording and delivery of digital audio and digital video material comprising recording, over a packet-based network connection, (e.g., the Internet) at a host back end, digital audio and digital video material that originates from a user front end without using any recording software installed on the user front end.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

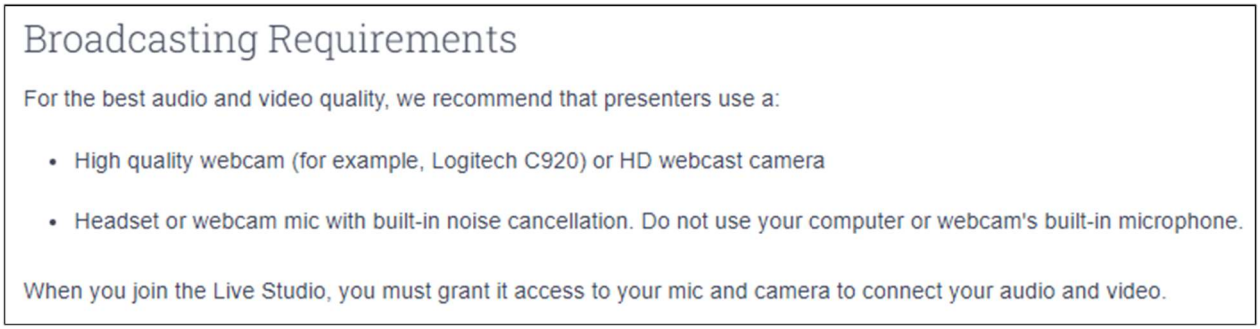


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

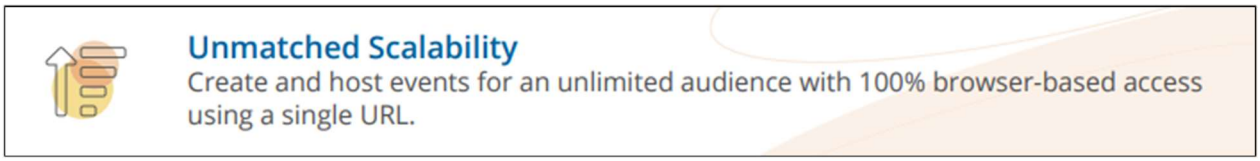
Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

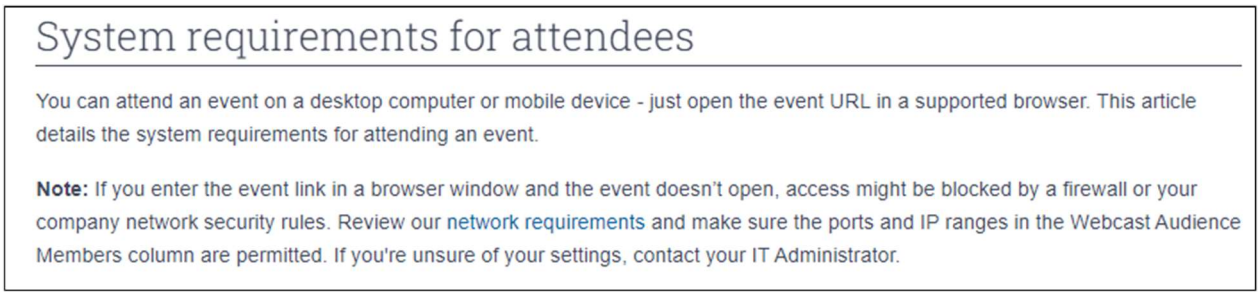
What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



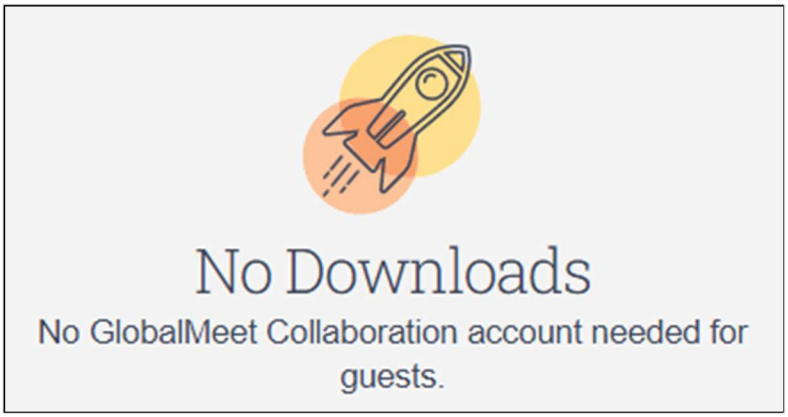
See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

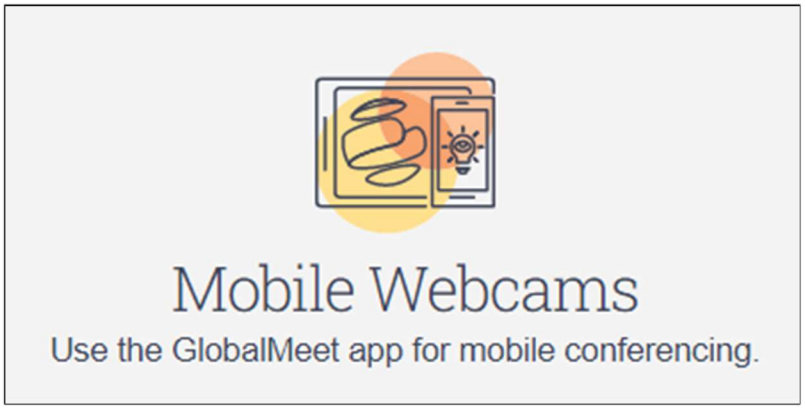


See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

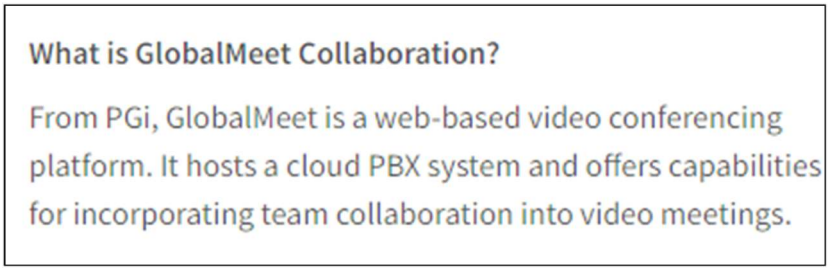


See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-attendees.





See e.g., https://www.globalmeet.com/online-meetings/.



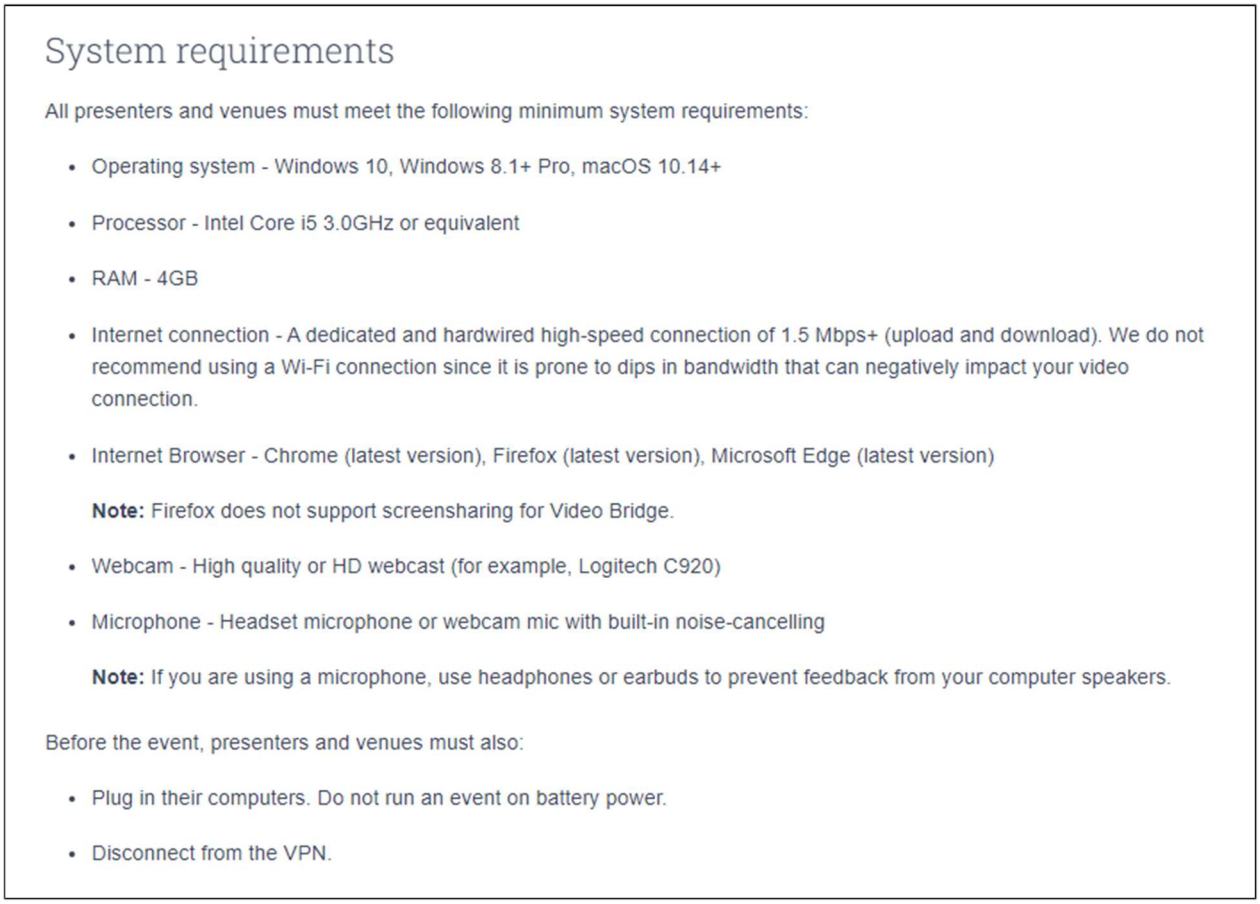
See e.g., https://www.globalmeet.com/virtual-events/.

Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	PC or Mac **Note:** Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support.
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge
Internet Speed	A dedicated and wired high-speed internet connection of 3 Mbps or better (upload and download). **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.

See e.g., https://helpgm.webcasts.com/books/getting-started-mE9/page/system-requirements-for-single-webcam-broadcasts.



System requirements

All presenters and venues must meet the following minimum system requirements:

- Operating system - Windows 10, Windows 8.1+ Pro, macOS 10.14+
- Processor - Intel Core i5 3.0GHz or equivalent
- RAM - 4GB
- Internet connection - A dedicated and hardwired high-speed connection of 1.5 Mbps+ (upload and download). We do not recommend using a Wi-Fi connection since it is prone to dips in bandwidth that can negatively impact your video connection.
- Internet Browser - Chrome (latest version), Firefox (latest version), Microsoft Edge (latest version)

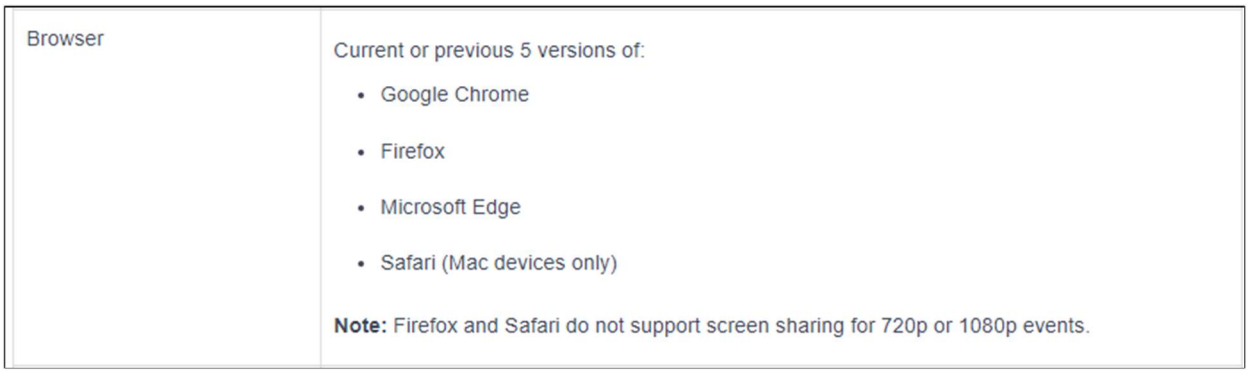
  Note: Firefox does not support screensharing for Video Bridge.
- Webcam - High quality or HD webcast (for example, Logitech C920)
- Microphone - Headset microphone or webcam mic with built-in noise-cancelling

  Note: If you are using a microphone, use headphones or earbuds to prevent feedback from your computer speakers.

Before the event, presenters and venues must also:

- Plug in their computers. Do not run an event on battery power.
- Disconnect from the VPN.

See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

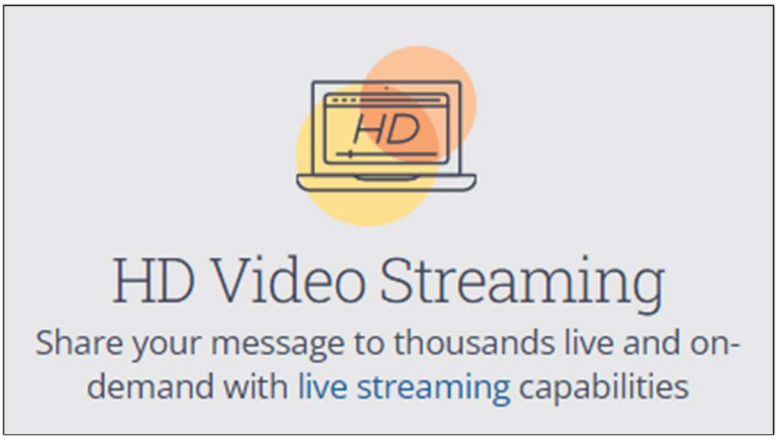


Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.

See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.

209. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based

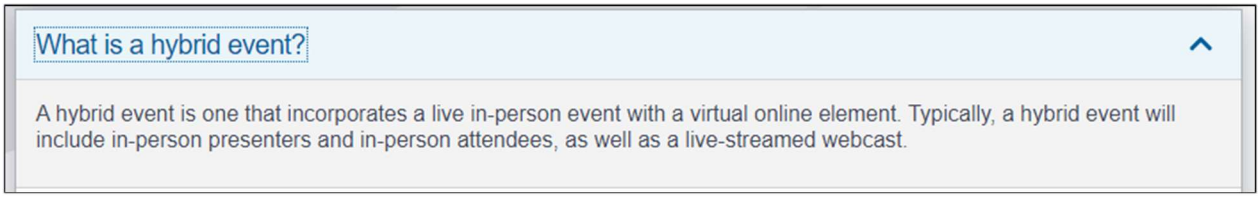
recording and delivery of digital audio and digital video material wherein the recording is accomplished using only executable code delivered to the user front end from the host back end and a recording device on the user front end.



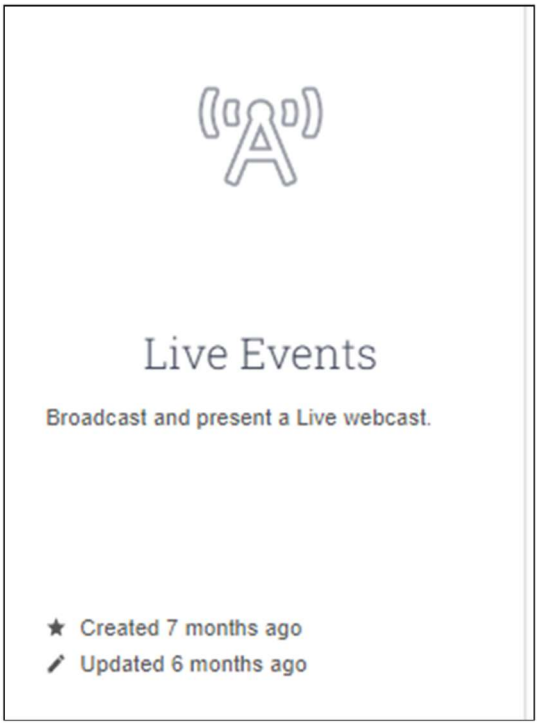
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

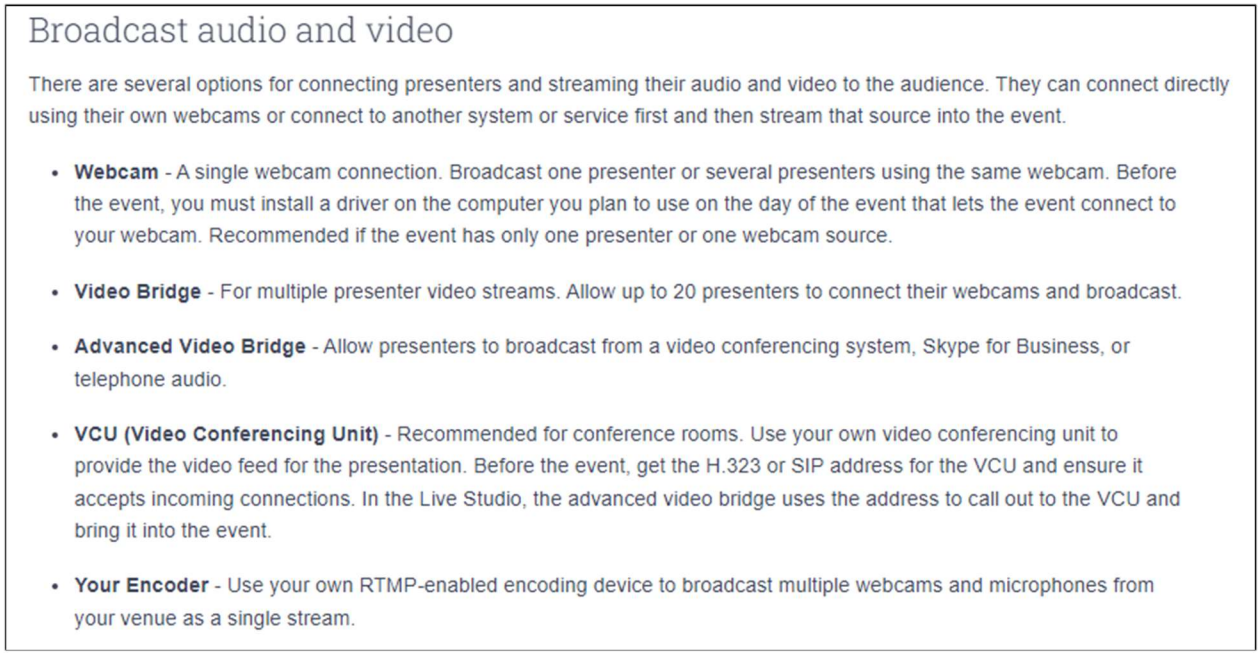
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.

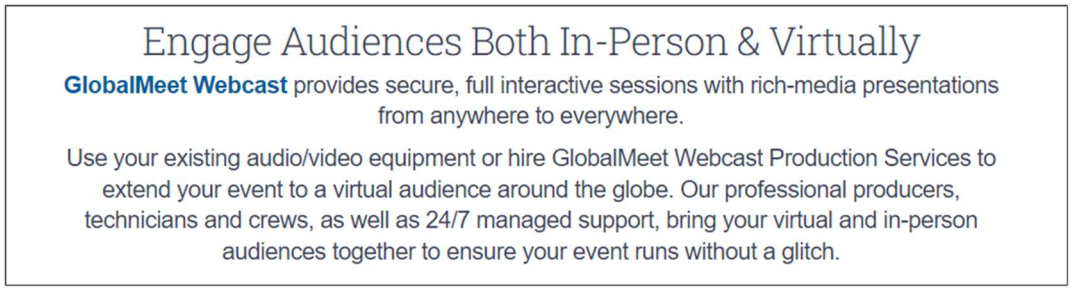


Broadcast audio and video

There are several options for connecting presenters and streaming their audio and video to the audience. They can connect directly using their own webcams or connect to another system or service first and then stream that source into the event.

- **Webcam** - A single webcam connection. Broadcast one presenter or several presenters using the same webcam. Before the event, you must install a driver on the computer you plan to use on the day of the event that lets the event connect to your webcam. Recommended if the event has only one presenter or one webcam source.
- **Video Bridge** - For multiple presenter video streams. Allow up to 20 presenters to connect their webcams and broadcast.
- **Advanced Video Bridge** - Allow presenters to broadcast from a video conferencing system, Skype for Business, or telephone audio.
- **VCU (Video Conferencing Unit)** - Recommended for conference rooms. Use your own video conferencing unit to provide the video feed for the presentation. Before the event, get the H.323 or SIP address for the VCU and ensure it accepts incoming connections. In the Live Studio, the advanced video bridge uses the address to call out to the VCU and bring it into the event.
- **Your Encoder** - Use your own RTMP-enabled encoding device to broadcast multiple webcams and microphones from your venue as a single stream.

See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

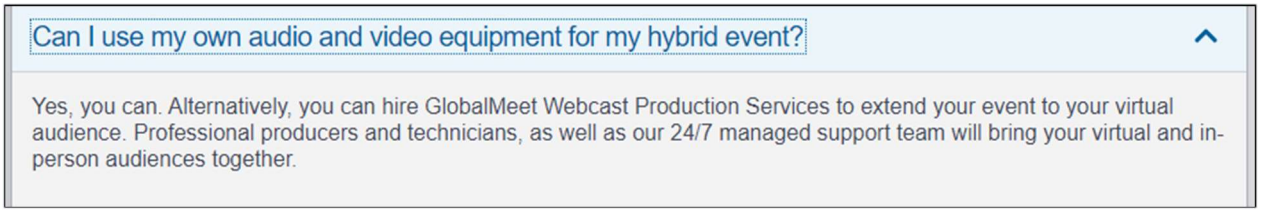


Engage Audiences Both In-Person & Virtually

GlobalMeet Webcast provides secure, full interactive sessions with rich-media presentations from anywhere to everywhere.

Use your existing audio/video equipment or hire GlobalMeet Webcast Production Services to extend your event to a virtual audience around the globe. Our professional producers, technicians and crews, as well as 24/7 managed support, bring your virtual and in-person audiences together to ensure your event runs without a glitch.

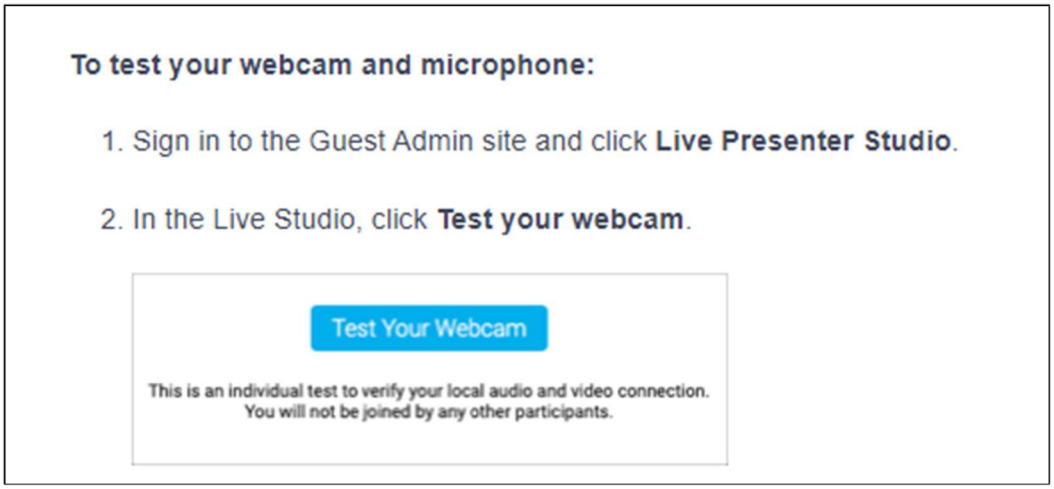
See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



Can I use my own audio and video equipment for my hybrid event?

Yes, you can. Alternatively, you can hire GlobalMeet Webcast Production Services to extend your event to your virtual audience. Professional producers and technicians, as well as our 24/7 managed support team will bring your virtual and in-person audiences together.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

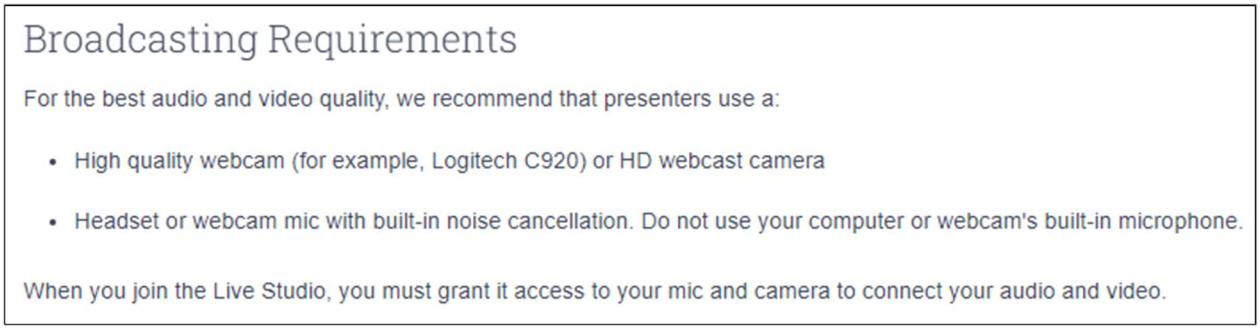


See e.g., https://helpgm.webcasts.com/books/live-events/page/video-bridge-guide-for-presenters-and-guest-admins#bkmrk-.

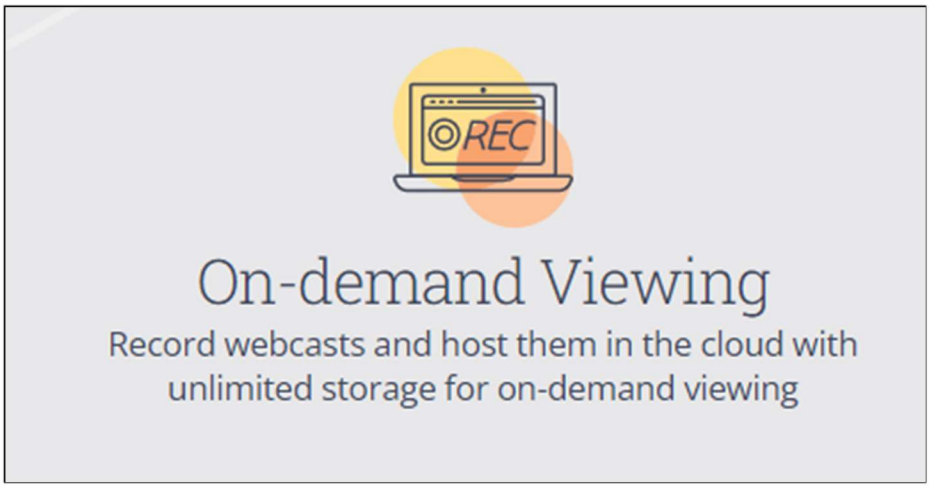
Live Studio Requirements

If you're joining the Live Studio as a moderator or presenter, your system must meet the following requirements.

What you need	Moderators and Presenters
Hardware	• PC or Mac • Your computer must be plugged in and have a sound card with speakers and a monitor with 1024x768+ resolution support. • A high definition webcam (720p or better) is required to stream in HD (single webcam and video bridge). • Headset or webcam mic with built-in noise cancellation. Do not use your computer or webcam's built-in microphone.
Software	For encoder broadcasts only: HD encoding software (for example, Wirecast, OBS, or vMix)
Operating System	• Windows 10 • Windows 8.1 Pro or newer • macOS 10.14 or newer
Processor (CPU)	Intel Core i5 3.0GHz or better **Note:** Less powerful processors will degrade audio and video performance.
Memory (RAM)	4 GB
Browser	Current or previous 5 versions of: • Google Chrome • Firefox • Microsoft Edge • Safari (Mac devices only) **Note:** Firefox and Safari do not support screen sharing for 720p or 1080p events.
Internet Speed	A dedicated and wired high-speed internet connection of 4 Mbps or better (upload and download) **Note:** To ensure a stable connection, disconnect from the VPN and use a wired internet connection, instead of Wi-Fi. Wi-Fi connections are prone to dips in bandwidth that can negatively impact your video connection.



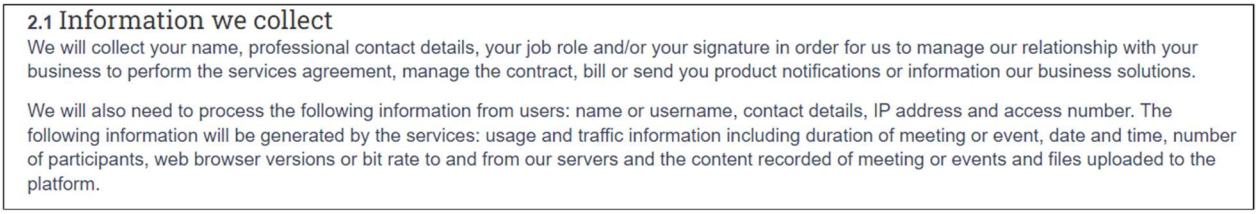
See e.g., https://helpgm.webcasts.com/books/getting-started/page/system-requirements-for-high-definition-hd-broadcasts.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.

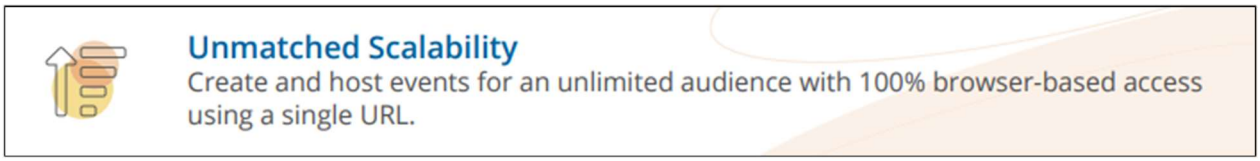


2.1 Information we collect

We will collect your name, professional contact details, your job role and/or your signature in order for us to manage our relationship with your business to perform the services agreement, manage the contract, bill or send you product notifications or information our business solutions.

We will also need to process the following information from users: name or username, contact details, IP address and access number. The following information will be generated by the services: usage and traffic information including duration of meeting or event, date and time, number of participants, web browser versions or bit rate to and from our servers and the content recorded of meeting or events and files uploaded to the platform.

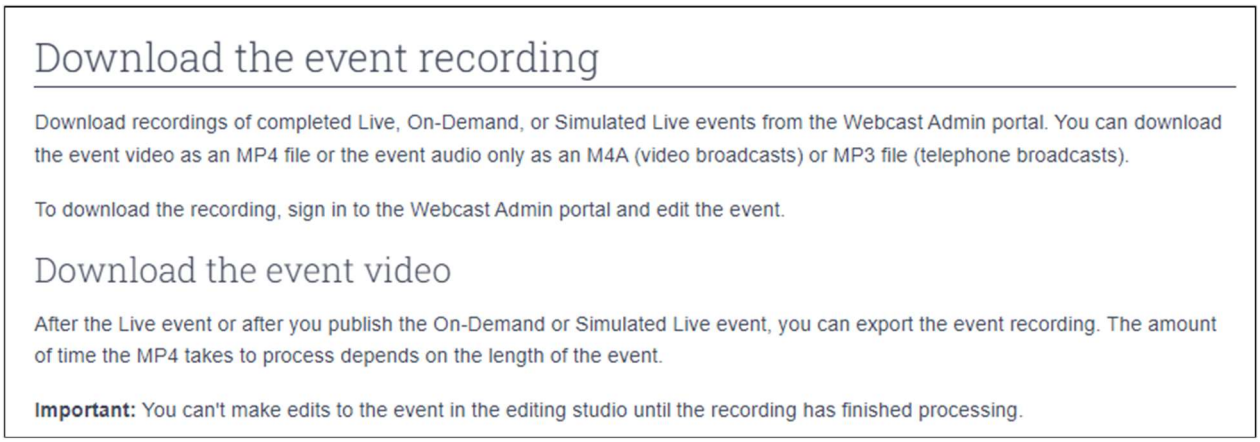
See e.g., https://www.globalmeet.com/privacy-policy/.



Unmatched Scalability

Create and host events for an unlimited audience with 100% browser-based access using a single URL.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



Download the event recording

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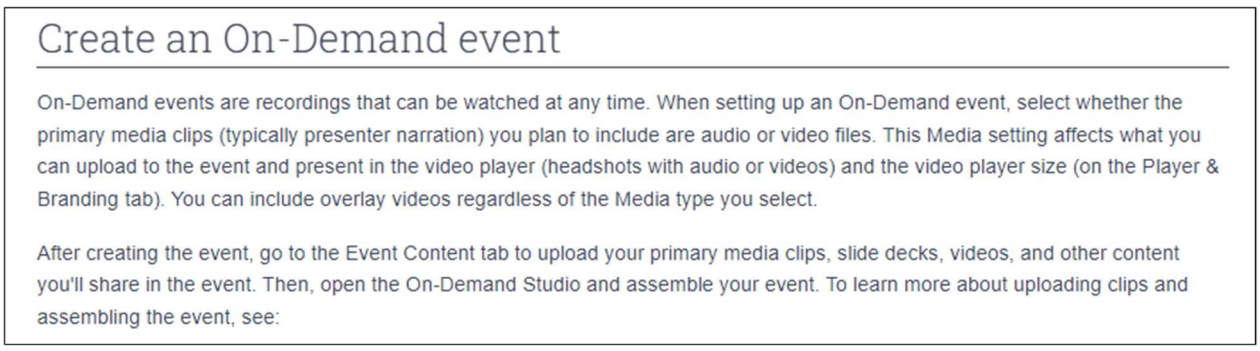
To download the recording, sign in to the Webcast Admin portal and edit the event.

Download the event video

After the Live event or after you publish the On-Demand or Simulated Live event, you can export the event recording. The amount of time the MP4 takes to process depends on the length of the event.

Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



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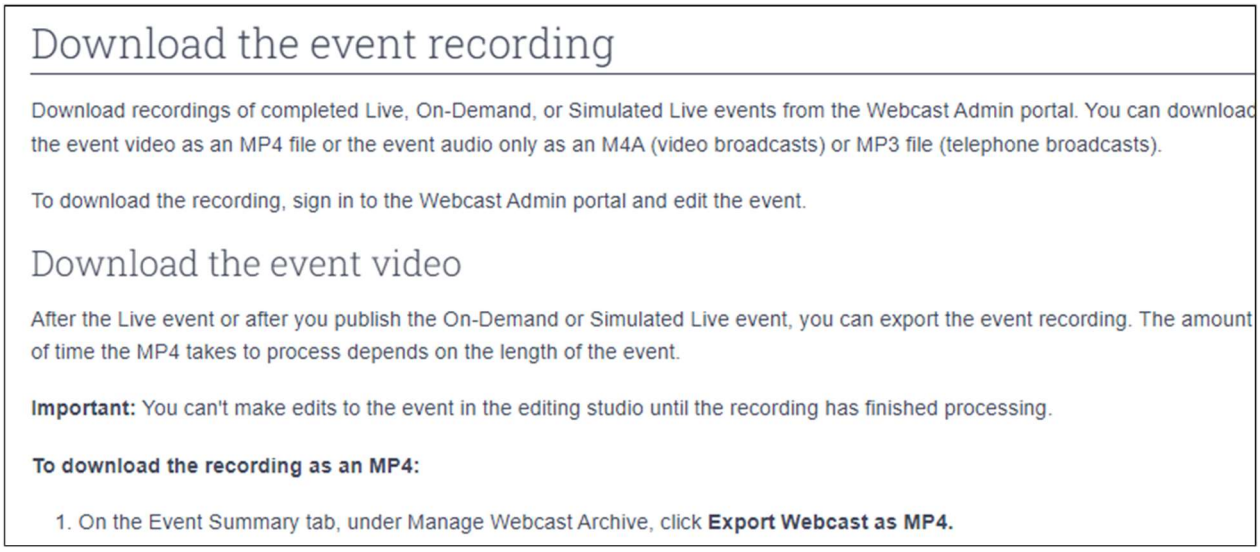
After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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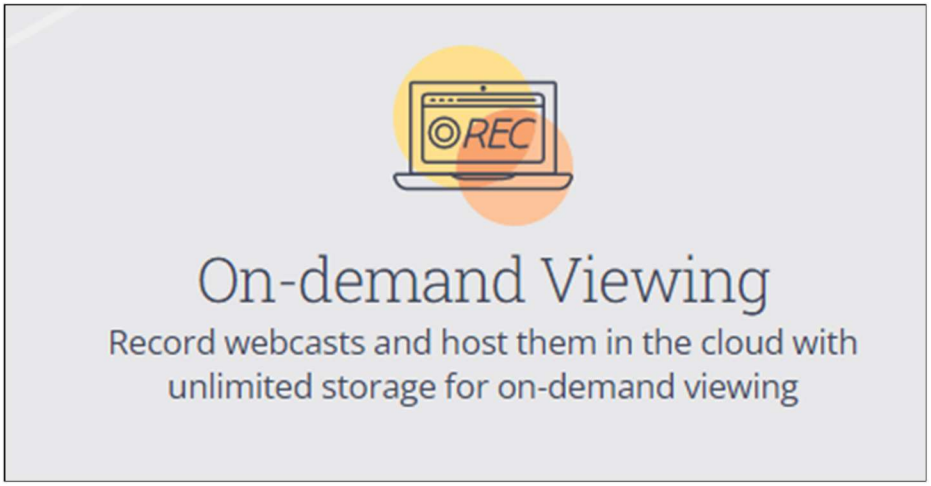
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

To download the recording as an MP4:

1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.

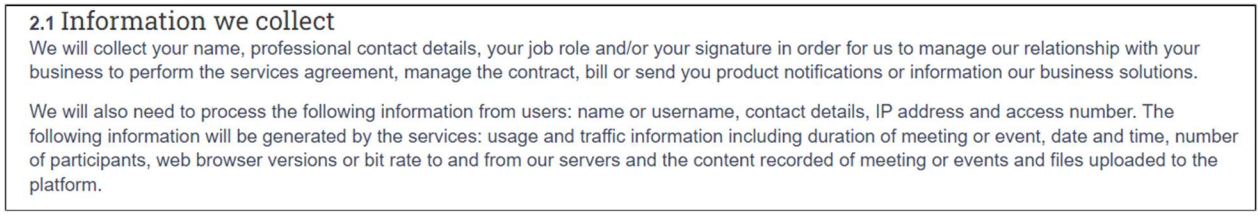
210. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based recording and delivery of digital audio and digital video material comprising storing the recorded digital audio and digital video material at the host back end.



See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

See e.g., https://www.globalmeet.com/online-meetings/.



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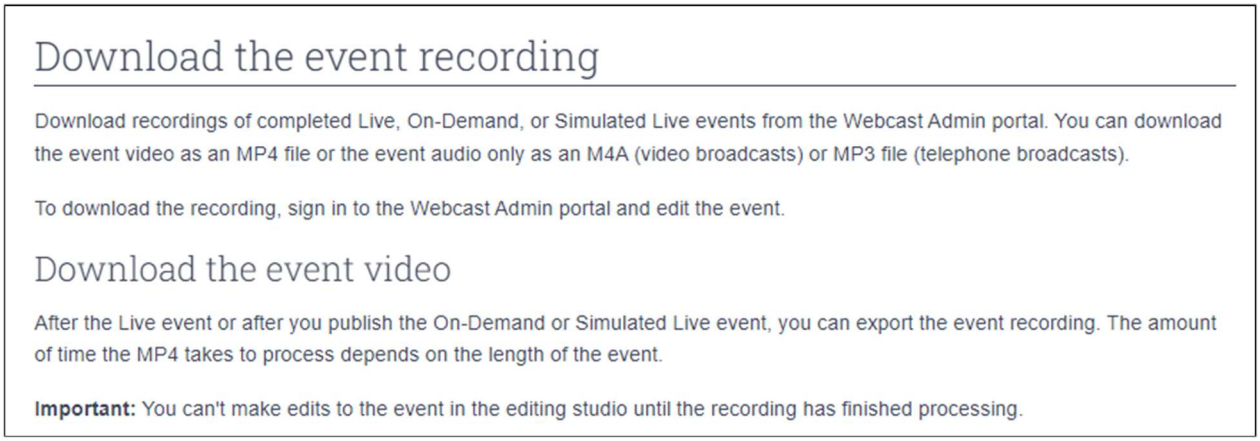
See e.g., https://www.globalmeet.com/privacy-policy/.

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.



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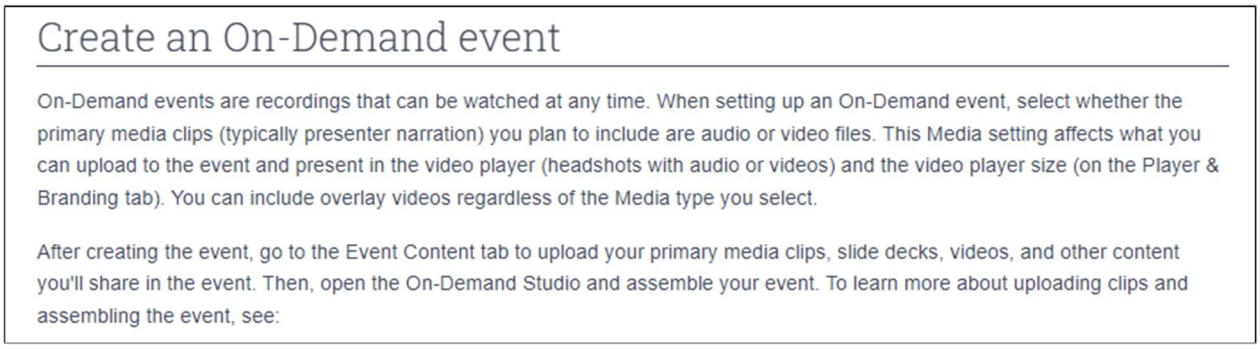
Important: You can't make edits to the event in the editing studio until the recording has finished processing.

See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.



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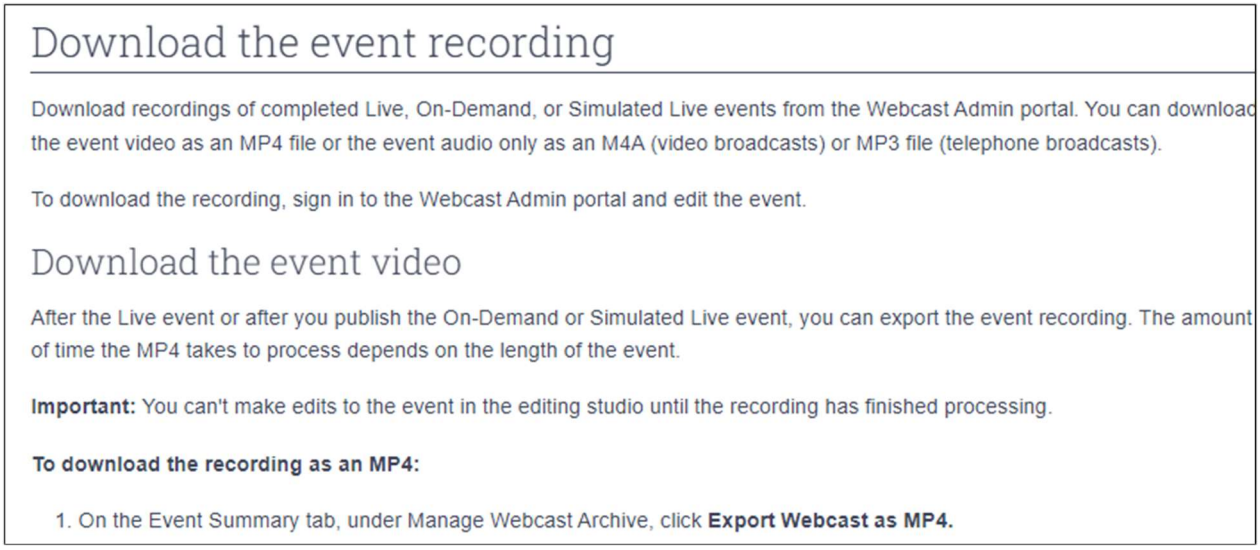
After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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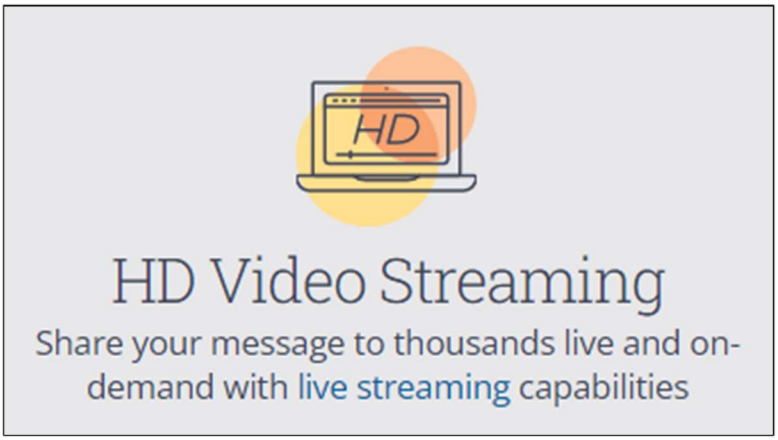
1. On the Event Summary tab, under Manage Webcast Archive, click **Export Webcast as MP4.**

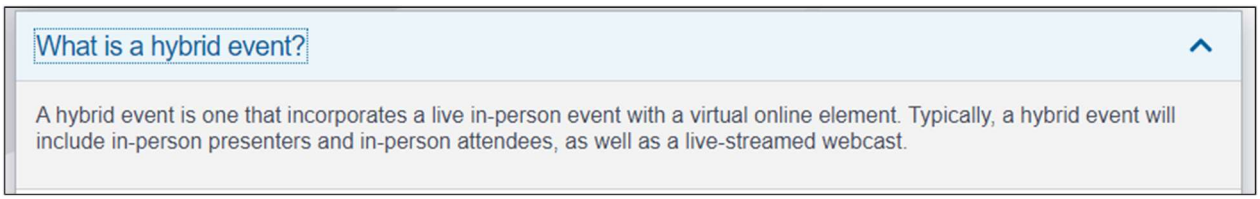
See e.g., https://helpgm.webcasts.com/books/reports-recordings-DOq/page/download-the-event-recording.



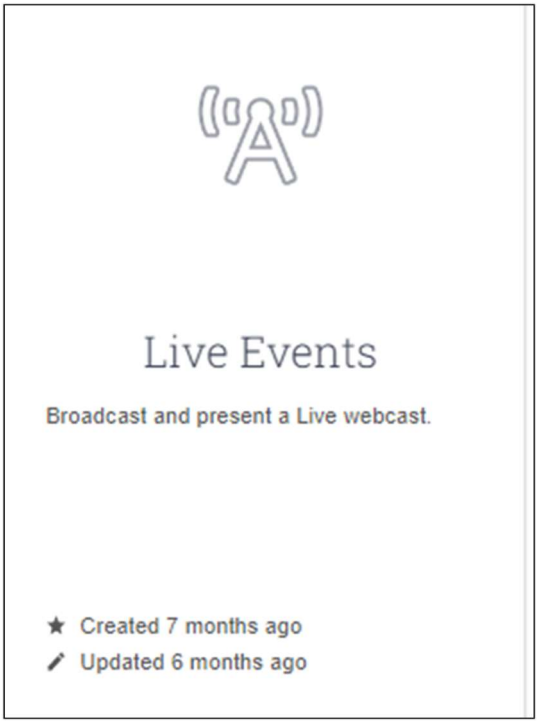
See e.g.,

https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

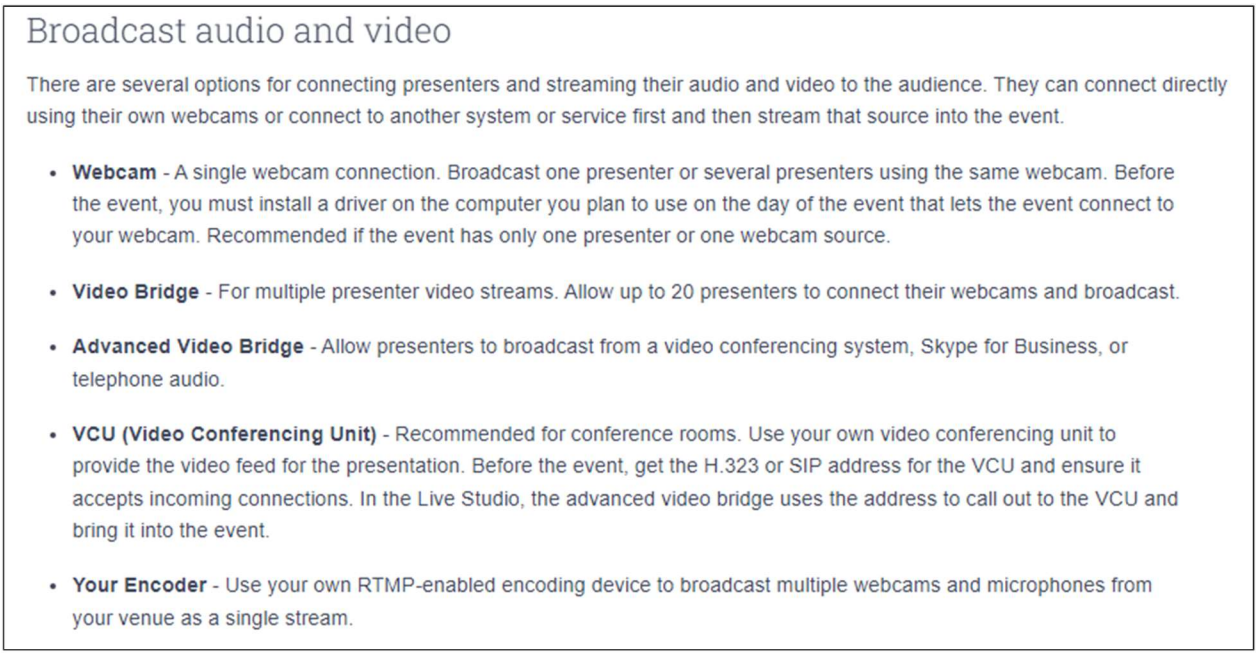
See e.g., https://www.globalmeet.com/virtual-events/.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

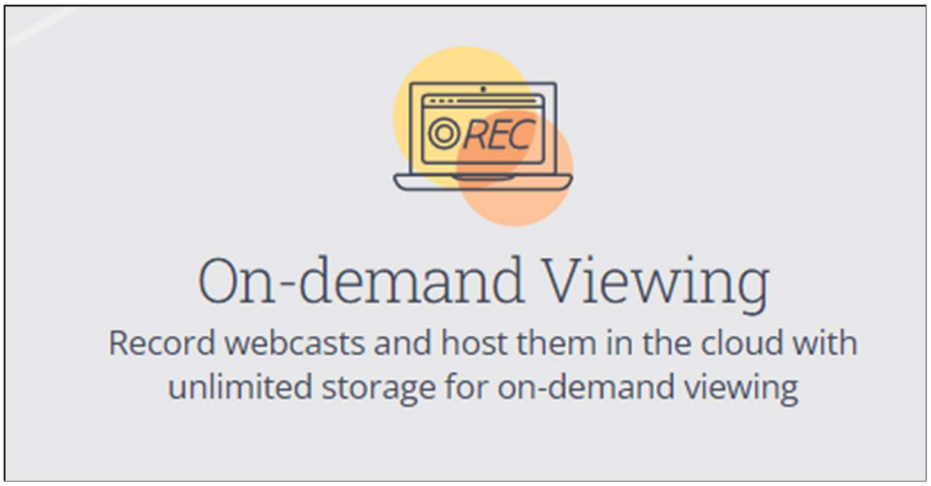


See e.g., https://helpgm.webcasts.com/shelves/globalmeet-webcast.



See e.g., https://helpgm.webcasts.com/books/live-events/page/ways-to-broadcast-a-live-event.

211. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based recording and delivery of digital audio and digital video material comprising generating code associated with the stored digital audio and digital video material to facilitate accessing the stored digital audio and digital video material.



See e.g., https://www.globalmeet.com/?utm_source=facebook&utm_medium=social&utm_campaign=&utm_content=&fbclid=IwAR0-oAgC9lO9qLhItpRHXBEaYV6p3ophnYJKnObj6J6bSRFOLrJo23K6z3w.

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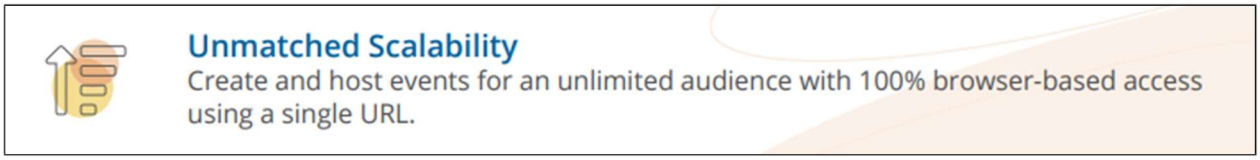

See e.g., https://www.globalmeet.com/wp-content/uploads/2023/05/GlobalMeet_Webcast_Datasheet_FINAL.pdf.

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See e.g., https://helpgm.webcasts.com/books/reports-recordings/page/download-the-event-recording.

Create an On-Demand event

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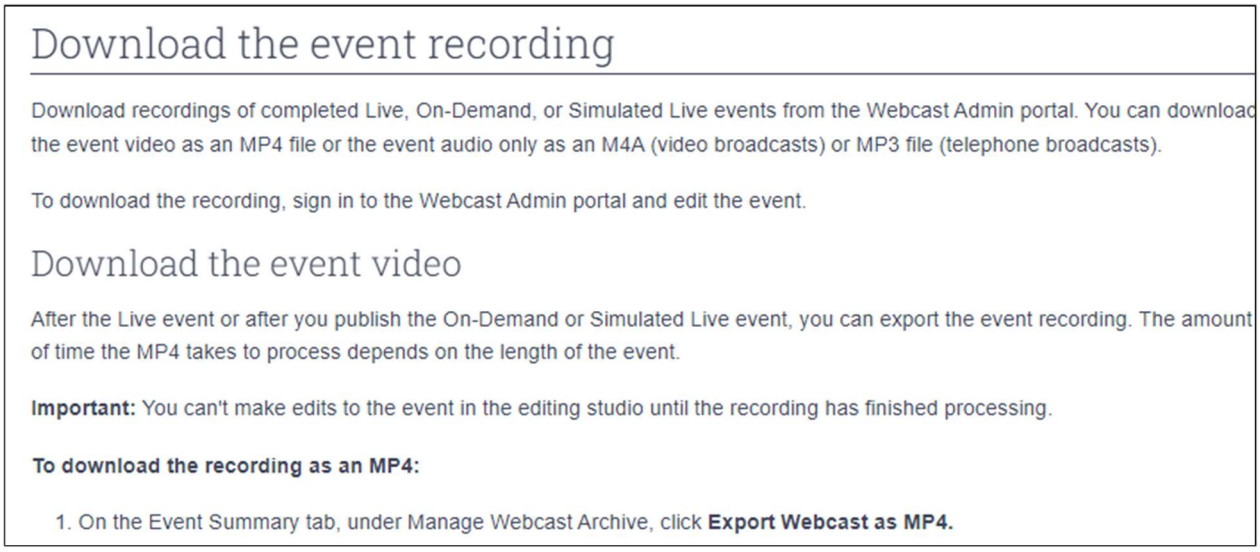
After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.



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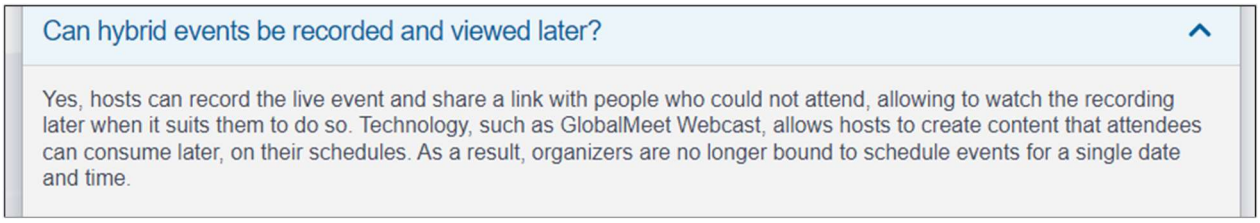
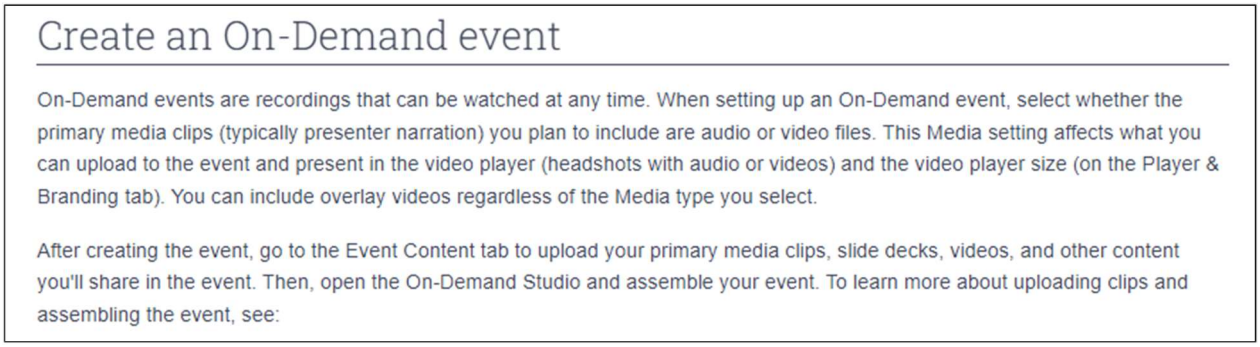


Can hybrid events be recorded and viewed later?

Yes, hosts can record the live event and share a link with people who could not attend, allowing to watch the recording later when it suits them to do so. Technology, such as GlobalMeet Webcast, allows hosts to create content that attendees can consume later, on their schedules. As a result, organizers are no longer bound to schedule events for a single date and time.

See e.g., https://www.globalmeet.com/virtual-events/hybrid/.



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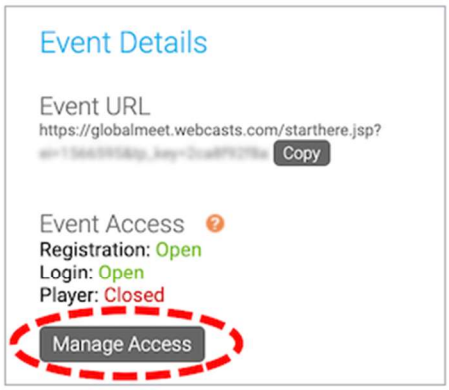
After creating the event, go to the Event Content tab to upload your primary media clips, slide decks, videos, and other content you'll share in the event. Then, open the On-Demand Studio and assemble your event. To learn more about uploading clips and assembling the event, see:

Allow attendees to view the event

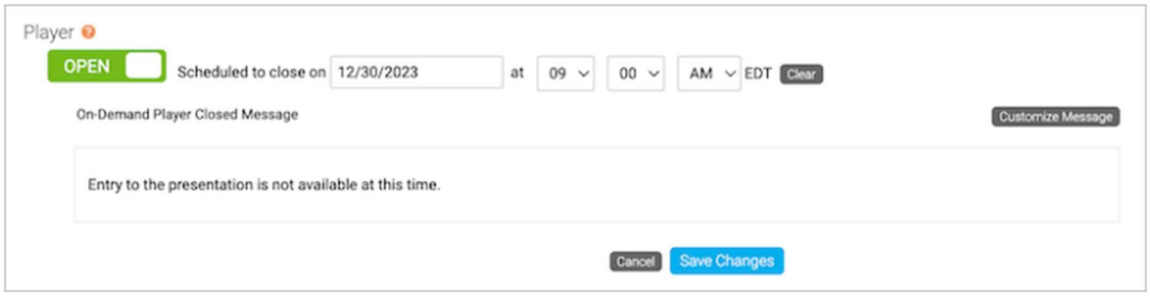
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.



3. On the Manage Event Access window, set the Player to **Open**.



4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

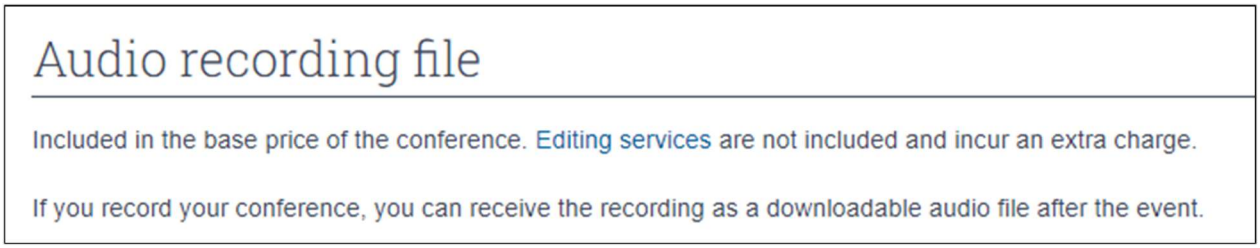
See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

Web-based recording playback

Requires audio recording file. Included in the base price of the conference. Editing services are not included and incur an extra charge.

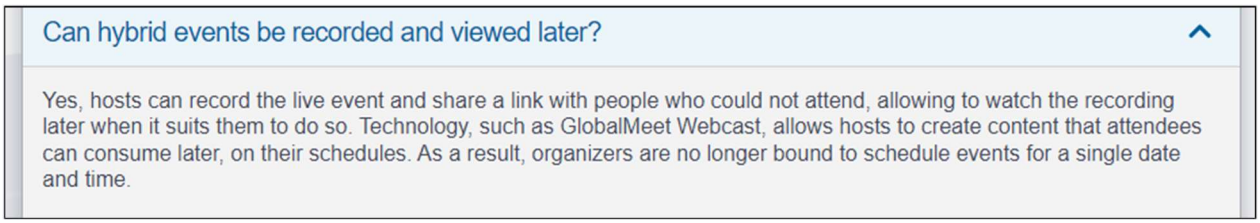
After your conference, make the event recording available for replay at the same link as the Live event and distribute it to participants who were not able to attend. All Live events are automatically recorded and made available for replay after the event ends for up to 12 months. The event replay includes the web content from your webcast event and the audio from the operator-assisted conference.

See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.

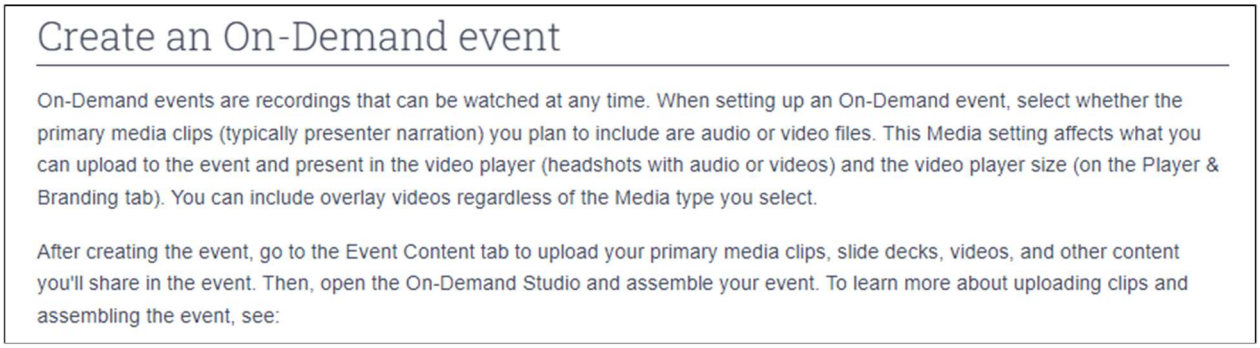


See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

212. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based recording and delivery of digital audio and digital video material comprising enabling the generated code to be activated at an additional location.



See e.g., https://www.globalmeet.com/virtual-events/hybrid/.

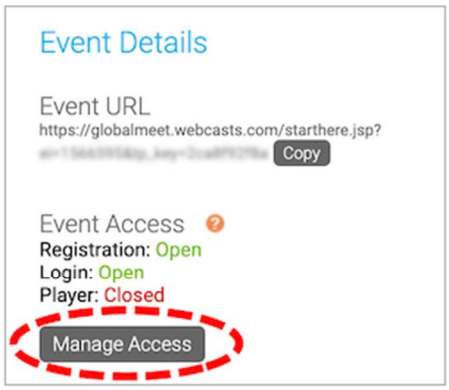


Allow attendees to view the event

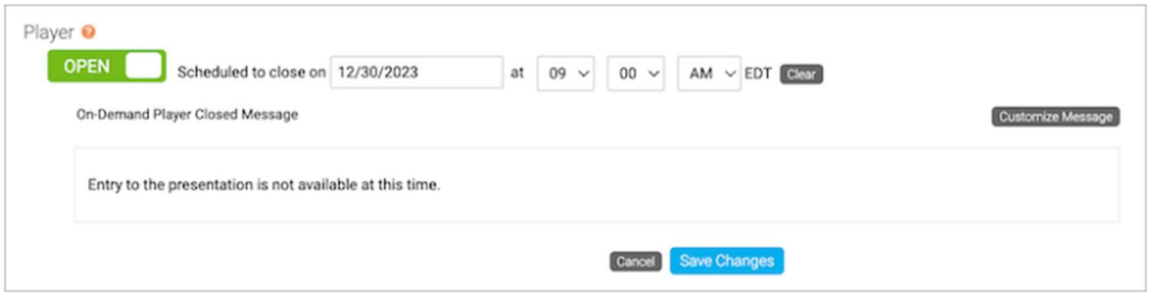
Once the event is ready for viewing, make sure to allow attendees to access the event. By default, the event window is closed to attendees to prevent them from viewing the event before it has been assembled.

To allow attendees to access the event:

1. Go to the Event Summary tab.
2. In the Event Details section, under Event Access, click **Manage Access**.



3. On the Manage Event Access window, set the Player to **Open**.



4. Optional. Set the player to close at a scheduled date and time and update the message attendees see when they join the event when the player is closed.

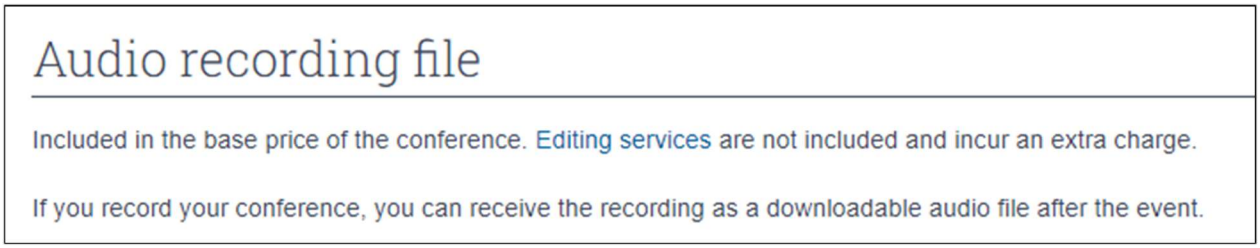
See e.g., https://helpgm.webcasts.com/books/event-portal-setup/page/create-an-on-demand-event.

Web-based recording playback

Requires audio recording file. Included in the base price of the conference. Editing services are not included and incur an extra charge.

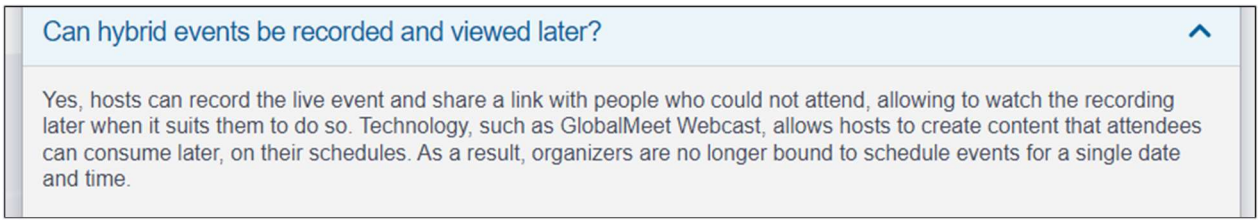
After your conference, make the event recording available for replay at the same link as the Live event and distribute it to participants who were not able to attend. All Live events are automatically recorded and made available for replay after the event ends for up to 12 months. The event replay includes the web content from your webcast event and the audio from the operator-assisted conference.

See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

213. On information and belief, one or more components of the Premiere Global Services System employs and provides a method for network-based recording and delivery of digital audio and digital video material wherein activating the generated code provides access to the stored digital audio and digital video material.



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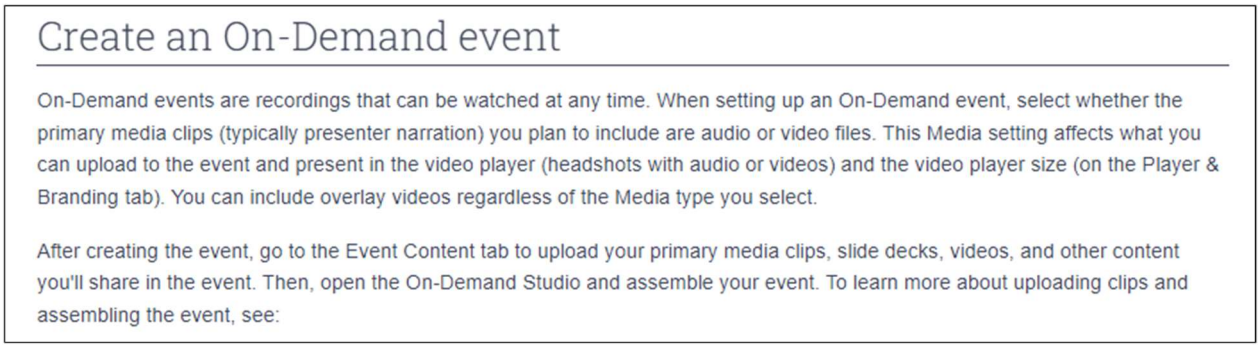

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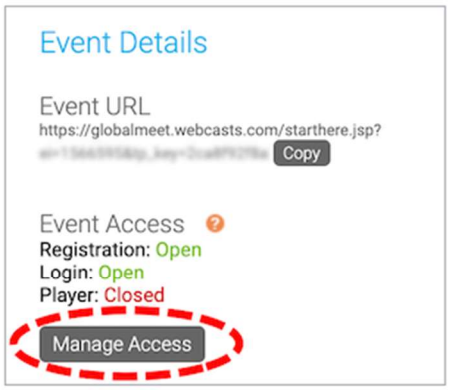

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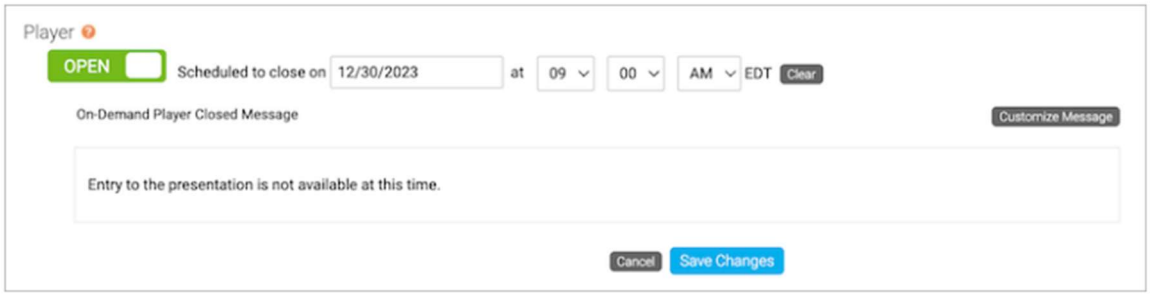

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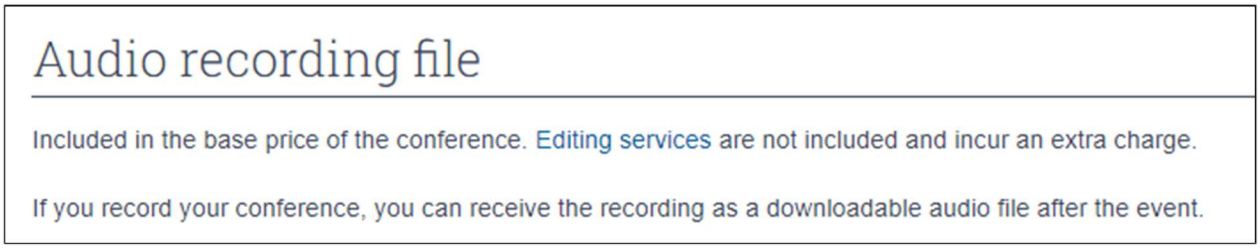
See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/web-based-recording-playback.



See e.g., https://helpgm.webcasts.com/books/op-assist-features/page/audio-recording-file.

214. On information and belief, Premiere Global Services directly infringes at least claim 1 of the '833 patent, and is in violation of 35 U.S.C. § 271(a) by making, using, selling, importing, and/or offering to sell the Premiere Global Services Video Products and services; and making, using, selling, selling access to, importing, offering for sale, and/or offering to sell access to the Premiere Global Services System.

215. On information and belief, Premier Global Services has been on notice of the '833 patent at least as early as February 17, 2023, when Barry Kassoff responded to Onstream's counsel's February 17, 2023 letter concerning Premiere Global Service's infringement of the patents-in-suit.

216. On information and belief, at least since February 17, 2023, Premiere Global Services knowingly encouraged and continues to encourage, it customers to directly infringe one or more claims of the '833 patent, including by Premiere Global Services' actions that include, without limitation, instructing and encouraging its customers to use the Premiere Global Services' Video Products and

Services and the Premiere Global Services' System through the publishing, distribution, and propagation of user guides, support documents, blog posts, live events, streaming API's, and instructions, including but not limited to the examples of such materials cited above.

217. On information and belief, at least since acquiring its February 2023 knowledge of the '833 patent, Premiere Global Services knows the acts Premiere Global Services induced its customers to take constitute patent infringement and Premiere Global Services' encouraging acts result in direct infringement of one or more claims of the '833 patent by its customers.

218. On information and belief, Premiere Global Services' customers directly infringe at least claim 1 of the '833 patent through their use of the Premiere Global Services System.

219. On information and belief, Premiere Global Services is in violation of 35 U.S.C. § 271(b) and has been, at least since its February 2023 knowledge of the '833 patent, indirectly infringing and continues to indirectly infringe at least claim 1 of the '833 patent by knowingly and specifically intending to induce infringement by others (including, without limitation, Premiere Global Services' users) and possessing specific intent to encourage infringement by Premiere Global Services' users. The components of the Premiere Global Services System are specifically configured to function in accordance with the '833 patent claims, are material parts of the invention.

220. Premiere Global Services' direct and indirect infringement has

damaged Onstream and caused it to suffer and continue to suffer irreparable harm and damages.

JURY DEMANDED

221. Pursuant to Federal Rule of Civil Procedure 38(b), Onstream hereby requests a trial by jury on all issues so triable.

PRAYER FOR RELIEF

Onstream respectfully requests this Court to enter judgment in Onstream's favor and against Premiere Global Services as follows:

a. finding that Premiere Global Services has infringed one or more claims of the '068 patent under 35 U.S.C. §§ 271(a) and (b);

b. finding that Premiere Global Services has infringed one or more claims of the '728 patent under 35 U.S.C. §§ 271(a) and (b);

c. finding that Premiere Global Services has infringed one or more claims of the '930 patent under 35 U.S.C. §§ 271(a) and (b);

d. finding that Premiere Global Services has infringed one or more claims of the '648 patent under 35 U.S.C. §§ 271(a) and (b);

e. finding that Premiere Global Services has infringed one or more claims of the '109 patent under 35 U.S.C. §§ 271(a) and (b);

f. finding that Premiere Global Services has infringed one or more claims of the '142 patent under 35 U.S.C. §§ 271(a) and (b);

g. finding that Premiere Global Services has infringed one or more claims of the '707 patent under 35 U.S.C. §§ 271(a) and (b);

h. finding that Premiere Global Services has infringed one or more claims of the '855 patent under 35 U.S.C. §§ 271(a) and (b);

i. finding that Premiere Global Services has infringed one or more claims of the '833 patent under 35 U.S.C. §§ 271(a) and (b);

j. awarding Onstream damages under 35 U.S.C. § 284, or otherwise permitted by law, including supplemental damages for any continued post-verdict infringement;

k. awarding Onstream pre-judgment and post-judgment interest on the damages award and costs;

l. awarding cost of this action (including all disbursements) and attorney fees pursuant to 35 U.S.C. § 285, or as otherwise permitted by the law; and

m. awarding such other costs and further relief that the Court determines to be just and equitable.

Dated: May 19, 2023

Respectfully submitted,

/s/ Zachary H. Ellis

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