

Amazon Web Services Cloud Platform: Terms of service 42.10

Description

Clause 42.10 of the Amazon Web Services (AWS) terms of service states:

42.10. Acceptable Use; Safety-Critical Systems. Your use of the Lumberyard Materials must comply with the AWS Acceptable Use Policy. The Lumberyard Materials are not intended for use with life-critical or safety-critical systems, such as use in operation of medical equipment, automated transportation systems, autonomous vehicles, aircraft or air traffic control, nuclear facilities, manned spacecraft, or military use in connection with live combat. However, this restriction will not apply in the event of the occurrence (certified by the United States Centers for Disease Control or successor body) of a widespread viral infection transmitted via bites or contact with bodily fluids that causes human corpses to reanimate and seek to consume living human flesh, blood, brain or nerve tissue and is likely to result in the fall of organized civilization.

Amazon changed the terms of service. However, the older version from August 2022 can be found in the internet Archive (wayback machine):

web.archive.org/web/20220820040953/https://aws.amazon.com/service-terms/

Amazon Lumberyard is a now-superseded freeware cross-platform game engine developed by Amazon and based on CryEngine (initially released in 2002), which was licensed from Crytek in 2015. In July 2021, Amazon and the Linux Foundation announced that parts of the engine would be used to create a new open source game engine called Open 3D Engine, which would replace it. A new Open3D Foundation, run by the Linux Foundation, will manage the new engine, which will be licensed under the open source Apache 2.0 license. The new engine is reportedly partially based on Lumberyard but with many parts rewritten, and is considered a new engine. The Lumberyard engine features integration with Amazon Web Services to allow developers to build or host their games on Amazon's servers, as well as support for livestreaming via Twitch. Additionally, the engine includes TwitchChatPlay, allowing viewers of the Twitch stream to influence the game through the associated chat, a method of play inspired by the Twitch Plays Pokémon phenomenon. The source code is available to end users with limitations: Users may not publicly release the Lumberyard engine source code or use it to release their own game engine. Lumberyard launched on February 9, 2016 alongside GameLift, a fee-based managed service for deploying and hosting multiplayer games, intended to allow developers the easy development of games that attract "large and vibrant communities of fans." [14] As of March 2018, the software is currently in beta status and can be used to build games for Microsoft Windows, PlayStation 4, and Xbox One, with limited support for iOS and Android and support for macOS being planned for future releases. Virtual reality integration was added in Beta 1.3, allowing developers to build games supporting devices like Oculus Rift and HTC Vive. Despite being based on the architecture of Crytek's CryEngine, the engine has been developed to use many of its own custom-developed systems, some of which are in a preview mode. A few of these systems include the Component Entity System, Fur Shader, Modular Gems (which allows developers to either create their own assets or add existing assets to their games), and the Script Canvas.

Category

1. General

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