



CINEBOOST

Legal & Safety Notice

Publisher	StarMentor Inc.
Release	CineBoost 1.0.0 August 9, 2026
Product:	CineBoost editor plugin for Unreal Engine

1. Purpose and contract hierarchy

This notice provides important operating conditions, safety information, warranty disclaimers, and limits of responsibility for CineBoost. CineBoost acquired through Fab remains licensed under the Fab End User License Agreement. This notice supplements that license and does not replace, expand, or contradict the Fab End User License Agreement, the Fab Distribution Agreement, the Unreal Engine End User License Agreement, Epic Games terms, or any non-waivable law.

If this notice conflicts with a mandatory platform agreement, that platform agreement controls only to the extent of the conflict. The remaining provisions of this notice continue to apply to the maximum extent permitted by law.

2. Supported purpose and environment

CineBoost is an editor-only workflow tool intended to reduce selected Unreal Editor viewport workloads temporarily while a cinematic project is being edited. It is not a rendering engine, system monitor, crash-prevention service, backup system, security product, or substitute for appropriate hardware capacity.

The supported environment is the exact platform and Unreal Engine version identified on the product listing and in the release notes. Compatibility with other engine versions, operating systems, plugins, drivers, hardware, project configurations, or future updates is not promised unless StarMentor Inc. states otherwise in writing.

The initial Windows release target is Unreal Engine 5.7 Editor on Windows 64-bit. The 1.0.0 release candidate was built and regression-tested with Unreal Engine 5.7.4.

3. Performance and headroom estimates

CineBoost may change editor scalability, viewport resolution, foliage density, ray-tracing participation, scene-capture activity, Niagara simulation, local-light behavior, Groom behavior, isolation visibility, and other editor-only settings described in the manual.

The headroom indicator is a conservative workload estimate derived from available editor and rendering signals. Its colours and warnings are guidance only. They are not a measurement of unused physical capacity and do not guarantee stability, frame rate, render success, thermal safety, data integrity, or freedom from crashes.

Project workload can change because of factors outside CineBoost, including shaders, compilation, streaming, asset loading, Sequencer, third-party plugins, drivers, operating-system activity, editor interaction, and background applications.

4. User-controlled actions and required precautions

The user remains responsible for deciding whether and when to activate, exit, isolate, restore, render, save, or continue working. Before switching modes, restoring quality, rendering, changing maps, or installing an update, the user should:

- save the project;
- maintain a current backup or source-control checkpoint;
- test unfamiliar workflows on a copy of the project;
- close unnecessary applications; and
- reduce recently added workload when the headroom indicator or Unreal Editor shows instability.

Switching or restoring modes can reallocate memory and change CPU or GPU demand. A workstation already near its limits may freeze, terminate Unreal Editor, reset a graphics driver, corrupt unsaved state, or require a restart. Gradual Restore is intended to reduce abrupt workload changes, but it cannot eliminate these risks.

5. Isolation, Hero assets, and temporary editor state

ISOLATE and Hero features affect editor visibility and related temporary editor state. Users must verify that the intended actors, lights, effects, and Sequencer-controlled objects are present before continuing production work or starting a final render.

CineBoost attempts to restore values it changed. It cannot guarantee restoration of changes made concurrently by Unreal Engine, Sequencer, another plugin, a script, a user action, a crash, or a forced shutdown. Save before activation and verify the scene after restoration.

6. Final rendering and output verification

The render safeguard is designed to restore or bypass CineBoost editing relief before a supported Movie Render Queue final render. The user must still inspect the render configuration, output resolution, frames, lighting, effects, visibility, and final files.

CineBoost does not guarantee that a render will start, complete, match the viewport, or produce commercially acceptable output. Rendering can exceed the workload that was comfortable during boosted editing.

7. No safety-critical use

CineBoost is not designed or certified for medical, life-support, emergency, industrial-control, transportation-control, or other safety-critical uses in which failure could contribute to personal injury, death, or physical property damage. Do not use CineBoost as a safety control or as the sole basis for a decision involving physical safety.

8. No warranties

To the maximum extent permitted by applicable law, CineBoost and its documentation are provided **as is** and **as available**, with all faults and without representations, warranties, or conditions of any kind, whether express, implied, statutory, collateral, or otherwise. StarMentor Inc. disclaims all implied warranties and conditions, including merchantability, fitness for a particular purpose, title, non-infringement, compatibility, accuracy, uninterrupted operation, error-free operation, security, and results.

StarMentor Inc. does not warrant that CineBoost will prevent crashes, recover unsaved work, increase performance in every project, identify every unsafe workload, restore every third-party setting, remain compatible with future software, or be free from defects or harmful interactions.

Nothing in this notice excludes a warranty, condition, remedy, or right that applicable law does not permit the parties to exclude.

9. Limitation of liability

To the maximum extent permitted by applicable law, StarMentor Inc. and its directors, officers, employees, contractors, affiliates, licensors, and distributors will not be liable for any indirect, incidental, special, exemplary, punitive, aggravated, or consequential loss or damage, or for loss of profits, revenue, business, opportunity, goodwill, use, data, content, project files, renders, production time, or equipment availability, arising from or related to CineBoost, even if advised that such loss may occur.

To the maximum extent permitted by applicable law, the aggregate liability of StarMentor Inc. arising from or related to CineBoost will not exceed the amount the claimant paid to

acquire CineBoost during the twelve months immediately preceding the event giving rise to the claim.

These limits apply regardless of the theory of liability and apply cumulatively to all claims. They do not apply to liability that cannot lawfully be excluded or limited.

10. Third-party systems and Licensed Technology

Unreal Engine, Fab, Epic Games services, operating systems, graphics drivers, hardware, and third-party plugins are supplied and controlled by their respective providers. StarMentor Inc. is not responsible for their availability, security, terms, behavior, updates, or defects.

Unreal Engine and related Licensed Technology are owned by Epic Games or its licensors. StarMentor Inc. owns its original CineBoost code, documentation, artwork, and branding, subject to Epic's rights in Licensed Technology and any identified third-party rights. No ownership of Unreal Engine or other third-party technology is claimed or transferred.

11. Support, updates, and discontinuation

Unless StarMentor Inc. makes a separate written commitment, purchase of CineBoost does not create a service-level agreement and does not promise technical support, maintenance, compatibility updates, feature updates, upgrades, fixes, response times, or continued availability. StarMentor Inc. may modify, suspend, or discontinue a version or support channel, subject to applicable law and platform obligations.

12. Acceptable use and user responsibility

The user must use CineBoost lawfully and in accordance with applicable Epic and Fab agreements. The user is responsible for project content, third-party rights, installation choices, system administration, backups, access control, and compliance obligations.

To the maximum extent permitted by law, the user will be responsible for third-party claims, losses, or costs caused by the user's unlawful distribution, infringement, deliberate misuse, or material breach of the agreements governing CineBoost.

13. Ontario law and Toronto forum for residual StarMentor disputes

To the maximum extent permitted by applicable law, any dispute arising solely between a user and StarMentor Inc. in relation to CineBoost that is not governed by the Fab End User License Agreement, the Fab Distribution Agreement, an Epic Games agreement, or another mandatory platform agreement will be governed by the laws of the Province of Ontario and the federal laws of Canada applicable in Ontario, without regard to conflict-of-law rules. The parties submit to the exclusive jurisdiction of the courts located in Toronto, Ontario, Canada.

Before starting a proceeding, a party should give the other party written notice describing the dispute and allow thirty days for a good-faith attempt to resolve it, unless urgent injunctive relief is reasonably required.

Nothing in this section limits a non-waivable consumer right or requires a person to surrender a forum that applicable law does not permit the parties to waive.

14. General terms

Force majeure. StarMentor Inc. is not responsible for delay or failure caused by events beyond its reasonable control, including platform outages, provider actions, internet or utility failures, cyber incidents, labour disruptions, natural events, governmental action, war, or failures of third-party infrastructure.

Severability. If a provision is held unenforceable, it will be enforced to the maximum extent permitted and the remaining provisions will continue in effect.

No waiver. A failure or delay in enforcing a provision is not a waiver.

Assignment. The user may not assign rights or obligations relating to CineBoost except as allowed by the governing Fab or platform agreement. StarMentor Inc. may assign this notice in connection with a merger, reorganization, or transfer of the CineBoost business, subject to applicable law.

Language. The parties expressly request that this notice and related documents be drawn up in English. Les parties demandent expressément que le présent avis et les documents qui s'y rattachent soient rédigés en anglais.

Contact. Support questions may be sent to support[at]starmmentor.net or through the official StarMentor Inc. publisher channel shown on Fab. Do not send confidential project files unless specifically requested through an approved support process.

15. Copyright and marks

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