

BOSE SOUNDTOUCH WEB API

Bose Corporation

Version 1.0

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1 Document Version History

Version	Release Date	
1.0.0	January 7, 2026	• Initial Release

2 Acronyms and Definitions

Acronyms	Expanded Term	Definition
API	Application Programming Interface	A definition for how to interact with and use a software component
REST	Representational State Transfer	A common type of web service API that is modeled around resources
WAPI	Web API	An API made available by a web server
SSDP	Simple Services Discovery Protocol	A discovery protocol that uses unicast and multicast over UDP
MDNS	Multicast Domain Name System	A type of discovery protocol that requires zero configuration
	Bonjour	Apple's implementation of MDNS

3 Legal Notice

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4 Overview

These commands are the primary interface to command and control a Bose SoundTouch. They are sent over HTTP on port 8090 to the SoundTouch device you would like to connect to using the GET and POST methods.

4.1 Special types used by the SoundTouch WAPI

```
ART_STATUS {  
    INVALID  
    SHOW_DEFAULT_IMAGE  
    DOWNLOADING  
    IMAGE_PRESENT  
}
```

BOOL: "true" or "false"

INT: a 32-bit integer

IPADDR: an IP address, represented as a string

```
KEY_VALUE {  
    PLAY  
    PAUSE  
    STOP  
    PREV_TRACK  
    NEXT_TRACK  
    THUMBS_UP  
    THUMBS_DOWN  
    BOOKMARK  
    POWER  
    MUTE  
    VOLUME_UP  
    VOLUME_DOWN  
    PRESET_1  
    PRESET_2  
    PRESET_3  
    PRESET_4  
    PRESET_5  
    PRESET_6  
    AUX_INPUT  
    SHUFFLE_OFF  
    SHUFFLE_ON  
    REPEAT_OFF  
    REPEAT_ONE  
    REPEAT_ALL  
    PLAY_PAUSE  
    ADD_FAVORITE  
    REMOVE_FAVORITE
```

```
    INVALID_KEY
```

```
}
```

```
KEY_STAT
```

```
    E { press  
        release
```

```
}
```

MACADDR: a MAC address, upcased, represented as a string

```
PLAY_STATUS {  
    PLAY_STATE  
    PAUSE_STATE  
    STOP_STATE  
    BUFFERING_STATE
```

```
    INVALID_PLAY_STATUS  
}
```

PRESET_ID: An integer, 1 through 6 inclusive

```
SOURCE_STATUS {  
    UNAVAILABLE  
    READY  
}  
  
AUDIO_MODE {  
    AUDIO_MODE_DIRECT  
    AUDIO_MODE_NORMAL  
    AUDIO_MODE_DIALOG  
    AUDIO_MODE_NIGHT  
}
```

STRING: any valid XML-escaped string

UINT: a 32-bit unsigned integer

UINT64: a 64-bit unsigned integer

URL: a URL, encoded as a string

Any get* command results in a HTTP GET command

Any set* command results in a HTTP POST command, i.e. requires a payload

5 General Status and Errors

For calls that do not have a special return payload, the default response is:

```
<status>$STRING</status>
```

For calls that can produce errors, the error response is:

```
<errors deviceID="$STRING">  
    <error value="$INT" name="$STRING"  
        severity="$STRING">$STRING</error> ...  
</errors>
```

For malformed requests, i.e., wrong value the response is:

```
<error>XML parse error (1:116): Error reading Attributes.</error>
```

```
<errors deviceID="D05FB8A9591D"><error value="1019"
    name="CLIENT_XML_ERROR" severity="Unknown">1019</error></errors>
```

6 API Methods/URLs

6.1 /key

Description: Keys are used as a simple means to interact with the SoundTouch speaker.
For a full listing of supported keys please see the list under KEY VALUE in section 4.1

Send a remote button press to the device

GET:

N/A

POST:

```
<key state="$KEY_STATE" sender="$KEY_SENDER">$KEY_VALUE</key>
```

In general, it is good practice to send 2 discrete HTTP POST calls, the first using “press” as the key state, and the second using “release” as the key state. Doing so simulates both the press and release action of clicking a key. Possible values for “\$KEY STATE” are “press” or “release”.

The back to back message bodies will look like the following:

```
<key state="press" sender="Gabbo">$KEY_VALUE</key>
```

```
<key state="release" sender="Gabbo">$KEY_VALUE</key>
```

6.2 /select

Description:

Use this /select API to select any of the available sources. Sources available via this /select API will vary based on product and on the SoundTouch account. Use the /sources API to query the availability for the device.

GET:

N/A

POST:

Examples:

Sources available via this /select API will vary based on product.

Use the /sources API to view the availability for the device. Below are some samples for Product, Bluetooth and AUX

```
<ContentItem source="AUX" sourceAccount="AUX"></ContentItem>
```

```
<ContentItem source="AUX" sourceAccount="AUX3"></ContentItem>
```

```
<ContentItem source="BLUETOOTH"></ContentItem>
```

```
<ContentItem source="PRODUCT" sourceAccount="TV"></ContentItem>
```

6.3 /sources

Description:

List all available content

sources GET:

```
<sources deviceID="$MACADDR">
  <sourcelitem source="$SOURCE" sourceAccount="$STRING"
    status="$SOURCE_STATUS">$STRING</sourcelitem>
  ...
</sources>
```

POST:

N/A

6.4 /bassCapabilities

Description: Some speakers do not support the ability to customize the bass levels, use this to find out whether bass customization is supported

Get or set bassCapabilities

GET:

```
<bassCapabilities deviceID="$MACADDR">
  <bassAvailable>$BOOL</bassAvailable>
  <bassMin>$INT</bassMin>
  <bassMax>$INT</bassMax>
  <bassDefault>$INT</bassDefault>
</bassCapabilties>
```

POST:

N/A

6.5 /bass

Description: Sets or gets the current bass setting for a particular speaker. This may or may not be a supported capability, use the /bassCapabilities to find out whether a speaker supports bass configuration Get or set bass

GET:

```
<bass deviceID="$MACADDR">
  <targetbass>$INT</targetbass>
  <actualbass>$INT</actualbass>
</bass>
```

POST:

```
<bass>$INT</bass>
```

6.6 /getZone

Description:

Gets the current state of the multi-room zone from particular

device GET:

```
<zone master="$MACADDR">
  <member
    ipaddress="$MASTER_IPADDR">$MASTER_MACAD
    DR</member>
  <member
    ipaddress="$SLAVE1_IPADDR">$SLAVE1_MACADDR
    "</member> ...
</zone>
```

6.7 /setZone

Description: Creates a

multi-room zone

GET:

N/A

POST:

```
<zone master="$MACADDR"
  senderIPAddress="$IPADDR" > <member
    ipaddress="$IPADDR">$MACADDR</me
    mber> ...
</zone>
```

6.8 /addZoneSlave

Description:

Add a slave to a “play everywhere” zone

GET:

N/A

POST:

```
<zone master="$MACADDR">
  <member
    ipAddress="$IPADDR">$MACADDR</me
    mber> ...
</zone>
```

6.9 /removeZoneSlave

Description:

Take a slave out of a “play everywhere” zone

GET:

N/A

POST:

```
<zone master="$MACADDR">
  <member
    ipAddress="$IPADDR">$MACADDR</me
    mber> ...
</zone>
```

6.10 /now playing

Description:

Gets all info about the currently playing media

GET:

```
<nowPlaying deviceID="$MACADDR" source="$SOURCE">
  <ContentItem source="$SOURCE" location="$STRING" sourceAccount="$STRING"
                isPresetable="$BOOL">
    <itemName>$STRING</itemName>
  </ContentItem>
  <track>$STRING</track>
  <artist>$STRING</artist>
  <album>$STRING</album>
  <stationName>$STRING</stationName>
  <art artImageStatus="$ART_STATUS">$URL</art>
  <playStatus>$PLAY_STATUS</playStatus>
  <description>$STRING</description>
  <stationLocation>$STRING</stationLocation>
```

```
</nowPlaying>
```

POST:

N/A

6.11 /trackInfo

Description: Get
track information

GET:

```
<nowPlaying deviceID="$MACADDR" source="$SOURCE">
  <ContentItem source="$SOURCE" location="$STRING"
    sourceAccount="$STRING" isPresetable="$BOOL">
    <itemName>$STRING</itemName>
  </ContentItem>
  <track>$STRING</track>
  <artist>$STRING</artist>
  <album>$STRING</album>
  <stationName>$STRING</stationName>
  <art artImageStatus="$ART_STATUS">$URL</art>
  <playStatus>$PLAY_STATUS</playStatus>
  <description>$STRING</description>
  <stationLocation>$STRING</stationLocation>
</nowPlaying>
```

POST:

N/A

6.12 /volume

Description:

Get or Set the volume and mute status for this SoundTouch
device Volume ranges between 0, 100 inclusive.

GET:

```
<volume deviceID="$MACADDR">
  <targetvolume>$INT</targetvolume>
```

```
<actualvolume>$INT</actualvolume>
<muteenabled>$BOOL</muteenabled>
</volume>
```

POST:

The muteenabled setting is applied first, if present. The system will be unmuted if the volume value is larger than the current volume setting.

```
<volume>$INT<muteenabled>$BOOL</muteenabled></volume>
```

6.13 /presets

Description: Presets are a core part of the SoundTouch ecosystem. A preset is used to set and recall a specific music stream supported by the SoundTouch speaker

List of current Presets

GET:

```
<presets>
  <preset id="$PRESET_ID" createdOn="$UINT64" updateOn="$UINT64">
    <ContentItem source="$SOURCE" location="$STRING"
      sourceAccount="$STRING" isPresetable="$BOOL">
      <itemName>$STRING</itemName>
    </ContentItem>
  </preset>
  ...
</presets>
```

POST:

N/A

6.14 /info

Description:

Get device information; mostly static device info such as device id, type, IP address (per component if applicable), cloud account ID,

software version, product version and component type and version

GET:

```
<info deviceID="$MACADDR">
  <name>$STRING</name>
  <type>$STRING</type>
  <margeAccountUUID>$STRING</margeAccountUUID>
  <components>
    <component>
      <componentCategory>$STRING</componentCategory>
      <softwareVersion>$STRING</softwareVersion>
      <serialNumber>$STRING</serialNumber>
    </component>
    > ...
  </components>
  <margeURL>$URL</margeURL>
  <networkInfo type="$STRING">
    <macAddress>$MACADDR</macAddress>
    <ipAddress>$IPADDR</ipAddress>
  </networkInfo>
  ...
</info>
```

POST:

N/A

6.15 /name

Description: Set

the device name

GET:

N/A

POST:

```
<name>$STRING</name>
```

6.16 /capabilities

Description:

Retrieve specific system capabilities. Listed in the reply to GET of this URL may be optional additional URLs. Clients should only attempt to access such URLs if they are present in this reply.

For each capability, this reply provides a unique name to be used in identification, the url to be used for access, and optionally other related information to be used by the client.

GET:

```
<capabilities  
deviceID="$MACADDR"> ...  
<capability name="$STRING" url="/$STRING" info="$STRING"/>  
<capability name="$STRING" url="/$STRING"  
info="$STRING"/> ...  
</capabilities>
```

POST:

N/A

6.17 /audiodspcontrols

Description:

Accesses the system DSP settings.

Only available if audiodspcontrols is listed in the reply to GET /capabilities. supportedaudiomodes conveys the set of audiemode values that are supported by the system and are accepted by POST.

GET:

```
<audiodspcontrols audiemode="$AUDIO_MODE" videosyncaudiodelay="0"  
supportedaudiomodes="$AUDIO_MODE|$AUDIO_MODE...">
```

POST:

If audiemode or videosyncaudiodelay are not included in the POST, they would not be changed.

```
<audiodspcontrols audiomode="$AUDIO_MODE" videosyncaudiodelay="$UINT"/>
```

6.18 /audioproducttonecontrols

Description:

Accesses the system bass and treble settings.

Only available if audioproducttonecontrols is listed in the reply to GET /capabilities.
minValue, maxValue and step convey the restrictions imposed on the POST value.

GET:

```
<audioproducttonecontrols>
  <bass value="$INT" minValue="$INT" maxValue="$INT" step="$UINT"/>
  <treble value="$INT" minValue="$INT" maxValue="$INT" step="$UINT"/>
</audioproducttonecontrols>
```

POST:

If bass or treble are not included in the POST, they would not be changed.

```
<audioproducttonecontrols>
  <bass value="$INT" />
  <treble value="$INT" />
</audioproducttonecontrols>
```

6.19 /audioproductlevelcontrols

Description:

Accesses the system front-center and rear-surround level settings.

Only available if audioproductlevelcontrols is listed in the reply to GET /capabilities.
minValue, maxValue and step convey the restrictions imposed on the POST value.

GET:

```
<audioproductlevelcontrols>
  <frontCenterSpeakerLevel value="$INT" minValue="$INT" maxValue="$INT"
    step="$UINT"/>
  <rearSurroundSpeakersLevel value="$INT" minValue="$INT" maxValue="$INT"
    step="$UINT"/>
</audioproductlevelcontrols>
```

POST:

If frontCenterSpeakerLevel or rearSurroundSpeakersLevel are not included in the POST, they would not be changed.

```
<audioproductlevelcontrols>
  <frontCenterSpeakerLevel value="$INT" />
  <rearSurroundSpeakersLevel value="$INT" />
</audioproductlevelcontrols>
```

7 WebSockets

Notifications are server initiated WebSocket messages which inform client(s) of changes in SoundTouch device. They serve to keep clients in sync with the server. They are sent over HTTP on port 8080 via a WebSocket connection which is initiated from a WebSocket client. The WebSocket connection offers an advantage over HTTP because it allows for bidirectional communication, which allows for asynchronous notifications to be initiated from the server side (SoundTouch device) to the client connection.

7.1 WebSocket Asynchronous Notifications

After a successful WebSocket connection has been established, the simplest thing a client can do is to listen for the asynchronous notifications that are published by the SoundTouch device.

The incomplete example below shows examples of a single update notification describing what changed on the SoundTouch device. This will help inform the client, if it is interested, to perform a new request for the updated values. In some cases the notification does not contain the changed information, but for convenience, in other cases it may. Creating the websocket:

When creating a client websocket connection, be sure to specify the protocol as “gabbo”. An example javascript example is shown below.

```
socket = new WebSocket("ws://$IP", "gabbo")
```

Examples:

```
<updates deviceID="$MACADDR">
</updates>
```

```

<updates deviceID="$MACADDR">
  <volume>
    <targetvolume>$INT</targetvolume>
    <actualvolume>$INT</actualvolume>
  </volume>
</updates>

```

7.1.1 PresetsChangedNotifyUI

Description: When a preset is changed in any way like added, cleared, or modified the SoundTouch speaker will send this asynchronous notification. This is a signal for the WAPI client to request the new list of presets via the /presets API

```

<updates deviceID="$MACADDR">
  <presetsUpdated>
    <presets>
      <preset id="$INT">
        <ContentItem source="$SOURCE" location="$STRING" sourceAccount="">
          isPresetable="$BOOL"
          <itemName>$STRING</itemName>
        </ContentItem>
      </preset>
      <preset id="$INT">
        <ContentItem source="$SOURCE" location="$STRING"
          sourceAccount="$STRING" isPresetable="$BOOL">
          <itemName>STRING</itemName>
        </ContentItem>
      </preset>
      <preset id="$INT">
        <ContentItem source="$SOURCE" location="$STRING"
          sourceAccount="$STRING" isPresetable="$BOOL">
          <itemName>$STRING</itemName>
        </ContentItem>
      </preset>
      <preset id="$INT" createdOn="$UINT64" updatedOn="$UINT64">
        <ContentItem source="$SOURCE" location="$STRING" sourceAccount="">
          isPresetable="$BOOL"
          <itemName>$STRING</itemName>
        </ContentItem>
      </preset>
    </presets>
  </presetsUpdated>
</updates>

```

7.1.2 RecentsUpdatedNotifyUI

Description: When the recents list is changed in any way like a recent is added, removed, or moved within the list, the SoundTouch speaker will send this asynchronous notification. This is a signal for the WAPI client to request the new list of recents via the /recents API

```
<updates deviceID='$MACADDR'>
  <recentsUpdated>
    <recents>
      <recent deviceID="$MACADDR" utcTime="$UINT64">
        <contentItem source="$SOURCE" location="$STRING"
          sourceAccount="$STRING" isPresetable="$BOOL">
          <itemName>$STRING</itemName>
        </contentItem>
      </recent>
      <recent deviceID="$MACADDR" utcTime="$UINT64">
        <contentItem source="$SOURCE" location="$STRING" sourceAccount=""
          isPresetable="$BOOL">
          <itemName>$STRING</itemName>
        </contentItem>
      </recent>
      <recent deviceID="$MACADDR" utcTime="$UINT64">
        <contentItem source="$SOURCE" location="$STRING" sourceAccount=""
          isPresetable="$BOOL">
          <itemName>$STRING</itemName>
        </contentItem>
      </recent>
    </recents>
  </recentsUpdated>
</updates>
```

7.1.3 AcctModeChangedNotifyUI

Description: When the SoundTouch speaker's association with a cloud account changes then this asynchronous notification will be sent

```
<updates deviceID='$MACADDR'>
  <acctModeUpdated>
  </acctModeUpdated>
</updates>"
```

7.1.4 ErrorNotification

ErrorNotification

7.1.5 NowPlayingChange

```
<updates deviceID="$MACADDR">
  <nowPlayingUpdated><nowPlaying deviceID="$MACADDR" source="$SOURCE">
    <ContentItem source="$SOURCE" location="$STRING" sourceAccount="">
      isPresetable="$BOOL">
        <itemName>$STRING</itemName>
      </ContentItem>
      <track/>
      <artist/>
      <album/>
      <stationName>$STRING</stationName>
      <art artImageStatus="$ART_STATUS">$URL</art>
      <playStatus>$PLAY_STATUS</playStatus>
      <description>$STRING</description>
      <stationLocation>$STRING</stationLocation>
    </nowPlaying>
  </nowPlayingUpdated>
</updates>
```

7.1.6 VolumeChange

```
<updates deviceID="$MACADDR">
  <volumeUpdated/>
</updates>
```

7.1.7 BassChange

```
<updates deviceID="$MACADDR">
  <bassUpdated/>
</updates>
```

7.1.8 ZoneMapChange

```
<updates deviceID="$MACADDR">
  <zoneUpdated/>
</updates>
```

* Slave device joining a zone

```
<updates deviceID="slave $MACADDR">
  <zoneUpdated/>
</updates>
<updates deviceID="slave $MACADDR">
  <volumeUpdated/>
</updates>
<updates deviceID="slave $MACADDR">
  <volumeUpdated/>
</updates>
<updates deviceID="slave $MACADDR">
  <nowPlayingUpdated/>
</updates>
```

* Slave device leaving a zone

```
<updates deviceID="slave $MACADDR">
  <zoneUpdated/>
</updates>
<updates deviceID="slave $MACADDR">
  <nowPlayingUpdated/>
</updates>
```

* Master device notifies any time a slave device joins its zone

```
<updates deviceID="slave $MACADDR">
  <zoneUpdated/>
</updates>
```

```
<updates deviceID="slave $MACADDR">
  <nowPlayingUpdated/>
</updates>
```

*** Master device notifies any time a slave device leaves its zone**

```
<updates deviceID="$MACADDR">
  <zoneUpdated/>
</updates>
<updates deviceID="$MACADDR">
  <zoneUpdated/>
</updates>
```

7.1.9 SWUpdateStatusChange

Description: While this may happen in general, it is not important and there is no need to take any action when this is received

```
<updates deviceID="$MACADDR">
  <swUpdateStatusUpdated/>
</updates>
```

7.1.10 SiteSurveyResultsChange

Description: While this may happen in general, it is not important and there is no need to take any action when this is received

```
<updates deviceID="$MACADDR">
  <siteSurveyResultsUpdated/>
</updates>
```

7.1.11 SourcesChange

```
<updates deviceID="$MACADDR">
  <sourcesUpdated/>
</updates>
```

7.1.12NowSelectionChange

```
<updates deviceID="$MACADDR">
  <nowSelectionUpdated>
    <preset id="$INT">
      <ContentItem source="$SOURCE" location="$STRING"
        sourceAccount="$STRING" isPresetable="$BOOL">
        <itemName>$STRING</itemName>
      </ContentItem>
    </preset>
  </nowSelectionUpdated>
</updates>
```

7.1.13NetworkConnectionStatus

```
<updates deviceID="$MACADDR">
  <connectionStateUpdated/>
</updates>
```

7.1.14InfoChange, e.g., the device name changed

```
<updates deviceID="$MACADDR">
  <infoUpdated/>
</updates>
```

Effective January 7, 2026

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- (b) The Bose Marks are adjectives only. Do not pluralize Bose Marks or use them as other parts of speech.

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5. **Bose's Ownership and Restrictions on Use.**

Bose's Ownership. The SoundTouch Materials, inclusive of any rights to modifications, derivative works, or improvements, and all rights therein, are and shall remain the sole and exclusive property of Bose. You agree not to use or attempt to use the SoundTouch Materials in violation or contravention of any Applicable Law.

Disclaimer for Mission Critical Systems. You agree that the SoundTouch Materials and the Compatible Bose Products are not fault-tolerant and are not designed, manufactured or intended for any uses requiring fail-safe, emergency, or mission critical performance in which the failure of the SoundTouch Web API or the Compatible Bose Products could lead to death, personal injury, or physical or environmental damage (collectively, “Mission Critical Systems”). This acknowledgement applies, without limitation, to any use of the SoundTouch Web API or Compatible Bose Products by you or end-users in association with life support systems, or in clinical or diagnostic applications, or in any emergency or mission-critical mechanical systems. As between the Parties, use of the SoundTouch Materials or Compatible Bose Products in association with any Mission Critical Systems shall be at your sole risk. You shall indemnify Bose, its Affiliates, and its and their respective officers, directors and employees, against any claims or damages that may be incurred by Bose as result of any use of the SoundTouch Web API in association with any Mission Critical Systems.

Prohibited Conduct. You will only use the SoundTouch Materials for your own activities related to your use and distribution of Connections/Applications for Compatible Bose Products. You will not use the SoundTouch Materials to:

- Implement functionality that blocks or otherwise interferes with the normal functionality of the SoundTouch Web API or the Compatible Bose Products.
- Aggregate control of Compatible Bose Products, services, or end-user data across multiple households except to the extent the SoundTouch Web API permits control of multiple homes in a single Bose customer account.
- Commit any acts or omissions constituting infringement of third-party rights, including but not limited to any rights in Intellectual Property and rights of publicity or privacy, or the making of threats or incitement of violence, or the distribution of spam or any pornographic or obscene content.

- Commit any act or omission that has the effect of introducing any viruses, worms, defects, Trojan horses, malware or any other code of a destructive or intrusively monitoring function to Bose Compatible Products or to the networks systems of Bose or its affiliates.
- Access or control any end-user accounts or any devices linked to any end-user accounts in a fashion that could cause any harm, damage, or loss, or disable, circumvent or avoid any security device, mechanism, protocol or procedure established by Bose, or permit others to do any of the foregoing.
- Engage in, or encourages others to engage, in any misleading, fraudulent, improper, unlawful or dishonest act relating to this program.
- Use the SoundTouch Web API to process or store any data that is subject to the International Traffic in Arms Regulations maintained by the Department of State.
- Violate any Applicable Law or permit the use of the SoundTouch Materials to encourage or promote illegal activity.

6. Licensee's Ownership and No Liability.

Your Ownership. Bose agrees that it obtains no right, title or interest from you under these Terms in or to your Application(s) if considered exclusively of the incorporated SoundTouch Web API itself.

Transmitted Content. You agree that you are solely responsible for (and that Bose has no responsibility for) any data, content, or other item (“Transmitted Content”) that you create, transmit or display through any Connection/Application or any Compatible Bose Product, and for the consequences of your actions (including any loss or damage which Bose or any third party may suffer) by doing so. In addition, you give Bose a perpetual, irrevocable, worldwide, sublicensable, royalty-free, and non-exclusive license and right to use Transmitted Content to display, perform or provide such content for the benefit of the end-users of the Application and the Bose Compatible Products, and you shall ensure that you have the necessary rights to grant such license to Bose.

No Liability of Bose. You shall be solely responsible for (and Bose has no responsibility for) all technical support of the Applications for end users. You shall be solely responsible for (and Bose has no responsibility for) any breach of your obligations under these Terms, any applicable third party contract or terms of service, or any Applicable Law, and for the consequences (including any loss or damage which Bose or any third party may suffer) of any such breach.

7. Term and Termination.

Term. The “Term” refers to the period of time from when you accept these Terms until termination as set forth below.

Termination by Bose. Bose may, for any reason or no reason, terminate, or at its option suspend, these Terms and/or your use and access of the SoundTouch Materials and Bose Marks effective upon thirty (30) days written notice; provided however that Bose may terminate immediately effective upon notice in the event that (a) your Application is deemed to infringe any rights in Intellectual Property held by Bose or by any third parties; (b) Licensee engages in any action which disparages Bose or any of its Affiliates or otherwise devalues the name, logos, trademarks, goodwill, or reputation of Bose or any of

its Affiliates; (c) Licensee brings or threatens to bring any claim of infringement of rights in Intellectual Property against Bose or any of its Affiliates (including any cross-claim or counterclaim); or (d) If you or any of your Applications violate the provisions of Sections 4 or 5 above. Upon termination by Bose, you shall have a period of three (3) months following the effective date of termination to use the SoundTouch Materials and the Bose Marks to deliver services to your end users via the Application(s). However, if Bose has the right to immediately terminate, then you shall have a period of thirty (30) days in which to use the SoundTouch Materials and the Bose Marks to deliver services to your end users via your Application(s).

Suspension. In the event that Bose gives notice of suspension, you must immediately cease all use of the SoundTouch Materials in connection with your Application(s) until such time as Bose has agreed in writing to allow you begin use of the SoundTouch Materials.

Revocation. Bose reserves the right to effectuate any termination or suspension by means of revocation of authorization keys or other technical security measures.

Termination by Licensee. You may terminate by ceasing to use the SoundTouch Materials and removing all SoundTouch Web API code from your Application(s).

8. Updates and Modifications.

To the SoundTouch Materials. Bose may, at its sole discretion, update or modify the SoundTouch Materials. You agree that Bose has no obligation to update or modify the SoundTouch Materials, or to provide any support or maintenance of the SoundTouch Web API. You understand that updates or modifications to the SoundTouch Materials may: (a) alter, remove or restrict previously existing functionality; and/or (b) require you to update or modify your Application to continue to use the functionality.

To these Terms. Bose may, at its sole discretion, make changes to these Terms. In the event of any such changes, you will be responsible for reviewing the modified Terms, which will be effective upon first posting by Bose to <https://assets.bosecreative.com/transform/1922c5c8-2852-4f57-8101-4fc6cd93b150/SoundTouch-Web-API> or upon other notice, and use of the SoundTouch Materials following any such notification constitutes acceptance.

9. Licensee Warranties.

You represent and warrant to Bose that (a) You have full right and authority to develop and distribute the Applications, including any necessary third party licenses or consents; (b) the Applications shall not infringe any rights in intellectual property or any other proprietary rights held by any third parties; (c) Your use and distribution of the Applications and performance under these Terms shall comply with

any Applicable Law; and (d) You will not engage in any activity with the SoundTouch Web API that involves data-mining conducted on Compatible Bose Products or the services or products of Bose's third party licensors and suppliers, or otherwise interferes with, disrupts, damages, or accesses in an unauthorized manner the servers, networks, or other properties or services of any third party.

10. Indemnity.

You shall defend, indemnify and hold harmless Bose, its Affiliates and each of their respective officers, directors, employees, agents, advertisers, resellers, licensors and partners from and against any and all claims, suits, losses, damages (actual or consequential), liabilities, costs, fees and expenses (including reasonable attorneys' fees) arising directly or indirectly out of or otherwise related to any claims that: (a) any Applications infringe any third party rights in Intellectual Property; (b) allege personal injury or damages to real or personal property arising directly or indirectly from the use of any Applications; (c) allege Bose's use of the Licensee Marks or Transmitted Content (in a manner contrary to any guidelines or restrictions provided to Bose) violate any third party rights; and/or (d) use or distribution of any Applications by you or your distributors/resellers in violation of any Applicable Law.

11. Disclaimer. THE SOUNDTOUCH MATERIALS ARE PROVIDED "AS IS" AND "AS AVAILABLE" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF MERCHANTABILITY, ACCURACY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NON-INFRINGEMENT, AND BOSE EXPRESSLY DISCLAIMS ALL WARRANTIES AND CONDITIONS OF ANY KIND, EXPRESS OR IMPLIED, TO THE EXTENT ALLOWED BY APPLICABLE LAW. YOUR USE OF THE SOUNDTOUCH MATERIALS IS AT YOUR SOLE DISCRETION AND RISK, AND YOU ARE SOLELY RESPONSIBLE FOR ANY DAMAGE TO ANY SYSTEM OR DEVICE OR PERSONS WHICH MAY ARISE FROM SUCH USE AND FOR ANY CLAIMS BY ANY END USER OF YOUR APPLICATIONS. BOSE MAKES NO WARRANTY OR GUARANTEE THAT YOUR USE WILL BE UNINTERRUPTED, TIMELY, OR ERROR FREE, OR THAT ANY ERRORS IN THE SOUNDTOUCH MATERIALS WILL BE CORRECTED. THIS SECTION SHALL APPLY IN ADDITION TO ANY DISCLAIMERS OR OTHER PROVISION RELATING TO LIMITED LIABILITY.

12. Limitation of Liability. IN NO EVENT AND UNDER NO LEGAL THEORY, WHETHER IN TORT (INCLUDING NEGLIGENCE AND PRODUCT LIABILITY), CONTRACT, WARRANTY, OR OTHERWISE, WILL BOSE OR ANY OF ITS AFFILIATES BE LIABLE FOR ANY DAMAGES, INCLUDING ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, CONSEQUENTIAL, OR EXEMPLARY DAMAGES ARISING OUT OF OR RELATED TO THIS AGREEMENT, THE USE OF THE SOUNDTOUCH MATERIALS, ANY OF YOUR APPLICATIONS, OR BOSE COMPATIBLE PRODUCTS OR ANY INABILITY TO USE THE ANY OF THE FOREGOING, (INCLUDING WITHOUT LIMITATION LOSS OF GOODWILL, BUSINESS INTERRUPTION, LOST PROFITS OR DATA, FAILURE OR MALFUNCTION OF ANY COMPUTER OR ELECTRONIC SYSTEM, OR ANY OTHER COMMERCIAL DAMAGES OR LOSSES), EVEN IF BOSE OR ANY OF ITS AFFILIATES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN THE EVENT THAT THE FOREGOING LIMITATION IS NOT ENFORCEABLE WITHIN ANY APPLICABLE JURISDICTION, IN NO EVENT SHALL BOSE'S TOTAL LIABILITY TO YOU UNDER THIS AGREEMENT FOR ANY DAMAGES EXCEED THE GREATER OF (A) THE AMOUNT YOU PAID BOSE IN CONNECTION WITH THIS AGREEMENT AND (B) THE AMOUNT OF TEN DOLLARS (\$10.00). THE FOREGOING LIMITATIONS SHALL APPLY EVEN IF ANY REMEDY GRANTED HEREIN FAILS OF ITS ESSENTIAL PURPOSE. This Section shall apply in addition to any other disclaimers or provision relating to limited liability. Some states do not allow the limitation or exclusion of incidental or consequential damages, and where applicable the above limitations or exclusions shall apply to the maximum extent permitted by Applicable Law.

13. Survival. The provisions of Sections 10 through 14 shall survive any expiration or termination of this Agreement. In addition, any provision which by its essence and context is reasonably intended to survive beyond termination or expiration of this Agreement shall so survive.

14. Miscellaneous

Entire Agreement. These Terms constitute the entire agreement between Bose and you in regard to the SoundTouch Materials and supersede any other prior and contemporaneous agreements relating thereto.

Assignment. The rights and obligations hereunder may not be assigned, delegated or transferred by you without the prior written consent of Bose, which may be withheld at the sole discretion of Bose.

No Third-Party Beneficiaries. Bose's Affiliates and its and their respective licensors shall be third party beneficiaries of these Terms. Other than as expressly set forth herein, no other person or entity will be a third-party beneficiary.

Jurisdiction, Venue and Choice of Law. These Terms will be governed by and construed according to the laws of the Commonwealth of Massachusetts, without reference to its conflict of laws provisions. The parties irrevocably agree to submit to the personal and exclusive jurisdiction of the state and federal courts located in the City of Boston, Massachusetts.

Waiver. The failure of Bose to exercise or enforce any right or provision will not constitute a waiver of such right or provision. No waiver shall be effective unless made in writing and signed by the party against whom the waiver may be asserted.

Severability. If any provision is found by a court of competent jurisdiction to be invalid or unenforceable, then that provision will be removed and the remaining provisions will remain in full force and effect to the fullest extent allowed by Applicable Law.

Government Use. Licensee agrees that the SoundTouch Materials are a "Commercial Item", consisting of "commercial computer software", and "commercial computer software documentation" as defined by Applicable Law. Any use of the SoundTouch Materials by the U.S. Government shall be governed by these Terms.

Equitable Remedies. You acknowledge that your breach of the license or use restrictions in these Terms may cause Bose irreparable harm. You agree that, in addition to any other rights or remedies available under Applicable Law, Bose shall have the right to immediate injunctive relief in the event of any such breach.

Relationship of the Parties. Notwithstanding anything to the contrary, at all times, the status of the Parties shall be solely that of independent contractors to one another, and the Parties shall not be deemed "partners" in any legal sense of the term. These Terms and the transactions contemplated hereunder shall not be construed as creating the relationship of employer and employee, principal and agent, franchisor and franchisee, joint venturers, co-partners, affiliates or any other similar relationship, the existence of which is expressly denied.

No Publicity. Neither Party will issue any press release, publicity or other public disclosure relating to the relationship of the Parties without the other Party's prior written consent.

Addendum A

Minimum Terms for EULA

1. Acknowledgement. You and the end-user shall acknowledge that the EULA is concluded between you and the end-user only, and not with Bose, and that you, and not Bose, is solely responsible for the Application and the content thereof. Your EULA must state that Bose does not in any way endorse, approve of, or sponsor the Application.

2. Scope of License. The license granted to the end-user for the Application shall be limited to a non-transferable license to use the Application on a Compatible Bose Product that the end-user owns or controls.

3. Maintenance and Support. You shall be solely responsible for providing any maintenance and support services with respect to the Application, as specified in the EULA, or as required under applicable law. You and the end-user shall acknowledge that Bose has no obligation whatsoever to furnish any maintenance and support services with respect to the Application.

4. Warranty. You shall be solely responsible for any product warranties, whether express or implied by law, to the extent not effectively disclaimed. You and the end-user shall acknowledge that Bose will have no warranty obligation whatsoever with respect to the Application, and any other claims, losses, liabilities, damages, costs or expenses attributable to any failure to conform to any warranty will be your sole responsibility.

5. Product Claims. You and the end-user shall acknowledge that you, not Bose, is responsible for addressing any claims of the end-user or any third party relating to the Application or the end-user's possession and/or use of the Application, including, but not limited to (i) product liability claims; (ii) any claim that the Application fails to conform to any applicable legal or regulatory requirement; and (iii) claims arising under consumer protection or similar legislation.

6. Intellectual Property Rights. You and the end-user shall acknowledge that, in the event of any third party claim that the Application or the end-user's possession and use of the Application infringes that third party's intellectual property rights, you, not Bose, will be solely responsible for the investigation, defense, settlement and discharge of any such intellectual property infringement claim.

7. Developer Name and Address. You shall state in the EULA your name and address, and the contact information (telephone number; E-mail address) to which any end-user questions, complaints or claims with respect to the Application should be directed.

8. Third Party Beneficiaries. You and the end-user shall acknowledge and agree that Bose, Bose's affiliates, and its and their respective licensors are third party beneficiaries of the EULA (collectively, "**Beneficiaries**"). The EULA shall require that, upon the end-user's acceptance of the terms and conditions of the EULA, the Beneficiaries will have the right (and will be deemed to have accepted the right) to enforce the EULA against the end-user as a third party beneficiary thereof.

9. Trademark Attribution. You shall print "Bose and SoundTouch are trademarks of Bose Corporation.