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(54) CONTROL OF BACKGROUND MEDIA WHEN FOREGROUND GRAPHICAL USER INTERFACE IS INVOKED

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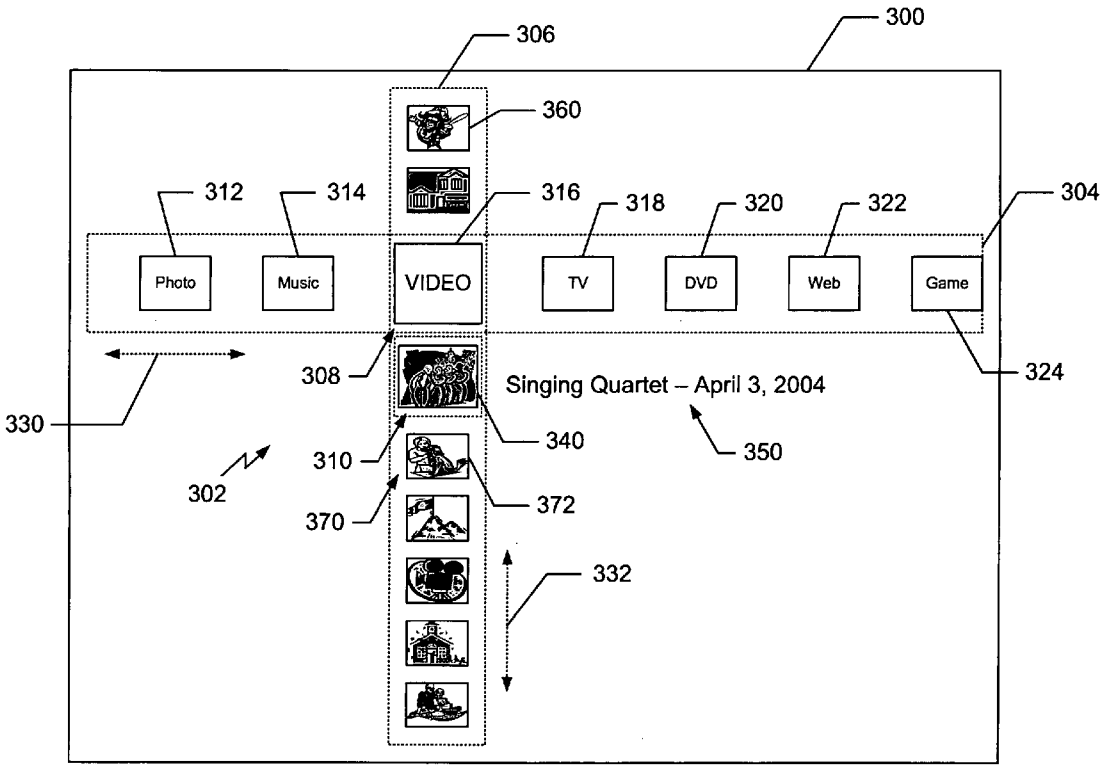
(52) **U.S. Cl.** **715/810**; 715/784; 715/768

(57) **ABSTRACT**

A contents display control system includes: a media type determination unit configured to determine a media type of selected media contents; a contents display parameter adjustment unit operating to generate at least one adjustment value for at least one display parameter of the selected media contents; and a contents display processor configured to control display of the selected media contents in the background when graphical user interface is present in the foreground, the contents display processor controlling the display by appropriately adjusting the at least one display parameter of the selected media contents with the at least one adjustment value for the determined media type.



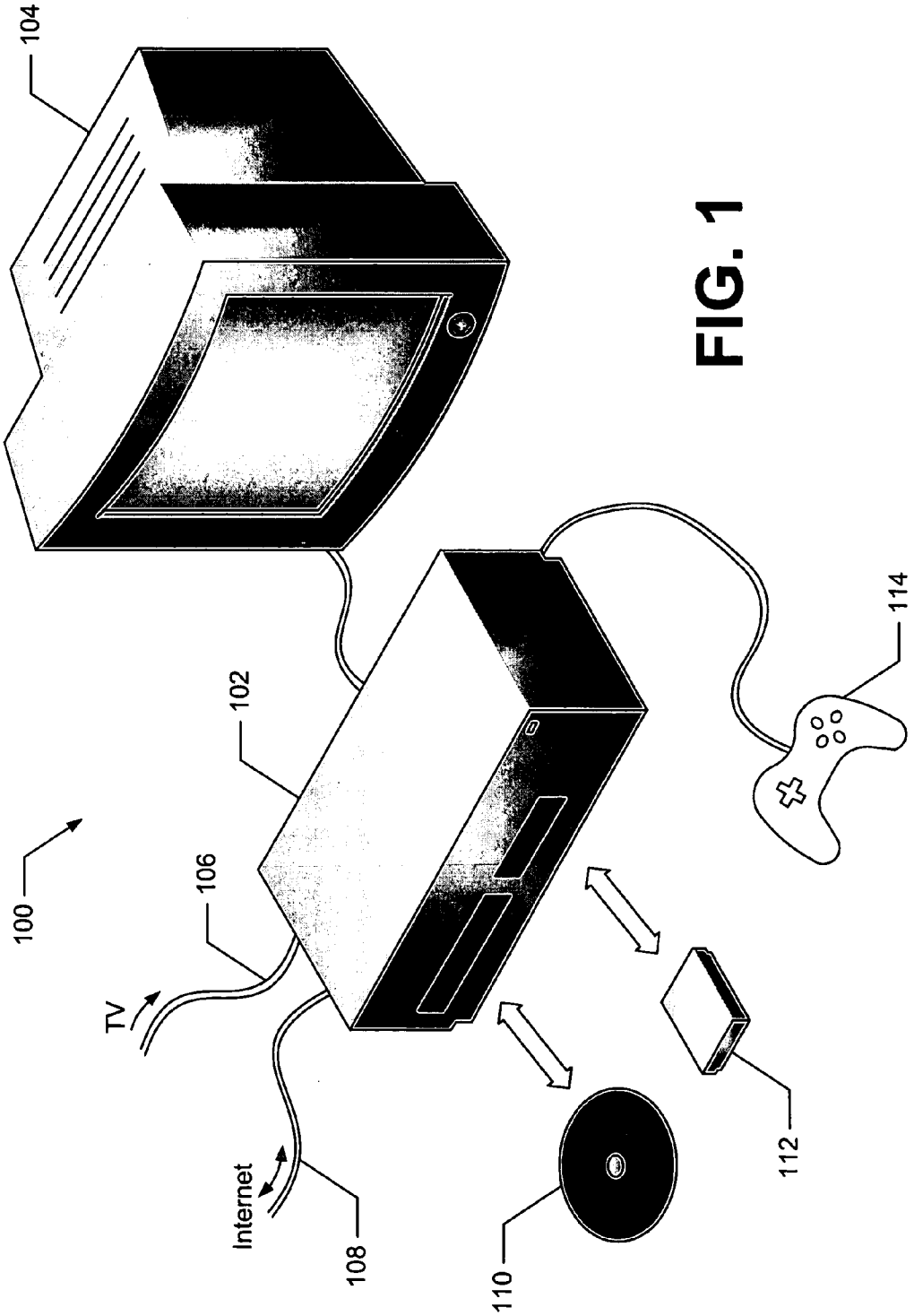


FIG. 1

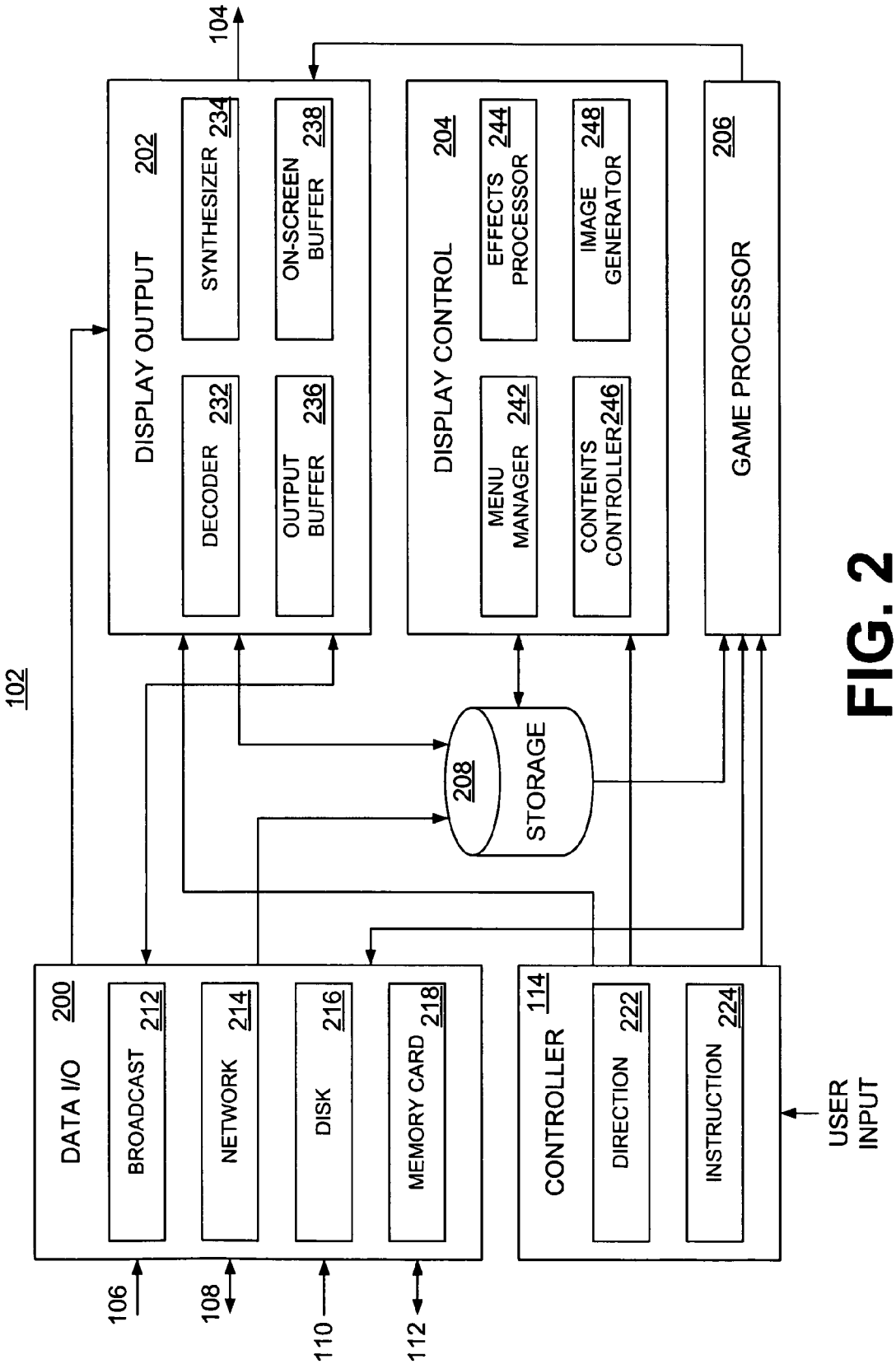

102
104
DISPLAY OUTPUT 202
DECODER 232
SYNTHESIZER 234
OUTPUT BUFFER 236
ON-SCREEN BUFFER 238
DISPLAY CONTROL 204
MENU MANAGER 242
EFFECTS PROCESSOR 244
CONTENTS CONTROLLER 246
IMAGE GENERATOR 248
GAME PROCESSOR 206
STORAGE 208
DATA I/O 200
BROADCAST 212
NETWORK 214
DISK 216
MEMORY CARD 218
CONTROLLER 114
DIRECTION 222
INSTRUCTION 224
USER INPUT
106
108
110
112

FIG. 2

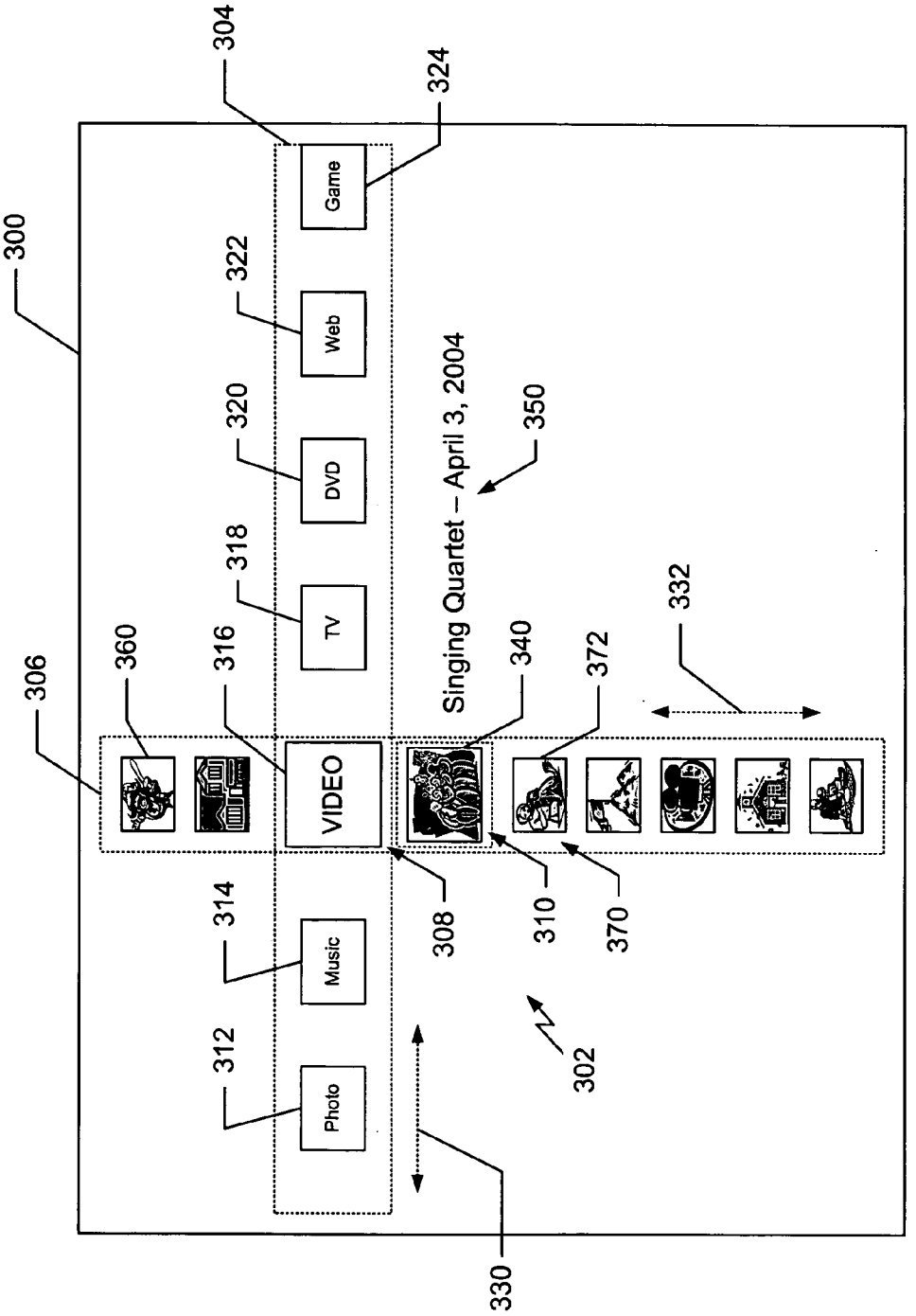

300
304
324
Game
322
Web
320
DVD
318
TV
316
VIDEO
314
Music
312
Photo
306
360
Singing Quartet – April 3, 2004
350
340
372
332
308
310
370
302
330

FIG. 3

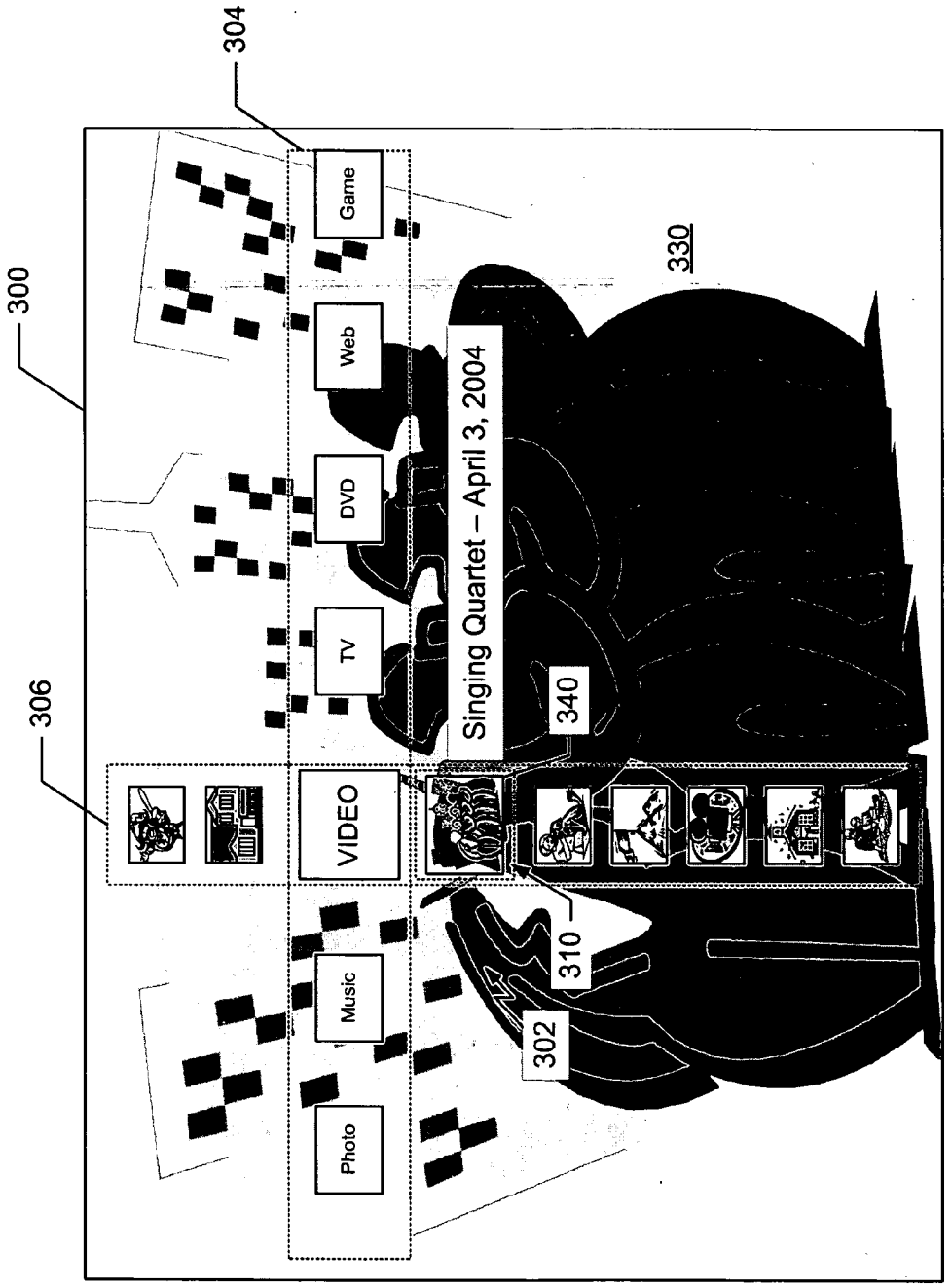

300
304
306
Photo
Music
VIDEO
TV
DVD
Web
Game
Singing Quartet – April 3, 2004
330
340
310
302

FIG. 4

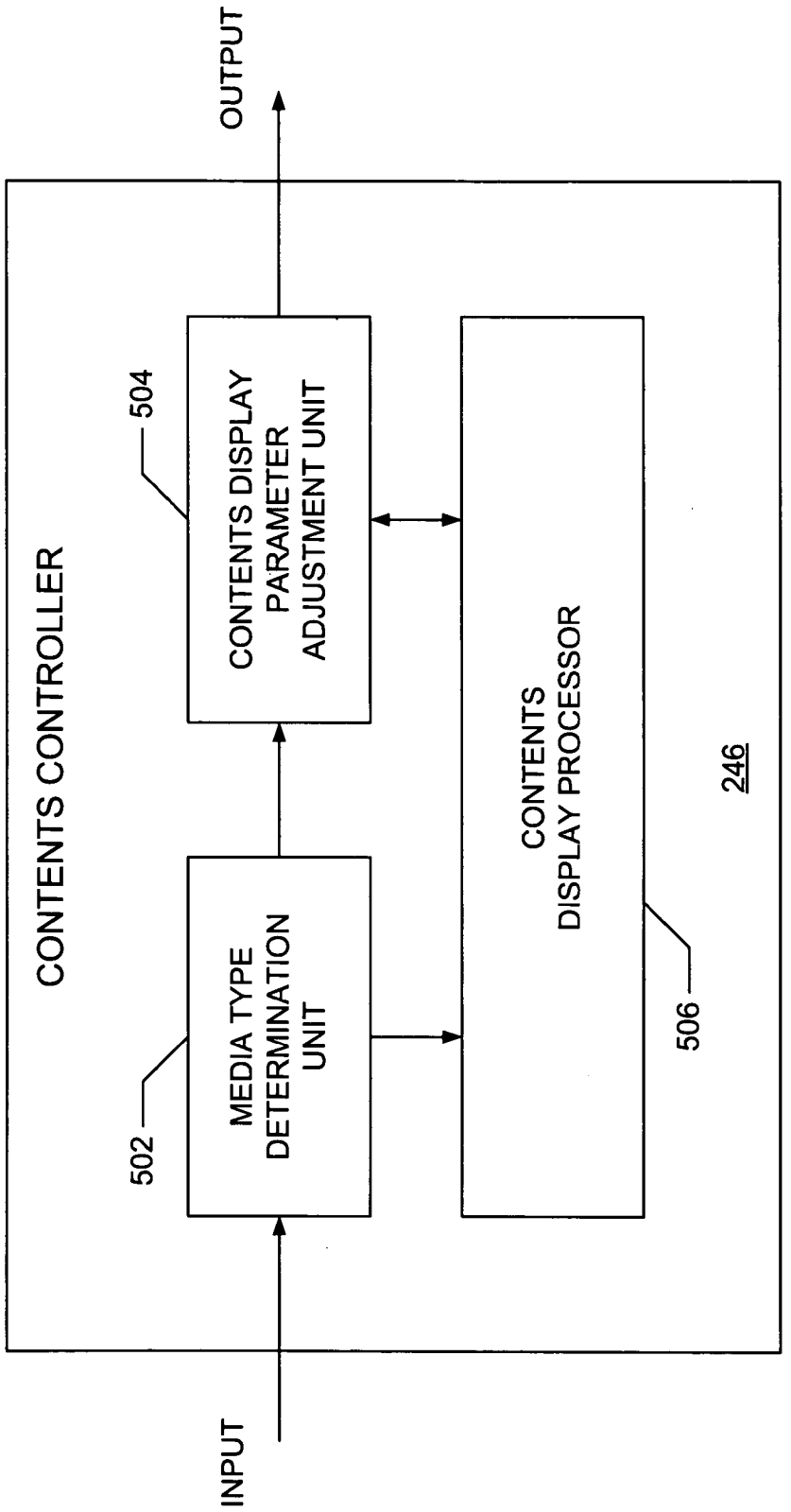

OUTPUT
CONTENTS CONTROLLER
504
CONTENTS DISPLAY PARAMETER ADJUSTMENT UNIT
CONTENTS DISPLAY PROCESSOR
246
506
502
MEDIA TYPE DETERMINATION UNIT
INPUT

FIG. 5

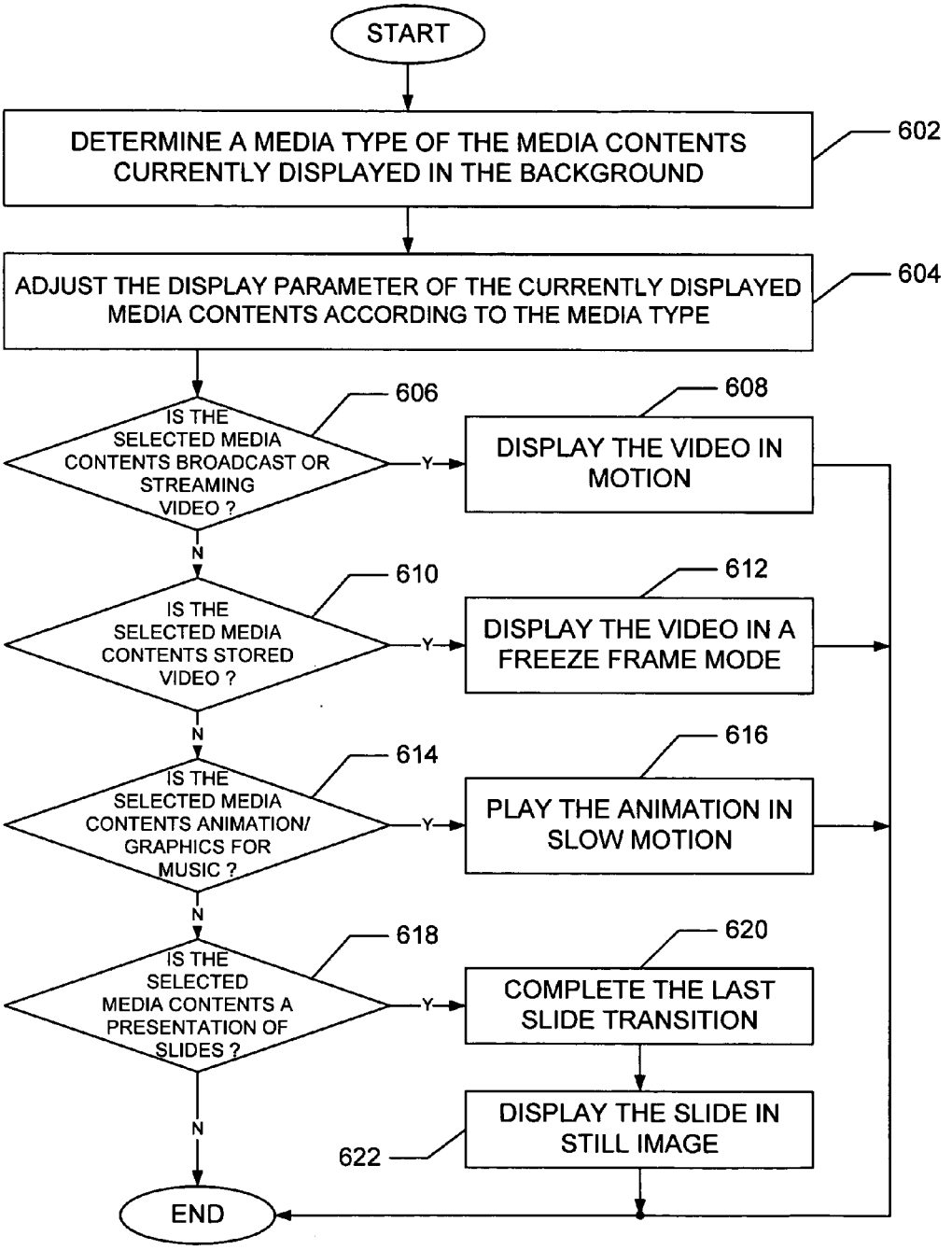

START
DETERMINE A MEDIA TYPE OF THE MEDIA CONTENTS CURRENTLY DISPLAYED IN THE BACKGROUND
602
ADJUST THE DISPLAY PARAMETER OF THE CURRENTLY DISPLAYED MEDIA CONTENTS ACCORDING TO THE MEDIA TYPE
604
IS THE SELECTED MEDIA CONTENTS BROADCAST OR STREAMING VIDEO ?
606
Y
DISPLAY THE VIDEO IN MOTION
608
N
IS THE SELECTED MEDIA CONTENTS STORED VIDEO ?
610
Y
DISPLAY THE VIDEO IN A FREEZE FRAME MODE
612
N
IS THE SELECTED MEDIA CONTENTS ANIMATION/ GRAPHICS FOR MUSIC ?
614
Y
PLAY THE ANIMATION IN SLOW MOTION
616
N
IS THE SELECTED MEDIA CONTENTS A PRESENTATION OF SLIDES ?
618
Y
COMPLETE THE LAST SLIDE TRANSITION
620
DISPLAY THE SLIDE IN STILL IMAGE
622
N
END

FIG. 6

CONTROL OF BACKGROUND MEDIA WHEN FOREGROUND GRAPHICAL USER INTERFACE IS INVOKED

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims the benefit of priority of co-pending U.S. Provisional Patent Application Ser. No. 60/570,343, entitled "Control of Background Media when Foreground Graphical User Interface is Invoked", filed May 11, 2004. Benefit of priority of the filing date of May 11, 2004 is hereby claimed, and the disclosure of the Provisional Patent Application is hereby incorporated by reference.

BACKGROUND

[0002] Graphical user interfaces simplify user interaction with computer programs and are designed such that knowledge of specific commands and/or combinations of keystrokes is not required to efficiently and effectively use the computer program. Thus, a function can be carried out by the computer application, which owns the graphical user interface (GUI), by selecting or clicking with a mouse a particular selection available in a GUI.

[0003] In a typical window-based GUI system, a group of visually distinct display objects are provided on the display to form a menu screen. The display objects are commonly referred to as "icons". Each of the icons represents a function or object, and may be configured as a pointer or symbol connecting the function or object to a file or contents. Presenting the file or contents to a user with a computer using multiple windows on a display device with a GUI is known in the art. The technique of using a pointing device, such as a mouse or a trackball to select data within the file before a function is applied to the data is also known in the art. Further, the method of using the pointing device to provide graphical input to the window is also well known.

[0004] However, these techniques present various difficulties when the GUI menu screen is invoked while the selected medium is playing or executing on the display. Further, the difficulties may vary according to the type of selected media.

SUMMARY

[0005] The present invention includes systems and methods that provide control of multimedia contents displayed in the background when the foreground graphical user interface (GUI) is invoked. In one implementation, a contents display control system includes: a media type determination unit configured to determine a media type of selected media contents; a contents display parameter adjustment unit operating to generate at least one adjustment value for at least one display parameter of the selected media contents; and a contents display processor configured to control display of the selected media contents in the background when graphical user interface is present in the foreground, the contents display processor controlling the display by appropriately adjusting the at least one display parameter of the selected media contents with the at least one adjustment value for the determined media type.

[0006] In another implementation, a contents display control method includes: determining a media type of selected media contents; generating at least one adjustment value for at least one display parameter of the selected media contents; and controlling display of the selected media contents in the background when graphical user interface is present in the foreground, by appropriately adjusting the at least one display parameter of the selected media contents with the at least one adjustment value for the determined media type.

[0007] In another implementation, a computer program, stored in a tangible storage medium, for use in controlling contents display includes executable instructions that cause a computer to: determine a media type of selected media contents; generate at least one adjustment value for at least one display parameter of the selected media contents; and control display of the selected media contents in the background when graphical user interface is present in the foreground, by appropriately adjusting the at least one display parameter of the selected media contents with the at least one adjustment value for the determined media type.

[0008] In another implementation, a contents display control apparatus includes: means for determining a media type of selected media contents; means for generating at least one adjustment value for at least one display parameter of the selected media contents; and means for controlling display of the selected media contents in the background when graphical user interface is present in the foreground, by appropriately adjusting the at least one display parameter of the selected media contents with the at least one adjustment value for the determined media type.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] **FIG. 1** shows one implementation of a multimedia processing system including a composite apparatus capable of processing a plurality of contents.

[0010] **FIG. 2** is a functional block diagram showing one implementation of the multimedia processing apparatus.

[0011] **FIG. 3** illustrates a display of a menu screen generated by the multimedia processing apparatus.

[0012] **FIG. 4** shows the menu screen superimposed on top of the currently playing video associated with the video icon.

[0013] **FIG. 5** is a detailed block diagram showing one implementation of the contents controller of the display control unit shown in **FIG. 2**.

[0014] **FIG. 6** is a flowchart illustrating a method for controlling media contents currently displayed in the background when the GUI menu screen is invoked to be displayed in the foreground.

DETAILED DESCRIPTION

[0015] As used in this disclosure, the term "contents" can refer to multimedia contents including moving images, audio, and text. The term "media" can refer to means for carrying or transmitting information, such as hard disks, optical disks, memory cards, and broadcast lines, and can represent data formats such as compression formats.

[0016] This disclosure describes systems and methods that provide control of multimedia contents displayed in the background when the graphical user interface (GUI) is invoked in the foreground. The disclosure provides a plu-

rality of implementations to enable context sensitive media display under the activated GUI menu screen. Furthermore, when the GUI menu screen is closed, the media display is allowed to continue from the previously "paused" state. In particular, various implementations of the contents display control systems and methods are described for multimedia apparatuses, such as game consoles and media controllers.

[0017] **FIG. 1** shows one implementation of a multimedia processing system **100**, which includes a composite apparatus capable of processing a plurality of contents, such as still images, moving images, music, broadcasts, and games, spread over a plurality of media. The processing of a plurality of contents includes presentation, recording, and other related tasks performed by the multimedia processing system **100**. The multimedia processing system **100** includes a multimedia processing apparatus **102**, a display **104** (e.g., a monitor or television), and a controller **114**.

[0018] The multimedia processing apparatus **102** receives multimedia contents from various media sources, such as broadcast media, the Internet media, an optical disk **110**, and a memory card **112**. Contents from the broadcast media can be received through line **106**, while contents from the Internet media can be received through line **108**. The contents from the broadcast media and the Internet media can be recorded and stored by the multimedia processing apparatus **102**. The received contents can also be used by various functions (e.g., a game) of the multimedia processing apparatus **102**.

[0019] The received multimedia contents are displayed on the display **104**. The controller **114** allows the user to input various instructions related to multimedia processing, and to control functions of the multimedia processing apparatus **102**.

[0020] **FIG. 2** is a functional block diagram showing one implementation of the multimedia processing apparatus **102**. In the illustrated implementation, the multimedia processing apparatus **102** includes the controller **114**, a data input/output (I/O) unit **200**, a display output unit **202**, a display control unit **204**, a storage unit **208**, and a game processor **206**. The multimedia processing apparatus **102** further includes programs and instructions for performing various functions, such as a data input function, a data retaining function, an image processing function, a rendering function, and other related functions.

[0021] The controller **114** includes a direction-determining unit **222** for determining one or a combination of four directions (i.e., an upward direction, a downward direction, a left direction, and a right direction) from the user input; and an instruction-determining unit **224** for determining an instruction from the user input. The instruction may include a command to present a multimedia content, to terminate the presentation, to invoke a menu screen, and to issue other related commands and/or instructions. Output of the controller **114** is directed to the display output unit **202**, the display control unit **204**, and the game processor **206**.

[0022] In the illustrated implementations of **FIGS. 1 and 2**, the direction-determining unit **222** and the instruction-determining unit **224** are configured with a combination of buttons, circuits, and programs to actuate, sense, and determine the direction and the instruction. The buttons can include cross-shaped keys or joysticks. The button associated with an instruction for invoking a menu screen can be set in a toggle manner so that the menu screen can be toggled between a display mode and a non-display mode each time the button is pressed.

[0023] In one implementation, the direction-determining unit **222** may determine the diagonal movements of the button as a binary command in which the movement is ascertained to be in one of two directions. Thus, a diagonal movement between the up direction and the right direction can be ascertained to be in either the up or the right direction. In another implementation, the direction-determining unit **222** may determine the diagonal movements of the button as an analog command in which the movement is ascertained to be in a particular direction up to the accuracy of the measurement. Thus, a diagonal movement between the up direction and the right direction can be ascertained to be in a northwesterly direction.

[0024] The data I/O unit **200** includes a broadcast input unit **212** for inputting broadcast contents via the television line **106**; a network communication unit **214** for inputting and outputting data such as web contents via the Internet line **108**; a disk reading unit **216** for inputting data stored on a disk **110**; and a memory card reading unit **218** for inputting and outputting data to/from a memory card **112**. Output of the data I/O unit **200** is directed to the display output unit **202**, the display control unit **204**, the game processor **206**, and the storage unit **208**.

[0025] The display output unit **202** includes a decoder **232**, a synthesizer **234**, an output buffer **236**, and an on-screen buffer **238**. The decoder **232** decodes input data received from the data I/O unit **200** or the storage unit **208**. Thus, the input data may include broadcast contents, movie, and music. The synthesizer **234** processes the decoded input data based on user direction/instruction received from the controller **114**. The output of the synthesizer **234** is stored in the output buffer **236**. The on-screen buffer **238** stores image data of the menu screen generated by the display control unit **204**. The output of the display output unit **202** is transmitted to the display **104**.

[0026] The display control unit **204** includes a menu manager **242**, an effects processor **244**, a contents controller **246**, and an image generator **248**. The menu manager **242** manages media items and multimedia contents received from the storage unit **208** and the data I/O unit **200**, and shown on the menu screen. The effects processor **244** processes operation of icons and icon arrays on the menu screen. The effects processor **244** also manages various actions and effects to be displayed on the menu screen. The contents controller **246** controls processing of media items and multimedia contents, and handling of data from the data I/O unit, the storage unit **208**, and the game processor **206**. The image generator **248** operates to generate a menu screen including a medium icon array and a contents icon array.

[0027] The game processor **206** executes a game program using data read from the data I/O unit **200** or from the storage unit **208**. The game processor **206** executes the game program based on user instructions received from the controller **114**. The display data of the executed game program is transmitted to the display output unit **202**.

[0028] **FIG. 3** illustrates one implementation of a display **300** of a menu screen **302** generated by the multimedia

processing apparatus **102**. The display **300** illustrates the menu screen **302** in a two-dimensional array. In the illustrated implementation, the menu screen **302** is displayed as a cross shape. In other implementations, the menu screen can be displayed in any shape and in any number of dimensions.

[**0029**] The two-dimensional array includes a medium icon array **304** arranged in a horizontal direction, and a contents icon array **306** arranged in a vertical direction. In other implementations, the arrays **304**, **306** can be arranged in different directions. Thus, the medium icon array **304** and the contents icon array **306** intersect near the center area **308** of the menu screen **302**. The medium icon array **304** includes a plurality of medium icons. The contents icon array **306** includes a plurality of contents icons. The icons can be provide by the apparatus, selected by a user or retrieved from media.

[**0030**] In **FIG. 3**, the medium icon array **304** includes a photograph icon **312**, a music icon **314**, a moving image icon **316**, a broadcast icon **318**, an optical disk icon **320**, a web icon **322**, and a game icon **324**. In other implementations, the medium icon array **304** can include other related icons, such as a streaming media icon or a network icon. These icons represent types of multimedia contents available for processing in the multimedia processing apparatus **102**.

[**0031**] The medium icons **312-324** can be moved or scrolled across the menu screen **302** (e.g., see **330**) by horizontally moving the button/joystick on the controller **114**. A particular medium icon, for example, a video icon **316** in **FIG. 3**, can be selected by moving the icon **316** into the center area **308** of the menu screen **302**. The medium icon **316** is enlarged when the icon **316** is moved into the center area **308** indicating the selection of a type of multimedia contents, which in this case is video. In another implementation, the selection can be made by moving the icon to an area other than the center area or by moving a pointer over the icon and clicking a button to select the icon. In a further implementation, the color of the selected medium icon can be changed to a color different from those of other medium icons in the medium icon array. In another implementation, the selected medium icon can be made to flash so that the selected icon can be easily distinguished from other icons.

[**0032**] The effects processor **244** in the display control unit **204** manipulates the medium icon array **304** in the menu screen **302** by scrolling the medium icons in a horizontal direction. Since the medium icons **312-324** in the medium icon array **304** are organized in a circular database, every medium icon in the medium icon array **304** can be selected and displayed by the effects processor **244** by continuously scrolling in one direction. For example, although the photo icon **312** is to the left of the center area **308** of the menu screen, the icon **312** can be moved into the center area **308** by continuously scrolling left. Alternatively, the medium icons can be arranged in a linear list.

[**0033**] As described above, the effects processor **244** displays the medium icons with the same display parameters while the icons are being scrolled. However, when a medium icon is moved into and fixed in the center area **308** of the menu screen **302**, the effects processor **244** may change the display parameters for easy viewing. The display parameters can include color, size, brightness, saturation, and/or hue. The display parameters can also include special effects, such as a flashing or blinking action.

[**0034**] In **FIG. 3**, the video contents array is selected by moving the video icon **316** into the center area **308** of the menu screen **302**. The selection of other medium icons displays contents icon arrays for other multimedia contents files. In **FIG. 3**, the selection triggers display of the video contents icon array **306**, which includes thumbnail icons of video contents files stored in the storage unit **208**. Thus, by moving a particular medium icon into or out of the center area **308**, a full set of the multimedia contents icons relating to that particular medium icon can be fully extended or retracted.

[**0035**] Although **FIG. 3** shows the video icon **316** as the selected icon, other medium icons **312-314**, **318-324** can be selected to process/view other types of multimedia contents. For example, the photo icon **312** can be selected when a stored image is to be processed or viewed. Thus, the contents icon array may include thumbnail icons of still images or small moving images taken with a digital camera. The music icon **314** can be selected when audio files are played or processed. The audio files are typically read in from the optical disk **110** in a specific compression format. Thus, the contents icon array may include thumbnail icons of songs or albums. Information such as a title of the song or album can be displayed adjacent to the selected icon. Other attributes that can be displayed include the duration of the song or album.

[**0036**] The TV icon **318** can be selected when a television program received from the TV line **106** is to be viewed or processed. Thus, the contents icon array may include thumbnail icons of broadcast channels and/or programs. Attributes of the television program such as a name/number of the broadcast channel, a title of the program, and a broadcast time can be displayed. The DVD icon **320** can be selected when video and/or audio stored on the optical disk **110** is to be viewed and/or listened to. When the optical disk **110** is recognized as a DVD, a legend "DVD" is displayed on the medium icon **320**. Otherwise, when the optical disk is recognized as a CD, a legend "CD" is displayed on the medium icon **320**. In one implementation, when a moving image is stored on the DVD or the CD, a thumbnail of a short video clip can be used as a contents icon. In another implementation, when music is stored on the DVD or the CD, a short audio clip of the music can be used as a contents icon.

[**0037**] The Web icon **322** can be selected when data from the Internet line **108** is to be processed or displayed. Thus in this case, the contents icon array may include thumbnail icons of Web sites or links. Attributes of the Web sites such as a URL of the Web site can be displayed adjacent to the selected icon. The game icon **324** can be selected when a game program is to be played or executed. Thus in this case, the contents icon array may include thumbnail icons of different game programs. Attributes of the game program such as a title of the game can be displayed adjacent to the selected icon.

[**0038**] In general, the thumbnail contents icons are still images representing the linked multimedia contents files. However, the thumbnail icons can be a sequence of animated images, which may provide better representation of the contents files. In one implementation, the contents icons are

retrieved from data of the contents files (e.g., from thumbnail data stored with the contents data).

[0039] In **FIG. 3**, when the video contents icon array **306** is in a fully extended mode, the array **306** includes eight visible video contents icons representing eight video contents files. In some implementations, the number of visible contents icons can be appropriately varied. Additional video contents icons representing other video contents files can be made visible by scrolling the icons up or down, as shown at **332**. Similar to the medium icon processing, the effects processor **244** displays the video contents icons with the same display parameters while the icons are being scrolled. However, when a particular video contents icon **340** is positioned into an attention area **310**, below the center area **308**, the effects processor **244** changes the display parameters of the particular video contents icon **340** for easy viewing. In other implementations, the attention area **310** can be positioned at anywhere in the contents icon array **306**.

[0040] The effects processor **244** enlarges the icon **340** when the icon is positioned into the attention area **310**. The display parameters can include color, size, brightness, saturation, and/or hue. The display parameters can also include special effects, such as a flashing or blinking action. Further, when the video contents icon **340** is positioned into the attention area **310**, attributes **350** associated with the icon **340** are displayed adjacent to the icon. For example, the attributes **350** can include a title and a recording date.

[0041] When the controller **114** provides a command/instruction to select a particular contents icon or thumbnail **340** (e.g., by entering a select or play command while the icon **340** is positioned in the attention area **310**), the image generator **248** in the display control unit **204** removes the menu screen **302** from the display **300**. Substantially simultaneously, the contents controller **246** in the display control unit **204** initiates the display of the contents file linked to the selected contents icon **340**. In the illustrated implementation, the selected contents file is the Singing Quartet video.

[0042] Once the selected video is playing, a command/instruction from the controller **114** to bring the menu screen **302** back up invokes the menu screen to be superimposed on top of the currently playing video, as shown in **FIG. 4**. The attention area **310** of the displayed menu screen **302** shows the video contents icon **340** of the currently playing video shown in the background **330**.

[0043] **FIG. 5** is a detailed block diagram showing one implementation of the contents controller **246** of the display control unit **204** shown in **FIG. 2**. The block diagram of the contents controller **246** shown in **FIG. 5** only includes blocks configured to control the selected media contents displayed in the background when the GUI menu screen is invoked. Other functions of the contents controller **246** described above are not shown in **FIG. 5**. The contents controller **246** is configured to control the display of the background media contents according to the type of media contents.

[0044] The contents controller **246** includes a media type determination unit **502**, a contents display parameter adjustment unit **504**, and a contents display processor **506**. The media type determination unit **502** receives an input and determines the media type of the media contents being displayed on the display **300**. In one implementation, the input includes data indicating the media type. In this implementation, the media type determination unit **502** passes the received input data directly to the contents display parameter adjustment unit **504**. In another implementation, the input includes data related to the media type. In this implementation, the media type determination unit **502** processes the received input data to determine the media type. The media type is then transmitted to the contents display parameter adjustment unit **504**.

[0045] The contents display parameter adjustment unit **504** receives the media type from the media type determination unit **502** and operates to generate at least one adjustment value for at least one display parameter of the displayed media contents. The display parameters can include color, size, brightness, saturation, hue, and other related parameters, which may include the display speed for video. For example, in the illustrated implementation of **FIG. 4**, the brightness value is generated and used to dim the Singing Quartet video displayed in the background. In some implementations, an adjustment value for other display parameters can be generated to contrast the foreground GUI menu screen from the background media contents display. In other implementations, adjustment values for a plurality of display parameters may be generated.

[0046] In one implementation, the contents display parameter adjustment unit **504** is configured to display the video in full motion if the currently displayed media contents item is broadcast or streaming video. In another implementation, the contents display parameter adjustment unit **504** is configured to display the video in a freeze frame mode if the currently displayed media contents item is stored video such as video on DVD or video from a hard disk (e.g., DVR). In another implementation, the contents display parameter adjustment unit **504** is configured to display the music animation/graphics in slow motion if the currently displayed media contents item is music animation/graphics. In another implementation, if the currently displayed media contents item is a slide presentation, the contents display parameter adjustment unit **504** is configured to complete the last slide transition and display the last slide in still image.

[0047] The content display processor **506** receives the media type and the display adjustment parameter/value from the units **502** and **504**, respectively. The contents display processor **506** operates to control unit **504** to appropriately adjust the media contents currently displayed in the background when the GUI menu screen is invoked to be displayed in the foreground.

[0048] **FIG. 6** is a flowchart illustrating a method for controlling media contents currently displayed in the background when the GUI menu screen is invoked to be displayed in the foreground. The method includes determining a media type of the media contents currently displayed in the background, at **602**. The display parameter(s) of the currently displayed media contents item is adjusted, at **604**. In one implementation, the currently display media contents item is dimmed.

[0049] If the currently displayed media contents item is determined, at **606**, to be broadcast or streaming video, then the video is displayed in full motion in the background, at **608**. Otherwise, if the currently displayed media contents item is determined, at **610**, to be stored video, then the video is displayed in a freeze frame mode in the background, at

612. Otherwise, if the currently displayed media contents item is determined, at **614**, to be music animation/graphics, then the animation/graphics is played in slow motion in the background, at **616**. Otherwise, if the currently displayed media contents item is determined, at **618**, to be a slide presentation, then the last slide transition is completed, at **620**. The last slide is then displayed in still image, at **622**.

[**0050**] In other implementations, more, fewer, or different display adjustments are available, such as adding text to the screen (e.g., "PAUSE") or resizing the displayed contents to match a portion of the screen not obscured by the menu. When the menu screen is no longer displayed (e.g., through an exit command), the contents are returned to their former mode of display.

[**0051**] Various implementations of the invention are realized in electronic hardware, computer software, or combinations of these technologies. Most implementations include one or more computer programs executed by a programmable computer. For example, in one implementation, the system for control of selected multimedia contents displayed in the background while the graphical user interface (GUI) is present in the foreground includes one or more computers executing software implementing the control of selected multimedia contents displayed in the background as discussed above. In general, each computer includes one or more processors, one or more data-storage components (e.g., volatile or non-volatile memory modules and persistent optical and magnetic storage devices, such as hard and floppy disk drives, CD-ROM drives, and magnetic tape drives), one or more input devices (e.g., mice and keyboards), and one or more output devices (e.g., display consoles and printers).

[**0052**] The computer programs include executable code that is usually stored in a persistent storage medium and then copied into memory at run-time. The processor executes the code by retrieving program instructions from memory in a prescribed order. When executing the program code, the computer receives data from the input and/or storage devices, performs operations on the data, and then delivers the resulting data to the output and/or storage devices.

[**0053**] Although various illustrative implementations of the present invention have been described, one of ordinary skill in the art will see that additional implementations are also possible and within the scope of the present invention. For example, while the contents controller **246** shown in **FIG. 5** is implemented for controlling the display parameter(s) of the selected media contents displayed in the background, the implementation of the contents controller **246** is equally applicable to controlling the display parameter(s) of the GUI menu screen display in the foreground while the selected media contents is being displayed in the background.

[**0054**] Accordingly, the present invention is not limited to only those implementations described above.

What is claimed is:

1. A contents display control system, comprising:

a media type determination unit configured to determine a media type of currently displayed media contents;

a contents display parameter adjustment unit operating to generate at least one adjustment value for at least one display parameter of the currently displayed media contents according to the determined media type; and

a contents display processor configured to operatively control the at least one display parameter of the currently displayed media contents in the background of a display screen when a graphical user interface is invoked to be displayed in the foreground of the display screen.

2. The contents display control system of claim 1, wherein the at least one display parameter includes brightness.

3. The contents display control system of claim 2, wherein the at least one adjustment value includes a value for the brightness to operatively dim the display.

4. The contents display control system of claim 1, wherein the at least one display parameter includes color.

5. The contents display control system of claim 1, wherein the at least one display parameter includes size.

6. The contents display control system of claim 1, wherein the at least one display parameter includes hue.

7. The contents display control system of claim 1, wherein the content display control system is implemented in a multimedia processing apparatus.

8. The contents display control system of claim 1, wherein the media type includes photograph.

9. The contents display control system of claim 1, wherein the media type includes music.

10. The contents display control system of claim 1, wherein the media type includes video.

11. The contents display control system of claim 1, wherein the media type includes broadcast.

12. The contents display control system of claim 1, wherein the media type includes web.

13. The contents display control system of claim 1, wherein the media type includes optical disks.

14. A contents display control method, comprising:

determining a media type of currently displayed media contents;

generating at least one adjustment value for at least one display parameter of the currently displayed media contents according to the determined media type; and

controlling the at least one display parameter of the currently displayed media contents in the background of a display screen when a graphical user interface is invoked to be displayed in the foreground of the display screen.

15. The method of claim 14, wherein determining a media type includes determining the media type of currently displayed media contents as broadcast or streaming video.

16. The method of claim 15, wherein controlling the at least one display parameter of the currently displayed media contents includes displaying the video in full motion.

17. The method of claim 14, wherein determining a media type includes determining the media type of currently displayed media contents as stored video.

18. The method of claim 17, wherein controlling the at least one display parameter of the currently displayed media contents includes displaying the video in a freeze frame mode.

19. The method of claim 14, wherein determining a media type includes determining the media type of currently displayed media contents as music animation or graphics.

20. The method of claim 19, wherein controlling the at least one display parameter of the currently displayed media contents includes displaying the music animation or graphics in slow motion.

21. The method of claim 14, wherein determining a media type includes determining the media type of currently displayed media contents as a slide presentation.

22. The method of claim 21, wherein controlling the at least one display parameter of the currently displayed media contents includes completing a last slide transition.

23. The method of claim 22, wherein controlling the at least one display parameter of the currently displayed media contents further includes displaying the last slide in still image.

24. A computer program, stored in a tangible storage medium, for use in controlling contents display, the program comprising executable instructions that cause a computer to:

determine a media type of currently displayed media contents;

generate at least one adjustment value for at least one display parameter of the currently displayed media contents according to the determined media type; and

control the at least one display parameter of the currently displayed media contents in the background of a display screen when a graphical user interface is invoked to be displayed in the foreground of the display screen.

25. The computer program of claim 24, wherein executable instructions that cause a computer to determine a media type includes executable instructions that cause a computer to

determine the media type of currently displayed media contents as broadcast or streaming video.

26. The computer program of claim 25, wherein executable instructions that cause a computer to control the at least one display parameter of the currently displayed media contents includes executable instructions that cause a computer to

display the video in full motion.

27. The computer program of claim 24, wherein executable instructions that cause a computer to determine a media type includes executable instructions that cause a computer to

determine the media type of currently displayed media contents as stored video.

28. The computer program of claim 27, wherein executable instructions that cause a computer to control the at least one display parameter of the currently displayed media contents includes executable instructions that cause a computer to

display the video in a freeze frame mode.

29. The computer program of claim 24, wherein executable instructions that cause a computer to determine a media type includes executable instructions that cause a computer to

determine the media type of currently displayed media contents as music animation or graphics.

30. The computer program of claim 29, wherein executable instructions that cause a computer to control the at least one display parameter of the currently displayed media contents includes executable instructions that cause a computer to

display the music animation or graphics in slow motion.

31. The computer program of claim 24, wherein executable instructions that cause a computer to determine a media type includes executable instructions that cause a computer to

determine the media type of currently displayed media contents as a slide presentation.

32. The computer program of claim 31, wherein executable instructions that cause a computer to control the at least one display parameter of the currently displayed media contents includes executable instructions that cause a computer to

complete a last slide transition.

33. The computer program of claim 32, wherein executable instructions that cause a computer to control the at least one display parameter of the currently displayed media contents includes executable instructions that cause a computer to

display the last slide in still image.

34. A graphical user interface accessible to a user suitable for receiving user-supplied inputs that facilitate selecting a multimedia icon, comprising:

a medium icon array arranged in a first direction, and including a plurality of user selectable medium icons;

a contents icon array arranged in a second direction, and including a plurality of user selectable contents icons; and

media contents arranged to be executed in the background of the graphical user interface, wherein at least one display parameter of the media contents in the background is adjusted in accordance with a media type of the media contents, when the medium icon array and the contents icon array are displayed in the foreground of the graphical user interface.

35. The graphical user interface of claim 34, wherein the medium icon array and the contents icon array are configured in a cross shape with an intersecting area.

36. A contents display control apparatus, comprising:

means for determining a media type of currently displayed media contents;

means for generating at least one adjustment value for at least one display parameter of the currently displayed media contents according to the determined media type; and

means for controlling the at least one display parameter of the currently displayed media contents in the background of a display screen when a graphical user interface is invoked to be displayed in the foreground of the display screen.

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