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Doc Code: FAI.REQ
Document Description: Request First Action Interview

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REQUEST FOR FIRST ACTION INTERVIEW (FULL PILOT PROGRAM)

Attorney Docket Number: 41197.280029	Application Number (if known):	Filing date: 2020-06-30
First Named Inventor: David Strober	Title: PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

APPLICANT HEREBY REQUESTS A FIRST ACTION INTERVIEW IN THE ABOVE-IDENTIFIED APPLICATION. **See Instruction Sheet on page 2.**

1. The application must contain three (3) or fewer independent claims and twenty (20) or fewer total claims.

2. The application must not contain any multiple dependent claims.

3. By filing this request:

   Applicant is agreeing to make an election without traverse if the Office determines that the claims are not obviously directed to a single invention; and

   Applicant is agreeing not to request for a refund of the search fee and any excess claims fee paid in the application after the mailing or notification of the pre-interview communication prepared by the examiner.

4. Other attachments: _____

Signature /KEITH J. BAE/	Date 2020-06-30
Name (Print/Typed) KEITH J. BAE	Registration Number 64633

Note: *This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4(d) for signature requirements and certifications. Submit multiple forms if more than one signature is required, see below*.*

■ *Total of ONE forms are submitted.

The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 12 hours to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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Doc Code: TRACK1.REQ
Document Description: TrackOne Request

PTO/AIA/424 (04-14)

CERTIFICATION AND REQUEST FOR PRIORITIZED EXAMINATION UNDER 37 CFR 1.102(e) (Page 1 of 1)

First Named Inventor:	David Strober	Nonprovisional Application Number (if known):	
Title of Invention:	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE		

APPLICANT HEREBY CERTIFIES THE FOLLOWING AND REQUESTS PRIORITIZED EXAMINATION FOR THE ABOVE-IDENTIFIED APPLICATION.

1. The processing fee set forth in 37 CFR 1.17(i)(1) and the prioritized examination fee set forth in 37 CFR 1.17(c) have been filed with the request. The publication fee requirement is met because that fee, set forth in 37 CFR 1.18(d), is currently $0. The basic filing fee, search fee, and examination fee are filed with the request or have been already been paid. I understand that any required excess claims fees or application size fee must be paid for the application.

2. I understand that the application may not contain, or be amended to contain, more than four independent claims, more than thirty total claims, or any multiple dependent claims, and that any request for an extension of time will cause an outstanding Track I request to be dismissed.

3. The applicable box is checked below:

I. ☑ Original Application (Track One) - Prioritized Examination under § 1.102(e)(1)

i. (a) The application is an original nonprovisional utility application filed under 35 U.S.C. 111(a). This certification and request is being filed with the utility application via EFS-Web.

---OR---

(b) The application is an original nonprovisional plant application filed under 35 U.S.C. 111(a). This certification and request is being filed with the plant application in paper.

ii. An executed inventor's oath or declaration under 37 CFR 1.63 or 37 CFR 1.64 for each inventor, **or** the application data sheet meeting the conditions specified in 37 CFR 1.53(f)(3)(i) is filed with the application.

II. ☐ Request for Continued Examination - Prioritized Examination under § 1.102(e)(2)

i. A request for continued examination has been filed with, or prior to, this form.
ii. If the application is a utility application, this certification and request is being filed via EFS-Web.
iii. The application is an original nonprovisional utility application filed under 35 U.S.C. 111(a), or is a national stage entry under 35 U.S.C. 371.
iv. This certification and request is being filed prior to the mailing of a first Office action responsive to the request for continued examination.
v. No prior request for continued examination has been granted prioritized examination status under 37 CFR 1.102(e)(2).

Signature /KEITH J. BAE/	Date 2020-06-30
Name (Print/Typed) Keith J. Bae	Practitioner Registration Number 64633

Note: *This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4(d) for signature requirements and certifications. Submit multiple forms if more than one signature is required.**

☑ *Total of ONE forms are submitted.

Electronic Patent Application Fee Transmittal

Application Number:	
Filing Date:	
Title of Invention:	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE
First Named Inventor/Applicant Name:	David Strober
Filer:	Keith Joshua Bae/Traci Burke
Attorney Docket Number:	41197.280029

Filed as Small Entity

Filing Fees for Track I Prioritized Examination - Nonprovisional Application under 35 USC 111(a)

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
UTILITY FILING FEE (ELECTRONIC FILING)	4011	1	75	75
UTILITY SEARCH FEE	2111	1	330	330
UTILITY EXAMINATION FEE	2311	1	380	380
REQUEST FOR PRIORITIZED EXAMINATION	2817	1	2000	2000
Pages:				
Claims:				
Miscellaneous-Filing:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
PUBL. FEE- EARLY, VOLUNTARY, OR NORMAL	1504	1	0	0
PROCESSING FEE, EXCEPT PROV. APPLS.	2830	1	70	70
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
		Total in USD ($)		**2855**

Electronic Acknowledgement Receipt	
EFS ID:	39874419
Application Number:	16917095
International Application Number:	
Confirmation Number:	6770
Title of Invention:	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE
First Named Inventor/Applicant Name:	David Strober
Customer Number:	149550
Filer:	Keith Joshua Bae/Traci Burke
Filer Authorized By:	Keith Joshua Bae
Attorney Docket Number:	41197.280029
Receipt Date:	30-JUN-2020
Filing Date:	
Time Stamp:	16:22:59
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	CARD
Payment was successfully received in RAM	$2855
RAM confirmation Number	E20206TG24093834
Deposit Account	
Authorized User	
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Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		280029_Continuation_Application.pdf	127178 7b105c9fed873bf1214223e0ae4f433087db1b36	yes	26
	Multipart Description/PDF files in .zip description				
	Document Description		**Start**	**End**	
	Specification		1	20	
	Claims		21	25	
	Abstract		26	26	
Warnings:					
Information:					
2	Drawings-only black and white line drawings	280029_Drawings.pdf	647505 245b1f0cb620e560a630b0677755029b35bfad6c	no	9
Warnings:					
Information:					
3	Oath or Declaration filed	280029_Declaration.pdf	60593 0c749c452d4abc5c36b412e506d4eac477898eb8	no	1
Warnings:					
Information:					
4	Application Data Sheet	280029_ADS.pdf	1823404 e5d5031d98cfcede848903d1f3529ad8b3c33b11	no	8
Warnings:					
Information:					
5	First Action Interview - Enrollment Request	280029_FAI_Request.pdf	568889 04be07ef7ec9f85eb1e6a1fd1f764421d4c02231	no	1

Warnings:					
Information:					
6	TrackOne Request	280029_Track_1.pdf	108534 9a70d7b945dd5eaaf55e5772b9256bf8b08d71cc	no	1
Warnings:					
Information:					
7	Fee Worksheet (SB06)	fee-info.pdf	40305 287d9166a6206d7ab1ce405657a874b9c0a0417d	no	2
Warnings:					
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		Total Files Size (in bytes):	3376408		

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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] The present application is a continuation of U.S. Application No. 15/687,249, filed August 25, 2017, which is a continuation of U.S. Application No. 13/532,546, filed on June 25, 2012, which is a continuation-in-part of U.S. Application No. 13/157,821, filed on June 10, 2011, which issued on December 2, 2014 as U.S. Patent No. 8,904,289, which claims the benefit of priority to U.S. Provisional Patent Application No. 61/477,998, filed on April 21, 2011. The contents of the earlier applications are incorporated herein by reference.

BACKGROUND

[0002] This disclosure relates to play control of content on a display device. Such display devices include, for example, television displays used by consumers in their home for viewing videos and other media that are either provided from the Web or previously stored. In particular, the disclosure relates to the creation, storage, manipulation and access of media playlists used in conjunction with display devices and control of the display devices.

[0003] Web media often is played on computers rather than television displays. Although it is known to connect a computer to a television set in order to watch Web media, it is difficult to control such a system within the typical scenario for television watching where the viewer is positioned some distance from the television. Furthermore, although a wireless device can enable the user to control the television from a distance, it can be difficult to view a web browser display on the television set and may interfere with normal television program viewing by other persons.

[0004] Given the desire to watch various World Wide Web media on a family's primary television set, and to control this operation from the comfort of one's couch, there is a need to operate a television set or other display remotely from a personal computing device, such as a

mobile phone. It also is desirable to allow a user to perform a general Web search to locate and capture Web media, and to control a television or other display remotely using the personal computing device.

SUMMARY

[0005] Various aspects of the invention are set forth in the claims.

[0006] For example, according to one aspect, a system for presenting and controlling content on a display device includes a network, a server system coupled to the network and comprising one or more servers, a display device coupled to the network and having a display, and a personal computing device operable to transmit a first message according to a specified format over the network to the server system. The server system stores an association between the personal computing device and the display device. The first message identifies user-selected content and a media player to play the content. The server system is operable, in response to receiving the first message from the personal computing device, to provide to the display device a second message identifying the user-selected content and the media player to play the content. In response to receiving the second message, the display device is operable to obtain a first media player needed to play the content, to load the media player and to present the content on the display.

[0007] In some implementations, the display device is operable, in response to receiving the second message, to obtain the first media player from the content provider only if the first media player is not already loaded in the display device.

[0008] In some implementations, the personal computing device is operable to transmit a message according to a specified format over the network to the server system. The message can include a command for controlling playing of the content on the display device. The server system is operable, in response to receiving the message, to convert the command into a corresponding

command recognizable by the media player if the command received from the personal computing device is not recognizable by the media player. The server system is operable to provide to the display device a message that includes the corresponding command, and the display device is operable, in response to receiving the message from the server system, to execute the command.

[0009] In some implementations, the personal computing device is, for example, a mobile phone, and the display device is a television set. Other personal computing devices or display devices can be used in other implementations. The network can include, for example, the Internet.

[0010] In some implementations, the server system stores a look-up table that includes a synchronization code uniquely associated with the display device. A message from the personal computing device can include the synchronization code, and in response to receiving the message from personal computing device, the server system can use the synchronization code and the look-up table to identify the display device on which the content is to be played. The synchronization code can be different from an IP address associated with the display device and/or a media access control address associated with the display device.

[0011] In various implementations, the system can facilitate allowing a personal computing device to be used to select different content to be played on a remote display even if different media players are required to present the different content. The system also can allow the user to control how the content is displayed on the display device using the personal computing device. For example, user-initiated play commands can be passed from the user's personal computing device, through the server system, to the display devices.

[0012] Other aspects, features and advantages will be apparent from the following detailed description, the accompanying drawings, and the claims.

BRIEF DESCRIPTION OF THE FIGURES

[0013] The present technology is illustrated by way of example, and not by way of limitation, in the figures of the accompanying drawings.

[0014] FIG. 1 is a block diagram illustrating an example of a system according to the invention.

[0015] FIG. 2 illustrates various details of the flow of information and signals according to some implementations.

[0016] FIG. 3 illustrates an example of a transmission code incorporated into a message from a personal computing device.

[0017] FIG. 4 illustrates an example of a look-up table that forms part of a server system.

[0018] FIG. 5 illustrates an example of entries in a universal API adapter.

[0019] FIG. 6 is a flow chart showing steps for display device to load a video player and video.

[0020] FIG. 7A illustrates an example of a display device including a synchronization code.

[0021] FIG. 7B illustrates an example of a synchronization code look-up table.

[0022] FIGS. 8-13 illustrate examples of various scenarios in which the invention can be used.

[0023] FIGS. 14A through 14E illustrate examples of display screens that may appear on a user's personal computing device in accordance with the invention.

[0024] FIG. 15 illustrates further information that can be stored in the look-up table in the server system.

DETAILED DESCRIPTION

[0025] As shown in FIG. 1, a system 10 facilitates synchronizing a connection between two or more devices 20, 22 connected to the Internet 21 or other computer network. The connection is designed to be made by a first device (e.g., a personal computing device) 20 that acts as a controller and a second device (e.g., a television set 22 with a display 23) that acts as a receiver to play content selected by a user of the first device and to respond to commands that originate at the personal computing device. The personal computing device 20 is operable to display an application or web site that contains information and links to content providers 30 on the Internet 21. The television set 22 is operable to link back to a server system 24 from which the television set receives commands. When a user makes a selection using the personal computing device 20 for particular content to be displayed on the television display 23, a signal is sent through the Internet (or other network) 21 to the server system 24. A corresponding command signal then is passed along to the connected television set 22, which acts on a transmission code contained within the signal and performs specified commands. For example, in some scenarios, the command instructs the television set 22 to access a content provider 30 through the Internet 21, load a specific media player, load the media player-specific content (e.g., a video) and play the content on the television display 23. The user can use the personal computing device 20 to control how the content is played on the television display 23. The user may subsequently visit the same or another Web site using the personal computing device 20 to select different content (e.g., a second video) to be played on the television display 23. In that case, another signal would be sent through the server system 24 to the television set 22. A transmission code associated with this command signal instructs the television set 22 to load a new media player (if needed) over the Internet and to load the specified video file to be played on the display 23. Thus, the system 10 allows a personal computing device

20 to be used to select different content to be played on a remote display 23 even if different media players are required for the different content. The user also can control how the content is displayed (e.g., play, pause, stop, rewind, fast forward, etc.) on the display 23 using the personal computing device 20. The user-initiated play commands are passed from the user's personal computing device 20, through the server system 24, to the television set 22.

[0026] Although the following detailed discussion describes videos as an example of the type of content to be played on the display 23, the system 10 can be used for other types of content as well. Thus, depending on the implementation, the content may include one or more of the following: video, audio, interactive video game, streaming media, multimedia, images, slides (e.g., a PowerPoint presentation) or other types of dynamic content. Furthermore, in the following discussion, it is assumed that the personal computing device 20 is a mobile phone that includes a display, an internal microprocessor or other processing circuitry, a keypad, keyboard, touchscreen, mouse, trackball, or other device to receive user selections and other input, and a transceiver to establish communications to the Internet 21 or other communications networks. More generally, however, the personal computing device 20 can be any type of handheld or other Internet-enabled personal computing device, including personal computers, e-books, kiosks, tablets, smart phones, media players, and motion and touch sensory interfaces. In some cases, input from the user can be received in forms other than tactile input (e.g., acoustic or speech).

[0027] FIG. 2 illustrates further details of the flow of information and signals according to some implementations. The personal computing device (e.g., mobile phone) 20 is operable to display an application or web site that contains information and links to content providers 30 on the Internet 21. The user operates the mobile phone 20 so as to start the application or access the web site (block 100). In some implementations, a logo appears on the mobile phone's display. By

selecting the logo, the user causes a menu to expand and present various options. The options can include, for example: (i) add new content to a playlist, (ii) play a listed item on a secondary device, (iii) play a listed item on the mobile phone 20. If the user selects to add new content to the playlist, the user is presented with a screen that allows him to enter user-defined search parameters or o select predefined search parameters to request video data. The search parameters are sent from the mobile phone 20 as part of a request for video data that satisfy the search parameters (block 102). The request is transmitted via the Internet 21 and through the server system 24 to the appropriate content provider web site. In response, the content provider 30 provides metadata (e.g., titles, links to the videos) for one or more video files that satisfy the search parameters (block 104). The metadata can be provided to the mobile phone 20, for example, in the form of an XML data file. Upon receiving the data file, the mobile phone 20 displays a list of one or more videos based on the information received from the content provider 30 (block 106).

[0028] If desired, the user can take one of several actions, including selecting one of the videos from the displayed list to be played on the television display 23 or initiating a command with respect to a video that already has been loaded to the television set 22 (block 108). The mobile phone 20 then formats and transmits a message to the server system 24 (block 110). The message from the mobile phone 20 contains a transmission code that includes data regarding the user information (e.g., user identification or account number), the secondary display it wants to connect to (e.g., television set 22 with display 23), the location and name of the media player for the selected video, the command (e.g., play, pause, rewind, etc.), and the video file to be acted upon. An example of the format of a transmission code from the mobile phone 20 to the server system 24 is illustrated in FIG. 3. Different formats and/or different information may be appropriate for other implementations.

[0029] The message from the mobile phone 20 is transmitted over the Internet 21 and is received by the server system 24 (block 112). Based on information in the message from the mobile phone 20, the server system 24 verifies that the user has an account (block 114), and the contents of the message, as well as the date and time of receipt of the message, are added to a personal computing device database 32 (block 116) which forms part of a switchboard 28. In general, all messages from a particular user's personal computing device 20 are stored in the database 32 corresponding to an account for the particular user. Thus, the database 32 stores a record of all messages received from a user's personal computing device 20, as well as the user's identification, an indication of the target device 22, an identification of the media player that is required for the selected video, and an identification of the selected video.

[0030] The switchboard 28 also includes a look-up table 34 that stores a correspondence between a particular personal computing device (such as mobile phone 20) and target devices (e.g., the television set 22) to which the user command is directed. An example of the look-up table 28 is illustrated in FIG. 4. In this example, it is assumed that, at most, a single connection is established at any given time between a particular mobile phone and a display device. However, as explained below, other scenarios are also possible to establish group connections (e.g., multiple mobile phones connected to the same display device). The server system 24 performs a target verification (block 118), which includes checking whether a connection to a particular display device already is established for the mobile phone 20 and, if so, checking the identification of the display device. During the target verification, if the look-up table indicates that there is no connection established between the mobile phone 20 and a particular display device, then the server system 24 sends a message to the mobile phone 20 to prompt the user to identify the device on which the video is to be displayed.

[0031] A user can identify the device on which the video is to be displayed in one of several ways, depending on the implementation. In some implementations, the user can select the display device from a list of devices displayed on the mobile phone 20. The list can include a field populated with names or identifications of display devices that previously have been initialized for connection. Alternatively, the user can select the display device by entering a synchronization code uniquely associated with the particular display device. As illustrated in FIG. 7A, the synchronization code 48 can be displayed, for example, on a splash page of the display device as text on the screen or as an image such as a QR code and can be entered into the mobile phone 20, for example, manually by the user or by scanning the code into the mobile phone. The code can be scanned, for example, using optical scanning or RFID techniques. Preferably, the synchronization code is different from the IP address associated with the device 22. The IP address also can be different from the media access control (MAC) address associated with the device 22. For example, in some implementations, the synchronization code is generated randomly and assigned to the display device 22 each time it connects to the server system 24. Thus, a particular display device 22 may have an IP address, a MAC address, a web or browser cookie, and a synchronization code ("sync code") assigned to it at any given time. This information can be stored, for example, in a look-up table in the server system 24. An example of entries in such a look-up table are illustrated in FIG. 7B.

[0032] Once the synchronization code is entered into, or captured by, the mobile phone 20, it is sent from the mobile phone 20 to the server system 24, which stores the information in the look-up table 36 so as to establish a connection between the mobile phone 20 and the display device 22 through the server system 24.

[0033] Once a connection is established between the mobile phone 20 and the display device 22, signals sent from the mobile device 20 to its associated database 32 are copied to a database 34 associated with the target device (e.g., television set 24) based on the correspondence between the mobile device and the target device listed in the look-up table 36 (block 122). Thus, the database 32 entries associated with a particular display device (e.g., television set 24) provide a record of the messages received for that display device, as well as an indication of the identification of the device that sent each message, an indication of the media player required to play the video, and an indication of the selected video.

[0034] In the illustrated implementation, the command in the transmission code (see FIG. 3) contains a JavaScript reference to control the media player needed to play the selected video. Various types of video players may use different JavaScript commands to control their respective playback. Therefore, in the illustrated implementation, a universal adapter 26 is provided to interpret and convert a standard or universal command (e.g., play, pause, etc.) into the specific command recognized by the media player. Each time a signal is received from the mobile device 20, the API adapter 26 checks and identifies the specific media player that is being requested. Based on this information, the system loads the appropriate set of protocols or application programming interfaces (APIs) from its library and converts the incoming commands from the mobile device 20 into the correct JavaScript (or other programming) code used by the target device 22 to control the specific player (block 120). The server system 24 then copies the converted version of the message to the database 34 associated with the target device 22, as indicated above in connection with block 122.

[0035] The universal adapter 26 can be implemented, for example, as a look-up table. Examples of entries in such a look-up table are illustrated in FIG. 5. Thus, for a universal command

"New Video," the universal adapter 26 provides the corresponding command for each of several specific media players (e.g., "yt_loadVideo" for YouTube). Similarly, for a universal command "Pause," the universal adapter 26 provides the corresponding command for each of several specific media players (e.g., "pauseVideo" for Ted.com). Other universal commands and the corresponding command(s) for one of more media players also can be stored by the universal adapter 26.

[0036] The display device 22 periodically checks the entries in the database 34 to determine if there are any new messages/commands directed to it (block 124). For example, in some implementations, the display device 22 polls the associated database 34 at some predetermined time interval. In some implementations, instead of the display device 22 periodically checking whether there are any messages for it in the database 34, the server system 24 can push the messages to the display device 22. In any event, the system is arranged so that the display device 22 receives the messages intended for it.

[0037] When the display device 22 receives a message from the server system 24 (block 126), the display device executes the message (block 128). In some cases, the media player required to play the video indicated in the message is not presently loaded in the display device 22. For example, the received command may be to "play" a particular video. As indicated by FIG. 6, if the media player needed to play the video is not already loaded in the display device 22, the display device 22 requests and obtains a copy of the appropriate media player 40 and a copy of the video file 42 from a content provider 30, loads the media player and then presents the video on the display 23 (FIG. 2, block 130). Likewise, as indicated by FIG. 6, if the appropriate media player already is loaded in the display device, but the particular video is not, then the display device 22 requests and obtains a copy of the video file 42 from the content provider 30 and proceeds to play the video. To allow the display device 22 to switch between different video players (i.e., to load

and unload different video players), a software program can be stored on the display device and/or the web site to establish a secure connection back to the server system 24.

[0038] Once the video is playing on the display device 22, the user of the mobile phone 20 can control the playing of the video by entering appropriate commands (e.g., pause, fast forward, rewind, stop, play, etc.) through the mobile phone. Each command is incorporated into a message including a transmission code (FIG. 3) as described above. The message is transmitted to the server system 24, which copies the message into database entries associated with the particular display device 22 (i.e., after performing any conversion of the command by the API adapter 26). Once the message is retrieved by or sent to the display device 22, the display device proceeds to execute the command.

[0039] The system and methods described here allow a user of a mobile phone or other personal computing device to create a playlist based on videos (or other types of content) from multiple sources and to play back each video using a single interface that can be used to control different media players.

[0040] As mentioned above, the system and methods described above also can be used with types of content other than video. In that case, different types of user-initiated commands may be available to control the content displayed on the display 23. For example, for interactive video games, the user-initiated commands can include control commands appropriate for the particular game.

[0041] Although the implementation of FIG. 1 illustrates the display device 22 as a television set with a display screen 23, other types of display devices can be used as well (e.g., a laptop or personal computer).

[0042] The systems and methods can be used in various scenarios to play back videos (or other content). Examples of several scenarios that can be implemented using the system described above are described in the following paragraphs. For example, a first scenario involves a single user's smartphone connecting to a single display device (FIG. 8). In this scenario, the user turns on, for example, her display device (e.g., personal computer with a display monitor), opens up a browser and accesses a website associated with the server system 24. The user then clicks on a link that launches the software program to establish a secure connection back to the server system 24. The software program opens a splash page (see FIG. 14A), and a sync-code is displayed on the monitor. The user then opens the appropriate application on her smartphone. In the smartphone application, the user accesses a "Connect" screen from which he can select one of several listed display devices (see FIG. 14B). Alternatively, the user can enter the sync-code displayed on the computer monitor (see FIG. 14B). The user then clicks on a SEND button which causes a message including the sync-code to be sent the server system 24. In response, the server system 24 establishes a connection between the user's smartphone and the selected display device through a look-up table as described above with respect to FIG. 4. The user can use a search tool in the smartphone application to find a video. In response to the search, a list of videos satisfying the search appears on the smartphone (see FIG. 14C). When the user selects a video from the list displayed on the smartphone, the information is provided through the server system 24 to the personal computer. In some implementations, a pop-up window may appear on the smartphone listing one or more options for the user to take regarding the selected video. Such options can include, for example, play the video on the selected display device (e.g., the personal computer), play the video on the smartphone, or add the video to the playlist on the smartphone. If the user chooses to have the video played on the display device (e.g., the personal computer), the personal

computer obtains a copy of the required video player and the selected video from an appropriate content provider over the Internet and begins to play the video on the monitor as described previously. In some implementations, a message is displayed on the user's smartphone indicating that the selected video is playing and providing additional information about the selected video (see FIG. 14D). The user can control playing of the video (e.g., pause, fast forward, rewind, play, etc.) from her smartphone.

[0043] A second scenario involves saving a selected video to a playlist on a single user's smartphone, and subsequently playing the video on a display device (FIG. 9). In this scenario, the user opens the appropriate application on his smartphone and searches for videos using the search tool displayed in the application. When a list of videos is displayed on the smartphone in response to the search request, the user selects one or more videos to add to his playlist. At that time, or at a later time, the user can connect to a display device through the server system 24. To do so, the user opens the playlist on his smartphone and selects a video. The information is provided through the server system 24 to the display device, which obtains a copy of the required video player and the selected video from an appropriate content provider over the Internet and begins to play the video. The user can control playing of the video (e.g., pause, fast forward, rewind, play, etc.) from his smartphone.

[0044] A third scenario involves multiple users' smartphones and a single display device (FIG. 10). For example, a user may want to share and watch videos with a group of friends watching together on a single display device. In this situation, the user can access the application or web site to set up a group and serve as the moderator for the group. The user then can send out a request to other members of the group, or other users can send a request to the moderator to join the group. Users can search for other users based, for example, on username or from a contact list.

The moderator then can select a user in the group to control the display device. FIG. 14E illustrates an example of a screen on the user's smartphone that allows the user to connect with other users to form a group and to select which member of the group controls the display device (e.g., by selecting a member of the group from the list "Me, Guest 1, Guest 2, . . . " near the top of the screen). Alternatively, the moderator can set it up so that control is passed to each member of the group in turn automatically, or so that the next turn can be determined by consensus of the entire group, via some form of voting. Regardless of who has control of the display device 22, each user in the group retains control of his own smartphone. The look-up table 36 in the server system 24 stores the connections established between the personal computing devices of the users in the group and the display device (see FIG. 15).

[0045] A fourth scenario involves one user's smartphone and multiple display devices (FIG. 11). In this example, a user opens the application on his smartphone to establish a connection to a first display device and then repeats the process for multiple display devices. A list of devices that the user's smartphone is connected to is displayed on the smartphone. The user can choose to control all devices simultaneously or one at a time. To do so, the user selects from the list the display device(s) he wants to control. The user then can search for videos using his smartphone. In response to the user selecting a particular video, the selected video is played on the selected display device(s).

[0046] A fifth scenario involves multiple users' smartphones and multiple connected display devices (FIG. 12). For example, a user may want to share and watch videos with a group of friends, who may be in different locations each of which has a separate display device. Each user establishes a connection from her smartphone to the display device where she is located. One of the users uses the application or web site to establish a group, with the user who establishes the

group serving as the group moderator. The user can send out a request to other users to join the group or other users can send a request to the moderator to join the group. In some implementations, users can search for other users based on username or from a contact list. The moderator chooses which member of the group has control of the display device. Alternatively, the moderator can set it up control is passed to each member of the group in turn automatically, or so that the next turn can be determined by consensus of the entire group, via some form of voting. The signal sent from the smartphone of the group member who has control is sent (via the server system 24) to all display devices within the group. Regardless of which group member has control of the display devices, each user retains control of her own smartphone. The look-up table 36 in the server system 24 stores the connections established between the personal computing devices of the users in the group and the display devices (see FIG. 15).

[0047] A sixth scenario involves sharing video links and a playlist (FIG. 13). For example, a user within a group can share a video playlist and video links via an Instant messaging system built-in to the application. Users also can post video links or a video playlist to third-party web sites (e.g., social networking sites). Other users can view the video link and playlist within the application. When a video from the list is selected, it plays on the selected device.

[0048] The system and methods can be used by a wide variety of users in addition to individual viewers. For example, companies that provide on-line video platforms that host videos for other individuals or companies can obtain useful advantages by integrating the platforms with the server system 24. Programming hooks can be created in the API so that the on-line video platform's media player can communicate with the server system 24. When media player commands for an on-line video platform are added to the system 24, the media player's API is placed in an API library and is stored in the API adapter 26. The on-line video platform can then

offer customers the ability to add videos to their own mobile web sites that are enabled to operate with the server system 24.

[0049] The system and methods also can be used by content providers. For example, the content provider may want to deliver its media on-line. The content provider can use an on-line video platform that is enabled to operate with the server system 24. In some implementations, the content provider is allowed to add links to videos for that web site (i.e., mobile site or an application). The link facilitates synchronization to the secondary device 22 (e.g., a television set) and allows the end-user to load and control the video on the secondary device.

[0050] As used in this disclosure, terms such as "first," "second," etc. with respect to the messages are used simply as labels to distinguish the various messages from one another. Such terms do not imply that there cannot be any other messages prior to the first message or that there cannot be other messages between the first and second messages.

[0051] Implementations of the subject matter and the operations described in this specification can include digital electronic circuitry, or in computer software, firmware, or hardware, including the structures disclosed in this specification and their structural equivalents, or in combinations of one or more of them. Implementations of the subject matter described in this specification can include one or more computer programs, i.e., one or more modules of computer program instructions, encoded on computer storage medium for execution by, or to control the operation of, data processing apparatus. Alternatively or in addition, the program instructions can be encoded on an artificially-generated propagated signal, e.g., a machine-generated electrical, optical, or electromagnetic signal that is generated to encode information for transmission to suitable receiver apparatus for execution by a data processing apparatus. A computer storage medium can be, or can be included in, a computer-readable storage device, a computer-readable

storage substrate, a random or serial access memory array or device, or a combination of one or more of them. Moreover, while a computer storage medium is not a propagated signal, a computer storage medium can be a source or destination of computer program instructions encoded in an artificially-generated propagated signal. The computer storage medium can also be, or be included in, one or more separate physical components or media (e.g., multiple CDs, disks, or other storage devices).

[0052] The operations described in this specification can include operations performed by a data processing apparatus on data stored on one or more computer-readable storage devices or received from other sources. The term "data processing apparatus" encompasses all kinds of apparatus, devices, and machines for processing data, including by way of example a programmable processor, a computer, a system on a chip, or multiple ones, or combinations, of the foregoing. The apparatus and execution environment can realize various different computing model infrastructures, such as web services, distributed computing and grid computing infrastructures.

[0053] A computer program (also known as a program, software, software application, script, or code) can be written in any form of programming language, including compiled or interpreted languages, declarative or procedural languages, and it can be deployed in any form, including as a stand-alone program or as a module, component, subroutine, object, or other unit suitable for use in a computing environment. A computer program may, but need not, correspond to a file in a file system. A program can be stored in a portion of a file that holds other programs or data (e.g., one or more scripts stored in a markup language document), in a single file dedicated to the program in question, or in multiple coordinated files (e.g., files that store one or more modules, sub-programs, or portions of code). A computer program can be deployed to be executed

on one computer or on multiple computers that are located at one site or distributed across multiple sites and interconnected by a communication network.

[0054] Processors suitable for the execution of a computer program include, by way of example, both general and special purpose microprocessors, and any one or more processors of any kind of digital computer. Generally, a processor will receive instructions and data from a read-only memory or a random access memory or both. Elements of a computer include a processor for performing actions in accordance with instructions and one or more memory devices for storing instructions and data.

[0055] Generally, a computer will also include, or be operatively coupled to receive data from or transfer data to, or both, one or more mass storage devices for storing data, e.g., magnetic, magneto-optical disks, or optical disks. However, a computer need not have such devices. Moreover, a computer can be embedded in another device, e.g., a mobile telephone, a personal digital assistant (PDA), a mobile, audio or video player, a game console, a Global Positioning System (GPS) receiver, or a portable storage device (e.g., a universal serial bus (USB) flash drive), to name just a few. Devices suitable for storing computer program instructions and data include all forms of non-volatile memory, media and memory devices, including by way of example semiconductor memory devices, e.g., EPROM, EEPROM, and flash memory devices; magnetic disks, e.g., internal hard disks or removable disks; magneto-optical disks; and CD-ROM and DVD-ROM disks. The processor and the memory can be supplemented by, or incorporated in, special purpose logic circuitry.

[0056] Although this specification contains many specific implementation details, these should not be construed as limitations on the scope of any inventions or of what may be claimed, but rather as descriptions of features specific to particular implementations of particular inventions.

Certain features that are described in this specification in the context of separate implementations can also be implemented in combination in a single implementation. Conversely, various features that are described in the context of a single implementation can also be implemented in multiple implementations separately or in any suitable subcombination. Moreover, although features may be described above as acting in certain combinations and even initially claimed as such, one or more features from a claimed combination can in some cases be excised from the combination, and the claimed combination may be directed to a subcombination or variation of a subcombination.

[0057] Similarly, while operations are depicted in the drawings in a particular order, this should not be understood as requiring that such operations be performed in the particular order shown or in sequential order, or that all illustrated operations be performed, to achieve desirable results. In certain circumstances, multitasking and parallel processing may be advantageous. Moreover, the separation of various system components in the implementations described herein and the attachments hereto should not be understood as requiring such separation in all implementations, and it should be understood that the described program components and systems can generally be integrated together in a single software product or packaged into multiple software products.

[0058] Thus, although particular implementations have been described, other implementations are within the scope of the claims.

CLAIMS

What is claimed is:

1. A non-transitory computer storage medium storing computer-useable instructions that, when used by a computing device, cause the computing device to perform operations comprising:

providing a unique identifier of the computing device to another computing device;

receiving a set of messages from the other computing device based on the provided unique identifier, the received set of messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements, and including a set of commands that corresponds to the first media playing element;

selecting the first media playing element from the plurality of media playing elements based at least in part on the received message; and

controlling how the selected first media playing element plays the referenced piece of content based on at least one command of the set of commands included in the received set of messages.

2. The medium of claim 1, wherein the set of commands included in the received set of messages is recognizable by the first media playing element.

3. The medium of claim 2, wherein the set of commands is converted via an API adapter to be recognizable by the first media playing element, the set of commands being converted based on a determination that the first media playing element is associated with the referenced piece of content.

4. The medium of claim 1, wherein the set of commands is defined in a universal format and converted to a particular format recognizable by the first media playing element.

5. The medium of claim 1, wherein the unique identifier includes one of an IP address, a MAC address, a web cookie, a browser cookie, a QR code, a RFID code, a text, or a synchronization code.

6. The medium of claim 1, wherein the received set of commands includes programming code associated with the first media playing element.

7. The medium of claim 1, wherein each media playing element of the plurality of media playing elements is operable to play and/or control a corresponding type of media.

8. A computerized system comprising:

a server; and

a media receiver to—

provide a unique identifier of the media receiver to a computing device, wherein each of the computing device and the media receiver are in communication with the server;

based on the provided unique identifier, receive a set of messages from the computing device, the received set of messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements,

and including a set of commands converted from a universal format defined by the computing device to a first format that corresponds to the first media playing element;

select the first media playing element from the plurality of media playing elements based at least in part on the received message; and

control how the selected first media playing element plays the referenced piece of content based on at least one command of the converted set of commands included in the received set of messages.

9. The computerized system of claim 8, wherein the set of commands in the universal format is included in the set of messages communicated from the computing device.

10. The computerized system of claim 9, wherein the converted set of commands in the first format is included in the received set of messages.

11. The computerized system of claim 8, wherein the computerized system is configured to convert the set of commands from the universal format to the first format based on the piece of content being associated with the first media playing element.

12. The computerized system of claim 8, wherein the unique identifier includes one of an IP address, a MAC address, a web cookie, a browser cookie, a QR code, a RFID code, a text, or a unique synchronization code.

13. The computerized system of claim 8, wherein the converted set of commands includes programming code associated with the first media playing element.

14. The computerized system of claim 8, wherein the set of commands converted to the first format is recognizable to the first media playing element.

15. The computerized system of claim 8, wherein each media playing element of the plurality of media playing elements is operable to play and/or control a corresponding type of media.

16. The computerized system of claim 8, wherein the set of messages is received from the computing device based further on each of the computing device and the media receiver being in communication with the server.

17. A computer-implemented method for controlling playback of various types of content, comprising:

providing, by a media receiver, a unique identifier of the media receiver to a computing device in communication with a server system;

based on the provided unique identifier, receiving, by the media receiver via the server system, a set of messages from the computing device, the received set of messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements, and including a set of commands converted from a universal format defined by the computing device to a first format that corresponds to the first media playing element;

selecting, by the media receiver, the first media playing element from the plurality of media playing elements based at least in part on the received message; and

controlling, by the media receiver, how the selected first media playing element plays the referenced piece of content based on at least one command of the converted set of commands included in the received set of messages.

18. The method of claim 17, wherein the media receiver is coupled to a display, and the media receiver controls how the selected first media playing element plays the referenced piece of content via the display.

19. The method of claim 17, wherein the server system is configured to convert the set of commands from the universal format to the first format based on the piece of content being associated with the first media playing element.

20. The method of claim 17, wherein the set of commands in the universal format is included in the set of messages communicated from the computing device to the server system.

ABSTRACT OF THE INVENTION

A system for controlling playback of various types of content includes a first computing device that provides a unique identifier to a second computing device to establish an association there between. By virtue of the established association, the second computing device can send one or more messages to the first computing device, the one or more messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements, and one or more commands corresponding to the first media playing element. The first computing device can select the first media playing element based on the received one or more messages, and control how the first media playing element plays the referenced piece of content utilizing the one or more commands.

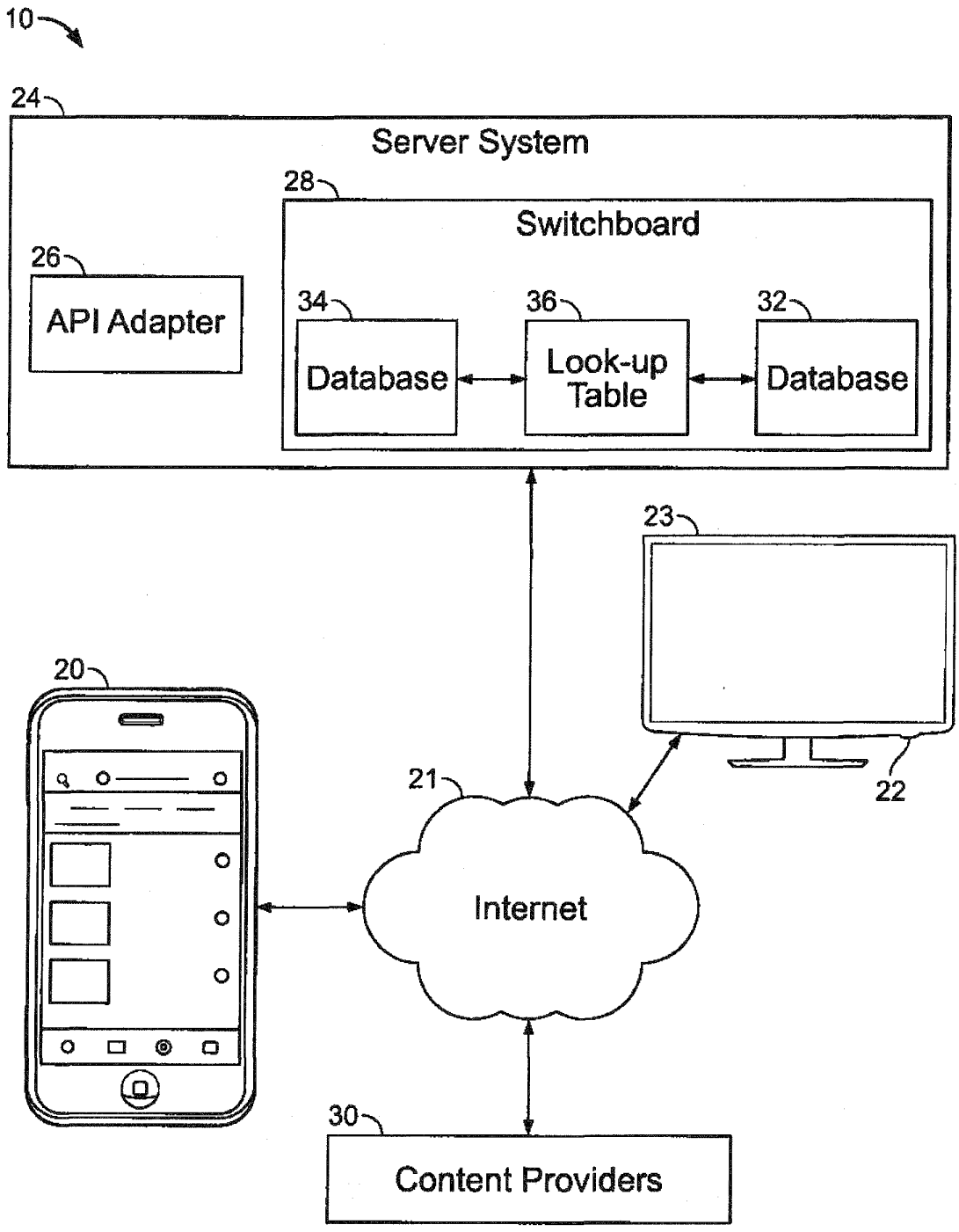

10
24
Server System
28
Switchboard
26
API Adapter
34
Database
36
Look-up Table
32
Database
23
20
21
22
Internet
30
Content Providers

FIG. 1

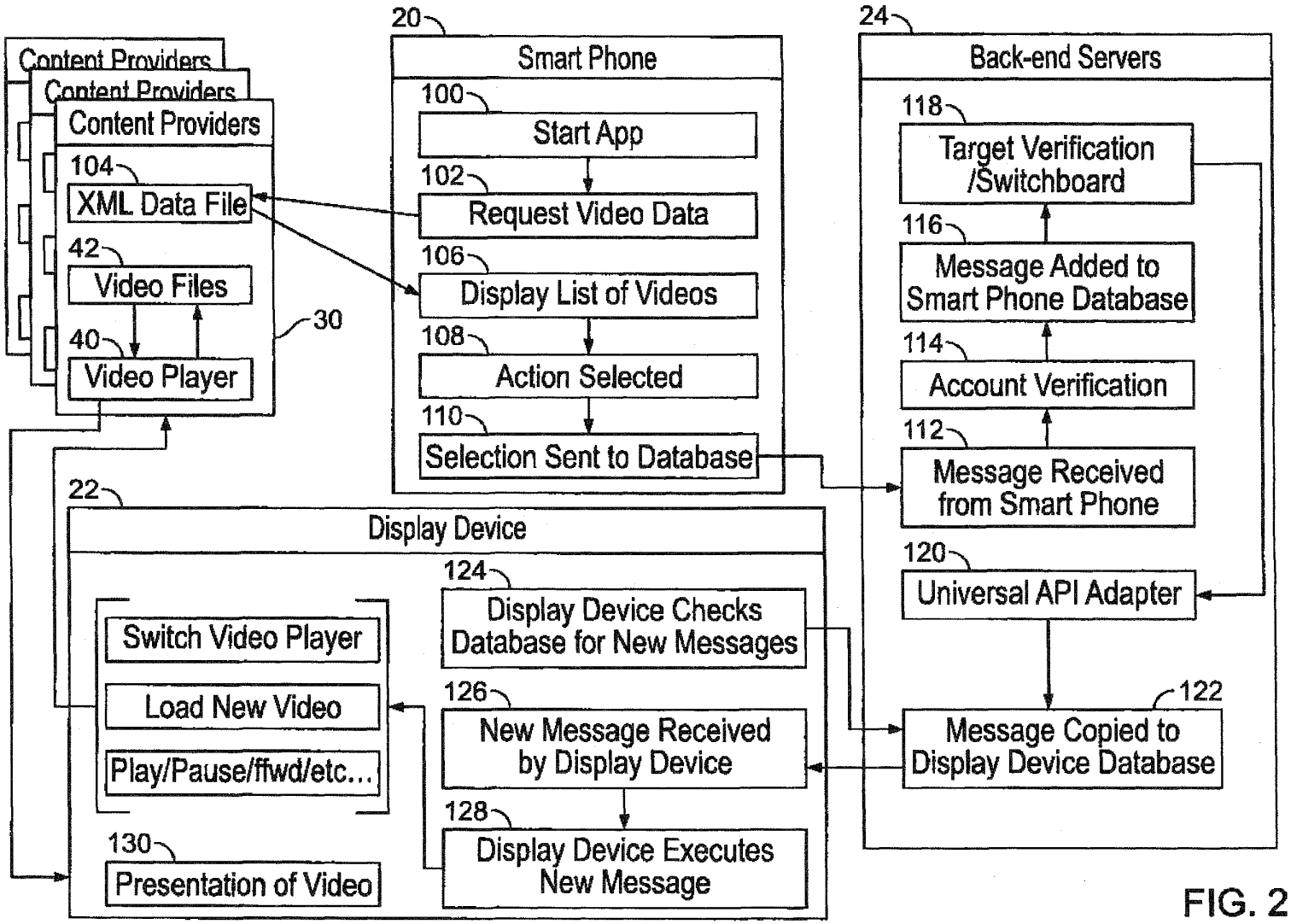

Content Providers
Content Providers
Content Providers
104
XML Data File
42
Video Files
40
Video Player
30
20
Smart Phone
100
Start App
102
Request Video Data
106
Display List of Videos
108
Action Selected
110
Selection Sent to Database
24
Back-end Servers
118
Target Verification /Switchboard
116
Message Added to Smart Phone Database
114
Account Verification
112
Message Received from Smart Phone
120
Universal API Adapter
122
Message Copied to Display Device Database
22
Display Device
124
Display Device Checks Database for New Messages
126
New Message Received by Display Device
128
Display Device Executes New Message
Switch Video Player
Load New Video
Play/Pause/ffwd/etc...
130
Presentation of Video

FIG. 2

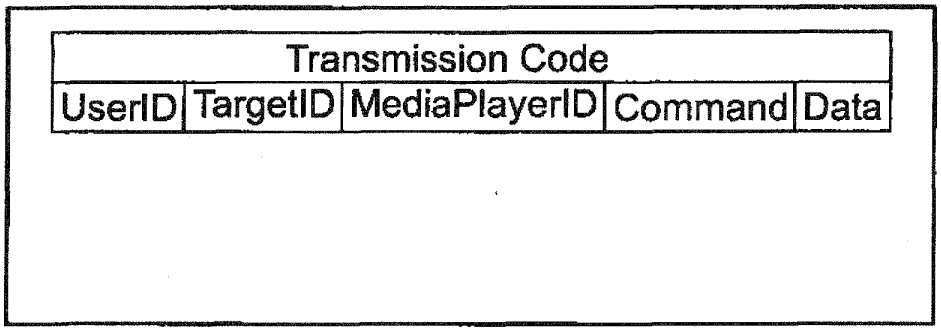


FIG. 3

Single Connection Look-up Table	
Display Device	User - Smartphone
2	A
1	C
3	D
4	B

FIG. 4

26

Universal API Adapter		
Universal Command	MediaPlayerID	Specific Player Command
New Video	YouTube	yt_loadVideo
	Ted.com	getVideo
	Vimeo	loadNewVideo
Pause	YouTube	yt_pauseVideo
	Ted.com	pauseVideo
	Vimeo	pause

FIG. 5

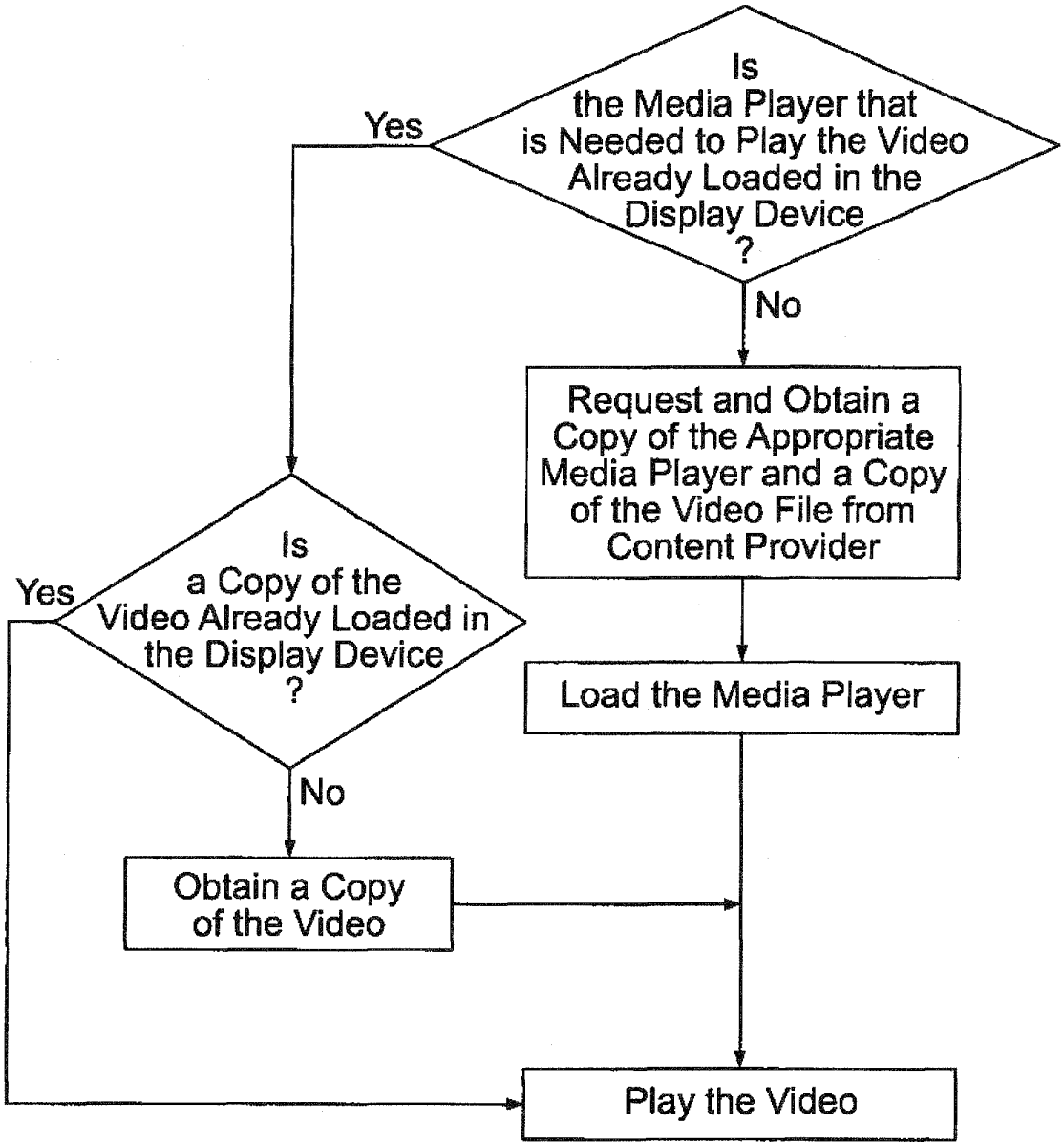

Is
the Media Player that
is Needed to Play the Video
Already Loaded in the
Display Device
?
Yes
No
Request and Obtain a
Copy of the Appropriate
Media Player and a Copy
of the Video File from
Content Provider
Load the Media Player
Is
a Copy of the
Video Already Loaded in
the Display Device
?
Yes
No
Obtain a Copy
of the Video
Play the Video

FIG. 6

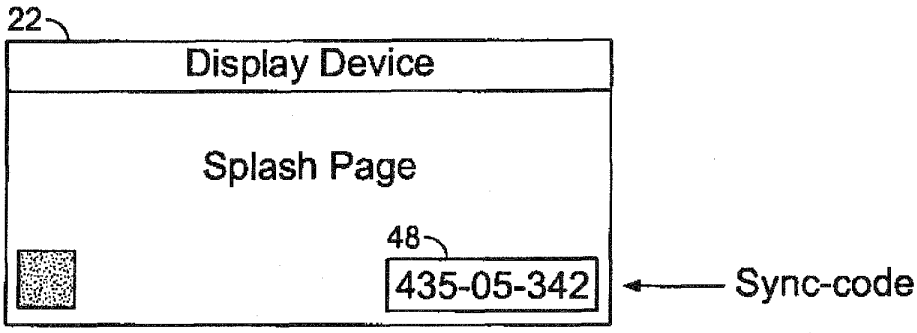


FIG. 7A

Sync-code Look-up Table		
IP Address	Cookie	Sync-code
169.343.231.234	erjg988dhuj	435-05-342

FIG. 7B

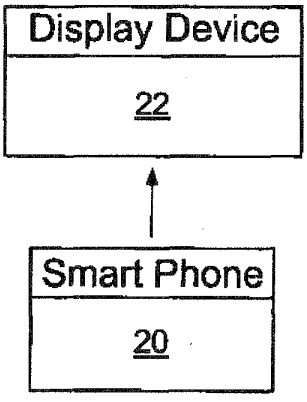


FIG. 8

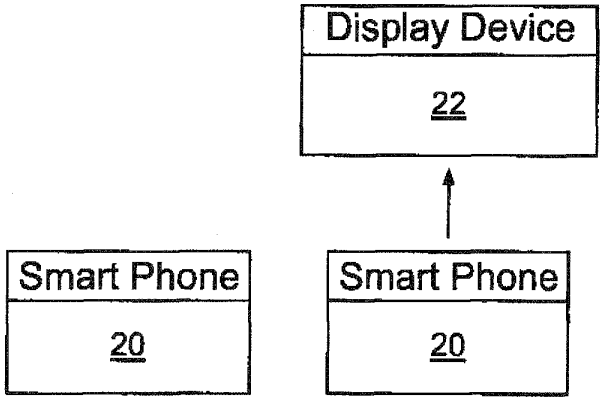


FIG. 9

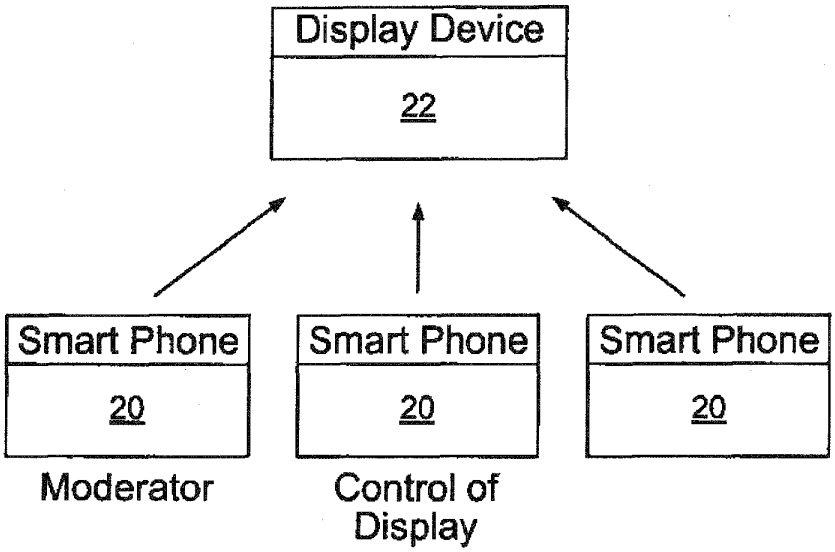

Display Device
22
Smart Phone
20
Moderator
Smart Phone
20
Control of Display
Smart Phone
20

FIG. 10

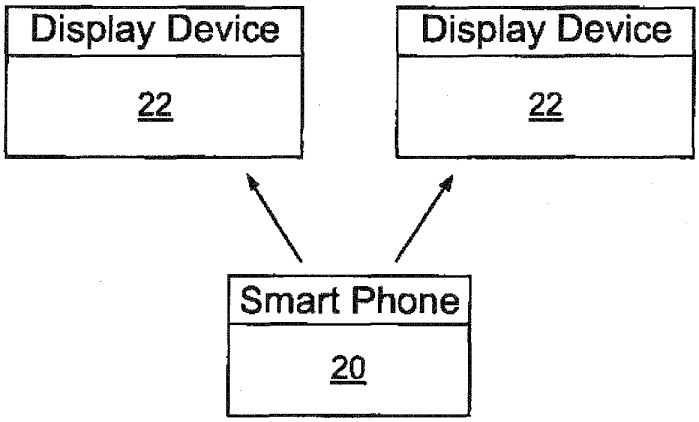

Display Device
22
Display Device
22
Smart Phone
20

FIG. 11

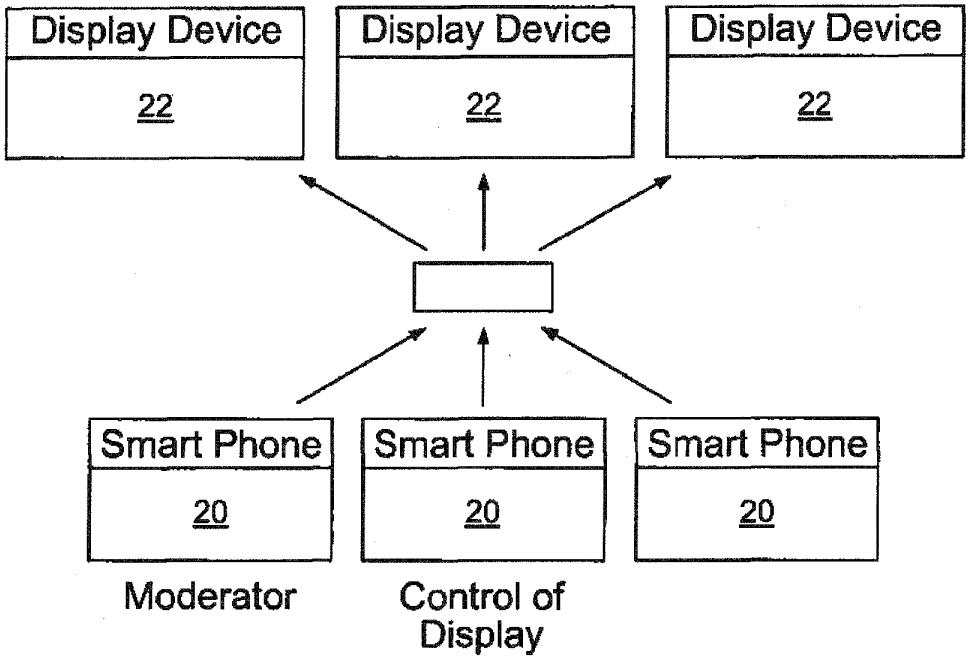

Display Device
22
Display Device
22
Display Device
22
Smart Phone
20
Smart Phone
20
Smart Phone
20
Moderator
Control of Display

FIG. 12

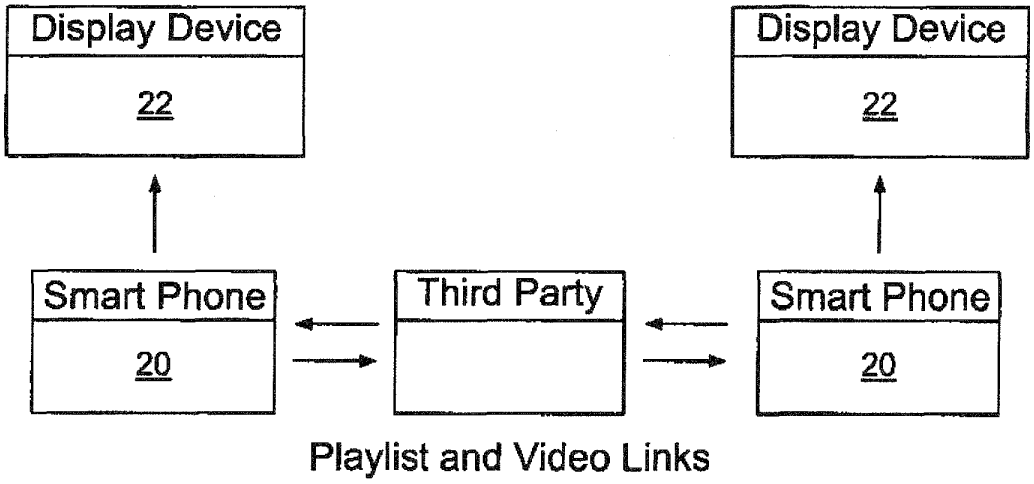

Display Device
22
Display Device
22
Smart Phone
20
Third Party
Smart Phone
20
Playlist and Video Links

FIG. 13

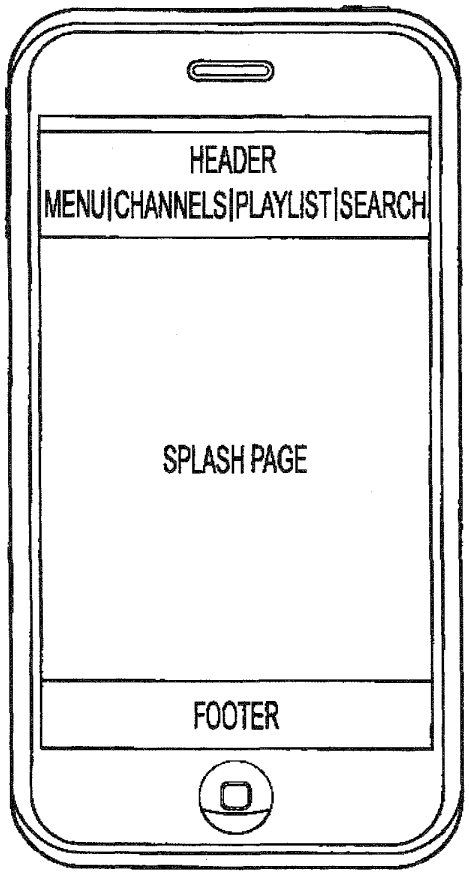


FIG. 14A

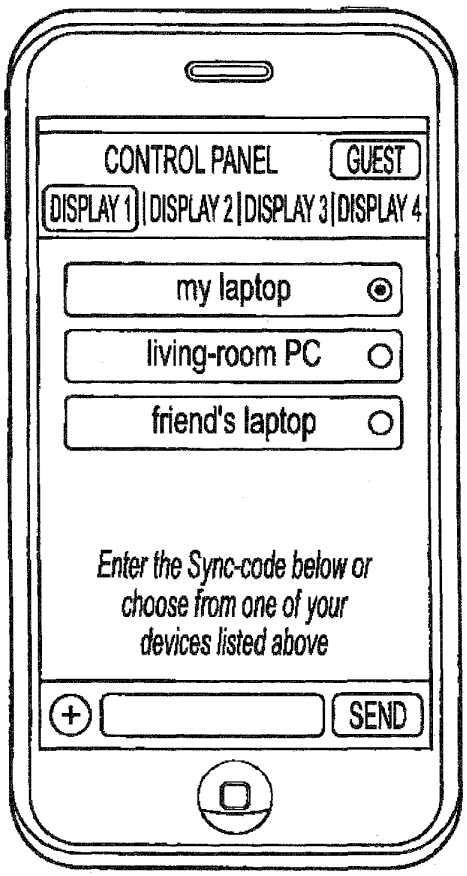


FIG. 14B

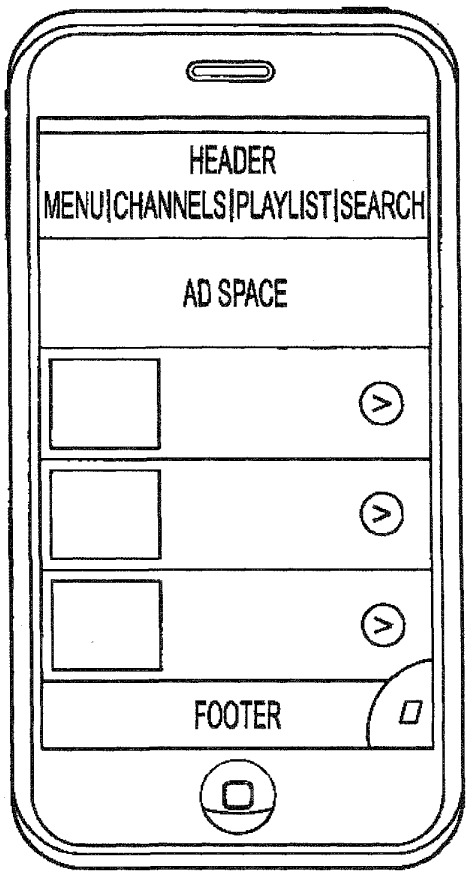


FIG. 14C

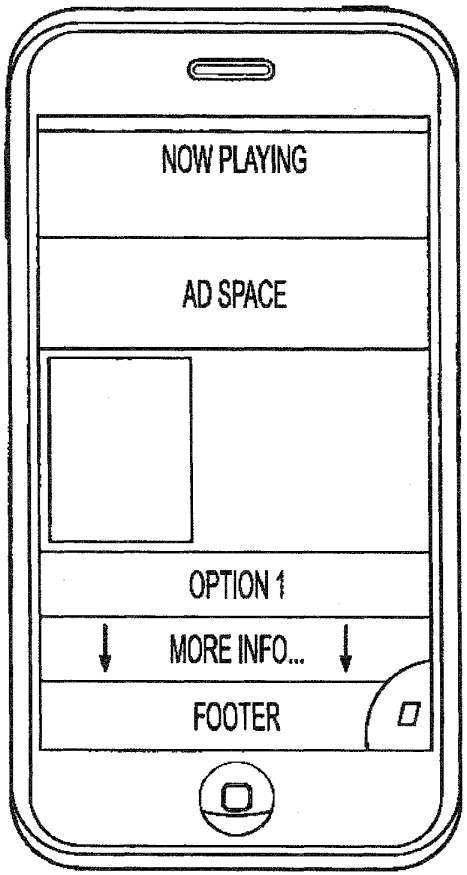


FIG. 14D

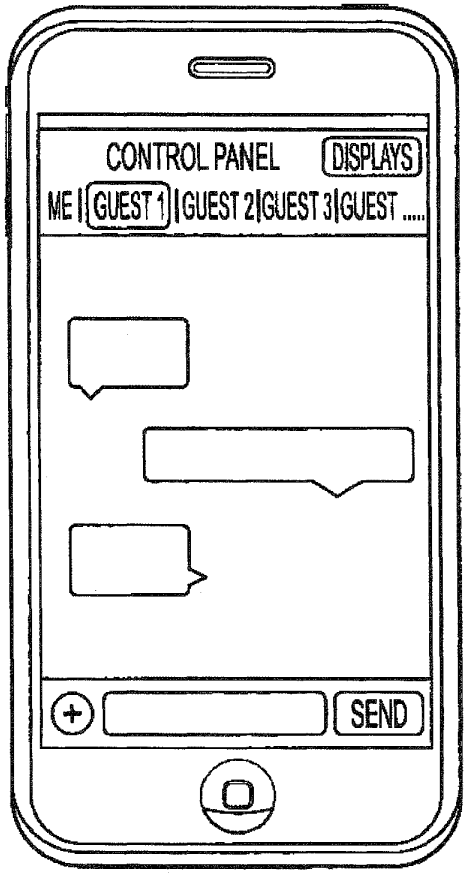


FIG. 14E

Group Connection Look-up Table		
Display Device	Group	User - Smartphone
2	X	A",C*,D
1,3	Y	B"*,E

" = Group Moderator,
* = Control of Display Device

FIG. 15

PTO/AIA/01 (06-12)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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DECLARATION (37 CFR 1.63) FOR UTILITY OR DESIGN APPLICATION USING AN APPLICATION DATA SHEET (37 CFR 1.76)

Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE

As the below named inventor, I hereby declare that:

This declaration is directed to:

- [■] The attached application, or
- [ ] United States application or PCT international application number _____ filed on _____.

The above-identified application was made or authorized to be made by me.

I believe that I am the original inventor or an original joint inventor of a claimed invention in the application.

I hereby acknowledge that any willful false statement made in this declaration is punishable under 18 U.S.C. 1001 by fine or imprisonment of not more than five (5) years, or both.

WARNING:

Petitioner/applicant is cautioned to avoid submitting personal information in documents filed in a patent application that may contribute to identity theft. Personal information such as social security numbers, bank account numbers, or credit card numbers (other than a check or credit card authorization form PTO-2038 submitted for payment purposes) is never required by the USPTO to support a petition or an application. If this type of personal information is included in documents submitted to the USPTO, petitioners/applicants should consider redacting such personal information from the documents before submitting them to the USPTO. Petitioner/applicant is advised that the record of a patent application is available to the public after publication of the application (unless a non-publication request in compliance with 37 CFR 1.213(a) is made in the application) or issuance of a patent. Furthermore, the record from an abandoned application may also be available to the public if the application is referenced in a published application or an issued patent (see 37 CFR 1.14). Checks and credit card authorization forms PTO-2038 submitted for payment purposes are not retained in the application file and therefore are not publicly available.

LEGAL NAME OF INVENTOR

Inventor: DAVID STROBER Date (Optional): Aug 25, 2017

Signature: / DAVID STROBER /

Note: An application data sheet (PTO/SB/14 or equivalent), including naming the entire inventive entity, must accompany this form or must have been previously filed. Use an additional PTO/AIA/01 form for each additional inventor.

This collection of information is required by 35 U.S.C. 115 and 37 CFR 1.63. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 1 minute to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

PTO/AIA/14 (11-15)
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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76.
This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.

Secrecy Order 37 CFR 5.2:

☐ Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)

Inventor Information:

Inventor 1 — Remove

Legal Name

Prefix	Given Name	Middle Name	Family Name	Suffix
	David		Strober	

Residence Information (Select One) ● US Residency Non US Residency Active US Military Service

City	Rye	State/Province	NY	Country of Residence	US

Mailing Address of Inventor:

Address 1	6 Davis Avenue B22
Address 2	

City	Rye	State/Province	NY
Postal Code	10580	Country	US

All Inventors Must Be Listed - Additional Inventor Information blocks may be generated within this form by selecting the **Add** button. — Add

Correspondence Information:

Enter either Customer Number or complete the Correspondence Information section below.
For further information see 37 CFR 1.33(a).

☐ **An Address is being provided for the correspondence Information of this application.**

Customer Number	149550		
Email Address	ipdocket@shb.com	Add Email	Remove Email
Email Address	kbae@shb.com	Add Email	Remove Email

Application Information:

Title of the Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE		
Attorney Docket Number	41197.280029	Small Entity Status Claimed	☒
Application Type	Nonprovisional		
Subject Matter	Utility		
Total Number of Drawing Sheets (if any)	9	Suggested Figure for Publication (if any)	2

PTO/AIA/14 (11-15)
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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

Filing By Reference:

Only complete this section when filing an application by reference under 35 U.S.C. 111(c) and 37 CFR 1.57(a). Do not complete this section if application papers including a specification and any drawings are being filed. Any domestic benefit or foreign priority information must be provided in the appropriate section(s) below (i.e., "Domestic Benefit/National Stage Information" and "Foreign Priority Information").

For the purposes of a filing date under 37 CFR 1.53(b), the description and any drawings of the present application are replaced by this reference to the previously filed application, subject to conditions and requirements of 37 CFR 1.57(a).

Application number of the previously filed application	Filing date (YYYY-MM-DD)	Intellectual Property Authority or Country

Publication Information:

☐ Request Early Publication (Fee required at time of Request 37 CFR 1.219)

☐ **Request Not to Publish.** I hereby request that the attached application not be published under 35 U.S.C. 122(b) and certify that the invention disclosed in the attached application **has not and will not** be the subject of an application filed in another country, or under a multilateral international agreement, that requires publication at eighteen months after filing.

Representative Information:

Representative information should be provided for all practitioners having a power of attorney in the application. Providing this information in the Application Data Sheet does not constitute a power of attorney in the application (see 37 CFR 1.32).
Either enter Customer Number or complete the Representative Name section below. If both sections are completed the customer Number will be used for the Representative Information during processing.

Please Select One:	● Customer Number	US Patent Practitioner	◯ Limited Recognition (37 CFR 11.9)
Customer Number	149550		

Domestic Benefit/National Stage Information:

This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, 365(c), or 386(c) or indicate National Stage entry from a PCT application. Providing benefit claim information in the Application Data Sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78.
When referring to the current application, please leave the "Application Number" field blank.

Prior Application Status	Pending		Remove
Application Number	Continuity Type	Prior Application Number	Filing or 371(c) Date (YYYY-MM-DD)
	Continuation of	15687249	2017-08-25

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

Prior Application Status	Pending		Remove
Application Number	Continuity Type	Prior Application Number	Filing or 371(c) Date (YYYY-MM-DD)
15687249	Continuation of	13532546	2012-06-25
Prior Application Status	Patented		Remove
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD) / Patent Number / Issue Date (YYYY-MM-DD)
13532546	Continuation in part of	13157821	2011-06-10 / 8904289 / 2014-12-02
Prior Application Status	Expired		Remove
Application Number	Continuity Type	Prior Application Number	Filing or 371(c) Date (YYYY-MM-DD)
13157821	Claims benefit of provisional	61477998	2011-04-21

Additional Domestic Benefit/National Stage Data may be generated within this form by selecting the **Add** button. Add

Foreign Priority Information:

This section allows for the applicant to claim priority to a foreign application. Providing this information in the application data sheet constitutes the claim for priority as required by 35 U.S.C. 119(b) and 37 CFR 1.55. When priority is claimed to a foreign application that is eligible for retrieval under the priority document exchange program (PDX)[i] the information will be used by the Office to automatically attempt retrieval pursuant to 37 CFR 1.55(i)(1) and (2). Under the PDX program, applicant bears the ultimate responsibility for ensuring that a copy of the foreign application is received by the Office from the participating foreign intellectual property office, or a certified copy of the foreign priority application is filed, within the time period specified in 37 CFR 1.55(g)(1).

Remove

Application Number	Country[i]	Filing Date (YYYY-MM-DD)	Access Code[i] (if applicable)

Additional Foreign Priority Data may be generated within this form by selecting the **Add** button. Add

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications

☒ This application (1) claims priority to or the benefit of an application filed before March 16, 2013 and (2) also contains, or contained at any time, a claim to a claimed invention that has an effective filing date on or after March 16, 2013.
NOTE: By providing this statement under 37 CFR 1.55 or 1.78, this application, with a filing date on or after March 16, 2013, will be examined under the first inventor to file provisions of the AIA.

Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

Authorization or Opt-Out of Authorization to Permit Access:

When this Application Data Sheet is properly signed and filed with the application, applicant has provided written authority to permit a participating foreign intellectual property (IP) office access to the instant application-as-filed (see paragraph A in subsection 1 below) and the European Patent Office (EPO) access to any search results from the instant application (see paragraph B in subsection 1 below).

Should applicant choose not to provide an authorization identified in subsection 1 below, applicant **must opt-out** of the authorization by checking the corresponding box A or B or both in subsection 2 below.

NOTE: This section of the Application Data Sheet is **ONLY** reviewed and processed with the **INITIAL** filing of an application. After the initial filing of an application, an Application Data Sheet cannot be used to provide or rescind authorization for access by a foreign IP office(s). Instead, Form PTO/SB/39 or PTO/SB/69 must be used as appropriate.

1. Authorization to Permit Access by a Foreign Intellectual Property Office(s)

A. Priority Document Exchange (PDX) - Unless box A in subsection 2 (opt-out of authorization) is checked, the undersigned hereby **grants the USPTO authority** to provide the European Patent Office (EPO), the Japan Patent Office (JPO), the Korean Intellectual Property Office (KIPO), the State Intellectual Property Office of the People's Republic of China (SIPO), the World Intellectual Property Organization (WIPO), and any other foreign intellectual property office participating with the USPTO in a bilateral or multilateral priority document exchange agreement in which a foreign application claiming priority to the instant patent application is filed, access to: (1) the instant patent application-as-filed and its related bibliographic data, (2) any foreign or domestic application to which priority or benefit is claimed by the instant application and its related bibliographic data, and (3) the date of filing of this Authorization. See 37 CFR 1.14(h)(1).

B. Search Results from U.S. Application to EPO - Unless box B in subsection 2 (opt-out of authorization) is checked, the undersigned hereby **grants the USPTO authority** to provide the EPO access to the bibliographic data and search results from the instant patent application when a European patent application claiming priority to the instant patent application is filed. See 37 CFR 1.14(h)(2).

The applicant is reminded that the EPO's Rule 141(1) EPC (European Patent Convention) requires applicants to submit a copy of search results from the instant application without delay in a European patent application that claims priority to the instant application.

2. Opt-Out of Authorizations to Permit Access by a Foreign Intellectual Property Office(s)

☐ A. Applicant **DOES NOT** authorize the USPTO to permit a participating foreign IP office access to the instant application-as-filed. If this box is checked, the USPTO will not be providing a participating foreign IP office with any documents and information identified in subsection 1A above.

☐ B. Applicant **DOES NOT** authorize the USPTO to transmit to the EPO any search results from the instant patent application. If this box is checked, the USPTO will not be providing the EPO with search results from the instant application.

NOTE: Once the application has published or is otherwise publicly available, the USPTO may provide access to the application in accordance with 37 CFR 1.14.

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

Applicant Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

Applicant 1 — Remove

If the applicant is the inventor (or the remaining joint inventor or inventors under 37 CFR 1.45), this section should not be completed. The information to be provided in this section is the name and address of the legal representative who is the applicant under 37 CFR 1.43; or the name and address of the assignee, person to whom the inventor is under an obligation to assign the invention, or person who otherwise shows sufficient proprietary interest in the matter who is the applicant under 37 CFR 1.46. If the applicant is an applicant under 37 CFR 1.46 (assignee, person to whom the inventor is obligated to assign, or person who otherwise shows sufficient proprietary interest) together with one or more joint inventors, then the joint inventor or inventors who are also the applicant should be identified in this section.

Clear

● Assignee	Legal Representative under 35 U.S.C. 117	Joint Inventor
Person to whom the inventor is obligated to assign.	Person who shows sufficient proprietary interest	

If applicant is the legal representative, indicate the authority to file the patent application, the inventor is:

Name of the Deceased or Legally Incapacitated Inventor:

If the Applicant is an Organization check here. ☒

Organization Name	Touchstream Technologies, Inc.

Mailing Address Information For Applicant:

Address 1	3 Broadway		
Address 2			
City	Valhalla	**State/Province**	NY
Country	US	Postal Code	10595
Phone Number		Fax Number	
Email Address			

Additional Applicant Data may be generated within this form by selecting the Add button. Add

Assignee Information including Non-Applicant Assignee Information:

Providing assignment information in this section does not substitute for compliance with any requirement of part 3 of Title 37 of CFR to have an assignment recorded by the Office.

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

Assignee 1

Complete this section if assignee information, including non-applicant assignee information, is desired to be included on the patent application publication. An assignee-applicant identified in the "Applicant Information" section will appear on the patent application publication as an applicant. For an assignee-applicant, complete this section only if identification as an assignee is also desired on the patent application publication.

Remove

If the Assignee or Non-Applicant Assignee is an Organization check here. ☐

Prefix	**Given Name**	Middle Name	**Family Name**	Suffix

Mailing Address Information For Assignee including Non-Applicant Assignee:

Address 1			
Address 2			
City		**State/Province**	
Country i		Postal Code	
Phone Number		Fax Number	
Email Address			

Additional Assignee or Non-Applicant Assignee Data may be generated within this form by selecting the Add button. Add

Signature:

Remove

NOTE: This Application Data Sheet must be signed in accordance with 37 CFR 1.33(b). **However, if this Application Data Sheet is submitted with the INITIAL filing of the application and either box A or B is not checked in subsection 2 of the "Authorization or Opt-Out of Authorization to Permit Access" section, then this form must also be signed in accordance with 37 CFR 1.14(c).**

This Application Data Sheet **must** be signed by a patent practitioner if one or more of the applicants is a **juristic entity** (e.g., corporation or association). If the applicant is two or more joint inventors, this form must be signed by a patent practitioner, **all** joint inventors who are the applicant, or one or more joint inventor-applicants who have been given power of attorney (e.g., see USPTO Form PTO/AIA/81) on behalf of **all** joint inventor-applicants.

See 37 CFR 1.4(d) for the manner of making signatures and certifications.

Signature	/KEITH J. BAE/			Date (YYYY-MM-DD)	2020-06-30
First Name	Keith	Last Name	Bae	Registration Number	64633

Additional Signature may be generated within this form by selecting the Add button. Add

PTO/AIA/14 (11-15)
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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	41197.280029
	Application Number	
Title of Invention	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE	

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Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1 The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C. 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether the Freedom of Information Act requires disclosure of these records.

2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

3 A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.

4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).

5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent CooperationTreaty.

6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Doc Code: PA..
Document Description: Power of Attorney

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TRANSMITTAL FOR POWER OF ATTORNEY TO ONE OR MORE REGISTERED PRACTITIONERS

NOTE: This form is to be submitted with the Power of Attorney by Applicant form (PTO/AIA/82B) to identify the application to which the Power of Attorney is directed, in accordance with 37 CFR 1.5, unless the application number and filing date are identified in the Power of Attorney by Applicant form. If neither form PTO/AIA/82A nor form PTO/AIA82B identifies the application to which the Power of Attorney is directed, the Power of Attorney will not be recognized in the application.

Application Number	16/917,095
Filing Date	2020-06-30
First Named Inventor	David Strober
Title	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE
Art Unit	
Examiner Name	
Attorney Docket Number	41197.280029

SIGNATURE of Applicant or Patent Practitioner

Signature	/SCOTT B. STROHM/	Date (Optional)	2020-06-30
Name	Scott B. Strohm	Registration Number	42172
Title (if Applicant is a juristic entity)			
Applicant Name (if Applicant is a juristic entity)			

NOTE: This form must be signed in accordance with 37 CFR 1.33. See 37 CFR 1.4(d) for signature requirements and certifications. If more than one applicant, use multiple forms.

☑ *Total of ONE forms are submitted.

This collection of information is required by 37 CFR 1.131, 1.32, and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Doc Code: PA..
Document Description: Power of Attorney

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POWER OF ATTORNEY BY APPLICANT

I hereby revoke all previous powers of attorney given in the application identified in either the attached transmittal letter or the boxes below.

Application Number	Filing Date

(Note: The boxes above may be left blank if information is provided on form PTO/AIA/82A.)

☑ I hereby appoint the Patent Practitioner(s) associated with the following Customer Number as my/our attorney(s) or agent(s), and to transact all business in the United States Patent and Trademark Office connected therewith for the application referenced in the attached transmittal letter (form PTO/AIA/82A) or identified above: 149550

OR

☐ I hereby appoint Practitioner(s) named in the attached list (form PTO/AIA/82C) as my/our attorney(s) or agent(s), and to transact all business in the United States Patent and Trademark Office connected therewith for the patent application referenced in the attached transmittal letter (form PTO/AIA/82A) or identified above. (Note: Complete form PTO/AIA/82C.)

Please recognize or change the correspondence address for the application identified in the attached transmittal letter or the boxes above to:

☑ The address associated with the above-mentioned Customer Number

OR

☐ The address associated with Customer Number:

OR

☐ Firm or Individual Name					
Address					
City		State		Zip	
Country					
Telephone		Email			

I am the Applicant (if the Applicant is a juristic entity, list the Applicant name in the box):

☐ Inventor or Joint Inventor (title not required below)

☐ Legal Representative of a Deceased or Legally Incapacitated Inventor (title not required below)

☑ Assignee or Person to Whom the Inventor is Under an Obligation to Assign (provide signer's title if applicant is a juristic entity)

☐ Person Who Otherwise Shows Sufficient Proprietary Interest (e.g., a petition under 37 CFR 1.46(b)(2) was granted in the application or is concurrently being filed with this document) (provide signer's title if applicant is a juristic entity)

SIGNATURE of Applicant for Patent

The undersigned (whose title is supplied below) is authorized to act on behalf of the applicant (e.g., where the applicant is a juristic entity).

Signature		Date (Optional)	7-7-2017
Name	Herb Mitschele		
Title	CEO, Touchstream Technologies, Inc.		

NOTE: Signature - This form must be signed by the applicant in accordance with 37 CFR 1.33. See 37 CFR 1.4 for signature requirements and certifications. If more than one applicant, use multiple forms.

☐ Total of forms are submitted.

This collection of information is required by 37 CFR 1.131, 1.32, and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Electronic Acknowledgement Receipt

EFS ID:	39875997
Application Number:	16917095
International Application Number:	
Confirmation Number:	6770
Title of Invention:	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE
First Named Inventor/Applicant Name:	David Strober
Customer Number:	149550
Filer:	Scott B. Strohm/Traci Burke
Filer Authorized By:	Scott B. Strohm
Attorney Docket Number:	41197.280029
Receipt Date:	30-JUN-2020
Filing Date:	
Time Stamp:	17:04:07
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Power of Attorney	280029_POA_Transmittal.pdf	261415 3fc376e81ea45d1a7e75c84c7ed69dcdf62b a23d	no	2
Warnings:					

Information:	
Total Files Size (in bytes):	261415

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New Applications Under 35 U.S.C. 111
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If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.
New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
16/917,095	06/30/2020	2185	785	41197.280029	20	3

CONFIRMATION NO. 6770

FILING RECEIPT

149550
SHOOK, HARDY & BACON LLP
(Touchstream Technologies, Inc.)
2555 GRAND BLVD
KANSAS CITY, MO 64108-2613

OC000000118382514

Date Mailed: 07/13/2020

Receipt is acknowledged of this non-provisional utility patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF FIRST INVENTOR, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection.

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Inventor(s)

David Strober, Rye, NY;

Applicant(s)

Touchstream Technologies, Inc., Valhalla, NY;

Power of Attorney: The patent practitioners associated with Customer Number 149550

Domestic Priority data as claimed by applicant

This application is a CON of 15/687,249 08/25/2017
which is a CON of 13/532,546 06/25/2012 PAT 9767195
which is a CIP of 13/157,821 06/10/2011 PAT 8904289
which claims benefit of 61/477,998 04/21/2011

Foreign Applications for which priority is claimed (You may be eligible to benefit from the **Patent Prosecution Highway** program at the USPTO. Please see http://www.uspto.gov for more information.) - None.
Foreign application information must be provided in an Application Data Sheet in order to constitute a claim to foreign priority. See 37 CFR 1.55 and 1.76.

Permission to Access Application via Priority Document Exchange: Yes

Permission to Access Search Results: Yes

Applicant may provide or rescind an authorization for access using Form PTO/SB/39 or Form PTO/SB/69 as appropriate.

If Required, Foreign Filing License Granted: 07/09/2020

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 16/917,095**

Projected Publication Date: 10/22/2020

Non-Publication Request: No

Early Publication Request: No
**** SMALL ENTITY ****
Title

PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE

Preliminary Class

710

Statement under 37 CFR 1.55 or 1.78 for AIA (First Inventor to File) Transition Applications: Yes

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

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Applicants may wish to consult the USPTO booklet, "General Information Concerning Patents" (specifically, the section entitled "Treaties and Foreign Patents") for more information on timeframes and deadlines for filing foreign patent applications. The guide is available either by contacting the USPTO Contact Center at 800-786-9199, or it can be viewed on the USPTO website at http://www.uspto.gov/web/offices/pac/doc/general/index.html.

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Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

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PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number: 16/917,095

APPLICATION AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY FEE($)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	75		N/A	
SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	330		N/A	
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	380		N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	20 minus 20 =	*	x 50 =	0.00	OR		
INDEPENDENT CLAIMS (37 CFR 1.16(h))	3 minus 3 =	*	x 230 =	0.00			
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $310 ($155 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).			0.00			
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))				0.00			
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL	785		TOTAL	

APPLICATION AS AMENDED - PART II

AMENDMENT A

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE($)	SMALL ENTITY ADDITIONAL FEE($)	OR	OTHER THAN SMALL ENTITY RATE($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE($)
Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
Application Size Fee (37 CFR 1.16(s))									
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

AMENDMENT B

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE($)	ADDITIONAL FEE($)		RATE($)	ADDITIONAL FEE($)
Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
Application Size Fee (37 CFR 1.16(s))									
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest found in the appropriate box in column 1.

To: docket.shb@clarivate.com,IPDOCKET@SHB.COM,
From: PAIR_eOfficeAction@uspto.gov
Cc: PAIR_eOfficeAction@uspto.gov
Subject: Private PAIR Correspondence Notification for Customer Number 149550

Jul 13, 2020 04:14:31 AM

Dear PAIR Customer:

SHOOK, HARDY & BACON LLP
(Touchstream Technologies, Inc.)
2555 GRAND BLVD
KANSAS CITY, MO 64108-2613
UNITED STATES

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Application	Document	Mailroom Date	Attorney Docket No.
16917095	APP.FILE.REC	07/13/2020	41197.280029

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
16/917,095	06/30/2020	David Strober	41197.280029	6770

149550 7590 07/15/2020

SHOOK, HARDY & BACON LLP
(Touchstream Technologies, Inc.)
2555 GRAND BLVD
KANSAS CITY, MO 64108-2613

EXAMINER	

ART UNIT	PAPER NUMBER
2173	

NOTIFICATION DATE	DELIVERY MODE
07/15/2020	ELECTRONIC

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IPDOCKET@SHB.COM
docket.shb@clarivate.com

Decision Granting Request for Prioritized Examination (Track I)	**Application No.** 16/917,095	**Applicant(s)** Strober, David	
	Examiner CHERYL P GIBSON BAYLOR	**Art Unit** OPET	**AIA (FITF) Status** Yes

1. THE REQUEST FILED 30 June 2020 IS **GRANTED** .

The above-identified application has met the requirements for prioritized examination

A. ☑ for an original nonprovisional application (Track I).
B. ☐ for an application undergoing continued examination (RCE).

2. **The above-identified application will undergo prioritized examination**. The application will be accorded special status throughout its entire course of prosecution until one of the following occurs:

A. filing a **petition for extension of time** to extend the time period for filing a reply;

B. filing an **amendment to amend the application to contain more than four independent claims, more than thirty total claims** , or a multiple dependent claim;

C. filing a **request for continued examination** ;

D. filing a notice of appeal;

E. filing a request for suspension of action;

F. mailing of a notice of allowance;

G. mailing of a final Office action;

H. completion of examination as defined in 37 CFR 41.102; or

I. abandonment of the application.

Telephone inquiries with regard to this decision should be directed to CHERYL GIBSON BAYLOR at (571)272-3213. In his/her absence, calls may be directed to Petition Help Desk at (571) 272-3282.

/CHERYL GIBSON BAYLOR/ Paralegal Specialist, OPET	

To: docket.shb@clarivate.com,IPDOCKET@SHB.COM,
From: PAIR_eOfficeAction@uspto.gov
Cc: PAIR_eOfficeAction@uspto.gov
Subject: Private PAIR Correspondence Notification for Customer Number 149550

Jul 16, 2020 04:39:03 AM

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KANSAS CITY, MO 64108-2613
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Application	Document	Mailroom Date	Attorney Docket No.
16917095	TRACK1.GRANT	07/15/2020	41197.280029

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
16/917,095	06/30/2020	David Strober	41197.280029	6770

149550 7590 09/03/2020

SHOOK, HARDY & BACON LLP
(Touchstream Technologies, Inc.)
2555 GRAND BLVD
KANSAS CITY, MO 64108-2613

EXAMINER	
HOPE, DARRIN	

ART UNIT	PAPER NUMBER
2173	

NOTIFICATION DATE	DELIVERY MODE
09/03/2020	ELECTRONIC

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shbdocketing@shb.com

Notice of Pre-AIA or AIA Status

1. The present application, filed on or after March 16, 2013, is being examined under the first inventor to file provisions of the AIA. This Office Action is responsive to the communications filed on 6/30/2020. Claims 1-20 are presented for examinations.

Claim Rejections - 35 USC § 102

2. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (a)(2) the claimed invention was described in a patent issued under section 151, or in an application for patent published or deemed published under section 122(b), in which the patent or application, as the case may be, names another inventor and was effectively filed before the effective filing date of the claimed invention.

3. Claims 1, 5, 8, 12, 15 and 16 are rejected under 35 U.S.C. 102(a)(2) as being anticipated by Sukeda et al. (Hereinafter, Sukeda, US 2009/0172780 A1).

4. **Per claim 1**, Sukeda discloses a non-transitory computer storage medium storing computer-useable instructions (e.g., data storing part 100 as shown in Fig. 1) that, when used by a computing device, cause the computing device to perform operations comprising:

- providing a unique identifier of the computing device (e.g., a display terminal) to another computing device (e.g., an operation terminal such as a mobile phone and a mobile terminal) (e.g., step 331 as shown in Fig. 11; paragraph [0052]; paragraph [0066], "*FIG. 11 shows a processing procedure for newly registering the operation terminal such as a mobile phone and a mobile terminal. While the QR Code in which the URL for registration including the display terminal ID is encoded is displayed on the display terminal (331), the QR Code is read by use*

of the operation terminal (mainly, mobile phone) (332) …" ; Examiner's Note: Sukeda discloses providing a terminal ID for a display terminal 302.);

- receiving a set of messages from the other computing device based on the provided unique identifier (paragraph [0052], "… *When the QR Code is read using the operation terminal (mainly, mobile phone) (303), and the operation terminal accesses the URL for registration with an identification code of the operation terminal itself being attached (304), the server receives the display terminal ID and the terminal identification code of the operation terminal, and starts registration processing...* "; Examiner's Note: Sukeda discloses a server receiving a message from an operation terminal having the terminal identifier.), the received set of messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements (e.g., data 112 as shown in Fig. 3; paragraph [0050], " *The data 112 with respect to the latest display contents/list is data for storing the contents and list to be displayed by each display terminal together with a mode to display. The data 112 includes information, such as a display mode 161 whether to display a single content or a list display, an ID 162 of the display terminal, an ID (or arrangement) 163 of the contents to be displayed, a search condition and keyword 164 inputted from the operation terminal (when needed), and a date and time of update 165. Metadata 170 of each content is referred to from the content ID 163. The metadata 170 includes a reference 175 to a content body 177 and variety of information related to the content …* "), and including a set of commands that corresponds to the first media playing element (e.g., data 113 as shown in Fig. 3; paragraph [0050],

"…*The data 113 includes an ID 181 of the display terminal and information such as a displayed state 182, a volume 183, a date and time of update 184, etc., and defines the playback status and volume of each display terminal.* "; paragraph [0053], " *...When the operation terminal sends a command to change the playback status and the volume, the server updates a value of the data 113 with respect to the playback status and the volume (322)…* ");

- selecting the first media playing element from the plurality of media playing elements based at least in part on the received message(e.g., step 318 as shown in Fig. 5; paragraph [0053], "*… When the list of the contents is browsed on the operation terminal (317) and an individual content is selected from the list (318), the server updates the latest display contents 112, and displays a thumbnail image, detailed contents information, or the like on a screen of the operation terminal (319)…* "); and
- controlling how the selected first media playing element plays the referenced piece of content based on at least one command of the set of commands included in the received set of messages (paragraph [0015] ; paragraph [0046]; paragraph [0053], "*… On the operation terminal, the thumbnail and a description of the contents are browsed (320), and the playback status and the volume are adjusted when necessary (321). When the operation terminal sends a command to change the playback status and the volume, the server updates a value of the data 113 with respect to the playback status and the volume (322) ...* "; paragraph [0059], "*… When operation of changing playback status and adjustment of the volume are performed on this screen, a command is sent to the*

server so that contents playback in the display terminal is controlled. "; paragraph [0060]).

5. **Per claim 5**, Sukeda discloses the medium of claim 1, wherein the unique identifier includes one of an IP address, a MAC address, a web cookie, a browser cookie, a QR code (paragraph [0052]), a RFID code, a text, or a synchronization code. Sukeda disclose scanning a QR code identifying a URL address to a server. A unique display terminal ID is provided to a server.

6. **Per claim 8**, Sukeda discloses a computerized system comprising:

- a server (e.g., server 001 as shown in Fig. 1; paragraph [0011]; paragraph [0046]); and
- a media receiver (e.g., display terminal as shown in Fig. 1) to
- provide a unique identifier of the computing device (e.g., a display terminal) to another computing device (e.g., an operation terminal such as a mobile phone and a mobile terminal) (e.g., step 331 as shown in Fig. 11; paragraph [0052]; paragraph [0066], "*FIG. 11 shows a processing procedure for newly registering the operation terminal such as a mobile phone and a mobile terminal. While the QR Code in which the URL for registration including the display terminal ID is encoded is displayed on the display terminal (331), the QR Code is read by use of the operation terminal (mainly, mobile phone) (332) …*" ; Examiner's Note: Sukeda discloses providing a terminal ID for a display terminal 302.);
- receive a set of messages from the other computing device based on the provided unique identifier (paragraph [0052], "*… When the QR Code is read using the operation terminal (mainly, mobile phone) (303), and the operation terminal*

accesses the URL for registration with an identification code of the operation terminal itself being attached (304), the server receives the display terminal ID and the terminal identification code of the operation terminal, and starts registration processing... "; Examiner's Note: Sukeda discloses a server receiving a message from an operation terminal having the terminal identifier.), the received set of messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements (e.g., data 112 as shown in Fig. 3; paragraph [0050], " *The data 112 with respect to the latest display contents/list is data for storing the contents and list to be displayed by each display terminal together with a mode to display. The data 112 includes information, such as a display mode 161 whether to display a single content or a list display, an ID 162 of the display terminal, an ID (or arrangement) 163 of the contents to be displayed, a search condition and keyword 164 inputted from the operation terminal (when needed), and a date and time of update 165. Metadata 170 of each content is referred to from the content ID 163. The metadata 170 includes a reference 175 to a content body 177 and variety of information related to the content …* "), and including a set of commands that corresponds to the first media playing element (e.g., data 113 as shown in Fig. 3; paragraph [0050], "*…The data 113 includes an ID 181 of the display terminal and information such as a displayed state 182, a volume 183, a date and time of update 184, etc., and defines the playback status and volume of each display terminal.* "; paragraph [0053], " *...When the operation terminal sends a command to change the*

playback status and the volume, the server updates a value of the data 113 with respect to the playback status and the volume (322)… ");

- select the first media playing element from the plurality of media playing elements based at least in part on the received message(e.g., step 318 as shown in Fig. 5; paragraph [0053], "*… When the list of the contents is browsed on the operation terminal (317) and an individual content is selected from the list (318), the server updates the latest display contents 112, and displays a thumbnail image, detailed contents information, or the like on a screen of the operation terminal (319)…* "); and
- control how the selected first media playing element plays the referenced piece of content based on at least one command of the set of commands included in the received set of messages (paragraph [0015] ; paragraph [0046]; paragraph [0053], "*… On the operation terminal, the thumbnail and a description of the contents are browsed (320), and the playback status and the volume are adjusted when necessary (321). When the operation terminal sends a command to change the playback status and the volume, the server updates a value of the data 113 with respect to the playback status and the volume (322) ...* "; paragraph [0059], "*… When operation of changing playback status and adjustment of the volume are performed on this screen, a command is sent to the server so that contents playback in the display terminal is controlled.* "; paragraph [0060]).

7. **Per claim 12**, Sukeda discloses the computerized system of claim 8, wherein the unique identifier includes one of an IP address, a MAC address, a web cookie, a

browser cookie, a QR code (paragraph [0052]), a RFID code, a text, or a synchronization code. Sukeda disclose scanning a QR code identifying a URL address to a server. A unique display terminal ID is provided to a server.

8. **Per claim 15**, Sukeda discloses the computerized system of claim 8, wherein each media playing element of the plurality of media playing elements is operable to play and/or control a corresponding type of media (paragraph [0015] ; paragraph [0046]; paragraph [0053], "... *On the operation terminal, the thumbnail and a description of the contents are browsed (320), and the playback status and the volume are adjusted when necessary (321). When the operation terminal sends a command to change the playback status and the volume, the server updates a value of the data 113 with respect to the playback status and the volume (322) ...* "; paragraph [0059], "... *When operation of changing playback status and adjustment of the volume are performed on this screen, a command is sent to the server so that contents playback in the display terminal is controlled.* "; paragraph [0060]).

9. **Per claim 16**, Sukeda discloses the computerized system of claim 8, wherein the set of messages is received from the computing device based further on each of the computing device and the media receiver being in communication with the server (Abstract; paragraphs [0010-0011]; paragraphs [0013-0014]; paragraph [0046]).

Claim Rejections - 35 USC § 103

10. The following is a quotation of 35 U.S.C. 103 which forms the basis for all obviousness rejections set forth in this Office action:

> A patent for a claimed invention may not be obtained, notwithstanding that the claimed invention is not identically disclosed as set forth in section 102, if the differences between the claimed invention and the prior art are such that the claimed invention as a whole would have been obvious before the effective filing date of the claimed invention to a person having

ordinary skill in the art to which the claimed invention pertains. Patentability shall not be negated by the manner in which the invention was made.

11.

12. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103 are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.

3. Resolving the level of ordinary skill in the pertinent art.

4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

13. Claims 2-4, 6, 7, 9-11, 13, 14 and 17-20 are rejected under 35 U.S.C. 103 as being unpatentable over Sukeda et al. (Hereinafter, Sukeda, US 2009/0172780 A1) in view of Mahajan et al. (Hereinafter, Mahajan, US 2009/0248802 A1).

14. **Per claim 2,** Sukeda discloses the medium of claim 1, but does not expressly disclose wherein the set of commands included in the received set of messages is recognizable by the first media playing element.

15. Mahajan discloses wherein the set of commands included in the received set of messages is recognizable by the first media playing element (paragraph [0013]; paragraph [0022], " *… For example, in the present example the collaboration media abstraction layer 130 can abstract or genericize the media playback commands specific to media platform 122. The genericized media playback commands can then be translated into media playback commands specific to the client's media platform 126.*").

16. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing

multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

17. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 2.

18. **Per claim 3**, Sukeda and Mahajan disclose the medium of claim 2, wherein the set of commands is converted via an API adapter (Mahajan, e.g., RTS abstraction module 210 as shown in Fig. 2) to be recognizable by the first media playing element, the set of commands being converted based on a determination that the first media playing element is associated with the referenced piece of content (Mahajan, paragraphs [0013-0014]; paragraph [0022]; paragraph [0036]; paragraph [0041-0042]).

19. **Per claim 4,** Sukeda discloses the medium of claim 1, but does not expressly disclose wherein the set of commands is defined in a universal format and converted to a particular format recognizable by the first media playing element.

20. Mahajan discloses wherein the set of commands is defined in a universal format and converted to a particular format recognizable by the first media playing element (paragraph [0013]; paragraph [0022], " *... For example, in the present example the collaboration media abstraction layer 130 can abstract or genericize the media playback*

commands specific to media platform 122. The genericized media playback commands can then be translated into media playback commands specific to the client's media platform 126.").

21. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

22. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 4.

23. **Per claim 6**, Sukeda discloses the medium of claim 1, but does not expressly disclose wherein the received set of commands includes programming code associated with the first media playing element.

24. Mahajan discloses wherein the received set of commands includes programming code (e.g., generic media operations 310A-310I as shown in Fig. 3) associated with the first media playing element (paragraph [0036]).

25. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing

multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

26. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 6.

27. **Per claim 7**, Sukeda discloses the medium of claim 1, but does not expressly disclose wherein each media playing element of the plurality of media playing elements is operable to play and/or control a corresponding type of media.

28. Mahajan discloses wherein each media playing element of the plurality of media playing elements is operable to play and/or control a corresponding type of media (paragraphs [0039-0040]).

29. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This

method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

30. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 7.

31. **Per claim 9**, Sukeda discloses the computerized system of claim 8, but does not expressly disclose wherein the set of commands in the universal format is included in the set of messages communicated from the computing device.

32. Mahajan discloses wherein the set of commands in the universal format is included in the set of messages communicated from the computing device (paragraphs [0039-0040]; paragraph [0042]).

33. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

34. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 9.

35. **Per claim 10**, Sukeda and Mahajan disclose the computerized system of claim 9, wherein the converted set of commands in the first format is included in the received set of messages (Mahajan, paragraph [0022]; paragraphs [0039-0040]; paragraph [0042]).

36. **Per claim 11**, Sukeda discloses the computerized system of claim 8, but does not expressly wherein the computerized system is configured to convert the set of commands from the universal format to the first format based on the piece of content being associated with the first media playing element.

37. Mahajan discloses wherein the set of commands in the universal format is included in the set of messages communicated from the computing device (paragraphs [0039-0040]; paragraph [0042]).

38. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

39. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 11.

40. **Per claim 13,** Sukeda discloses the computerized system of claim 8, but does not expressly disclose wherein the converted set of commands includes programming code associated with the first media playing element.

41. Mahajan discloses wherein the converted set of commands includes programming code associated with the first media playing element (e.g., generic media operations 310A-310I as shown in Fig. 3) associated with the first media playing element (paragraph [0036]).

42. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

43. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 13.

44. **Per claim 14**, Sukeda discloses the computerized system of claim 8, but does not expressly disclose wherein the set of commands converted to the first format is recognizable to the first media playing element.

45. Mahajan discloses wherein the set of commands converted to the first format is recognizable to the first media playing element (paragraph [0013]; paragraph [0022], " *... For example, in the present example the collaboration media abstraction layer 130 can abstract or genericize the media playback commands specific to media platform 122. The genericized media playback commands can then be translated into media playback commands specific to the client's media platform 126.*").

46. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

47. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 14.

48. **Per claim 17**, Sukeda discloses a computer-implemented method for controlling playback of various types of content, comprising:

- providing, by a media receiver, a unique identifier of the media receiver to a computing device in communication with a server system(e.g., step 331 as shown in Fig. 11; paragraph [0052]; paragraph [0066], "*FIG. 11 shows a*

processing procedure for newly registering the operation terminal such as a mobile phone and a mobile terminal. While the QR Code in which the URL for registration including the display terminal ID is encoded is displayed on the display terminal (331), the QR Code is read by use of the operation terminal (mainly, mobile phone) (332) …" ; Examiner's Note: Sukeda discloses providing a terminal ID for a display terminal 302.);

- based on the provided unique identifier, receiving, by the media receiver via the server system, a set of messages from the computing device, the received set of messages referencing a piece of content associated with a first media playing element of a plurality of media playing elements(paragraph [0052], "*… When the QR Code is read using the operation terminal (mainly, mobile phone) (303), and the operation terminal accesses the URL for registration with an identification code of the operation terminal itself being attached (304), the server receives the display terminal ID and the terminal identification code of the operation terminal, and starts registration processing...* "; Examiner's Note: Sukeda discloses a server receiving a message from an operation terminal having the terminal identifier), and;
- selecting, by the media receiver, the first media playing element from the plurality of media playing elements based at least in part on the received message(e.g., step 318 as shown in Fig. 5; paragraph [0053], "*… When the list of the contents is browsed on the operation terminal (317) and an individual content is selected from the list (318), the server updates the latest display contents 112, and*

displays a thumbnail image, detailed contents information, or the like on a screen of the operation terminal (319)… "); and

49. Sukeda does not expressly disclose:

- including a set of commands converted from a universal format defined by the computing device to a first format that corresponds to the first media playing element(paragraphs [0039-0040]; paragraph [0042]), and
- controlling, by the media receiver, how the selected first media playing element plays the referenced piece of content based on at least one command of the converted set of commands included in the received set of messages(paragraphs [0039-0040]).

50. At the filing date of the invention, it would have been obvious to a person of ordinary skill in the art to use the Mahajan systems and methods for managing multimedia operations in remote sessions in Sukeda's content display device to improve the device with reasonable expectation that this would result in a content display device that could "facilitate effective communication between the server and client such that the user's media playback commands are executable on the client independent of platforms employed on the server and client" as suggested by Mahajan (paragraph [0014]). This method for improving the scroll bar control device of Sukeda was within the ordinary ability of one of ordinary skill in the art based on the teachings of Mahajan.

51. Therefore, it would have been obvious to one of ordinary skill in the art to combine the teachings of Sukeda and Mahajan to obtain the invention as specified in claim 17.

52. **Per claim 18**, Sukeda and Mahajan disclose the method of claim 17, wherein the media receiver is coupled to a display, and the media receiver controls how the selected first media playing element plays the referenced piece of content via the display (Sukeda, paragraph [0015] ; paragraph [0046]; paragraph [0053], "*… On the operation terminal, the thumbnail and a description of the contents are browsed (320), and the playback status and the volume are adjusted when necessary (321). When the operation terminal sends a command to change the playback status and the volume, the server updates a value of the data 113 with respect to the playback status and the volume (322) ...* "; paragraph [0059], "*… When operation of changing playback status and adjustment of the volume are performed on this screen, a command is sent to the server so that contents playback in the display terminal is controlled.* "; paragraph [0060]).

53. **Per claim 19**, Sukeda and Mahajan disclose the method of claim 17, wherein the server system is configured to convert the set of commands from the universal format to the first format based on the piece of content being associated with the first media playing element (Mahajan, paragraph [0022]; paragraphs [0039-0040]; paragraph [0042]).

54. **Per claim 20**, Sukeda and Mahajan disclose the method of claim 17, wherein the set of commands in the universal format is included in the set of messages communicated from the computing device to the server system (Sukeda, Abstract; paragraphs [0010-0011]; paragraphs [0013-0014]; paragraph [0046]).

Conclusion

55. Any inquiry concerning this communication or earlier communications from the examiner should be directed to DARRIN HOPE whose telephone number is (571)270-5079. The examiner can normally be reached on Mon-Thr - 7-4:30, Fri - 7-3:30, Alt. Fri Off.

Examiner interviews are available via telephone, in-person, and video conferencing using a USPTO supplied web-based collaboration tool. To schedule an interview, applicant is encouraged to use the USPTO Automated Interview Request (AIR) at http://www.uspto.gov/interviewpractice.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Kieu D Vu can be reached on (571)272-4057. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see https://ppair-my.uspto.gov/pair/PrivatePair. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

DARRIN HOPE
Examiner
Art Unit 2173

/TADESSE HAILU/
Primary Examiner, Art Unit 2173

First Action Interview Pilot Program Pre-Interview Communication	**Application No.** 16/917,095	**Applicant(s)** Strober, David	
	Examiner DARRIN HOPE	**Art Unit** 2173	**AIA (FITF) Status** Yes

-The MAILING OR NOTIFICATION DATE of this communication appears on the cover sheet with the correspondence address -

THE SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE **ONE MONTH OR THIRTY (30) DAYS,** WHICHEVER IS LONGER, FROM THE MAILING OR NOTIFICATION DATE OF THIS COMMUNICATION.

This time period for reply is extendable under 37 CFR 1.136(a) for only ONE additional MONTH.

This communication constitutes notice under 37 CFR 1.136(a)(1)(i).

Applicant must, within the time period for reply, file: (1) A letter requesting not to have a first action interview; (2) A reply under 37 CFR 1.111 waiving the first action interview and First Action Interview Office Action; or (3) An Applicant Initiated Interview Request Form (PTOL-413A) electronically via EFS-Web, accompanied by a proposed amendment or arguments, and schedule the interview within 2 months from the filing of the request. A failure to respond to this communication will be treated as a request not to have an interview. If applicant waives the First Action Interview Office Action, the instant Pre-Interview Communication is deemed the first Office Action on the Merits. The next subsequent Office action may be made final if appropriate. See MPEP 706.07(a).

Status

1) ☑ Responsive to communication(s) filed on 06/30/2020 .

☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on _____ .

Disposition of Claims

2) ☑ Claim(s) 1-20 is/are pending in the application.

2a) Of the above claim(s) _____ is/are withdrawn from consideration.

3) ☐ Claim(s) _____ is/are allowed.

4) ☑ Claim(s) 1-20 is/are rejected.

5) ☐ Claim(s) _____ is/are objected to.

6) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

7) ☐ The specification is objected to by the Examiner.

8) ☑ The drawing(s) filed on 06/30/2020 is/are: a) ☑ accepted or b) ☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

Priority under 35 U.S.C. § 119

9) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a) ☐ All b) ☐ Some * c) ☐ None of:

1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

*See the attached detailed Office action for a list of the certified copies not received.

Contact Information

Examiner's Telephone Number: (571)270-5079

Examiner's Typical Work Schedule: Mon-Thr - 7-4:30, Fri - 7-3:30

Supervisor's Name: Kieu D Vu

Supervisor's Telephone Number: (571)272-4057

Attachment(s)

1) ☑ Notice of References Cited (PTO-892)

2) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____ .

3) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .

4) ☐ Other: _____ .

First Action Interview Pilot Program Pre-Interview Communication	**Application No.** 16/917,095	**Applicant(s)** Strober, David	
	Examiner DARRIN HOPE	**Art Unit** 2173	**AIA (FITF) Status** Yes

Notification of Rejection(s) and/or Objection(s)

#	Claim(s)	Reference(s) (if applicable)	Rejection Statutory Basis	Brief Explanation of Rejection
1	1,5,8,12 and 15-16	Sukeda et al	35 U.S.C. 102(a)(2)	See attached Office Action
2	1-4,6-7,9-11 and 13-14	Sukeda et al./ Mahajan	35 U.S.C. 103	See attached Office Action

Expanded Discussion/Commentary

DATE: 25 August 2020	/DARRIN HOPE/ Examiner, Art Unit 2173	/TADESSE HAILU/ Primary Examiner, Art Unit 2173

Notice of References Cited	Application/Control No. 16/917,095	Applicant(s)/Patent Under Reexamination Strober, David	
	Examiner DARRIN HOPE	Art Unit 2173	Page 1 of 1

U.S. PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	CPC Classification	US Classification
*	A	US-20090172780-A1	07-2009	Sukeda; Hiroko	H04N21/4227	726/3
*	B	US-20090248802-A1	10-2009	Mahajan; Rajneesh	H04L65/4015	709/204
	C					
	D					
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	K					
	L					
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FOREIGN PATENT DOCUMENTS

*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	CPC Classification
	N					
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	P					
	Q					
	R					
	S					
	T					

NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	
	V	
	W	
	X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	16/917,095	Strober, David
	Examiner	Art Unit
	DARRIN HOPE	2173

CPC - Searched*		
Symbol	Date	Examiner
G06F16/74 G06F9/452 G06F16/951	08/25/2020	DH

CPC Combination Sets - Searched*		
Symbol	Date	Examiner

US Classification - Searched*			
Class	Subclass	Date	Examiner

* See search history printout included with this form or the SEARCH NOTES box below to determine the scope of the search.

Search Notes		
Search Notes	Date	Examiner
Inventor's Name Search	08/25/2020	DH
EAST	08/25/2020	DH
TP.com database	08/25/2020	DH

Interference Search			
US Class/CPC Symbol	US Subclass/CPC Group	Date	Examiner

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	16/917,095	Strober, David
	Examiner	Art Unit
	DARRIN HOPE	2173

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

CLAIMS

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	08/25/2020								
	1	✓								
	2	✓								
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	4	✓								
	5	✓								
	6	✓								
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	18	✓								
	19	✓								
	20	✓								

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	29,262	(G06F16/74 G06F9/452 G06F16/951).cpc.	US-PGPUB; USPAT	OR	OFF	2020/08/25 15:49
L2	3,384	(715/716).ccls.	US-PGPUB; USPAT	OR	OFF	2020/08/25 15:50
L3	36	L1 and L2	US-PGPUB; USPAT	OR	OFF	2020/08/25 15:52
S1	200	("20060253874" "20060248557" "20060062544" "20060253782" "20080201751" "20090061841" "20090304346" "20090058822" "20030110503" "20090099836" "20090117890" "20100235891" "20100138761" "20060259930" "20090156181" "20080059533" "20080276279" "20080244681" "7917932" "20080133736" "20090304344" "20110066942" "20110064378" "20080028023" "20060291506" "20050177853" "20090064038" "20060173974" "20020151327" "20100153410" "20110063317" "20060085825" "20110066944" "20110064377" "20110067099" "20110064385" "20070294096" "20110067066" "20110066489" "20060064720" "20060080408" "20110066663" "7792920" "20100281108" "20090106200" "20090063660" "20040086120" "20100332994" "20100153207" "20100319017" "20100235443" "20060085835" "20110004517" "20090303186" "20020040475" "20080209021" "20080175569" "20110064386" "20090259711" "20070136778" "20090011780" "20060059095" "20050091359" "20100273553" "20100180010" "20060004834" "20080209075" "20060265427" "20090060452" "20090249222" "20080229204" "20050177745" "20110087603" "20050149872" "20060253525" "20100293598" "20080273077" "20050177624"	US-PGPUB; USPAT	OR	OFF	2020/08/14 10:11

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S16	45	S14 and S15	US-PGPUB; USPAT	OR	OFF	2020/08/14 10:20
S17	827	S14 and unique with identifier	US-PGPUB; USPAT	OR	OFF	2020/08/14 10:29
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		"QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile) near (device apparatus))				
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S24	229	S14 and provid$3 same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone))	US-PGPUB; USPAT	OR	OFF	2020/08/14 10:44
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S26	18	S15 and S25	US-PGPUB; USPAT	OR	OFF	2020/08/14 10:46
S27	2,804	S15 and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone))	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:00
S28	36,346	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone))	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:05
S29	462	S14 and S28	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:07
S30	2,142	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (television TV)	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:11
S31	19	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:15

		identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (television TV) same (message$1 with command$1)				
S32	3	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (television TV) same (message$1 with (command$1 with (play pause stop "fast forward" reverse)))	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:18
S33	36,346	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone))	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:20
S34	4,710	receiv$3 same (set multiple) same message$1 same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (based respons$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code")	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:29
S35	883	S33 and S34	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:30
S36	287	receiv$3 same (set multiple) same message$1 same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (based respons$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same referenc$3 same (content media play$3 element)	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:35
S37	104	S33 and S36	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:42
S38	0	S15 and S37	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:43

S39	102	S36 and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (television TV)	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:44
S40	1	"20080214215"	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:48
S41	1	"20080216153"	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:49
S42	1	S14 and camera with QR with code	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:51
S43	0	S14 and camera with synchronization with code	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:51
S44	0	S14 and camera same synchronization with code	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:52
S45	2	S14 and camera same QR with code	US-PGPUB; USPAT	OR	OFF	2020/08/14 11:52
S46	2,142	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (television TV "media receiver")	US-PGPUB; USPAT	OR	OFF	2020/08/14 12:48
S47	497	@ad < "20110711" and (provid$3 display$3 present$3) same ("unique identifier " "ip address" "web cookie" "QR code" "MAC address" "RFID code" text "synchronization code") same ((comput$3 terminal mobile cell smart) near (device apparatus phone telephone)) same (television TV "media receiver") same server	US-PGPUB; USPAT	OR	OFF	2020/08/14 12:51
S48	10	((("STROBER") near3 ("David"))).INV.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/14 12:52
S49	59	("20020075332" | "20020120666" | "20020129102" | "20020133518" | "20020198778" | "20030004804" | "20030005000" | "20030018885" | "20030023488" | "20030028565" |	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 12:52

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S50	1	(" 20090172780 ").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 13:13
S51	5	("6725460" | "6725460" | "20040121725" | "20020087550" | "20090172780" | "20020174360").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 13:27
S52	364	((("SUKEDA") near3 ("Hiroko")) OR (("HORII") near3 ("Youichi")) OR (("HOSHINO") near3 ("Takeshi"))).INV.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/14 13:29
S53	1	(QR with code) and S52	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/14 13:32
S54	199	("20020021289" | "20020034193" | "20020075332" | "20020083147" | "20020120666" | "20020129102" | "20020133518" | "20020146122" | "20020198778" | "20030004804" | "20030005000" | "20030018885" | "20030023488" | "20030028565" | "20030071792" | "20030112258" | "20030131251" | "20030142127" | "20030182663" | "20030193520" | "20030208765" | "20040008972" |	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 13:34

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"20040268451" | "20050012723" |
"20050034151" | "20050055716" |
"20050144305" | "20050149970" |
"20050192096" | "20060062544" |
"20060083194" | "20060098624" |
"20060101098" | "20060200832" |
"20060203758" | "20060263038" |
"20060265657" | "20070050054" |
"20070052868" | "20070055986" |
"20070083540" | "20070089147" |
"20070094408" | "20070112785" |
"20070136778" | "20070150963" |
"20070152978" | "20070152980" |
"20070156855" | "20070157089" |
"20070202923" | "20070288715" |
"20080008439" | "20080028037" |
"20080034394" | "20080040758" |
"20080077526" | "20080104267" |
"20080126943" | "20080140849" |
"20080155600" | "20080178198" |
"20080187279" | "20080189617" |
"20080216001" | "20080250190" |
"20080267369" | "20080270881" |
"20080301737" | "20080307315" |
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"20090094331" | "20090100477" |
"20090164641" | "20090177989" |
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"20090259944" | "20090259969" |
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"20100205628" | "20100208136" |
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"20100283586" | "20100313135" |
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"20110060998" | "20110084900" |
"20110090898" | "20110107227" |
"20110125594" | "20110137729" |
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S55	9	(QR with code) and S54	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/14 13:36
S56	1	(" 20090108057 ").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 14:23
S57	1	("7823074").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 14:35
S58	1	("7519911").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 14:47
S59	1	("7386784").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 15:01
S60	74	("20020021289" | "20020034193" | "20020083147" | "20030071792" | "20030208765" | "20040049743" | "20040056837" | "20050012723" | "20050055716" | "20050149970" | "20050192096" | "20070052868" | "20070089147" | "20070152978" |	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 15:34

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S61	1	("20120110074").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/14 15:40
S62	5,222	play same control same content same (display with device)	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 14:07
S63	29,200	(G06F16/74 G06F9/452 G06F16/951).cpc.	US-PGPUB; USPAT	OR	OFF	2020/08/16 14:08
S64	104	S62 and S63	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 14:08
S65	0	S63 and transmit$4 with play with command with message$1	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 14:10
S66	271	transmit$4 with play with command with message$1	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 14:10
S67	200	("20060253874" "20060248557" "20060062544" "20060253782" "20080201751" "20090061841" "20090304346" "20090058822" "20030110503" "20090099836" "20090117890" "20100235891" "20100138761" "20060259930" "20090156181" "20080059533" "20080276279" "20080244681" "7917932" "20080133736"	US-PGPUB; USPAT	OR	OFF	2020/08/16 14:13

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S95	15	S80 and receiv$3 near5 set near5 messages	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 15:59
S96	0	S80 and receiv$3 near5 set near5 messages near10 (unique near identifier)	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 16:01
S97	8	receiv$3 near5 set near5 messages near10 (unique near identifier)	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 16:01
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S102	0	Vizbee	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 16:13

S103	197	cloud$1based with media with player	US-PGPUB; USPAT	OR	OFF	2020/08/16 16:19
S104	379	S80 and referenc$3 with media with content	US-PGPUB; USPAT	OR	OFF	2020/08/16 16:29
S105	6	S80 and referenc$3 with media with content with piece	US-PGPUB; USPAT	OR	OFF	2020/08/16 16:29
S106	53	S80 and RTCP	US-PGPUB; USPAT	OR	OFF	2020/08/16 16:32
S107	9,149	RTCP with control with protocol	US-PGPUB; USPAT	OR	OFF	2020/08/16 16:34
S108	35	S63 and S107	US-PGPUB; USPAT	OR	OFF	2020/08/16 16:36
S109	2	"20090106443"	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 17:04
S110	443	"RTCP message"	US-PGPUB; USPAT; USOCR	OR	OFF	2020/08/16 17:07
S111	31	(("SUKEDA") near3 ("Hiroko")).INV.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/18 07:50
S112	2	("20090172780").pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/18 07:51
S113	1	("20090172780").pn. and display$3 with QR	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2020/08/18 09:26
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S116	3,764	commands with includ$3 with ("programming code" javascript script)	US-PGPUB; USPAT	OR	OFF	2020/08/24 07:52
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S118	0	message$1 with playback with commands with includ$3 with ("programming code" javascript script)	US-PGPUB; USPAT	OR	OFF	2020/08/24 07:54

S119	9	message$1 same playback same commands same includ$3 with ("programming code" javascript script)	US-PGPUB; USPAT	OR	OFF	2020/08/24 07:55
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S121	2	message$1 same (playback near2 commands) same (includ$3 embed$7) with ("programming code" javascript script)	US-PGPUB; USPAT	OR	OFF	2020/08/24 08:43
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S123	1	(" 20070288715").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 08:52
S124	1	(" 20080077526").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 09:16
S125	1	(" 20100027974").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 09:17
S126	1	(" 20080162670 ").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 09:23
S127	1	(" 20100094900 ").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 09:35
S128	3	message$1 same ((playback play pause) near2 commands) same (includ$3 embed$7) with ("programming code" javascript script)	US-PGPUB; USPAT	OR	OFF	2020/08/24 09:37
S129	1	(" 20090248802 ").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 09:46
S130	1	(" 20090172780 ").pn.	US-PGPUB; USPAT	OR	OFF	2020/08/24 12:01

EAST Search History (Interference)

<This search history is empty>

8/25/2020 3:53:47 PM
C:\Users\dhope\Documents\EAST\Workspaces\16917095.wsp

Bibliographic Data

Application No: 16/917,095

Foreign Priority claimed: ○ Yes ◉ No

35 USC 119 (a-d) conditions met: ☐ Yes ☑ No ☐ Met After Allowance

Verified and Acknowledged: /DARRIN HOPE/ Examiner's Signature | Initials

Title: PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE

FILING or 371(c) DATE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.
06/30/2020	715	2173	41197.280029
RULE			

APPLICANTS

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INVENTORS

David Strober, Rye, NY, UNITED STATES

CONTINUING DATA

This application is a CON of 15687249 08/25/2017

15687249 is a CON of 13532546 06/25/2012 PAT 9767195

13532546 is a CIP of 13157821 06/10/2011 PAT 8904289

13157821 has PRO of 61477998 04/21/2011

FOREIGN APPLICATIONS

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Application Number	16917095
Filing Date	2020-06-30
First Named Inventor	David Strober
Art Unit	2173
Examiner Name	Darrin Hope
Attorney Docket Number	41197.280029

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	1	8060631	B2	2011-11-15	Collart et al.	
	2	8614625	B2	2013-12-24	Alsina et al.	
	3	8671440	B2	2014-03-11	Damola et al.	
	4	8782262	B2	2014-07-15	Collart et al.	
	5	8875180	B2	2014-10-28	DEMCHENKO et al.	
	6	8880491	B2	2014-11-04	Morris	
	7	9071792	B2	2015-06-30	Alsina et al.	
	8	9420025	B2	2016-08-16	Park	

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	Art Unit	2173
	Examiner Name	Darrin Hope
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	9	8238887	B2	2012-08-07	Filipov	
	10	8620284	B2	2013-12-31	Filipov	
	11	9148756	B2	2015-09-29	Filipov	
	12	9720887	B2	2017-08-01	Pappu, et al.	
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	14	8356251	B2	2013-01-15	Strober	

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	3	20090193466	A1	2009-07-30	Ehreth et al.	

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	First Named Inventor	David Strober
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	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	4	20100138780	A1	2010-06-03	Marano et al.	
	5	20100241699	A1	2010-09-23	MUTHUKUMARASAMY et al.	
	6	20110296465	A1	2011-12-01	Krishnan et al.	
	7	20120114313	A1	2012-05-10	Phillips et al.	
	8	20120192225	A1	2012-07-26	Harwell et al.	
	9	20160241912	A1	2016-08-18	McCarthy et al.	

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	1	2008108718	WO	A1	2008-09-12	Telefonaktiebolaget LM Ericsson		
	2	2007078745	WO	A1	2007-07-12	UNITED VIDEO PROPERTIES, INC.		

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	Application Number	16917095
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	First Named Inventor	David Strober
	Art Unit	2173
	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

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Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

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The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

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Signature	/KEITH J. BAE/	Date (YYYY-MM-DD)	2020-09-03
Name/Print	Keith J. Bae	Registration Number	64633

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(71) Applicant *(for all designated States except US)*: **Telefonaktiebolaget LM Ericsson** [SE/SE]; S-164 83 Stockholm (SE).

(72) Inventors; and
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(74) Agent: **BERGENSTRÅHLE & LINDVALL AB;** Box 17704, S-1 18 93 Stockholm (SE).

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(54) **Title:** PERSONALIZED INTERACTION USING CODES

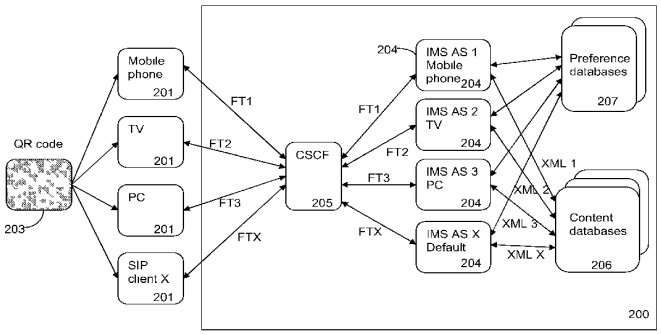


Figure 2

(57) **Abstract:** A method and nodes adapted to provide personalized multimedia services for users having registered a media player (300, 400, 401, 501, 502, 606) to a multimedia network, on the basis of the content (301, 500) read by a code reader (302, 405, 503),connected to or integrated with the media player. Content decoded from a code is used for creating or updating a user preference data record (700, 701) linked to by the identity with which the respective media player is registered. An application server (305, 402, 506, 600) being responsible for personalizing a requested service is interconnected with one or more preference databases (306, 407, 603), and one or more content databases (308, 408, 605) and/or dedicated servers (507). Upon receiving a service request, the application server, access relevant data from the mentioned nodes and assembles personalization instructions, adapted to trigger the requested personalized servicein the requesting media player.

WO 2008/108718 A1

PERSONALIZED INTERACTION USING CODES

TECHNICAL FIELD

The present invention relates generally to the field of personalizing a service in a multimedia network and specifically to personalization on the basis of information read from a code.

BACKGROUND

Personalization, interactivity, combined services and fixed-mobile convergence can be achieved in several ways, but to succeed in the development of new services and in achieving interoperability between technologies, the industry must agree on an approach that is based on open standards and interfaces. One of the most promising approaches is to use the IP Multimedia Subsystem (IMS) framework. IMS was originally designed to enable multimedia services for third-generation mobile terminals, but it has already been extended to handle access also from public Wireless Local Area Networks (WLAN) and Private Networks, and is continuing to be extended into an access-independent platform for service delivery, including broadband fixed-line access. IMS provides seamless roaming between mobile, public WLAN and private networks for a wide range of services, such as gaming and interactive IP television (IPTV) and devices, such as set-top boxes, multimedia players and digital cameras.

The ability of IMS to deliver combined services enables a seamless integration of TV, communication, and internet services to create a more convenient and attractive experience to the consumers. IMS-based IPTV also inherits all the capabilities of IMS for service roaming, thus linking the IPTV experience to a user profile, not limited to a particular device, as with traditional set-top-boxes. An IPTV service can

therefore be delivered to any device adapted with an IMS interface and located within the range of the IMS domain.

Consumers want greater control over TV services and delivered content anytime, anywhere, and on any device. Personalization will enable them to customize TV and Video-on-Demand (VoD) packages according to individual preferences, and to exert greater control over the channel content. The increasing popularity of SMS-based voting and chat services in TV programs also points to strong business opportunities in the area of interactive services.

IMS-enabled IPTV uses the Session Initiation Protocol (SIP), which provides a unified control scheme that can be used to control all types of media sessions as well as application services. It thus supports combined services and interactivity by joining different communications paradigms into a complete multimedia user experience.

The QR-code (Quick Response Code) is a matrix code, or two-dimensional bar code, which was created with the purpose of deriving a code which allowed its contents to be decoded at high speed. QR-codes are now used for inventory management in a wide variety of industries and has become the most popular type of two dimensional codes in Japan. Although initially used for tracking parts in vehicle manufacturing, the inclusion of the QR-Code as a reading software on camera phones in Japan, has led to a wide variety of new, consumer-oriented applications, aimed at relieving the user of the tedious task of entering data into their mobile phone. QR-codes storing addresses and URLs are becoming increasingly common in magazines and advertisements in Japan. The addition of QR-codes on business cards is also becoming common, greatly simplifying the task of entering the personal details of a new acquaintance into the address book of a users mobile phone. Consumers with capture programs and a PC with an RS-232C-interface may use a scanner to acquire data from a QR-code.

A user may build a personal profile by registering (bookmarking) products which are of interest. To bookmark a product, the user registers a code attached to the product by way of scanning a QR-code or, alternatively, by reading an RFID tag, colorcode or matrix code etc, and stores an associated product identity. Information related to the product may be stored in a database and/or on a media player, such as, e.g., a Network Personal Video Recorder (NPVR) . If such information comprises personalized advertisements, these may be viewed on, e.g., a TV, PC or a mobile device on a later occasion according to personal preferences.

One way of delivering personalized advertisements, which is applied in many of the commercial systems available today, is based on analysis of data entered by a user. Personalized advertising brings more value both for the user and for the content provider. In existing technology the personalization of the delivered content is based on previous searches that the user has performed, or on messages written earlier. The fact that this information is stored may also be transparent to the user.

A three-dimensional code system that integrates both online and offline, and analog, as well as digital components is based on the use of colorcodes. In this system a camera recognizes indexed codes, comprising specific data. A matrix of blocks and analog data pertaining to the number of colors are digitized and processed by a dedicated server, using unique addresses registered for each of the codes. A typical colorcode interaction flow starts with the authentication of a colorcode by a media player. A number associated with the colorcode is then transferred to a server. Finally, content or a set of actions represented by the colorcode, and associated with the number are transferred to the media player for further processing.

Figure 1 illustrates an IMS-based IPTV architecture which provides combined services and fixed-mobile convergence. Although specified for IPTV services, a similar architecture could be used for other interactive services as well, which are accessed via a common IMS system. The architecture of figure 1 includes an IMS Client environment 100, IMS application servers 101, a common IMS system 102, a transport layer 103 and a Service Delivery Platform (SDP) 104. The Service Delivery Platform offers a standardized set of support functions that can be shared among various service components.

The main functional blocks in the IMS client environment are the IPTV applications 105, other applications 106, such as combinational IMS services, the media client 107, the SIP client 108.

In the client environment, the IPTV applications are responsible for all interactions between IPTV services and users on their media players 110, for instance a set-top box/ TV, PC or cellular telephone. Each media player also hosts a media client, which receives and decodes the video and audio streams that make up the digital TV signals, and a SIP client which provides the control interface to the IMS core.

Depending on the application, media players will be required to support specific hardware 111, such as a camera, a scanner or a microphone, which may be attached to, or integrated with the media player.

The IPTV Application servers 112, being the central point of the IPTV service, manage all IPTV-specif ic functions not provided through IMS interfaces, and are connected to content providers 113. Each IPTV application server interfaces with the IMS core and functions provided by the service delivery platform.

The common IMS system includes the IMS core 114, comprising Call Session control Functions (CSCF's) 115, the Home Subscriber Server (HSS) 116 and IMS enablers 117. The IMS

core provides a control layer that controls services provided over fixed and mobile access networks. The Call Session control Function (CSCF), which is the central control point in IMS, provides SIP routing services and enforces Authentication and Authorization (AA). The HSS generally stores and provides user data in IMS. Additional complexity may be contained in additional databases. The most relevant IMS enablers for personalized TV service are the Presence and Group Management (PGM), and the IMS messaging (IMSM).

The Service Delivery Platform (SDP) provides a variety of support functions that can be shared along different types of services. The support functions comprises service provider support functions, such as different charging models (Charging) 118, Operation and Maintenance (O&M) 119 support functions and content related support functions, such as Electronic Service Guides (ESG) 120. ESGs provide information about available services and contain an electronic program guide that enables viewers to navigate, discover, and select programs and content by time, title, channel and genre.

A problem with existing solutions is that information collection associated with a user using a service is often done automatically, without actively involving the user. The user might even be unaware of the information collection taking place during the execution of a service. This kind of information collection does not encourage the user to update and to reuse the stored information for e.g. personalization purposes .

Another problem is that information collection is also often limited to Internet searches and ordering, while other activities which are associated with the human behaviour are not captured.

In addition, it is not always appropriate that immediate actions are triggered upon having collected information from a scanned code or a read RFID tag. This

problem raises the question of how to enable updating of information related to a certain activity, and a triggering of said activity, so that the activities can be scheduled in various different ways on the basis of personalized information stored and processed over time.

Yet another problem with presently used systems is how to execute personalized interaction of individual users, e.g. when different family members are watching content displayed on a shared device, such as a TV. Today this type of problem entails the use of an active login procedure for each family member, wherein each family member may authorize oneself by entering a secret PIN code to a shared TV remote control. This approach does neither provide for a flexible method for updating of user preferences, nor does it encourage user personalization associated with individual user interactivity.

SUMMARY

The object of the present invention is to address at least some of the problems outlined above. In particular, it is an object to provide personalized services for users having registered a media player in a multimedia network, such as IMS. This object and other are obtained by providing a method and an application server for providing personalized service instructions on the basis of information retrieved from a code, e.g. a colorcode, a QR-code or an RFID-tag.

In a first embodiment, a media player, e.g. a mobile telephone, is used for creating or updating personal data stored in a preference database. A user may request for a service from a second media player, wherein the personal data, stored in the preference database is used for the personalization .

A first user which has registered a first media player (UE A) to a multimedia network with a first identity

(ID_1), reads a code using a visual interface, integrated with or connected to the first media player. The code is decoded in the media player and a user preference message, comprising the content of the code and at least one identity, is created by an application of the media player, and forwarded to an application server, adapted to provide personalized services according to the claimed invention. In the application server, one user preference data record for each identity of the user preference message is created, or, if already existing, updated, on the basis of the content of the user preference message. A user wanting to activate a personalized service, sends a service request, comprising a request for a personalized service and the first identity, is received from a second, registered media player (UE B). In the application server, the user preference data record is retrieved from the preference database. On the basis of the content of the service request and the content of the user preference data record, the application server is requesting for a personalization message, comprising personalized instructions on the service, from a content database. The personalization message is then sent to the second media player for execution of the requested service.

In a second embodiment, a first media player, e.g. a mobile telephone, registered in a multimedia network with a first identity, is used for interacting with a service displayed on second media player, e.g. a set-top-box/TV.

A request for a personalized service is sent from a second media player (UE B) to an application server. In case of a unicast service distribution, service specific content, associated with the requested service, and a second user identity, with which the second media player has been registered, is encoded into a code and forwarded to the second media player where it is displayed. In case of a multicast service delivery, however, only content specific data is

forwarded to the second media player, where a colorcode, comprising the content specific data, encoded with the second identity (group_ID), is presented on the second media player.

A user may interact with the service by reading the code via a visual interface of a first media player (UE A). The content of the code is then decoded by an application adapted therefore and a user preference message, comprising the content of the code and a first identity (ID_1), to which the first media player is registered, is created and forwarded to the application server. This action may be followed by additional interactions between the first media player and the application server. Upon termination of the interaction, user preference data records, associated with, and linked to by the first identity and the second identity are then created, or, if already existing, updated in a preference database.

In a next step a personalized feedback message is created, according to the respective user preference data record and the content associated with the service request. The personalized feedback message is then forwarded to the first media player for invoking an application, adapted to execute the requested service. Depending on the selected service, the forwarded personalized feedback message may also trigger one or more additional interactions between the first user device and the application server, resulting in the creation and forwarding of an additional personalized feedback message to the first media player and/or to the second media player for a continuous, interactive service execution.

In a third embodiment, a first user, having a first media player wants to get access to presence information of a second user, having a second media player, and a code, e.g. a colorcode, comprising a personal identity. By reading the code, the first user may initiate a process for updating of a personal group-list, and for accessing the presence information of the second user.

A code, comprising a second identity of a second media player, registered in a multimedia network, is read via a visual interface of a first media player, registered in the multimedia network with a first identity. The code is decoded in the first media player and a user preference message, comprising the first and the second identity, representing a request for presence information associated with said second media player, is created and forwarded to the application server. At the application server a group-list is created or, if already existing, updated in the user preference data record linked to by the first identity.

For security reasons, the first user requests for authorization to access presence information of the second user from the second media player. Upon receiving a successful authorization, a subscription for the requested presence information may be initiated and the second media player is added to the group list.

The media players mentioned in this document may be any type of devices adapted for executing personalised services according to any of the embodiments described above, such as e.g. a mobile device, a PC, a laptop, a set-top-box connected to a TV or a PDA. The multimedia network, suitable for providing personalization of services according to any of the described embodiments, may be any type of network having the capabilities of handling the described signalling and of handling coded information, such as e.g. an IP Multimedia Subsystem (IMS) .

The claimed invention also refers to an application server adapted to provide a personalized multimedia service to a user, having registered at least one media player in a multimedia network.

The application server comprises a communication means, adapted to communicate with a media player, registered in the multimedia network via at least one identity. The

communication means of the application server also is adapted to communicated with a preference database, comprising personalization content, associated with the registered media player. The personalization content is stored in a user preference data record, and the identity is linking the media player to the record.

The application server also comprises a preference data controlling means, which is adapted to either create or update a user preference data record when a user preference message, comprising the content of a code read by said media player, and an identity, is received from the media player. If no user preference data record linked to by the identity already exists, a user preference data record is created on the basis of the content of the code. If, however, a user preference data record is linked to by the identity, that user preference data record is updated on the basis of the content of the code.

The application server is also adapted to communicate with one or more content providers, comprising service specific data. A content provider may be defined as a content database, comprising service specific instructions, or a dedicated server, such as, e.g. a presence server.

A service controlling means of the application server is adapted to create personalized instructions on the basis of a service request received from a registered media player, the content of the user preference data record, and data retrieved from a content provider. The service controlling means finally forwards the created instructions to the media player, where the instructions may invoke a specific application.

A preference database according to any of the described embodiments may be distributed from, or integrated with the application server to which it is connected.

BRIEF DESCRIPTION OF THE DRAWINGS

-Figure 1 is a block diagram schematically illustrating an IMS-based IPTV architecture for combined services and fixed-mobile convergence according to the prior art.

-Figure 2 is a block diagram schematically illustrating an IMS-based system which provides interactive services according to one embodiment.

-Figure 3 is a signalling diagram where a user registered in an IMS network subscribes to an interactive, personalized service and wherein the personalization is dependent on information previously retrieved from a QR-code, according to another embodiment.

-Figure 4, is another signalling diagram where interactive, personalized services are provided both to an individual user and to a group of users, and where the services are personalized in dependence of information retrieved from a colorcode, according to yet another embodiment.

-Figure 5 is another signalling diagram, illustrating how a first user registered in an IMS network can add a second IMS registered user to a group-list in order to get access to the second users presence information, wherein the second user is identified from a colorcode, according to another embodiment.

-Figure 6 is a block diagram, schematically illustrating an application server adapted to create and update user preference data records, and to provide personalized services to users .

-Figure 7 is a schematically illustration of user preference data records, each being linked to by a user identity.

DETAILED DESCRIPTION

Briefly described, the present invention provides a method and an application server for providing personalized services to a media player, registered in a multimedia

network, on the basis of a the content of a code, read with a code reading entity attached to or integrated with a media player .

A common IMS-based system 200 providing personalized services to media players 201 in accordance with one embodiment of the claimed invention is described in figure 2. Different types of media players, each comprising a SIP client (not shown) , provide the media players access to the common IMS system. A media player adapted for interaction with the common IMS system may be any kind of electronic equipment suitable for hosting SIP client functionality, such as e.g. a mobile device, a set-top-box/TV (STB/TV), a PC or a PDA. Each media player may have one or more applications stored on a memory space, which are invoked by a personalization message, sent from an application server in response to a service request. The respective application may be invoked as a result from a communication between the media player and the application server, dedicated to provide a service requested, either from a media player, or from a content provider. A user of a media player who has the intention of personalizing a service, may initially read a code, carrying service specific information and/or one or more identities, via a code reading entity, e.g. a scanner or a camera. Each media player in the figure has means for reading and decoding a code 203, e.g. a QR-code, a colorcode or an RFID-tag.

When a code has been read, the media player establishes a connection with an IMS application server 204, via the CSCF of the IMS core. The IMS system illustrated in the figure comprises a number of IMS application servers, each adapted to service different types of media players. IMS application server 1, provides services to mobile telephones, IMS application server 2, provides television services, while IMS application server 3, provides services adapted for PC's, and a default server, IMS AS X, may provide services to other

types of specially adapted media players. Via the IMS core, one of the IMS application servers (204, IMS AS 1-X), responsible for a requested service is addressed, wherein the content of the code, together with a personal identity to which the respective media player has been registered, is decoded and forwarded to the respective IMS application server. The IMS application server creates a user preference data record, which is stored in a preference database (207). The preference database may be located in the IMS core or at the content provider premises, depending on e.g. the business model and the O&D structure chosen by the respective service provider. The preference database, will be further described below with reference to figure 6.

The IMS application server also have access to one or more content providers 206, comprising service specific content, to be used when setting up personalized instructions to a media player from which a personalized service, e.g. specified advertisements. The content provider may also be accessed from the IMS application server, upon receiving a request for a personalized service from a media player.

A personalized service may be actively requested by a user of media player, or triggered by a predetermined, condition such as time of day. According to one embodiment of the invention, a request for a service is sent from a media player as a SIP message, comprising a feature tag, specifying instructions associated with the requested service. In case no feature tag is attached to the SIP message, a default instruction may be attached to the body of the SIP message. Upon receiving the SIP message, including a feature tag or a default instruction by an IMS application server adapted to distribute the requested service, the IMS application server requests for information from the respective user preference data record, stored in the preference database. Depending on the content of the service request and the content of the user

preference data record, relevant content, sent from a content provider is assembled, forming a personalization message by an application in the IMS application server. The content retrieved from the content provider may have the form of an Extensible Markup Language XML. The IMS application server attaches a feature tag (FT1-FTX), corresponding to the service request, to the XML. The message, now comprising an XML and a feature tag, is then forwarded to the respective media player for which the requested service is intended, and a personalized service is delivered to the media player.

A strolling user may come across a product he or she finds interesting. By reading a QR-code, comprising a product identity, which is attached to the product, with a QR-code reader, attached to or integrated with the IMS registered media player, the content retrieved with the QR-code reader triggers a procedure for creating or updating a user preference data record linked to, and associated with the personal IMS identity to which the media player is registered. The information retrieved from the QR-code described above may also be used for updating the user preference data record in such a way that the user preference data record is modified according to the behaviour of the user of the media player. By linking each user to a specific user preference data record by the identity of the user, a media player may be shared by a plurality of users. Each user, wanting to personalize a service may register the media player using a personal identity. This identity will then be linking the user to a dedicated user preference data record, in which personalized data, associated with that user is stored and updated.

How the user preferences, read from a code, is effecting the content retrieved from the content provider, is not the scope of the claimed invention and, thus, this process will not be described any further in this document.

A signalling procedure illustrating one embodiment of the claimed invention where a user, having registered a media player in an IMS network, subscribes to an interactive, personalized service, will now be described with reference to the signalling diagram in figure 3. In the figure, a first media player, UE A 300, e.g. a mobile terminal, is registered to a personal IMS identity (ID_1), e.g. SIP:user@net.com. In a first **step 3:1**, the user reads a QR-code 301 with an integrated or attached code reader 302, wherein an application is decoding the content of the QR-code and creates a message, comprising the content of the QR-code and ID_1 in **step 3:2**. In UE A, A SIP client 303 initiates a communication with the IMS network (IMS core), via CSCF 304, by creating a user preference message, using a SIP MESSAGE method with a feature tag, QR_AD, for transmission of the content of the QR-code and ID_1 to CSCF in **step 3:3**, and further to an IMS application server 305 in **step 3:4**. Upon receiving the scanned information at the IMS application server, a user preference data record linked to by ID_1, is created in a preference database 306 in **step 3:5**, or if already existing, relevant parts of the user preference data record is updated according to the content of the received user preference message. The creating/updating process is verified with a 200 OK message sent to CSCF in **step 3:6**, and terminated in UE A in **step 3:7**.

A user wanting to receive personalized services via another media player, UE B 307, i.e. an STB/TV, which depends on the information earlier retrieved from the QR-code, may request for a personalized service upon having registered UE B to IMS. By registering UE B to the same personal IMS identity as UE A, i.e. SIP:user@net.com, both media players will be linked to the same user preference data record. By forwarding the service request, comprising specific instructions within a feature tag, from UE B, to the IMS application server, the user instructs the IMS application server to deliver

personalized services to the TV-screen of UE B. This instruction could for example indicate the desire to receive a certain category of advertisements on the families TV screen at certain, predefined occasions. The message is assembled as an SIP REGISTER message and the requested service is specified by the attached feature tag, TV_QR_AD. In **step 3:8** the message is sent to the IMS application server. The IMS application server receiving the service request from UE B, requests for the user preference data record linked to by personal ID_1 in **step 3:9**, from a preference database. Next, in **step 3:10**, the IMS application server requests for servive specific instructions, e.g. XML instructions, from a content database 308. In the requesting IMS application server, a SIP MESSAGE, forming a personalization message, comprising the feature tag, TV_QR_AD and an XML description, adapted according to the content of the respective preference data record and the service request, is assembled. In **step 3:11**, the personalization message is sent to CSCF, and in **step 3:12** it is forwarded to UE B. In UE B, an application interprets the received personalization message and the requested service is executed in a personalized manner.

In a home with a media player, i.e. an STB/TV, which is registered to IMS via a family IMS identity (a group IMS identity), several individuals, e.g. family members, may share the same STB/TV. A plurality of the family members may also have individual media players, e.g. mobile telephones, each being registered to IMS via different individual personal IMS identities. In order to be able to simultaneously provide personalized services to a plurality of users wherein content is displayed on a shared device, e.g. a TV screen, and in order to provide automatic creation/updating of individual, as well as group user preferences, stored in the respective user preference data record, an alternative embodiment will be

required. Such an alternative embodiment will now be described with reference to figure 4.

In the exemplary embodiment of figure 4, a first media player 400, e.g. a mobile terminal, denoted UE A, and a second media player 401, e.g. an STB/TV, denoted UE B, are both registered to IMS, linking the respective media player to a respective user preference data record via a group IMS identity, i.e. SIP:groupl@net.com, for UE B, and an individual IMS identity, i.e. SIP:userl@net.com for UE A. A plurality of additional media players could be registered to individual IMS identities as well, and, thus, personalized services could be provided for additional users. A user selects a service, e.g. a TV show, by inputting instructions into UE B, which are forwarded to a dedicated IMS application server 402, via CSCF 403.

In case of a unicast service distribution, where the group IMS identity, to which UE B is registered, is included in the service request, a colorcode, carrying both content specific information and the group IMS identity, is generated by an IMS application server, capable of providing said service. The colorcode is forwarded to UE B in an initial **step 4:1a**, and presented on the display of UE B.

In case of a multicast service delivery scenario, however, only the content specific data is sent to UE B by the respective IMS application server for presentation on the TV screen. For a multicast service delivery, the colorcode itself is generated by an IPTV code generating application 404 in UE B, where the group IMS identity, to which UE B is registered also is encoded into the colorcode in an alternative **step 4:1b.**

The colorcode, displayed on the TV screen, will now comprise content specific information, i.e. voting information, which is associated with the respective show on display. Via a visual interface, e.g. a camera, which is

integrated with, or attached to UE A, the colorcode is registered in by a code reading application 405 in **step 4:2**. **In step 4:3**, a SIP Client 406 in UE A decodes the colorcode, and forms a user preference message, containing the code specific information and the personal IMS identity, ID_1. Upon terminating the interaction with the record, a feature tag, TV_CC_1, is attached to the user preference message, forming a SIP MESSAGE, which is forwarded to CSCF in **step 4:4**. **In step 4:5**, the message is forwarded to the IMS application server. The graphic user interface (GUI) of UE A also enables the user to interact with IMS application server. This optional interaction, which may result in a varying number of messages sent between UE A and the IMS application server, is illustrated with **step 4:6**. Such an interaction may introduce additional personalization of a particular service. In the IMS application server, both the personal IMS identity and the group IMS identity are extracted during the interaction. Depending on the result from the interaction, the relevant sections of one or both of the user preference data records, linked to by the respective IMS identities, are updated in **step 4:7**, accessing the respective records from a preference database 407. If no preference data record linked to by the respective identity already exists, such a record is instead created upon receiving the user preference message.

In the IMS application server, the content of the respective one or both user preference data records triggers an application to create a personalization message in **step 4:8**, wherein relevant service specific content is retrieved from a content database 408. The personalization message is forwarded to CSCF in **step 4:9**, and **to UE A in step 4:10**, where the SIP client of UE A is triggering an application to execute the requested, personalized service.

Optionally, the personalized service could involve also UE B, registered with the group IMS identity. Such a

personalization message, which is forwarded to UE B in a final, optional, **step 4:11** may comprise the same information as the one sent to UE A, or it may comprise information according to another configuration, depending on the content of the user preference data record associated with the group IMS identity. In UE B SIP, client 409 of UE B is triggering an application to execute the requested service, according to the received personalization message.

If a service involving a business transaction is chosen from any of the registered media players, additional steps may be required. Such an interaction may e.g. enable interconnection between the respective media player and a third party business application.

In yet another embodiment, which will now be described with reference to figure 5, the content of a read code, e.g. a color code 500, may give a first user A, using a media player (UE A) 501, access to presence information of a second user, B, using a second media player (UE B) 502, wherein both media players are registered to IMS. UE A is registered to ID_A, e.g. SIP:userA@net.com, and UE B is registered to ID_B, e.g. SIP:userB@net.com. The colorcode, being attached to user B, comprising user B's user identity, ID_A, is read by a code reader 503, e.g. a scanner, by user A in a first **step 5:1. In step 5:2**, the read content is decoded by a decoding application, stored in UE A, and ID_A is appended to the colorcode. A SIP message, SIP MESSAGE FT:GLM_AS, comprising a feature tag, is then formed by the SIP client 504 in UE A. The SIP MESSAGE is forwarded to CSCF 405 in **step 5:3**, and to the respective IMS application server 406 in **step 5:4**. At the IMS application server, an existing group-list is to by ID_A and stored in a preference data record in a preference database (not shown), which may be distributed from, or integrated with the IMS application server, is updated with data related to user B (ID_B) in **step 5:5**. Next,

a notification is sent as a 200 OK message to CSCF in **step 5:6**, and to UE A in a next **step 5:7**. Before user A get access to user B's presence information, an authorisation request has to be approved by user B. Such an authorisation is executed in **step 5:8**, involving the SIP client of UE A and of UE B 507. When authorised, user A will have access to user B's presence information, by way of accessing a presence server 508, which is illustrated with **step 5:9**.

An IMS application server adapted to provide personalized services to users according to one embodiment of the claimed invention will now be described with reference to figure 6.

An IMS application server 600 adapted to provide personalized multimedia services to users registered in a multimedia network (607) according to one of the embodiments described in this document is schematically illustrated in figure 6. A user preference message, comprising content retrieved from a code and at least one identity, is received by a communication means 601 of the IMS application server. The communication means is communicating with one or more preference databases 603, in which personalization content is stored in a user preference data record. The identity with which a media player (606) has been registered is linking the user preference message to the respective user preference data record. The communication means also is in connection with one or more content databases, from which service related information may be retrieved, for setting-up a personalized instruction, i.e. a personalization message, to be used for personalizing a service. Alternatively, the IMS application server may access a dedicated server, such as e.g. a presence server, from which service specific information, associated with the respective requested service may be retrieved.

The content of the user preference message is forwarded to a preference data controlling means 602, adapted

to create a user preference data record associated with, and linked to by the identity, included in the user preference message. The content of the created user preference data record will be based on the content of the code. If a preference data record already exists, the preference data controlling means is instead adapted to update the respective record on the basis of the content of the code. The IMS application server have access to one or more preference databases 603, wherein the user preference data records are stored. As illustrated with the dotted box, the preference database may be integrated with the IMS application server.

The solid box illustrates another alternative architecture wherein the preference database is distributed from the application server.

In an alternative embodiment, illustrated with a dotted arrow, the preference data controlling means may be in direct contact with the preference database, instead of being connected via the communication means.

According to one embodiment, a request for a personalized service, received by communication means, 601, is forwarded to a service controlling means 604, adapted to personalize the requested service on the basis of the service request, the content of the user preference data linked to by the identity of the request, and data retrieved from a connected content provider 605. The content provider may be a content database, comprising service specific instructions, or a dedicated server, such as e.g. a presence server. A dedicated server may initiate a personalized service according to predetermined rules such as, e.g. time if the day, and, thus, will under certain circumstances be able to act in a manner similar to a registered media player. By taking the content retrieved from the service request, the respective preference data record, and the content from the content provider into consideration, according to certain applications

of the service controlling means, personalized instructions in the form of a personalized message is assembled and forwarded to the communication means for further distribution to the requesting media player.

Figure 7 schematically illustrates the content of a preference database 603. One or more preference databases, may be accessed from the IMS application servers of the IMS network according to any of the embodiments proposed in this document. When a preference message, comprising content read from a code and a previously unknown identity (ID_1,ID_2), is received by an IMS application server, a user preference data record (700,701) is created by means of the IMS application server. If, however, a link to a user preference data record already exists, relevant content of the user preference data record is updated in the preference database. Each user preference data record may comprise user preference data (702), represented by trigger rules set by certain feature tags. The rules stored in the user preference data records may be triggered upon receiving a service request or may be triggered automatically to deliver a personalized service to a media player registered with a user identity according to a predetermined rule such as i.e. on a specified time of the day.

While the present invention has been described with reference to exemplary embodiments, the description is generally only intended to illustrate the inventive concept and should not be taken as limiting the scope of the invention, which is defined by the appended claims.

CLAIMS

1. A method of personalizing a multimedia service for a first user, wherein said first user has registered a first media player (UE A, 300, 400, 501) in a multimedia network, comprising the following steps:
-reading a code (3:1,4:2,5:1) via a visual interface of said first media player,
-decoding in said first media player said code and creating a user preference message (4:3,5:2), comprising the content of said code and at least one identity,
-forwarding said user preference message (3:3,3:4,4:4,4:5, 5:3,5:4), to an application server (IMS AS, 305, 402, 506, 600), capable of providing said service,
-creating or updating at least one user preference data record (3:5,4:7,5:5), each linked to by one of said at least one identity, on the basis of the content of said code, and,
-personalizing in said application server a service (3:10, 4:8,5:9), according to one of said at least one created or updated user preference data records linked to by one of said at least one identities.

2. A method according to claim 1, wherein:
-in said decoding and creating step, said at least one identity is a first identity (ID_1), with which said first media player has been registered,
-in said forwarding step, said user preference message is a user preference message, and,
-in said creating or updating step, a first user preference data record, linked to by said first identity, is stored in a preference database (306).

3. A method according to claim 2, wherein said personalizing step comprises the further steps:

-receiving a service request (307) from a second media player (UE B,307), registered with said first identity, wherein said service request comprises a request for a personalized service and said first identity,
-requesting for said user preference data record (3:9) from said preference database (306),
-requesting for service specific instructions (3:10) from said content database (308),
-creating, on the basis of the content of said service request, the content of said user preference data record and said service specific instructions a personalization message, and,
-forwarding said personalization message (3:11,3:12) to said second media player for execution of said requested service .

4. A method according to claim 1, wherein:
-in said code reading step, said code is displayed on a second media player (UE B,401) (400b), which has been registered with a second identity (ID_2), said second identity being encoded into said code,
-in said decoding and creating step, said at least one identity is a first identity, with which a first media player is registered, and said second identity, and,
-in said forwarding step, said user preference message is a user preference message.

5. A method according to claim 4, wherein prior to said code reading step the following steps are executed:
-requesting from said second media player for a personalized service (4:Ia),
-encoding service specific content, associated with the requested service, and said second user identity into a code

in said application server, capable of providing said service, and,

-forwarding said code to said second media player.

6. A method according to claim 4, wherein prior to said code reading step, the following steps are executed:

-requesting from said second media player for a personalized service, and,

-forwarding service specific content, associated with said requested service, from said application server, capable of providing said service, to said second media player, where said content is encoded into a code together with said second user identity (4:1b).

7. A method according to claim 5 or 6, wherein:

-in said forwarding step, after forwarding said user preference message, said first user is interacting with content associated with said service in said application server (4:6), via a user interface of said first media player .

8. A method according to claim 6 or 7, wherein:

-said creating or updating comprises creating or updating user preference data records associated with said first and said second identity.

9. A method according to claim 8, comprising the further steps:

-creating a personalized message according to said at least one user preference data record, and content associated with said service, and,

-forwarding said personalized feedback message to said first media player (4:9,4:10) for invoking an application, triggered by said requested service.

10. A method according to claim 9, wherein said forwarded personalized feedback message triggers at least one additional interaction between said first user device and said application server, and wherein said at least one interaction results in the creation and forwarding of another personalized feedback message to said first media player for a continuous, interactive service execution .

11. A method according to claim 9 or 10, comprising the further step :

-creating an additional personalized feedback message in accordance with the result from said at least one additional interaction, and forwarding said additional personalized feedback message (4:11) to said second media player for execution of said service.

12. A method according to any of claims 4-11, wherein said first identity is an individual identity and said second identity is a group identity.

13. A method according to claim 1 wherein:

-in said code reading step, said code comprises a second identity, with which a second media player (UE B,502) is registered,

-in said decoding and creating step, said at least one identity is a first identity, with which said first media player is registered, and said second identity,

-in said forwarding step, said user preference message is a request for presence information associated with said second media player, and,

-in said creating or updating step, said creating or updating comprises creating or updating a group-list in said user preference data record, linked to by said first

identity .

14. A method according to claim 13, comprising the following further steps:
-requesting from said first user device for authorization (5:8) to access presence information of said second user device from said second media player, and,
-upon receiving a successful authorization, initiating a subscription for said presence information and adding said second media player to said group-list (5:9).

15. A method according to any of the preceding claims, wherein said first media player is any of a mobile device, a PC, a laptop, a set-top-box/TV or a PDA.

16. A method according to any of claims 3-14, wherein said second media player is any of a mobile device, a PC, a laptop, a set-top-box/TV or a PDA.

17. A method according to any of the preceding claims, wherein said visual interface is attached to said first user interface .

18. A method according to any of claims 1-16, wherein said visual interface is integrated with said first user interface .

19. A method according to any of the preceding claims, wherein said multimedia network is a IP Multimedia Subsystem (IMS)..

20. An application server (600) in a multimedia network (607), adapted to provide a personalized multimedia service to a user having registered at least one media player (606) in said multimedia network, said server comprising:

-communication means (601) adapted to communicate with:

-a media player, registered in said multimedia network via at least one identity, and,

-at least one preference database (603), comprising personalization content associated with said registered media player, said personalization content being stored in a user preference data record (700,701), and wherein said user preference data record is linked to by one of said at least one identities, and,

-preference data controlling means (602) adapted to perform either of the following steps upon receiving a user preference message from said media player, comprising the content of a code read by said media player, and one of said at least one identities:

-create a user preference data record on the basis of the content of said code if no preference data record linked to by said identity already exists,

or,

-update a user preference data record on the basis of the content of said code if said user preference data record linked to by said identity already exists.

21. An application server according to claim 20, wherein said communication means further is adapted to communicate with at least one content provider (605) ,comprising service specific data, and, wherein said application server further comprises :

-service controlling means (604) adapted to:

-create personalized instructions on the basis of a service request received from a registered media player, the content of said user preference data record, and data retrieved from said at least one content provider,

-forward the created instructions to said media player.

22. An application server according to claim 20 or 21, wherein said preference database is distributed.

23. An application server according to claim 20 or 21, wherein said preference database is integrated with said application server.

24. An application server according to any of claims 20-23, wherein said content provider is a content database.

25. An application server according to any of claims 20-23, wherein said content provider is a presence server.

26. An application server according to any of claims 21-25, wherein said personalized instructions invoke an application in said media player.

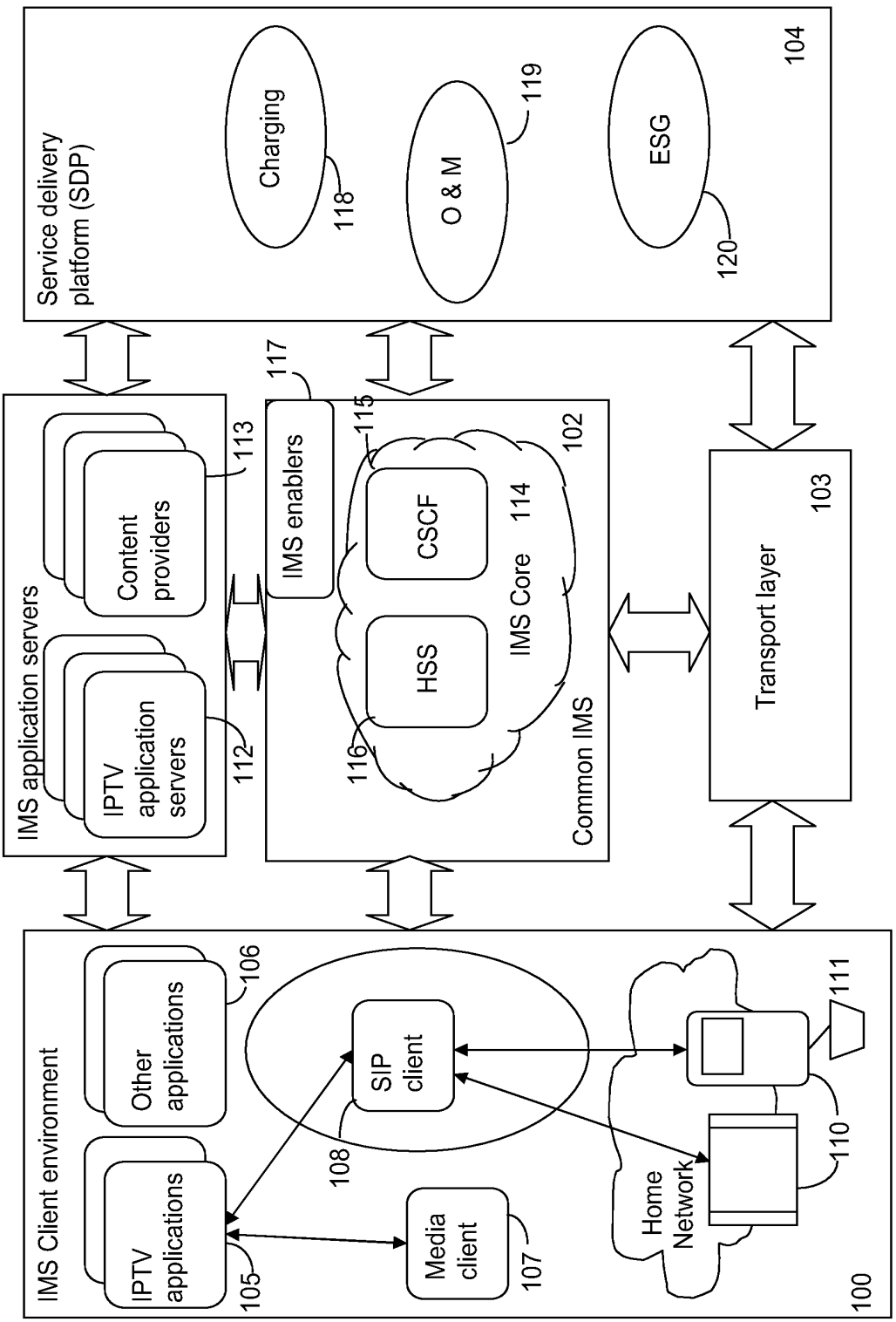

Service delivery platform (SDP)
104
Charging
118
O & M
119
ESG
120
IMS application servers
IPTV application servers
112
Content providers
113
IMS enablers
117
115
Common IMS
102
HSS
116
CSCF
IMS Core
114
Transport layer
103
IMS Client environment
IPTV applications
105
Other applications
106
SIP client
108
Media client
107
Home Network
110
111
100

Figure 1

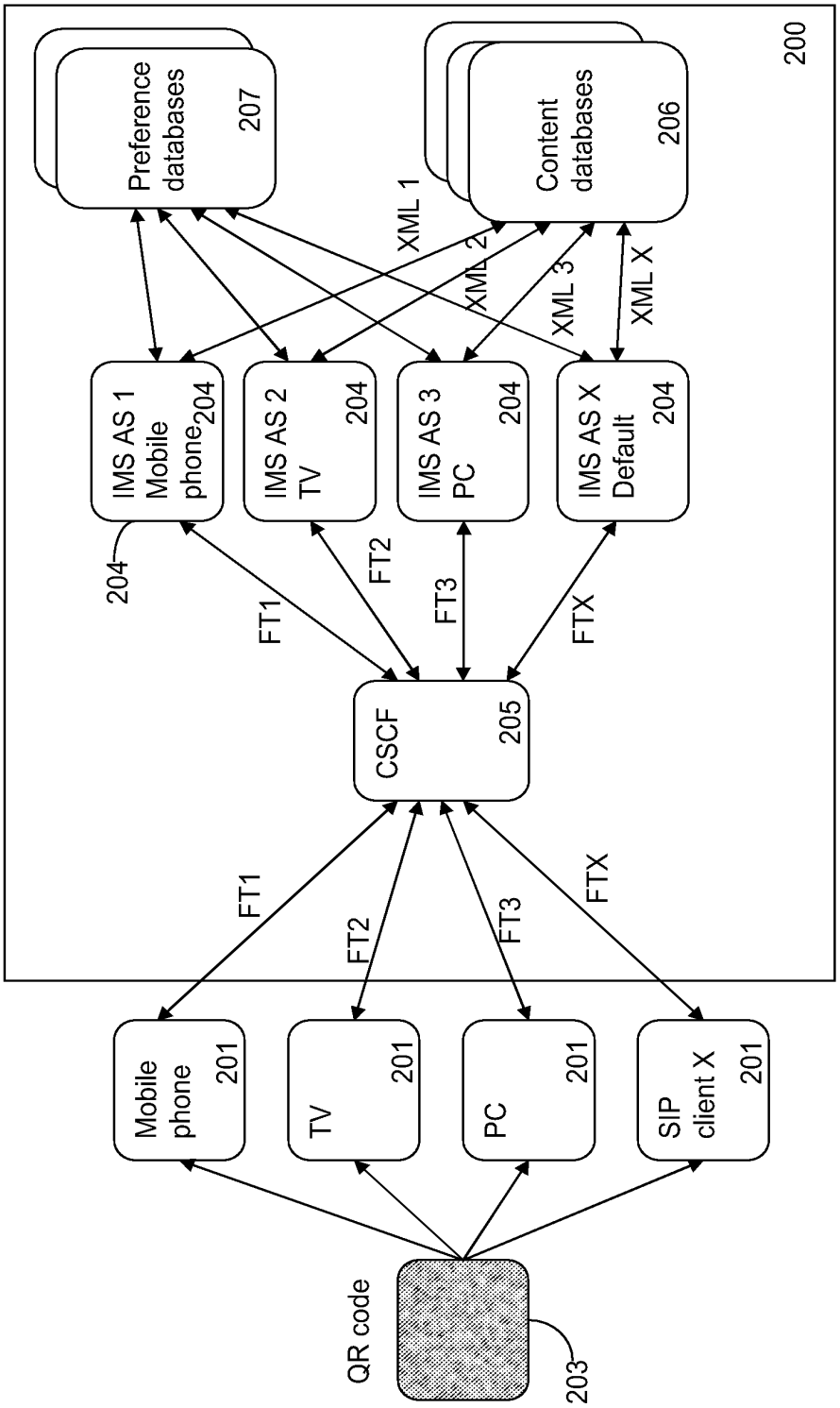

200
Preference databases 207
Content databases 206
XML 1
XML 2
XML 3
XML X
IMS AS 1 Mobile phone 204
IMS AS 2 TV 204
IMS AS 3 PC 204
IMS AS X Default 204
204
FT1
FT2
FT3
FTX
CSCF 205
FT1
FT2
FT3
FTX
Mobile phone 201
TV 201
PC 201
SIP client X 201
QR code
203

Figure 2

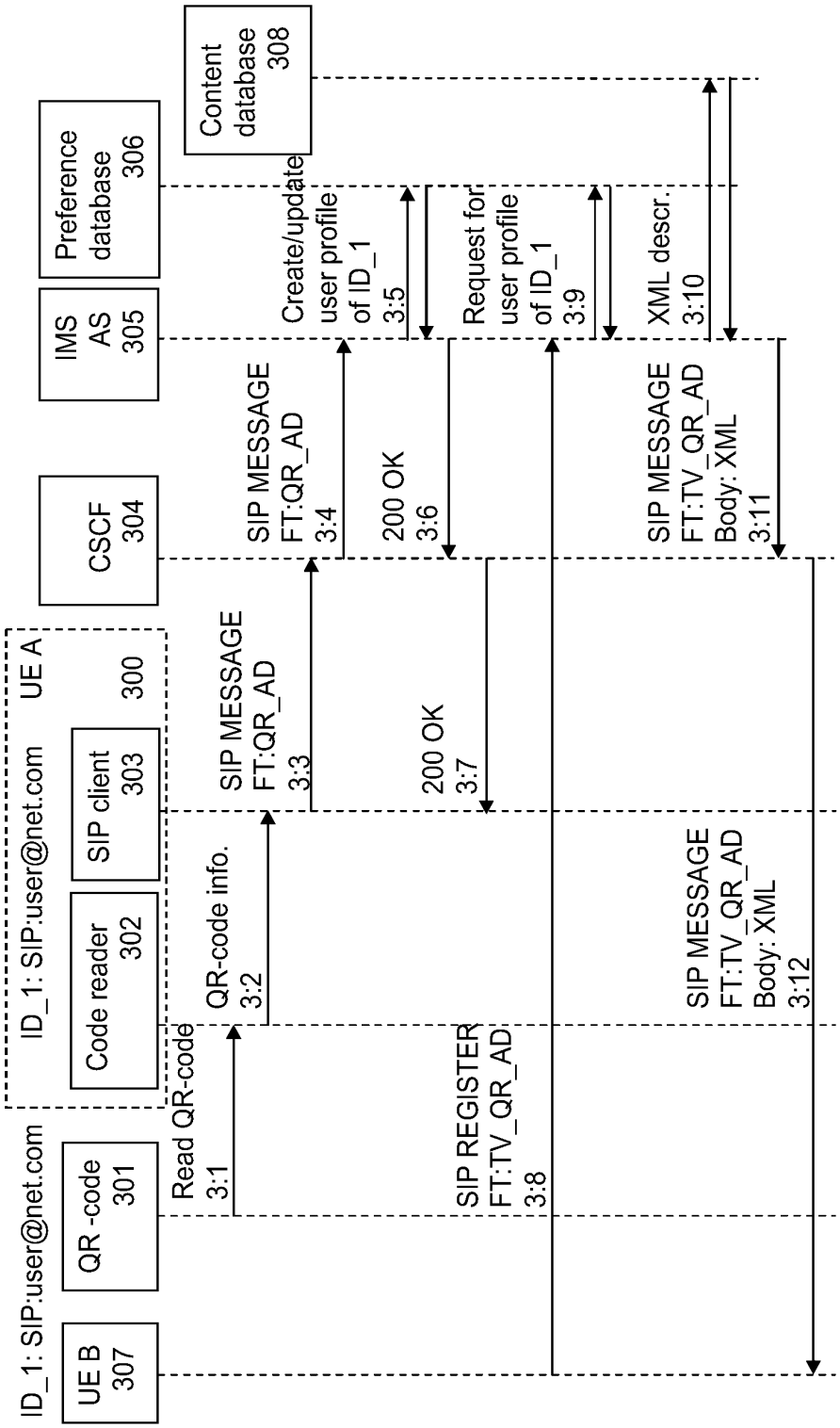

ID_1: SIP:user@net.com
UE B 307
QR -code 301
Code reader 302
SIP client 303
UE A 300
ID_1: SIP:user@net.com
CSCF 304
IMS AS 305
Preference database 306
Content database 308
Read QR-code 3:1
QR-code info. 3:2
SIP MESSAGE FT:QR_AD 3:3
SIP MESSAGE FT:QR_AD 3:4
Create/update user profile of ID_1 3:5
200 OK 3:6
200 OK 3:7
SIP REGISTER FT:TV_QR_AD 3:8
Request for user profile of ID_1 3:9
XML descr. 3:10
SIP MESSAGE FT:TV_QR_AD Body: XML 3:11
SIP MESSAGE FT:TV_QR_AD Body: XML 3:12

Figure 3

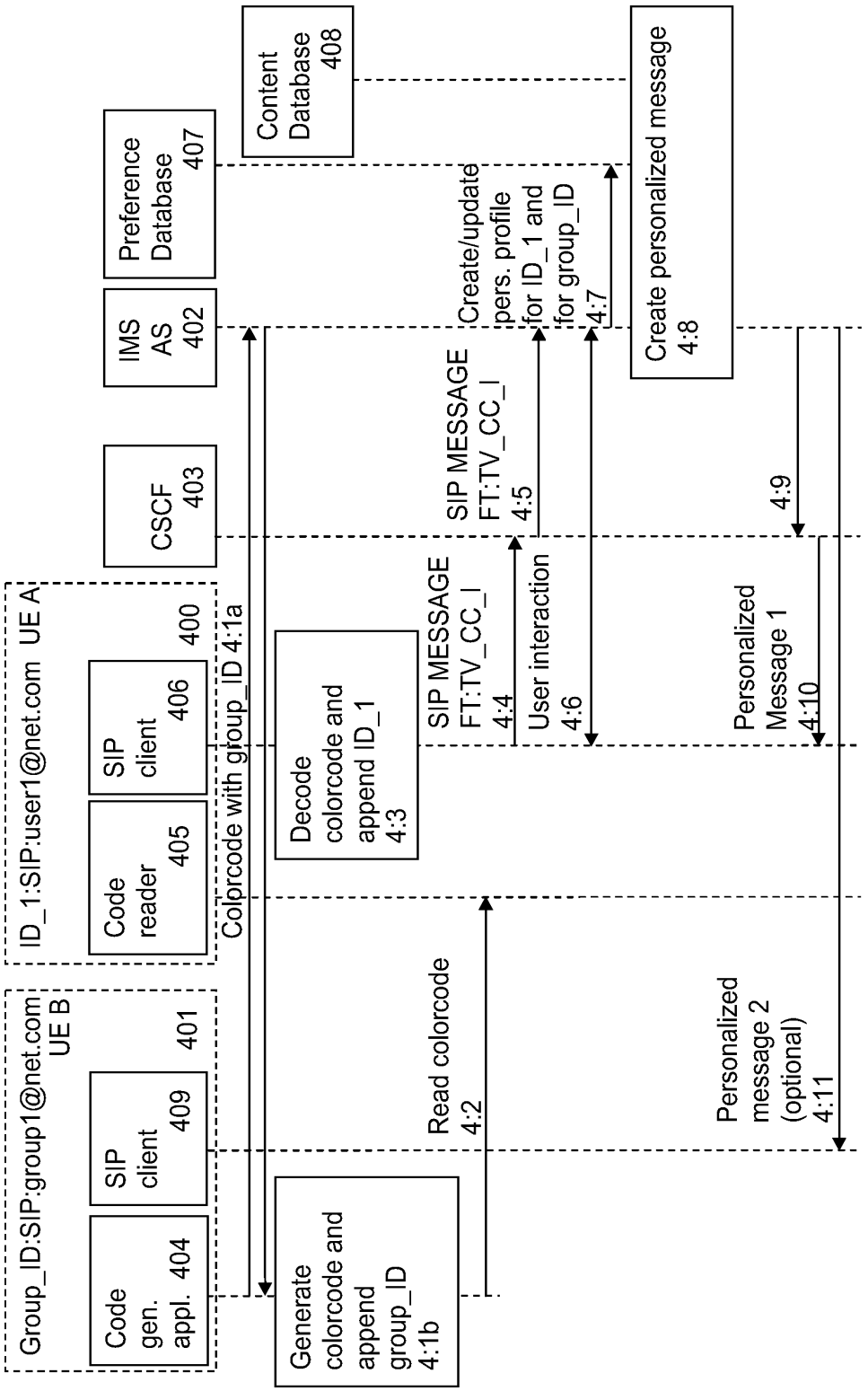

Group_ID:SIP:group1@net.com
UE B
Code gen. appl. 404
SIP client 409
401
ID_1:SIP:user1@net.com UE A
Code reader 405
SIP client 406
400
CSCF 403
IMS AS 402
Preference Database 407
Content Database 408
Colrcode with group_ID 4:1a
Generate colorcode and append group_ID 4:1b
Read colorcode 4:2
Decode colorcode and append ID_1 4:3
SIP MESSAGE FT:TV_CC_I 4:4
User interaction 4:6
SIP MESSAGE FT:TV_CC_I 4:5
Create/update pers. profile for ID_1 and for group_ID 4:7
Create personalized message 4:8
4:9
Personalized Message 1 4:10
Personalized message 2 (optional) 4:11

Figure 4

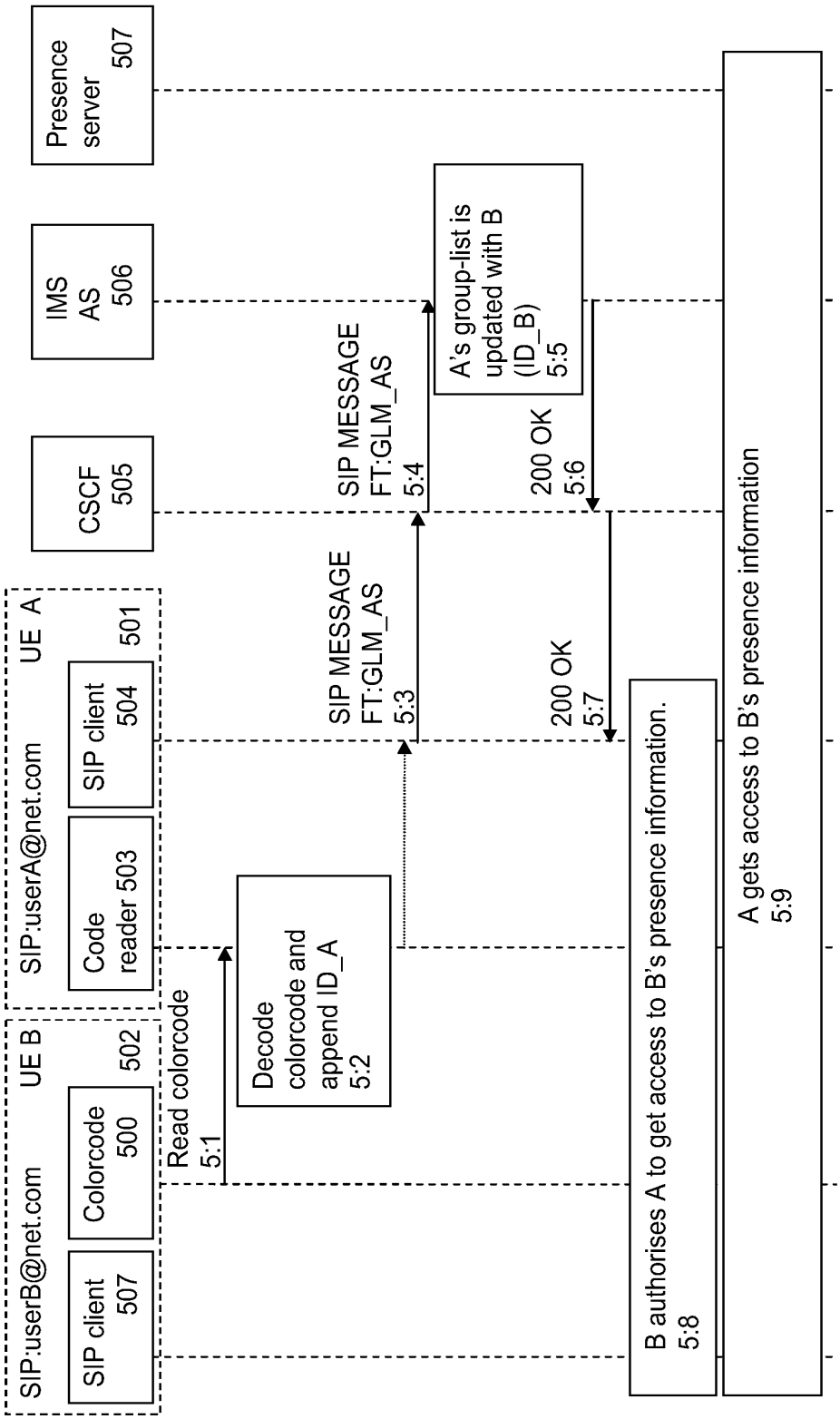

Presence server 507
IMS AS 506
CSCF 505
SIP:userA@net.com UE A 501
SIP client 504
Code reader 503
SIP:userB@net.com UE B 502
SIP client 507
Colorcode 500
Read colorcode 5:1
Decode colorcode and append ID_A 5:2
SIP MESSAGE FT:GLM_AS 5:3
SIP MESSAGE FT:GLM_AS 5:4
A's group-list is updated with B (ID_B) 5:5
200 OK 5:6
200 OK 5:7
B authorises A to get access to B's presence information. 5:8
A gets access to B's presence information 5:9

Figure 5

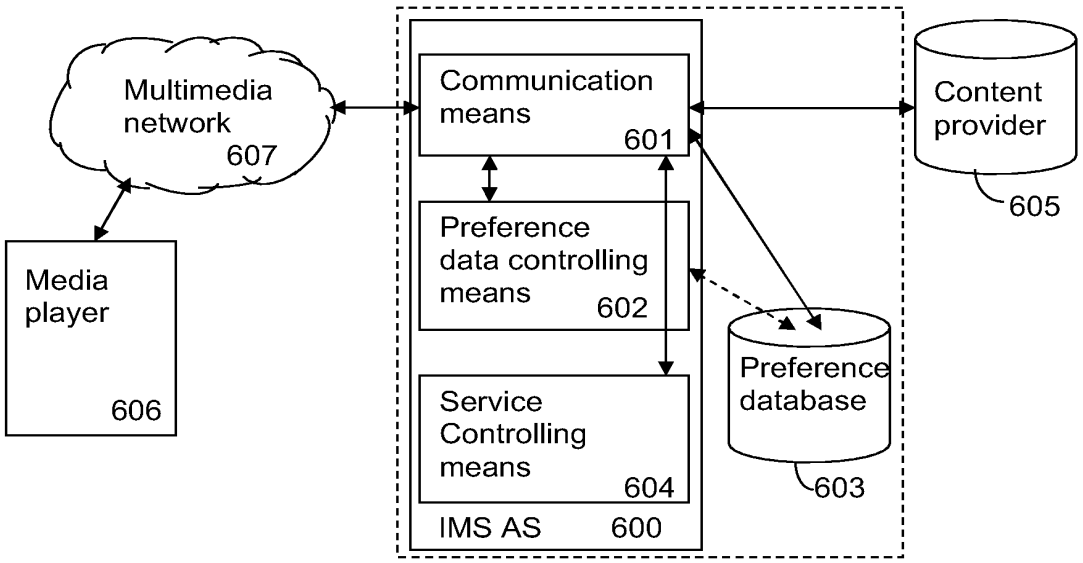


Figure 6

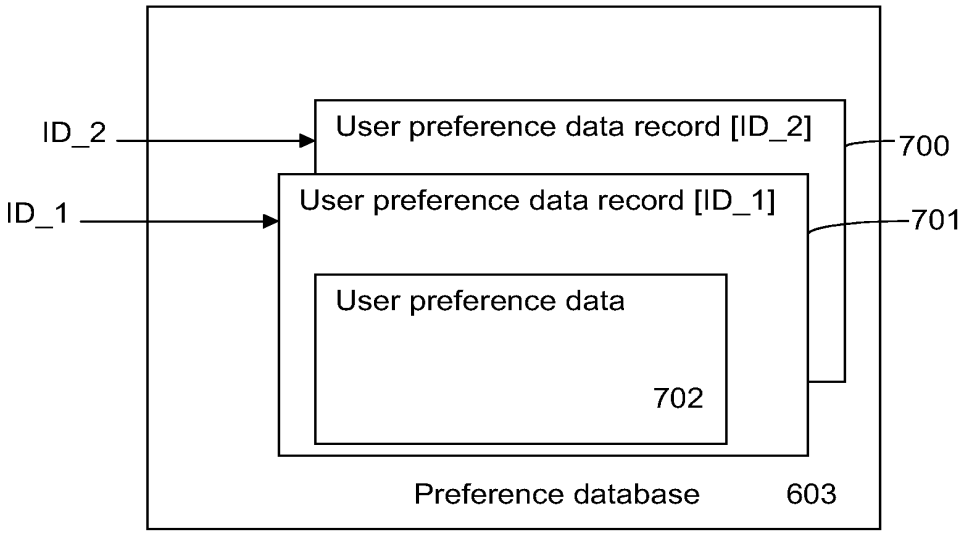


Figure 7

INTERNATIONAL SEARCH REPORT

International application No.
PCT/SE2008/050141

A. CLASSIFICATION OF SUBJECT MATTER

IPC: see extra sheet
According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC: H04N, H04L

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

SE, DK, FI, NO classes as above

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

EPO-INTERNAL, WPI DATA, PAJ, INSPEC

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category"	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
E	WO 2008033552 A2 (IWATCHNOW INC.), 20 March 2008 (20.03.2008), abstract --	1-26
A	US 20030093507 A1 (SHAPIRO, J J), 15 May 2003 (15.05.2003) --	1-26
A	US 6934837 B1 (JAISIMHA, M Y ET AL.), 23 August 2005 (23.08.2005) --	1-26
A	US 20060170945 A1 (BILL, D S), 3 August 2006 (03.08.2006) --	1-26

)() Further documents are listed in the continuation of Box C. [X] See patent family annex.

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"&" document member of úie same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
10 July 2008	14 -07- 2008
Name and mailing address of the ISA/ Swedish Patent Office Box 5055, S-102 42 STOCKHOLM Facsimile No. +46 8 666 02 86	Authorized officer **Henrik Andersson/PR** Telephone No. + 46 8 782 25 00

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INTERNATIONAL SEARCH REPORT

International application No.
PCT/SE2008/050141

C (Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	GB 2366164 A (ANODYNE DEVELOPMENTS LIMITED ET AL), 11 February 2002 (27.02.2002) --	1-26
A	US 5721827 A (LOGAN, J ET AL), 24 February 1998 (24.02.1998) --	1-26
A	WO 2005115107 A2 (DISNEY ENTERPRISES, INC.), 8 December 2005 (08.12.2005) --	1-26

INTERNATIONAL SEARCH REPORT

International application No.
PCT/SE2008/050141

International patent classification (IPC)
H04N 7/173 (2006.01)
H04L 29/06 (2006.01)

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The password is **VTIIAHGRFG.**

Paper copies can be ordered at a cost of 50 SEK per copy from PRV InterPat (telephone number 08-782 28 85).

Cited literature, if any, will be enclosed in paper form.

WO	2008033552	A2	20/03/2008	NONE			
us	20030093507	A1	15/05/2003	US	20050149490	A	07/07/2005
				US	20060242275	A	26/10/2006
us	6934837	B1	23/08/2005	US	6487663	B	26/11/2002
				US	6671807	B	30/12/2003
us	20060170945	A1	03/08/2006	US	20060143647	A	29/06/2006
				WO	2007079126	A	12/07/2007
GB	2366164	A	27/02/2002	AU	5498501	A	21/01/2002
				GB	0016832	D	00/00/0000
				GB	0103026	D	00/00/0000
				WO	0205500	A	17/01/2002
US	5721827	A	24/02/1998	NONE			
WO	2005115107	A2	08/12/2005	US	20060005226	A	05/01/2006

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(19) World Intellectual Property Organization
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12 July 2007 (12.07.2007)

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(74) **Agents: GUILIANO, Joseph, M.** et al; Fish & Neave IP Group, Ropes & Gray LLP, 1211 Avenue of the Americas, New York, NY 10036-8704 (US).

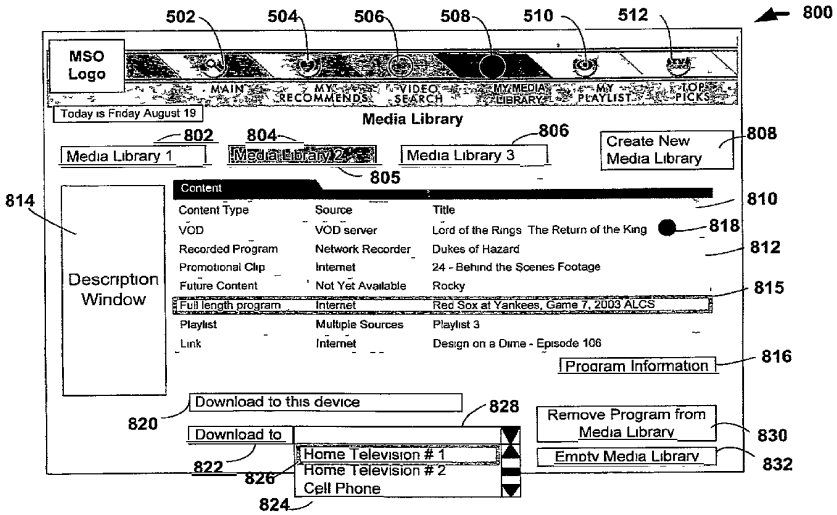
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Published:
— *with international search report*
— *before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments*

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(54) **Title:** MEDIA LIBRARY IN AN INTERACTIVE MEDIA GUIDANCE APPLICATION



(57) **Abstract:** Systems and methods for selecting content for a media library using an interactive media guidance application are provided. The user may search for content to select by entering search terms in a search page and selecting content from search results in a search results page. The user may also select content by directly entering identification for the content, selecting content from a message suggesting content, or by selecting content from- interactive media guidance application pages. The content may include content that is currently available and bookmarks for content that is not yet available. For such bookmarks, when the content becomes available, the interactive media guidance application may notify the user and/or add the actual content to the media library. The user may access the media library from any user device and perform any suitable operation with the content of the media library (e.g., download content to a user device or playback content).

WO 2007/078745 A1

MEDIA LIBRARY IN AN INTERACTIVE MEDIA GUIDANCE APPLICATION

Background of the Invention

[0001] This invention relates to interactive media guidance applications, and more particularly, to interactive media guidance applications that a user can connect to and access from a multitude of user devices.

[0002] Interactive media guidance applications, for example interactive television program guides, allow users to view screens of interactive television program listings, search for programs or content, and select one or more search results for immediate playback or future use (e.g., set a reminder). In some embodiments, the interactive media guidance applications may be online interactive media guidance applications provided to users over an Internet communications link (e.g., using interactive media guidance application web pages) .

[0003] Known interactive media guidance applications allow users to search for content available from a multitude of sources using a particular device, arid to save search terms and searches for future use with that

particular device. Some known interactive media guidance applications allow users to download or order content for viewing with the particular device.

[0004] Known interactive media guidance applications do not allow users to search for content, to receive a list of search results, to select some search results from the list of search results, or to save the selected search results for future access (e.g., for future playback). Furthermore, known interactive media guidance applications do not allow users to search for content using one device, and to download or order the content on a different device.

[0005] In view of the foregoing, it would be desirable to provide systems and methods for creating a media library of user-selected content and/or bookmarks that is accessible from a plurality of user devices. It would also be desirable to identify and select content and/or bookmarks for the media library using any suitable means, including searching for content, receiving recommendations for content, and directly entering content identification information.

Summary of the Invention

[0006] In accordance with the principles of the present invention, systems and methods for an interactive media guidance application are provided for creating a media library of user-selected content that is accessible from a plurality of user devices. The user may place available content in the media library, or the user may place a placeholder bookmark for content that is not yet available in the media library.

[0007] The user may add content to the media library in any suitable manner. For example, the interactive

media guidance application may provide a search page in which a user may enter search terms and search options to search for content. The interactive media guidance application may search for content satisfying the search terms and options entered by the user, and provide search results to the user in a search results page. The user may select some or all of the search results and place the selected search results in the media library. As another example, the user may select content from listings (e.g., program listings), or directly enter identification information for content that the user would like to add to the media library (e.g., by entering a program title). In some embodiments the content itself is added to the media library. In other embodiments content may be added to the media library by storing a link to the content in the media library.

[0008] The user may access the media library with any number of different devices including, for example, a television system, a personal computer, a cellular telephone, a personal digital assistant, a portable media player, *ox* any other user device. The user may, for example, have a network of devices and may use different devices at different times. Using a user device, the user may direct the interactive media guidance application to perform any suitable operation on the content and bookmarks of the media library. Such operations may include setting reminders, scheduling recordings, downloading content to one or more user devices, setting e-mail or text message notification options (e.g., to receive a notification when content has been downloaded) , or any other interactive media guidance application operation. In

some embodiments, the media library may be provided on a web server and accessed over an Internet communications link.

[0009] Some content may be available to the user for a fee (e.g., on-demand content). For example, the user may purchase the content when it is placed in the media library. Alternatively, the user may add content to the media library for free, but be charged for the content when it is downloaded to a user device, or when it is played back from a user device.

Brief Description of the Drawings

[0010] The above and other objects and advantages of the invention will be apparent upon consideration of the following detailed description, taken in conjunction with the accompanying drawings, in which like reference characters refer to like parts throughout, and in which:

[0011] PIG. 1 is a diagram of an illustrative interactive media system in accordance with the present invention;

[0012] FIG. 2 is a diagram of illustrative user equipment in accordance with the present invention;

[0013] FIG. 3 is a diagram of an illustrative user input device in accordance with the present invention;

[0014] FIG. 4 is an illustrative display of a log-in (or authentication) page for the interactive media guidance application in accordance with the present invention;

[0015] FIG. 5 is an illustrative display of a search page in accordance with the present invention;

[0016] FIG. 6 is an illustrative display of a search results page in accordance with the .present invention,-

[0017] FIG. 7 is an illustrative display of a playlist page in accordance with the present invention;

[0018] FIG. 8 is an illustrative display of a media library page in accordance with the present invention;

[0019] FIG. 9 is a flow chart of an illustrative process for searching for content and placing the content in a media library in accordance with the present invention; and

[0020] FIG. 10 is a flow chart of an illustrative process for ordering content from the media library for playback in accordance with the present invention.

Detailed Description of the Preferred Embodiments

[0021] Illustrative interactive media system 100 in accordance with the present invention is shown in FIG. 1. Though the following description will primarily describe video and audio content, it will be understood that it applies to all types of media content. Media content (e.g., video, audio, gaming content, shopping application content, etc.) is provided from programming sources 102 to media distribution facilities, such as media distribution facility 104, using communications path 106. Programming sources 102 may be any suitable sources of television and music content, such as, for example, television broadcasters (e.g., NBC, ABC, and HBO), satellite radio broadcasters (Sirius, XM Satellite radio), Internet content sources, or other video or audio content sources.

[0022] Program schedule data and other data is provided from data source 120 to media distribution facilities (e.g., media distribution facility 104) using communications path 122. Data source 120 may

include a program listings database having television program schedule information to be provided to an interactive media guidance application implemented on user equipment 110. The television program schedule information may include scheduled broadcast times, titles, channels, ratings information (e.g., parental ratings and critic's ratings), detailed title descriptions, genre or category information (e.g., sports, news, movies, etc.), and information on actors and actresses. Data source 120 may also be used to provide advertisements (e.g., program guide advertisements and advertisements for other interactive media guidance applications) , real-time data such as sports scores, stock quotes, news data, weather data, application data for one or more interactive media guidance applications, and any other suitable data for use by system 100.

10023] In some embodiments, there may be multiple data sources, such as data source 120, in system 100. For example, system 100 may include a data source associated with broadcast programming (e.g., advertisements, logo data for each broadcaster) , a data source associated with pay-per-view (PPV) programming, and/or a data source associated with on-demand programming (e.g., video-on-demand (VOD) programming).

[0024] In some embodiments, data source 120 provides program schedule data and other data directly to user equipment 110 over path 124, communications network 126, and path 136 instead of providing the program schedule data to user equipment 110 via media distribution facility 104. Communications network 126 may be any suitable communications network, such as the

Internet, a public switched telephone network, a private data network, or a packet-based network.

[0025] Media distribution facility 104 may be a cable system headend, a satellite television distribution facility, a television broadcaster, or any other suitable facility for distributing any suitable media content to users. Media distribution facility 104 may provide user equipment 110 with content received from programming sources 102 and program schedule data and other interactive media data received from data source 120 over communications path 116 using any suitable approach. For example, content may be provided to user equipment 110 in a broadcast, multicast, or unicast. Program schedule data and other data may be provided to user equipment 110 *on* a television channel sideband, in the vertical blanking interval of a television channel, using an in-band or out-of-band digital signal, or by any other suitable data transmission technique. Media distribution facility 104 may provide user equipment 110 with content, program schedule data, and other data on multiple analog or digital channels, and with any suitable frequency (e.g., continuously, daily, in response to a request from user equipment, etc.).

[0026] Media distribution facility 104 is connected to one or more user equipment 110-i (where i=1, ..., N) using communications path 116-i. Such user equipment 110 may be located, for example, in a user's home, in user's vehicles, in the user's offices, as part of the user's portable devices, or in any other suitable location. In some embodiments, user equipment 110 may not belong to the user (e.g., a public terminal) .

[0027] User equipment 110 may be any suitable user device for accessing video content, audio content or interactive media guidance application features . In some embodiments, user equipment 110 may be configured to display web pages of an online interactive media guidance application and/or multimedia content. For example, user equipment 110 may be a portable device such as a mobile phone, personal digital assistant (PDA) , BlackBerry™, portable television, laptop computer, I-Video device, portable media player, or any other suitable portable device. Other suitable types of user equipment 110 may include local user devices such as, for example, a user's home television equipment, DVR device, set-top box, home personal computer, or any other suitable local device. Ih some embodiments, user equipment 110 may be a non-local user device (e.g., a public or remote computer) .

[0028] An interactive media guidance application implemented on user equipment 110, media distribution facility 104, or another device of system 100 may use the program schedule data and other interactive media data to display program listings and other information (e.g., information on digital music) for the user. Interactive media guidance application displays may be generated and displayed for the user using any suitable approach. For example, an interactive media guidance application implemented at least in part on media distribution facility 104 may generate and transmit application display pages to user equipment 110 for display. As another example, user equipment 110 may store data for use in one or more interactive television displays (e.g. , program schedule data, advertisements, logos, etc.), and an'interactive media

guidance application implemented at least partially on the user equipment may generate the interactive television displays based on instructions received from media distribution facility 104.

[0029] In some embodiments, the interactive media guidance application may be implemented locally on user equipment 110 . The interactive media guidance application may be any suitable application such as, for example, an interactive television program guide, a web browsing and other Internet service application, an on-demand application (e.g., video or audio on-demand application) , a game application, a communication application (e.g., e-mail and chat), or any other suitable application, in some embodiments, the interactive media guidance application may be implemented in a distributed fashion (e.g., using a client-server architecture).. In some embodiments, interactive media guidance applications may be provided as separate applications that are accessed through a navigation shell application (e.g., a menu application with menu options corresponding to the applications) . In some embodiments, the features of such applications may be combined,

[0030] In some embodiments, system 100 also includes server 130, server 140 (in facility 104) , service provider 142, and/or other devices of system 100, which may be used to support interactive media guidance application functions including, for example, a network-based video recorder or a VOD application. For example, VOD content and video recorded using a network-based video recorder arrangement may be stored on server 140, server 130, or at service provider 142, and may be provided to user equipment 110 when

requested by the interactive media guidance application.

[0031] In some embodiments, an online interactive media guidance application may be provided, for example, using a server (e.g., server 130) connected to communications network 126 over communications path 132. Server 130 may receive program schedule data and other data from data source 120 over communications path 124, communications network 126, and communications path 132, or over another suitable path or combination of paths .

[0032] In some embodiments, user equipment 110 may access the online interactive media guidance application over an Internet communications link. For example, user equipment 110-i may access the online interactive media guidance application implemented at least in part on server 130 through communications network 126 (e.g., using a cable modem) using communications path 136-i or through media distribution facility 104 using communications path 116-i.

[0033] There are typically may of each system component (e.g., programming sources 102, media distribution facilities 104, servers 130 and 140, data sources 120, service providers 142) in system 100, but only one of each is shown in FIG. 1 to avoid overcomplicating the drawing. For clarity of the description, FIG. 1 includes N user equipments 110 with corresponding communication paths 116 and 136. The various communications paths (e.g., paths 106, 116, 122, 124, 132, 134, 136, 144 and 146) of system 100 may be satellite paths, fiber-optic paths, cable paths, or any other suitable wired or wireless communications path or combination of such paths .

[0034] FIG. 2 shows illustrative components of user equipment 110 (FIG. 1). User equipment 110 includes control circuitry 202 (that includes processing circuitry 206 and memory 208), input/output (I/O) 204, display 210, speakers 212, user input device 214 and recording device 216. User equipment 110 may include any additional component, either as part of one of the aforementioned components or as a stand-alone component.

[0035] Control circuitry 202 includes any suitable processing circuitry 206 (e.g., one or more microprocessors, microcontrollers, digital signal processors, programmable logic devices). Processing circuitry 206 may also include tuning circuitry (e.g., one or more tuners to handle simultaneous catalog-watch and record functions or picture-in-picture (PIP) functions), analog decoders, MPEG-2 decoders or other digital video circuitry, decoding and encoding circuitry (e.g., for converting over-the-air or cable analog signals to MPEG signals for storage), or any other suitable tuning or video circuits. Control circuitry 202 also includes memory 208 (e.g., random-access memory (RAM), read-only memory (ROM), flash memory, hard drives, DVD drives, CD drives, and server arrays). Processing circuitry 206 may provide instructions to memory 208.

[0036] In some embodiments, control circuitry 202 may be configured to execute the operations of a Java™ application. The Java™ application may be initially configured in user equipment 110, or may be downloaded to user equipment 110 at a later time. The Java™ application may allow the user to control interactive media guidance application functions including, for

example, playback functions (e.g., play, fast-forward, rewind, pause, or stop). For example, the Java™ application may be particularly useful in devices that have limited resources (e.g., a mobile phone, PDA, or BlackBerry™. Other application environments may also be supported, depending on the control circuitry capabilities.

[0037] In some embodiments, control circuitry 202 may be incorporated in a set-top box (e.g., an analog or digital set-top box, an integrated receiver decoder (IRD), a WebTV box). In some embodiments, control circuitry 202 may be incorporated in a personal computer coupled with a TV tuner card (e.g., a PCTV or mobile telephones with video and/or audio capabilities).

[0038] User equipment 110 communicates with system 100 through input/output (I/O) 204 using one or more Communications paths (e.g., paths 116 and 136 of FIG. 1) leading to other devices of system 100. I/O 204 receives video and audio content (e.g., from programming sources 102, servers or other equipment such as server 130, service providers such as service provider 142, media distribution facility 104) and program schedule information and other data for an interactive media guidance application from data source 120. In some embodiments, I/O 204 may include communications circuitry such as a cable modem, an integrated services digital network (ISDN) modem, a digital subscriber line (DSL) modem, a telephone modem, a wireless modem, an Ethernet hub, a FireWire or USB port, or any other suitable I/O circuitry for communications with other equipment. In some embodiments, the communications circuitry may be

components of control circuitry 202. The communications using this communications circuitry may involve the Internet or any other suitable communications networks or paths .

[0039] Processing circuitry 206 may direct the tuning circuitry and decoding and encoding circuitry to receive, display, play or record video or audio content. Control circuitry 202 may direct display 210 to display video content and audio component 212 to play audio content. Audio component 212 may include speakers, ear buds, headphones, or any other suitable component (e.g., for personal or public listening) . Display 210 may be a monitor, a television, a liquid-crystal display (LCD) screen, or any other suitable equipment for displaying visual images. Audio component 212 may be provided as part of user equipment 110 (e.g., display device 210) or may be a stand-alone unit.

[0040] In some embodiments, control circuitry 202 may play back a video by initiating a Java™ applet to perform the playback operations and other interactive media guidance application operations. In some embodiments, the applet may be programmed using any programming language or scheme. The user may select the program for playback in any suitable manner using the applet including, for example, entering a code that identifies a particular program (e.g., a code from a guide identifying a VOD program, a code identifying a program recorded on recording device 216, or a code identifying a broadcast channel) , selecting the program from listings (e.g., listings displayed on display device 210) , or any other suitable manner. In some embodiments, the user may use a first instance of user

equipment 110 to instruct the interactive media guidance application (e.g., the applet) to playback a program on another instance of user equipment 110.

[0041] Control circuitry 202 is connected to recording device 216, which may be used to record video and audio content received by control circuitry 202. Recording device 216 may be a digital video recorder (DVR), personal video recorder (PVR), a DVD recorder, a video cassette recorder (VCR), a hard disk, flash memory, or any other device or devices with storage capabilities. In some embodiments, recording device 216 may be incorporated in user equipment 110 (e.g., as part of control circuitry 202), a stand alone device, or incorporated in another suitable device of system 100. In some embodiments, control circuitry 202 may direct recording device 216 to perform any suitable operation.

[0042] In some embodiments, recording device 216 may include communications circuitry such as a cable modem, an ISDN modem, a DSL modem, or a telephone modem for communications with other equipment. Such communications may involve the Internet or any other suitable communications networks or paths.

[0043] A user may control user equipment 110 (e.g., control circuitry 202, display device 210, speakers 212, recording device 216) using user input device 214. User input device 214 may be any suitable user interface, such as a mouse, trackball, keypad, keyboard, touch screen, touch pad, voice recognition interface, remote control, or any other suitable user input device. In some embodiments, user input device may be incorporated in another component of user equipment 110 (e.g., display device 210, recording

device 216) . User input device 214 may communicate with user equipment 110 by any suitable means including, for example, infrared, wired or wireless communications paths .

[0044] FIG. 3 shows illustrative user input device 214 for operating user equipment 110 (FIG. 1) . User input device 214 is only illustrative and any other suitable user input interface may be used to operate user equipment 110 (e.g., a mouse, trackball, keypad, keyboard, touch screen, voice recognition system) . User input device 214 includes function keys 302 and other keys 304 such as keypad keys, power on/off keys, pause, stop, fast-forward and reverse keys. Volume up and down keys 306 may be used for adjusting the volume of the audio portion of a video. Channel up and down keys 308 may be used to change television channels and to access content on virtual channels. Cursor keys 310 may be used to navigate on-screen menus. For example, cursor keys 310 may be used to position an on-screen cursor, indicator, or highlight (sometimes all generically referred to as a highlight or highlight region) to indicate interest in a particular option or other item on a display screen that is displayed by the interactive media guidance application.

[0045] An OK key 312 (sometimes called a select or enter key) may be used to select on-screen options that the user has highlighted. Keys 302 may include a RECORD key 314 for initiating recordings. MENU button 316 may be used to direct the interactive media guidance application to display a menu on the user's display screen (e.g., display device 210). INFO button 318 may be used to direct the interactive media guidance application to display an information display

screen. For example, when a particular program listing in an interactive television program listings display-screen is highlighted, the user pressing INFO button 318 may cause the interactive media guidance application to provide additional program schedule information associated with that program listing (e.g., a program description, actor information, etc.).

[0046] MEDIA LIBRARY button 320 may be used to access the user's media library. Alternatively, the user may also navigate to the user's media library through the guide. EXIT button 322 may be used to exit the interactive media guidance application or to exit a portion of the interactive media guidance application. GUIDE button 324 may be used to invoke an interactive television program guide (e.g., a program guide menu page, program listings page, or other interactive media guidance application page).

[0047] The keys shown in FIG. 3 are merely illustrative. Other keys or buttons may be provided if desired. For example, the user input device may include MUSIC, PLAYLISTS, BACK, SEARCH, FIND, EDIT, DVR, VOD, or other suitable keys. Alphanumeric buttons, including other keyboard keys (e.g., SHIFT, CONTROL), may be used to enter alphanumeric characters. A LAST or BACK button may be used to browse backwards in the interactive media guidance application (e.g., to return to a previous channel, web page or other display screen). Video recorder function buttons such as a play, pause, stop, rewind, fast-forward and record buttons, may be used to control video recorder functions (local or network-based) in system 100 (FIG. 1). A help key may be used to invoke help

functions such as context-sensitive on-screen help functions .

[0048] In some embodiments, the user may direct the interactive media guidance application to search for content with a user device. For example, the user may enter search terms by scrolling though the alphabet, typing the letters from alphanumeric keys, an on-screen keyboard, or any combination thereof. The user may search for any suitable content including, for example, broadcast programs, pay-per-view (PPV) programs, video-on-demand (VOD) programs, DVR recordings, video clips, audio clips, or any other suitable content. The user device may be any suitable device including, for example, a device configured only to search for content, a device configured to search for and play back content, or any other suitable user device. The user may select some of the search results and add them to a "media library. "

[0049] In some embodiments, the user may access a search web page using an online interactive media guidance application. Upon entering search terms, the online interactive media guidance application may provide a search results web page for the user. The user may select some of the search results from the search results web page and add them to a media library web page.

[0050] The "media library" is a collection of content (video and/or audio) and/or bookmarks to content selected by a user. In some embodiments, the "media library" may be saved in system 100 at a location outside of the user device so as to be accessible by the user on any user device the user may have in interactive media system 100. In some

embodiments, the media library may be located in a user device (e.g., a user device that is accessible to other user devices) . The user may access the media library and download its contents to any suitable user device. The user may then play back the content using the user device to which the content was downloaded.

[0051] To access the interactive media guidance application, or certain interactive media guidance application features (e.g., search page, media library) , the user device, in response to a user instruction, may log in or authenticate itself to a device of system 100 (e.g., media distribution facility 104, server 130) . Upon the log-in or authentication, the user device may access data saved by and for the user including, for example, prior searches, the media library, and other data. The data may be stored on any device of system 100 (e.g., media distribution facility 104, server 130) . In some embodiments, the user device may automatically log-in or authenticate itself to access the interactive media guidance application features. For example, the user device may automatically send its information (available from a previous log-in or authentication of the user) over a communications path to the appropriate device of system 100 and access the interactive media guidance application features. In some embodiments, the interactive media guidance application may prompt the user for log-in or authentication information (e.g., when the user accesses an online interactive media guidance application using a public computer) .

[0052] FIGS. 4-8 show illustrative interactive media guidance application pages . The pages may be displayed to the user as part of an interactive media guidance

application accessed over a suitable communications link. Alternatively, web pages may be displayed to the user as part of an online interactive media guidance application accessed over an Internet communications link. Although FIGS. 4-8 are shown and described herein primarily in the context of illustrative interactive media guidance application pages for clarity, any other suitable pages may be used.

[0053] In some embodiments, the interactive media guidance application pages may be provided to the user in simplified format (e.g., for user devices having limited resources) . For example, a simplified page may provide certain selectable options in additional pages or menus. In some embodiments, the interactive media guidance application may play back content to the user device in a simplified format (e.g., for user devices having limited resources) . There may be any number of different simplified formats for interactive media guidance application pages and content, in some embodiments, the interactive media guidance application may provide the user with an option for switching from a simplified to a standard format of a page or content.

[0054] In some embodiments, the interactive media guidance application may identify the resources available to each user device (e.g., display capabilities, bandwidth, memory, processing power, or download time) and select standard or simplified pages and content depending on the resources identified. For example, if the interactive media guidance application determines that a particular user device has a small screen size, a small amount of memory, a processor with limited capabilities, or any other limited resource (e.g., mobile phones, portable media players as

compared to television equipment, personal computers, etc.), the interactive media guidance application may automatically direct the particular user device to display simplified pages and content. In some embodiments, the user may be prompted to select whether to display the standard or simplified pages and content .

[0055] FIG. 4 shows illustrative log-in (or authentication) page 400 that the interactive media guidance application may display on user equipment 110. The user may access page 400 by any suitable means including, for example, pressing a MENU, GUIDE, or other suitable key or key sequence on user input device 214, navigating from another interactive media guidance application screen (e.g., when navigating from a public screen to a user-specific or private screen) , or by any other suitable means.

[0056] Page 400 includes information section 402 that provides instructions for the user to enter his username and password to log in (or authenticate) to the interactive media guidance application. The user may use a user input device (e.g., user input device 214) to enter his user name in a username box (e.g., box 420) and his password in a password box (e.g., box 422) . The user may submit the username and password using a submit option (e.g., box 424). In one embodiment, user log-in may be based on ownership of devices. For example, once a user has logged into a particular device (e.g., a PC), the user may bypass additional log-in/ identification procedures for applications (e.g., a music download program) executing on that particular device that has already properly identified the user, or other devices connected thereto

(e.g., a portable media player). A data packet, e.g., a cookie, may be utilized for a particular device such that once the user has been properly identified and logged in, appligations executing on and attached devices to the particular device need no further log-in and/or authentication. Page 400 includes an option (e.g., button 432) that the user may select if the user has forgotten his username and/or password, as indicated by description 430. In response to selecting the forgotten username/password option, the interactive media guidance application may transmit the appropriate username and password to the user (e.g., by e-mail, regular mail, text message, telephone). Page 400 includes an option (e.g., button 436) for creating a new user account, as indicated by description 434. In response to selecting the "new user account" option, the interactive media guidance application may prompt the user to create a new username and password, which may be transmitted to the appropriate device of system 100 (e.g., media distribution facility 104, server 130).

[0057] When the user creates a new account, the interactive media guidance application may prompt the user to identify all user devices (including the current device) that the user may use to access interactive media guidance application features. In some embodiments, the interactive media guidance application may automatically search for user devices in the neighborhood of the current user device (e.g., by broadcasting notices (e.g., pinging) and requesting replies identifying the particular user device). For example, if the user authenticates with a home television device, the interactive media guidance

application may search for other nearby devices (e.g., devices connected to the user device) such as, for example, a recording device, a home computer, or any other device. In some embodiments, the user may identify particular user devices to the interactive media guidance application by entering the appropriate device information (e.g., device type, serial number, registration number, phone number (for a cell phone), communications link for connecting to the device) with a user input device (e.g., user input device 214). In some embodiments , when the user authenticates to the user account using a new device, the interactive media guidance application may add the device to the list of known user devices associated with the account. This may be done automatically or the user may be given the opportunity to add the device to the list.

[0058] The interactive media guidance application may transmit username and password data entered by the user to the appropriate device of system 100 (e.g., media distribution facility 104, server 130) , which may in turn compare data to authentication data (e.g., previously set username and password combinations stored in the device) to authenticate the user. Once the user has been authenticated, the interactive media guidance application may display pages for interactive media guidance application features that are specific to the user (e.g., pages in which the user preferences are applied, pages from which the user may save content). In some embodiments, the interactive media guidance application may display a listings page to the user.

[0059] The user may select any type of media content to add to a media library (described in more detail

below) . For example, the user may select content from a grid display or listings of content. The interactive media guidance application may provide the user with pages that include listings of programs by category, genre, A-Z listings, favorite channel and/or program listings, recommendations (e.g., from tvguide.com, experts, friends, similar interest groups, "most popular" listings, etc.), or any other listings page.

[0060] . As another example, the user may receive an e-mail, short message service (SMS) message, or any other message that identifies content. For example, the message may include a bookmark to a program or to information regarding a program. As another example, the message may include listings of content. The user may then add the content from the message to the media library by selecting the bookmark or listing, copying and pasting the name of the content (e.g., to search for the content of the message) , or any other suitable approach for adding the content to the media library. In some embodiments, the content provider may monitor the content that is placed in a user's media library and send pre-emptive messages to one or more user devices that recommended content based on the user's history and content placed in the media library. In addition, the content provider may update or clarify content recommendations based on which content the user selects from the pre-emptive messages for the media library. Each time the user selects particular recommended content, the content source identifies the attributes of the selected recommended content and provides additional recommendations for content similar to the selected content.

[0061] As another example, the user may directly enter information identifying particular content (e.g., a movie title) that is to be added to the media library. For example, a user may walk by a movie theater and notice that the movie "Aeon Flux" is playing. The user may then decide to add the movie to his media library. Instead of having to wait until the user gets home to access the media library with his television equipment, the user may use a cellular telephone and send a message (e.g., a text message) to the interactive media guidance application instructing it to add the movie "Aeon Flux" to the media library. The interactive media guidance application may then search for the movie "Aeon Flux, " and add the movie, when it is found, to the media library. If the movie "Aeon Flux" is not yet available, the interactive media guidance application may add a placeholder bookmark for the movie.

[0062] As still another example, the user may select content from an advertisement displayed by the interactive media guidance application, by a web page, or by any other means and on any suitable user device. In response to a user selection of the advertisement, the advertisement itself, and/or the content being advertised may be added to the media library (discussed in more detail below) .

[0063] Alternatively, the user may search for content to add to the media library. FIG. 5 shows illustrative search page 500 that the interactive media guidance application may display on user equipment 110. The user may access search page 500 by any suitable means such as, for example, pressing a SEARCH, FIND, or other suitable key or key sequence on user input

device 214, navigating from another interactive media guidance application screen or menu (e.g., by selecting Video Search button 506), or by any other suitable means . In some embodiments , the interactive media guidance application may display the search page after authenticating the user.

[0064] Page 500 includes navigation buttons 502, 504, 506, 508, 510 and 512. The user may select "Main" button 502 to access the main page of the interactive media guidance application. The user may select "My Recommends" button 504 to view recommended programs and other content selected based on the user's preferences. The user may search for content by selecting "Video Search" button 506. The user may view the contents of the user's media library by selecting "Media library" button 508. The user may view his playlists by selecting "Playlist" button 510. The user may view the top picks as determined by the interactive media guidance application by selecting "Top Picks" button 512. The interactive media guidance application may indicate the user's location in the guide by marking the button corresponding to the location. For example, button 506 is marked with a different color in search page 500. Other suitable markings may include, for example, placing a border around the button, changing the font of the button, displaying an icon by the button, or any other suitable marking.

[0065] The user may search for a program by entering search terms in search box 520 using the user input device (e.g., user input device 214) . The user may search for a particular program, actor, broadcast date, broadcast time, release year, genre, rating, keyword sequence, or any other suitable search term. In the

example shown in FIG. 5, the user has entered the search terms "Johnny Knoxville." In some embodiments, the user may enter search terms by typing in the terms using alphanumeric keys on the user input device (e.g., the keyboard of a computer, the keypad of a mobile phone or remote control, on-screen keyboard as input device, etc.). In some embodiments, the user may enter the search terms by scrolling through the letters of the alphabet using the directional keys of a user input device. In some embodiments, the user may select search terms from another interactive media guidance application screen. For example, the user may view a listing or description of a program, highlight or select terms from the listing or program description (e.g., a program title, actor name, etc.), copy the selected terms, and paste them in the search page.

[0066] In some embodiments, the user may select search options to narrow the search. The search options may include, for example, category, source, result type, and any other suitable search option or combination of search options The options may provide additional information related to 1) the search term such as the identify of the search term (e.g., name, date) or 2) the search parameters (e.g., what sources to search, what dates to search).

[0067] Page 500 shows three illustrative search options : category option, source option, and result type option. The user may enter a category option in a "category" box (e.g., box 522). Suitable category options may include, for example, actor, program title, broadcast date, broadcast time, release year, genre, rating, program description, or any other suitable option. The user may also identify the sources to

search in a "source" box (e.g., box 524). Suitable sources may include, for example, recording devices, VOD servers, network video recorders, the Internet, DVR devices, PVR devices, VCR devices, cable headends, a specific recording device of the user equipment, a device or devices at a specific location in system 100, or any other suitable sources. The user may further specify the result type to search for in a "result type" box (e.g., box 526). Suitable result type options may include, for example, actual content, bookmarks to actual content, playlists, free content, content for sale, PPV programs, VOD programs, broadcast programs, or any other suitable option.

[0068] In some embodiments, the user may enter options in one or more search options (e.g., entering an option for only the category option). In some embodiments, the user may select more than one option within each search option (e.g., by selecting multiple options in the category option using a SHIFT or CONTROL key). In some embodiments, the default options may be "all." The user may select an option in any suitable manner including, for example, entering the option using alphanumeric keys from the user input device, selecting the option from a pull-down menu (e.g., pull-down menu 528), a list or from another interactive media guidance application page, or any other suitable manner. For example, the user may display pull-down menu 528 by selecting arrow 529. The user may view additional options by scrolling up or down in the menu. To select an option from pull-down menu 528, the user may highlight the option with highlight region 514.

[0069] In the example shown in FIG. 5, the user has selected the "Actor" category option (box 522), the

"All" source (box 524), and the "Actual Content" result type (box 526).

[0070] In some embodiments, the search page may include multiple search boxes coupled by logical operations. For example, the search page may include two or more search boxes coupled by a user specified operator such as and, or, not, or any other suitable operator. The search page may allow the user to perform complex, or Boolean, searches (e.g., "Knoxville" 'and' "Simpson"). In some embodiments, the user may select recording options for each of the search terms entered.

[0071] In some embodiments, the user may enter a string of search terms that includes logical connectors in search box 520. The interactive media guidance application may be configured to parse the search string, extract the connectors from the search terms and find content corresponding to the search string. For example, the user may enter the search string "Knoxville and Simpson and movies" to search for movies starring Johnny Knoxville and Jessica Simpson. In some embodiments, the user may select category, source and result type options for the search phrase. In some embodiments, the user may include category, search and result type options in the search phrase. For example, the user may enter the phrase "actor=Knoxville and actor=Simpson and source=Internet and result type=actual content." Such a search may return, for example, video clips, trailers or full length video of movies starring Johnny Knoxville and Jessica Simpson that were found on the Internet.

[0072] Once the user has entered search terms and options, the user may select a "search" option (e.g.,

"search" button 530) to perform the search. In the example shown in FIG. 5, the user has entered the search term "Johnny Knoxville, " and selected the "actor" category, the "all" source, and the "actual content" result type. The interactive media guidance application may search for content corresponding to the user's search terms and display the search results for the user.

[0073] The interactive media guidance application may display search results in a search results page. FIG. 6 shows an illustrative search results page 600 that includes listings of search results corresponding to the search terms entered on page 500. Search results page 600 includes listings 610 and 620 of programs. The listings may be ordered by source, alphabetically by title, by air date, by recording date, in the order they were found, or in any other suitable order. In the example shown in FIG. 6, recorded program listings 610 includes programs located on recording devices and VOD listings 620 includes programs available to the user as VOD programs . In some embodiments, the search page may include listings from other sources (e.g., the Internet, television system headend, etc.) depending on the user's options set on search page 500 and the content found by the search. Recorded program listings 610 include the date the program was recorded, the start time of the program, the program title, and the channel number and name. VOD listings 620 include the program title and the channel number and name. In some embodiments, listings 610 and 620 may include other information such as, for example, actor names, rating, short description, cost, recording quality, program size,

program length, or any other suitable information or combination thereof .

[0074] Listings 610 and 620 may indicate how many hits were found in each content source. In the example shown in PIG. 6, recorded program listings 610 include 5 hits displayed, but also includes button 612 that indicates to the user that there are 17 more hits found in recording devices. The user may select button 612 to display the listings for the additional 17 hits. In the example shown in FIG. 6, VOD listings 620 include only 1 hit.

[0075] A user may select a listing with highlight region 614 to view more information about the program associated with the listing, to order the program (e.g., for a VOD program), to play back the program, to receive a reminder or an e-mail notification for the program (e.g., for a broadcast program before the program is about to air) , to automatically record the program, to receive a notification when the program has been recorded, or to perform any other suitable action. In response to receiving a user request to view program information, the interactive media guidance application may display the program information on the screen, for example, in window 616 or in full screen. In some embodiments, the program information may include video and/or audio clips. In response to receiving a user request to play back the program, the interactive media guidance application may display the program, for example, in window 616 or in full screen.

[0076] In some embodiments, the search results may include results associated with content that is not yet available. For example, the search results may include advertisements for future programs (e.g., movie

trailers), titles of future programs (e.g., found from lists of movie, music, or program projects), or other suitable results for future content.

[0077] To download or order content, the user may highlight the listing associated with the program and select an "add selected program to media library" option (e.g., button 642). In some embodiments, the interactive media guidance application may visually mark the selected program as being added to the media library. For example, the interactive media guidance application may fill a box (e.g., box 632) to indicate that the program associated with the listing was added to the media library. The interactive media guidance application may leave a box empty (e.g., box 630) to indicate that the listing associated with the program has not been added to the media library. The interactive media guidance application may mark listings in any suitable way including, for example, changing the color of the listings, changing the font of the listing, adding an icon, checking a box, or using any other suitable mark. To remove a previously selected program from the media library, the user may highlight the listing associated with the program and select a "remove selected program from media library" option (e.g., button 644).

[0078] In some embodiments, instead of filling a box to indicate that a program has been added to the media library, the user may select the box (e.g., box 630) associated with the program without adding the program to the media library. In response to receiving the selection of the box, the interactive media guidance application may fill the box (e.g., box 632) to indicate that the program is selected. To unselect a

program, the user may highlight and select the filled box associated with the program to clear the box. The user may add the selected programs to the media library by selecting the "add selected program to media library" option (e.g., button 642).

[0079] In some embodiments, the user may select content from the search results to add to a new or existing playlist. For example, the user may select programs as described above, and select an "add selected program to playlist" option (e.g., button 646). The user may also remove programs from a playlist. For example, the user may select the programs as described above, and select a "remove selected program from playlist" option (e.g., button 648). In some embodiments, the search results page may include an option for adding playlists to the media library (not shown). In some embodiments, the interactive media guidance application may provide existing playlists for the user. For example, the interactive media guidance application may provide a playlist of recommended content identified based *on* the user's profile and viewing history, a playlist of recommended programs based on popular programs as identified by a content provider, a celebrity playlist (e.g., an iTunes playlist). As another example, the interactive media guidance application may provide the user with generic playlists (e.g., based on genre), or any other suitable playlist. The user may modify existing or proposed playlists to personalize their content.

[0080] In some embodiments, the user may upload content to the media library by searching for content on specific user equipment or other sources (e.g., the

user's DVR device) and placing the content found in the search in the media library. In some embodiments, the interactive media guidance application may provide the user with a selectable option to upload the content of a specific source (e.g., a DVR device) to the media library.

[0081] In some embodiments, if the user finds an advertisement (or the content associated with an advertisement) from the search results desirable, the user may select the advertisement and place it in the media library. In some embodiments, the interactive media guidance application may, automatically or in response to a user instruction, find and place the content associated with the advertisement in the media library.

[0082] in some embodiments, if the user finds future content from the search results desirable, the user may select the search result associated with the future content and instruct the interactive media guidance application to monitor content sources for the future content (e.g., by adding the search result to the media library). The interactive media guidance application may then notify the user (e.g., with a message or reminder in the interactive media guidance application, or an e-mail message) when the content becomes available. In some embodiments, the interactive media guidance application may automatically obtain (e.g., download or record) the content when it becomes available for the user, for example by placing the content in the media library. In some embodiments, when the content becomes available, the interactive media guidance application may prompt the user for instructions on whether to obtain the content.

[0083] In some embodiments, a user may select a broadcast advertisement (e.g., movie trailer) for future or available content to instruct the interactive media guidance application to add the advertisement or the content associated with the advertisement to the media library. If the content is not yet available, the interactive media guidance application may monitor content sources for the content.

[0084] in some embodiments, in response to a user instruction to add or remove programs from a playlist, the interactive media guidance application may display a playlists page. The user may access the playlists page by any other suitable means including, for example, pressing a PLAYLIST or other suitable key or key sequence on user input device 214 (not shown in PIG. 3), navigating from another interactive media guidance application screen or menu (e.g., by selecting playlists navigation button 510), or by any other suitable means. FIG. 7 shows illustrative playlist page 700. In some embodiments, the interactive media guidance application *may* indicate to the user that the playlist page is displayed by marking the playlists navigation button (e.g., button 510).

[0085] Playlist page 700 includes playlist listings 710, which the user may select using highlight region 712. Listings 710 include the playlist name, which may be a generic name (e.g., playlist 1, 2, 3, 4) or a user defined name. In some embodiments, the playlist listings may include additional information such as, for example, programs in the playlist, number of programs, program types, or any other suitable information. In some embodiments, the interactive media guidance application may display additional

information related to a selected playlist in response to a user selection of a "view playlist information" option (e.g., button 722). For example, the interactive media guidance application may display the information in window 714, in a full screen display, or in any other suitable display. In some embodiments, the playlist information may include video and/or audio content (e.g., recorded clips or broadcast content). Playlist page 700 may also include options for creating new playlists (e.g., button 724) and deleting existing playlists (e.g., button 726).

[0086] In some embodiments, the user may add or remove one or more programs (e.g., programs previously selected on search results page 600) to a particular playlist by highlighting the listing associated with the particular playlist and selecting an "add program to selected playlist" option (e.g., button 742) or a "remove program from selected playlist" option (e.g., button 744). In some embodiments, after adding or removing programs from a playlist, the interactive media guidance application may display the page where the user selected the programs (e.g., page 600). In some embodiments, the interactive media guidance application may add search results for content that is not yet available to a playlist. When the content becomes available, the interactive media guidance application may replace the search result with the content.

[0087] In some embodiments, the user may add or remove a playlist (and all of its programs) to the media library by highlighting the listing associated with the particular playlist and selecting an "add playlist to media library" option (e.g., button 746) or

a "remove playlist from media library" option (e.g., button 748). In some embodiments, the user may return to the previous page (e.g., search results page 600) by pressing a BACK key or other suitable key or key sequence on user input device 214.

[0088] The user may view programs that have been added to the media library by accessing a media library page. The user may access the media library page by any suitable means such as, for example, pressing a MEDIA LIBRARY key (e.g., key 320) or other suitable key or key sequence on user input device 214, navigating from another interactive media guidance application screen or menu (e.g., by selecting media library navigation button 508), or by any other suitable means. FIG. 8 shows illustrative media library page 800. In some embodiments, the interactive media guidance application may indicate to the user that the media library page is displayed by marking the media library navigation button (e.g., button 508).

[0089] Media library page 800 includes listings 810 of content placed in the media library. The listings may be advertisements, video clips, audio content, or any other suitable content that a user may add to the media library. Listings 810 include the content type, source and title of the content. The listings may include any other suitable information such as, for example, actor names, ratings, program descriptions, recording quality information, recording options, broadcast date, recording date, when the program is available, program size, program length, or any other suitable information or combination of information.

[0090] In some embodiments, listings 810 may include listings for content that is not yet available. In

some embodiments, the listings associated with future content (e.g., search results for future content) may include an indication that the content is not yet available (e.g., the source entry for "Rocky"). In some embodiments, the interactive media guidance application may mark the listing when the content becomes available to indicate the availability to the user (e.g., icon 818 indicates that the movie "Lord of the Rings," which was previously unavailable, is now available as a VOD offering) .

[0091] In some embodiments, media library page 800 may include a separate notice or listing for content that is not yet available. When content becomes available, the interactive media guidance application may remove the entry for that content from the separate notice and add a new entry associated with that content in listings 810 for the user to select.

[0092] In some embodiments, the user may display additional information related to a program by highlighting the listing (e.g., with highlight region 812) associated with the program and selecting a "program information" option (e.g., button 816), pressing an INFO key or key sequence on the user input device, or by any other suitable means. For example, the interactive media guidance application may display the information in window 814, in a full screen display, or in any other suitable display. In some embodiments, the playlist information may include video and audio content (e.g., recorded clips or broadcast content) .

[0093] In some embodiments, the user may remove content from the media library by highlighting the listing associated with the content .(e.g., using

highlight region 815) and selecting a "remove from media library" option (e.g., button 830), and empty the media library by selecting an "empty media library" option (e.g., button 832).

[0094] In some embodiments, the user may access the media library with a user device to play back content on the same user device (which may be different than the user device with which content was added to the media library). The user may, using the user device, access media library page 800, highlight the listing associated with available content (e.g., using highlight region 815), and select a "download to this device" option (e.g., button 820). In response to receiving the instruction to download the content, the interactive media guidance application may direct the user device to connect to the appropriate content source and download the content. In some embodiments, the interactive media guidance application may automatically download items placed in the media library to one or more user devices (e.g., "Ready to Go" option). This option may be enabled by the user only for content that satisfies user or system defined conditions (e.g., only automatically download sporting events).

[0095] In some embodiments, each user may have more than one media library. Media library page 800 may include options for each of the user's media libraries (e.g., buttons 802, 804, 806). Each option for a media library may be identified by a generic name (e.g., media library 1, 2, 3) or a user-defined name. The interactive media guidance application may indicate to the user the selected media library by marking the associated media library option using any suitable

marking (e.g., a different color option 805). In some embodiments, the interactive media guidance application may display listings for only the selected media library. In some embodiments, the interactive media guidance application may display listings for all of the media libraries, where the listings for each media library are distinguished in any suitable manner (e.g., separately grouping the listings for each media library, visually distinguishing the listings in different media libraries, or any other suitable marking). Media library page 800 may also include an option for creating new media libraries (e.g., button 808).

[0096] The user may share the content of one or more media libraries with other users. For example, the user may download content to a device that other users may access as well. As another example, the user may download content to devices belonging to other users (e.g., via e-mail, file transfer protocol, entering their device information, etc.). As still another example, the user may allow other users access to his media library. In some embodiments, the user may provide read-only rights to other users, or may protect (e.g., with a password), write and/or other full access rights. The user may also limit the content available to another user (e.g., only allow specific content to be viewed). The rights given to other users may be temporary (e.g., by removing a password once a user has accessed the media library). In some embodiments, allowing another user to access the media library may require a fee, paid by either or both the owner of the media library, or the user wanted to access another's media library.

[0097] The user may request that the interactive media guidance application automatically fill up one or more user devices with all of the content stored in one or more media libraries (e.g., selecting a "fill-up" option). A user may use this option to maximize the content stored by a particular portable user device prior to a trip (e.g., fill a portable media player prior to beginning a business trip).

[0098] In some embodiments, the user may access the media library page with a first device to play back content on a second user device (both of which may be different than the user device with which content was added to the media library). The user may, using the first user device, access media library page 800, highlight the listing associated with available content (e.g., using highlight region 815), specify the device or devices to which to download the content (e.g., the second user device), and select a "download content" option (e.g., button 822). In response to receiving the instruction to download the content, the interactive media guidance application may direct the second user device to connect to the appropriate content source and download the content.

[0099] The user may select the user devices to which to download the content in any suitable manner including, for example, selecting user devices from pull-down menu 824 with highlight region 826, selecting user devices from a list of user devices, inputting the user devices directly (e.g., with user input device 214), or in any other suitable manner. The interactive media guidance application indicates in box 828 the device or devices to which the content is downloaded.

[0100] In some embodiments, the user may select an advertisement (e.g., a trailer) from listings 810 for download. In some embodiments, in response to the download request, the interactive media guidance application may download the content associated with the advertisement, if available, instead of the selected advertisement. For example, instead of downloading a trailer for a movie, the interactive media guidance application may download a VOD or PPV offering of the full-length movie. In some embodiments, the interactive media guidance application may prompt the user to select either the advertisement or the actual content for downloading.

[0101] The interactive media guidance application may play back the selected content on the selected user device while it is downloading, or may instead wait until the download is complete before starting playback. In some embodiments, when the content is a bookmark, the interactive media guidance application may download the bookmark. In response to receiving a playback request, the interactive media guidance application may receive and display a content stream or tune to a channel providing the content to which the bookmark was directed.

[0102] In some embodiments, the content selected by the user may be a playlist. In some embodiments, the interactive media guidance application may download the selected playlist as a collection of bookmarks to the content of the playlist. In some embodiments, the interactive media guidance application may download the actual content that the playlist bookmarks to (e.g., download the playlist content from their respective sources).

[0103] In some embodiments, downloading content may require the user to purchase the content, if the content is offered for a fee (e.g., PPV programs, VOD programs, etc.) . In some embodiments, the user may download the content for free, but may be required to purchase the content to play it back. This embodiment may allow a user to download content to a particular user device (e.g., the user's home television equipment) , but only pay for the content that the user actually plays back, thus facilitating impulse purchases of content by eliminating the lapse of time between the user's instruction to purchase the content and the completion of the download of the content. In such embodiments , the content may be provided to the user device in encrypted form. The interactive media guidance application or playback device may receive a key for decrypting the content after the user has paid a fee. For users buying one or more items of content, the interactive media guidance application may provide discounts.

[0104] To purchase content, the user may provide personal information (e.g., account number, pin, and/or credit card information) to verify the user's identity and account status. In some embodiments, the interactive media guidance application may verify the information entered by the user with the user's equipment. In some embodiments, the interactive media guidance application may provide the information to a device outside of the user's equipment (e.g., a content source or a third party order fulfillment processor) for verification. Once the user's information has been verified, the content source may release the selected content to the user for download or playback.

[0105] The following example will serve to illustrate the feature of accessing the media library with a first user device and downloading content to a second user device. For example, a user may, during a break at work, decide to search for content having Johnny Knoxville as an actor. The user may access the search web page (e.g., search page 500) of an online interactive media guidance application over the Internet using a personal computer, and enter the appropriate search terms. After receiving the search terms and searching for content, the interactive media guidance application may display a list of search results in a search results web page (e.g., search results page 600) . The user may then select some of the search results from the list of search results (e.g., Dukes of Hazard) to add to the media library. Because the user is at work and cannot play back the content while working, the user may decide to send the content of the media library to the user's home television equipment for viewing that evening, when the user gets home from work. The user may then navigate to the media library web page (e.g., using navigation button 508), select some or all of the content in the media library, select the home television equipment as the destination for the content, and instruct the online interactive media guidance application to download the selected content to the home television equipment .

[0106] As another example, instead of downloading the content to the user's home television equipment, the user may download a bookmark to the content. Then, when the user selects the bookmark that was downloaded with the home television equipment, the content may be

accessed and played back remotely (e.g., from a central server, a VOD server, or a network recording device).

[0107] As still another example, a user may decide to search for particular content using a mobile phone. The user may access the search page (e.g., search page 500) from a server (e.g., a web-based server) and enter the appropriate search terms. After receiving the search terms and searching for content, the interactive media guidance application may display a list of search results in a search results page (e.g., search results page 600) on the mobile phone. The user may select some or all of the search results and add them to the media library. In another example, the user may access the media library using the mobile phone and select content and a device to which to download the content. In still another example, the user may access the media library and play back content in any suitable manner including, for example, downloading the content to the mobile phone for local playback, remotely streaming the content for playback, or by another other manner.

[0108] FIG. 9 is a flow chart of illustrative steps involved in adding content to a media library. Process 900 starts at step 902. At step 910, the interactive media guidance application receives search terms in a search page. For example, the interactive media guidance application may receive search terms typed by a user in a search web page accessed over an Internet communications link. The interactive media guidance application may receive search options, for example, category, content source and content type options, for narrowing the search. In some

embodiments, the search terms may include logical operators connecting the other search terms.

[0109] At step 920, the interactive media guidance application performs the search. For example, the interactive media guidance application may parse the search terms to extract logical operators from the other search terms and search for content based on the parsed search terms and search options set by the user. The interactive media guidance application may direct any suitable device of system 100 (e.g., television distribution facility 104, server 140, server 130, data source 120, user equipment 110) to perform the search. At step 930, the interactive media guidance application displays the search results to the user in a search result page.

[0110] At step 940, the interactive media guidance application receives a user selection of one or more results from the search result page. For example, the interactive media guidance application may receive a user selection of one or more listings associated with content found by the search. In some embodiments, the interactive media guidance application may display additional information related to one or more search results for the user before receiving the user selection.

[0111] At step 950, the interactive media guidance application adds the search results selected by the user at step 940 to the media library. For example, the interactive media guidance application may receive a user instruction to add the selected programs to the media library. In some embodiments, the interactive media guidance application may add actual content, bookmarks to content, or any other combination of

bookmarks and actual content to the media library. Process 900 ends at step 952,

[0112] PIG. 10 is a flow chart of illustrative steps for downloading content from the media library for playback. Process 1000 begins at step 1002. At step 1010, the interactive media guidance application accesses the media library. For example, the user may, using a user device, direct the interactive media guidance application to authenticate and access the user's media library. The user device may be any suitable user device.

[0113] At step 1020, the interactive media guidance application receives a user selection of particular content for playback from the content available in the media library. The interactive media guidance application also receives a selection of the user device or devices to which to download the content . For example, the interactive media guidance application may receive a user selection to download content to the user device (e.g., the user's home television) from which the user selection is received. As another example, the interactive media guidance application may receive a user selection to download content to a user device (e.g., the user's home television) different from the user device (e.g., a mobile phone) from which the user selection is received.

[0114] At step 1030, the interactive media guidance application downloads the particular content to the user device or devices selected at step 1020. For example, the interactive media guidance application directs the content sources of the particular content to transfer the particular content to the selected user devices. As another example, the interactive media

guidance application may direct the selected user devices to request the particular content from the content sources . In some embodiments , the interactive media guidance application may determine the capabilities of the selected user devices and provide each user device with a copy of the content that is appropriate for the user device (e.g., having a particular format) . At step 1040, the interactive media guidance application receives a playback request. For example, the user may instruct the interactive media guidance application, using a user input device (e.g., user input device 214), to play back particular content .

[0115] At step 1050, the user purchases the content, if necessary. If the content is free, step 1050 is skipped. In some embodiments, the user purchases the content prior to downloading the content. In some embodiments, the user may download the content for free, but purchases the content in response to a request to play back the content (e.g., received at step 1340) . To purchase the content, in some embodiments, the user may supply the interactive media guidance application with personal information (e.g., an account number, a credit card number) . The interactive media guidance application may in turn provide the personal information to an appropriate content source or media distribution facility to release the content for playback. In some embodiments, the interactive media guidance application may already have the user's personal information and may automatically supply the information to an appropriate content source or media distribution facility.

[0116] At step 1060, the interactive media guidance application plays back the content on the user device identified at step 1020. Process 1000 ends at step 1062.

[0117] One skilled in the art will appreciate that the invention can be practiced by other than the prescribed embodiments, which are presented for purposes of illustration and not of limitation, and the invention is limited only by the claims which follow.

What is Claimed is:

1. A method for providing an interactive media guidance application comprising:

creating a media library comprising a collection of user-selected media content, wherein said creating comprises:

receiving a user selection of at least one media content that is not currently-available, and

adding a bookmark for the media content to the media library;

monitoring content sources to determine when the media content becomes available; and

in response to determining that the at least one media content has become available, notifying the user that the at least one media content has become available.

2. The method of claim 1 further comprising adding the at least *one* available media content to the media library.

3. The method of claim 1 further comprising:

accessing the media library with a user device;

selecting a media content from the media library; and

playing back the selected media content.

4. The method of claim 3 further comprising purchasing the selected media content prior to playing back the selected content.

5. The method of claim 1 wherein creating a media library further comprises:

receiving search terms for media content;

searching for media content based on the search terms;

displaying search results; and

wherein receiving a user selection of at least one media content comprises receiving a user selection of at least one of the displayed search results.

6. The method of claim 1 wherein receiving a user selection of at least one media content further comprises receiving a user input of information identifying at least one media content.

7. The method of claim 1 creating a media library further comprises:

receiving a message recommending at least one media content to add to the media library; and

wherein receiving a user selection of at least one media content comprises receiving a user selection of at least one recommended media content.

8. The method of claim 7 further comprising:

monitoring the media content that a user places in a media library; and

providing recommendations for the at least one media content to the user based on the monitoring of the media library.

9. The method of claim 1 wherein the media content is any of a playlist, a bookmark, and actual content.

10. The method of claim 1 wherein the media content is available from any of a recording device, the Internet, a video-on-demand server, a broadcast source, and a satellite source.

11. The method of claim 1 further comprising accessing the media library using any of television equipment, a personal computer, a laptop computer, a set-top box, a mobile telephone, a personal digital assistant, a BlackBerry™, a portable television, and a portable media player.

12. The method of claim 1 further comprising accessing the media library over an Internet communications link.

13. A system for providing an interactive media guidance application comprising a display device, an input device and control circuitry, the control circuitry configured to create a media library comprising a collection of user-selected media content, by:

receiving a user selection of at least one media content that is not currently available, and

adding a bookmark for the media content to the media library;

monitoring content sources to determine when the media content becomes available; and

in response to determining that the at least one media content has become available, notifying

the user that the at least one media content has become available.

14. The system of claim 13 wherein the control circuitry is further configured to add the at least one available media content to the media library.

15. The system of claim 13 wherein the control circuitry is further configured to:

Access the media library with a user device;

select a media content from the media library; and

direct the display device to play back the selected media content.

16. The system of claim 13 wherein the control circuitry is further configured to purchase the selected media content prior to playing back the selected content.

17. The system of claim 13 wherein the control circuitry is further configured to:

receive search terms for media content;

search for media content based on the search terms;

direct the display device to display search results; and

receive a user selection of at least one of the displayed search results.

18. The system of claim 13 wherein the control circuitry is further configured to receive a user input of information identifying at least one media content.

19. The system of claim 13 wherein the control circuitry is further configured to:

receive a message recommending at least one media content to add to the media library; and

receive a user selection of at least one recommended media content.

20. The system of claim 19 wherein the control circuitry is further configured to:

monitor the media content that a user places in a media library; and

provide recommendations for the at least one media content to the user based on the monitoring of the media library.

21. The system of claim 13 wherein the media content is any of a playlist, a bookmark, and actual content.

22. The system of claim 13 wherein the media content is available from any of a recording device, the Internet, a video-on-demand server, a broadcast source, and a satellite source.

23. The system of claim 13 wherein the search results comprise at least *one* of a playlist, a bookmark, and actual content.

24. The system of claim 13 wherein the control circuitry is further configured to access the media library using any of television equipment, a personal computer, a laptop computer, a set-top box, a mobile telephone, a personal digital assistant, a BlackBerry™, a portable television, and a portable media player.

25. The system of claim 13 wherein the control circuitry is further configured to access the media library over an Internet communications link.

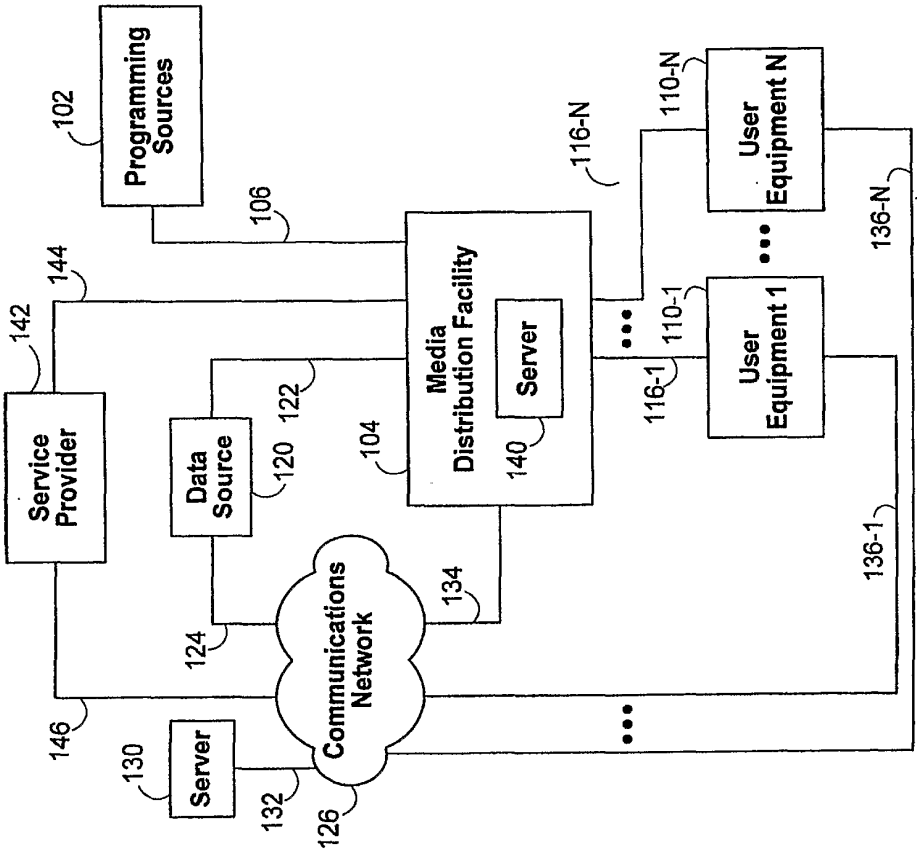

Programming Sources
102
106
Media Distribution Facility
Server
140
104
116-N
110-N
User Equipment N
136-N
Service Provider
142
144
Data Source
120
122
110-1
User Equipment 1
116-1
136-1
Communications Network
134
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146
Server
130
132
126
100

FIG. 1

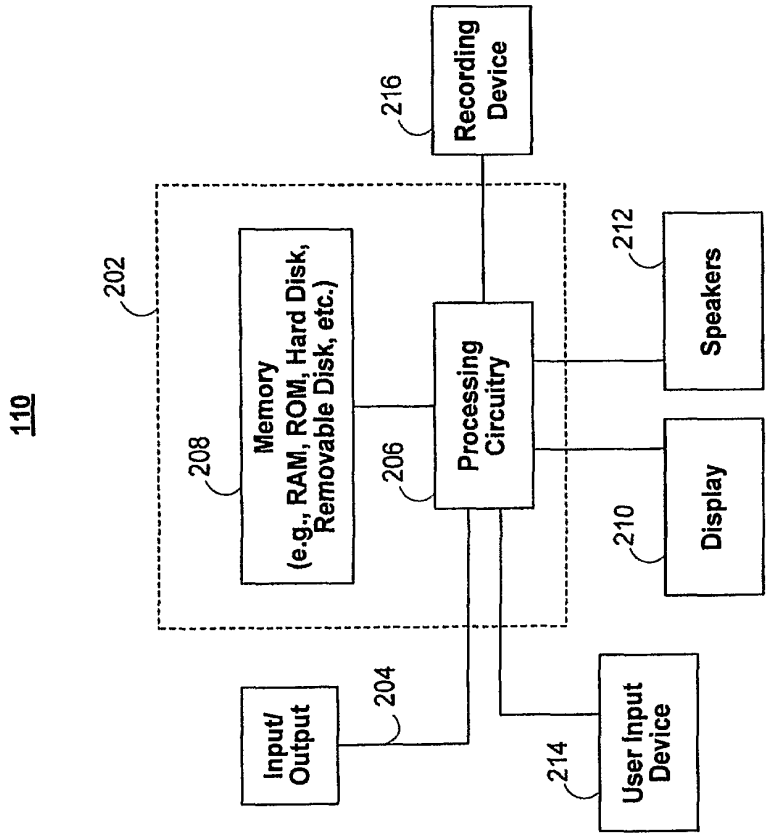
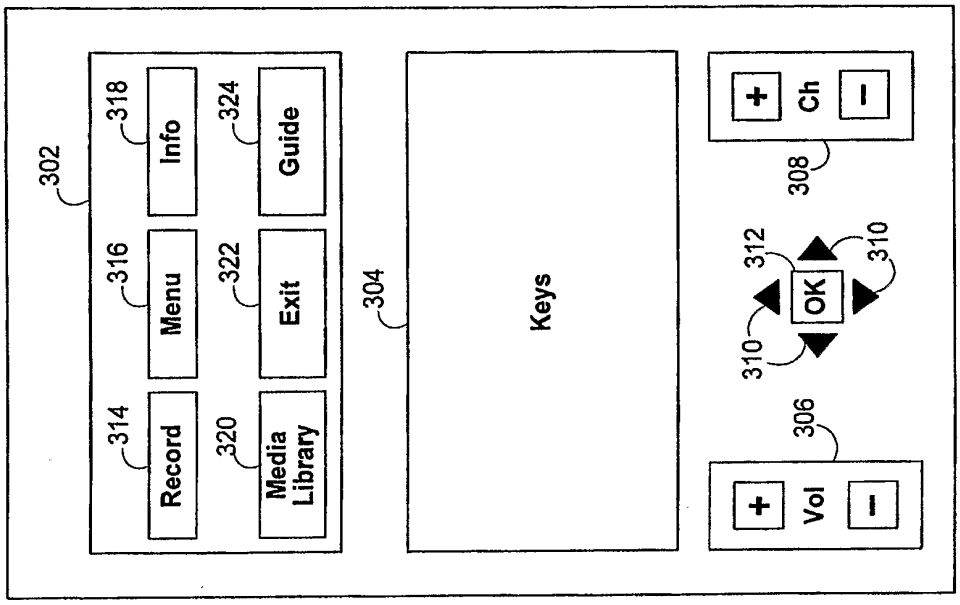

110
202
Memory (e.g., RAM, ROM, Hard Disk, Removable Disk, etc.)
208
Processing Circuitry
206
Recording Device
216
Speakers
212
Display
210
Input/ Output
204
User Input Device
214

FIG. 2


302
318
Info
324
Guide
316
Menu
322
Exit
314
Record
320
Media Library
304
Keys
+
Ch
-
308
312
310
OK
310
310
306
+
Vol
-

214

FIG. 3

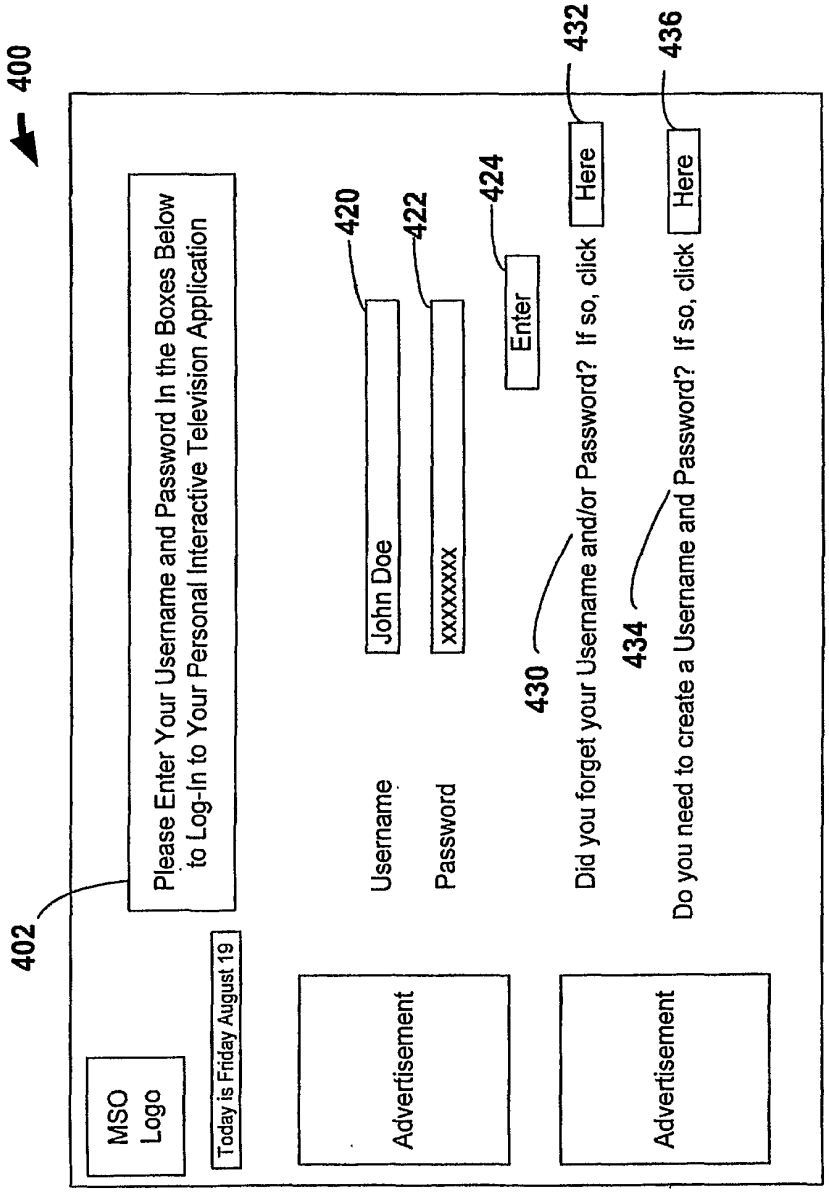

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Did you forget your Username and/or Password? If so, click
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Here
436

FIG. 4

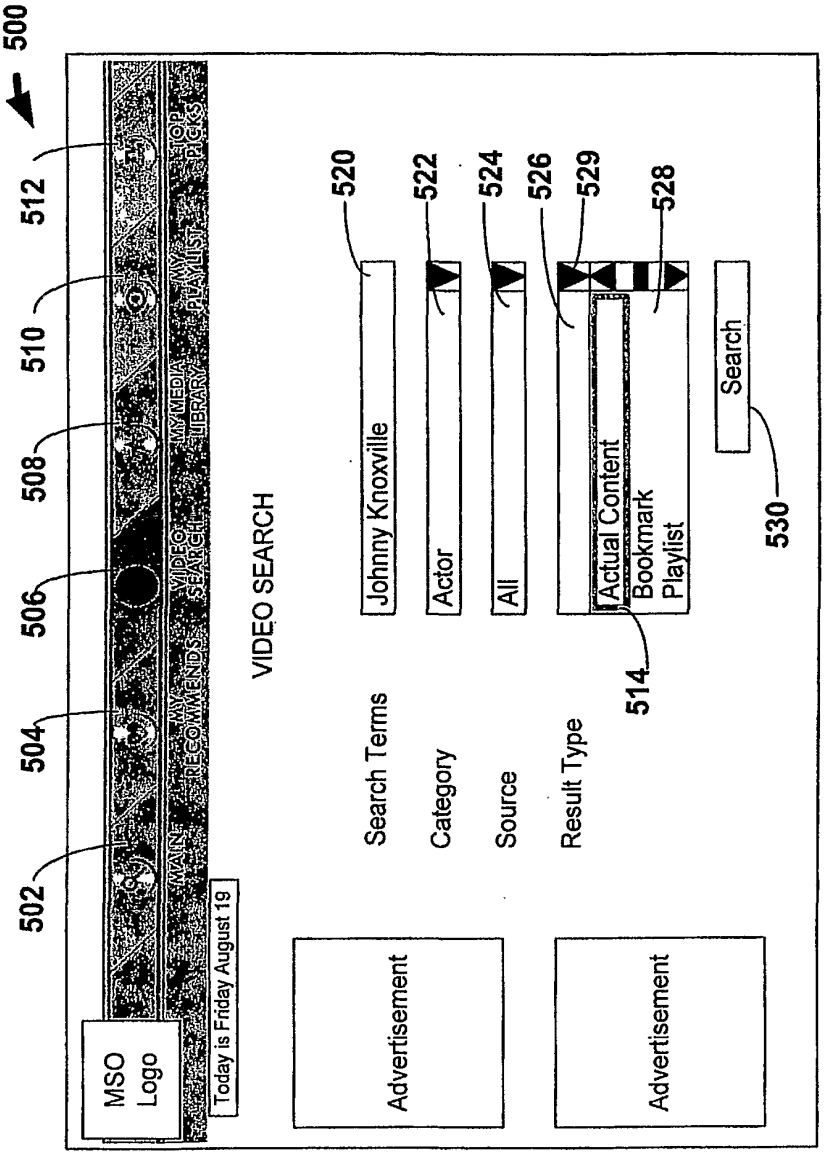

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Search Terms
Category
Source
Result Type
520
522
524
526
529
528
514
Johnny Knoxville
Actor
All
Actual Content
Bookmark
Playlist
Search
530
Advertisement
Advertisement

FIG. 5

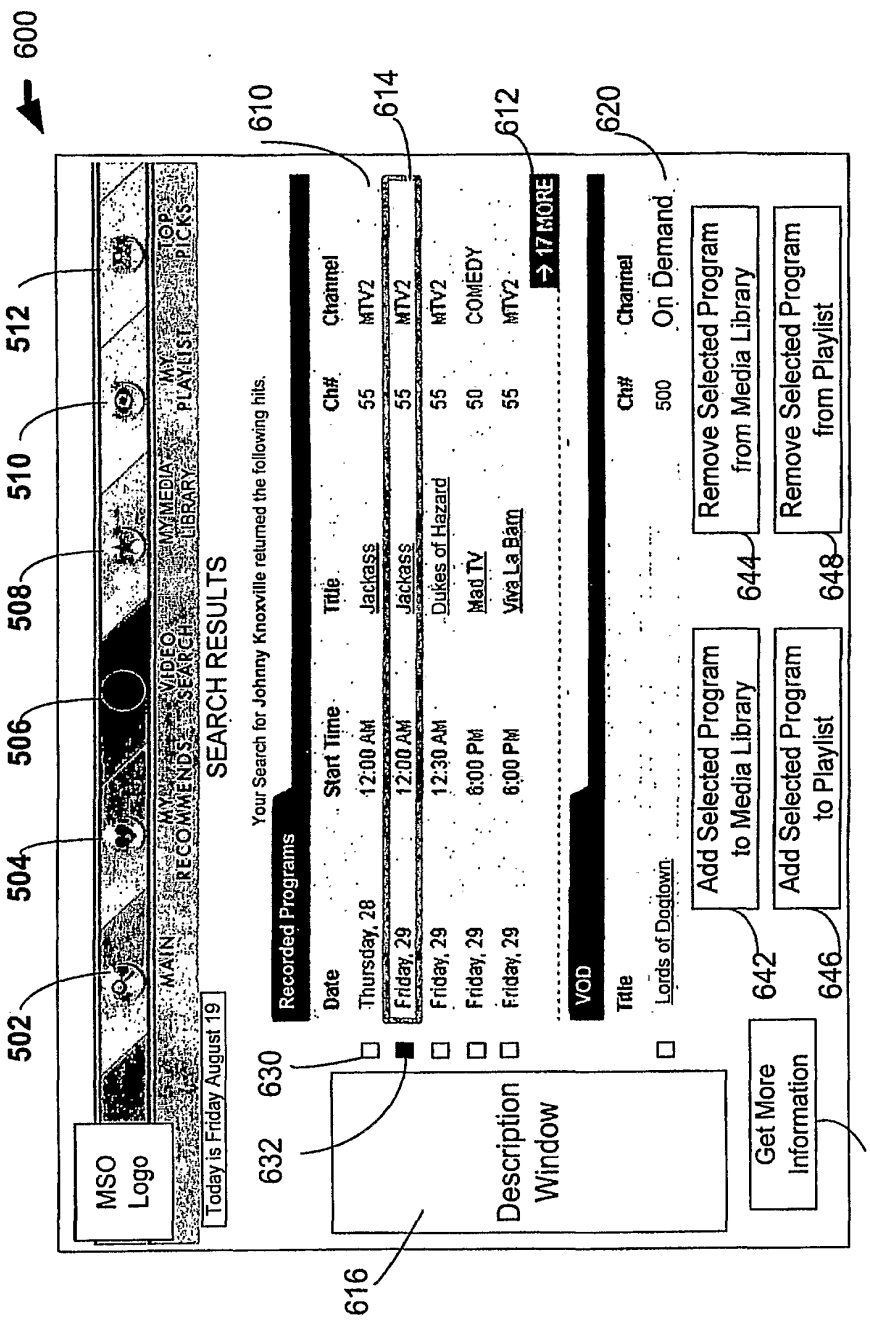

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610
614
612
620
Your Search for Johnny Knoxville returned the following hits.
Recorded Programs
Date
Start Time
Title
Ch#
Channel
Thursday, 28
12:00 AM
Jackass
55
MTV2
Friday, 29
12:00 AM
Jackass
55
MTV2
Friday, 29
12:30 AM
Dukes of Hazard
55
MTV2
Friday, 29
6:00 PM
Mad TV
50
COMEDY
Friday, 29
6:00 PM
Viva La Bam
55
MTV2
→ 17 MORE
VOD
Title
Ch#
Channel
Lords of Dogtown
500
On Demand
630
632
Description Window
616
Get More Information
640
Add Selected Program to Media Library
642
Add Selected Program to Playlist
646
Remove Selected Program from Media Library
644
Remove Selected Program from Playlist
648

FIG. 6

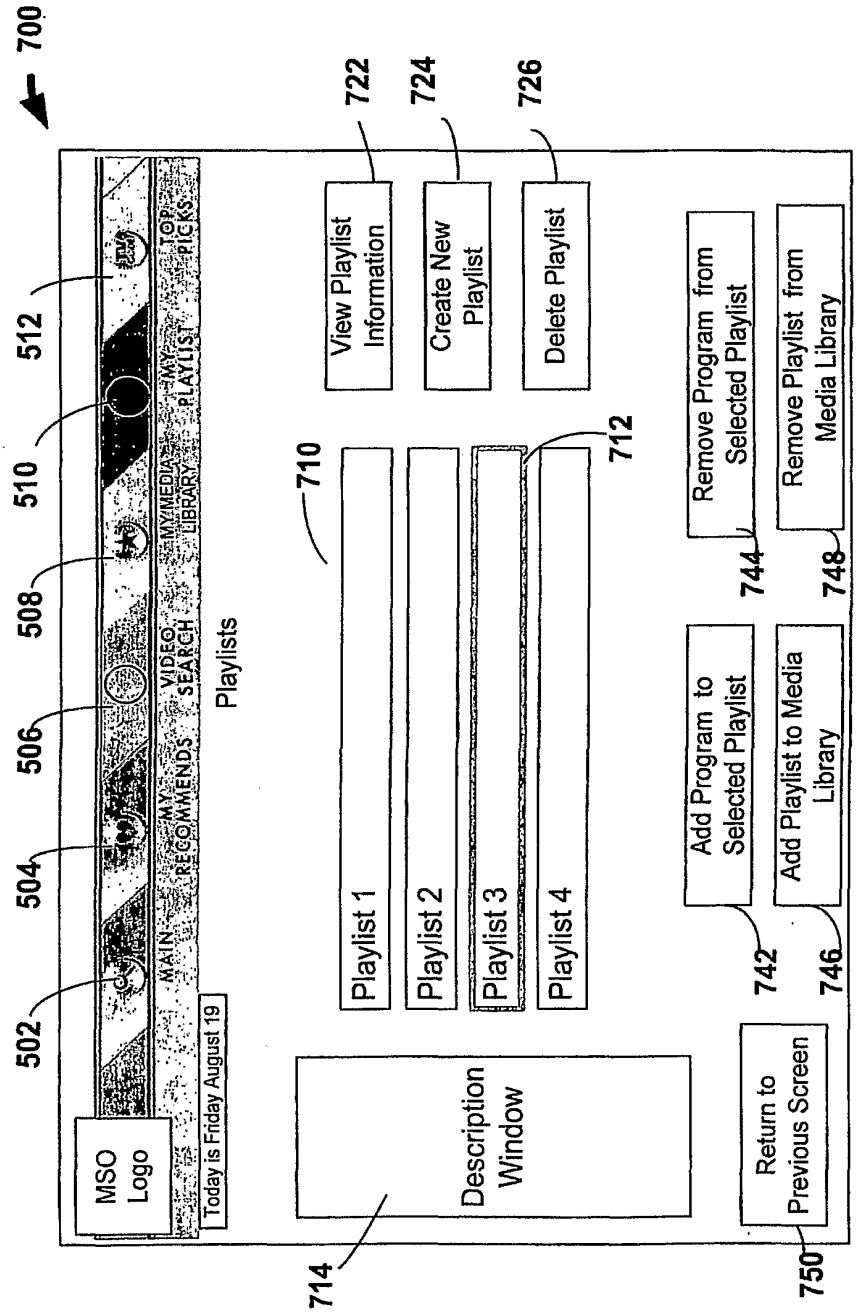


FIG. 7

SUBSTITUTE SHEET (RULE 26)

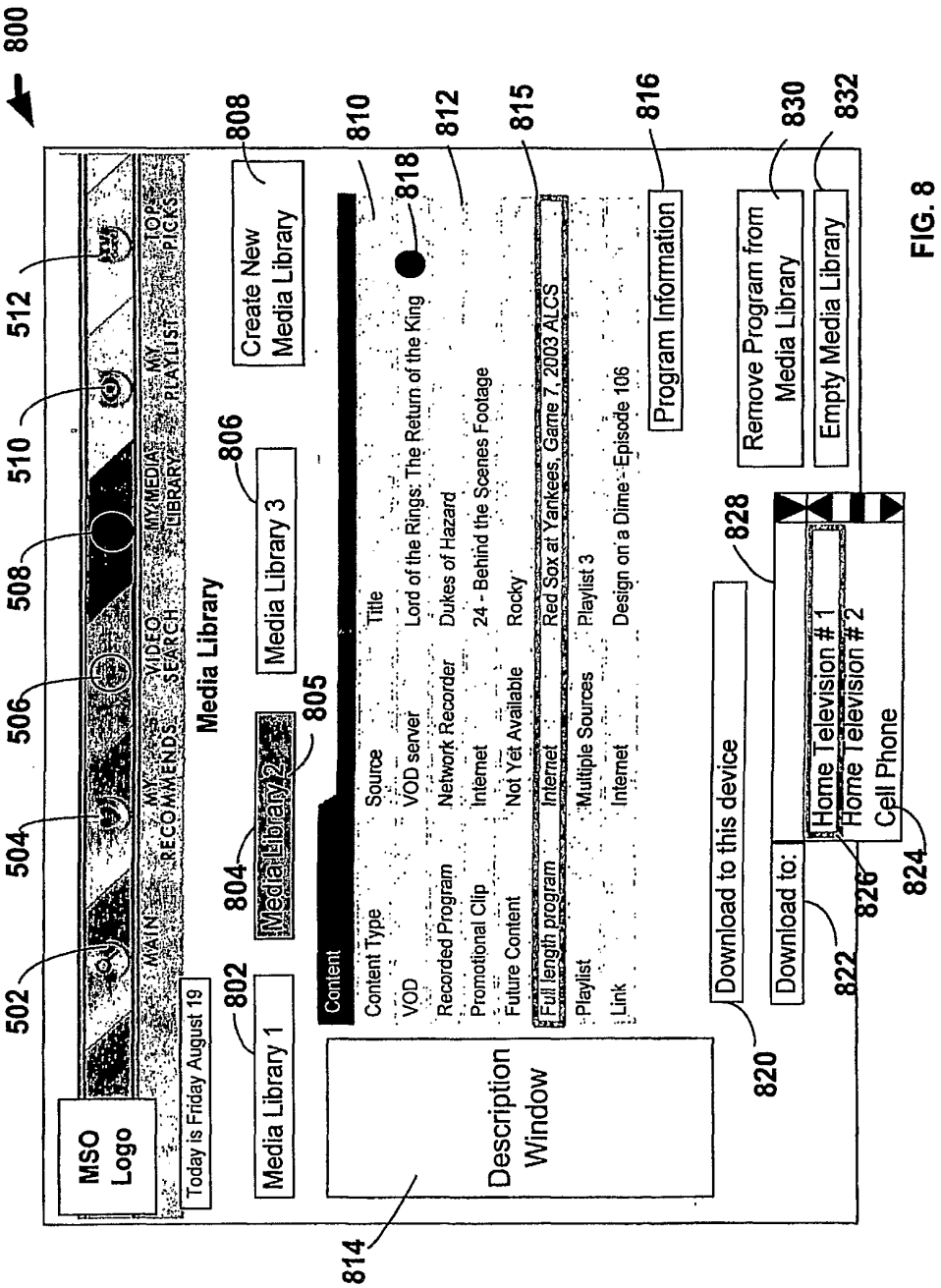


FIG. 8

SUBSTITUTE SHEET (RULE 26)

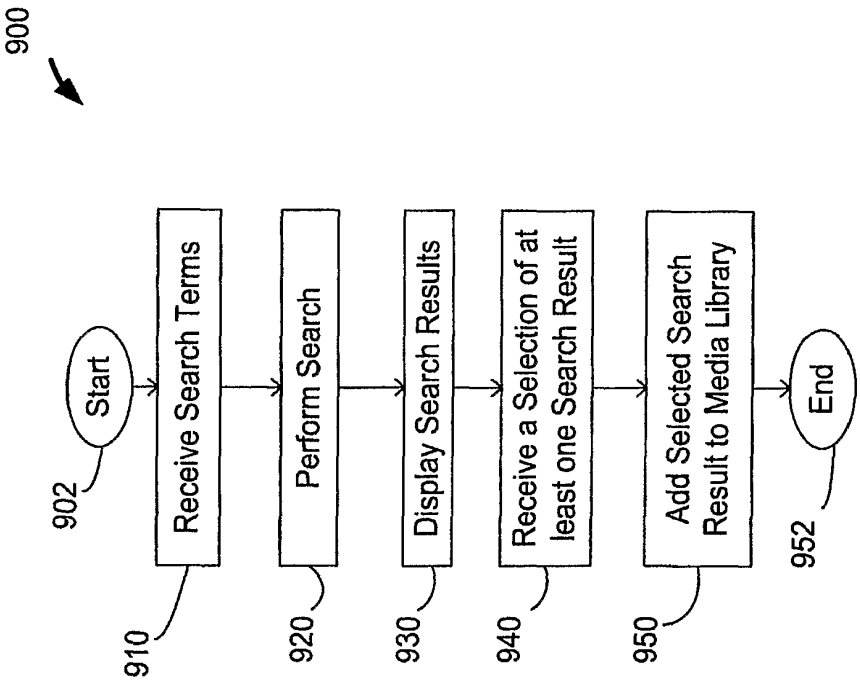

900
Start
902
Receive Search Terms
910
Perform Search
920
Display Search Results
930
Receive a Selection of at least one Search Result
940
Add Selected Search Result to Media Library
950
End
952

FIG. 9

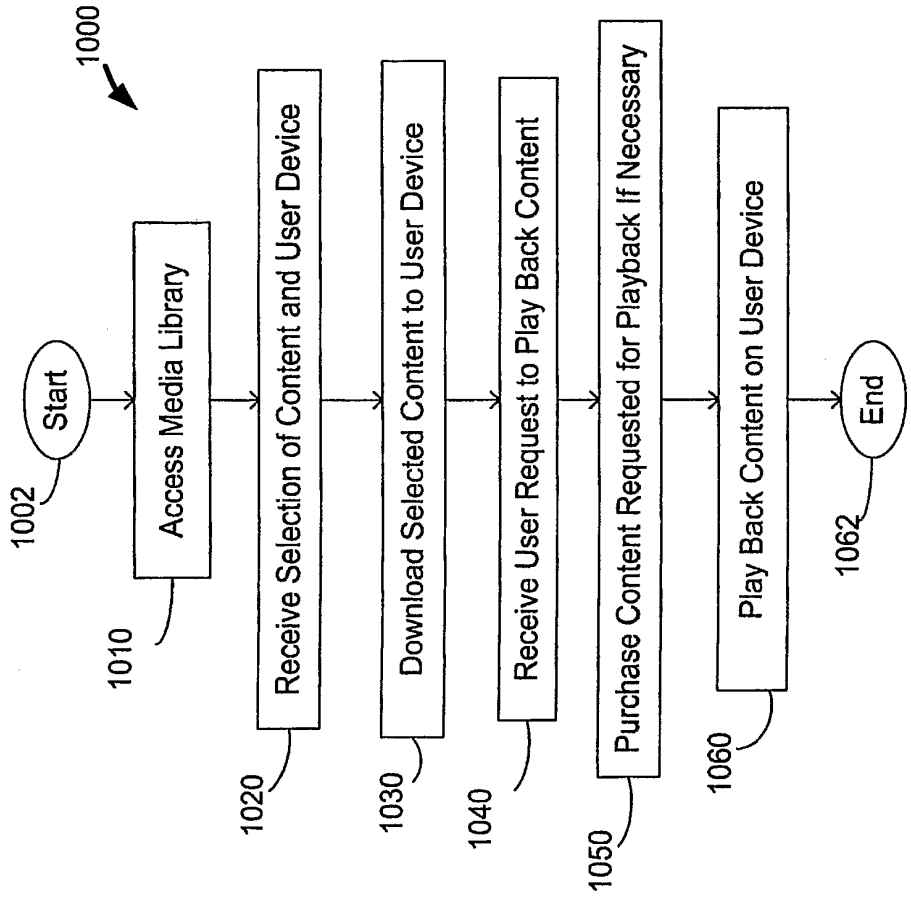

1000
Start
1002
Access Media Library
1010
Receive Selection of Content and User Device
1020
Download Selected Content to User Device
1030
Receive User Request to Play Back Content
1040
Purchase Content Requested for Playback If Necessary
1050
Play Back Content on User Device
1060
End
1062

FIG. 10

INTERNATIONAL SEARCH REPORT

International application No
PCT/US2006/047430

A. CLASSIFICATION OF SUBJECT MATTER
INV. G06F17/30

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
G06F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the International search (name of data base and, where practical, search terms used)
EPO-Internal

C. DOCUMENTS CONSIDEREDTO BE RELEVANT

Category*	Citation of document, with Indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 2004/025180 A1 (BEGEJA LEE [US] ET AL) 5 February 2004 (2004-02-05) abstract paragraph [0041] - paragraph [0061] paragraph [0071] - paragraph [0081] figures 1-4	1-25
X	US 2004/096184 A1 (POSLINSKI THOMAS [US]) 20 May 2004 (2004-05-20) the whole document	1-25
X	US 2002/035697 A1 (MCCURDY KEVIN [US] ET AL) 21 March 2002 (2002-03-21) abstract paragraph [0101] - paragraph [0102] paragraph [0141] - paragraph [0156] figure 7	1-25

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[X] Further documents are listed in the continuation of Box C. [K] See patent family annex.

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Date of the actual completion of the International search	Date of mailing of the International search report
21 May 2007	12/06/2007

Name and mailing address of the ISA/	Authorized officer
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INTERNATIONAL SEARCH REPORT

International application No
PCT/US2006/047430

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X	SUSANNE BOLL, UTZ WESTERMANN: "Meeting experience: Medi ther: an event space for context-aware multimedia experiences" PROCEEDINGS OF THE 2003 ACM SIGMM WORKSHOP ON EXPERIENTIAL TELEPRESENCE ETP '03, [Online] 7 November 2003 (2003-11-07), pages 21-30, XP002434278 Berkeley, California ISBN: 1-58113-775-3 Retrieved from the Internet: URL :http ://del ivery .acm .org/1 0 .1145/990000 /982488/p21-bon.pdf?keyl=982488&key2=9969 139711&coll=portal&dl=ACM&CFID=2181828&CFT 0KEN=68827537> [retrieved on 2007-05-16] the whole document	1-25
A	US 2003/172005 A1 (HELLAL FATEN FAY [US] ET AL) 11 September 2003 (2003-09-11) the whole document	1-25
A	US 2005/015405 A1 (PLASTINA DANIEL [US] ET AL) 20 January 2005 (2005-01-20) abstract paragraph [0023] - paragraph [0028]	1-25

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INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No
PCT/US2006/047430

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
US 2004025180 A1	05-02-2004	NONE	
us 2004096184 A1	20-05-2004	NONE	
us 2002035697 A1	21-03-2002	NONE	
us 2003172005 A1	11-09-2003	US 2007094096 A1	26-04-2007
us 2005015405 A1	20-01-2005	NONE	

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Electronic Acknowledgement Receipt

EFS ID:	40468278
Application Number:	16917095
International Application Number:	
Confirmation Number:	6770
Title of Invention:	PLAY CONTROL OF CONTENT ON A DISPLAY DEVICE
First Named Inventor/Applicant Name:	David Strober
Customer Number:	149550
Filer:	Keith Joshua Bae/Traci Burke
Filer Authorized By:	Keith Joshua Bae
Attorney Docket Number:	41197.280029
Receipt Date:	03-SEP-2020
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Application Type:	Utility under 35 USC 111(a)

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1	Information Disclosure Statement (IDS) Form (SB08)	280029_IDS.pdf	1035214 c229cf0a1182a5c95322b7ea84bfc6993375fc61	no	6

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(Not for submission under 37 CFR 1.99)

Application Number	16917095
Filing Date	2020-06-30
First Named Inventor	David Strober
Art Unit	2173
Examiner Name	Darrin Hope
Attorney Docket Number	41197.280029

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	1	4855842	A	1989-08-08	Hayes et al.	
	2	5613137	A	1997-03-18	Bertram et al.	
	3	5875311	A	1999-02-23	Bertram et al.	
	4	5878311	A	1999-03-02	Ichinokawa	
	5	6181713	B1	2001-01-30	Patki et al.	
	6	6252889	B1	2001-06-26	Patki et al.	
	7	8751793	B2	2004-06-24	Ginter et al.	
	8	6756965	B2	2004-06-29	Combs et al.	

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	Filing Date	2020-06-30
	First Named Inventor	David Strober
	Art Unit	2173
	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	9	6978424	B2	2005-12-20	Safadi	
	10	7058356	B2	2006-06-06	Slotznick	
	11	7088823	B2	2006-08-08	Fetkovich	
	12	7114173	B2	2006-09-26	Urdang et al.	
	13	7330875	B1	2008-02-12	Parasnis et al.	
	14	7424718	B2	2008-09-09	Dutton	
	15	7433922	B2	2008-10-07	Engstrom	
	16	7440972	B2	2008-10-21	Oetzel	
	17	7453454	B2	2008-11-18	Allen et al.	
	18	7466823	B2	2008-12-16	Vestergaard et al.	
	19	7509588	B2	2009-03-24	Van Os et al.	

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	First Named Inventor	David Strober
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	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	20	7614070	B2	2009-11-03	Urdang et al.	
	21	7689931	B2	2010-03-30	Koga et al.	
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	24	7814144	B2	2010-10-12	Koyama et al.	
	25	7835505	B2	2010-11-16	Toyama et al.	
	26	7849485	B2	2010-12-07	Paik et al.	
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	29	7956846	B2	2011-06-07	Ording et al.	
	30	8086679	B2	2011-12-27	Nobori et al.	

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	First Named Inventor	David Strober
	Art Unit	2173
	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	31	8171507	B2	2012-05-01	Hironaka et al.	
	32	8230360	B2	2012-07-24	Ma et al.	
	33	8250608	B2	2012-08-21	Hayes et al.	
	34	8255968	B2	2012-08-28	Louie et al.	
	35	8316308	B2	2012-11-20	Sherman et al.	
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	37	8373660	B2	2013-02-12	Pallakoff	
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	40	8433812	B2	2013-04-30	Mahajan et al.	
	41	8572488	B2	2013-10-29	Phillips et al.	

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	First Named Inventor	David Strober
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	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	42	8659553	B1	2014-02-25	Chan et al.	
	43	8739074	B2	2014-05-27	Kinoshita	
	44	8738737	B2	2014-05-27	Baldini et al.	
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	46	8745388	B2	2014-06-03	Kanungo	
	47	8745228	B2	2014-06-03	Beckert et al.	
	48	8744434	B2	2014-06-03	Funderburk et al.	
	49	8743284	B2	2014-06-03	Russell et al.	
	50	8752016	B2	2014-06-10	Hernandez Porras et al.	
	51	8751520	B1	2014-06-10	Bhattacharjee et al.	
	52	8751159	B2	2014-06-10	Hall	

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	Filing Date	2020-06-30
	First Named Inventor	David Strober
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	53	8756505	B2	2014-06-17	Gonze et al.	
	54	8756333	B2	2014-06-17	Jannink et al.	
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	60	8761351	B1	2014-06-24	Daly et al.	
	61	9185171	B2	2015-11-10	Pahlavan et al.	

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	Attorney Docket Number	41197.280029

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	2	20020075332	A1	2002-06-20	GEILFUSS, JR. et al.	
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	11	20030018885	A1	2003-01-23	Landsman et al.	

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	Filing Date	2020-06-30
	First Named Inventor	David Strober
	Art Unit	2173
	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	12	20030023488	A1	2003-01-30	Landsman et al.	
	13	20030028565	A1	2003-02-06	Landsman et al.	
	14	20030112268	A1	2003-06-19	Wettach	
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	First Named Inventor	David Strober
	Art Unit	2173
	Examiner Name	Darrin Hope
	Attorney Docket Number	41197.280029

	23	20050034151	A1	2005-02-10	Abramson	
	24	20050144305	A1	2005-06-30	Fegan, II et al.	
	25	20050149970	A1	2005-07-07	Fairhurst et al.	
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	30	20060203758	A1	2006-09-14	Tee et al.	
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	33	20070050054	A1	2007-03-01	Sambandam Guruparan et al.	

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	Application Number	16917095
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	Examiner Name	Darrin Hope
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See attached certification statement.

The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

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Name/Print	Keith J. Bae	Registration Number	64633

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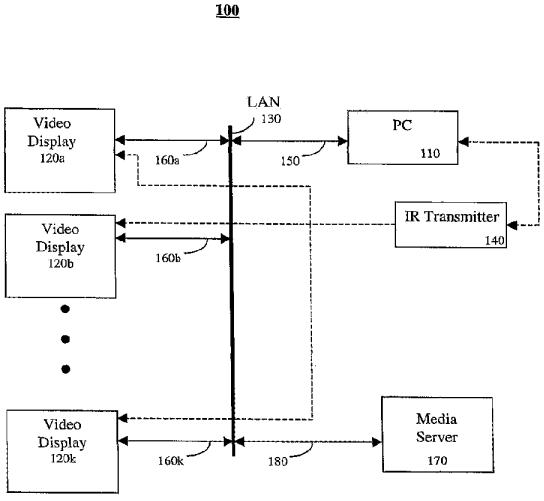
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(54) Title: SYSTEM AND METHOD FOR COMMUNICATING WITH A DISPLAY DEVICE VIA A NETWORK



(57) Abstract: A system (100) and corresponding methods are provided for enabling communication with an electronic apparatus via a network. The system comprises: a first device (140) for transmitting a communication comprising identification parameters associated with a second device (110), wherein the communication is compatible with a communication protocol of a first electronic apparatus (120a, b ...k); a first electronic apparatus for communicating with the second device, wherein first electronic apparatus comprises a first interface for wirelessly communicating with the first device and a second interface for communicating with the second device via a network (130); and a second device for communicating with the first electronic apparatus, with the second device communicating the first electronic apparatus via the network.

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SYSTEM AND METHOD FOR COMMUNICATING WITH A DISPLAY DEVICE VIA A NETWORK

FIELD OF THE INVENTION

The present invention relates to communicating with an electronic apparatus and, more particularly, to a system and method for communicating with a video display device via a network.

BACKGROUND OF THE INVENTION

Electronic appliances such as video display devices may be controlled via a computer through a network connection. Adjustments such as changing the volume or color alignment are no longer performed by adjusting a knob on a video display device such as a television rather they are performed digitally by interfacing with a menu on the video display device's screen or via an infrared remote. The introduction of computer controlled video display devices has enhanced the features and capabilities of modern video display devices. For example, computer controlled video display devices can be electronically diagnosed for service or repair, subjected to automated testing and controlled to perform a variety of functions. In addition, these video display devices can be connected together via a local area network (LAN) using networking protocols such as Ethernet, token ring, asynchronous transfer mode (ATM), etc.

In order to perform a desired function such as the servicing or testing a computer controllable video display device, a number of communication techniques have been developed by video display device manufacturers and service providers to realize such operations. These techniques typically require a computer and an infrared transmitter, which are used by a service technician, to communicate with a computer controlled video display device. The communication channel between the computer and the video display device sometimes takes place over an Ethernet connection. For security reasons, however, the computer controlled video display device will typically only allow access to a computer that is compatible with the video display device, thereby, preventing an un-authorized user from gaining access to the video display device.

In order to communicate with a video display device via a computer, a service technician having knowledge of the video display device's IP address and port reconfigures the IP address and port of their computer. This process can be somewhat prohibitive due to a lack of networking knowledge by the service technician and the proliferation of operating systems that preclude the ability to automate the configuration and restoration of the computer's IP address. In addition, current

communication techniques prevent a service technician from communicating with more than one video display device at a time over a network.

Accordingly, there is a need for a system and method of communicating with one or more electronic appliances, such as a video display device, via a network where a service technician does not need extensive knowledge of networking environments.

SUMMARY OF THE INVENTION

In one embodiment of the present invention, a method for communicating with an electronic apparatus via a network is presented. The method comprises the steps of: receiving a communication comprising identification parameters associated with a computer, wherein the communication is compatible with a communication protocol of a first electronic apparatus; transmitting a request to establish communication with the computer associated with the received identification parameters, wherein the request is transmitted via a network; receiving a response to the request, wherein the response attempts to establish communication between the computer and the first electronic apparatus, wherein the response is transmitted via the network; and validating the response to the request to ensure that the computer to which the request to establish communication was transmitted is the computer associated with the received identification parameters. A system for implementing the described method is also disclosed.

In another embodiment of the present invention, a method for communicating with a media server for receiving media objects based on the properties of a display device is presented. The method determines the type of display technology used for a display device whereby the display device receives a media object that is optimized for visual playback for that display device. Display devices with different display technologies receive different media objects generated from the same source material.

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention may be better understood in accordance with the following exemplary figures, in which:

FIG. 1 is a block diagram of a system for communicating with an electronic apparatus according to an exemplary embodiment of the present invention;

FIG. 2 is a block diagram of a personal computer (PC) for use with the present invention;

FIG. 3 is a block diagram of a control system of a video display device for use with the present invention;

FIG. 4 is a flowchart showing an operation of a system for communicating with a video display device according to an exemplary embodiment of the present invention; and

FIG. 5 is a flowchart showing an operation of a system for communicating with a video display device depending on the properties of the video display device according to an exemplary embodiment of the present invention.

DETAILED DESCRIPTION OF EXEMPLARY EMBODIMENTS

As used herein, the term "media object" includes audio, video, textual, multimedia data files, and streaming media files. Multimedia objects comprise any combination of text, image, video, and audio data. Streaming media comprises audio, video, multimedia, textual, and interactive data files that are delivered to a user via the Internet, satellite or other communications network environment and begin to play on the user's computer/ device before delivery of the entire file is completed. Media objects may be transmitted over any communications network including via the Internet, satellite (digital satellite system, digital video system-satellite), cable, digital subscriber line, T1 lines, wireless network, or other delivery systems capable of delivering media objects.

Examples of the content of media objects include songs, political speeches, news broadcasts, movie trailers, movies, television show broadcasts, radio broadcasts, financial conference calls, live concerts, web-cam footage, and other special events. Media objects are encoded in various formats including REALAUDIO®, REALVIDEO®, REALMEDIA®, APPLE QUICKTIME®, MICROSOFT WINDOWS® MEDIA FORMAT, QUICKTIME®, MPEG-2 (MOTION PICTURE EXPERTS GROUP) VIDEO COMPRESSION, MPEG-4 VIDEO AND/OR AUDIO COMPRESSION, JOINT VIDEO TEAM COMPRESSION FORMAT (MPEG-4 part 10 AVC, H.264), MPEG-2 LAYER III AUDIO, MP3®. Typically, media objects are designated with extensions (suffixes) indicating compatibility with specific formats. For example, media objects (e.g., audio and video files) ending in one of the extensions, .ram, .rm, .rpm, are compatible with the REALMEDIA® format. Some examples of file extensions and their compatible formats are listed in the Table 1. A more exhaustive list of media types, extensions and compatible formats may be found at http://www.bowers.cc/extensions2.htm.

Format	Extension
REALMEDIA®	.ram, .rm, .rpm
APPLE QUICKTIME®	.mov, .qif
MICROSOFT WINDOWS® MEDIA PLAYER	.wma, .cmr, .avi

MACROMEDIA FLASH	.swf, .swl
MPEG	.mpg, .mpa, .mp1, .mp2
MPEG-2 LAYER III Audio	.mp3, .m3a, .m3u

TABLE 1

The illustrated embodiments of the invention operate with media objects that contain video data for presenting a video presentation of "near to motion picture quality". Such media objects may be encoded in a variety of formats such as MPEG-2 (Motion Picture Standards Group Standard ISO/IEC 13818-1:2000) and ITU-T H.264/ MPEG AVC (ISO/IEC 14496-10), or may be uncompressed video. It is noted that the invention also operates with over the air broadcasted programming such as used for Advanced Television System (ATSC) or Digital Video Broadcasts (DVB) compliant video signals.

FIG. 1 is a block diagram of a system 100 for communicating with an electronic apparatus according to an exemplary embodiment of the present invention. As shown in FIG. 1, the system 100 includes, inter alia, a personal computer (PC) 110, electronic appliances, for example, video display devices 120a, b ... k, an infrared (IR) transmitter 140, and media server 170. The PC 110 and the video display devices 120a, b ... k, are connected together over a local area network (LAN) 130 via a pair of connection means 150, 160a, b ... k, and connection means 180.

The PC 110 may be a portable or laptop computer, a personal digital assistant (PDA), etc. that is capable of communicating with the video display devices 120a, b ... k using a communication protocol such as a factory defined or proprietary protocol that is capable of supporting a feature set of one of the video display devices 120a, b ... k. The video display devices 120a, b ... k may be digital video display device having enhanced-definition television (EDTV) and high-definition video television (HDTV) capabilities, and plasma, liquid crystal, organic light emitting, or cathode ray tube (CRT) displays, etc. The video display devices 120a, b ... k are also capable of communicating with a device such as the PC 110 and IR transmitter 140 via external interfaces, such as an interface menu at the video display devices 120a, b ... k, the connection means 150, 160a, b ... k or an infrared receiver. The IR transmitter 140 may be a common video display device remote control such as a universal remote control having infrared transmission capabilities. Video display devices 120a, b...k, are

also preferably capable of decoding received media objects using a media player application such as REALPLAYER or WINDOWS MEDIA PLAYER.

It is to be understood, that although the electronic apparatus of FIG. 1 is illustrated as one of several video display devices 120a, b ... k, the electronic apparatus can be any number of network devices such as satellite receiver, digital video disk (DVD) player, stereo equipment, etc., other personal computers, set top boxes, and which can be connected over a network and accessed via a client-server or peer to peer architecture.

The LAN 130 may use networking protocols such as Ethernet using a 10BaseT, 100BaseT or 1000BaseT standard, token ring, asynchronous transfer mode (ATM), etc. or any networking protocol that allows for automatic configuration and restoration of a video display device's internet protocol (IP) address. The connection means 150, 160a, b ... k, and connection means 180, may be a twisted pair cable capable of connecting the PC 110 and video display devices 120a, b ... k over, for example, an Ethernet network. The connection means 150, 160 a, b ... k, and connection means 180 may also be terminated with RJ-45 style Ethernet connectors, although other connectors may be used.

It is also contemplated that connection means 150 and 180 may be a connection to LAN 130 through the use of a network fabric, such as the Internet. The use the network fabric may be any type of network known in the art. Preferably, such a network is capable of accommodating multiple connections between resources at a server side of a server and at the client side of a client, such connections being UDP based, TCP/IP based, or a mixture of both. The bandwidth accommodated by network 150 is preferably a large bandwidth connection such as a T1 connection (1.5 Megabits per second, Mbps), T3 connection (45 Mbps), DS3 connection (45 Mbps), OC3 connection (155 Mbps), OC12 (248000 Mbps), and the like.

Media server 170 is a storage device such as a matrix of hard drives having a capacity of Terabytes and/or Gigabytes capable of storing multiple media objects. Media server 170 is also capable of delivering such media objects to display devices 120a...k through connection means 180 via LAN 130.

FIG. 2 is a block diagram of a PC 200 for use with the present invention. The PC 200 may be used in place of or in conjunction with the PC 110 of FIG. 1. The PC 200 includes a central processing unit (CPU) 210 and a memory 220 and, is connected to an input 230 and an output 240 via a data bus 250. The memory 220 includes a random access memory (RAM) 260 and a read only memory (ROM) 270. The memory 220 can also include a database, disk drive, tape drive, etc., or a combination thereof. The RAM 260 function as a data memory that stores data used during execution of a

program in the CPU 210 and is used as a work area. The ROM 270 functions as a program memory for storing a program executed in the CPU 210. The input 230 is constituted by a keyboard, mouse, connecting means, input device, etc. and the output 240 is constituted by a liquid crystal display (LCD), CRT display, printer, connecting means, etc.

It is to be understood that the CPU 210 and memory 220 include data associated with communicating via a number of communication protocols used by an electronic apparatus, for example, the video display devices 120a, b ... k of FIG. 1. The data associated with communicating with the video display devices 120a, b ...k includes, inter alia, identification parameters such as the PC's 200 IP address, port and password. Further, the PC 200 includes software stored in its memory 220 to provide service technicians with a method to diagnose and repair the video display devices 120a, b ...k. This software may be of the type commonly used by video display device service technicians such as, CHIPPER CHECK™ available from Thomson, to service and diagnose the problems of video display devices.

FIG. 3 is a block diagram of a control system of a video display device 300 for use with the present invention. The control system 300 includes, inter alia, a microprocessor (μP) 310, an electrically erasable programmable read only memory (EEPROM) 320 and output devices 340. The microprocessor 310, EEPROM 320 and output devices 340 communicate with each other via a data bus 350. An input 360 is connected to the microprocessor 310 and, a backend processor 330 is connected to the data bus 350.

The microprocessor 310 communicates with the output devices 340 such as light emitting diodes (LEDs), digital video interfaces (e.g., high definition multimedia interface (HDMI) 1394), infrared transmitters, etc. and the backend processor 330 to control a digital video display device such as one of the video display devices 120a, b ... k of FIG. 1. The microprocessor 310 also communicates with the backend processor 330 to perform backend processing such as video processing and, the backend processor 330 is also coupled to the output device 340 to control, for example, display parameters and to improve video quality. The microprocessor 310 also receives input 360 from a video display device's front panel, remote control, EEPROM 320 and any of the devices that are connected to the data bus 350. The EEPROM 320 stores values used by the microprocessor to control one of the video display devices 120a, b ... k. These values may include, for example, alignment information, initialization signals and customer information. Exemplary customer information may include a channel scan list, color, brightness and volume levels.

The EEPROM 320 includes information such as values associated with one of the video display devices 120a, b ... k that were stored in the EEPROM 320 when one of the video display devices 120a, b ... k were made. The EEPROM 320 also has the ability to have information written to it from an external device such as the PC 110 or IR transmitter 140. Thus, for example, the EEPROM 320 can store identification parameters written to it from the PC 110. These parameters may include the PC's 110 IP address and port, thereby allowing the PC 110 to communicate with one of the video display devices 120a, b ... k. Once the PC 110 is in communication with one of the video display devices 120a, b ... k, the PC's 110 service and testing software sends commands to one of the video display devices 120a, b ... k to perform a number of operations on one of the video display devices 120a, b ... k.

FIG. 4 is a flowchart showing an operation 400 of a system for communicating with a video display device according to an exemplary embodiment of the present invention. As shown in FIG. 4, a service technician transmits a communication to, for example, a video display device 120a of FIG. 1 (step 410). The communication is transmitted by, for example, the IR transmitter 140 of FIG. 1. It is to be understood that the communication may also be transmitted to the video display device 120a by accessing an interface menu on the video display device's 120a screen and inputting the communication. The communication includes parameters associated with identifying a PC, for example, PC 110 of FIG. 1 to the video display device 120a. These parameters include, inter alia, the PC's 110 IP address and port. It should be understood that the communication is transmitted via a factory defined protocol or a proprietary protocol that is compatible with the video display device 120a

After the communication has been transmitted, it is received by the video display device 120a (step 420). An infrared receiver located at the video display device 120a receives this communication. Upon receipt of the communication, the video display device 120a stores the identification parameters associated with the communication in a memory, such as the EEPROM 320 of FIG. 3 (step 430). This occurs, because the communication was transmitted via a protocol used by the video display device 120a that is considered safe to communicate with, thereby permitting data associated with the communication to be stored. Once the identification parameters, which include the PC's 110 IP address and port, are stored in the video display device's 120a memory, the video display device 120a transmits a signal to the PC 110 (on the port specified in the communication of step 410) in an effort to establish communication between the video display device 120a and the PC 110 (step 440). In other words, the video display device 120a is attempting to complete a handshake with the PC 110 by transmitting a message via a handshaking protocol telling the PC 110

that it has received the PC's 110 identification information and is ready to receive further communication from the PC 110.

Upon receipt of the video display device's 120a request to establish further communication, the PC 110 responds to the request by transmitting a communication indicating that it is the device with which the video display device 120a should be communicating (step 450), thereby completing the handshake. This handshake assures both the video display device 120a and the PC 110 that they are connected to each other and not an imposter or an unauthorized user and, is possible because the PC's 110 IP address and port were programmed into the memory of the video display device 120a by the service technician in step 410. It is to be understood that in this configuration the video display device 120a functions as a client and the PC 110 functions as a remote server in client-server software architecture.

After a secure communication channel between the video display device 120a and the PC 110 is established, the PC 110 may then communicate with the video display device 120a to perform a desired function on the video display device related to, for example, servicing or testing (step 460). The function to be performed may be one of a color, geometry, video, stereo or picture-in-picture (PIP) alignment, or an adjustment to various calibration values associated with picture quality, etc.

In an alternative embodiment of the present invention, the PC 110 of FIG. 1 can communicate with more than one electronic apparatuses, such as the video display devices 120a, b ... k. This is accomplished by transmitting the PC's 110 IP address and port to, for example, the video display device 120b, when the PC 110 is already in communication with the video display device 120a (by performing the same or similar process as described above in steps 410-450 of FIG. 4). In order to accomplish this, the PC 110 assigns a different port to the video display device 120b. Once the steps 410-450 are completed the PC 110 may then begin to perform a desired function on the video display device 120b, while still performing desired functions on the video display device 120a. When performing functions on more than one video display device, the PC 110 can have separate windows for each video display device on an output such as an LCD display.

It is to be further understood that the PC's 110 IP address and port (for video display device 120b) can be transmitted to the video display device 120b at the same time the PC 110 IP address and port (for video display device 120a) are transmitted to the video display device 120a. Thereby, enabling a service technician to connect and then communicate with more than one video display device simultaneously.

By communicating with more than one video display device the PC 110 offers flexibility to a service technician, because they are not limited to performing functions

on one video display device at a time. In addition, by having control of more than one video display device or electronic apparatus a service technician and/or authorized user of the present invention may for example, simultaneously turn multiple video display devices off or on, change channels, volume, etc. or view, for example, the same movie on several DVD players.

In an alternative variant of the present invention a computer's identification information may be transmitted wirelessly from a transmitter using Bluetooth, Institute of Electrical and Electronics Engineers (IEEE) 802.11 or Infrared Data Association (IrDA) wireless transmission technologies.

FIG. 5 is a flowchart disclosing a method 500 for communicating with a video display device to receive a media object depending on the properties of the video display device. Specifically, it is recognized that with the development of video display device technologies such as OLED, plasma, LCD, and the like, there may be variances in the rendering of media service on a display device. For example, a media service encoded with MPEG-2 video codec may be of a motion picture quality when displayed on a Cathode Ray Tube (CRT) display device but may be blurred when rendered on an OLED display device.

The cause for the problem given in the example above pertains to encoding methodology used for encoding a media service. Typically, encoders use compression techniques that reduce the size of encoded media object from the original source material. For example, an MPEG-2 based encoder accomplishes a 40 to 50:1 type of compression when used to encode video based source material. Part of the compression takes advantage of techniques known as psychometric functions that are related to how human beings perceive media objects visually and aurally, where a percentage of data can be eliminated from source material without a human perceiving the loss of such data. The development of MPEG-2 and other encoding techniques are developed with humans being tested to determine what visual or audio information needs to be kept and what can eliminated from source material, see ITU Recommendation BT.500-8, "Methodology for Subjective Assessment of the Quality of Television Pictures," 1998, for background about testing human visual perception.

Additionally with the development of new display technologies, a human may be able to notice artifacts due to an encoding technique selected (for example, on an OLED display device) that would not be as apparent on a second display device (a CRT display). Continuing with the present example, it may be the case that a human would notice artifacts of the macroblocks used for MPEG-2 encoded video on an OLED display device that would not be apparent to a human on the CRT. This may due to the underlying physical properties of the display device technology used to render a video

image. Hence, the screen refresh techniques for the CRT may be better at hiding such artifacts of MPEG-2 than the screen refresh techniques for an OLED display device.

Recognizing these deficiencies of human perception, the present invention discloses architecture for delivering media objects in an encoding format optimized for display device used to render such media object. For an illustrative embodiment of the present invention by referring to FIG. 1, video display device 120a represents a CRT based video display device and video display device 120b is an OLED display device. Both display devices are connected to media server 170 through a connection means 180.

In step 510, display device 120a requests a media object from media server 170. For example, the request for a media object is for a movie that is delivered through a video on demand system or a media object delivered as streaming media through the Internet. Media server 170 receives this request, in step 520, and determines the capabilities of display device 120a. In the preferred embodiment of the invention, display device 120a transmits identification parameters as part of device parameters that identify the display device technology used for that device when rendering a media service. For example, the display device 120a transmits metadata identifying the display device as a CRT based television. Table II presents an exemplary embodiment of a metadata field DISPLAYDEVICE and corresponding values that may be used to identify a display device technology using an Extensible Markup Language format. For example, metadata received as <DISPLAYDEVICE> CRT </DISPLAYDEVICE> represents a CRT based display device technology. Other metadata formats may be used, in accordance with the principles of the present invention.

DISPLAY TECHNOLOGY	VALUE
Cathode Ray Tube	CRT
Organic Light Emitting Diode	OLE
Liquid Crystal Display	LCD
Liquid Crystal on Silicon	LCO
Digital Light Projector	DLP
Plasma	PLA

TABLE 2

Alternatively, based on the request by display device 120a for a media object, the IP and/or port address of display device 120a is transmitted as part of the request. Media server 170 preferably has a database that contains information that identifies the technology used for identifying the display device by the IP address and/or port address information that is part of the request. This information could be entered in by a user and stored by media server 170 when registering the display device through a network connection.

Step 530 presents an optional step where display device 120a communicates identification parameters to media server 170. This communication is typically in response to a query made by media server 170 requesting the display technology used for the display device. Preferably, this communication of identification parameters is similar to the metadata presented in TABLE 2, although other formats of identification parameters may be used.

In response to the identification parameters received by media server 170, in step 540 the media server communicates a media object to video display 120a that corresponds to the display technology used for the display device. In the preferred embodiment, media server 170 utilizes a lookup table or database entry that designates a display technology to an encoding technique that has been predefined as producing an optimal video image for the display device technology. For example, for a CRT it may be determined that MPEG-2 encoded media object produces an optimal video presentation compared to an OLED display where a Windows Media 9 encoded media object may produce the optimal video presentation. Any encoding format may be selected, in accordance with the determinations made by the operator of media server 170. These determinations may change as new encoding techniques are created as with further improvements in display device technologies.

In the preferred embodiment, media server 170 stores multiple versions of the same source material as media objects encoded in different formats. In the present example, media server 170 would store the source material of a movie as a media object encoded in MPEG-2 format and a media object encoded in Windows Media 9 format. Alternatively, media server 170 would encode the source material of a media object into the appropriate format in real time or in close to real time using an encoder, in accordance with the designated encoding format for a display technology as described above.

Media server 170 then transmits the MPEG-2 encoded media object to display device 120a that is designated as a CRT, for this example. The media object is transmitted through connection means 180 and LAN 130 to display device 120a. If

display device 120b requests the same movie, media server 170 would transmit the Windows Media 9 encoded media object to the OLED based display device, as specified above. Other encoding formats and display devices are to be considered in accordance with the principles of the present invention.

In addition, for each format of a media object, visual attributes of the source material used to generate a media object are to be modified as to produce an optimal video picture for a specific display technology. Visual attributes to be modified include color, tint, contrast, hue, saturation, brightness, frame rate, lines per field, pixels, and the like. The visual attributes are selected and modified in accordance with experimentally determined parameters for providing the optimal viewing video on a display device for a particular technology.

In step 550, the display device receiving the media object renders the object as video. In the present example, each display device has a decoder capable of decoding a received media service. Hence, display device 120a has an MPEG-2 video decoder and display device 120b has a Windows Media 9 video decoder. The decoder or decoders for a display device are to be selected in accordance with the format of the media objects to be decoded by the display device.

In an alternative embodiment of the present invention, sub-channels or "minor" channels of a multi-casted digital broadcast may be used to transmit multiple versions of a media object as used for an ATSC or DVB based television system. Specifically, a sub-channel for a digital broadcast system may be designated to carry programs for a display device of a first technology and utilize a second sub-channel to carry programs for a display device of a second technology, where the media object is generated from the same source material. For example, a program transmitted on a first sub-channel may have the gamma values of the color of the programming be modified for display on a plasma device compared to a program carried on a second sub-channel where the programming would be color corrected for display on a LCD screen. Other attributes of programming may be modified in accordance with the principles of the present invention.

It is to be understood that the present invention may be implemented in various forms of hardware, software, firmware, special purpose processors, or a combination thereof. In one embodiment, the present invention may be implemented in software as an application program tangibly embodied on a program storage device. The application program may be uploaded to, and executed by, a machine comprising any suitable architecture.

It is to be further understood that, because some of the constituent system components and method steps depicted in the accompanying figures may be

implemented in software, the actual connections between the system components (or the process steps) may differ depending on the manner in which the present invention is programmed. Given the teachings of the present invention provided herein, one of ordinary skill in the art will be able to contemplate these and similar implementations or configurations of the present invention.

CLAIMS

What is claimed is:

1. A method for communicating with an electronic apparatus via a network, the method comprising:

receiving a communication (420) comprising identification parameters associated with a computer, wherein the communication is compatible with a communication protocol of a first electronic apparatus;

transmitting a request (440) to establish communication with the computer associated with the received identification parameters, wherein the request is transmitted via a network;

receiving a response to the request, wherein the response attempts to establish communication between the computer and the first electronic apparatus, wherein the response is transmitted via the network; and

validating the response (450) to the request to ensure that the computer to which the request to establish communication was transmitted is the computer associated with the received identification parameters.

2. The method of claim 1, wherein the request to establish communication between the computer and the first electronic apparatus is transmitted from the first electronic apparatus with which the communication is desired.

3. The method of claim 1, wherein the first electronic apparatus uses a factory defined communication protocol.

4. The method of claim 1, wherein the identification parameters associated with the computer comprise an IP address and port of the computer.

5. The method of claim 1, further comprising:

storing the identification parameters (430) associated with the computer in a memory of the first electronic apparatus.

6. The method of claim 1, further comprising:

receiving a command from the computer (460), wherein the command is associated with performing a desired function on the first electronic apparatus.

7. The method of claim 6, wherein the desired function is associated with one of servicing, testing and controlling the first electronic apparatus.

8. The method of claim 1, wherein the network is an Ethernet network.

9. The method of claim 1, further comprising:

receiving a communication comprising identification parameters associated with the computer, wherein the communication is compatible with a communication protocol of a second electronic apparatus;

transmitting a request to establish communication with the computer associated with the received identification parameters, wherein the request is transmitted via the network;

receiving a response to the request, wherein the response attempts to establish communication between the computer and the second electronic apparatus, wherein the response is transmitted via the network; and

validating the response to the request to ensure that the computer to which the request to establish communication was transmitted is the computer associated with the received identification parameters.

10. The method of claim 9, further comprising:

receiving a command from the computer, wherein the command is associated with performing a desired function on the second electronic apparatus.

11. A method for communicating with an electronic apparatus via a network, the method comprising:

transmitting a communication (410) comprising identification parameters associated with a computer to a first electronic apparatus, wherein the communication is compatible with a communication protocol of the first electronic apparatus;

receiving a request to establish communication with the first electronic apparatus, wherein the request is transmitted via a network; and

transmitting a response to the request, wherein the response attempts to establish communication between the computer and the first electronic apparatus, wherein the response is transmitted via the network.

12. The method of claim 11, wherein the communication comprising identification parameters associated with the computer uses a proprietary protocol used by the first electronic apparatus.

13. The method of claim 11, wherein the identification parameters comprise an IP address and port of the computer.

14. The method of claim 11, further comprising:

transmitting a command to the first electronic apparatus, wherein the command is associated with performing a desired function on the first electronic apparatus.

15. The method of claim 14, wherein the desired function is associated with one of servicing, testing and controlling the first electronic apparatus.

16. The method of claim 11, wherein the network is an Ethernet network.

17. The method of claim 11, further comprising:

transmitting a communication comprising identification parameters associated with the computer to a second electronic apparatus, wherein the communication is compatible with a communication protocol of the second electronic apparatus;

receiving a request to establish communication with the second electronic apparatus, wherein the request is transmitted via the network; and

transmitting a response to the request, wherein the response attempts to establish communication between the computer and the second electronic apparatus, wherein the response is transmitted via the network.

18. The method of claim 17, further comprising:

transmitting a command to the second electronic apparatus, wherein the command is associated with performing a desired function on the second electronic apparatus.

19. A system (100) for communicating with an electronic apparatus via a network, the system comprising:

a first device (140) for transmitting a communication comprising identification parameters associated with a second device (110), wherein the communication is compatible with a communication protocol of a first electronic apparatus (120a, b ... k);

a first electronic apparatus for communicating with the second device, wherein first electronic apparatus comprises a first interface for wirelessly communicating with the first device and a second interface for communicating with the second device via a network (130); and

a second device for communicating with the first electronic apparatus, wherein the second device communicates with the first electronic apparatus via the network.

20. The system of claim 19, wherein the first device is an infrared transmitter.

21. The system of claim 19, wherein the identification parameters transmitted by the first device comprise an internet protocol (IP) address and port associated with the second device.

22. The system of claim 19, wherein the second device is a computer.

23. The system of claim 19, wherein the first electronic apparatus is a video display device.

24. The system of claim 19, wherein the network is an Ethernet network.

25. The system of claim 19, wherein the first interface of the first electronic apparatus decodes an infrared signal.

26. The system of claim 19, wherein the first electronic apparatus further comprises:

a memory for storing the identification parameters associated with the second device.

27. The system of claim 19, wherein the second interface is an Ethernet connector.

28. The system of claim 19, wherein the first electronic apparatus executes commands transmitted by the second device that are associated with performing a desired function on the first electronic apparatus.

29. The system of claim 19, wherein the first and second devices use a proprietary protocol compatible with the first electronic apparatus.

30. The system of claim 19, further comprising:

a second electronic apparatus for communicating with the second device via the network after the first electronic apparatus has established communication with the second device.

31. The system of claim 30, wherein the second electronic apparatus is a video display device.

32. A computer program product comprising a computer useable medium having computer program logic recorded thereon for communicating with an electronic apparatus via a network, the computer program logic comprising:

program code for receiving a communication comprising identification parameters associated with a computer, wherein the communication is compatible with a communication protocol of an electronic apparatus;

program code for transmitting a request to establish communication with the computer associated with the received identification parameters, wherein the request is transmitted via a network;

program code for receiving a response to the request, wherein the response attempts to establish communication between the computer and the electronic apparatus, wherein the response is transmitted via the network; and

program code for validating the response to the request to ensure that the computer to which the request to establish communication was transmitted is the computer associated with the received identification parameters.

33. A computer program product comprising a computer useable medium having computer program logic recorded thereon for communicating with an electronic apparatus via a network, the computer program logic comprising:

program code for transmitting a communication comprising identification parameters associated with a computer to an electronic apparatus, wherein the communication is compatible with a communication protocol of the electronic apparatus;

program code for receiving a request to establish communication with the electronic apparatus, wherein the request is transmitted via a network; and

program code for transmitting a response to the request, wherein the response attempts to establish communication between the computer and the electronic apparatus, wherein the response is transmitted via the network.

34. A system (100) for communicating with a video display device via an Ethernet network, the system comprising:

an infrared transmitter (140) for wirelessly transmitting an infrared signal to a video display device (120a, b ... k) via a communication protocol used by the video

display device, wherein the infrared signal comprises an internet protocol (IP) address and port associated with a computer (110);

a video display device for receiving the infrared signal and for communicating with the computer via an Ethernet network (130), wherein the video display device comprises an infrared receiver for receiving the infrared signal and an Ethernet connector for connecting to the Ethernet network; and

a computer for performing a desired function on the video display device, wherein the computer comprises an Ethernet connector for connecting to the Ethernet network and an input means for inputting the desired function to be performed on the video display device.

35. A method for receiving a media object corresponding to a display technology used for a display device comprising the steps of:

determining a device display parameter (120a, b ...k) related to the display technology used for the display device;

communicating said parameter (130); and

receiving the media object (120a, b ...k), wherein the media object corresponds to the display technology used for the display device.

36. The method of claim 35, wherein said parameter indicates the display technology used is at least one of: a cathode ray tube, organic light emitting diode, liquid crystal display, liquid crystal on silicon, digital light project, and plasma.

37. The method of claim 36, wherein said media object is encoded in a format optimized for a display technology.

38. The method of claim 37, wherein the media object has a visual attribute modified for said display technology, wherein said visual attribute is changed when said media object is to be displayed on a display device using a different display technology.

39. The method of claim 38, wherein said media object is transmitted on a sub-channel of a digital television broadcast system and the changed media object is transmitted on a different sub-channel.

40. A method for transmitting a media object corresponding to a display technology used for a display device comprising the steps of:

determining a device display parameter related to the display technology used for the display device (120a, b ...k), wherein the parameter is received (170) as part of a request for the media object from the display device (120a, b ...k) ; and

transmitting the media object to the display device (170), wherein the media object corresponds to the display technology used for the display device (120a, b ...k).

41. The method of claim 40, wherein said parameter indicates the display technology used is at least one of: a cathode ray tube, organic light emitting diode, liquid crystal display, liquid crystal on silicon, digital light project, and plasma.

42. The method of claim 41, wherein said media object is encoded in a format optimized for a display technology.

43. The method of claim 42, wherein the media object has a visual attribute modified for said display technology, wherein said visual attribute is changed when said media object is to be displayed on a display device using a different display technology.

44. The method of claim 43, wherein said media object is transmitted on a sub-channel of a digital television broadcast system and said changed media object is transmitted on a different sub-channel.

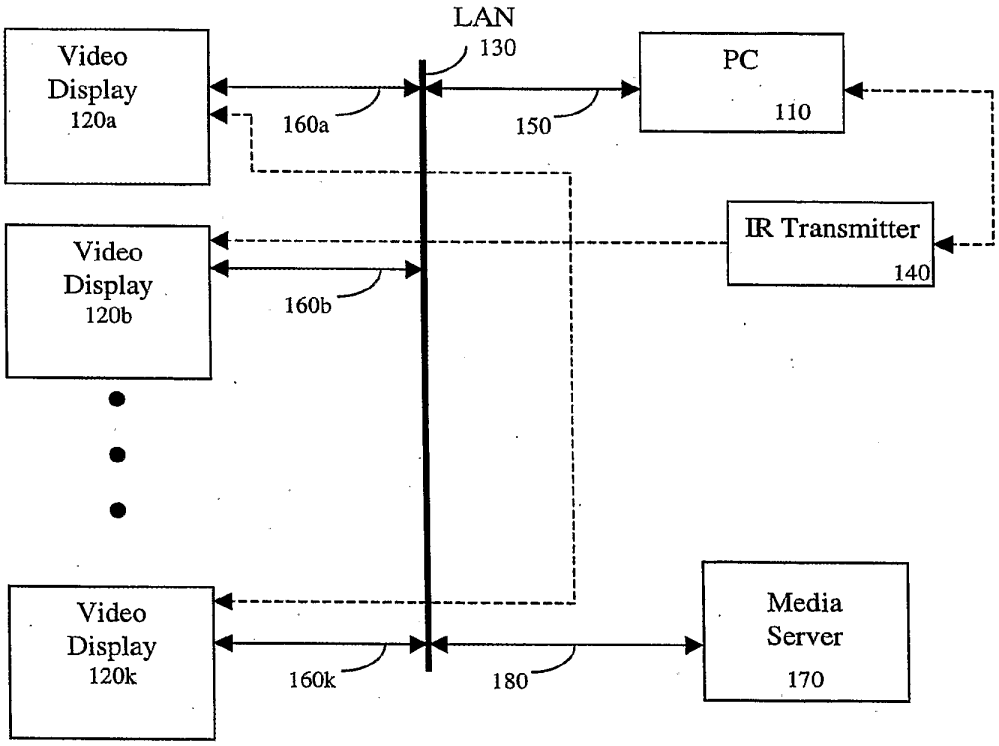

100
LAN
130
Video Display 120a
160a
150
PC
110
Video Display 120b
160b
IR Transmitter
140
Video Display 120k
160k
180
Media Server
170

FIG. 1

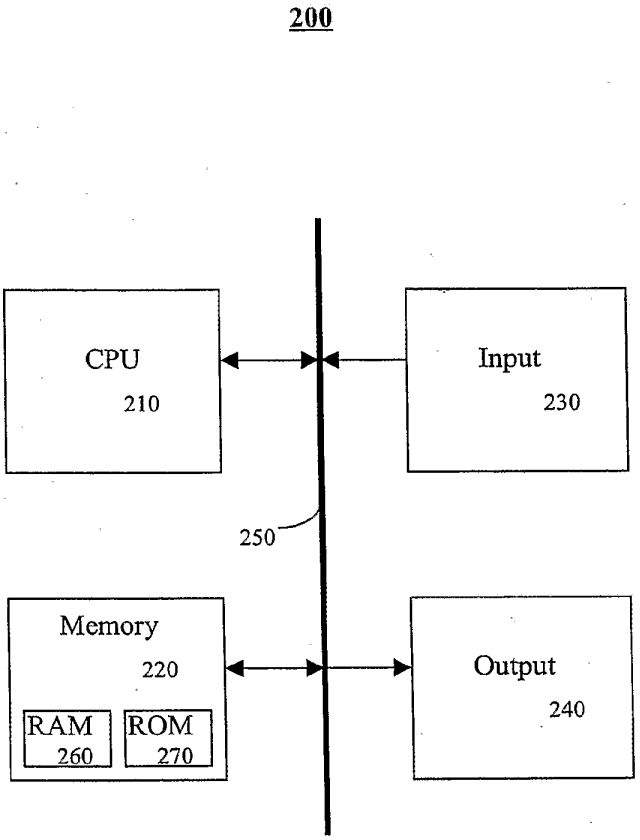

200
CPU
210
Input
230
250
Memory
220
RAM
260
ROM
270
Output
240

FIG. 2

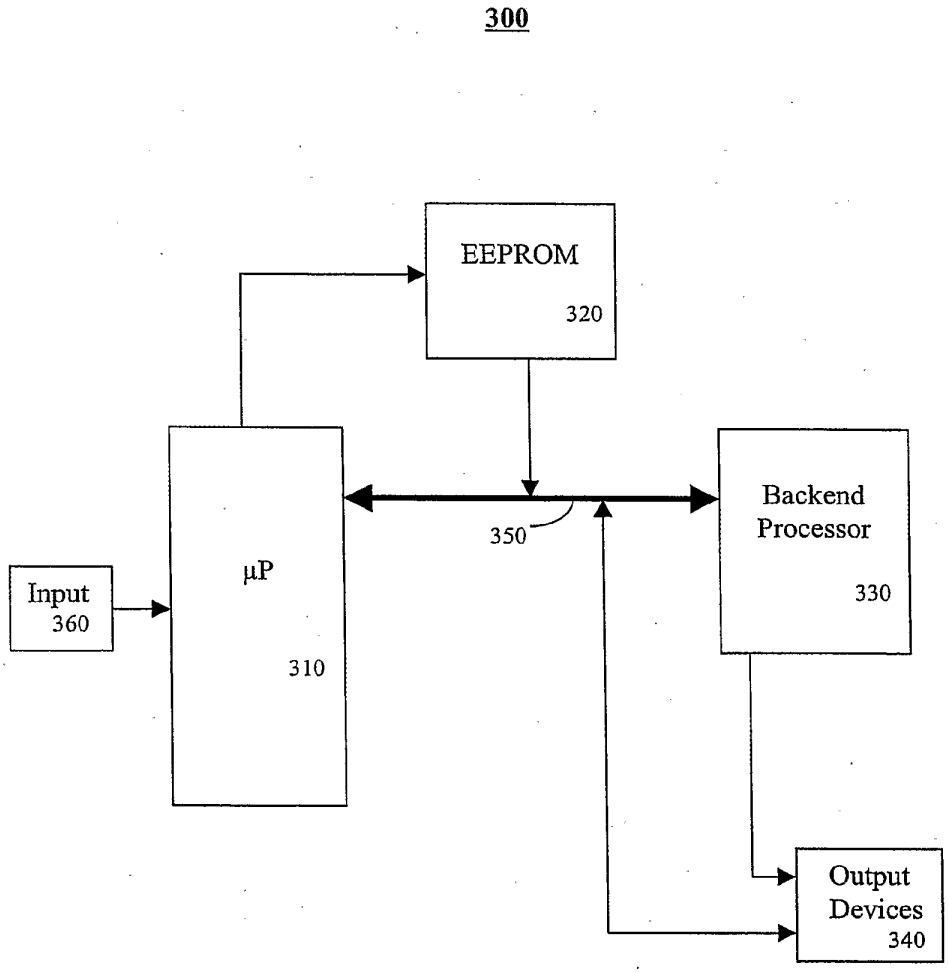

300
EEPROM
320
µP
310
Input
360
350
Backend
Processor
330
Output
Devices
340

FIG. 3

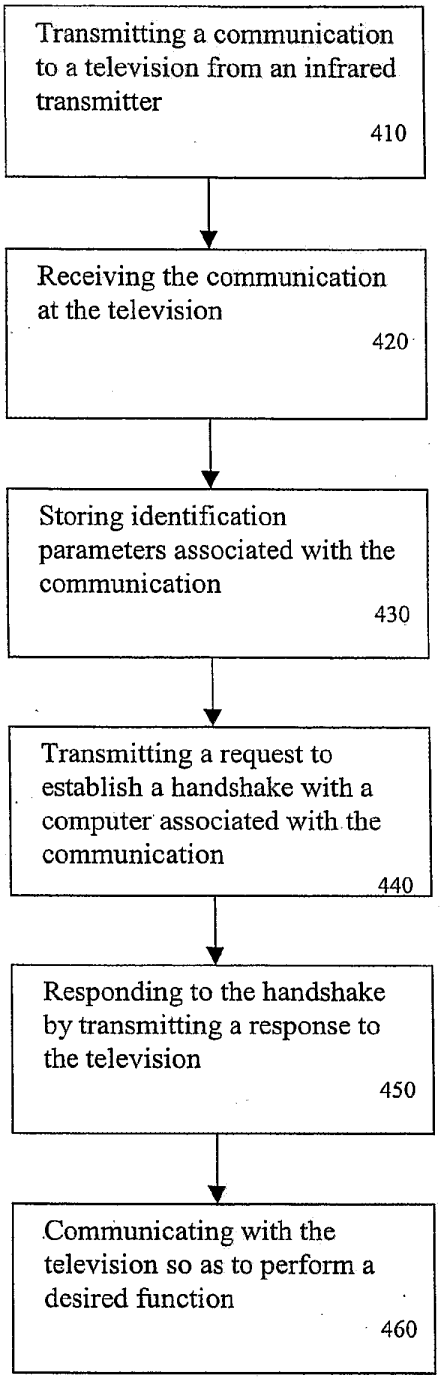

Transmitting a communication to a television from an infrared transmitter
410
Receiving the communication at the television
420
Storing identification parameters associated with the communication
430
Transmitting a request to establish a handshake with a computer associated with the communication
440
Responding to the handshake by transmitting a response to the television
450
Communicating with the television so as to perform a desired function
460

FIG. 4

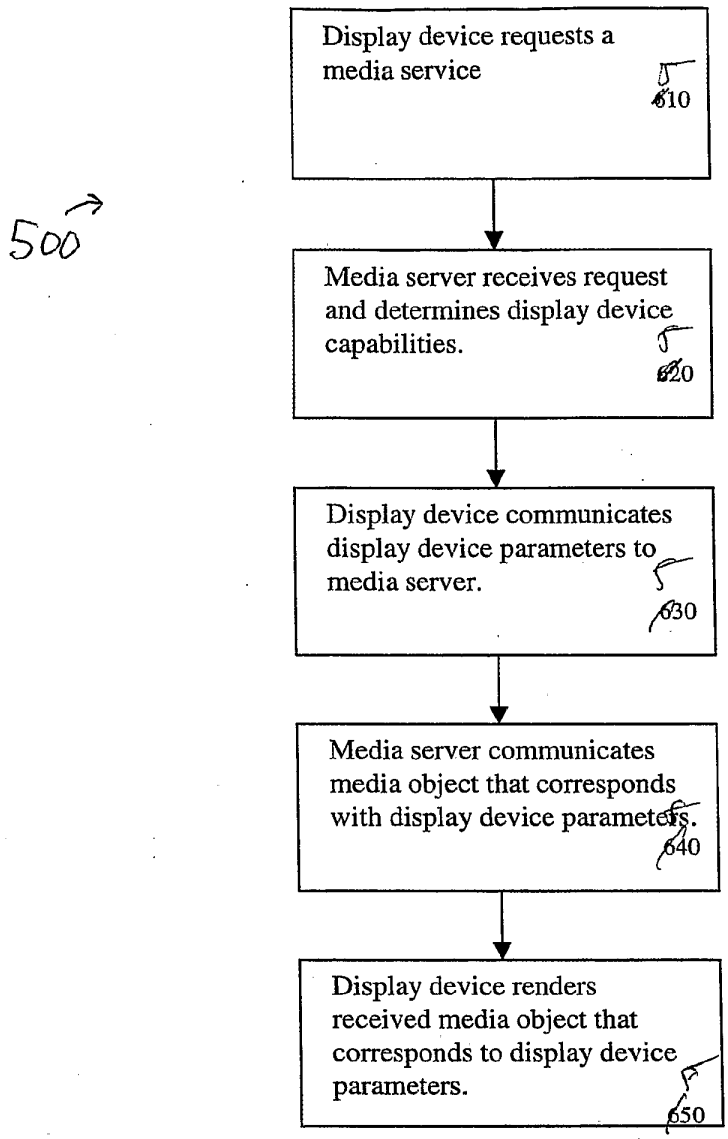

500
Display device requests a media service
610
Media server receives request and determines display device capabilities.
620
Display device communicates display device parameters to media server.
630
Media server communicates media object that corresponds with display device parameters.
640
Display device renders received media object that corresponds to display device parameters.
650

FIG. 5

Espacenet

Bibliographic data: JP2004356695 (A) — 2004-12-16

SYSTEM AND METHOD FOR DATA DISTRIBUTION AND DATA RECEIVING APPARATUS AND METHOD FOR DATA RECEIVING

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- cooperative:

Application number: JP20030148697 20030527

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Abstract of JP2004356695 (A)

PROBLEM TO BE SOLVED: To reproduce streaming data without generating underflow and overflow even in a small buffer, and to shorten a time for providing content at the time of operating a remote controller. ;SOLUTION: When a user controls a remote controller 39 for a content providing device 21, an IR code processor 37 receives a signal of the remote controller 39, and changes an overflow threshold from a normal threshold to an operation threshold smaller than the normal threshold. When judging that the amount of data streaming in a buffer 51 exceeds the operation threshold, a reproduction speed control unit 52 controls a decoder 53 and a reproduction control unit 54 to speed the reproduction processing. ;COPYRIGHT: (C)2005,JPO&NCIPI

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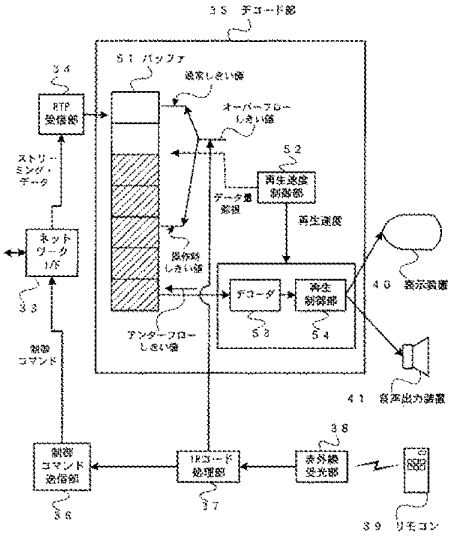
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(54)【発明の名称】データ配信システムおよびデータ配信方法、ならびにデータ受信装置およびデータ受信方法

(57)【要約】
【課題】小さなバッファでもアンダーフロー、およびオーバーフローを発生させずにストリーミング・データを再生するとともに、リモコン操作時のコンテンツ提供に係る遅延時間を短縮する。
【解決手段】ユーザが、コンテンツ提供装置２１に対してリモコン３９の操作をした場合に、ＩＲコード処理部３７が上記リモコン３９の信号を受信し、オーバーフローしきい値を通常しきい値から、通常しきい値より小さい操作時しきい値に変更する。再生速度制御部５２は、バッファ５１内のストリーミング・データの量が、上記操作時しきい値を越えたと判断した場合に、デコーダ５３および再生制御部５４に対して再生処理を速くするよう制御し、これによって、リモコン操作時に、コンテンツがコンテンツ提供装置２１から提供されてから表示装置４０等に出力されるまでの時間を短縮する。
【選択図】　図５



【特許請求の範囲】
【請求項1】
映像データを含むコンテンツを出力するコンテンツ提供装置と、
前記コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信装置と、
前記ストリーミング・データを、前記ネットワークを介して受信する受信装置とを有し、
前記受信装置は、前記受信されたストリーミング・データをデコード処理がされるまで記憶するバッファ手段と、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値以下である場合は、前記デコード手段が通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコード手段が前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御手段とを備えることを特徴とするデータ配信システム。
【請求項2】
映像データを含むコンテンツを出力するコンテンツ提供装置と、
前記コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信装置と、
前記ストリーミング・データを、前記ネットワークを介して受信する受信装置とを有し、
前記受信装置は、前記受信されたストリーミング・データをデコード処理がされるまで記憶するバッファ手段と、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第２のしきい値以上である場合は、前記デコード手段が通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が前記第２のしきい値を下回った場合は、前記デコード手段が前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御手段とを備えることを特徴とするデータ配信システム。
【請求項3】
映像データを含むコンテンツを出力するコンテンツ提供装置と、
前記コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信装置と、
前記ストリーミング・データを、前記ネットワークを介して受信する受信装置とを有し、
前記受信装置は、前記受信されたストリーミング・データをデコード処理がされるまで記憶するバッファ手段と、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値と前記第１のしきい値より小さい第２のしきい値の間である場合は、前記デコード手段が通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコード手段が前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御し、前記データ量が第２のしきい値を下回った場合は、前記デコード手段が前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御手段とを備えることを特徴とするデータ配信システム。
【請求項4】

請求項１，２または３に記載のデータ配信システムにおいて、
前記受信装置は、前記コンテンツ提供装置を制御するための制御信号を出力する信号入力装置からの前記制御信号を受信する信号処理手段を更に有し、
前記制御信号が、前記信号処理手段から、前記ネットワークおよび前記送信装置を介して前記コンテンツ提供装置に送信され、
前記信号処理手段が、前記制御信号を受信した場合に、前記第１のしきい値を、前記第１のしきい値より小さい所定の値に変更することを特徴とするデータ配信システム。
【請求項5】
請求項４に記載のデータ配信システムにおいて、
前記信号処理手段は、前記制御信号を一定期間受信しない場合は、前記変更された第１のしきい値を、元の第１のしきい値に戻すことを特徴とするデータ配信システム。
【請求項6】
請求項１，２または３に記載のデータ配信システムにおいて、
前記デコード手段によりデコードされたストリーミング・データを受信し、前記映像データを表示する表示装置を更に有することを特徴とするデータ配信システム。
【請求項7】
請求項１，２または３に記載のデータ配信システムにおいて、
前記デコード手段は、前記再生速度制御手段から再生処理の速度を変更するよう制御された場合に、前記映像データから所定のフィールドまたはフレームを除去することにより、または前記映像データに所定のフィールドまたはフレームを挿入することによって再生速度を変更することを特徴とするデータ配信システム。
【請求項8】
映像データを含むコンテンツを出力するコンテンツ提供ステップと、
前記コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信ステップと、
前記ストリーミング・データを前記ネットワークを介して受信し、前記ストリーミング・データをデコード処理がされるまでバッファ手段に記憶する記憶ステップと、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値以下である場合は、前記デコードステップが通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコードステップが前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ配信方法。
【請求項9】
映像データを含むコンテンツを出力するコンテンツ提供ステップと、
前記コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信ステップと、
前記ストリーミング・データを前記ネットワークを介して受信し、前記ストリーミング・データをデコード処理がされるまでバッファ手段に記憶する記憶ステップと、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第２のしきい値以上である場合は、前記デコードステップが通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が前記第２のしきい値を下回った場合は、前記デコードステップが前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ配信方法。
【請求項10】

映像データを含むコンテンツを出力するコンテンツ提供ステップと、
前記コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信ステップと、
前記ストリーミング・データを前記ネットワークを介して受信し、前記ストリーミング・データをデコード処理がされるまでバッファ手段に記憶する記憶ステップと、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値と前記第１のしきい値より小さい第２のしきい値の間である場合は、前記デコードステップが通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコードステップが前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が前記第２のしきい値を下回った場合は、前記デコードステップが前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ配信方法。
【請求項11】
請求項８，９または１０に記載のデータ配信方法において、
前記映像データを含むコンテンツからなるストリーミング・データの提供を制御するための制御信号を受信する信号処理ステップを更に有し、
前記信号処理ステップが、前記制御信号を受信した場合に、前記第１のしきい値を、前記第１のしきい値より小さい所定の値に変更することを特徴とするデータ配信方法。
【請求項12】
請求項１１に記載のデータ配信方法において、
前記信号処理ステップは、前記制御信号を一定期間受信しない場合は、前記変更された第１のしきい値を、元の第１のしきい値に戻すことを特徴とするデータ配信方法。
【請求項13】
請求項８，９または１０に記載のデータ配信方法において、
前記デコードステップによりデコードされたストリーミング・データを受信し、前記映像データを表示する表示ステップを更に有することを特徴とするデータ配信方法。
【請求項14】
請求項８，９または１０に記載のデータ配信方法において、
前記デコードステップは、前記再生速度制御ステップにより再生処理の速度を変更するよう制御された場合に、前記映像データから所定のフィールドまたはフレームを除去することにより、または前記映像データに所定のフィールドまたはフレームを挿入することによって再生速度を変更することを特徴とするデータ配信方法。
【請求項15】
映像データを含むコンテンツからなるストリーミング・データを受信し、前記ストリーミング・データを、デコード処理がされるまで記憶するバッファ手段と、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値以下である場合は、前記デコード手段が通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコード手段が前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御手段とを有することを特徴とするデータ受信装置。
【請求項16】
映像データを含むコンテンツからなるストリーミング・データを受信し、前記ストリーミング・データを、デコード処理がされるまで記憶するバッファ手段と、

前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第２のしきい値以上である場合は、前記デコード手段が通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第２のしきい値を下回った場合は、前記デコード手段が前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御手段とを有することを特徴とするデータ受信装置。
【請求項17】
映像データを含むコンテンツからなるストリーミング・データを受信し、前記ストリーミング・データを、デコード処理がされるまで記憶するバッファ手段と、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値と前記第１のしきい値より小さい第２のしきい値の間である場合は、前記デコード手段が通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコード手段が前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が前記第２のしきい値を下回った場合は、前記デコード手段が前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御手段とを有することを特徴とするデータ受信装置。
【請求項18】
請求項１５，１６または１７に記載のデータ受信装置において、
前記映像データを含むコンテンツからなるストリーミング・データの提供を制御するための制御信号を受信する信号処理手段を更に有し、
前記信号処理手段が、前記制御信号を受信した場合に、前記第１のしきい値を、前記第１のしきい値より小さい所定の値に変更することを特徴とするデータ受信装置。
【請求項19】
請求項１８に記載のデータ受信装置において、
前記信号処理手段は、前記制御信号を一定期間受信しない場合は、前記変更された第１のしきい値を、元の第１のしきい値に戻すことを特徴とするデータ受信装置。
【請求項20】
請求項１５，１６または１７に記載のデータ受信装置において、
前記デコード手段によりデコードされた前記ストリーミング・データを受信し、前記映像データを表示する表示手段を更に有することを特徴とするデータ受信装置。
【請求項21】
請求項１５，１６または１７に記載のデータ受信装置において、
前記デコード手段は、前記再生速度制御手段から再生処理の速度を変更するよう制御された場合に、前記映像データから所定のフィールドまたはフレームを除去することにより、または前記映像データに所定のフィールドまたはフレームを挿入することによって再生速度を変更することを特徴とするデータ受信装置。
【請求項22】
映像データを含むコンテンツからなるストリーミング・データを受信し、前記ストリーミング・データを、デコード処理がされるまでバッファ手段に記憶する記憶ステップと、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値以下である場合は、前記デコードステップが通常の速度で前記ストリーミング・データの再生を行うよう制御し、

前記データ量が第１のしきい値を上回った場合は、前記デコードステップが前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ受信方法。
【請求項23】
映像データを含むコンテンツからなるストリーミング・データを受信し、前記ストリーミング・データを、デコード処理がされるまでバッファ手段に記憶する記憶ステップと、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第２のしきい値以上である場合は、前記デコードステップが通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が前記第２のしきい値を下回った場合は、前記デコードステップが前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ受信方法。
【請求項24】
映像データを含むコンテンツからなるストリーミング・データを受信し、前記ストリーミング・データを、デコード処理がされるまでバッファ手段に記憶する記憶ステップと、
前記バッファ手段内の前記ストリーミング・データに前記デコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、
前記バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、前記データ量が第１のしきい値と前記第１のしきい値より小さい第２のしきい値の間である場合は、前記デコードステップが通常の速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が第１のしきい値を上回った場合は、前記デコードステップが前記通常の速度より速い速度で前記ストリーミング・データの再生を行うよう制御し、
前記データ量が前記第２のしきい値を下回った場合は、前記デコードステップが前記通常の速度より低い速度で前記ストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ受信方法。
【請求項25】
請求項２２，２３または２４に記載のデータ受信方法において、
前記映像データを含むコンテンツからなるストリーミング・データの提供を制御するための制御信号を受信する信号処理ステップを更に有し、
前記信号処理ステップが、前記制御信号を受信した場合に、前記第１のしきい値を、前記第１のしきい値より小さい所定の値に変更することを特徴とするデータ受信方法。
【請求項26】
請求項２５に記載のデータ受信方法において、
前記信号処理ステップは、前記制御信号を一定期間受信しない場合は、前記変更された第１のしきい値を、元の第１のしきい値に戻すことを特徴とするデータ受信方法。
【請求項27】
請求項２２，２３または２４に記載のデータ受信方法において、
前記デコードステップによりデコードされた前記ストリーミング・データを受信し、前記映像データを表示する表示ステップを更に有することを特徴とするデータ受信方法。
【請求項28】
請求項２２，２３または２４に記載のデータ受信方法において、
前記デコードステップは、前記再生速度制御ステップにより再生処理の速度を変更するよう制御された場合に、前記映像データから所定のフィールドまたはフレームを除去することにより、または前記映像データに所定のフィールドまたはフレームを挿入することによって再生速度を変更することを特徴とするデータ受信方法。

【発明の詳細な説明】
【０００１】

【発明の属する技術分野】
この発明は、映像・音声データを、ネットワークを介して配信するデータ配信システムおよび方法、ならびに映像・音声データを、ネットワークを介して受信するデータ受信装置およびデータ受信方法に関する。
【０００２】
【従来の技術】
ここ数年の間で、ＤＶＤ（Ｄｉｇｉｔａｌ　Ｖｅｒｓａｔｉｌｅ　Ｄｉｓｋ）の利用が広く浸透してきており、映画や音楽のコンテンツを記録したＤＶＤも多く販売されるようになってきた。またディジタルハイビジョン放送も開始され、各家庭には、今までにない高画質、高音質なコンテンツが多く提供されるようになってきている。これらのメディアの普及に伴って、ＤＶＤを再生するＤＶＤ再生装置、ディジタルハイビジョン放送を受信、表示するディジタルテレビジョン受信装置、およびディジタルハイビジョン放送等を録画して随時再生することができるホームビデオサーバといったコンテンツを提供する装置が次々と商品化され店頭に並んでいる。
【０００３】
また、これらの装置は、ユーザのリモコン等の操作に応じて所定の動作をする。例えば、ＤＶＤ再生装置は、映画のＤＶＤの再生に際して、ユーザのリモコン操作に応じて特定のチャプターを選択して再生することができる。また、ディジタルテレビジョン受信装置は、ユーザのリモコン操作に応じて、データ放送のプログラムによる双方向サービスを提供することができる。
【０００４】
このような状況の中、高画質かつ高音質な映画やテレビジョン放送の番組を、より容易に家庭内で楽しむことができる「ホームネットワーク」が世間の注目を集め、これを実現するシステムも市販され始めている。このシステムの特徴の１つは、ＤＶＤ再生装置やハードディスクドライブ等のコンテンツ提供装置からの映像・音声データが、ネットワークを介して伝送され、異なる部屋にあるテレビジョンモニタおよびスピーカ等で再生されることである。
【０００５】
コンテンツ提供装置から映像・音声データを受け取った送信装置は、そのデータを圧縮符号化して、例えば、家庭内ＬＡＮ（Ｌｏｃａｌ　Ａｒｅａ　Ｎｅｔｗｏｒｋ）等のネットワークに送信する。圧縮符号化されたデータをネットワークを介して受信する受信装置は、このデータをデコードしてテレビジョンモニタやスピーカに出力する。ここで利用される家庭内ＬＡＮは、例えば、１００ＢＡＳＥ－ＴＸのネットワーク接続を使用したイーサネット（登録商標）ＬＡＮや、ＩＥＥＥ８０２．１１ｂ、ＩＥＥＥ８０２．１１ｇといった規格に従う無線ＬＡＮ等である。
【０００６】
また、このシステムでは、高画質、高音質を実現するために大きなサイズとなっている映像・音声データを含むストリーミング・データを、上記ＬＡＮのような比較的帯域の狭いネットワークを利用して送信すること、および高データレートで当該ストリーミング・データを転送すると、送信装置および受信装置それぞれのＣＰＵ負荷を増大させてしまうこと等の理由により、当該ストリーミング・データを、例えば、ＭＰＥＧ－２（Ｍｏｖｉｎｇ　Ｐｉｃｔｕｒｅ　Ｅｘｐｅｒｔｓ　Ｇｒｏｕｐ－２）等の圧縮技術で圧縮する方法が用いられている。すなわち、送信装置側でそのストリーミング・データをＭＰＥＧ－２形式にエンコードし、受信装置側では、その圧縮されたストリーミング・データをデコードし、出力する。
【０００７】
このようなシステムにおいては、通常時のストリーミング・データの再生が滑らかに行われることが重要であるため、上記ストリーミング・データをデコードする受信装置内のデコーダの前段にストリーミング・データ受信用の大容量バッファが設けられる。このバッファ容量は、ネットワーク伝送遅延や、送信装置および受信装置の処理能力等を考慮して

、ある程度の余裕を持つように定められる。バッファ容量が小さいと、送信装置からのストリーミング・データの転送が遅延した場合に、デコーダが処理すべきデータがすぐになくなって、所定のタイミングで出力すべき映像および音声を提供することができず、結果的に滑らかなストリーミング・データの再生が行えないことになる。

【０００８】

こうしたストリーミング・データの遅延の原因として代表的なものは、ネットワークの帯域幅が減少することである。同一のネットワーク上で、他の送信装置から他のストリーミング・データが送出されたり、他の受信装置に同一のストリーミング・データが送出されたりすると、利用可能なネットワークの帯域幅が急激に減少する。また、無線ＬＡＮ利用時には、間に障害物が入ったり、他の機器と混信したりすることによって通信速度が低下する。

【０００９】

また、ストリーミング・データの転送プロトコルには、パケットロス対策や伝送時間の保証を行わない、例えば、ＲＴＰ（Ｒｅａｌ－ｔｉｍｅ　Ｔｒａｎｓｐｏｒｔ　Ｐｒｏｔｏｃｏｌ）のようなプロトコルが利用される。ストリーミング・データの再生においては、１フレームの映像データの到着を待つことによってストリーミング再生が遅れるよりも、その１フレームの映像・音声データが欠落する方が好ましい。その方が、ユーザにとっては自然なストリーム再生と感じられるからである。

【００１０】

同様のシステムとして、コンテンツ再生方法および装置が提案されている（特許文献１）。この方法および装置では、コンテンツの再生中に、シーン記述情報に基づいて後続のコンテンツデータの先行取得が行われる。

【００１１】

【特許文献１】

特開２００２－２６８９９９号公報

【００１２】

【発明が解決しようとする課題】

しかしながら、上述した大容量バッファを使用すると、コンテンツ提供装置によってコンテンツ（映像・音声データ）が送信されてから、その映像・音声データがユーザに視聴可能となるまでの時間（遅延時間）が長くなってしまう。これにより、例えば、ネットワーク上に障害が発生した後でコンテンツの再生が再開されるときに安定再生状態に復帰するのに長い時間がかかることになる。

【００１３】

また、このような遅延時間の長さは、ユーザがリモコン等を操作してコンテンツ提供装置に指示を送っても、その指示が表示に反映されるのに非常に長い時間がかかり、リモコン操作におけるリアルタイム性を損なうことになる。

【００１４】

例えば、ＤＶＤに記録された映画のストリーミング・データが、ＤＶＤ再生装置（コンテンツ提供装置）から、送信装置、ネットワーク、および受信装置を介してテレビジョンモニタ等に出力されているときに、ユーザが映画の言語を変更したり、視聴チャプターの変更をしたりするためにメニューを表示するように指示をした場合、そのＤＶＤ再生装置は、ユーザの指示を受け取るとすぐに対応するメニューの映像データを受信装置に向けて送信する。

【００１５】

しかしながら、バッファには、依然として映画のシーンに対応する残りのストリーミング・データが格納されているので、上記メニューの表示は、それらのシーンが全て表示された後でテレビジョンモニタに表示される。従って、ユーザは、ＤＶＤ再生装置に指示をしてから、その指示結果を見るまで非常に長い間待つ必要がある。特に、階層化された複数のメニューを表示させて、順次リモコンで指示をしていくような場合は、それぞれのメニュー表示に長い間待がかかるので、最終的な指示を行うまでに膨大な時間を要する。また

、このような遅延によって、ユーザがリモコン操作を誤る確率も増大する。
【００１６】
また、ユーザが、テレビジョンモニタ等の表示装置に表示されている映像等を観てリモコンを操作しても、そのリモコンの指示を受け取ったコンテンツ提供装置は、全く異なる先行する映像を提供しているので、その指示を受け付けることができない場合もある。
【００１７】
また更に、コンテンツ提供装置がＤＶＤ再生装置やビデオテープレコーダである場合には、リモコンによる再生や停止等の指示が、上述した遅延時間のためにユーザの期待する位置で行われないという問題もある。
【００１８】
従って、この発明の目的は、ＤＶＤ再生装置などのコンテンツ提供装置からコンテンツ（映像・音声データ）を配信する際に、小さなサイズのバッファを用いても、バッファ内にストリーミング・データが存在しない状態（アンダーフロー）や、バッファがストリーミング・データで一杯になる状態（オーバーフロー）の発生を抑止し、滑らかなストリーミング・データの再生を維持するように、上記ストリーミング・データのデコード処理の速度を調整するデータ配信システムおよび方法、ならびにデータ受信装置および方法を提供することにある。
【００１９】
また、この発明の更なる目的は、ユーザがコンテンツ提供装置に対してリモコンの操作をした場合に、バッファ内のストリーミング・データの量を判定するしきい値を動的に変更することによって、そのコンテンツがコンテンツ提供装置より配信されてから表示装置に表示されるまでの時間を短縮するように制御するデータ配信システムおよび方法、ならびにデータ受信装置および方法を提供することにある。
【００２０】
【課題を解決するための手段】
請求項１の発明は、映像データを含むコンテンツを出力するコンテンツ提供装置と、コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信装置と、ストリーミング・データを、ネットワークを介して受信する受信装置とを有し、受信装置は、受信されたストリーミング・データをデコード処理がされるまで記憶するバッファ手段と、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値以下である場合は、デコード手段が通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコード手段が通常の速度より速い速度でストリーミング・データの再生を行うよう制御する再生速度制御手段とを備えることを特徴とするデータ配信システムである。
【００２１】
請求項２の発明は、映像データを含むコンテンツを出力するコンテンツ提供装置と、コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信装置と、ストリーミング・データを、ネットワークを介して受信する受信装置とを有し、受信装置は、受信されたストリーミング・データをデコード処理がされるまで記憶するバッファ手段と、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第２のしきい値以上である場合は、デコード手段が通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコード手段が通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御手段とを備えることを特徴とするデータ配信システムである。
【００２２】
請求項３の発明は、映像データを含むコンテンツを出力するコンテンツ提供装置と、コン

テンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信装置と、ストリーミング・データを、ネットワークを介して受信する受信装置とを有し、受信装置は、受信されたストリーミング・データをデコード処理がされるまで記憶するバッファ手段と、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値と第１のしきい値より小さい第２のしきい値の間である場合は、デコード手段が通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコード手段が通常の速度より速い速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコード手段が通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御手段とを備えることを特徴とするデータ配信システムである。

【００２３】

請求項８の発明は、映像データを含むコンテンツを出力するコンテンツ提供ステップと、コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信ステップと、ストリーミング・データをネットワークを介して受信し、ストリーミング・データをデコード処理がされるまでバッファ手段に記憶する記憶ステップと、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値以下である場合は、デコードステップが通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコードステップが通常の速度より速い速度でストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ配信方法である。

【００２４】

請求項９の発明は、映像データを含むコンテンツを出力するコンテンツ提供ステップと、コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信ステップと、ストリーミング・データをネットワークを介して受信し、ストリーミング・データをデコード処理がされるまでバッファ手段に記憶する記憶ステップと、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第２のしきい値以上である場合は、デコードステップが通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコードステップが通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ配信方法である。

【００２５】

請求項１０の発明は、映像データを含むコンテンツを出力するコンテンツ提供ステップと、コンテンツを必要に応じてエンコードし、ストリーミング・データとしてネットワーク上に送信する送信ステップと、ストリーミング・データをネットワークを介して受信し、ストリーミング・データをデコード処理がされるまでバッファ手段に記憶する記憶ステップと、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値と第１のしきい値より小さい第２のしきい値の間である場合は、デコードステップが通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコードステップが通常の速度より速い速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコードステップが通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ配信方法である。

【００２６】
請求項１５の発明は、映像データを含むコンテンツからなるストリーミング・データを受信し、ストリーミング・データを、デコード処理がされるまで記憶するバッファ手段と、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値以下である場合は、デコード手段が通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコード手段が通常の速度より速い速度でストリーミング・データの再生を行うよう制御する再生速度制御手段とを有することを特徴とするデータ受信装置である。
【００２７】
請求項１６の発明は、映像データを含むコンテンツからなるストリーミング・データを受信し、ストリーミング・データを、デコード処理がされるまで記憶するバッファ手段と、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第２のしきい値以上である場合は、デコード手段が通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコード手段が通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御手段とを有することを特徴とするデータ受信装置である。
【００２８】
請求項１７の発明は、映像データを含むコンテンツからなるストリーミング・データを受信し、ストリーミング・データを、デコード処理がされるまで記憶するバッファ手段と、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコード手段と、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値と第１のしきい値より小さい第２のしきい値の間である場合は、デコード手段が通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコード手段が通常の速度より速い速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコード手段が通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御手段とを有することを特徴とするデータ受信装置である。
【００２９】
請求項２２の発明は、映像データを含むコンテンツからなるストリーミング・データを受信し、ストリーミング・データを、デコード処理がされるまでバッファ手段に記憶する記憶ステップと、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値以下である場合は、デコードステップが通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコードステップが通常の速度より速い速度でストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ受信方法である。
【００３０】
請求項２３の発明は、映像データを含むコンテンツからなるストリーミング・データを受信し、ストリーミング・データを、デコード処理がされるまでバッファ手段に記憶する記憶ステップと、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第２のしきい値以上である場合は、デコードステップが通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコードステッ

プが通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ受信方法である。

【００３１】

請求項２４の発明は、映像データを含むコンテンツからなるストリーミング・データを受信し、ストリーミング・データを、デコード処理がされるまでバッファ手段に記憶する記憶ステップと、バッファ手段内のストリーミング・データにデコード処理を施すとともに、デコード出力の再生速度を制御可能なデコードステップと、バッファ手段内に記憶されているストリーミング・データのデータ量を所定のタイミングで取得し、データ量が第１のしきい値と第１のしきい値より小さい第２のしきい値の間である場合は、デコードステップが通常の速度でストリーミング・データの再生を行うよう制御し、データ量が第１のしきい値を上回った場合は、デコードステップが通常の速度より速い速度でストリーミング・データの再生を行うよう制御し、データ量が第２のしきい値を下回った場合は、デコードステップが通常の速度より低い速度でストリーミング・データの再生を行うよう制御する再生速度制御ステップとを有することを特徴とするデータ受信方法である。

【００３２】

この発明によれば、ＤＶＤ再生装置などのコンテンツ提供装置からコンテンツ（映像・音声データ）を配信する際に、小さなサイズのバッファを用いても、バッファ内にストリーミング・データが存在しない状態（アンダーフロー）や、バッファがストリーミング・データで一杯になる状態（オーバーフロー）の発生を抑止し、滑らかなストリーミング・データの再生を維持するように、上記ストリーミング・データのデコード処理の速度が調整される。

【００３３】

また、この発明によれば、ユーザがコンテンツ提供装置に対してリモコンの操作をした場合に、バッファ内のストリーミング・データの量を判定するしきい値を動的に変更することによって、そのコンテンツがコンテンツ提供装置より配信されてから表示装置に表示されるまでの時間を短縮するように制御される。

【００３４】

【発明の実施の形態】

以下、この発明の実施の形態について、図面を用いて説明する。また、各図にわたり、同一の構成要素には同一の符号が付されている。図１は、この発明の第１の実施の形態に係るデータ配信システム１の構成要素を示すブロック図である。

【００３５】

データ配信システム１は、コンテンツ提供装置２、送信装置４、受信装置９、表示装置１３、音声出力装置１４、およびネットワーク１５を含む。ここで、後述する受信装置９内のバッファ１６、再生速度制御部１７はそれぞれ、バッファ手段、再生速度制御手段に対応し、デコーダ１８および再生制御部１９は、デコード手段に対応する。また、コンテンツ提供装置２と送信装置４は、１つの装置として一体的に構成されてもよい。

【００３６】

コンテンツ提供装置２は、映像データおよび音声データを含むコンテンツを提供する装置であり、ＤＶＤ再生装置（ＤＶＤプレイヤー）、ビデオテープレコーダ、ビデオサーバ、アナログテレビジョン受信機、およびディジタルテレビジョン受信機等がこれに相当する。

【００３７】

また、コンテンツ提供装置２は、ＤＶＤ、ビデオカセットテープ、ハードディスク等の記録媒体からコンテンツ（映像・音声データ）を読み取り、またはディジタルテレビジョン放送やアナログテレビジョン放送を受信し、Ａ／Ｖ（Ａｕｄｉｏ／Ｖｉｓｕａｌ）データ生成部３で、そのコンテンツやテレビジョン放送を所定のフォーマットに変換し、Ａ／Ｖデータとして出力する。こうしたコンテンツ提供装置２は、通常、テレビジョンモニタ等の表示装置１３やスピーカ等の音声出力装置１４に直接接続して映像および音声を出力できる市販の装置であってもよい。また、この例では、Ａ／Ｖデータは、アナログデータと

して出力されているが、メディアの種類とコンテンツ提供装置２の機能の組み合わせによっては、ディジタルデータで出力することも可能である。

【００３８】

送信装置４は、Ａ／Ｄ変換部５、エンコーダ６、ＲＴＰ送信部７、およびネットワーク・インタフェース８を有し、受信した映像・音声データをディジタル化して圧縮し、ネットワーク１５上に送信する。

【００３９】

Ａ／Ｄ変換部５は、コンテンツ提供装置２から受信したアナログの映像・音声データをディジタルに変換する。前述したように、コンテンツ提供装置２からの出力がディジタルデータとして提供される場合、このＡ／Ｄ変換部５における処理は不要となる。

【００４０】

エンコーダ６は、Ａ／Ｄ変換部５から受信したディジタルの映像・音声データを所定の圧縮方法で圧縮する。これらのデータは、後述するように、帯域に制限のあるネットワークを介して受信装置９に送信されるので、できるだけ帯域を占有しないように圧縮されることが好ましい。また、圧縮することによって高データレートでの転送を回避し、送信装置４および受信装置９のＣＰＵ負荷を低減することも可能である。

【００４１】

こうした映像・音声データの圧縮方法としては、ＭＰＥＧ－２（Ｍｏｖｉｎｇ　Ｐｉｃｔｕｒｅ　Ｅｘｐｅｒｔｓ　Ｇｒｏｕｐ－２）が一般的に用いられている。本実施の形態では、映像データ、音声データともにＭＰＥＧ－２で圧縮符号化が行われるものとして説明を行うが、この圧縮方法に限定される必要はなく、他の圧縮方法を用いてシステムを構築することもできる。

【００４２】

次に、ＭＰＥＧ－２形式にエンコードされた映像・音声データは、ネットワーク１５上で送信を行うために、ＲＴＰ送信部７でプロトコルに応じた変調処理がされ、その後、ネットワーク・インタフェース８、ネットワーク１５、および受信装置９のネットワーク・インタフェース１０を介して受信装置９のＲＴＰ受信部１１に送信される。この例では、送信装置４と受信装置９を接続するネットワーク１５として１００ＢＡＳＥ－ＴＸのネットワーク接続からなるイーサネットＬＡＮが使用され、プロトコルはＲＴＰ（Ｒｅａｌ－ｔｉｍｅ　Ｔｒａｎｓｐｏｒｔ　Ｐｒｏｔｏｃｏｌ）が利用される。送信装置４と受信装置９との間は、その他のネットワークで接続することができ、更に、ＲＴＰ以外のプロトコルを使用することができる。例えば、ＩＥＥＥ８０２．１１ａ等の規格に基づく無線ＬＡＮでこれらの装置間でデータの転送を行うこともできる。また、これらのネットワーク接続は家庭内に限られるものと解すべきではなく、ＬＡＮ以外にも、ＷＡＮ（Ｗｉｄｅ　Ａｒｅａ　Ｎｅｔｗｏｒｋ）やＭＡＮ（Ｍｅｔｒｏｐｏｌｉｔａｎ　Ａｒｅａ　Ｎｅｔｗｏｒｋ）に適用することができる。更に、特定のネットワーク・トポロジーに限定されるものでもない。

【００４３】

コンテンツ提供装置２のなかには、ＤＶＤメディアやハードディスク内に、既にＭＰＥＧ－２のＴＳ（Ｔｒａｎｓｐｏｒｔ　Ｓｔｒｅａｍ：トランスポート・ストリーム）の形式で映像・音声データを記憶しているものもある。従って、そのような形式のデータを送信する場合、Ａ／Ｄ変換部５およびエンコーダ６を使用する必要はない。

【００４４】

本実施の形態に係るデータ配信システム１が、家庭内でホームシアターを構成するために用いられる場合は、コンテンツ提供装置２や送信装置４は、通常、リビング等の同じ部屋に配置される。受信装置９は、コンテンツ提供装置２等と同じ部屋に置かれることもあるが、離れた別の部屋に置かれることもある。

【００４５】

また、図１に示すデータ配信システム１をクライアント・サーバ型のシステムと考えれば、送信装置４がサーバであり、受信装置９がクライアントという関係になる。また、前述

したように、受信装置９が表示装置１３および音声出力装置１４と一体的に形成され、例えば、１つのテレビジョン受信機として構成される場合は、このテレビジョン受信機がクライアントとなる。

【００４６】

受信装置９は、ネットワーク・インタフェース１０、ＲＴＰ受信部１１、およびデコード部１２を有する。ネットワーク・インタフェース１０は、送信装置４のネットワーク・インタフェース８から送信されたストリーミング・データをネットワーク１５を介して受信する。ＲＴＰ受信部１１は、ネットワーク・インタフェース１０からのストリーミング・データを復調し、ＭＰＥＧ－２のＴＳを生成する。

【００４７】

デコード部１２は、上記ＴＳから映像データ、音声データを個別にデコードし、それぞれの出力装置に（すなわち、映像データはテレビジョンモニタ等の表示装置１３に、音声データはスピーカ等の音声出力装置１４に）再生タイミングを調整した上で出力する。

【００４８】

この例では、受信装置９、表示装置１３、および音声出力装置１４は、それぞれ別の装置として表されているが、受信装置９に、表示装置１３と音声出力装置１４の両方、またはどちらか一方を組み込んで単一の装置として構成することもできる。例えば、受信装置９の構成要素を全て含んだディジタルテレビジョン受信機を構成することができる。

【００４９】

このようなシステムでは、ネットワーク環境などにより多少のデータが欠落しても後続のデータが影響なく再生できるために、（ＯＳＩ参照モデルにおける）トランスポートレイヤのプロトコルとして、再送制御を行わないＵＤＰが利用されることが多い。本実施の形態で使用するＲＴＰもトランスポートレイヤにＵＤＰを利用するプロトコルである。

【００５０】

ＲＴＰ送信部７では、映像・音声データの圧縮符号化がエンコーダ６によって行われた段階で、受信装置９の状態に関係なく圧縮符号化されたストリーミング・データを受信装置９のネットワーク・インタフェース１０に送出する。従って、受信装置９では、デコード部１２の処理状態に関係なく当該ストリーミング・データを受け取ることになる。ストリーミング・データの受信間隔は一定でなく、また一回に受信するストリーミング・データのサイズもコンテンツの内容等によって変化する。デコード部１２が、ストリーミング・データのデコード処理をしている間に後続のストリーミング・データを受信しても、そのストリーミング・データをすぐに処理することはできない。

【００５１】

そのため、デコード部１２は、受信したストリーミング・データを蓄積するバッファを備え、デコード処理中に受信したストリーミング・データを後で処理できるようにしている。以下に、デコード部１２によるバッファの利用態様を、図２を参照して説明する。また、ここで説明するバッファは、例えば、ＭＰＥＧ－２のＴＳ（トランスポート・ストリーム）を記憶するものであり、ＴＳは、ビデオ・ストリームとオーディオ・ストリームを含むデータ・ストリームである。従ってこの場合は、バッファを１つ設ければよいが、映像データと音声データを別のデータ・ストリームで転送するような場合は、映像データと音声データそれぞれにバッファを設けるように構成してもよい。

【００５２】

図２は、デコード部１２が、ＲＴＰ受信部１１からストリーミング・データを受信してバッファ１６に記憶し、それを順次処理する態様が概念的に示されている。また、この図に示す例では、デコード部１２は、バッファ１６、再生速度制御部１７、デコーダ１８、および再生制御部１９を備えている。

【００５３】

最初に、ＲＴＰ受信部１１は、ネットワーク・インタフェース１０から送信装置４により送信されたストリーミング・データ（ＭＰＥＧ－２形式に圧縮符号化された映像・音声データ）を受信すると、そのデータをバッファ１６に送信する。バッファ１６は、例えば、

リングバッファ構成をとるＦＩＦＯ（Ｆｉｒｓｔ－Ｉｎ　Ｆｉｒｓｔ－Ｏｕｔ）型のメモリであり、当該ストリーミング・データを受信してそれらを蓄積する。バッファ１６内のストリーミング・データは、最初に受信したものから順に、デコーダ１８および再生制御部１９に提供され、そこでストリーミング・データのデコード処理を含む再生処理が行われる。デコーダ１８によるデコード処理では、ＭＰＥＧ－２形式のデータが、映像データ、音声データに分離され、出力装置が扱うデータ形式にそれぞれ変換され、変換されたデータが当該出力装置に送信される。映像データは、表示装置１３に出力するための形式に変換され、音声データは、音声出力装置１４に出力するための形式に変換される。

【００５４】

コンテンツの再生中に、バッファ１６に一定期間ストリーミング・データの受信がなく、デコーダ１８および再生制御部１９が、全てのストリーミング・データについて再生処理を終えた場合、デコーダ１８は次に処理すべきストリーミング・データを取得することができない。このような状態を「アンダーフロー」と言い、表示装置１３には同じフレームの映像が繰り返し表示されるフリーズ状態となる。

【００５５】

逆に、デコーダ１８および再生制御部１９でストリーミング・データの再生処理を行うペース以上にストリーミング・データを受信する場合、バッファ１６はストリーミング・データで一杯になり、新たに受信したストリーミング・データを消失するかまたは最新のデータを上書きする。これは「オーバーフロー」と呼ばれる状態で、表示装置１３には、上記消失したデータ、または上書きされたデータに対応するフレームがスキップされて表示される。

【００５６】

このような事象の発生を回避するためには、バッファ容量にマージンを加え、バッファ容量をある程度大きめに設定する必要がある。本実施の形態では、バッファ容量を、受信装置９におけるストリーミング・データの受信間隔、受信するストリーミング・データの平均サイズ、デコーダ１８および再生制御部１９の処理能力、コンテンツ提供装置２からＡ／Ｖデータが生成されてから受信装置９でストリーミング・データがデコード・再生されるまでの遅延時間等を考慮して設定する。

【００５７】

更に、本実施の形態では、例えば、図２に示すようなアンダーフローしきい値およびオーバーフローしきい値を設定するとともに、再生速度制御部１７が、バッファ１６内に記憶されたストリーミング・データの量を監視・取得する。再生速度制御部１７は、こうして取得されたストリーミング・データの量が上記アンダーフローしきい値を下回っていると判定した場合は、デコーダ１８および再生制御部１９による再生処理を低速にするよう制御し、オーバーフローしきい値を上回っていると判定した場合は、デコーダ１８および再生制御部１９による再生処理を高速にするよう制御する。

【００５８】

デコーダ１８および再生制御部１９による再生処理は、上記ＭＰＥＧ－２形式のデータをデコードしてから、当該データを表示装置１３や音声出力装置１４に再生出力するまでの処理を意味する。

【００５９】

オーバーフローしきい値は、バッファに蓄積されたストリーミング・データの量がこの値を超えた場合に、オーバーフローに近い状態であることを示すために設定されているので、バッファ１６の容量（最大容量）より小さい値で、かつこの容量の値にある程度近接する値である必要がある。同様に、アンダーフローしきい値は、バッファに蓄積されたストリーミング・データの量がこの値を下回った場合に、アンダーフローに近い状態であることを示すために設定されているので、ゼロより大きい値で、かつこのゼロの値にある程度近接する値である必要がある。例えば、図２では、オーバーフローしきい値は、バッファ１６の最大容量の位置から、バッファ１６の容量の１／７だけ下の位置（小さい値）に設定されている。一方、アンダーフローしきい値は、バッファ１６のゼロの位置から、バッ

ファ１６の容量の１／７だけ上の位置（大きい値）に設定されている。

【００６０】

デコーダ１８および再生制御部１９は協働して、再生速度制御部１７から指定された再生速度に基づきストリーミング・データの再生速度を調整するが、この速度調整には、様々な方法が考えられる。例えば、高速な再生処理を行う場合は、１秒間に６０フィールドの元の映像データを数フィールド減らして１秒より短い時間で再生する。逆に、低速な再生処理を行う場合は、上記６０フィールドに数フィールドを補間して１秒より長い時間で再生する。当該フィールドの補間は、２４コマの映画フィルムを３０コマのＤＶＤ用の映像に変換するテレシネ変換と同様の方法で行われる。こうした速度変更のための処理はフィールド単位で行われることが望ましいが、フレームなどのその他の単位で行うこともできる。

【００６１】

また、ＭＰＥＧ－２のＴＳが有するＰＴＳ（Ｐｒｅｓｅｎｔａｔｉｏｎ　Ｔｉｍｅ　Ｓｔａｍｐ）等の情報を元に、ストリーミング・データのデコード処理の開始時間を調整することもできる。

【００６２】

これらの方法を用いることによって、人間がその速度差にほとんど気づかない高速化および低速化を行うこともできる。

【００６３】

このようなデコーダ１８および再生制御部１９の再生速度の調整によって、バッファ１６内のストリーミング・データの量がアンダーフローしきい値を下回っている場合は、しだいにストリーミング・データがバッファ１６内に蓄積され、当該データの量がアンダーフローしきい値を上回る状態になる。一方、バッファ１６内のストリーミング・データの量がオーバーフローしきい値を上回っている場合は、しだいにストリーミング・データがバッファ１６内で減少し、当該データの量がオーバーフローしきい値を下回る状態になる。この結果、バッファ１６内に蓄積されたストリーミング・データの量が、アンダーフローしきい値とオーバーフローしきい値との間の値となった場合、再生速度制御部１７は、再生処理を通常の速度に戻すよう制御する。

【００６４】

次に、上述した再生速度制御部１７の動的な制御を、図３のフローチャートを用いて説明する。図３に示された処理は、所定のタイミングで繰り返し起動されるが、このタイミングは通常、再生速度制御部１７がバッファ１６を監視するタイミングと一致するものである。

【００６５】

最初に、ステップＳ１０で、再生速度制御部１７がバッファ１６内のストリーミング・データのデータ量を検出する。次に、ステップＳ１１で、この検出値と上記各しきい値との比較を行う。データ量の値がオーバーフローしきい値より大きい場合は、ステップＳ１２に進み、再生速度を高速にするよう制御する。データ量の値がアンダーフローしきい値より小さい場合は、ステップＳ１４に進み、再生速度を低速にするよう制御する。データ量の値がアンダーフローしきい値以上で、オーバーフローしきい値以下である場合は、ステップＳ１３に進み、再生速度を通常の速度にするよう制御する。

【００６６】

以上説明したように、それぞれのステップＳ１２、ステップＳ１３、ステップＳ１４で、再生速度が切り換えられるが、以前の制御によって、既に同じ速度に切り換えられている場合は、各ステップで速度切換制御を行う必要はない。また、本実施の形態の例では、２つのしきい値が用いられているが、より多くのしきい値を設定して、再生速度をより詳細なレベルで切り換えるように制御することもできる。

【００６７】

本実施の形態によって、結果的に、従来のものより小さいサイズのバッファを使用しても、バッファ内に処理すべきストリーミング・データが存在しない状態（アンダーフロー）

や、バッファがストリーミング・データで一杯になる状態（オーバーフロー）が発生する可能性を低減することができる。また、本実施の形態において従来のサイズのバッファを用いた場合は、上記オーバーフローおよびアンダーフローの発生確率がより一層低減される。

【００６８】

次に、図４ないし図７を参照して、この発明の第２の実施の形態に係るデータ配信システムについて説明する。図４は、第２の実施の形態に係るデータ配信システム２０の構成を表すブロック図である。

【００６９】

本実施の形態のデータ配信システム２０は、コンテンツ提供装置２１で生成されたＡ／Ｖデータが、送信装置２４でＭＰＥＧ－２等の好適な圧縮フォーマットにエンコードされ、ネットワーク４２を介して受信装置３２に送信され、最終的に表示装置４０および音声出力装置４１に映像や音声として出力されるという点で、前述の第１の実施の形態に係るデータ配信システム１と共通している。

【００７０】

すなわち、データ配信システム２０のＡ／Ｖデータ生成部２２、Ａ／Ｄ変換部２５、エンコーダ２６、ＲＴＰ送信部２７、およびＲＴＰ受信部３４は、データ配信システム１のＡ／Ｖデータ生成部３、Ａ／Ｄ変換部５、エンコーダ６、ＲＴＰ送信部７、およびＲＴＰ受信部１１と同様の機能を有している。従って、これらについては、詳細な説明を省略する。

【００７１】

データ配信システム２０は、データ配信システム１の機能に加え、ユーザがリモートコントロールコマンダ（以下、リモコンと称する）によって、コンテンツ提供装置２１に指示を送信する機能を有している。ユーザのリモコン操作の内容は、受信装置３２によって受信され、ネットワーク４２、および送信装置２４を介してコンテンツ提供装置２１に伝えられる。コンテンツ提供装置２１と表示装置４０は、遠く隔てて置かれたり、別の部屋の置かれたりする場合があり、このような状況では、リモコンによってコンテンツ提供装置２１を直接操作することはできない。従って、このように映像・音声データとは逆の経路でリモコンの指示をネットワークを介して伝えられることは、ユーザの操作性を向上するうえで好ましい構成であると言える。

【００７２】

また、この例では、コンテンツ提供装置２１に対する指示をリモコン３９によって行うこととしているが、受信装置３２に接続されたキーボード、マウス、タッチパネル等の他の入力装置を用いて当該指示を行うこともできる。

【００７３】

ここで、後述する受信装置９内のバッファ５１，再生速度制御部５２はそれぞれ、バッファ手段、再生速度制御手段に対応し、デコーダ５３および再生制御部５４は、デコード手段に対応する。また、リモコン３９は信号入力装置に対応し、後述するＩＲコード処理部３７は信号処理手段に対応し、表示装置４０は表示手段に対応する。更に、コンテンツ提供装置２１と送信装置２４は、前述した第１の実施の形態と同様に、１つの装置として一体的に構成され得る。

【００７４】

次に、図４のブロック図を参照して、リモコン３９による指示が伝えられる経路の順に、関連する構成要素を説明する。リモコン３９は、コンテンツ提供装置２１のリモコンであっても良いが、後で説明するコマンド変換部２９の機能により、別のリモコン３９を使用してコンテンツ提供装置に指示を送信することもできる。例えば、表示装置４０や受信装置３２に対する指令を送信することができ、更に異なるメーカからなる複数のコンテンツ提供装置２１にそれぞれ指示を送信することのできるようなものをリモコン３９として構成することができる。

【００７５】

コンテンツ提供装置２１に対するリモコン３９の指令は、例えば、コンテンツ提供装置２１がＤＶＤ再生装置であれば、ＤＶＤのコンテンツメニューの表示、コンテンツの再生、停止、チャプター一覧の表示等が考えられる。また、コンテンツ提供装置２１がディジタルテレビジョン受信装置であれば、チャンネルの変更や、データ放送を利用した双方向サービスに関する指示等が考えられる。

【００７６】

ユーザが、コンテンツ提供装置２１の操作を行うためにリモコン３９のボタンを押して指示を送信すると、その指示内容に対応する制御信号（赤外線信号）が発信される。リモコン３９は、所定のタイミングで所定のパルスを発信し、これらのタイミングの組み合わせによって、指示内容、指示対象機器、機器メーカ等を特定する。

【００７７】

こうして発信された赤外線信号は、受信装置３２の赤外線受光部３８によって受信され、ＩＲコードをＩＲコード処理部３７に送信する。ＩＲコード処理部３７は受信したＩＲコードを所定のルールに基づいて符号化し、制御コマンドを生成する。制御コマンドは次に、制御コマンド送信部３６に送信され、そこで、送信プロトコルに応じた変調処理が行われ、ネットワーク・インタフェース３３に送られる。

【００７８】

制御コマンド送信部３６によって変調された変調データは、ネットワーク・インタフェース３３から、ネットワーク４２および送信装置２４のネットワーク・インタフェース３１を介して制御コマンド受信部３０に送信される。この例では、上記変調データが、第１の実施の形態で説明したストリーミング・データの転送と同じ経路、すなわち、ネットワーク４２を介して転送されるが、別の経路を利用して転送することもできる。

【００７９】

ネットワーク・インタフェース３１によって受信された変調データは、制御コマンド受信部３０に送信され、そこで復調処理が行われ、制御コマンドが得られる。ここで得られた制御コマンドは、リモコン３９のメーカに依存したものである。従って、指示対象のコンテンツ提供装置２１が別のメーカである場合や、リモコン３９からの指示を想定していない場合には、そのリモコン３９からの制御コマンドを解釈することができない。そのような場合に、コマンド変換部２９は、受信した制御コマンドを、指示対象のコンテンツ提供装置２１の機種に対応した制御コマンドに変換する。

【００８０】

この変換は、例えば、事前に用意された変換テーブルを参照することによって行われる。変換テーブルは、例えば、各メーカ（機種）に対するそれぞれの制御コマンドが、何の操作を意味するかを対応付けて格納する。コマンド変換部２９は、変換テーブルを参照して、ネットワーク・インタフェース３１から受信した制御コマンドの内容とリモコン３９が対応するメーカ（機種）から、そのコマンドがどの操作を指示するものであるかを判定する。次に、コマンド変換部２９は、再び、変換テーブルを参照して、当該判定された操作をコンテンツ提供装置２１に指示するための制御コマンドを検索し、取得する。

【００８１】

こうして取得されたコンテンツ提供装置２１用の制御コマンドの内容は、赤外線の各パルスの発生タイミングを表すものであり、赤外線発光部２８は、この内容に沿って赤外線を出力する。

【００８２】

赤外線発光部２８から発信された赤外線は、コンテンツ提供装置２１の赤外線受光部２３によって受信され、これがコンテンツ提供装置２１によって解釈され、その解釈された内容に従って、所定の操作が行われる。

【００８３】

次に、図５を参照して本実施の形態の受信装置３２のデコード部３５の処理内容について説明する。本実施の形態のデコード部３５は、第１の実施の形態の受信装置９のデコード部１２と同様、バッファ５１および再生速度制御部５２を有し、再生速度制御部５２が、

バッファ５１内のストリーミング・データの量に応じてストリーミング・データの再生速度を変化させるよう制御して、滑らかな映像・音声データの再生を維持しようとする。

【００８４】

しかしながら、バッファ５１を有するために、コンテンツ提供装置２１のＡ／Ｖデータ生成部２２からＡ／Ｖデータが生成されてから、映像・音声データが表示装置４０、音声出力装置４１に出力されるまでに非常に大きな遅延時間が存在する。このことは、ユーザがリモコン３９を操作してコンテンツ提供装置２１に指示を送っても、その指示が反映されるのに非常に長い時間がかかることを意味する。特に、階層化されたメニューを表示させて、順次リモコンで指示をしていくような場合は、それぞれの表示を長い間待つ必要があるので、最終的に指示を完了するまでに膨大な時間がかかる。

【００８５】

また、ユーザが、表示装置４０に表示されている映像等を観てリモコン３９を操作しても、そのリモコン３９の指示を受け取ったコンテンツ提供装置２１は、後続の映像等を提供しているので、その指示を受け付けるモードにない場合もある。

【００８６】

また更に、コンテンツ提供装置２１がＤＶＤ再生装置やビデオテープレコーダである場合には、リモコン３９による指示が遅れるため、所望する再生位置や停止位置で表示が行われないなどの不都合もある。

【００８７】

このような問題を解決するために、本実施の形態のデコード部３５の再生速度制御部５２は、ユーザがリモコン３９の操作をした場合に、ＩＲコード処理部３７からの信号により、オーバーフローしきい値を小さくするように制御し、ユーザが、リモコン３９を一定時間使用しないと、通常のオーバーフローしきい値に戻すよう制御する。この制御によって、ユーザがリモコン３９を操作した場合は、バッファ５１内のストリーミング・データが通常の量であっても、オーバーフローしきい値を上回ることになり、デコーダ５３と再生制御部５４によって高速な再生処理が実現される。

【００８８】

従って、再生速度制御部５２は、バッファ５１内のストリーミング・データとしきい値を比較して、その結果に応じて再生速度を変化させるよう制御する点については、図３に関連して説明した第１の実施の形態における再生速度制御部１７と同様である。しかしながら、当該機能に加えて、オーバーフローしきい値を動的に変化させることによってリモコン３９が操作された際の応答速度を速めることができる。

【００８９】

すなわち、本実施の形態では、ユーザがリモコンを操作した場合は、コンテンツ提供装置２１からＡ／Ｖデータが提供されてから、表示装置４０等に実際に映像が表示されるまでの遅延時間を小さくすることができる。

【００９０】

図５は、このオーバーフローしきい値の変更を概念的に示す概略図である。バッファ５１内のうち、斜線で示されている部分にストリーミング・データが記憶されているものとする。オーバーフローしきい値として、通常しきい値と操作時しきい値のどちらかが選択される。図５に示されたストリーミング・データの量では、オーバーフローしきい値が通常しきい値に設定されている場合、デコーダ５３および再生制御部５４は、通常の速度でストリーミング・データの再生処理を行うが、ユーザがリモコン３９を操作して、オーバーフローしきい値が操作時しきい値に設定された場合、バッファ５１内のストリーミング・データのデータ量がオーバーフローしきい値を上回ることになり、デコーダ５３および再生制御部５４は、高速でストリーミング・データの再生処理を行う。

【００９１】

ここで、通常しきい値は、図２に示した第１の実施の形態のオーバーフローしきい値と同様のものである。操作時しきい値は、この通常しきい値とアンダーフローしきい値との間で任意に設定しうるが、通常しきい値に近い値をとると、高速な再生処理が長く継続され

ずに、実効があがらない可能性がある。図５の例では、バッファ５１の容量の中程よりやや下に設定されている。

【００９２】

デコーダ５３および再生制御部５４は、再生速度制御部５２から再生速度を受け取ると、その速度でストリーミング・データが表示装置４０等に出力されるようにデコード処理および再生制御を行う。再生速度の調整方法は、第１の実施の形態のデコーダ１８および再生制御部１９について説明したものと同様の方法が考えられる。

【００９３】

図６は、再生速度制御部５２の機能を詳細に説明するためのブロック図である。ユーザがリモコン３９を操作すると、受信装置３２の赤外線受光部３８からＩＲコード処理部３７にＩＲコードが送信される。ＩＲコード処理部３７は、ＩＲコードを受け取ると、それを制御コマンドに変換して制御コマンド送信部３６に送信するとともに、再生速度制御部５２にＩＲビジー信号を送信する。

【００９４】

再生速度制御部５２のタイマー６３は、一定期間内にＩＲコード処理部３７からＩＲビジー信号を受け取ると、セレクタ６２に、オーバーフローしきい値として操作時しきい値を設定するよう指示する。一定期間内にＩＲビジー信号を受け取らなかった場合は、セレクタ６２に、オーバーフローしきい値として、操作時しきい値より大きい通常しきい値を設定するよう指示する。

【００９５】

バッファ内データ量取得部６１は、バッファ５１内のストリーミング・データのデータ量を取得し、再生速度決定部６４に送信する。ここで、再生速度決定部６４は、図３に示すものと同様のプロセスで、バッファ内のデータ量と、オーバーフローしきい値およびアンダーフローしきい値を比較し、再生速度を決定する。再生速度決定部６４に入力されるオーバーフローしきい値は、前述のように、セレクタ６２によって適宜切り換えられたものである。

【００９６】

上述したしきい値の切り換えプロセスを図７のフローチャートを参照して説明する。最初に、タイマー６３が、ステップＳ２１でＩＲビジー信号を受信したかどうか判定する。受信したと判定された場合、ステップＳ２２に進み、そこでセレクタ６２に、オーバーフローしきい値として操作時しきい値を設定するよう指示する。

【００９７】

ステップＳ２１でＩＲビジー信号を受信していないと判定された場合、一定の周期でステップＳ２１の判定を繰り返し（ステップＳ２３のＮＯ）、一定時間が経過したら、ステップＳ２４に進む（ステップＳ２３のＹＥＳ）。ステップＳ２４では、セレクタ６２に、オーバーフローしきい値として通常しきい値を設定するよう指示する。

【００９８】

ここまで、この発明の第１および第２の実施の形態に係るデータ配信システム１、２０について、コンテンツが映像データおよび音声データを含むものとして説明してきたが、同様に、映像データのみを含むコンテンツを扱うことも可能である。映像データは、音声データに比べてサイズが大きいので、この発明による効果はより顕著である。

【００９９】

【発明の効果】

この発明によれば、ＤＶＤ再生装置などのコンテンツ提供装置からコンテンツ（映像・音声データ）を配信する際に、小さなサイズのバッファを用いても、バッファ内にストリーミング・データが存在しない状態や、バッファがストリーミング・データで一杯になる状態の発生をできるだけ抑止し、滑らかなストリーミング・データの再生を維持するように制御することができる。

【０１００】

また、この発明によれば、ユーザがコンテンツ提供装置に対してリモコンの操作をした場

合に、バッファ内のストリーミング・データの量を判定するしきい値を動的に変更することによって、そのコンテンツがコンテンツ提供装置より配信されてから表示装置に表示されるまでの時間を短縮するように制御することができる。

【図面の簡単な説明】

【図１】この発明の第１の実施の形態に係るデータ配信システムの構成を示すブロック図である。

【図２】図１に示すデータ配信システムのデコード部の構成を示すブロック図である。

【図３】図２に示すデータ配信システムの再生速度制御部が再生速度を決定するプロセスのフローチャートである。

【図４】この発明の第２の実施の形態に係るデータ配信システムの構成を示すブロック図である。

【図５】図４に示すデータ配信システムのデコード部の構成を示すブロック図である。

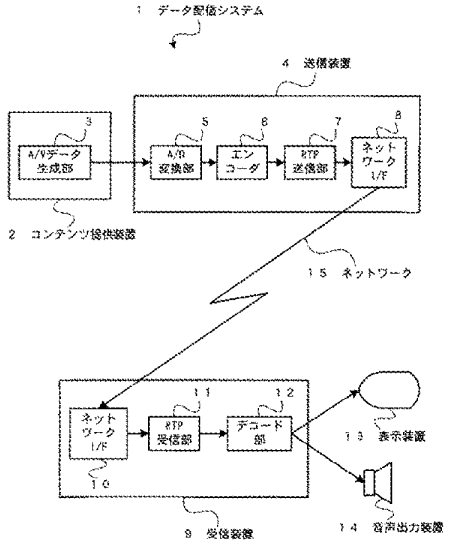
【図６】図５に示すデータ配信システムの再生速度制御部の構成を示すブロック図である。

【図７】図６に示すデータ配信システムの再生速度制御部がしきい値を切り換えるプロセスのフローチャートである。

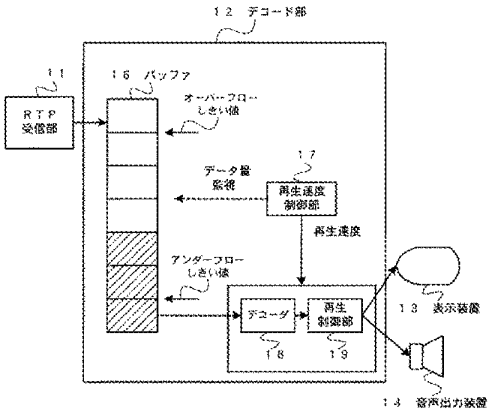
【符号の説明】

１，２０・・・データ配信システム、２，２１・・・コンテンツ提供装置、４，２４・・・送信装置、９，３２・・・受信装置、１２，３５・・・デコード部、１３，４０・・・表示装置、１４，４１・・・音声出力装置、１５，４２・・・ネットワーク、１６，５１・・・バッファ、１７，５２・・・再生速度制御部、１８，５３・・・デコーダ、３７・・・ＩＲコード処理部、３９・・・リモコン

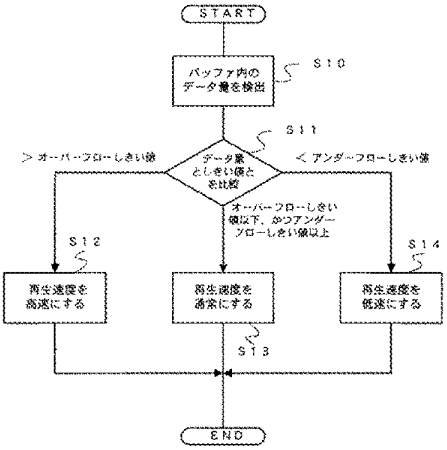
【図1】



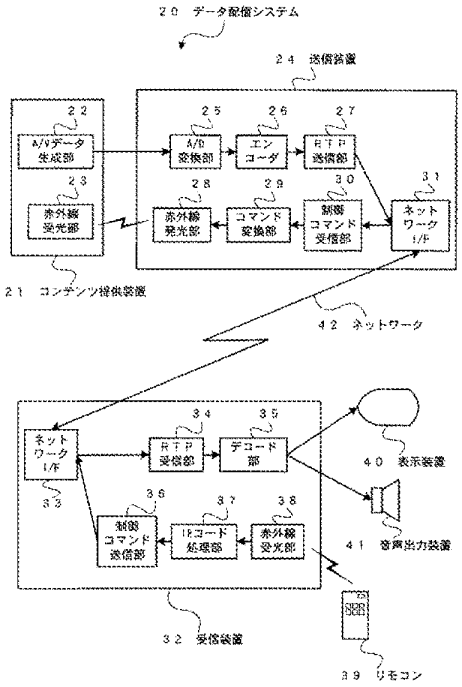
【図2】



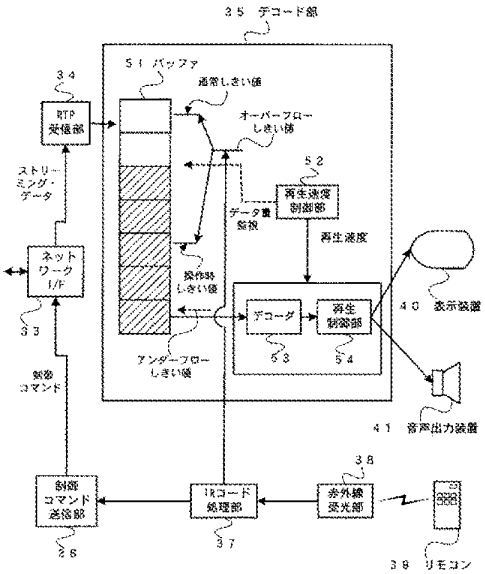
【図3】


START
バッファ内のデータ量を検出
S10
S11
データ量としきい値と比較
＞オーバーフローしきい値
＜アンダーフローしきい値
オーバーフローしきい値以下、かつアンダーフローしきい値以上
S12
S13
S14
再生速度を高速にする
再生速度を通常にする
再生速度を低速にする
END

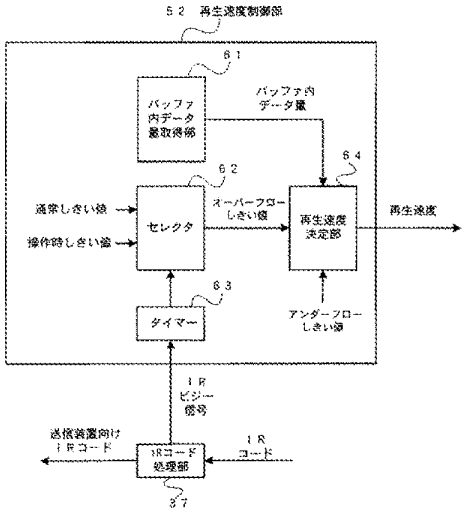
【図4】


20 データ配信システム
24 送信装置
22 A/Vデータ生成部
25 A/D変換部
26 エンコーダ
27 RTP送信部
23 赤外線受光部
28 赤外線発光部
29 コマンド変換部
30 制御コマンド受信部
31 ネットワークI/F
21 コンテンツ提供装置
42 ネットワーク
ネットワークI/F
34 RTP受信部
35 デコード部
40 表示装置
33
36 制御コマンド送信部
37 IRコード処理部
38 赤外線受光部
41 音声出力装置
32 受信装置
39 リモコン

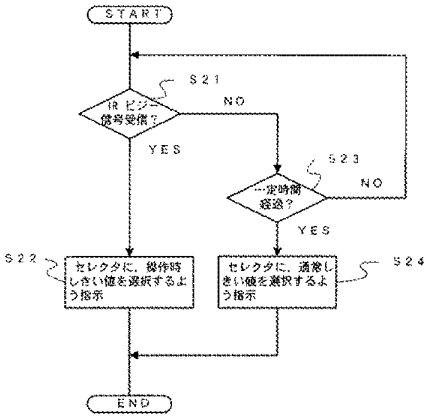
【図5】


35 デコード部
51 バッファ
通常しきい値
オーバーフローしきい値
34 RTP受信部
ストリーミング・データ
52 再生速度制御部
データ量監視
再生速度
ネットワークI/F
33
操作時しきい値
アンダーフローしきい値
デコーダ
再生制御部
53
54
40 表示装置
41 音声出力装置
制御コマンド
制御コマンド送信部
26
IRコード処理部
37
赤外線受光部
38
39 リモコン

【図6】


52 再生速度制御部
61
バッファ内データ量取得部
バッファ内データ量
64
62
通常しきい値
操作時しきい値
セレクタ
オーバーフローしきい値
再生速度決定部
再生速度
63
タイマー
アンダーフローしきい値
IRビジー信号
送信装置向けIRコード
IRコード
IRコード処理部
37

【図7】


START
S21
IRビジー信号受信？
NO
YES
S23
一定時間経過？
NO
YES
S22
セレクタに、操作時しきい値を選択するよう指示
セレクタに、通常しきい値を選択するよう指示
S24
END

Espacenet

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SYSTEM AND METHOD FOR COMMUNICATING WITH A DISPLAY DEVICE VIA A NETWORK

Inventor(s):

Applicant(s):

Classification: **- international:** ***G06F3/14; H04L12/28; H04L29/06; H04N7/173; G09G3/00***

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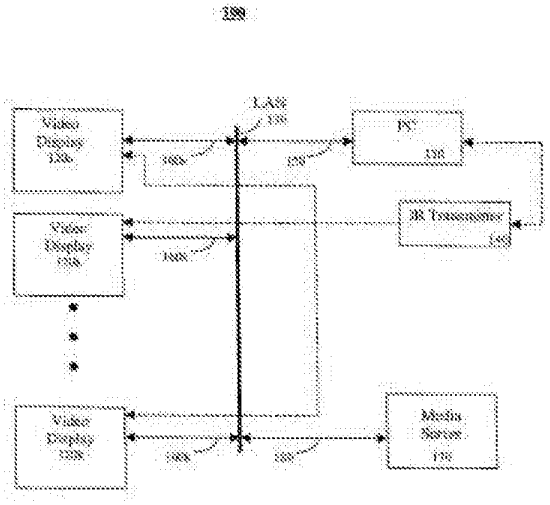
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A system (100) and corresponding methods are provided for enabling communication with an electronic apparatus via a network. The system comprises: a first device (140) for transmitting a communication comprising identification parameters associated with a second device (110), wherein the communication is compatible with a communication protocol of a first electronic apparatus (120a, b ...k); a first electronic apparatus for communicating with the second device, wherein first electronic apparatus comprises a first



interface for wirelessly communicating with the first device and a second interface for communicating with the second device via a network (130); and a second device for communicating with the first electronic apparatus, with the second device communicating the first electronic apparatus via the network.

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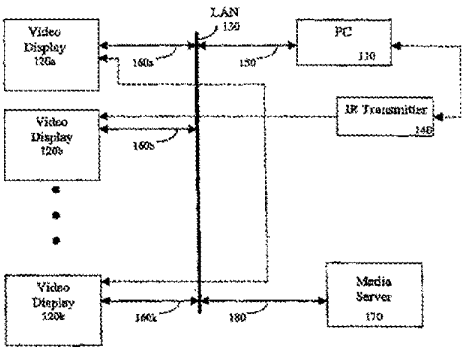
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最終頁に続く

(54)【発明の名称】ネットワークを介して表示装置と通信するシステム及び方法

(57)【要約】
ネットワークを介して電子装置と通信することを可能にするシステム（１００）及び対応の方法が提供される。そのシステムは、第２の装置（１１０）に関連する識別パラメータを有する通信を送信し、通信は第１の電子装置（１２０ａ，ｂ，．．．ｋ）の通信プロトコルと互換性がある第１の装置（１４０）と、第１の装置と無線通信する第１のインタフェースと、ネットワーク（１３０）を介して第２の装置と通信する第２のインタフェースとを有し、第２の装置と通信する第１の電子装置と、ネットワークを介して第１の電子装置と通信し、第１の電子装置と通信する第２の装置とを有する。



【特許請求の範囲】
【請求項1】
ネットワークを介して電子装置と通信する方法であって、
コンピュータに関連する識別パラメータを有する通信を受信し、前記通信は第１の電子装置の通信プロトコルと互換性があるステップと、
受信した識別パラメータに関連するコンピュータと通信を確立する要求を送信し、前記要求はネットワークを介して送信されるステップと、
前記要求に対する応答を受信し、前記応答は、前記コンピュータと前記第１の電子装置との間で通信を確立しようとし、前記応答は前記ネットワークを介して送信されるステップと、
前記要求に対する応答を確認し、通信を確立する要求が送信されたコンピュータが、前記受信した識別パラメータに関連するコンピュータであることを確保するステップと
を有する方法。
【請求項2】
請求項１に記載の方法であって、
前記コンピュータと前記第１の電子装置との間で通信を確立する要求は、前記通信が望まれる前記第１の装置から送信される方法。
【請求項3】
請求項１に記載の方法であって、
前記第１の電子装置は、工場定義の通信プロトコルを使用する方法。
【請求項4】
請求項１に記載の方法であって、
前記コンピュータに関連する識別パラメータは、前記コンピュータのＩＰアドレス及びポートを有する方法。
【請求項5】
請求項１に記載の方法であって、
前記コンピュータに関連する識別パラメータを前記第１の装置のメモリに格納することを更に有する方法。
【請求項6】
請求項１に記載の方法であって、
前記コンピュータからコマンドを受信し、前記コマンドは、前記第１の電子装置で所望の機能を実行することに関連することを更に有する方法。
【請求項7】
請求項６に記載の方法であって、
前記所望の機能は、前記第１の装置のサービス、テスト及び制御のうちの１つに関連する方法。
【請求項8】
請求項１に記載の方法であって、
前記ネットワークはＥｔｈｅｒｎｅｔネットワークである方法。
【請求項9】
請求項１に記載の方法であって、
前記コンピュータに関連する識別パラメータを有する通信を受信し、前記通信は、第２の電子装置の通信プロトコルと互換性があり、
受信した識別パラメータに関連するコンピュータと通信を確立する要求を送信し、前記要求は前記ネットワークを介して送信され、
前記要求に対する応答を受信し、前記応答は、前記コンピュータと前記第２の電子装置との間で通信を確立しようとし、前記応答は前記ネットワークを介して送信され、
前記要求に対する応答を確認し、通信を確立する要求が送信されたコンピュータが、前記受信した識別パラメータに関連するコンピュータであることを確保することを更に有す

る方法。
【請求項10】
請求項９に記載の方法であって、
前記コンピュータからコマンドを受信し、前記コマンドは、前記第２の電子装置で所望の機能を実行することに関連することを更に有する方法。
【請求項11】
ネットワークを介して電子装置と通信する方法であって、
コンピュータに関連する識別パラメータを有する通信を第１の電子装置に送信し、前記通信は前記第１の電子装置の通信プロトコルと互換性があり、
前記第１の電子装置と通信を確立する要求を受信し、前記要求はネットワークを介して送信され、
前記要求に対する応答を送信し、前記応答は、前記コンピュータと前記第１の電子装置との間で通信を確立しようとし、前記応答は前記ネットワークを介して送信されることを有する方法。
【請求項12】
請求項１１に記載の方法であって、
前記コンピュータに関連する識別パラメータを有する通信は、前記第１の電子装置により使用される独自仕様のプロトコルを使用する方法。
【請求項13】
請求項１１に記載の方法であって、
前記識別パラメータは、前記コンピュータのＩＰアドレス及びポートを有する方法。
【請求項14】
請求項１１に記載の方法であって、
前記第１の電子装置にコマンドを送信し、前記コマンドは、前記第１の電子装置で所望の機能を実行することに関連することを更に有する方法。
【請求項15】
請求項１４に記載の方法であって、
前記所望の機能は、前記第１の装置のサービス、テスト及び制御のうちの１つに関連する方法。
【請求項16】
請求項１１に記載の方法であって、
前記ネットワークはＥｔｈｅｒｎｅｔネットワークである方法。
【請求項17】
請求項１１に記載の方法であって、
前記コンピュータに関連する識別パラメータを有する通信を第２の電子装置に送信し、前記通信は、前記第２の電子装置の通信プロトコルと互換性があり、
前記第２の電子装置と通信を確立する要求を受信し、前記要求は前記ネットワークを介して送信され、
前記要求に対する応答を送信し、前記応答は、前記コンピュータと前記第２の電子装置との間で通信を確立しようとし、前記応答は前記ネットワークを介して送信されることを更に有する方法。
【請求項18】
請求項１７に記載の方法であって、
前記第２の電子装置にコマンドを受信し、前記コマンドは、前記第２の電子装置で所望の機能を実行することに関連することを更に有する方法。
【請求項19】
ネットワークを介して電子装置と通信するシステムであって、
第２の装置に関連する識別パラメータを有する通信を送信し、前記通信は第１の電子装置の通信プロトコルと互換性がある第１の装置と、
前記第１の装置と無線通信する第１のインタフェースと、ネットワークを介して前記第

２の装置と通信する第２のインタフェースとを有し、前記第２の装置と通信する第１の電子装置と、
　前記ネットワークを介して前記第１の電子装置と通信し、前記第１の電子装置と通信する第２の装置と
　を有するシステム。
【請求項20】
　請求項１９に記載のシステムであって、
　前記第１の装置は、赤外線送信機であるシステム。
【請求項21】
　請求項１９に記載のシステムであって、
　前記第１の装置により送信される識別パラメータは、前記第２の装置に関連するインターネットプロトコルアドレス及びポートを有するシステム。
【請求項22】
　請求項１９に記載のシステムであって、
　前記第２の装置はコンピュータであるシステム。
【請求項23】
　請求項１９に記載のシステムであって、
　前記第１の電子装置は、ビデオ表示装置であるシステム。
【請求項24】
　請求項１９に記載のシステムであって、
　前記ネットワークはＥｔｈｅｒｎｅｔネットワークであるシステム。
【請求項25】
　請求項１９に記載のシステムであって、
　前記第１の電子装置の前記第１のインタフェースは、赤外線信号をデコードするシステム。
【請求項26】
　請求項１９に記載のシステムであって、
　前記第１の電子装置は、前記第２の装置に関連する識別パラメータを格納するメモリを更に有するシステム。
【請求項27】
　請求項１９に記載のシステムであって、
　前記第２のインタフェースはＥｔｈｅｒｎｅｔコネクタであるシステム。
【請求項28】
　請求項１９に記載のシステムであって、
　前記第１の電子装置は、前記第１の電子装置で所望の機能を実行することに関連する前記第２の装置により送信されたコマンドを実行するシステム。
【請求項29】
　請求項１９に記載のシステムであって、
　前記第１及び第２の装置は、前記第１の電子装置と互換性のある独自仕様のプロトコルを使用するシステム。
【請求項30】
　請求項１９に記載のシステムであって、
　前記第１の電子装置が前記第２の装置と通信を確立した後に、前記ネットワークを介して前記第２の装置と通信する第２の電子装置を更に有するシステム。
【請求項31】
　請求項３０に記載のシステムであって、
　前記第２の電子装置はビデオ表示装置であるシステム。
【請求項32】
　ネットワークを介して電子装置と通信するために記録されたコンピュータプログラムロジックを有するコンピュータ使用可能媒体を有するコンピュータプログラムプロダクトで

あって、
　前記コンピュータプログラムロジックは、
　コンピュータに関連する識別パラメータを有する通信を受信し、前記通信は電子装置の通信プロトコルと互換性があるプログラムコードと、
　受信した識別パラメータに関連するコンピュータと通信を確立する要求を送信し、前記要求はネットワークを介して送信されるプログラムコードと、
　前記要求に対する応答を受信し、前記応答は、前記コンピュータと前記電子装置との間で通信を確立しようとし、前記応答は前記ネットワークを介して送信されるプログラムコードと、
　前記要求に対する応答を確認し、通信を確立する要求が送信されたコンピュータが、前記受信した識別パラメータに関連するコンピュータであることを確保するプログラムコードと
　を有するコンピュータプログラムプロダクト。
【請求項33】
　ネットワークを介して電子装置と通信するために記録されたコンピュータプログラムロジックを有するコンピュータ使用可能媒体を有するコンピュータプログラムプロダクトであって、
　前記コンピュータプログラムロジックは、
　コンピュータに関連する識別パラメータを有する通信を電子装置に送信し、前記通信は前記電子装置の通信プロトコルと互換性があるプログラムコードと、
　前記電子装置と通信を確立する要求を受信し、前記要求はネットワークを介して送信されるプログラムコードと、
　前記要求に対する応答を送信し、前記応答は、前記コンピュータと前記電子装置との間で通信を確立しようとし、前記応答は前記ネットワークを介して送信されるプログラムコードと
　を有するコンピュータプログラムプロダクト。
【請求項34】
　Ｅｔｈｅｒｎｅｔネットワークを介してビデオ表示装置と通信するシステムであって、
　前記ビデオ表示装置により使用される通信プロトコルを介してビデオ表示装置に赤外線信号を無線送信し、前記赤外線信号は、コンピュータに関連するインターネットプロトコルアドレス及びポートを有する赤外線送信機と、
　前記赤外線信号を受信し、Ｅｔｈｅｒｎｅｔネットワークを介して前記コンピュータと通信し、前記赤外線信号を受信する赤外線受信機と、前記Ｅｔｈｅｒｎｅｔネットワークに接続するＥｔｈｅｒｎｅｔコネクタとを有するビデオ表示装置と、
　前記ビデオ表示装置で所望の機能を実行し、前記Ｅｔｈｅｒｎｅｔネットワークに接続するＥｔｈｅｒｎｅｔコネクタと、前記ビデオ表示装置で実行される所望の機能を入力する入力手段を有するコンピュータと
　を有するシステム。
【請求項35】
　表示装置で使用される表示技術に対応するメディアオブジェクトを受信する方法であって、
　前記表示装置で使用される表示技術に関連する表示装置パラメータを決定するステップと、
　前記パラメータを通信するステップと、
　前記メディアオブジェクトを受信し、前記メディアオブジェクトは前記表示装置で使用される表示技術に対応するステップと
　を有する方法。
【請求項36】
　請求項３５に記載の方法であって、
　使用される表示技術を示す前記パラメータは、陰極線管、有機発光ダイオード、液晶デ

ィスプレイ、シリコン上液晶、デジタル光プロジェクト及びプラズマのうち少なくとも１つである方法。
【請求項37】
請求項３６に記載の方法であって、
前記メディアオブジェクトは、表示技術に適したフォーマットでエンコードされる方法。
【請求項38】
請求項３７に記載の方法であって、
前記メディアオブジェクトは、前記表示技術用に変更された視覚属性を有し、
前記視覚属性は、前記メディアオブジェクトが異なる表示技術を使用した表示装置に表示されるときに変更される方法。
【請求項39】
請求項３８に記載の方法であって、
前記メディアオブジェクトは、デジタルテレビ放送システムのサブチャネルで送信され、前記変更されたメディアオブジェクトは、異なるサブチャネルで送信される方法。
【請求項40】
表示装置に使用される表示技術に対応したメディアオブジェクトを送信する方法であって、
前記表示装置に使用される表示技術に関係する表示装置パラメータを決定し、前記パラメータは、前記表示装置からの前記メディアオブジェクトの要求の一部として受信されるステップと、
前記表示装置に前記メディアオブジェクトを送信し、前記メディアオブジェクトは、前記表示装置に使用される表示技術に対応するステップと、
を有する方法。
【請求項41】
請求項４０に記載の方法であって、
使用される表示技術を示す前記パラメータは、陰極線管、有機発光ダイオード、液晶ディスプレイ、シリコン上液晶、デジタル光プロジェクト及びプラズマのうち少なくとも１つである方法。
【請求項42】
請求項４１に記載の方法であって、
前記メディアオブジェクトは、表示技術に適したフォーマットでエンコードされる方法。
【請求項43】
請求項４２に記載の方法であって、
前記メディアオブジェクトは、前記表示技術用に変更された視覚属性を有し、
前記視覚属性は、前記メディアオブジェクトが異なる表示技術を使用した表示装置に表示されるときに変更される方法。
【請求項44】
請求項４３に記載の方法であって、
前記メディアオブジェクトは、デジタルテレビ放送システムのサブチャネルで送信され、前記変更されたメディアオブジェクトは、異なるサブチャネルで送信される方法。
【発明の詳細な説明】
【技術分野】
【0001】
本発明は、電子装置との通信に関し、特にネットワークを介してビデオ表示装置と通信するシステム及び方法に関する。
【背景技術】
【0002】
ビデオ表示装置のような電子装置は、ネットワーク接続を通じてコンピュータを介して制御され得る。音量又は色調節の変更のような調整は、テレビのようなビデオ表示装置の

ノブを調整することにより実行されるのではなく、ビデオ表示装置のスクリーンのメニューとインタフェースすることにより、又は赤外線リモコンを介して実行される。コンピュータ制御のビデオ表示装置の採用は、現代の表示装置の特徴及び機能を拡張してきた。例えば、コンピュータ制御のビデオ表示装置は、サービス又は修理について電子的に診断され、自動テストを受け、様々な機能を実行するように制御され得る。更に、これらのビデオ表示装置は、Ｅｔｈｅｒｎｅｔ、トークンリング、非同期転送モード（ＡＴＭ）等のようなネットワークプロトコルを使用してローカルエリアネットワーク（ＬＡＮ）を介して相互に接続され得る。

【0003】

コンピュータ制御可能ビデオ表示装置のサービス又はテストのような所望の機能を実行するために、ビデオ表示装置製造者及びサービスプロバイダにより複数の通信技術が開発され、このような動作を実現している。これらの技術は、一般的にコンピュータと赤外線送信機とを必要とし、これらはコンピュータ制御のビデオ表示装置と通信するためにサービス技術者により使用される。コンピュータとビデオ表示装置との間の通信チャネルは、場合によってはＥｔｈｅｒｎｅｔ接続で行われる。しかし、セキュリティの目的で、コンピュータ制御のビデオ表示装置は、一般的にビデオ表示装置と互換性のあるコンピュータへのアクセスのみを認め、それによって、無許可のユーザがビデオ表示装置へのアクセスを得ることを回避する。

【0004】

コンピュータを介してビデオ表示装置と通信するために、ビデオ表示装置のＩＰアドレスとポートとを認識しているサービス技術者は、そのコンピュータのＩＰアドレスとポートとを再構成する。サービス技術者によるネットワーク知識の欠如により、及びコンピュータのＩＰアドレスの構成及び復旧を自動化する機能を除外するオペレーティングシステムの増加により、この処理はいくらか禁じられ得る。更に、現在の通信技術は、サービス技術者がネットワークで同時に１つより多いビデオ表示装置と通信することを妨げている。

【発明の開示】

【発明が解決しようとする課題】

【0005】

従って、サービス技術者がネットワーク環境の広範囲の知識を必要としないネットワークを介して、ビデオ表示装置のような１つ以上の電子装置と通信するシステム及び方法の必要性が存在する。

【課題を解決するための手段】

【0006】

本発明の一実施例では、ネットワークを介して電子装置と通信する方法が提示される。その方法は、コンピュータに関連する識別パラメータを有する通信を受信し、通信は第１の電子装置の通信プロトコルと互換性があるステップと、受信した識別パラメータに関連するコンピュータと通信を確立する要求を送信し、要求はネットワークを介して送信されるステップと、要求に対する応答を受信し、応答は、コンピュータと第１の電子装置との間で通信を確立しようとし、応答はネットワークを介して送信されるステップと、要求に対する応答を確認し、通信を確立する要求が送信されたコンピュータが、受信した識別パラメータに関連するコンピュータであることを確保するステップとを有する。前記の方法を実装するシステムも開示される。

【0007】

本発明の他の実施例では、表示装置の特性に基づいてメディアオブジェクトを受信するメディアサーバと通信する方法が提示される。その方法は、表示装置に使用される表示技術の形式を決定し、それにより、表示装置は、その表示装置用の視覚的再生に適したメディアオブジェクトを受信する。異なる表示技術を備えた表示装置は、同じ源素材から生成された異なるメディアオブジェクトを受信する。

【発明を実施するための最良の形態】

【0008】
ここで使用される“メディアオブジェクト”という用語は、オーディオ、ビデオ、テキスト、マルチメディアデータファイル及びストリーミングメディアファイルを含む。マルチメディアオブジェクトは、テキスト、画像、ビデオ及びオーディオデータの何らかの組み合わせを有する。ストリーミングメディアは、インターネット、衛星又は他の通信ネットワークを介してユーザに配信され、全体ファイルの配信が完了する前にユーザのコンピュータ／装置で再生し始めるオーディオ、ビデオ、マルチメディア、テキスト及びインタラクティブデータファイルを有する。メディアオブジェクトは、インターネット、衛星（デジタル衛星システム、デジタルビデオシステム－衛星）、ケーブル、デジタル加入者線、Ｔ１回線、無線ネットワーク、又はメディアオブジェクトを配信可能な他の配信システムを含み、如何なる通信ネットワークで送信されてもよい。
【0009】
メディアオブジェクトの内容の例は、歌曲、政治演説、ニュース放送、映画予告、映画、テレビショーの放送、ラジオ放送、金融の電話会議、生のコンサート、ウェブカメラの映像、及び他の特別のイベントを含む。メディアオブジェクトは、ＲＥＡＬＡＵＩＤＯ（登録商標）、ＲＥＡＬＶＩＤＥＯ（登録商標）、ＲＥＡＬＭＥＤＩＡ（登録商標）、ＡＰＰＬＥ　ＱＵＩＣＫＴＩＭＥ（登録商標）、ＭＩＣＲＯＳＯＦＴ　ＷＩＮＤＯＷＳ（登録商標）のＭＥＤＩＡ　ＦＯＲＭＡＴ、ＱＵＩＣＫＴＩＭＥ（登録商標）、ＭＰＥＧ－２（ＭＯＴＩＯＮ　ＰＩＣＴＵＲＥＳ　ＥＸＰＥＲＴＳ　ＧＲＯＵＰ）　ＶＩＤＥＯ　ＣＯＭＰＲＥＳＳＩＯＮ、ＭＰＥＧ－４　ＶＩＤＥＯ　ＡＮＤ／ＯＲ　ＡＵＩＤＩＯ　ＣＯＭＰＲＥＳＳＩＯＮ、ＪＯＩＮＴ　ＶＩＤＥＯ　ＴＥＡＭ　ＣＯＭＰＲＥＳＳＩＯＮ　ＦＯＲＭＡＴ（ＭＰＥＧ－４　ｐａｒｔ　１０　ＡＶＣ、Ｈ．２６４）、ＭＰＥＧ－２　ＬＡＹＥＲ　ＩＩＩ　ＡＵＤＩＯ、ＭＰ３（登録商標）を含み、様々なフォーマットにエンコードされる。一般的に、メディアオブジェクトは、特定のフィーマットでの互換性を示す拡張子（サフィックス）で示される。例えば、拡張子．ｒａｍ、．ｒｍ、．ｒｐｍのうち１つで終わるメディアオブジェクト（例えばオーディオ及びビデオファイル）は、ＲＥＡＬＭＥＤＩＡ（登録商標）のフォーマットと互換性がある。ファイル拡張子及びその互換フォーマットのいくつかの例が図１に記載されている。メディア形式、拡張子及び互換フォーマットの更に包括的なリストは、ｈｔｔｐ：／／ｗｗｗ．ｂｏｗｅｒｓ．ｃｃ／ｅｘｔｅｎｓｉｏｎｓ２．ｈｔｍに見出され得る。
【0010】

【表1】

フォーマット	拡張子
REALMEDIA®	.ram, .rm, .rpm
APPLE QUICKTIME®	.mov, .qif
MICROSOFT WINDOWS® MEDIA PLAYER	.wma, .cmr, .avi
MACROMEDIA FLASH	.swf, .swl
MPEG	.mpg, .mpa, .mp1, .mp2
MPEG-2 LAYER III Audio	.mp3, .m3a, .m3u

本発明の図示の実施例は、“ほぼ動画品質”のビデオ提示を表すビデオデータを有するメディアオブジェクトで動作する。このようなメディアオブジェクトは、ＭＰＥＧ－２（Ｍｏｔｉｏｎ　Ｐｉｃｔｕｒｅ　Ｓｔａｎｄａｒｄｓ　Ｇｒｏｕｐ　Ｓｔａｎｄａｒｄ　ＩＳＯ／ＩＥＣ　１３８１８－１：２０００）及びＩＴＵ－Ｔ　Ｈ．２６４／ＭＰＥＧ　ＡＶＣ（ＩＳＯ／ＩＥＣ　１４４９６－１０）のような様々なフォーマットでエンコードされてもよく、非圧縮のビデオでもよい。本発明はまた、Ａｄｖａｎｃｅｄ　Ｔｅｌｅｖｉｓｉｏｎ　Ｓｙｓｔｅｍ（ＡＴＳＣ）又はＤｉｇｉｔａｌ　Ｖｉｄｅｏ　Ｂｒｏａｄｃａｓｔｓ（ＤＶＢ）互換のビデオ信号で使用されるような電波放送プログラムで動作する点に留意すべきである。

【0011】

図１は、本発明の例示的な実施例による電子装置と通信するシステム１００のブロック図である。図１に示すように、システム１００は、とりわけ、パーソナルコンピュータ（ＰＣ）１１０と、電子装置（例えばビデオ表示装置１２０ａ，ｂ．．．ｋ）と、赤外線（ＩＲ）送信機１４０と、メディアサーバ１７０とを有する。ＰＣ１１０及びビデオ表示装置１２０ａ，ｂ．．．ｋは、接続手段１５０、１６０ａ，ｂ，．．．ｋ及び接続手段１８０の対を介してローカルエリアネットワーク（ＬＡＮ）１３０で相互に接続されている。

【0012】

ＰＣ１１０は、ポータブル又はラップトップコンピュータ、携帯情報端末（ＰＤＡ）等でもよく、ビデオ表示装置１２０ａ，ｂ．．．ｋのうち１つの機能セットをサポートすることができる工場定義又は独自仕様のプロトコルのような通信プロトコルを使用してビデオ表示装置１２０ａ，ｂ．．．ｋと通信することができる。ビデオ表示装置１２０ａ，ｂ．．．ｋは、高解像度テレビ（ＥＤＴＶ：ｅｎｈａｎｃｅｄ－ｄｅｆｉｎｉｔｉｏｎ　ｔｅｌｅｖｉｓｉｏｎ）及び高品位テレビ（ＨＤＴＶ：ｈｉｇｈ－ｄｅｆｉｎｉｔｉｏｎ　ｖｉｄｅｏ　ｔｅｌｅｖｉｓｉｏｎ）機能を有するデジタルビデオ表示装置でもよく、プラズマ、液晶、有機発光、又は陰極線管（ＣＲＴ）ディスプレイ等でもよい。ビデオ表示装置１２０ａ，ｂ．．．ｋはまた、ビデオ表示装置１２０ａ，ｂ．．．ｋのインタフェースメニューのような外部インタフェース、接続手段１５０、１６０ａ，ｂ．．．ｋ又は赤外線受信機を介して、ＰＣ１１０及びＩＲ送信機１４０のような装置と通信可能である。ＩＲ送信機１４０は、赤外線送信機能を有するユニバーサルリモコンのような一般のビデオ表示装置のリモコンでもよい。ビデオ表示装置１２０ａ，ｂ．．．ｋはまた、ＲＥＡＬ　ＰＬＡＹＥＲ又はＷＩＮＤＯＷＳ　ＭＥＤＩＡ　ＰＬＡＹＥＲのようなメディアプレイヤ

アプリケーションを使用して受信したメディアオブジェクトをデコード可能であることが好ましい。

【0013】

図１の電子装置は、複数のビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つとして図示されているが、電子装置は、衛星受信機、デジタルビデオディスク（ＤＶＤ）プレイヤ、ステレオ装置等、他のパーソナルコンピュータ、セットトップボックスのような如何なる数のネットワーク装置でもよく、ネットワークで接続されてクライアント・サーバ型又はピア・ツー・ピア型アーキテクチャを介してアクセスされてもよい。

【0014】

ＬＡＮ１３０は、１０ＢａｓｅＴ、１００ＢａｓｅＴ若しくは１０００ＢａｓｅＴ標準、トークンリング、非同期転送モード（ＡＴＭ）等、又はビデオ表示装置のインターネットプロトコル（ＩＰ）アドレスの自動構成及び復旧を可能にする如何なるネットワークプロトコルを使用したＥｔｈｅｒｎｅｔのようなネットワークプロトコルを使用してもよい。接続手段１５０、１６０ａ，ｂ．．．ｋ及び接続手段１８０は、例えばＥｔｈｅｒｎｅｔネットワークで、ＰＣ１１０とビデオ表示装置１２０ａ，ｂ．．．ｋとを接続可能なツイストペアケーブルでもよい。接続手段１５０、１６０ａ，ｂ．．．ｋ及び接続手段１８０はまた、ＲＪ－４５形式のＥｔｈｅｒｎｅｔコネクタで終端処理されてもよいが、他の接続も使用可能である。

【0015】

接続手段１５０及び１８０は、インターネットのようなネットワーク構造の使用を通じてＬＡＮ１３０に接続されてもよいことも考えられる。ネットワーク構造の使用は、当該技術分野において既知の如何なる形式のネットワークでもよい。このようなネットワークは、サーバのサーバ側のリソースとクライアントのクライアント側のリソースとの間で複数の接続に適合できることが好ましく、このような接続は、ＵＤＰ型、ＴＣＰ／ＩＰ型又はその混合である。ネットワーク１５０により適合された帯域は、Ｔ１接続（１．５メガビット／秒（Ｍｂｐｓ））、Ｔ３接続（４５Ｍｂｐｓ）、ＤＳ３接続（４５Ｍｂｐｓ）、ＯＣ３接続（１５５Ｍｂｐｓ）、ＯＣ１２（２４８０００Ｍｂｐｓ）等のような広帯域接続であることが好ましい。

【0016】

メディアサーバ１７０は、複数のメディアオブジェクトを格納可能なテラバイト及び／又はギガバイトの容量を有するハードドライブのマトリクスのような記憶装置である。メディアサーバ１７０はまた、ＬＡＮ１３０を介して接続手段１８０を通じて表示装置１２０ａ．．．ｋにこのようなメディアオブジェクトを配信することができる。

【0017】

図２は、本発明で使用されるＰＣ２００のブロック図である。ＰＣ２００は、図１のＰＣ１１０の代わりに又はそれと共に使用されてもよい。ＰＣ２００は、中央処理装置（ＣＰＵ）２１０とメモリ２２０とを有し、データバス２５０を介して出力２３０及び出力２４０に接続されている。メモリ２２０は、ランダムアクセスメモリ（ＲＡＭ）２６０と読み取り専用メモリ（ＲＯＭ）２７０とを有する。メモリ２２０はまた、データベース、ディスクドライブ、テープドライブ等、又はその組み合わせを有し得る。ＲＡＭ２６０は、ＣＰＵ２１０のプログラムの実行中に使用されるデータを格納するデータメモリとして機能し、作業領域として使用される。ＲＯＭ２７０は、ＣＰＵ２１０で実行されるプログラムを格納するプログラムメモリとして機能する。入力２３０は、キーボード、マウス、接続手段、入力装置等により構成され、出力２４０は、液晶ディスプレイ（ＬＣＤ）、ＣＲＴディスプレイ、プリンタ、接続手段等により構成される。

【0018】

ＣＰＵ２１０及びメモリ２２０は、電子装置（例えば図１のビデオ表示装置１２０ａ，ｂ．．．ｋ）で使用される複数の通信プロトコルを介して通信することに関連するデータを有することがわかる。ビデオ表示装置１２０ａ，ｂ．．．ｋと通信することに関連するデータは、とりわけ、ＰＣ２００のＩＰアドレス、ポート及びパスワードのような識別パ

ラメータを有する。更に、ＰＣ２００は、そのメモリ２２０に格納されたソフトウェアを有し、ビデオ表示装置１２０ａ，ｂ，．．．ｋを診断して修理する方法をサービス技術者に提供する。このソフトウェアは、ビデオ表示装置の問題のサービス及び診断を行うために、Ｔｈｏｍｓｏｎから入手可能なＣＨＩＰＰＥＲ　ＣＨＥＣＫ（登録商標）のようなビデオ表示装置のサービス技術者により一般的に使用される形式のものでもよい。

【0019】

図３は、本発明で使用されるビデオ表示装置の制御システム３００のブロック図である。制御システム３００は、とりわけ、マイクロプロセッサ（μＰ）３１０と、電気消去可能読み取り専用メモリ（ＥＥＰＲＯＭ）３２０と、出力装置３４０とを有する。マイクロプロセッサ３１０、ＥＥＰＲＯＭ３２０及び出力装置３４０は、データバス３５０を介して相互に通信する。入力３６０はマイクロプロセッサ３１０に接続されており、バックエンドプロセッサ３３０はデータバス３５０に接続されている。

【0020】

マイクロプロセッサ３１０は、発光ダイオード（ＬＥＤ）、デジタルビデオインタフェース（例えば高解像度マルチメディアインタフェース（ＨＤＭＩ：ｈｉｇｈ　ｄｅｆｉｎｉｔｉｏｎ　ｍｕｌｔｉｍｅｄｉａ　ｉｎｔｅｒｆａｃｅ）１３９４）、赤外線送信機等のような出力装置３４０と、バックエンドプロセッサ３３０と通信し、図１のビデオ表示装置１２０ａ，ｂ．．，ｋのうちの１つのようなデジタルビデオ表示装置を制御する。マイクロプロセッサ３１０はまた、バックエンドプロセッサ３３０と通信し、ビデオ処理のようなバックエンド処理を実行する。バックエンドプロセッサ３３０はまた、出力装置３４０に結合されており、例えばディスプレイパラメータを制御し、ビデオ品質を改善する。マイクロプロセッサ３１０はまた、ビデオ表示装置のフロントパネル、リモコン、ＥＥＰＲＯＭ３２０及びデータバス３５０に接続されている何らかの装置から入力３２０を受信する。ＥＥＰＲＯＭ３２０は、ビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つを制御するためにマイクロプロセッサにより使用される値を格納する。これらの値は、例えば調節情報と初期化信号と顧客情報とを含んでもよい。例示的な顧客情報は、チャネル走査リストと色と輝度と音量レベルとを含んでもよい。

【0021】

ＥＥＰＲＯＭ３２０は、ビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つが作られたときにＥＥＰＲＯＭ３２０に格納されたビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つに関連する値のような情報を有する。ＥＥＰＲＯＭ３２０はまた、ＰＣ１１０又はＩＲ送信機１４０のような外部装置からそれに書き込まれた情報を有する機能を有する。従って、例えば、ＥＥＰＲＯＭ３２０は、ＰＣ１１０からそれに書き込まれた識別パラメータを格納することができる。これらのパラメータは、ＰＣ１１０のＩＰアドレス及びポートを有してもよく、それにより、ＰＣ１１０がビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つと通信することが可能になる。ＰＣ１１０がビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つと通信すると、ＰＣ１１０のサービス及びテストソフトウェアは、ビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つにコマンドを送信し、ビデオ表示装置１２０ａ，ｂ．．．ｋのうちの１つで複数の動作を実行する。

【0022】

図４は、本発明の例示的な実施例によるビデオ表示装置と通信するシステムの動作４００を示したフローチャートである。図４に示す通り、サービス技術者は、例えば図１のビデオ表示装置１２０ａに通信を送信する（ステップ４１０）。通信は、例えば図１のＩＲ送信機１４０により送信される。通信はまた、ビデオ表示装置１２０ａのスクリーンのインタフェースメニューにアクセスして通信を入力することにより、ビデオ表示装置１２０ａにも送信され得ることがわかる。通信は、ビデオ表示装置１２０ａに対してＰＣ（例えば図１のＰＣ１１０）を特定することに関連するパラメータを有する。これらのパラメータは、とりわけ、ＰＣ１１０のＩＰアドレス及びポートを有する。通信は、ビデオ表示装置１２０ａと互換性のある工場定義のプロトコル又は独自仕様のプロトコルを介して送信されることがわかる。

【0023】
通信が送信された後に、それはビデオ表示装置１２０ａにより受信される（ステップ４２０）。ビデオ表示装置１２０ａに配置された赤外線受信機がこの通信を受信する。通信の受信時に、ビデオ表示装置１２０ａは、通信に関連する識別パラメータを図３のＥＥＰＲＯＭ３２０のようなメモリに格納する（ステップ４３０）。通信に安全であると考えられるビデオ表示装置１２０により使用されるプロトコルを介して通信が送信されるため、このことが生じ、それによって通信に関連するデータが格納されることが可能になる。ＰＣ１１０のＩＰアドレス及びポートを有する識別パラメータがビデオ表示装置１２０ａのメモリに格納されると、ビデオ表示装置１２０ａは、ビデオ表示装置１２０ａとＰＣ１１０との間の通信を確立しようとして、（ステップ４１０の通信で指定されたポートで）ＰＣ１１０に信号を送信する（ステップ４４０）。換言すると、ビデオ表示装置１２０ａは、ＰＣ１１０の識別情報を受信してＰＣ１１０から更なる通信を受信する用意ができていることをＰＣ１１０に通知するハンドシェイクプロトコルを介してメッセージを送信することにより、ＰＣ１１０とハンドシェイクを完了しようとする。
【0024】
更なる通信を確立するためのビデオ表示装置１２０ａの要求を受信すると、ＰＣ１１０は、ビデオ表示装置１２０ａが通信するべき装置であることを示す通信を送信することにより、要求に応答する（ステップ４５０）。それによってハンドシェイクを完了する。ステップ４１０においてＰＣ１１０のＩＰアドレス及びポートがサービス技術者によりビデオ表示装置１２０ａのメモリにプログラムされているため、このハンドシェイクは、ビデオ表示装置１２０ａ及びＰＣ１１０が相互に接続されており、詐称者又は無許可のユーザでないことを確保する。この構成では、ビデオ表示装置１２０ａはクライアント・サーバ型アーキテクチャのクライアントとして機能し、ＰＣ１１０はリモートサーバとして機能することがわかる。
【0025】
ビデオ表示装置１２０ａとＰＣ１１０との間の安全な通信チャネルが確立された後に、ＰＣ１１０は、ビデオ表示装置１２０ａと通信し、例えばサービス又はテストに関して、ビデオ表示装置で所望の機能を実行してもよい（ステップ４６０）。実行される機能は、色、外形、ビデオ、ステレオ若しくはピクチャ・イン・ピクチャ（ＰＩＰ）の調節、又は画質に関連する様々な較正値に対する調整等のうちの１つでもよい。
【0026】
本発明の代替実施例では、図１のＰＣ１１０は、ビデオ表示装置１２０ａ，ｂ．．．ｋのような１つより多い電子装置と通信することができる。このことは、（図４のステップ４１０－４５０で前述したものと同じ又は類似の処理を実行することにより）ＰＣ１１０がビデオ表示装置１２０ａと既に通信しているときに、例えばビデオ表示装置１２０ｂにＰＣ１１０のＩＰアドレス及びポートを送信することにより実現される。これを実現するために、ＰＣ１１０は、ビデオ表示装置１２０ｂに異なるポートを割り当てる。ステップ４１０－４５０が完了すると、ＰＣ１１０はビデオ表示装置１２０ａで所望の機能を依然として実行する一方で、ビデオ表示装置１２０ｂで所望の機能を実行し始める。１つより多いビデオ表示装置で機能を実行しているときに、ＰＣ１１０は、ＬＣＤディスプレイのような出力にビデオ表示装置毎に異なるウィンドウを有することができる。
【0027】
（ビデオ表示装置１２０ａ用の）ＰＣ１１０のＩＰアドレス及びポートがビデオ表示装置１２０ａに送信されるのと同時に、（ビデオ表示装置１２０ｂ用の）ＰＣ１１０のＩＰアドレス及びポートはビデオ表示装置１２０ｂに送信され得ることが更にわかる。それによって、サービス技術者が同時に１つより多いビデオ表示装置と接続して通信することが可能になる。
【0028】
１つより多いビデオ表示装置と通信することにより、同時に１つのビデオ表示装置で機能を実行することに限定されないため、ＰＣ１１０はサービス技術者に柔軟性を提供する

。更に、１つより多いビデオ表示装置又は電子装置の制御を有することにより、本発明のサービス技術者及び／又は許可されたユーザは、例えば複数のビデオ表示装置を同時にオフ又はオンしてもよく、チャネルや音量等を変更してもよく、また、例えば複数のＤＶＤプレイヤで同じ映画を視聴してもよい。

【0029】

本発明の代替の変形では、コンピュータの識別情報は、Ｂｌｕｅｔｏｏｔｈ、Ｉｎｓｔｉｔｕｔｅ　ｏｆ　Ｅｌｅｃｔｒｉｃａｌ　ａｎｄ　Ｅｌｅｃｔｒｏｎｉｃｓ　Ｅｎｇｉｎｅｅｒｓ（ＩＥＥＥ）８０２．１１又は赤外線通信（ＩｒＤＡ）無線伝送技術を使用して、送信機から無線で送信されてもよい。

【0030】

図５は、ビデオ表示装置の特性に応じてビデオ表示装置と通信し、メディアオブジェクトを受信する方法５００を開示したフローチャートである。特に、ＯＬＥＤ、プラズマ、ＬＣＤ等のようなビデオ表示装置の技術の発達と共に、表示装置でメディアサービスを処理する際に変更が存在してもよいことがわかる。例えば、ＭＰＥＧ－２ビデオコーデックでエンコードされたメディアサービスは、陰極線管（ＣＲＴ）表示装置で表示されたときには動画品質でもよいが、ＯＬＥＤ表示装置で処理されたときには不鮮明でもよい。

【0031】

前述の問題の原因は、メディアサービスをエンコードするために使用されるエンコード方法に関係する。一般的に、エンコーダは、元の源素材からエンコード後のメディアオブジェクトのサイズを減少させる圧縮技術を使用する。例えば、ＭＰＥＧ－２型のエンコーダは、ビデオ形式の源素材をエンコードするために使用されると、４０～５０：１の圧縮を実現する。一部の圧縮は、人間がメディアオブジェクトをどのように視覚的及び聴覚的に認識するかに関係する精神測定関数として知られる技術を利用する。その技術では、人間がデータの一部の損失を認識することなく、データの一部が源素材から除去され得る。ＭＰＥＧ－２及び他のエンコード技術の発達は、どの視覚又はオーディオ情報が保持される必要があり、どれが源素材から除去され得るかを決定するために人間がテストすることで発達した。人間の視覚認識のテストについての背景には、ＩＴＵ　Ｒｅｃｏｍｍｅｎｄａｔｉｏｎ　ＢＴ．５００－８、“Ｍｅｔｈｏｄｏｌｏｇｙ　ｆｏｒ　Ｓｕｂｊｅｃｔｉｖｅ　Ａｓｓｅｓｓｍｅｎｔ　ｏｆ　ｔｈｅ　Ｑｕａｌｉｔｙ　ｏｆ　Ｔｅｌｅｖｉｓｉｏｎ　Ｐｉｃｔｕｒｅｓ”、１９９８を参照のこと。

【0032】

新しいディスプレイ技術の発達と共に、第２の表示装置（ＣＲＴディスプレイ）で明らかでないように（例えばＯＬＥＤ表示装置で）選択されたエンコード技術による加工物を人間が気付かないことがある。この例を続けると、人間は、ＣＲＴで人間に明らかでない、ＯＬＥＤ表示装置でＭＰＥＧ－２エンコードのビデオに使用されたマクロブロックの加工物に気付く場合がある。これは、ビデオ画像を処理するために使用される表示装置技術の基礎の物理特性によることがある。従って、ＣＲＴのスクリーンリフレッシュ技術は、ＯＬＥＤ表示装置のスクリーンリフレッシュ技術よりＭＰＥＧ－２のそのような加工物を隠すのに優れていることがある。

【0033】

人間の認識のこのような欠如を認識して、本発明は、そのようなメディアオブジェクトを処理するために使用される表示装置に適したエンコードフォーマットで、メディアオブジェクトを配信するアーキテクチャを開示する。図１を参照することによる本発明の例示的な実施例では、ビデオ表示装置１２０ａはＣＲＴ型のビデオ表示装置を表し、ビデオ表示装置１２０ｂはＯＬＥＤ表示装置を表す。双方の表示装置は、接続手段１８０を通じてメディアサーバ１７０に接続されている。

【0034】

ステップ５１０において、表示装置１２０ａは、メディアサーバ１７０からメディアオブジェクトを要求する。例えば、メディアオブジェクトの要求は、ビデオオンデマンドシステムのビデオを通じて配信された映画用のもの、又はインターネットを通じてストリー

ミングメディアとして配信されたメディアオブジェクトである。ステップ５２０において、メディアサーバ１７０はこの要求を受信し、表示装置１２０ａの機能を決定する。本発明の好ましい実施例では、表示装置１２０ａは、メディアサービスを処理するときにその装置で使用される表示装置の技術を識別する装置パラメータの一部としての識別パラメータを送信する。例えば、表示装置１２０ａは、表示装置をＣＲＴ型のテレビとして識別するメタデータを送信する。表２は、拡張マークアップ言語フォーマットを使用して表示装置の技術を識別するために使用され得るメタデータフィールドＤＩＳＰＬＡＹＤＥＶＩＣＥ及び対応の値の実施例を表している。例えば、＜ＤＩＳＰＬＡＹＤＥＶＩＣＥ＞ＣＲＴ＜／ＤＩＳＰＬＡＹＤＥＶＩＣＥ＞として受信したメタデータは、ＣＲＴ型の表示装置の技術を表す。本発明の原理に従って他のメタデータのフォーマットも使用され得る。

【0035】

【表2】

ディスプレイ技術	値
陰極線管	CRT
有機発光ダイオード	OLE
液晶ディスプレイ	LCD
シリコン上液晶	LCO
デジタル光プロジェクタ	DLP
プラズマ	PLA

代替として、メディアオブジェクトについての表示装置１２０ａによる要求に基づいて、表示装置１２０ａのＩＰ及び／又はポートアドレスは、要求の一部として送信される。メディアサーバ１７０は、要求の一部であるＩＰアドレス及び／又はポートアドレス情報により表示装置を識別するために使用される技術を識別する情報を含むデータベースを有することが好ましい。この情報は、ネットワーク接続を通じて表示装置を登録したときに、ユーザにより入力され、メディアサーバ１７０により格納される。

【0036】

ステップ５３０は、表示装置１２０ａが識別パラメータをメディアサーバ１７０に通信する任意選択のステップを表す。一般的に、この通信は、メディアサーバ１７０が表示装置に使用される表示技術を要求することにより行われるクエリに応じるものである。識別パラメータのこの通信は、表２に示すメタデータと類似することが好ましいが、識別パラメータの他のフォーマットが使用されてもよい。

【0037】

メディアサーバ１７０により受信された識別パラメータに応じて、ステップ５４０において、メディアサーバは、表示装置に使用される表示技術に対応したビデオ装置１２０ａにメディアオブジェクトを通信する。好ましい実施例では、メディアサーバ１７０は、表示装置の技術について最適なビデオ画像を作るものとして予め定められたエンコード技術に対して表示技術を指定する参照テーブル又はデータベースエントリーを利用する。例えば、Ｗｉｎｄｏｗｓ　Ｍｅｄｉａ　９エンコードのメディアオブジェクトが最適なビデオ提示を作ることがあるＯＬＥＤディスプレイに対して、ＣＲＴでは、ＭＰＥＧ－２エンコードのメディアオブジェクトが最適のビデオ提示を作ると決定されてもよい。メディアサーバ１７０のオペレータにより行われた決定に従って、如何なるエンコードフォーマットが選択されてもよい。表示装置の技術における更なる改善と共に新しいエンコード技術が作られると、これらの決定が変化してもよい。

【0038】

好ましい実施例では、メディアサーバ１７０は、異なるフォーマットでエンコードされたメディアオブジェクトと同じ源素材の複数のバージョンを格納する。この例では、メディアサーバ１７０は、ＭＰＥＧ－２フォーマットでエンコードされたメディアオブジェク

ト及びＷｉｎｄｏｗｓ　Ｍｅｄｉａ　９フォーマットでエンコードされたメディアオブジェクトとして映画の源素材を格納する。代替として、メディアサーバ１７０は、前述の表示技術についての指定のエンコードフォーマットに従って、エンコーダを使用してリアルタイム又はほぼリアルタイムに、メディアオブジェクトの源素材を適切なフォーマットにエンコードする。

【0039】

次に、メディアサーバ１７０は、この例ではＣＲＴとして指定された表示装置１２０ａにＭＰＥＧ－２エンコードのメディアオブジェクトを送信する。メディアオブジェクトは、接続手段１８０及びＬＡＮ１３０を通じて表示装置１２０ａに送信される。表示装置１２０ｂが同じ映画を要求する場合には、メディアサーバ１７０は、前述のように、Ｗｉｎｄｏｗｓ　Ｍｅｄｉａ　９エンコードのメディアオブジェクトをＯＬＥＤ型の表示装置に送信する。他のエンコードフォーマット及び表示装置も、本発明の原理に従って考えられる。

【0040】

更に、メディアオブジェクトのフォーマット毎に、メディアオブジェクトを生成するために使用された源素材の視覚属性は、特定の表示技術に最適のビデオ品質を作るために変更される。変更される視覚属性は、色、色合い、コントラスト、色相、彩度、輝度、フレームレート、フィールド毎のライン、画素等を含む。視覚属性は、特定の技術の表示装置での最適な視覚ビデオを提供するために実験的に決定されたパラメータに従って選択及び変更される。

【0041】

ステップ５５０において、メディアオブジェクトを受信した表示装置は、ビデオとしてオブジェクトを処理する。この例では、各表示装置は、受信したメディアサービスをデコード可能なデコーダを有する。従って、表示装置１２０ａはＭＰＥＧ－２ビデオデコーダを有し、表示装置１２０ｂはＷｉｎｄｏｗｓ　Ｍｅｄｉａ　９ビデオデコーダを有する。表示装置のデコーダは、表示装置によりデコードされるメディアオブジェクトのフォーマットに従って選択される。

【0042】

本発明の代替実施例では、マルチキャストされたデジタル放送のサブチャネル又は“マイナー”チャネルが、ＡＴＳＣ又はＤＶＢ型のテレビシステムに使用されるメディアオブジェクトの複数のバージョンを送信するために使用されてもよい。特に、デジタル放送システムのサブチャネルは、第１の技術の表示装置用のプログラムを運ぶように指定され、第２の技術の表示装置用のプログラムを運ぶために第２のサブチャネルを利用してもよい。この場合、メディアオブジェクトは同じ源素材から生成される。例えば、プログラムがＬＣＤスクリーンでの表示用に色補正された第２のサブチャネルで運ばれるプログラムに対して、第１のサブチャネルで送信されるプログラムは、プラズマ装置での表示用に変更されたプログラムの色のガンマ値を有してもよい。プログラムの他の属性も、本発明の原理に従って変更されてもよい。

【0043】

本発明は、様々な形式のハードウェア、ソフトウェア、ファームウェア、特殊目的プロセッサ、又はその組み合わせで実装されてもよいことがわかる。一実施例では、本発明は、プログラム記憶装置に明白に具現されたアプリケーションプログラムとしてソフトウェアに実装され得る。アプリケーションプログラムは、何らかの適切なアーキテクチャを有する機械にアップロードされ、それにより実行されてもよい。

【0044】

添付図面に示した構成システムの構成要素及び方法のステップのうちいくつかはソフトウェアに実装されてもよいため、システム構成要素（又は処理のステップ）の間の実際の接続は、本発明がプログラムされる方法に応じて異なってもよいことが更にわかる。ここに提示された本発明の教示により、当業者は本発明の前記及び類似の実装又は構成を検討することができる。

【図面の簡単な説明】

【0045】

【図1】本発明の例示的な実施例による電子装置と通信するシステムのブロック図

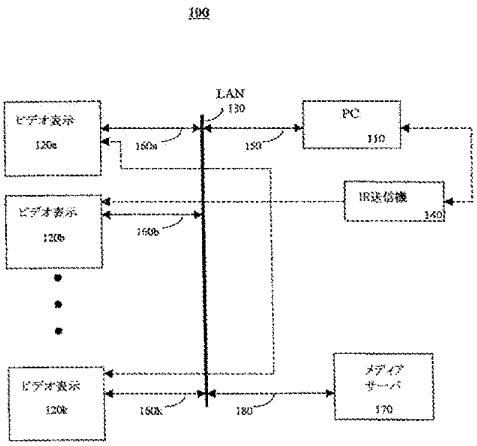
【図2】本発明で使用されるパーソナルコンピュータ（ＰＣ）のブロック図

【図3】本発明で使用されるビデオ表示装置の制御システムのブロック図

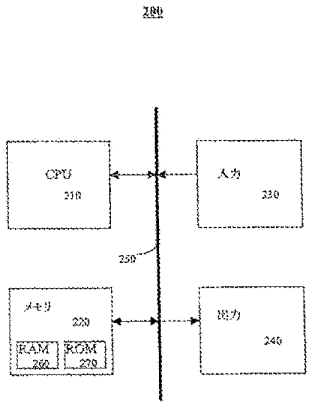
【図4】本発明の例示的な実施例によるビデオ表示装置と通信するシステムの動作を示したフローチャート

【図5】本発明の例示的な実施例によるビデオ表示装置の特性に応じてビデオ表示装置と通信するシステムの動作を示したフローチャート

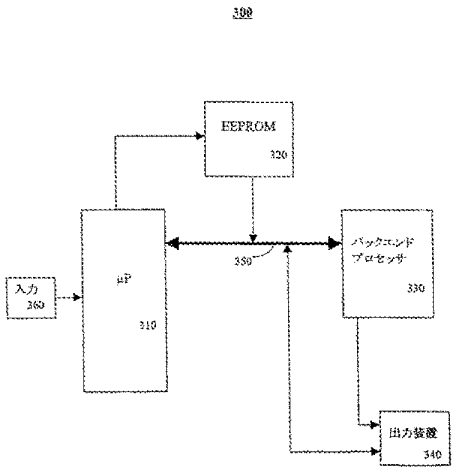
【図1】



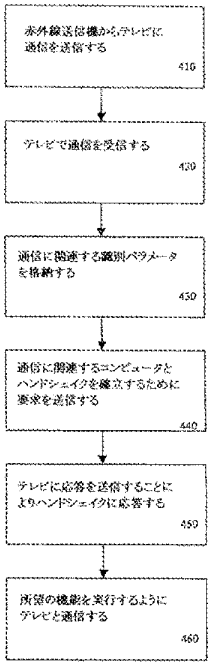
【図2】



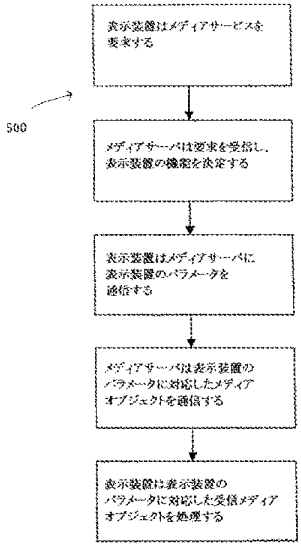
【図3】


300
EEPROM
320
μP
310
入力
360
バックエンド
プロセッサ
330
350
出力装置
340

【図4】


赤外線送信機からテレビに
通信を送信する
410
テレビで通信を受信する
420
通信に関連する識別パラメータ
を格納する
430
通信に関連するコンピュータと
ハンドシェイクを確立するために
要求を送信する
440
テレビに応答を送信することに
よりハンドシェイクに応答する
450
所望の機能を実行するように
テレビと通信する
460

【図5】


表示装置はメディアサービスを
要求する
500
メディアサーバは要求を受信し、
表示装置の機能を決定する
表示装置はメディアサーバに
表示装置のパラメータを
通信する
メディアサーバは表示装置の
パラメータに対応したメディア
オブジェクトを通信する
表示装置は表示装置の
パラメータに対応した受信メディア
オブジェクトを処理する

【手続補正書】
【提出日】平成17年12月15日(2005.12.15)
【手続補正1】
【補正対象書類名】特許請求の範囲
【補正対象項目名】全文
【補正方法】変更
【補正の内容】
【特許請求の範囲】
【請求項1】
メディアオブジェクトを作る方法であって、
表示装置で使用される表示技術に関連する表示パラメータを決定するステップと、
前記パラメータに応じて表示技術に対応するメディアオブジェクトを生成するステップと
を有する方法。
【請求項2】
請求項１に記載の方法であって、
前記表示パラメータは、前記表示パラメータに応じて前記メディアオブジェクトとして生成されたデータを返信するサーバに通信される方法。
【請求項3】
請求項１に記載の方法であって、
使用される表示技術を示す前記表示パラメータは、陰極線管、有機発光ダイオード、液晶ディスプレイ、シリコン上液晶、デジタル光プロジェクト及びプラズマのうち少なくとも１つである方法。
【請求項4】
請求項３に記載の方法であって、
前記メディアオブジェクトは、前記表示技術に適したフォーマットでエンコードされる方法。
【請求項5】
請求項４に記載の方法であって、
前記メディアオブジェクトは、前記表示技術用に変更された視覚属性を有し、
前記視覚属性は、前記メディアオブジェクトが異なる表示技術を使用した表示装置に表示されるときに変更される方法。
【請求項6】
請求項２に記載の方法であって、
前記メディアオブジェクトは、デジタルテレビ放送システムのサブチャネルで送信され、前記変更されたメディアオブジェクトは、異なるサブチャネルで送信される方法。
【請求項7】
メディアオブジェクトを送信する方法であって、
表示装置に使用される表示技術に関係する表示装置パラメータを決定し、前記パラメータは、メディアオブジェクトの要求の一部として受信されるステップと、
前記表示装置に前記メディアオブジェクトを送信し、前記メディアオブジェクトは、前記表示装置に使用される表示技術に対応するステップと、
を有する方法。
【請求項8】
請求項７に記載の方法であって、
使用される表示技術を示す前記パラメータは、陰極線管、有機発光ダイオード、液晶ディスプレイ、シリコン上液晶、デジタル光プロジェクト及びプラズマのうち少なくとも１つである方法。
【請求項9】
請求項８に記載の方法であって、

前記メディアオブジェクトは、表示技術に適したフォーマットでエンコードされる方法。

【請求項10】

請求項９に記載の方法であって、

前記メディアオブジェクトは、前記表示技術用に変更された視覚属性を有し、

前記視覚属性は、前記メディアオブジェクトが異なる表示技術を使用した表示装置に表示されるときに変更される方法。

【請求項11】

請求項１０に記載の方法であって、

前記メディアオブジェクトは、デジタルテレビ放送システムのサブチャネルで送信され、前記変更されたメディアオブジェクトは、異なるサブチャネルで送信される方法。

INTERNATIONAL SEARCH REPORT

Inte onal Application No
PCT/US2004/013859

A. CLASSIFICATION OF SUBJECT MATTER
IPC 7 H04L12/28 H04B1/20 H04L29/06

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
IPC 7 H04L H04B

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)
EPO-Internal

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category °	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	WO 97/18636 A (MIZUNO YOSHIRO ; WEBTRONICS INC (US)) 22 May 1997 (1997-05-22) the whole document	1-34
X A	US 2003/043740 A1 (MARCH SEAN W ET AL) 6 March 2003 (2003-03-06) abstract; figures 3,8 paragraphs '0005!, '0006!, '0022!, '0028!, '0036! - '0091!, '0104!, '0106!	1-18,32, 33 19-31,34
X A	WO 97/40610 A (NORTHERN TELECOM LTD) 30 October 1997 (1997-10-30) page 5, line 18 - page 6, line 12	1-18,32, 33 19-31,34

-/---

[X] Further documents are listed in the continuation of box C.

[X] Patent family members are listed in annex.

° Special categories of cited documents :

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier document but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.

"&" document member of the same patent family

Date of the actual completion of the international search	Date of mailing of the international search report
2 February 2005	21 02 2005

Name and mailing address of the ISA	Authorized officer
European Patent Office, P.B. 5818 Patentlaan 2 NL – 2280 HV Rijswijk Tel. (+31-70) 340-2040, Tx. 31 651 epo nl, Fax: (+31-70) 340-3016	Lievens, K

Form PCT/ISA/210 (second sheet) (January 2004)

INTERNATIONAL SEARCH REPORT

Inte onal Application No
PCT/US2004/013859

C.(Continuation) DOCUMENTS CONSIDERED TO BE RELEVANT

Category °	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 5 109 222 A (WELTY JOHN) 28 April 1992 (1992-04-28)	19-31
A	abstract; figure 5 column 2, line 30 - column 4, line 55	1-18, 32-34
A	WO 00/39772 A (KONINKL PHILIPS ELECTRONICS NV) 6 July 2000 (2000-07-06) the whole document	1-34
A	WO 00/16531 A (SONY ELECTRONICS INC) 23 March 2000 (2000-03-23) the whole document	1-34
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Y	paragraph '0080! - paragraph '0123!	39,44
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Form PCT/ISA/210 (continuation of second sheet) (January 2004)

INTERNATIONAL SEARCH REPORT

national application No.
PCT/US2004/013859

Box II Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)

This International Search Report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☐ Claims Nos.:
because they relate to subject matter not required to be searched by this Authority, namely:

2. ☐ Claims Nos.:
because they relate to parts of the International Application that do not comply with the prescribed requirements to such an extent that no meaningful International Search can be carried out, specifically:

3. ☐ Claims Nos.:
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box III Observations where unity of invention is lacking (Continuation of item 3 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

see additional sheet

1. ☒ As all required additional search fees were timely paid by the applicant, this International Search Report covers all searchable claims.

2. ☐ As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.

3. ☐ As only some of the required additional search fees were timely paid by the applicant, this International Search Report covers only those claims for which fees were paid, specifically claims Nos.:

4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this International Search Report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest

☐ The additional search fees were accompanied by the applicant's protest.

☐ No protest accompanied the payment of additional search fees.

Form PCT/ISA/210 (continuation of first sheet (2)) (January 2004)

INTERNATIONAL SEARCH REPORT

International Application No. PCT/US2004 /013859

FURTHER INFORMATION CONTINUED FROM PCT/ISA/ 210

This International Searching Authority found multiple (groups of) inventions in this international application, as follows:

1. claims: 1-34

Method and system for establish a communication

2. claims: 35-44

Method for transmision of media objects based on the properties of a display device

INTERNATIONAL SEARCH REPORT

Information on patent family members

Inte　onal Application No
PCT/US2004/013859

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			WO	02067587 A1	29-08-2002

Form PCT/ISA/210 (patent family annex) (January 2004)

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（特許庁注：以下のものは登録商標）
ＥＴＨＥＲＮＥＴ
Ｂｌｕｅｔｏｏｔｈ

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アメリカ合衆国，インディアナ州　４６０３８，フィッシャーズ，ハイドン・コート　１２４２７
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アメリカ合衆国，インディアナ州　４６２６８，インディアナポリス，ブレトン・ウッド・ドライヴ　６８２１
Ｆターム(参考) 5C164 UB41P UD01P UD61S YA21

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(25) Filing Language: English

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(30) Priority Data:
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(71) Applicant *(for all designated States except US)*: **SWARMCAST, INC.** [US/US]; 212 2nd St. SE, Suite 128, Minneapolis, MN 55414 (US).

(72) Inventors; and

(75) Inventors/Applicants *(for US only)*: **CHAPWESKE, Justin, F.** [US/US]; 1668 Rosehill Circle, Lauderdale, MN 55108 (US). **MCKINLEY, Christopher** [US/US]; 3329 17th Ave. S. Apt. 2, Minneapolis, MN 55407 (US).

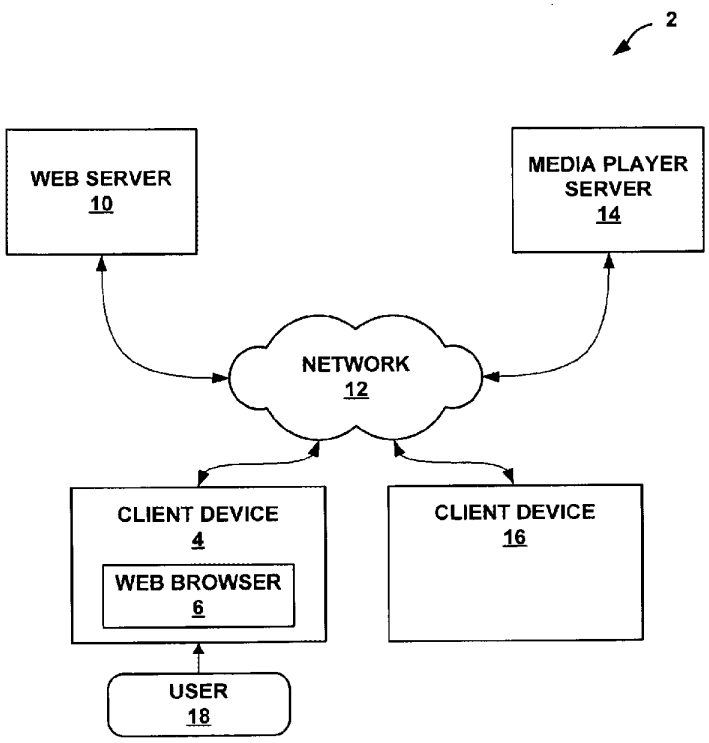
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[Continued on next page]

(54) Title: AUTOMATIC CONFIGURATION OF EMBEDDED MEDIA PLAYER



(57) Abstract: In general, techniques are described of automatically configuring an embedded media player. For example, a user interface such as a web page or a user interface of a media player may include an embedded media file that is to be presented. In addition, the user interface may display an input mechanism that offers a user the opportunity to present a higher-quality version of the media file. When a client device receives the user interface and a user interacts with the input mechanism, a specialized media player is automatically downloaded to the client device. The specialized media player then automatically downloads a higher-quality version of the media file and begins playing the higher-quality version of the media file automatically. The specialized media player may obtain the higher-quality version of the media file using peer-to-peer or other download acceleration techniques.

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AUTOMATIC CONFIGURATION OF EMBEDDED MEDIA PLAYER

[0001] This application claims the benefit of U.S. Provisional Application Serial No. 60/868,446, filed December 4, 2006, the entire content of which is incorporated herein by reference.

TECHNICAL FIELD

[0002] The invention relates to computer networks, and, in particular to the use of media players on computer devices.

BACKGROUND

[0003] The World Wide Web allows a user to access a resource (e.g., browse to a web page) that contains embedded media. Such embedded media may include audio media, video media, photographs, drawings, and so on. Streaming technology enables a web browser to start presenting the media before the web browser finishes downloading all of the media. For example, a web browser may begin playing a video stream before the web browser downloads all of the video data.

SUMMARY

[0004] In general, the invention is directed to techniques of automatically configuring a media player embedded within a network resource. For example, a user interface, such as a web page may identify a media file that is to be presented as part of the web page. The web browser may use a user interface of a media player to present the identified media file as part of the web page. In this way, a media file may be "embedded" within the web page. In addition, a user interface such as the web page or a user interface of a media player, may display an input mechanism, such as a, for example, a link or button that offers a user the opportunity to present a higher-quality version of the media file. The input mechanism may be, for example, a link, a button, a drop down menu, a field, and the like. When a user downloads the web page to a client device and interacts with

the input mechanism, such as, for example, by clicking a link or button, a specialized media player is automatically configured on the client device. For example, if the specialized media player is not installed on the client device, the specialized media player may be downloaded and installed. The specialized media player then automatically downloads a higher-quality version of the media file and begins playing the higher-quality version of the media file automatically. The higher-quality version of the media file may be obtained from a different network resource. The specialized media player may obtain the higher-quality version of the media file, for example, using peer-to-peer or other static or streaming download acceleration techniques.

[0005] In one embodiment, a method comprises presenting a user interface, such as, for example, a web page with a client device. The web page identifies a media file that is to be presented as part of the web page. In addition, the user interface such as a web page or the user interface for a media player, includes an input mechanism, for example, a link or button that offers a user an opportunity to experience a version of the media file that has higher quality than the media file. The method also comprises automatically configuring a media player on the client device when the user selects such an option by interacting with the input mechanism by for example, clicking a link or button. In addition, the method comprises automatically obtaining the higher-quality version of the media file using the media player. Further, the method comprises automatically presenting the higher-quality version of the media file using the user interface of the media player.

[0006] In another embodiment, a system comprises a client device to present a user interface, such as, for example a web page. The web page identifies a media file that is to be presented as part of the web page. In addition, the user interface, such as a web page or the user interface of a media player includes an input mechanism, such as, for example, a link or button, that offers a user an opportunity to experience a version of the media file that has higher quality than the media file. The client device automatically configures a media player on the client device when the user selects such an option by interacting with the input mechanism by for example, clicking a link or button and the client device automatically obtains

the higher-quality version of the media file using the media player. The client device automatically presents the higher-quality version of the media file using the user interface of the media player.

[0007] In another embodiment, a computer-readable medium comprises instructions. The instructions cause a programmable processor to present a user interface, such as, for example a web page with a client device. The web page identifies a media file that is to be presented as part of the web page. In addition, the user interface such as the web page or the user interface of a media player, includes an input mechanism, such as, for example, a link or button, that offers a user an opportunity to experience a version of the media file that has higher quality than the media file. The instructions also cause the processor to automatically configure a media player on the client device when the user selects such an option by interacting with the input mechanism by, for example, clicking a link or button. In addition, the instructions cause the processor to automatically obtain the higher-quality version of the media file using the media player. The instructions also cause the processor to automatically present the higher-quality version of the media file using the user interface of the media player.

[0008] The details of one or more embodiments of the invention are set forth in the accompanying drawings and the description below. Other features, objects, and advantages of the invention will be apparent from the description and drawings, and from the claims.

BRIEF DESCRIPTION OF DRAWINGS

[0009] FIG. 1 is a block diagram illustrating an exemplary system in which a media player is automatically configured on a client device.

[0010] FIG. 2 is a flowchart illustrating an exemplary operation of a system in which a media player is automatically configured on a client device.

[0011] FIG. 3 is a screen illustration showing an exemplary user interface.

[0012] FIG. 4 is a screen illustration showing an exemplary user interface in which a media player presents a higher-quality version of a media file.

DETAILED DESCRIPTION

[0013] FIG. 1 is a block diagram illustrating an exemplary system 2 in which a media player is automatically configured on a client device 4. Client device 4 may be a personal computer, a gaming platform, a mobile telephone, a personal digital assistant, a handheld computer, a mainframe computer, a network workstation, television set top box, or otherwise.

[0014] For purposes of example, the techniques will be described with respect to web pages, although the techniques may be applied to other types of network resources. Initially, a user 18 of client device 4 may request that a web browser 6 on client device 4 present a web page provided by a web server 10. In response to the request from user 18, web browser 6 may send a request to web server 10 via a network 12. Network 12 may be a wide-area network such as the Internet, a local-area network (LAN), or otherwise. The request may be a Hyper-Text Transfer Protocol (HTTP) request, a HTTP Security (HTTPS) request, or otherwise. In response to the request from web browser 6, web server 10 may send to web browser 6 a response that includes the requested web page. Upon receiving the web page, web browser 6 may render and present the web page.

[0015] The web page may identify a media file that is to be presented as part of the web page. The web page may identify the media file using Hypertext Markup Language tags. For example, a web page regarding a product for sale may include text describing the product along with tags that identify an audio or video file that shows the product in operation.

[0016] In addition to the embedded media file, a user interface, such as, for example, a web page or a user interface of a media player may also include an input mechanism, such as, for example, a link or button that offers user 18 an opportunity to experience a higher-quality version of the media file. The input mechanism may be, for example, a link, a button, a drop down menu, a field, and the like. For example, the input mechanism may include the text "Click here to see this video is High-Definition." The input mechanism may take the form of text, a graphic, or otherwise. In some example embodiments, where the input mechanism is a link or button, user 18 may select the link or button by positioning a cursor over the link or button with a mouse, trackball, or other pointing device and

clicking a button. Alternatively, user 18 may select the link or button using keyboard instructions.

[0017] The input mechanism may specify a Universal Resource Locator of a media player server 14. Thus, when user 18 interacts with the input mechanism to select the higher-quality version of the media file, by for example, clicking on a link or button, web browser 6 sends a request via network 12 to media player server 14. In response to the request from web browser 6, media player server 14 determines whether a media player that is capable of downloading and playing a higher-quality version of the media file embedded on the web page is installed on client device 4 and configured to operate as a plug-in with web browser 6. If media player server 14 determines that such a media player is installed on client device 4, media player server 14 sends a redirect message to web browser 6. The redirect message instructs web browser 6 to automatically send a request for the higher-quality version of the media file to a server on network 12 that provides some or all of the higher-quality version of the media file. For example, media player server 14 may send a HTTP redirect message to web browser 6. Subsequently, the media player requests the higher-quality version of the media file and may begin presenting the higher-quality version of the media file. In some instances, the media player may open a new window to play the higher-quality version of the media file. For instance, the new window may occupy the entire screen. The higher-quality version of the media file may have a higher resolution or size, include less compression, have a higher number of frames per second, and so on. For example, a higher-quality version of a video file may have a resolution comparable to that of video on a high-definition television.

[0018] In some embodiments, the media player may begin to download the higher-quality version of the media file as soon as web page is first loaded on client device 4. In other words, the media player loaded on client device 4 may scan the web page, identify tags that identify the higher-quality media file, and "pre-fetch" the higher-quality version of the media file before user 18 interacts with the input mechanism to select the higher quality version of the media file. In this way, the media player may present the higher-quality version of the media file more quickly

in the event user 18 interacts with the input mechanism to select the higher quality version of the media file.

[0019] On the other hand, if media player server 14 determines a media player that is capable of downloading and playing the higher-quality version of the media file is not installed on client device 4 or configured to operate as a plug-in with web browser 6, media player server 14 may automatically configure the media player on client device 4. For example, media player server 14 may send one or more installation files to client device 4. When client device 4 receives the installation files, client device 4 may prompt user 18 to indicate whether the user consents to the installation of the media player. For instance, client device 4 may automatically launch an installation wizard that prompts user 18 to agree to an end-user license agreement. In some example embodiments, the wizard may also prompt user 18 to provide an email address, to check boxes regarding consumer interests, and so on. If user 18 indicates that it does not consent to the installation of the media player, the media player is not installed in on client device 4. Otherwise, the media player server 14 automatically installs and configures the media player on client device 4. In this way, web browser 6 is not redirected to a separate web page from which user 18 may select a link to download a media player. Rather, the web browser 6 may continue to present the same web page. Thus, after user 18 interacts with the input mechanism to select a higher quality version of the media file, by for example selecting a link or button, the only action required by user 18 to view the higher quality version of the media file is providing an indication of consent to the installation of the media player.

[0020] After the media player is installed on client device 4, the media player may automatically begin downloading the higher-quality version of the media file. To download the higher-quality version of the media file, the media player may use one or more download acceleration techniques. For example, the media player may use a peer-to-peer technology to download the higher-quality version of the media file. When the media player uses a peer-to-peer technology to download a file, the media player downloads all or portions of the file from one or more peer nodes (e.g., other client devices). For instance, the media player may use "swarming" technology provided by Swarmcast, Inc. of Minneapolis, Minnesota.

In general, the media player initiates a "swarming" download by sending a request to a server that is an initial source of the higher-quality version of the media file. For instance, the media player may send a request to web server 10. In response to the request, the server sends a first section of the media file to the media player. However, rather than sending the entire media file to the media player, the server breaks the media file into small sections and begins sending some of these sections to the media player. Meanwhile, a second client device 16 may begin its download process by also contacting the server. The server then sends client device 16 sections of the media file, but sections that are different than the sections sent to client device 4. Simultaneously, client device 4 may begin sending some of the sections of the media file it received to client device 16 and client device 16 may begin sending to client device 4 some of the sections of the media file it has already received. In this way, media players on both client device 4 and client device 16 may begin playing the media file faster than if either of client device 4 or client device 16 had downloaded the media file exclusively from web server 16.

[0021] Otherwise stated, "swarming" may be described as a network encoding method of using a computer for transferring data. This method comprises sending a request for data from a requesting computer to a targeted computer system. In addition, the method comprises accessing at the targeted computer system a look-up list to identify other computers that have previously requested and downloaded at least a portion of the requested data. The method also includes sending requests to the identified computers, wherein upon receiving the requests the identified computers have received different partial portions of the requested data and independently encoding the different partial portions of the data at the identified computers in response to the requests. Furthermore, the method includes sending the encoded different partial portions of the data from the identified computers to the requesting computer and completing the download of the remaining portions of the data with the identified computers. The method also includes receiving, with the requesting computer, the different partial portions of the encoded data from at least two of the sending computers. In addition, the method includes decoding the received encoded data to recreate the requested data from the different partial portions and saving the requested data in memory. This process of downloading

files using "swarming" technology is described in greater detail in U.S. patent 7,277,950 entitled "APPARATUS, METHOD AND SYSTEM FOR AN ACKNOWLEDGEMENT INDEPENDENT EQUALIZED DATA PACKET TRANSFER MECHANISM OVER A PEER TO PEER NETWORK," the entire content of which is hereby incorporated by reference.

[0022] Other exemplary peer-to-peer technologies include receiving data over multiple channels in parallel with data order prioritization. A more complete description of this technology is described in co-pending U.S. patent application 10/788,695 entitled "PARALLEL DATA TRANSFER OVER MULTIPLE CHANNELS WITH DATA ORDER PRIORITIZATION," the entire content of which is hereby incorporated by reference.

[0023] The media player may download the entire higher-quality version of the media file and then begin to present the higher-quality version. Alternatively, the media player may begin presenting the higher-quality version while client device 4 is still receiving the higher-quality version. In some instances, the media file may include an advertisement prior to the actual media file. For example, the media player may present a commercial advertisement first and then present a requested video.

[0024] After the media player begins downloading the higher-quality version of a video file, the media player may open a new window in web browser 6 that appears in front of the window of web browser 6 that presents the web page. The new browser window may present the video file along with one or more buttons to control the presentation (e.g., play, pause, rewind, fast-forward, etc.). This new browser window may occupy the entire viewable area of a computer or television monitor. The web page in the existing window of web browser 6 may remain the same. Because the web page in the existing window may remain the same, user 18 may use the web page in the existing window to easily navigate to other web pages or to interact with the input mechanism to select another web page that offers the opportunity to experience a higher-quality version of another media file.

[0025] This invention may provide one or more advantages. For example, the invention may provide a superior experience for users. For example, a media player may be automatically installed and configured without required that the user

navigate to a separate web page. When a user is required to navigate to a separate web page, the user may lose interest and navigate away from the web page. Consequently, a provider of the web page may lose business and/or advertising revenue. Furthermore, because the media player may utilize one or more download acceleration techniques, the media player may download a higher-quality version of a media file in an equivalent amount of time that it may take to download a lower-quality version of the media file. In addition, the higher-quality version of the media file may provide a more compelling experience for the user. As a result, the user may stay longer at the web page and may be more likely to purchase a product from the web page.

[0026] FIG. 2 is a flowchart illustrating an exemplary operation of a system in which a media player is automatically configured on a client device. Initially, user 18 may request a network resource user interface, e.g., a web page (30). For example, user 18 may enter a universal resource locator (URL) of the web page in an address bar of web browser 6 or may use web browser 6 to interact with an input mechanism to select a URL of the web page. User 18 may interact with an input mechanism to select the URL of the web page by, for example, selecting a link or button that points to the URL of the web page. Web browser 6 may then send a request for the web page to web server 10 (32). In response to the request, web server 10 may send the requested web page to web browser 6 and the web browser may receive the web page (34). The web page includes one or more tags that identify a media file that is to be presented as part of the web page. For example, the identified media file may be a Flash Video file playable by a Flash Video player available from Abode Systems Inc. of San Jose, California, a QuickTime video file playable by a QuickTime video player available from Apple Computer of Cupertino, California, or otherwise.

[0027] After receiving the web page, user 18 may interact with the input mechanism on a user interface, such as a web page, or a user interface of a media player to offer the user the opportunity to experience (e.g., view, hear, etc.) the media file in "High-Definition" (36). User 18 may interact with the input mechanism on a user interface, such as a web page, or a user interface of a media player by for example, selecting a link or button on the web page or in the user

interface of the media player that offers the user the opportunity to experience the media file in "High-Definition." In an exemplary embodiment, where the input mechanism comprises a link or button on a user interface such as a web page or a user interface of the media player, when user 18 selects the link or button, web browser 6 sends a request to media player server 14 (38). In response to the request, media player server 14 determines whether a media player capable of downloading and presenting the "high definition" version of the media file is installed on client device 4 (40). If the media player is already installed on client device 4 ("YES" of 40), media player server 14 sends a redirection message to web browser 6 (42). The redirection message causes web browser 6 to send a new request to a location where media player may download and play a high definition version of the media file (48). Alternatively, if the media player is not yet installed on client device 4 ("NO" of 40), media player 14 automatically transfers one or more installation files to client device 4 (44). Client device 4 may optionally confirm that user 18 would like to install the media player. If so, client device 4 executes the installation files and installs the media player (46). After the media player is installed, the media player may download and play a high definition version of the media file (48).

[0028] FIG. 3 is a screen illustration showing an exemplary user interface 50. User interface 50 includes a media file 52 and some text describing the media file. In addition, user interface 50 includes a link or button 54 with the caption "Click here to view this video in High Definition!" When a user selects link or button 54, the media player may be automatically configured on the client device and the media player may begin to present a higher-quality version of media file 52.

[0029] FIG. 4 is a screen illustration showing an exemplary user interface 60 in which a media player presents a higher-quality version of a media file 62. As illustrated in the example of FIG. 4, the higher-quality version of media file 62 may be larger. The example of FIG. 4 also illustrates that interface 50 may remain in the background while the media player presents higher-quality version of the media file 62.

[0030] Various embodiments of the invention have been described. These and other embodiments are within the scope of the following claims.

CLAIMS:

1. A method comprising:

presenting a user interface with a client device, wherein the user interface includes an embedded media file that is to be presented, and wherein the user interface includes an input mechanism that offers a user an opportunity to experience a version of the embedded media file that has higher quality than the media file embedded within the user interface;

automatically configuring a media player on the client device when the user interacts with the input mechanism to select the version of the embedded media file that has higher quality that the embedded media file;

automatically obtaining the higher-quality version of the media file using the media player; and

automatically presenting the higher-quality version of the media file using the media player.

2. The method of claim 1, wherein presenting a user interface comprises presenting a web page with a web browser.

3. The method of claim 1, wherein presenting a user interface comprises presenting a user interface of the media player executing on the client device.

4. The method of claim 1, wherein an input mechanism comprises at least one of a link and button.

5. The method of claim 1, wherein automatically configuring a media player comprises:

sending an installation file to the client device; and

executing the installation file to install the media player.

6. The method of claim 1, wherein the method further comprises:

determining, with a media player server, whether the media player is configured on the client device; and

redirecting the client device to a location where the higher-quality version of the media file is obtainable.

7. The method of claim 6, wherein the method further comprises downloading the higher-quality version with the media player before the user interacts with the input mechanism.

8. The method of claim 1, wherein automatically obtaining and presenting the higher-quality version comprises downloading the higher-quality version from a plurality of peer nodes.

9. The method of claim 8, wherein downloading the higher-quality version from a plurality of peer nodes comprises receiving data over multiple channels in parallel with data order prioritization.

10. The method of claim 8, wherein downloading the higher-quality version from a plurality of peer nodes comprises:

sending a request for data from the client device to a targeted computer system;

accessing at the targeted computer system a look-up list to identify other computers that have previously requested and downloaded at least a portion of the requested data;

sending requests to the identified computers, wherein upon receiving the requests the identified computers have received different partial portions of the requested data;

independently encoding the different partial portions of the data at the identified computers in response to the requests;

sending the encoded different partial portions of the data from the identified computers to the client device and completing the download of the remaining portions of the data with the identified computers;

receiving, with the client device, the different partial portions of the encoded data from at least two of the sending computers;

decoding the received encoded data to recreate the requested data from the different partial portions; and

saving the requested data in memory.

11. The method of claim 1, wherein presenting the higher-quality version comprises opening a new window to present the higher-quality version.

12. The method of claim 2, wherein the web page includes text.

13. A system comprising:

a client device to present a user interface, wherein the user interface includes an embedded media file that is to be presented, and wherein the user interface includes an input mechanism that offers a user an opportunity to experience a version of the media file that has higher quality than the embedded media file;

wherein the client device automatically configures a media player on the client device when the user interacts with the input mechanism to select the version of the embedded media file that has higher quality than the embedded media file;

wherein the client device automatically obtains the higher-quality version of the media file using the media player; and

wherein the client device automatically presents the higher-quality version of the media file using the media player.

14. The system of claim 13, wherein the user interface includes a web page presented by a web browser.

15. The system of claim 13, wherein the user interface includes a user interface of the media player executing on the client device.

16. The system of claim 13, wherein the input mechanism comprises at least one of a link and button.

17. The system of claim 13, wherein the client device automatically configures a media player by receiving an installation file from a media player server and executing the installation file to install the media player.

18. The system of claim 13, wherein the client device automatically obtains the higher-quality version of the media file by downloading the higher-quality version of the media file from a plurality of peer nodes.

19. The system of claim 13, wherein the client device automatically obtains the higher quality version of the media file by downloading the higher-quality version from a plurality of peer nodes over multiple channels in parallel with data order prioritization.

20. A computer-readable medium comprising instructions, the instructions causing a programmable processor to:

present a user interface with a client device, wherein the user interface includes an embedded media file that is to be presented, and wherein the user interface includes an input mechanism that offers a user an opportunity to experience a version of the embedded media file that has higher quality than the embedded media file;

automatically configure a media player on the client device when the user interacts with the input mechanism to select the version of the embedded media file that has a higher quality than the embedded media file;

automatically obtain the higher-quality version of the media file using the media player; and

automatically present the higher-quality version of the media file using the media player.

21. A method comprising:

presenting a web page with a client device, wherein the web page identifies an embedded media file that is to be presented as part of the web page, and wherein the web page includes a link that offers a user an opportunity to experience a version of the embedded media file that has higher quality than the embedded media file;

automatically configuring a media player on the client device when the user selects the link;

automatically obtaining the higher-quality version of the media file using the media player; and

automatically presenting the higher-quality version of the media file using the media player.

22. A system comprising:

a client device to present a web page, wherein the web page identifies a media file that is to be presented as part of the web page, and wherein the web page includes a link that offers a user an opportunity to experience a version of the media file that has higher quality than the media file;

wherein the client device automatically configures a media player on the client device when the user selects the link;

wherein the client device automatically obtains the higher-quality version of the media file using the media player; and

wherein the client device automatically presents the higher-quality version of the media file using the media player.

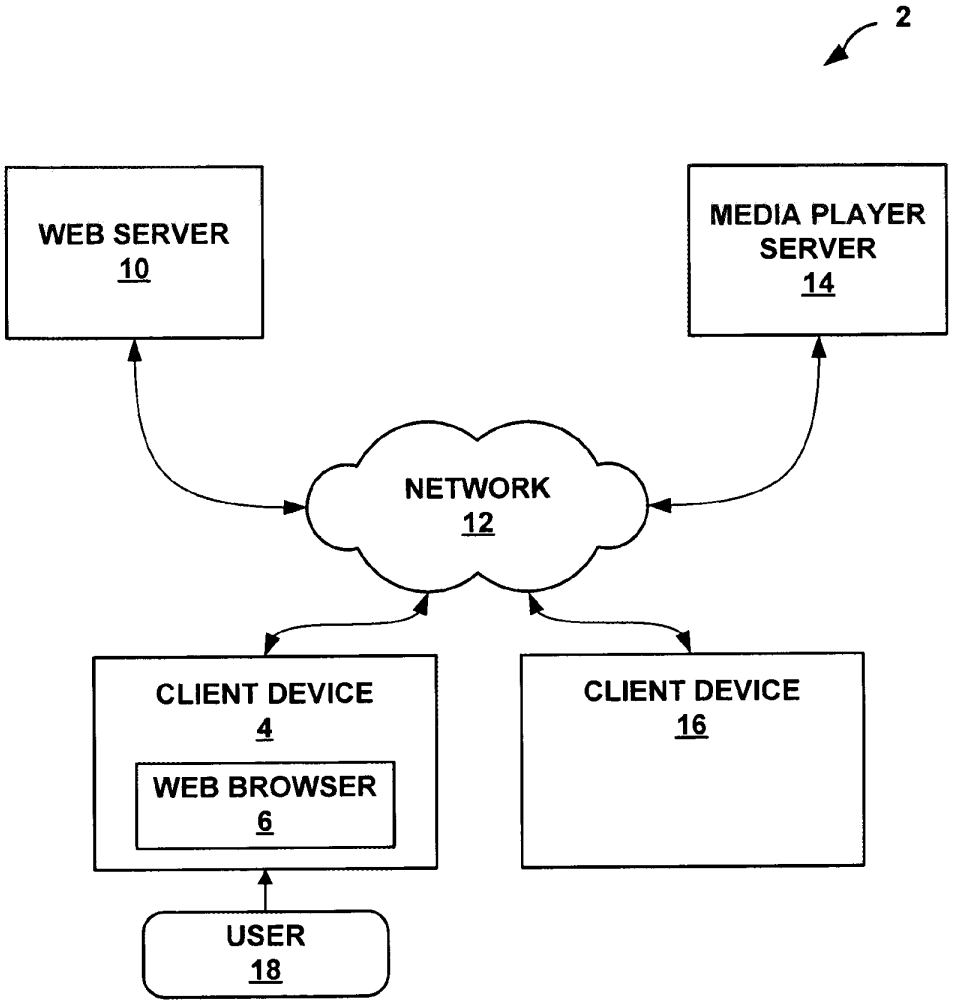

2
WEB SERVER
10
MEDIA PLAYER
SERVER
14
NETWORK
12
CLIENT DEVICE
4
WEB BROWSER
6
CLIENT DEVICE
16
USER
18

FIG. 1

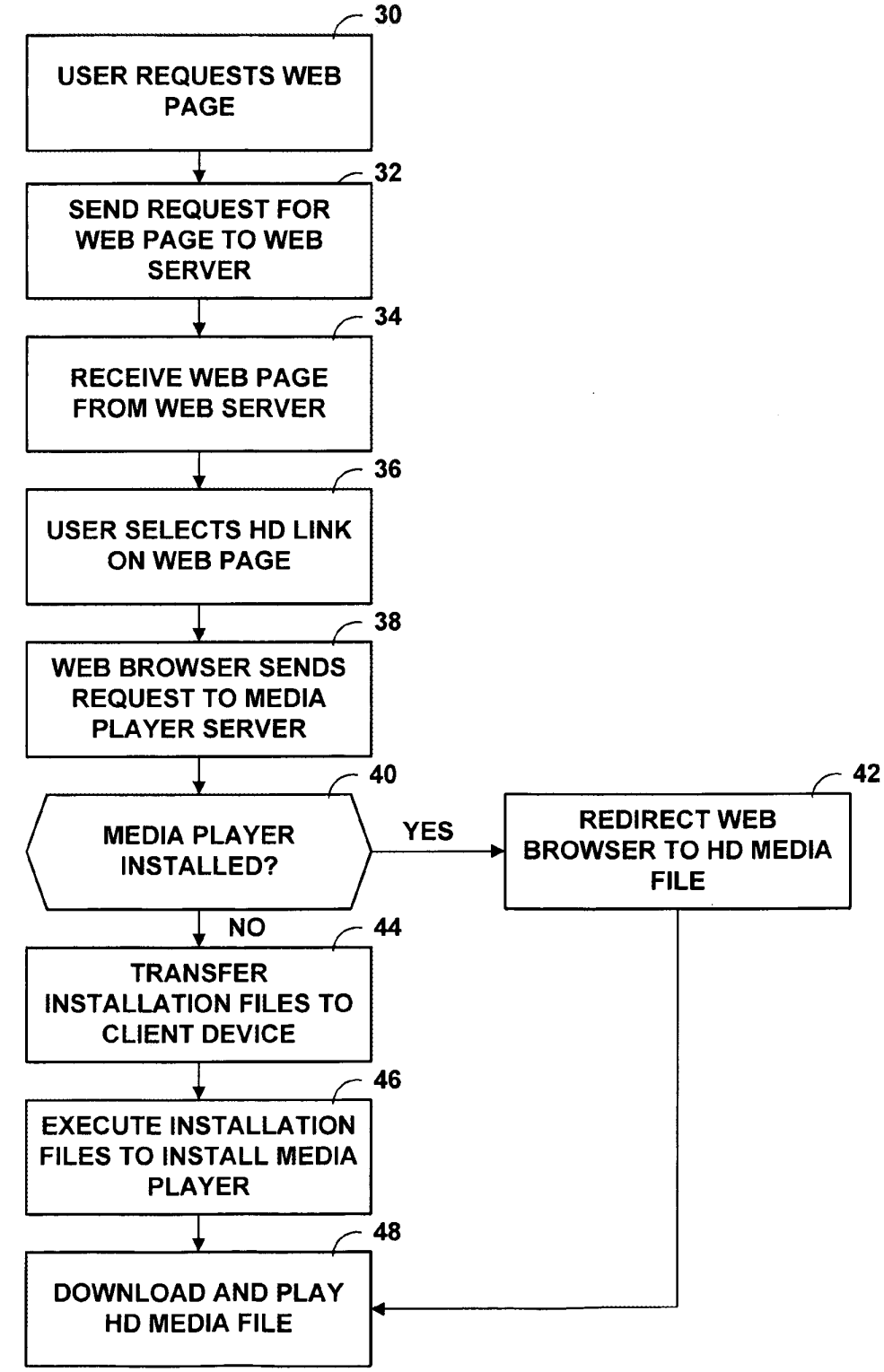

30
USER REQUESTS WEB PAGE
32
SEND REQUEST FOR WEB PAGE TO WEB SERVER
34
RECEIVE WEB PAGE FROM WEB SERVER
36
USER SELECTS HD LINK ON WEB PAGE
38
WEB BROWSER SENDS REQUEST TO MEDIA PLAYER SERVER
40
MEDIA PLAYER INSTALLED?
YES
42
REDIRECT WEB BROWSER TO HD MEDIA FILE
NO
44
TRANSFER INSTALLATION FILES TO CLIENT DEVICE
46
EXECUTE INSTALLATION FILES TO INSTALL MEDIA PLAYER
48
DOWNLOAD AND PLAY HD MEDIA FILE

FIG. 2

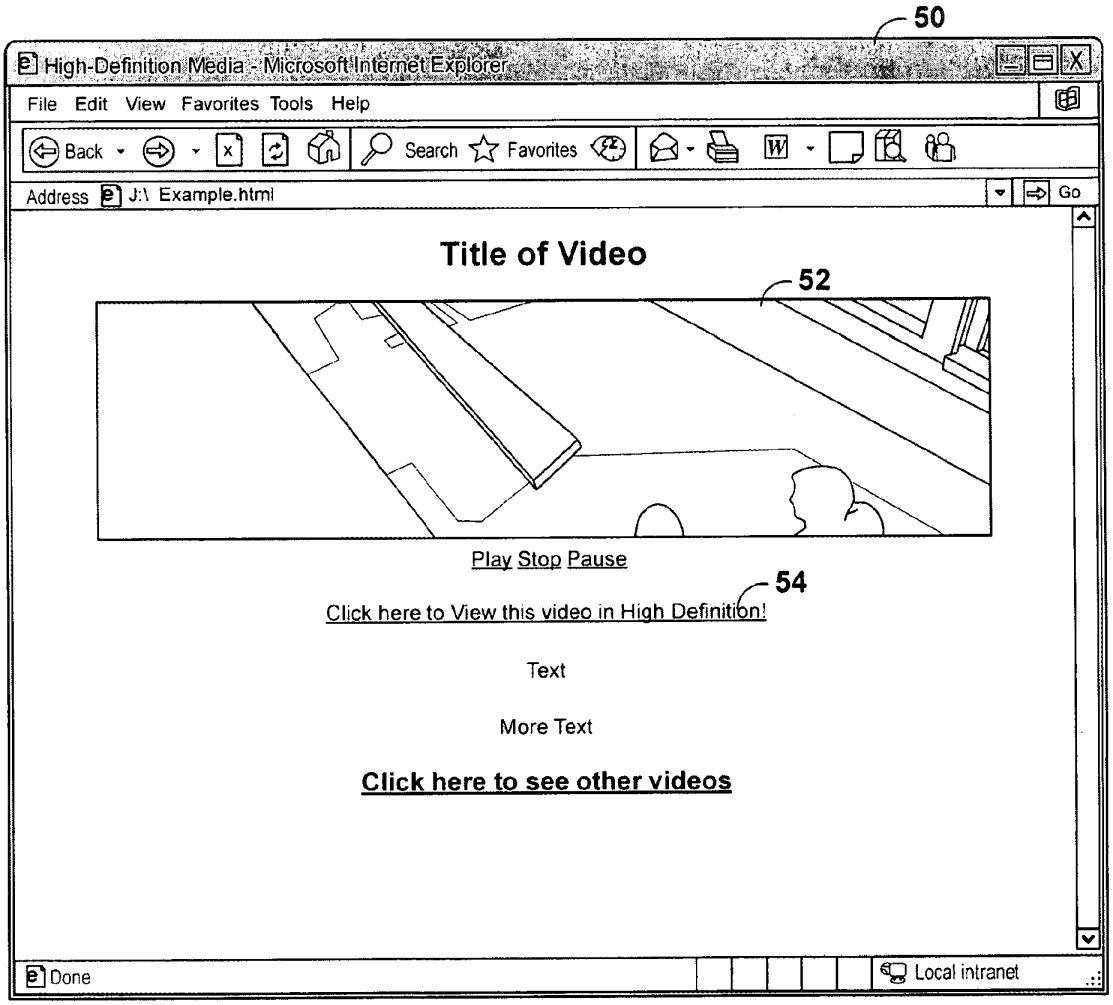

50
High-Definition Media - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back
Search
Favorites
Address J:\ Example.html
Go
Title of Video
52
Play Stop Pause
54
Click here to View this video in High Definition!
Text
More Text
Click here to see other videos
Done
Local intranet

FIG. 3

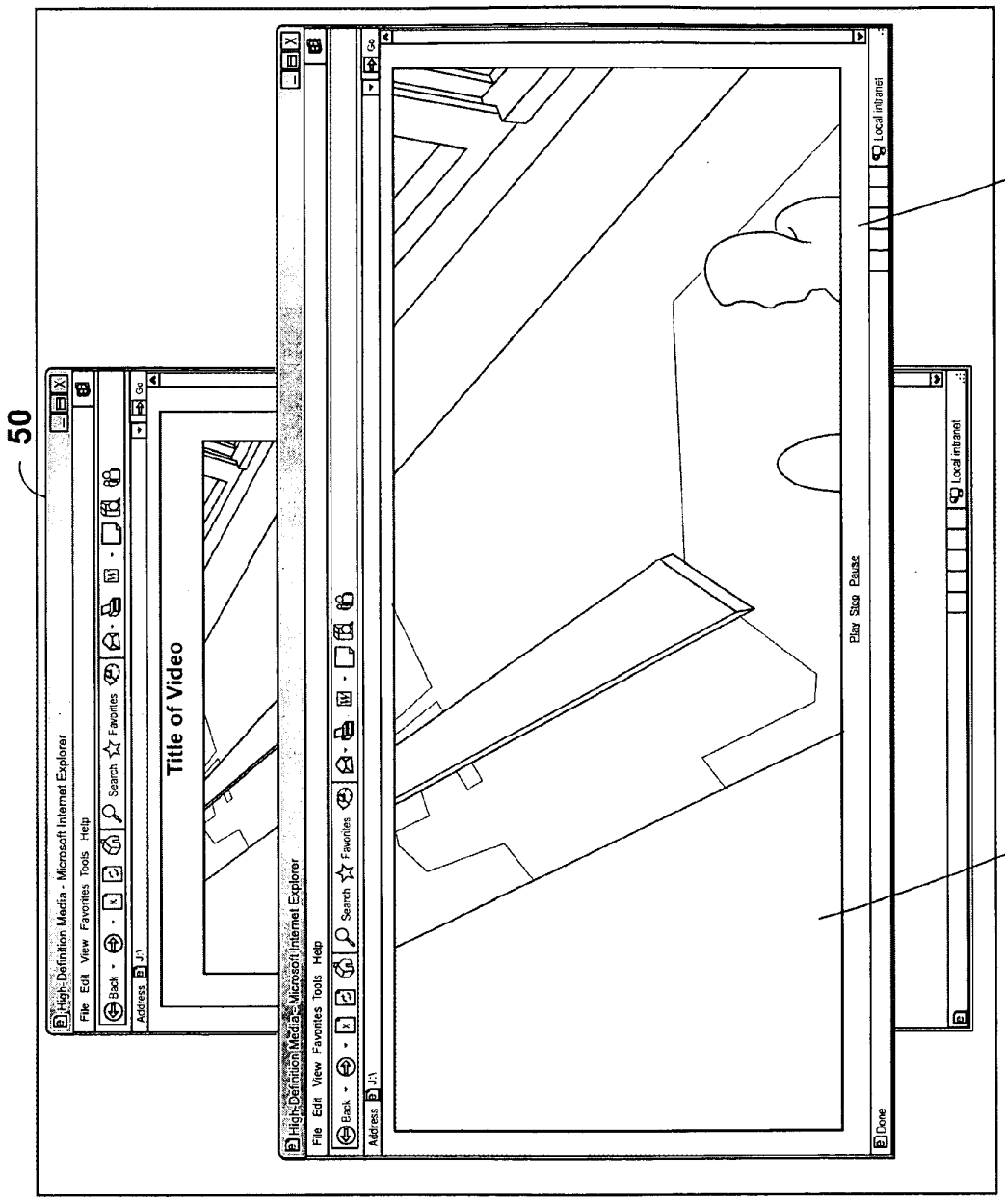

50
60
62
High-Definition Media - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Search Favorites
Address
Title of Video
Play Stop Pause
Local intranet
Done

FIG. 4

Espacenet

Bibliographic data: CN101534449 (A) — 2009-09-16

Receiving and transmitting method of a mobile digital broadcast television and used terminal

Inventor(s): ZHAN WU; KEXUE ZHU; GANG CHEN ± (WU ZHAN, ; ZHU KEXUE, ; CHEN GANG)

Applicant(s): ZHAN WU ± (WU ZHAN)

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Abstract of CN101534449 (A)

A digital mobile broadcast television comprises digital multimedia broadcasting (DMB), ground digital video broadcast (DVB-H) used for handheld equipment, or a receiving and transmitting method of mobile television standard (MediaFLO) proposed by QUALCOMM and a DMB, DVB-H or MediaFLO terminal used in the method. In the receiving step of the method, a DMB, DVB-H or MedaFLO signal is received and converted into a video/audio frequency/multimedia data/IP data packet or system information; in the transmitting step, the fed video/audio frequency/multimedia data/IP data packet or system information is converted into a format that is suitable for the transmission to external equipment and then transmitted to the external equipment. The DMB, DVB-H or MediaFLO terminal comprises an independent power supply, a receiving submodule and a communication submodule which is a 2.4GHz Bluetooth submodule. In virtue of the Bluetooth submodule, various information data can be converted according to Bluetooth standards and transmitted through a wireless device.

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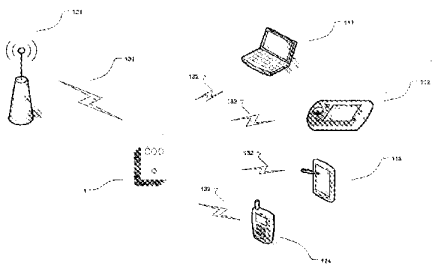
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移动数字广播电视的接收并传送的方法及所使用的终端

[57] 摘要

一种数字移动广播电视包括数字多媒体广播(DMB)或用于手持设备的地面数字视频广播(DVB-H)或高通公司(QUALCOMM)提出的移动电视标准(MediaFLO)的接收并传送的方法及该方法所使用的 DMB 或 DVB-H 终端或 MediaFLO 终端，方法中的接收步骤接收 DMB 或 DVB-H 信号或 MediaFLO 信号并且转换成为视频/音频/多媒体数据/IP 数据包或系统信息；传送步骤将馈送过来的视频/音频/多媒体数据/IP 数据包或系统信息转换为适合于传输到外部设备的一种格式并传送至外部设备。DMB 或 DVB-H 终端或 MediaFLO 终端包括独立的电源和接收子模块及通信子模块，通信子模块为 2.4GHz 蓝牙子模块，通过蓝牙通信子模块，各种信息数据可以按照蓝牙标准转换并且通过无线装置发送。



1、数字多媒体广播(DMB)的接收并传送的方法，其特征在于，包括：

接收步骤，该步骤接收 DMB 信号并且转换这些信号成为包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号；

传送步骤，将馈送过来的包含移动视频流媒体、 DAB 声音帧和服务信息以及的快速信息频道(FCI)频道的各种信息数据信号转换为适合于传输到外部设备的一种格式并传送至外部设备。

2、用于手持设备的地面数字视频广播(DVB-H)的接收并传送的方法，其特征在于，包括：

接收步骤，该步骤接收 DVB-H 信号并且转换这些信号成为包含视频流或音频流或其他数据对象的 IP 数据包；

传送步骤，将馈送过来的包含视频流或音频流或其他数据对象的 IP 数据包转换为适合于传输到外部设备的一种格式并传送至外部设备。

3、高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)的接收并传送的方法，其特征在于，包括：

接收步骤，该步骤接收 MediaFLO 信号并且转换这些信号成为包含多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息的各种信息数据信号；

传送步骤，将馈送过来的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为适合于传输到外部设备的一种格式并传送至外部设备。

4、如权利要求 1 或 2 或 3 所述的方法，其特征在于：所述接收步骤和所述传送步骤是在一具有一独立电源的终端中完成的。

5、如权利要求 1 或 2 或 3 所述的方法，其特征在于：所述传送步骤中，采用有线或无线的方式进行传送。

6、如权利要求 5 所述的方法，其特征在于：所述无线传送方式包含蓝牙无线传送方式或 Wi-Fi 无线传送方式。

7、一种如权利要求 1 所述的方法所使用的 DMB 终端，是用于实现上述数字多媒体广播接收步骤和传送步骤的 DMB 终端，其特征在于，该终端具有一独立的电源并包括：

接收子模块，该接收子模块将接收 DMB 信号并且转换这些信号成为包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号；

通信子模块，该通信子模块将接收模块馈送过来的包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号转换为适合于传输到外部设

备的一种格式并传送至外部设备。

壳体，该壳体用来承装所述接收子模块和通信子模块以及电源，其中电源为所述接收子模块和所述通信子模块供电。

8、如权利要求 7 所述的 DMB 终端，其特征在于：还包括一微处理器，所述微处理器与接收子模块和通信子模块连接，对接收子模块和通信子模块的工作状态进行设置，接收接收子模块送出的包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据；并将这些数据传递给通信子模块进行编码甚至压缩。

9、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：所述接收子模块包括一用于接收 DMB 信号（BandIII(174~240Mhz)或 L-Band(1452~1492Mhz)）并且转换这些信号成为基带电路可接收的中频或低频信号的射频电路接收调谐部分，和一接收这些中频或低频信号并转换成为包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号的基带电路部分。

10、如权利要求 9 所述的 DMB 终端，其特征在于：在接收子模块中，所述基带电路部分转换成为的包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号可以通过一个射频电路发送。

11、如权利要求 9 所述的 DMB 终端，其特征在于：在接收子模块中，所述射频电路接收调谐部分连接一天线，用作接收 DMB 信号。

12、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：所述通信子模块包括一用于接收包含控制或配置数据信号并传送包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号的射频电路部分，和一与射频电路部分双向连接并可按照一定格式标准发送和接收信号的基带带路部分。

13、一种如权利要求 2 所述的方法所使用的 DVB-H 终端，是用于实现上述地面数字视频广播的接收步骤和传送步骤的 DVB-H 终端，其特征在于，该 DVB-H 终端具有一独立的电源并包括：

接收子模块，该接收子模块将接收 DVB-H 信号并且转换这些信号成为包含视频流或音频流或其他数据对象的 IP 数据包；

通信子模块，该通信子模块将接收模块馈送过来的包含视频流或音频流或其他数据对象的 IP 数据包转换为适合于传输到外部设备的一种格式并传送至外部设备。

壳体，该壳体用来承装所述接收子模块和通信子模块以及电源，其中电源为所述接收子模块和所述通信子模块供电。

14、如权利要求 13 所述的 DVB-H 终端，其特征在于：还包括一微处理器，所述微处理器与接收子模块和通信子模块连接，对接收子模块和通信子模块的工作状态进行设置，接收接收子模块送出的包含视频流或音频流或其他数据对象的 IP 数据包；并将这些数据传递给通信子模块进行编码甚至压缩。

15、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：所述接收子模块包括一用于接收 VHF(174~230Mhz)和/或 UHF(470~838Mhz)的 DVB-H 信号并且转换这些信号成为基带电路可接收的中频或低频信号的射频电路接收调谐部分，和一接收这些中频或低频信号并转换成为包含视频流或音频流或其他数据对象的 IP 数据包的基带电路部分。

16、如权利要求 15 所述的 DVB-H 终端，其特征在于：在接收子模块中，所述基带电路部分转换成为的包含视频流或音频流或其他数据对象的 IP 数据包通过一个射频电路发送。

17、如权利要求 15 所述的 DVB-H 终端，其特征在于：在接收子模块中，所述射频电路接收调谐部分连接一天线，用作接收 DVB-H 信号。

18、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：所述通信子模块包括一用于接收包含控制或配置数据信号并传送包含包含视频流或音频流或其他数据对象的 IP 数据包的射频电路部分，和一与射频电路部分双向连接并可按照一定格式标准发送和接收信号的的基带带路部分。

19、一种如权利要求 3 所述的方法所使用的 MediaFLO 终端，是用于实现上述高通公司(QUALCOMM)提出的移动电视标准接收步骤和传送步骤的 MediaFLO 终端，其特征在于，该终端具有一独立的电源并包括：

接收子模块，该接收子模块将接收 FLO 信号并且转换这些信号成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息；

通信子模块，该通信子模块将接收模块馈送过来的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为适合于传输到外部设备的一种格式并传送至外部设备。

壳体，该壳体用来承装所述接收子模块和通信子模块以及电源，其中电源为所述接收子模块和所述通信子模块供电。

20、如权利要求 19 所述的 MediaFLO 接收终端，其特征在于，还包括一微处理器，所述微处理器与接收子模块和通信子模块连接，对接收子模块和通信子模块的工作状态进行设置，接收接收子模块送出的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息；并将这些数据传递给通信子模块进行编码甚至压缩。

21、如权利要求 19 或 20 所述的 FLO 接收终端，其特征在于，所述接收子模块包括一用于接收 FLO 信号（VHF(174~230Mhz) 和/或 UHF(470~838Mhz) 和/或 L-Band(L1（1452-1492MHz）和 L2（1660-1685MHz））并且转换这些信号成为基带电路可接收的中频或低频信号的射频电路接收调谐部分，和一接收这些中频或低频信号并转换成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息信号的基带电路部分。

22、如权利要求 21 所述的 MediaFLO 接收终端，其特征在于，所述基带电路部分转换成为的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息通过一个射频电路发送。

23、如权利要求 21 所述的 MediaFLO 接收终端，其特征在于，所述射频电路接收调谐部分连接一天线，用作接收 FLO 信号。

24、如权利要求 19 或 20 所述的 MediaFLO 接收终端，其特征在于，所述通信子模块包括一用于接收包含控制或配置数据信号并传送多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息信号的射频电路部分，和一与射频电路部分双向连接并可按照一定格式标准发送和接收信号的的基带带路部分。

25、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：所述电源中包括一电源管理模块，所述电源管理模块与电池、接收子模块、通信子模块以及微处理器连接，电源管理模块由电池接收电能，并转化为接收子模块、通信子模块以及微处理器所需要的不同工作电压。

26、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：所述电源中包括一电源管理模块，所述电源管理模块与电池、接收子模块、通信子模块以及微处理器连接，电源管理模块由电池接收电能，并转化为接收子模块、通信子模块以及微处理器所需要的不同工作电压。

27、如权利要求 19 或 20 所述的 MediaFLO 接收终端，其特征在于，所述电源中包括一电源管理模块，所述电源管理模块与电池、接收子模块、通信子模块以及微处理器连接，电源管理模块由电池接收电能，并转化为接收子模块、通信子模块以及微处理器所需要的不同工作电压。

28、如权利要求 25 所述的 DMB 终端，其特征在于：在电源管理模块中，还可以接一电池状态指示灯。电源管理模块同时侦测电池容量，当电池容量太低不足以使系统正常工作时控制电池状态指示灯为警告状态，以提醒用户更换电池。

29、如权利要求 26 所述的 DVB-H 终端，其特征在于：在电源管理模块中，还可以接一电池状态指示灯。电源管理模块同时侦测电池容量，当电池容量太低不足以使系统正常工

作时控制电池状态指示灯为警告状态，以提醒用户更换电池。

30、如权利要求 27 所述的 MediaFLO 接收终端，其特征在于，在电源管理模块中，接一电池状态指示灯；电源管理模块同时侦测电池容量，当电池容量太低不足以使系统正常工作时控制电池状态指示灯为警告状态，以提醒用户更换电池。

31、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：所述通信子模块可以采用有线或无线的方式将信号传送至外部设备。

32、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：所述通信子模块可以采用有线或无线的方式将信号传送至外部设备。

33、如权利要求 19 或 20 所述的 MediaFLO 接收终端，其特征在于，所述通信子模块采用有线或无线的方式将信号传送至外部设备。

34、如权利要求 8 所述的 DMB 终端，其特征在于：所述接收子模块处理所得的信息数据可以通过微处理器和外部电路连接馈送给外部设备。

35、如权利要求 14 所述的 DVB-H 终端，其特征在于：所述接收子模块处理所得的信息数据可以通过微处理器和外部电路连接馈送给外部设备。

36、如权利要求 20 所述的 MediaFLO 接收终端，其特征在于，所述接收子模块处理所得的信息数据可以通过微处理器和外部电路连接馈送给外部设备。

37、如权利要求 8 所述的 DMB 终端，其特征在于：所述微处理器包含实现通信子模块与外部设备双向传输的接口电路。

38、如权利要求 14 所述的 DVB-H 终端，其特征在于：所述微处理器包含实现通信子模块与外部设备双向传输的接口电路。

39、如权利要求 20 所述的 MediaFLO 接收终端，其特征在于，所述微处理器包含具实现通信子模块与外部设备双向传输的接口电路。

40、如权利要求 8 所述的 DMB 终端，其特征在于：所述微处理器内设置有休眠/唤醒模式，当微处理器处于休眠状态时，所述的接收子模块与通信子模块处于省电状态，同时微处理器自身也进入省电但是又能够接收带唤醒信号的状态；当微处理器接收到唤醒信号时，微处理器首先自身恢复到工作状态，然后设置接收子模块与通信子模块和电源管理模块到工作状态。

41、如权利要求 14 所述的 DVB-H 终端，其特征在于：所述微处理器内设置有休眠/唤醒模式，当微处理器处于休眠状态时，所述的接收子模块与通信子模块处于省电状态，同时微处理器自身也进入省电但是又能够接收带唤醒信号的状态；当微处理器接收到唤醒信

号时，微处理器首先自身恢复到工作状态，然后设置接收子模块与通信子模块和电源管理模块到工作状态。

42、如权利要求 20 所述的 MediaFLO 接收终端，其特征在于，所述微处理器内设置有休眠/唤醒模式，当微处理器处于休眠状态时，所述的接收子模块与通信子模块处于省电状态，同时微处理器自身也进入省电但是又能够接收带唤醒信号的状态；当微处理器接收到唤醒信号时，微处理器首先自身恢复到工作状态，然后设置接收子模块与通信子模块和电源管理模块到工作状态。

43、如权利要求 40 所述的 DMB 终端，其特征在于：所述微处理器的休眠与唤醒状态通过一连接在微处理器上的休眠/唤醒状态切换开关开实现的。

44、如权利要求 41 所述的 DVB-H 终端，其特征在于：所述微处理器的休眠与唤醒状态通过一连接在微处理器上的休眠/唤醒状态切换开关开实现的。

45、如权利要求 42 所述的 MediaFLO 接收终端，其特征在于，所述微处理器的休眠与唤醒状态通过一连接在微处理器上的休眠/唤醒状态切换开关开实现的。

46、如权利要求 8 所述的 DMB 终端，其特征在于：所述微处理器还连接了一个接收子模块状态指示灯与一个通信子模块状态指示灯。

47、如权利要求 14 所述的 DVB-H 终端，其特征在于：所述微处理器还连接了一个接收子模块状态指示灯与一个通信子模块状态指示灯。

48、如权利要求 20 所述的 MediaFLO 接收终端，其特征在于，所述微处理器还连接了一个接收子模块状态指示灯与一个通信子模块状态指示灯。

49、如权利要求 8 所述的 DMB 终端，其特征在于：所述微处理器还包括一存储器，微处理器把用户对接收子模块设置的数据保存在存储器中。

50、如权利要求 14 所述的 DVB-H 终端，其特征在于：所述微处理器还包括一存储器，微处理器把用户对接收子模块设置的数据保存在存储器中。

51、如权利要求 20 所述的 MediaFLO 接收终端，其特征在于，所述微处理器还包括一存储器，微处理器把用户对接收子模块设置的数据保存在存储器中。

52、在上述结构的通信子模块中，所述基带带路部分可以对发送和接受的信号编码和解码。

53、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：在通信子模块中，所述射频电路部分连接一天线，用作接收和发送一定格式的信号。

54、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：在通信子模块中，所述射

频电路部分连接一天线，用作接收和发送一定格式的信号。

55、如权利要求 19 或 20 所述的 MediaFLO 接收终端，其特征在于，所述射频电路部分连接一天线，用作接收和发送一定格式的信号。

56、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：所述通信子模块包括蓝牙(Bluetooth)子模块或者包括 Wi-Fi 子模块。

57、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：所述通信子模块包括蓝牙(Bluetooth)子模块或者包括 Wi-Fi 子模块。

58、如权利要求 19 或 20 所述的 MediaFLO 接收终端，其特征在于，所述通信子模块包括蓝牙(Bluetooth)子模块或者包括 Wi-Fi 子模块。

59、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：在通信子模块中，所述蓝牙子模块或 Wi-Fi 子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块。

60、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：在通信子模块中，所述蓝牙子模块或 Wi-Fi 子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块。

61、如权利要求 19 或 20 所述的 MediaFLO 终端，其特征在于：在通信子模块中，所述蓝牙子模块或 Wi-Fi 子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块。

62、如权利要求 7 或 8 所述的 DMB 终端，其特征在于：当通信子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块时，所述微处理器负责读取蓝牙子模块或 Wi-Fi 子模块接收到蓝牙通信或 Wi-Fi 通信的另一方传递来的控制或配置数据并转化为接收子模块可以识别的格式，再馈送给接收子模块进行配置或控制。

63、如权利要求 13 或 14 所述的 DVB-H 终端，其特征在于：当通信子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块时，所述微处理器负责读取蓝牙子模块或 Wi-Fi 子模块接收到蓝牙通信或 Wi-Fi 通信的另一方传递来的控制或配置数据并转化为接收子模块可以识别的格式，再馈送给接收子模块进行配置或控制。

64、如权利要求 19 或 20 所述的 MediaFLO 接收终端，其特征在于，所述蓝牙子模块或 Wi-Fi 子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块

或 Wi-Fi 子模块，所述微处理器负责读取蓝牙子模块或 Wi-Fi 子模块接收到蓝牙通信或 Wi-Fi 通信的另一方传递来的控制或配置数据并转化为接收子模块可以识别的格式，再馈送给接收子模块进行配置或控制。

移动数字广播电视的接收并传送的方法及所使用的终端

技术领域

本发明涉及一种信号接收及传送技术领域，特别涉及用于接收 DMB（数字多媒体广播）信号或 DVB-H（用于手持设备的地面数字视频广播）信号或 MediaFLO（高通公司(QUALCOMM)提出的移动电视标准）信号并且解码输出视频/音频/多媒体数据/IP 数据包或系统信息的移动数字广播电视的接收并传送的方法及所使用的终端。该终端可以使用现有的多种通信技术，如蓝牙或 Wi-Fi 通信技术与其他使用蓝牙或 Wi-Fi 的设备进行通信。

背景技术

数字多媒体广播(DMB)是从数字音频广播(DAB)发展起来的，采用完全不同于调幅、调频广播的技术，具有突出的移动接收能力和高质量的声音(CD 质量)，并且可实现多媒体接收如视频和字符的数字数据、可加密、发射功率小、覆盖面积大、频谱利用率高、有很强的抗干扰和在恶劣环境下接收的能力,并可利用卫星大幅度提高广播的覆盖率等优点。与 DAB 相比，DMB 以强调包括视频而非音频广播的各种多媒体服务。

DMB 系统由发射系统和接收机两部分组成。在发射系统，构成 DMB 视频服务的移动视频流媒体(可以为 MPEG2-TS 格式、WMV 格式、RM 格式或其他格式)在流模式数字子频道与包模式数据、DAB 声音帧和服务信息都经过能量扩散扰频器(Energy dispersal scrambler)、FEC 编码和空间交织后通过多路复用器复用，形成主服务频道（MSC)；主服务频道与包含服务信息(SI)、快速信息数据频道(FIDC)和复用配置信息(MCI)的快速信息频道(FCI)通过发送帧复用器复用后，与频道同步信号一起进行正交频分复用调制，送入射频部分进行载波调制并发射。系统接收部分则是发射部分的逆过程。接收机首先由调谐器调谐从天线进入的高频信号，滤掉无用的频谱部分，并向下变频到 OFDM 可以接收的中频或低频信号频段；OFDM 基带解调器接收中频或低频信号，进行 A/D 变换后，得到数字信号，数字信号经过 I/Q 变换，得到两路正交的信号，该信号通过信道同步和信道均衡后，送入 OFDM 解调器进行基带解调，然后通过解复用器并进行时间解交织和频率解交织、解 FEC 码和解扰(解能量扩散)，得到移动视频流媒体、 DAB 声音帧和服务信息以及的快速信息频道(FCI)频道的各种信息。

同样，DVB-H 是 DVB(数字视频广播)组织为通过地面数字广播网络向便携/手持终端提供多媒体业务所制定的传输标准，在 DVB-T(地面数字电视广播系统)传输系统基础上，DVB-T 使用与增加了一定的附加功能和改进技术，包括通过时间切片来减少耗电，通过使用

MPE-FEC 来增强鲁棒性和纠错能量，使用 IP(Internet Protocol)协议来广播声音、图片和其他数据，使手机等便携设备能够稳定的接收广播电视信号。在传输 MPEG-2 传输流，用 OFDM 调制信号等特点上，DVB-H 如同 DVB-T 一样。通过 DVB-H 系统，除了视频流和音频流的广播外，还可以传送文件。

DVB-H 系统由发射系统和接收机两部分组成。在发射系统，构成 DVB 视频服务的视频流媒体首先打包为 IP 数据包，然后按照多协议封装(MPE)进行封装，经过前向纠错编码(FEC)，然后进行时间分片(time-slicing)，与其他服务信息一起形成传输流，并可能与其他 MPEG2-TS 传输流一起通过多路复用器复用后，经过能量扩散扰动和符合交织，最后进行正交频分复用调制，送入射频部分进行载波调制并发射。系统接收部分则是发射部分的逆过程。接收机首先由调谐器调谐从天线进入的高频信号，滤掉无用的频谱部分，并向下变频到 OFDM 可以接收的中频或低频信号频段；OFDM 基带解调器接收中频或低频信号，进行 A/D 变换后，得到数字信号，数字信号经过 I/Q 变换，得到两路正交的信号，该信号通过信道同步和信道均衡后，送入 OFDM 解调器进行基带解调，然后进行符合解交织、解扰(解能量扩散)并通过解复用器，得到传输流，然后通过 IP 去封装器（IP-Decapsulator）选择解码期望的时间片段、进行纠错和解 MPE 包，最后得到包含视频流或音频流或其他数据对象的 IP 数据包。

MediaFLO是由高通提出的移动电视标准，基于“仅限于下行传输”（FLO）技术，是专门为手机电视开发的多播系统。FLO技术采用各种技术来同时优化功耗、频率分集和时间分集。FLO采用了4K模式的OFDM调制技术，每个子载波的调制可以选择QPSK或者16-QAM,同时采用了Turbo码和Reed Solomon码，一个特定的调制模式的相对性能由所选择的调制方式、Turbo码和RS编码速率决定。FLO通过优化的导频和交织器结构设计来实现快速频道切换，采用时分复用方式在FLO波形中特定的时间间隔内传输各个频道的节目内容数据，使终端接收器可以仅对感兴趣的单个逻辑信道进行解调，以降低功耗。使用分层调制，FLO数据流在信源编码时被分为基础层和增强层。对于基础层，所有用户均可进行解码；而对于增强层，只有信噪比(SNR)较高的区域才能进行解码，以提供尽可能高质量的业务。移动终端也可以同时解调多个逻辑信道，使得视频和相关的音频可以同时传播。 FLO空中接口支持5、6、7和8MHz的频率带宽，FLO可部署在多个频段上，包括VHF（174-240MHz）/UHF（470-862MHz）/L-Band(L1（1452-1492MHz）和L2（1660-1685MHz）),分别使用不同的带宽和发射功率级别。FLO支持在同一射频信道内局域和广域节目内容共存。

MediaFLO 系统由四个子系统组成，即网络运营中心、FLO 发射机、3G 网络和支持

MediaFLO 的终端组成。与空中接口相关的是 FLO 发射系统和接收终端。

在发射系统，系统信息、实时多媒体数据流、非实时数据和 IP 数据包形成超帧，超帧中的数据信道占据了超帧的大部分，携带了多播的多媒体信息。多媒体信息比特流组织为多播逻辑信道，组成多播逻辑信道的数据包经过 RS 编码和 Turbo 编码，然后进行字节交织，再进行加扰，然后进行符号调制，再进行交织，并映射到子载波，最后进行正交频分复用调制，送入射频部分发射。接收机首先由调谐器调谐从天线进入的高频信号，滤掉无用的频谱部分，并向下变频到 OFDM 可以接收的中频或低频信号频段；OFDM 基带解调器接收中频或低频信号，进行 A/D 变换后，得到数字信号，数字信号经过 I/Q 变换，得到两路正交的信号，该信号通过信道同步和信道均衡后，送入 OFDM 解调器进行基带解调，然后进行解码、解交织、解扰(解能量扩散)、纠错，最后得到超帧的多播逻辑信道，取出多媒体数据流（视频流、音频流)、非实时数据和 IP 数据包。

蓝牙英文名为 Bluetooth，是近距离无线通信技术标准（IEEE802.15），工作在 2.4GHz 频带，带宽为 1Mb/s。蓝牙技术工作在不需(频率占用)许可证的波段(2.402 到 2.4835GHz)，短距离通过无线连接传输无损声音和数据。蓝牙特别利益集团（SIG）公布的蓝牙正式规范 1.2 版的蓝牙协议支持 1 兆字节每秒的速率和 10 米的传输距离，但蓝牙数据包的数据头占用了一定容量，所以实际传输速率只有 723 千字节每秒。2004 年 11 月通过许可的蓝牙 2.0 理论上 3 兆字节每秒的传输速率，并且直线有效距离可达到 250 米，可以用在大数据吞吐量需要的场合，比如传输 CD 音质的流媒体文件，数码相片和激光打印等。现在市场上有大量的支持蓝牙 1.2 协议产品，比如 PDA、手机、电脑、无线耳机、车载免提设备等，其中手机应用最多。2005 年 12 月支持此 2.0 协议的第一批设备已经出现在市场上，包括应用在手机上。

Wi-Fi 技术代表“无线保真”，指 802.11 标准的 IEEE802.11b 子集。1999 年 9 月，电子和电气工程师协会(IEEE)批准了 IEEE 802.11b 规范，这个规范也称为 Wi-Fi。IEEE 802.11b 定义了用于在共享的无线局域网（WLAN）进行通信的物理层和媒体访问控制（MAC）子层。在物理层，IEEE 802.11b 采用 2.45 GHz 的无线频率，最大的位速率达 11 Mbps，传输距离可达 100 米使用直接序列扩频（DSSS）传输技术。IEEE 802.11 定义了两种运作模式：特殊（Ad hoc）模式和基础（Infrastructure）模式。在 Ad hoc 模式（也称为点对点模式）下，无线客户端直接相互通信（不使用无线 AP)。使用 Ad hoc 模式通信的两个或多个无线客户端就形成了一个独立基础服务集（Independent Basic Service Set，IBSS)。Ad hoc 模式用于在没有提供无线 AP 时连接无线客户端，因此支持 Wi-Fi 的产品之间可以通过 Ad hoc

直接连接通信。现在市场上有大量的包含 Wi-Fi 技术的产品，主要是 PDA、笔记本电脑、和部分手机。

目前，支持手机电视的网络包括了数字多媒体广播(DMB)、用于手持设备的地面数字视频广播 (DVB-H)和高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)，数字多媒体广播又包括卫星广播和地面广播两类。支持数字多媒体广播网、用于手持设备的地面数字视频广播或高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)的手机或其他手持设备一般有两种实现方法，一是外接式的 DMB 接收模块或 DVB-H 接收模块，利用 SDIO 接口、CF 卡接口，直接连接到 PDA 或手机或其他手持设备；另一个应用是直接将 DMB 接收模块、DVB-H 接收模块或 MediaFLO 接收模块集成到手机或其他手持设备中。

所需要的接收、调谐和解调的 DMB 接收机模块是已知的，解调出的数据传递给一个接口用于进一步在系统的其他单元处理。例如手机或其他手持设备的软件系统中集成接收模块的驱动程序和多媒体应用程序，把 DMB 接收到的移动视频流媒体、 DAB 声音帧和服务信息以及的快速信息频道(FCI)频道的各种信息转换为用户可以直接使用的格式。

同样，所需要的接收、调谐和解调的 DVB-H 接收机模块是已知的，解调出的 IP 数据包传递给一个接口用于进一步在系统的其他单元处理。例如手机或其他手持设备的软件系统中集成接收模块的驱动程序和视频应用程序，把 DVB-H 接收到的包含视频流或音频流或其他数据对象的 IP 数据包转换为用户可以直接使用的格式。

同样，所需要的接收、调谐和解调的 MediaFLO 接收机模块是已知的，解调出的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息传递给一个接口用于进一步在系统的其他单元处理。例如手机或其他手持设备的软件系统中集成接收模块的驱动程序和视频应用程序，把 MediaFLO 接收到的解调出的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为用户可以直接使用的格式。

然而，目前支持数字多媒体广播网或用于手持设备的地面数字视频广播或高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)的手机或其他手持设备这两种解决方案都有几个共同的技术缺点。第一，接收信号的容易受到影响。当使用环境在建筑物内时，接收的信号可能会比较差，如果采用较大的天线，对手持设备特别是手机的使用带来不便。第二，手持设备的耗电增加很多。在手持设备尤其是手机中，省电一直是个最重要的课题，如现有的接收模块的调谐器的功耗都比较大,减少了手持设备尤其是手机的电池使用时间。第三，在其他设计不变的情况下，增加 DMB 接收模块或 DVB-H 接收模块或 MediaFLO 接收模块，对直接将 DMB 或 DVB-H 或 MediaFLO 接收模块集成到设备中的手机或其他手持设备产品

来说，产品的尺寸会增加，对使用 SDIO 或 CF 接口 DMB 或 DVB-H 接收模块产品来说，由于现有的 DMB 接收模块或 DVB-H 接收模块都不足够小，从而要超出手机或手持设备产品的正常轮廓，这两种情况对于注重产品尺寸的手持产品尤其是手机来说都是不利因素。

另外，对于已经有手机或手持设备的用户来说，其产品必须有 SDIO、CF 或其他接口或者必须更换为集成这种接口的产品或者更换为集成 DMB 接收模块或 DVB-H 接收模块的新产品，才能够使用数字多媒体广播或用于手持设备的地面数字视频广播系统提供的服务。对于已经有手机或手持设备的用户来说，现在没有办法能够支持其产品集成 MediaFLO 接收模块，如果不更换手机或手持设备，不能够使用高通公司(QUALCOMM)提出的移动电视标准系统提供的服务。这样对于数字多媒体广播系统或用于手持设备的地面数字视频广播或高通公司(QUALCOMM)提出的移动电视标准推广是不利的因素。也增加了消费者的负担。

综上所述，市场上迫切需要一种能够改善接收信号、耗电和尺寸问题，并且充分利用用户已有手机或其他手持设备能够灵活升级为支持接收数字多媒体广播或用于手持设备的地面数字视频广播或高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)服务的产品的方案。

发明内容

本发明的目的是在这些情况下提供一种更简单的连接 DMB 接收模块或 DVB-H 接收模块或 FLO 接收模块到手机或其他手持电子设备的数字多媒体广播或用于手持设备的地面数字视频广播或 MediaFLO 服务的接收并传送的方法及所使用的终端，该方法及所使用的终端能够在不增加产品尺寸的情况下，相对现有的连接 DMB 接收模块或 DVB-H 接收模块或 FLO 接收模块的手机或其他手持电子设备，更好的解决耗电问题，和在很多情况下提供更好的接收信号。

作为本发明第一方面的数字多媒体广播(DMB)的接收并传送的方法，其特征在于，包括：

接收步骤，该步骤接收 DMB 信号并且转换这些信号成为包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号；

传送步骤，将馈送过来的包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号转换为适合于传输到外部设备的一种格式并传送至外部设备。

作为本发明第二方面的用于手持设备的地面数字视频广播(DVB-H)的接收并传送的方法，其特征在于,包括：

接收步骤，该步骤接收 DVB-H 信号并且转换这些信号成为包含视频流或音频流或其他数据对象的 IP 数据包；

传送步骤，将馈送过来的包含视频流或音频流或其他数据对象的 IP 数据包转换为适合于传输到外部设备的一种格式并传送至外部设备。

作为本发明第三方面的用于高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)的接收并传送的方法，其特征在于,包括：

接收步骤，该步骤接收 FLO 信号并且转换这些信号成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息；

传送步骤，将馈送过来的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为适合于传输到外部设备的一种格式并传送至外部设备。

在上述的接收并传送的方法中所述接收步骤和所述传送步骤是在一具有一独立电源的终端中完成的。

在上述的接收并传送的方法的所述传送步骤中，可以采用有线或无线的方式进行传送。所述无线传送方式包含蓝牙无线传送方式或 Wi-Fi 无线传送方式。

作为本发明第四方面的一种终端，是用于实现上述数字多媒体广播接收步骤和传送步骤的 DMB 终端，其特征在于，该 DMB 终端具有一独立的电源并包括：

接收子模块，该接收子模块将接收 DMB 信号并且转换这些信号成为包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号；

通信子模块，该通信子模块将接收模块馈送过来的包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号转换为适合于传输到外部设备的一种格式并传送至外部设备；

壳体，该壳体用来承装所述接收子模块和通信子模块以及电源，其中电源为所述接收子模块和所述通信子模块供电。

在上述结构的 DMB 终端中，还包括一微处理器，所述微处理器与接收子模块和通信子模块连接，对接收子模块和通信子模块的工作状态进行设置，接收接收子模块送出的包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据；并将这些数据传递给通信子模块进行编码甚至压缩。

在上述结构的 DMB 终端中，所述接收子模块包括一用于接收 DMB 信号（BandIII(174~240Mhz)或 L-Band(1452~1492Mhz)）并且转换这些信号成为基带电路可接收的中频或低频信号的射频电路接收调谐部分，和一接收这些中频或低频信号并转换成为包含移动视

频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号的基带电路部分。

在上述结构的 DMB 终端的接收子模块中，所述基带电路部分转换成为的包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号可以通过通信子模块的射频电路发送。

在上述结构的 DMB 终端的接收子模块中，所述射频电路接收调谐部分连接一天线，用作接收 DMB 信号。

在上述结构的 DMB 终端中，所述通信子模块包括一用于接收包含控制或配置数据信号并传送包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据信号的射频电路部分，和一与射频电路部分双向连接并可按照一定格式标准发送和接收信号的的基带带路部分。

作为本发明第五方面的另一种终端，是用于实现上述用于手持设备的地面数字视频广播的接收步骤和传送步骤的 DVB-H 终端，其特征在于，该 DVB-H 终端具有一独立的电源并包括：

接收子模块，该接收子模块将接收 DVB-H 信号并且转换这些信号成为包含视频流或音频流或其他数据对象的 IP 数据包；

通信子模块，该通信子模块将接收模块馈送过来的包含视频流或音频流或其他数据对象的 IP 数据包转换为适合于传输到外部设备的一种格式并传送至外部设备。

壳体，该壳体用来承装所述接收子模块和通信子模块以及电源，其中电源为所述接收子模块和所述通信子模块供电。

在上述结构的 DVB-H 终端中，还包括一微处理器，所述微处理器与接收子模块和通信子模块连接，对接收子模块和通信子模块的工作状态进行设置，接收接收子模块送出的包含视频流或音频流或其他数据对象的 IP 数据包；并将这些数据传递给通信子模块进行编码甚至压缩。

在上述结构的 DVB-H 终端中，所述接收子模块包括一用于接收 VHF(174~230Mhz)或 UHF(470~838Mhz)的 DVB-H 信号并且转换这些信号成为基带电路可接收的中频或低频信号的射频电路接收调谐部分，和一接收这些中频或低频信号并转换成为包含视频流或音频流或其他数据对象的 IP 数据包的基带电路部分。

在上述结构的 DVB-H 终端的接收子模块中，所述基带电路部分转换成为的包含视频流或音频流或其他数据对象的 IP 数据包可以通过通信子模块的射频电路发送。

在上述结构的 DVB-H 终端的接收子模块中，所述射频电路接收调谐部分连接一天线，用作接收 DVB-H 信号。

在上述结构的 DVB-H 终端中，所述通信子模块包括一用于接收包含控制或配置数据信号并传送包含包含视频流或音频流或其他数据对象的 IP 数据包的射频电路部分，和一与射频电路部分双向连接并可按照一定格式标准发送和接收信号的的基带带路部分。

作为本发明第六方面的另一种终端，是用于实现上述高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)的接收步骤和传送步骤的 MediaFLO 终端，其特征在于，该 MediaFLO 终端具有一独立的电源并包括：

接收子模块，该接收子模块将接收 MediaFLO 信号并且转换这些信号成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息；

通信子模块，该通信子模块将接收模块馈送过来的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为适合于传输到外部设备的一种格式并传送至外部设备。

壳体，该壳体用来承装所述接收子模块和通信子模块以及电源，其中电源为所述接收子模块和所述通信子模块供电。

在上述结构的 MediaFLO 终端中，还包括一微处理器，所述微处理器与接收子模块和通信子模块连接，对接收子模块和通信子模块的工作状态进行设置，接收接收子模块送出的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息；并将这些数据传递给通信子模块进行编码甚至压缩。

在上述结构的 MediaFLO 终端中，所述接收子模块包括一用于接收 VHF(174~230Mhz)或 UHF(470~838Mhz)或 L-Band(L1（1452-1492MHz）和 L2（1660-1685MHz））的 MediaFLO 信号并且转换这些信号成为基带电路可接收的中频或低频信号的射频电路接收调谐部分，和一接收这些中频或低频信号并转换成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息的基带电路部分。

在上述结构的 MediaFLO 终端的接收子模块中，所述基带电路部分转换成为的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息可以通过通信子模块的射频电路发送。

在上述结构的 MediaFLO 终端的接收子模块中，所述射频电路接收调谐部分连接一天线，用作接收 MediaFLO 信号。

在上述结构的 MediaFLO 终端中，所述通信子模块包括一用于接收包含控制或配置数据

信号并传送多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息的射频电路部分，和一与射频电路部分双向连接并可按照一定格式标准发送和接收信号的的基带带路部分。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述电源中包括一电源管理模块，所述电源管理模块与电池、接收子模块、通信子模块以及微处理器连接，电源管理模块由电池接收电能，并转化为接收子模块、通信子模块以及微处理器所需要的不同工作电压。

在上述结构的电源管理模块中，还可以接一电池状态指示灯。电源管理模块同时侦测电池容量，当电池容量太低不足以使系统正常工作时控制电池状态指示灯为警告状态，以提醒用户更换电池。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述通信子模块可以采用有线或无线的方式将信号传送至外部设备。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述接收子模块处理所得的信息数据可以通过微处理器和外部电路连接馈送给外部设备。

所述微处理器包含实现通信子模块与外部设备双向传输的接口电路。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述微处理器内设置有休眠/唤醒模式，当微处理器处于休眠状态时，所述的接收子模块与通信子模块处于省电状态，同时微处理器自身也进入省电但是又能够接收带唤醒信号的状态；当微处理器接收到唤醒信号时，微处理器首先自身恢复到工作状态，然后设置接收子模块与通信子模块和电源管理模块到工作状态。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述微处理器的休眠与唤醒状态通过一连接在微处理器上的休眠/唤醒状态切换开关开实现的。用户可以通过切换开关来通知微处理器进入休眠或唤醒状态。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述微处理器还连接了一个接收子模块状态指示灯与一个通信子模块状态指示灯。当接收子模块在正常工作时，微处理器设置接收子模块状态指示灯为亮，当接收子模块处于省电状态时，微处理器设置接收子模块状态指示灯为暗，当接收子模块在不能正常的工作状态时，微处理器设置接收子模块状态指示灯为闪烁。同样地，当通信子模块分别在正常工作状态、省电状态或不正常的工作状态时，微处理器分别设置通信子模块状态指示灯为亮、暗或闪烁。

在上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述微处理器还包括一

存储器，微处理器把用户对接收子模块设置的数据保存在存储器中。这样，当用户在断开通信子模块与对应通信的外部设备连接后，再一次的连接时微处理器默认使用上次保存的配置数据。

在上述结构的通信子模块中，所述基带带路部分可以对发送和接受的信号编码和解码。

在上述结构的通信子模块中，所述射频电路部分连接一天线，用作接收和发送一定格式的信号。

上述结构的 DMB 终端或 DVB-H 终端或 MediaFLO 接收终端中，所述通信子模块包括蓝牙(Bluetooth)子模块或者包括 Wi-Fi 子模块。

在上述结构的通信子模块中，所述蓝牙子模块或 Wi-Fi 子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块。

当通信子模块为对按照所述蓝牙标准或 Wi-Fi 标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块时，所述微处理器负责读取蓝牙子模块或 Wi-Fi 子模块接收到蓝牙通信或 Wi-Fi 通信的另一方传递来的控制或配置数据并转化为接收子模块可以识别的格式，再馈送给接收子模块进行配置或控制。

由于采用了如上的设计方案，本发明允许与那些具有用于所述格式的对应通信接口的外部设备一起使用 DMB 接收终端或 DVB-H 终端或 MediaFLO 接收终端。这样，具有对应通信接口的外部设备，例如手机，不用做任何硬件的更改就可以使用数字多媒体广播或用于手持设备的地面数字视频广播或 MediaFLO 的服务，也不需要对原来的尺寸做任何改变。而且由于本发明的终端可以做成有自己的电池或电源的产品，使得与该终端通信的具有对应通信接口的外部设备在接收数字多媒体广播(DMB)或用于手持设备的地面数字视频广播(DVB-H) 或 MediaFLO 服务时不用提供终端所需的电能。另外，由于所述通信子模块相互通信的距离在 10 米(如蓝牙 1.2)或 100 米(如 Wi-Fi)或 250 米(如蓝牙 2.0)，可将采用本发明的终端放置在较容易接收到数字多媒体广播(DMB)或用于手持设备的地面数字视频广播(DVB-H) 或 MediaFLO 信号的地方，然后再通过通信子模块将视频/音频/多媒体数据/IP 数据包或系统信息发送给对应通信接口的外部设备。

由于通信子模块是蓝牙(Bluetooth)子模块或者 Wi-Fi 子模块，通过它，所述解调制得到的视频/音频/多媒体数据/IP数据包或系统信息可以按照蓝牙标准或Wi-Fi标准转换并且通过无线装置发送。按照蓝牙标准(BT 标准) 或 Wi-Fi 标准的一种通信子模块在这方面是特别有利的，因为已经有大量的手持电子设备包括手机、掌上游戏机和 PDA 已经具有蓝牙和/或 Wi-Fi 的接口，而且越来越多的设备正在成为具有蓝牙接口标准的设备。

另外通信子模块可以采用设计成对按照所述BT标准或Wi-Fi标准编码的信号进行接收和解码的蓝牙子模块或 Wi-Fi 子模块，这样本发明的终端不仅可以接收 DMB 信号或 DVB-H 信号或MediaFLO信号而且可以接收来自其它外部设备的数据，并且在适当的情况下可以因此相应地被控制。

本发明的终端中的接收子模块具有射频电路接收调谐部分和基带电路部分，可以用于处理接收的 DMB 信号(BandⅢ(174~240Mhz)，L-Band(1452~1492Mhz)) 或 DVB-H 信号(VHF(174~230Mhz),UHF(470~838Mhz)或MediaFLO信号(VHF(174-240MHz)/UHF(470-862MHz)/L-Band(L1（1452-1492MHz）和 L2（1660-1685MHz）))以及处理要在至少一个射频发送的BT信号或Wi-Fi信号，通信子模块具有射频电路部分和基带电路部分，可以用以处理接收和发送的BT信号(2.402~2.4835GHz)或Wi-Fi信号(2.45 GHz)，可以使本发明的终端格外微型化。

在本发明的终端中，设置一接口电路，通过它，解调得到的视频/音频/多媒体数据/IP数据包或系统信息可以馈送给一个外部导线连接的设备，实现有线的传输。另外将接口电路设计成从外部设备到所述子模块的数据的线路传输模式。这样允许本发明的终端和不具有按照蓝牙和Wi-Fi标准的接口的外部设备之间的数据的线路传输。

在本发明的终端中，使用的微处理器设置有“休眠”和“唤醒”两种模式，在所述休眠时令其只消耗微量电流，唤醒后即正常工作。这样可以使本发明的终端更省电。

在本发明的终端中，通过设置接受子模块状态指示灯、通信子模块指示灯和电池状态指示灯，可用指示灯不同的发光状态，来分别表示接收子模块、通信子模块以及电池的不同工作状态。

在本发明的终端中，通过存储器存储，可以动态存储用户上次的设置，便于在下次用户使用时自动调用用户上次的设置。

附图说明

以下结合附图和具体实施方式来进一步描述本发明，但本发明的技术方案并不局限于下面附图和具体实施方式的描述。

图1为本发明在接收及传送数字多媒体广播方面应用的一个示意图。

图2为本发明在接收及传送用于手持设备的地面数字视频广播方面应用的一个示意图。

图3为本发明DMB终端的第一实施例的一个示意图。

图4为本发明DMB终端的第二实施例的一个示意图。

图 5 为本发明 DMB 终端的一个产品实施例的硬件功能方块图。

图 6 为本发明 DMB 终端的的一个产品实施例的 DMB 数据通信流程示意图。

图 7 为本发明 DVB-H 终端的第一实施例的一个示意图。

图 8 为本发明 DVB-H 终端的第二实施例的一个示意图。

图 9 为本发明 DVB-H 终端的一个产品实施例的硬件功能方块图。

图 10 为本发明 DVB-H 终端的的一个产品实施例的 DVB-H 数据通信流程示意图。

图 11 为本发明在接收及传送高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)应用的一个示意图。

图 12 为本发明 MediaFLO 终端的第一实施例的一个示意图。

图 13 为本发明 MediaFLO 终端的第二实施例的一个示意图。

图 14 为本发明 MediaFLO 终端的一个产品实施例的硬件功能方块图;

图 15 为本发明 MediaFLO 终端的的一个产品实施例的 MediaFLO 数据通信流程示意图;

图中：1 为 DMB 终端，1a 为 DVB-H 终端，1b 为 MediaFLO 终端，2 为 DMB 终端的接收子模块，21 为 DMB 终端的接收子模块的射频电路接收调谐部分，22 为 DMB 终端的接收子模块的基带电路部分，2a 为 DVB-H 终端的接收子模块，21a 为 DVB-H 终端的接收子模块的射频电路接收调谐部分，22a 为 DVB-H 终端的接收子模块的基带电路部分，2b 为 MediaFLO 终端的接收子模块，21b 为 MediaFLO 终端的接收子模块的射频电路接收调谐部分，22b 为 MediaFLO 终端的接收子模块的基带电路部分，3 为 DMB 终端的通信子模块，31 为 DMB 终端的通信子模块的射频电路部分，32 为 DMB 终端的通信子模块的基带电路部分，3a 为 DVB-H 终端的通信子模块，31a 为 DVB-H 终端的通信子模块的射频电路部分，32a 为 DVB-H 终端的通信子模块的基带电路部分，3b 为 MediaFLO 终端的通信子模块，31b 为 MediaFLO 终端的通信子模块的射频电路部分，32b 为 MediaFLO 终端的通信子模块的基带电路部分，4 为 DMB 终端的接收子模块接收的天线，4a 为 DVB-H 终端的接收子模块接收的天线，4b 为 MediaFLO 终端的接收子模块接收的天线，5 为 DMB 终端的通信子模块接收和发射的天线，5a 为 DVB-H 终端的通信子模块接收和发射的天线，5b 为 MediaFLO 终端的通信子模块接收和发射的天线，6 为 DMB 终端的微处理器和对外接口电路，61 为 DMB 终端的接口电路的外部导线连接，6a 为 DVB-H 终端的微处理器和对外接口电路，61a 为 DVB-H 终端的接口电路的外部导线连接，6b 为 MediaFLO 终端的微处理器和对外接口电路，61b 为 MediaFLO 终端的接口电路的外部导线连接，7 为 DMB 终端的供电电路，71 为 DMB 终端的电池，72 为 DMB 终端的电源管理模块，7a 为 DVB-H 终端的供电电路，71a 为 DVB-H 终端的电池，72a 为 DVB-H 终端的电源管理

模块，7b 为 MediaFLO 终端的供电电路，71b 为 MediaFLO 终端的电池，72b 为 MediaFLO 终端的电源管理模块，8 为 DMB 终端的接收子模块和通信子模块的公共子模块，81 为 DMB 终端的公共子模块的射频电路部分，82 为 DMB 终端的公共子模块的基带电路部分，8a 为 DVB-H 终端的接收子模块和通信子模块的公共子模块，81a 为 DVB-H 终端的公共子模块的射频电路部分，82a 为 DVB-H 终端的公共子模块的基带电路部分，8b 为 MediaFLO 终端的接收子模块和通信子模块的公共子模块，81b 为 MediaFLO 终端的公共子模块的射频电路部分，82b 为 MediaFLO 终端的公共子模块的基带电路部分，9 为 DMB 终端的微处理器，91 为 DMB 终端的接收子模块状态指示灯，92 为 DMB 终端的通信子模块状态指示灯，93 为 DMB 终端的电池状态指示灯，9a 为 DVB-H 终端的微处理器，91a 为 DVB-H 终端的接收子模块状态指示灯，92a 为 DVB-H 终端的通信子模块状态指示灯，93a 为 DVB-H 终端的电池状态指示灯，9b 为 MediaFLO 终端的微处理器，91b 为 MediaFLO 终端的接收子模块状态指示灯，92b 为 MediaFLO 终端的通信子模块状态指示灯，93b 为 MediaFLO 终端的电池状态指示灯，10 为 DMB 终端的休眠/唤醒状态切换开关，10a 为 DVB-H 终端的休眠/唤醒状态切换开关，10b 为 MediaFLO 终端的休眠/唤醒状态切换开关，111 为带有蓝牙功能的笔记本电脑，112 为带有蓝牙功能的 PMP，113 为带有蓝牙功能的 PDA，114 为带有蓝牙功能的智能手机，121 为 DMB 发射台，121a 为 DVB-H 发射台，121b 为 MediaFLO 发射台，131 为 DMB 调制信号，131a 为 DVB-H 调制信号，131b 为 MediaFLO 调制信号，132 为蓝牙调制信号，221 为解调过的视频/音频/多媒体业务数据，221a 为解调过的包含视频/音频的 IP 数据包，221b 为解调过的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息，222 为 DMB 终端的状态/控制数据，222a 为 DVB-H 终端的状态/控制数据，222b 为 MediaFLO 终端的状态/控制数据。

具体实施方式

图 1 中给出的本发明数字多媒体广播的接收并传送的方法应用的一个示意图。

DMB 接收的终端 1 从 DMB 发射台接收数字多媒体广播调制信号 131 并且转换数字多媒体广播调制信号 131 成为包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据；然后将馈送过来的包含移动视频流媒体、 DAB 声音帧和服务信息以及的快速信息频道(FCI)频道的各种信息数据转换为蓝牙调制信号 132，与带有蓝牙功能的笔记本电脑 111、带有蓝牙功能的 PMP112、带有蓝牙功能的 PDA113 或带有蓝牙功能的智能手机 114 通信。

当然也可以将馈送过来的包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息

频道(FCI)频道的各种信息数据转换为 Wi-Fi 信号，与带有 Wi-Fi 功能的笔记本电脑、带有 Wi-Fi 功能的 PMP、带有 Wi-Fi 功能的 PDA 或带有 Wi-Fi 功能的智能手机通信。

图 2 中给出的本发明用于手持设备的地面数字视频广播的接收并传送的方法应用的一个示意图。

DVB-H 接收的终端 1a 从 DVB-H 发射台接收用于手持设备的地面数字视频广播调制信号 131a，如 VHF(174~230Mhz)或 UHF(470~838Mhz)的 DVB-H 信号，并且转换成为包含视频流或音频流或其他数据对象的 IP 数据包；然后将馈送过来的包含视频流或音频流或其他数据对象的 IP 数据包转换为蓝牙调制信号 132，与带有蓝牙功能的笔记本电脑 111、带有蓝牙功能的 PMP112、带有蓝牙功能的 PDA113 或带有蓝牙功能的智能手机 114 通信。

当然也可以将馈送过来的包含视频流或音频流或其他数据对象的 IP 数据包转换为 Wi-Fi 信号，与带有 Wi-Fi 功能的笔记本电脑、带有 Wi-Fi 功能的 PMP、带有 Wi-Fi 功能的 PDA 或带有 Wi-Fi 功能的智能手机通信。

图 3 示出按照本发明的 DMB 接收的终端 1 的第一实施例，其中包括一个 DMB 接收的终端 1 的接收子模块 2 以及一个通信子模块 3，它按照已知的蓝牙（BT）标准操作。当然也可以按照已知的 Wi-Fi 标准操作。

按照已知的蓝牙（BT）标准操作时，DMB 接收的终端 1 的接收子模块 2 具有一个用于接收 DMB 信号(BandIII(174~240Mhz)和/或 L-Band(1452~1492Mhz))并且转换这些信号成为基带电路部分 22 可接收的中频或低频信号的射频电路接收调谐部分 21。这些中频或低频信号通过一个连接到射频电路接收调谐部分 21 的基带电路部分 22 转换成为包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据。此过程在背景技术部分已简单介绍。已知用于此目的的各种信号处理方法，这里就不进一步解释了。

BT 的通信子模块 3 包括一个用于在蓝牙频带（BT 频带）接收并且传输信号的射频电路部分 31，它大约位于 2400 和 2483.5Mhz 之间的频率范围，还包括一个 BT 的基带电路部分 32，它具有一个对射频电路部分 31 的双向连接并且要按照 BT 标准发送和接收的 BT 信号通过 BT 的基带电路部分 32 被编码和解码，并且必要时被压缩和解压。用于此目的的信号处理方法也是已知的，因此这里就不进一步解释了。

接收子模块 2 的射频电路接收调谐部分 21 连接到一个天线 4。天线 4 用作终端 1 的接收 DMB 信号。

通信子模块 3 的射频电路部分 31 连接到一个天线 5。天线 5 用作接收和发送蓝牙信号。

接收子模块 2 和通信子模块 3 的两个基带电路部件 22、32 连接到一个微处理器和对外

接口电路 6，该接口电路 6 可以设计在微处理器 9 中，通过它接收子模块 2 和通信子模块 3 可以彼此交换数据，如同它们可以通过一个外部线路连接 61 与外部设备（未示出）交换数据。接收子模块 2 和通信子模块 3 设计为独立功能单元。

因此，借助于 DMB 接收的终端 1 的接收子模块 2，DMB 信号可以被接收、转换成为包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据，这些信息数据然后经微处理器和对外接口电路 6 馈送到 BT 的通信子模块 3，以便在转换为根据 BT 标准编码的信号之后，经天线 5 将这些数据发送到另一设备（例如，一个智能手机、一个 PDA 等），该另一设备具有用于对 BT 编码信号进行接收和解码的接口。该设备可以进一步处理从它所接收的 BT 编码信号，得到包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据，然后送给运行于此设备的应用程序以转换为用户可以直接使用的格式(图像、声音、视频或其他信息)。

另一方面，所示 DMB 信号处理所得的信息数据还可以通过微处理器和对外接口电路 6 和外部线路连接 61 馈送给不具有蓝牙接口的设备（例如通过通用串行总线(USB)馈送给一台 PC 机)。

而且还有可能通过天线 5 和通信子模块 3,从其它按照 BT 标准编码的设备接收 BT 信号，所示 BT 信号然后被转换到基带、被解码并通过微处理器和对外接口电路 6 和外部线路连接 61 馈送到一个被连接的用于控制和/或数据通信的设备。相反地，微处理器和对外接口电路 6 还可设计用于从外部设备到子模块 3 的数据的线路传输。

DMB 接收的终端 1 连接到供电电路 7,特别地，供电电路 7 包括可以拆卸的电池或不可拆卸的充电电池。

图 4 示出按照本发明的终端 1 的第二个实施例，其中图 1 中所示的分离的接收子模块 2 和通信子模块 3 结合成一个公共子模块 8。

该公共子模块 8 包括一个分别用于 DMB 信号和 BT 信号的公共射频电路部分 81，与一个公共基带电路部分 82 一起，公共射频电路部分 81 合并射频电路接收调谐部分部份 21 和射频电路部分 31 的功能，公共基带电路部分 82 合并了按照图 3 的基带电路部分 22 和 32 的功能。

另外，这里也提供如同第一实施例中所示的一个天线 4 和一个天线 5，天线 4 用作接收 DMB 信号，天线 5 用于接收和发送蓝牙信号。同时，在第二实施例中，如上解释，也有一个微处理器和对外接口电路 6，用于通过外部线路连接 61 与其它设备的双向连接。

最后，在第二实施例中，如上解释，也有与供电电路 7 连接的接口。

第二实施例的基本功能和它的应用范围与第一实施例的相同，因此，就不在此解释了。

第二实施例的特别优点是它可以小型化到一个十分显著的程度，导致进一步降低制造费用并且扩大应用范围。

图 5 示出采用此 DMB 接收的终端 1 的一个产品实施例的硬件功能方块图，其中 DMB 接收的终端 1 的射频电路接收调谐部分 21 是独立的电路部件，DMB 接收的终端 1 的基带电路部分 22 也是独立的电路部件。

蓝牙通信子模块 3 作为独立的电路部件合并了蓝牙的射频电路部分 31 和基带电路部分 32。天线 4 用于接收 L-Band(1452~1492Mhz)的 DMB 信号并传递给天线 4 连接的 DMB 的接收子模块 2 的射频电路接收调谐部分 21。天线 5 用于接收和发送 2400 和 2483.5Mhz 之间的蓝牙信号并传递给天线 5 连接的蓝牙通信子模块 3。

微处理器 9 连接了 DMB 的接收子模块 2 的基带电路部分 22 和蓝牙通信子模块 3，微处理器 9 负责设置 DMB 的接收子模块 2 的基带电路部分 22 和蓝牙通信子模块 3 到可以工作的状态，接收 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 送出的包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据，并将这些数据传递给蓝牙通信子模块 3 进行编码甚至有可能压缩。相反地，当通过天线 5，蓝牙通信子模块 3 接收到蓝牙通信的另一方传递来的控制或配置数据时，微处理器 9 负责读取这些数据并转化为 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 可以识别的格式，然后传递给 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 进行配置或控制。

微处理器 9 另外连接了休眠/唤醒状态切换开关 10，用户可以通过休眠/唤醒状态切换开关 10 的状态来通知微处理器 9 要进入休眠或唤醒的状态。当微处理器 9 接收到休眠/唤醒状态切换开关 10 通知的休眠信号时，设置蓝牙通信子模块 3、DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22、DMB 接收的终端 1 的接收子模块 2 的射频电路接收调谐部分 21 和电源管理模块 72 到省电状态，同时微处理器 9 自身也进入到省电但是又能够接收休眠/唤醒状态开关 10 的唤醒信号的状态；当微处理器 9 接收到休眠/唤醒状态切换开关 10 通知的休眠信号时，微处理器 9 首先自身恢复到工作状态，然后设置蓝牙通信子模块 3、DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22、DMB 的接收子模块 2 的射频电路接收调谐部分 21 和电源管理模块 72 到工作状态。

微处理器 9 另外连接了 DMB 接收的终端 1 的接收子模块状态指示灯(一个发光二级管)91 和蓝牙通信子模块状态指示灯(一个发光二级管)92。当 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 和射频电路接收调谐部分 21 在正常工作时，微处理器 6 设置 DMB 接收

的终端 1 的接收子模块状态指示灯 91 为亮，当 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 和射频电路接收调谐部分 21 在省电状态时，微控制器 9 设置 DMB 的接收子模块状态指示灯 91 为暗，当 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 和射频电路接收调谐部分 21 在不能正常的工作状态时，微处理器 9 设置 DMB 接收的终端 1 的接收子模块状态指示灯 91 为闪烁。同样地，当蓝牙通信子模块 3 分别在正常工作状态、省电状态或不正常的工作状态时，微处理器 9 分别设置蓝牙通信子模块状态指示灯 92 为亮、暗、或闪烁。

最后，微处理器 9 把用户上次对 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 设置的数据保存在微处理器 9 内部连接的存储器中。这样，当用户在断开蓝牙通信子模块 3 与对应通信的蓝牙模块的连接后，再一次的连接时微处理器 9 默认使用上次保存的配置数据。

电源管理模块 72 连接了电池 71、蓝牙通信子模块 3、DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 和射频电路接收调谐部分 21、微处理器 6 和电池状态指示灯(一个发光二级管)93。电源管理模块 72 由电池 71 接收电能，并转化出蓝牙子模块 3、DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 和射频电路接收调谐部分 21 以及微处理器 6 所需要的不同工作电压。电源管理模块 72 同时侦测电池 71 的蓄电容量，当电池容量太低不足以时系统正常工作时控制电池状态指示灯 93 为警告状态，以提醒用户更换电池 71。

图 6 示出采用此 DMB 接收的终端 1 的一个产品实施例的 DMB 数据通信流程示意图；包含 DMB 接收终端 1 的产品和带有蓝牙功能的智能手机 114 通过蓝牙信号进行通信，特别地，为了说明 DMB 多媒体数据和 DMB 模块的配置和控制数据的通信流程，这里假设智能手机 114 运行了微软的视窗移动智能手机(Windows Mobile Smartphone)操作系统。

包含移动视频流媒体、DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据 221 由微处理器 9 中的固件(firmware)从 DMB 接收的终端 1 的接收子模块 2 的基带电路部分 22 读出，添加符合蓝牙 profile 的信息后送给蓝牙通信子模块 3 编码甚至压缩发出，由智能手机 114 的蓝牙通信模块接收，运行在智能手机 114 的蓝牙模块驱动程序将解码甚至解压后的数据送给操作系统，操作系统将数据传递给蓝牙协议栈分析程序分析，解出包含移动视频流媒体、 DAB 声音帧和服务信息以及快速信息频道(FCI)频道的各种信息数据，再传递给 DMB 应用软件，由 DMB 应用软件解释为视频、图像、声音等用户直接可以观看、收听的内容。

DMB 接收的终端 1 的控制数据和状态数据 222 包含了两个方向的数据，即由智能手机

114 发送给 DMB 接收的终端 1 的控制和设置数据，以及由智能手机 114 从 DMB 接收的终端 1 读出的状态数据。由智能手机 114 发送给 DMB 接收终端 1 的控制和设置数据，从 DMB 应用软件发送给蓝牙协议栈软件添加符合蓝牙 profile 的信息后经由操作系统送给蓝牙模块驱动程序，控制蓝牙通信模块发送出去。DMB 接收的终端 1 的蓝牙通信模块接收的信息，由微处理器 9 固件解出控制和设置数据，送给 DMB 的接收子模块 2 的基带电路部分 22。由智能手机 114 从 DMB 接收的终端 1 读出的状态数据经过相反的流向传递给 DMB 应用软件，这里就不在解释了。

图 7 示出按照本发明的 DVB-H 接收的终端 1a 的第一实施例，其中包括一个 DVB-H 接收终端 1a 的接收子模块 2a 以及一个通信子模块 3a，它按照已知的蓝牙（BT）标准操作。当然也可以按照已知的 Wi-Fi 标准操作。

按照已知的蓝牙（BT）标准操作时，DVB-H 接收的终端 1a 的接收子模块 2a 具有一个用于接收 DVB-H 信号(VHF(174~230Mhz)和/或 UHF(470~838Mhz)并且转换这些信号成为基带电路部分 22a 可接收的中频或低频信号的射频电路接收调谐部分 21a。这些中频或低频信号通过一个连接到射频电路接收调谐部分 21a 的基带电路部分 22a 转换成为包含视频流或音频流或其他数据对象的 IP 数据包。此过程在背景技术部分已简单介绍。已知用于此目的的各种信号处理方法，这里就不进一步解释了。

BT 的通信子模块 3a 包括一个用于在蓝牙频带（BT 频带）接收并且传输信号的射频电路部分 31a，它大约位于 2400 和 2483.5Mhz 之间的频率范围，还包括一个 BT 的基带电路部分 32a，它具有一个对射频电路部分 31a 的双向连接并且要按照 BT 标准发送和接收的 BT 信号通过 BT 的基带电路部分 32a 被编码和解码，并且必要时被压缩和解压。用于此目的的信号处理方法也是已知的，因此这里就不进一步解释了。

接收子模块 2a 的射频电路接收调谐部分 21a 连接到一个天线 4a。天线 4a 用作终端 1a 的接收 DVB-H 信号。

通信子模块 3a 的射频电路部分 31a 连接到一个天线 5a。天线 5a 用作接收和发送蓝牙信号。

接收子模块 2a 和通信子模块 3a 的两个基带电路部件 22a、32a 连接到一个微处理器和对外接口电路 6a，通过它接收子模块 2a 和通信子模块 3a 可以彼此交换数据，如同它们可以通过一个外部线路连接 61a 与外部设备（未示出）交换数据。接收子模块 2a 和通信子模块 3a 设计为独立功能单元。

因此，借助于DVB-H接收的终端1a的接收子模块2a，DVB-H信号可以被接收、转换成为包含视频流或音频流或其他数据对象的IP数据包，这些IP数据包然后经微处理器和对外接口电路6a馈送到BT的通信子模块3a，以便在转换为根据BT标准编码的信号之后，经天线5a将这些数据发送到另一设备（例如，一个智能手机、一个PDA等），该另一设备具有用于对BT编码信号进行接收和解码的接口。该设备可以进一步处理从它所接收的BT编码信号，得到包含视频流或音频流或其他数据对象的IP数据包，然后送给运行于此设备的应用程序以转换为用户可以直接使用的格式(图像、声音、视频或其他信息)。

另一方面，所示DVB-H信号处理所得的IP数据包还可以通过微处理器和对外接口电路6a和外部线路连接61a馈送给不具有蓝牙接口的设备(例如通过通用串行总线(USB)馈送给一台PC机)。

而且还有可能通过天线5a和通信子模块3a，从其它按照BT标准编码的设备接收BT信号，所示BT信号然后被转换到基带、被解码并通过微处理器和对外接口电路6a和外部线路连接61a馈送到一个被连接的用于控制和/或数据通信的设备。相反地，微处理器和对外接口电路6a还可设计用于从外部设备到子模块3a的数据的线路传输。

DVB-H接收的终端1a连接到供电电路7a,特别地，供电电路7a包括可以拆卸的电池或不可拆卸的充电电池。

图8示出按照本实用新型的DVB-H接收的终端1a的第二个实施例，其中图7中所示的分离的接收子模块2a和通信子模块3a结合成一个公共子模块8a。

该公共子模块8a包括一个分别用于DVB-H信号和BT信号的公共射频电路部分81a，与一个公共基带电路部分82a一起，公共射频电路部分81a合并射频电路接收调谐部分部份21a和射频电路部分31a的功能，公共基带电路部分82a合并了按照图7的基带电路部分22a和32a的功能。

另外，这里也提供如同第一实施例中所示的一个天线4a和一个天线5a，天线4a用作接收DVB-H信号，天线5a用于接收和发送蓝牙信号。同时，在第二实施例中，如上解释，也有一个微处理器和对外接口电路6a，用于通过外部线路连接61a与其它设备的双向连接。

最后，在第二实施例中，如上解释，也有与供电电路7a连接的接口。

第二实施例的基本功能和它的应用范围与第一实施例的相同，因此，就不在此解释了。

第二实施例的特别优点是它可以小型化到一个十分显著的程度，导致进一步降低制造费用并且扩大应用范围。

图9示出采用此DVB-H接收的终端1a的一个产品实施例的硬件功能方块图,其中DVB-H

接收终端 1a 的射频电路接收调谐部分 21a 是独立的电路部件，DVB-H 接收的终端 1a 的基带电路部分 22a 也是独立的电路部件。

蓝牙通信子模块 3a 作为独立的电路部件合并了蓝牙的射频电路部分 31a 和基带电路部分 32a。天线 4a 用于接收 VHF(174~230Mhz)和/或 UHF(470~838Mhz)的 DVB-H 信号并传递给天线 4a 连接的 DVB-H 的接收子模块 2a 的射频电路接收调谐部分 21a。天线 5a 用于接收和发送 2400 和 2483.5Mhz 之间的蓝牙信号并传递给天线 5a 连接的蓝牙通信子模块 3a。

微处理器 9a 连接了 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 和蓝牙通信子模块 3a，微处理器 9a 负责设置 DVB-H 接收终端 1a 的接收子模块 2a 的基带电路部分 22a 和蓝牙通信子模块 3a 到可以工作的状态，接收 DVB-H 接收终端 1a 的接收子模块 2a 的基带电路部分 22a 送出的包含视频流或音频流或其他数据对象的 IP 数据包，并将这些数据包传递给蓝牙通信子模块 3a 进行编码甚至有可能压缩。相反地，当通过天线 5a，蓝牙通信子模块 3a 接收到蓝牙通信的另一方传递来的控制或配置数据时，微处理器 9a 负责读取这些数据并转化为 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 可以识别的格式，然后传递给 DVB-H 的接收子模块 2a 的基带电路部分 22a 进行配置或控制。

微处理器9a另外连接了休眠/唤醒状态切换开关10a,用户可以通过休眠/唤醒状态切换开关 10a 的状态来通知微处理器 9a 要进入休眠或唤醒的状态。当微处理器 9a 接收到休眠/唤醒状态切换开关 10a 通知的休眠信号时，设置蓝牙通信子模块 3a、DVB 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a、DVB 接收的终端 1a 的接收子模块 2a 的射频电路接收调谐部分 21a 和电源管理模块 72a 到省电状态，同时微处理器 9a 自身也进入到省电，但是又能够接收休眠/唤醒状态开关 10a 的唤醒信号的状态；当微处理器 9a 接收到休眠/唤醒状态切换开关 10a 通知的休眠信号时，微处理器 9a 首先自身恢复到工作状态，然后设置蓝牙通信子模块 3a、DVB 接收终端 1a 的接收子模块 2a 的基带电路部分 22a、DVB-H 接收的终端 1a 的接收子模块 2a 的射频电路接收调谐部分 21a 和电源管理模块 72a 到工作状态。

微处理器 9a 另外连接了 DVB-H 接收的终端 1a 的接收子模块状态指示灯(一个发光二级管)91a 和蓝牙通信子模块状态指示灯(一个发光二级管)92a。当 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 和射频电路接收调谐部分 21a 在正常工作时，微处理器 6a 设置 DVB-H 接收的终端 1a 的接收子模块状态指示灯 91a 为亮，当 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 和射频电路接收调谐部分 21a 在省电状态时，微处理器 9a 设置 DVB 接收的终端 1a 的接收子模块状态指示灯 91a 为暗，当 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 和射频电路接收调谐部分 21a 在不能正常的工作状态时，

微处理器 9a 设置 DVB-H 接收的终端 1a 的接收子模块状态指示灯 91a 为闪烁。同样地，当蓝牙通信子模块 3a 分别在正常工作状态、省电状态或不正常的工作状态时，微处理器 9a 分别设置蓝牙通信子模块状态指示灯 92a 为亮、暗、或闪烁。

最后，微处理器 9a 把用户上次对 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 设置的数据保存在微处理器 9a 内部连接的存储器中。这样，当用户在断开蓝牙通信子模块 3a 与对应通信的蓝牙模块的连接后，再一次的连接时微处理器 9a 默认使用上次保存的配置数据。

电源管理模块 72a 连接了电池 71a、蓝牙通信子模块 3a、DVB-H 接收的终端 1 的接收子模块 2a 的基带电路部分 22a 和射频电路接收调谐部分 21a、微处理器 9a 和电池状态指示灯(一个发光二级管)93a。电源管理模块 72a 由电池 71a 接收电能，并转化出蓝牙子模块 3a、DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 和射频电路接收调谐部分 21a 以及微处理器 9a 所需要的不同工作电压。电源管理模块 72a 同时侦测电池 71a 的蓄电容量，当电池容量太低不足以时系统正常工作时控制电池状态指示灯 93a 为警告状态，以提醒用户更换电池 71a。

图 10 示出采用此 DVB-H 接收的终端 1a 的一个产品实施例的 DVB-H 数据通信流程示意图；包含 DVB-H 接收的终端 1a 的产品和带有蓝牙功能的智能手机 114 通过蓝牙信号进行通信，特别地，为了说明 DVB-H 视频数据和 DVB-H 模块的配置和控制数据的通信流程，这里假设智能手机 114 运行了微软的视窗移动智能手机(Windows Mobile Smartphone)操作系统。

解调过的包含视频/音频的 IP 数据包 221a 由微处理器 9a 中的固件(firmware)从 DVB-H 接收的终端 1a 的接收子模块 2a 的基带电路部分 22a 读出，添加符合蓝牙 profile 的信息后送给蓝牙通信子模块 3a 编码甚至压缩发出，由智能手机 114 的蓝牙通信模块接收，运行在智能手机 114 的蓝牙模块驱动程序将解码甚至解压后的数据送给操作系统，操作系统将数据传递给蓝牙协议栈分析程序分析，解出包含视频/音频的 IP 数据包，再传递给 DVB-H 应用软件，由 DVB-H 应用软件解释为视频、图像、声音等用户直接可以观看、收听的内容。

DVB-H 接收终端 1a 的控制数据和状态数据 222a 包含了两个方向的数据，即由智能手机 114 发送给 DVB-H 接收的终端 1a 的控制和设置数据，以及由智能手机 114 从 DVB-H 接收的终端 1a 读出的状态数据。由智能手机 114 发送给 DVB-H 接收的终端 1a 的控制和设置数据，从 DVB-H 应用软件发送给蓝牙协议栈软件添加符合蓝牙 profile 的信息后经由操作系统送给蓝牙模块驱动程序，控制蓝牙通信模块 3a 发送出去。DVB-H 接收的终端 1a 的蓝牙通信模块接收的信息，由微处理器 9a 固件解出控制和设置数据，送给 DVB-H 接收的终端 1a 的接

收子模块 2a 的基带电路部分 22a。由智能手机 114 从 DVB-H 接收的终端 1a 读出的状态数据经过相反的流向传递给 DVB 应用软件，这里就不在解释了。

图 11 为本发明在接收及传送高通公司(QUALCOMM)提出的移动电视标准 (MediaFLO)应用的一个示意图。

MediaFLO 接收终端 1b 接收 MediaFLO 发射台的 FLO 信号 131b，并且转换成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息；然后将馈送过来的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为蓝牙调制信号 132，与带有蓝牙功能的笔记本电脑 111、带有蓝牙功能的 PMP112、带有蓝牙功能的 PDA113 或带有蓝牙功能的智能手机 114 通信。

当然也可以将馈送过来的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息转换为 Wi-Fi 信号，与带有 Wi-Fi 功能的笔记本电脑、带有 Wi-Fi 功能的 PMP、带有 Wi-Fi 功能的 PDA 或带有 Wi-Fi 功能的智能手机通信。

图 12 示出按照本发明的 MediaFLO 接收终端 1b 的第一实施例，其中包括一个 MediaFLO 接收终端 1b 的接收子模块 2b 以及一个通信子模块 3b，它按照已知的蓝牙（BT）标准操作。当然也可以按照已知的 Wi-Fi 标准操作。

按照已知的蓝牙（BT）标准操作时，MediaFLO 接收终端 1b 的接收子模块 2b 具有一个用于接收 FLO 信号(VHF(174~230Mhz)和/或 UHF(470~838Mhz) 和/或 L-Band(L1（1452-1492MHz）和 L2（1660-1685MHz）))并且转换这些信号成为基带电路部分 22b 可接收的中频或低频信号的射频电路接收调谐部分 21b。这些中频或低频信号通过一个连接到射频电路接收调谐部分 21b 的基带电路部分 22b 转换成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息。此过程在背景技术部分已简单介绍。已知用于此目的的各种信号处理方法，这里就不进一步解释了。

BT 的通信子模块 3b 包括一个用于在蓝牙频带（BT 频带）接收并且传输信号的射频电路部分 31b，它大约位于 2400 和 2483.5Mhz 之间的频率范围，还包括一个 BT 的基带电路部分 32b，它具有一个对射频电路部分 31b 的双向连接并且要按照 BT 标准发送和接收的 BT 信号通过 BT 的基带电路部分 32b 被编码和解码，并且必要时被压缩和解压。用于此目的的信号处理方法也是已知的，因此这里就不进一步解释了。

接收子模块 2b 的射频电路接收调谐部分 21b 连接到一个天线 4b。天线 4b 用作终端 1b

的接收 FLO 信号。

通信子模块 3b 的射频电路部分 31b 连接到一个天线 5b。天线 5b 用作接收和发送蓝牙信号。

接收子模块 2b 和通信子模块 3b 的两个基带电路部件 22b、32b 连接到一个微处理器和对外接口电路 6b，通过它接收子模块 2b 和通信子模块 3b 可以彼此交换数据，如同它们可以通过一个外部线路连接 61b 与外部设备（未示出）交换数据。接收子模块 2b 和通信子模块 3b 设计为独立功能单元。

因此，借助于 MediaFLO 接收终端 1b 的接收子模块 2b，FLO 信号可以被接收、转换成为多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息，这些数据然后经微处理器和对外接口电路 6b 馈送到 BT 的通信子模块 3b，以便在转换为根据 BT 标准编码的信号之后，经天线 5b 将这些数据发送到另一设备（例如，一个智能手机、一个 PDA 等），该另一设备具有用于对 BT 编码信号进行接收和解码的接口。该设备可以进一步处理从它所接收的 BT 编码信号，得到多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息，然后送给运行于此设备的应用程序以转换为用户可以直接使用的格式(图像、声音、视频或其他信息)。

另一方面，所示 FLO 信号处理所得的数据还可以通过微处理器和对外接口电路 6b 和外部线路连接 61b 馈送给不具有蓝牙接口的设备(例如通过通用串行总线(USB)馈送给一台 PC 机)。

而且还有可能通过天线 5b 和通信子模块 3b，从其它按照 BT 标准编码的设备接收 BT 信号，所示 BT 信号然后被转换到基带、被解码并通过微处理器和对外接口电路 6b 和外部线路连接 61b 馈送到一个被连接的用于控制和/或数据通信的设备。相反地，微处理器和对外接口电路 6b 还可设计用于从外部设备到子模块 3b 的数据的线路传输。

MediaFLO 接收终端 1b 连接到供电电路 7b,特别地，供电电路 7b 包括可以拆卸的电池或不可拆卸的充电电池。

图 13 示出按照本发明的 MediaFLO 接收终端 1b 的一个第二实施例，其中图 12 中所示的分离的接收子模块 2b 和通信子模块 3b 结合成一个公共子模块 8b。

该公共子模块 8b 包括一个分别用于 FLO 信号和 BT 信号的公共射频电路部分 81b，与一个公共基带电路部分 82b 一起，公共射频电路部分 81b 合并射频电路接收调谐部分部份 21b 和射频电路部分 31b 的功能，公共基带电路部分 82b 合并了按照图 12 的基带电路部分 22b

和 32b 的功能。

另外，这里也提供如同第一实施例中所示的一个天线 4b 和一个天线 5b，天线 4b 用作接收 FLO 信号，天线 5b 用于接收和发送蓝牙信号。同时，在第二实施例中，如上解释，也有一个微处理器和对外接口电路 6b，用于通过外部线路连接 61b 与其它设备的双向连接。

最后，在第二实施例中，如上解释，也有与供电电路 7b 连接的接口。

第二实施例的基本功能和它的应用范围与第一实施例的相同，因此，就不在此解释了。

第二实施例的特别优点是它可以小型化到一个十分显著的程度，导致进一步降低制造费用并且扩大应用范围。

图 14 示出采用此 MediaFLO 接收终端 1b 的一个产品实施例的硬件功能方块图，其中 MediaFLO 接收终端 1b 的射频电路接收调谐部分 21b 是独立的电路部件，MediaFLO 接收的终端 1b 的基带电路部分 22b 也是独立的电路部件。

蓝牙通信子模块 3b 作为独立的电路部件合并了蓝牙的射频电路部分 31b 和基带电路部分 32b。天线 4b 用于接收 VHF(174~230Mhz)和/或 UHF(470~838Mhz) 和/或 L-Band(L1（1452-1492MHz）和 L2（1660-1685MHz）)的 FLO 信号并传递给天线 4b 连接的 MediaFLO 的接收子模块 2b 的射频电路接收调谐部分 21b。天线 5b 用于接收和发送 2400 和 2483.5Mhz 之间的蓝牙信号并传递给天线 5b 连接的蓝牙通信子模块 3b。

微处理器 9b 连接了 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和蓝牙通信子模块 3b，微处理器 9b 负责设置 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和蓝牙通信子模块 3b 到可以工作的状态，接收 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 送出的多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息，并将这些数据包传递给蓝牙通信子模块 3b 进行编码甚至有可能压缩。相反地，当通过天线 5b，蓝牙通信子模块 3b 接收到蓝牙通信的另一方传递来的控制或配置数据时，微处理器 9b 负责读取这些数据并转化为 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 可以识别的格式，然后传递给 MediaFLO 的接收子模块 2b 的基带电路部分 22b 进行配置或控制。

.微处理器 9b 另外连接了休眠/唤醒状态切换开关 10b,用户可以通过休眠/唤醒状态切换开关 10b 的状态来通知微处理器 9b 要进入休眠或唤醒的状态。当微处理器 9b 接收到休眠/唤醒状态切换开关 10b 通知的休眠信号时，设置蓝牙通信子模块 3b、MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b、MediaFLO 接收终端 1b 的接收子模块 2b 的射频电路

接收调谐部分 21b 和电源管理模块 72b 到省电状态，同时微处理器 9b 自身也进入到省电但是又能够接收休眠/唤醒状态开关 10b 的唤醒信号的状态；当微处理器 9b 接收到休眠/唤醒状态切换开关 10b 通知的休眠信号时，微处理器 9b 首先自身恢复到工作状态，然后设置蓝牙通信子模块 3b、MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b、MediaFLO 接收终端 1b 的接收子模块 2b 的射频电路接收调谐部分 21b 和电源管理模块 72b 到工作状态。

微处理器 9b 另外连接了 MediaFLO 接收终端 1b 的接收子模块状态指示灯(一个发光二级管)91b 和蓝牙通信子模块状态指示灯(一个发光二级管)92b。当 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和射频电路接收调谐部分 21b 在正常工作时，微处理器 6b 设置 MediaFLO 接收终端 1b 的接收子模块状态指示灯 91b 为亮，当 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和射频电路接收调谐部分 21b 在省电状态时，微处理器 9b 设置 MediaFLO 接收终端 1b 的接收子模块状态指示灯 91b 为暗，当 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和射频电路接收调谐部分 21b 在不能正常的工作状态时，微处理器 9b 设置 MediaFLO 接收终端 1b 的接收子模块状态指示灯 91b 为闪烁。同样地，当蓝牙通信子模块 3b 分别在正常工作状态、省电状态或不正常的工作状态时，微处理器 9b 分别设置蓝牙通信子模块状态指示灯 92b 为亮、暗、或闪烁。

最后，微处理器 9b 把用户上次对 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 设置的数据保存在微处理器 9b 内部连接的存储器中。这样，当用户在断开蓝牙通信子模块 3b 与对应通信的蓝牙模块的连接后，再一次的连接时微处理器 9b 默认使用上次保存的配置数据。

电源管理模块 72b 连接了电池 71b、蓝牙通信子模块 3b、MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和射频电路接收调谐部分 21b、微处理器 9b 和电池状态指示灯(一个发光二级管)93b。电源管理模块 72b 由电池 71b 接收电能，并转化出蓝牙子模块 3b、MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 和射频电路接收调谐部分 21b 以及微处理器 9b 所需要的不同工作电压。电源管理模块 72b 同时侦测电池 71b 的蓄电容量，当电池容量太低不足以时系统正常工作时控制电池状态指示灯 93b 为警告状态，以提醒用户更换电池 71b。

图 15 示出采用此 MediaFLO 接收终端 1b 的一个产品实施例的 MediaFLO 数据通信流程示意图；包含 MediaFLO 接收终端 1b 的产品和带有蓝牙功能的智能手机 114 通过蓝牙信号

进行通信，特别地，为了说明 MediaFLO 视频数据和 MediaFLO 模块的配置和控制数据的通信流程，这里假设智能手机 114 运行了微软的视窗移动智能手机(Windows Mobile Smartphone)操作系统。

多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息 221b 由微处理器 9b 中的固件(firmware)从 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b 读出，添加符合蓝牙 profile 的信息后送给蓝牙通信子模块 3b 编码甚至压缩发出，由智能手机 114 的蓝牙通信模块接收，运行在智能手机 114 的蓝牙模块驱动程序将解码甚至解压后的数据送给操作系统，操作系统将数据传递给蓝牙协议栈分析程序分析，解出多媒体数据流（视频流、音频流）、非实时数据、IP 数据包和系统信息，再传递给 MediaFLO 应用软件，由 MediaFLO 应用软件解释为视频、图像、声音等用户直接可以观看、收听的内容。

MediaFLO 接收终端 1b 的控制数据和状态数据 222b 包含了两个方向的数据，即由智能手机 114 发送给 MediaFLO 接收终端 1b 的控制和设置数据，以及由智能手机 114 从 MediaFLO 接收终端 1b 读出的状态数据。由智能手机 114 发送给 MediaFLO 接收终端 1b 的控制和设置数据，从 MediaFLO 应用软件发送给蓝牙协议栈软件添加符合蓝牙 profile 的信息后经由操作系统送给蓝牙模块驱动程序，控制蓝牙通信模块 3b 发送出去。MediaFLO 接收终端 1b 的蓝牙通信模块接收的信息，由微处理器 9b 固件解出控制和设置数据，送给 MediaFLO 接收终端 1b 的接收子模块 2b 的基带电路部分 22b。由智能手机 114 从 MediaFLO 接收终端 1b 读出的状态数据经过相反的流向传递给 MediaFLO 应用软件，这里就不在解释了。

本发明的技术内容及技术特点已经揭示如上，然而本领域的技术人员仍可能基于本发明的教示及揭示而作种种不背离本发明的替换及修改。因此，本发明的保护范围应不限于实施例所揭示的内容，而应包括各种不背离本发明的替换及修改，并为本专利申请的权利要求所涵盖。

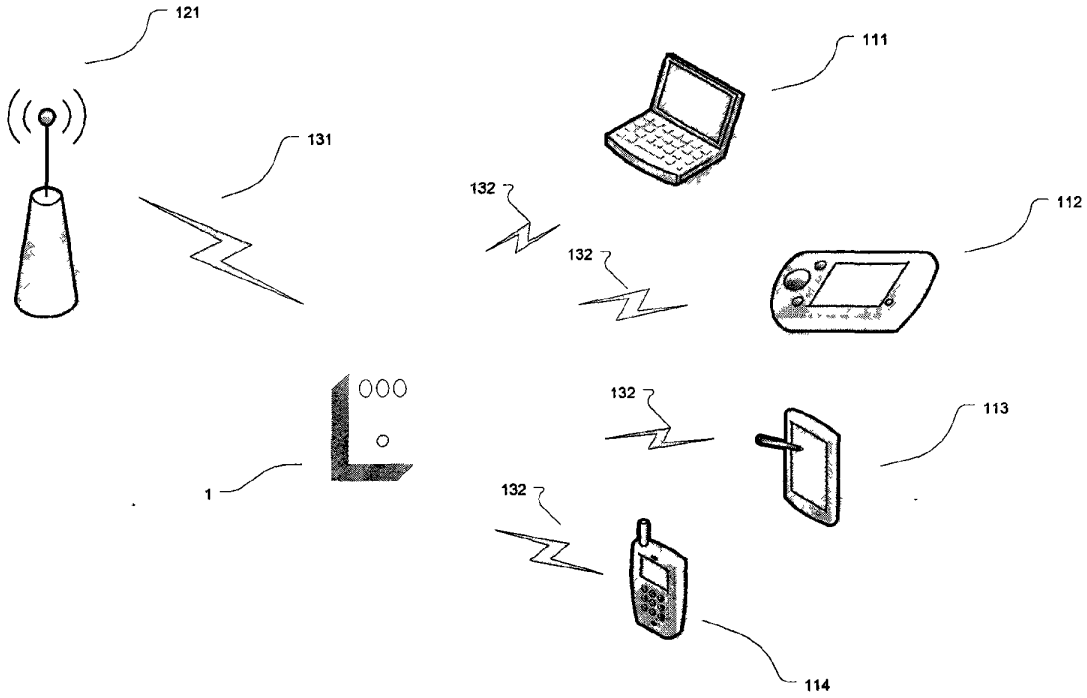

121
131
111
132
132
112
1
132
113
132
114

图 1

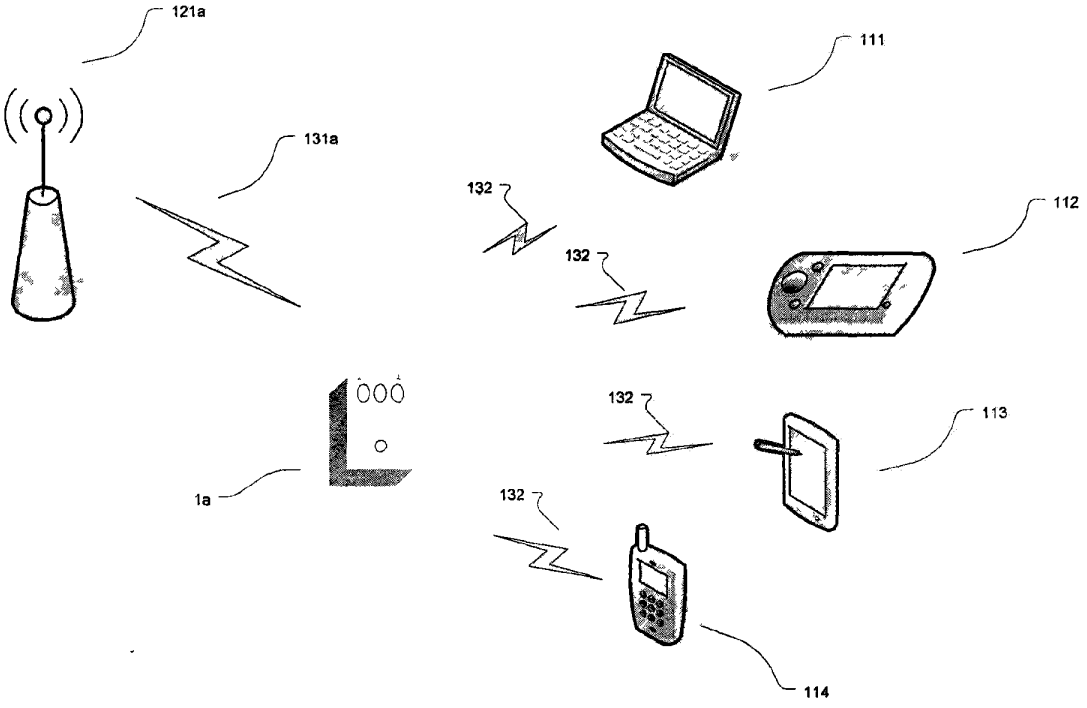

121a
131a
111
132
132
112
1a
132
113
132
114

图 2

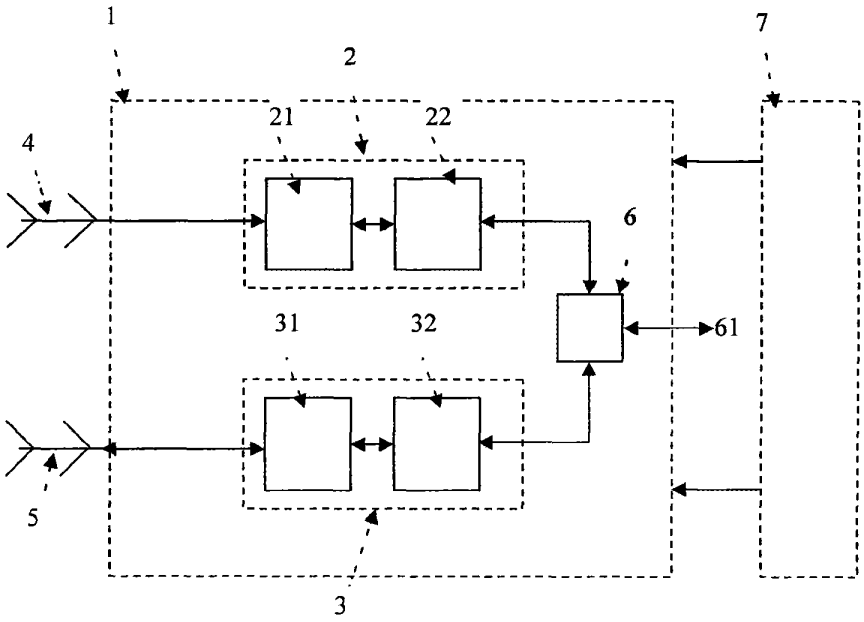


图 3

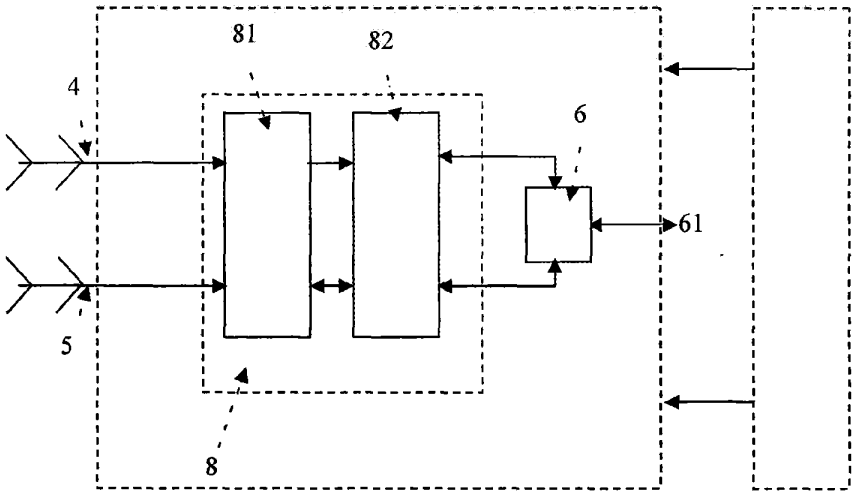


图 4

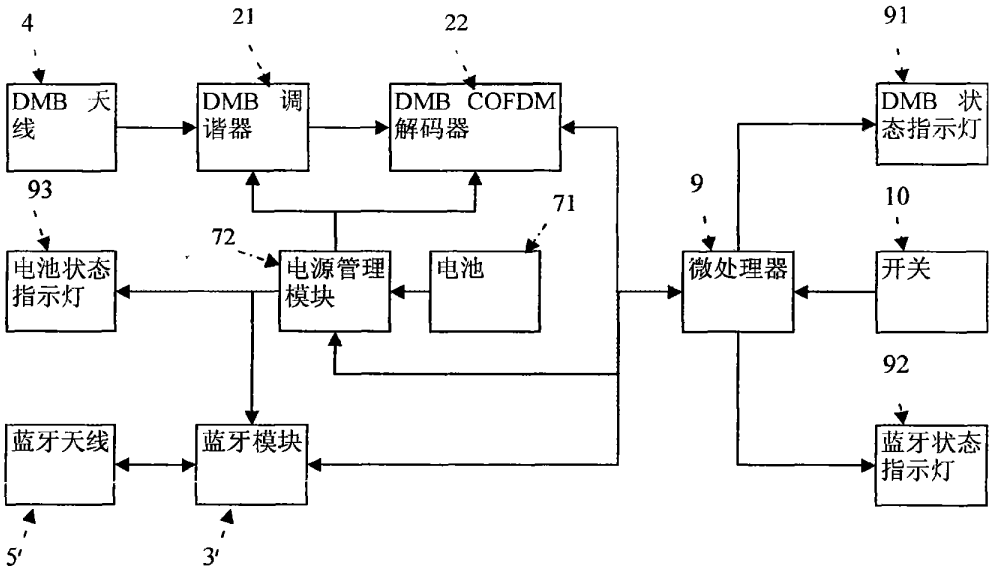

4
21
22
91
DMB 天线
DMB 调谐器
DMB COFDM 解码器
DMB 状态指示灯
93
71
9
10
72
电池状态指示灯
电源管理模块
电池
微处理器
开关
92
蓝牙天线
蓝牙模块
蓝牙状态指示灯
5′
3′

图 5

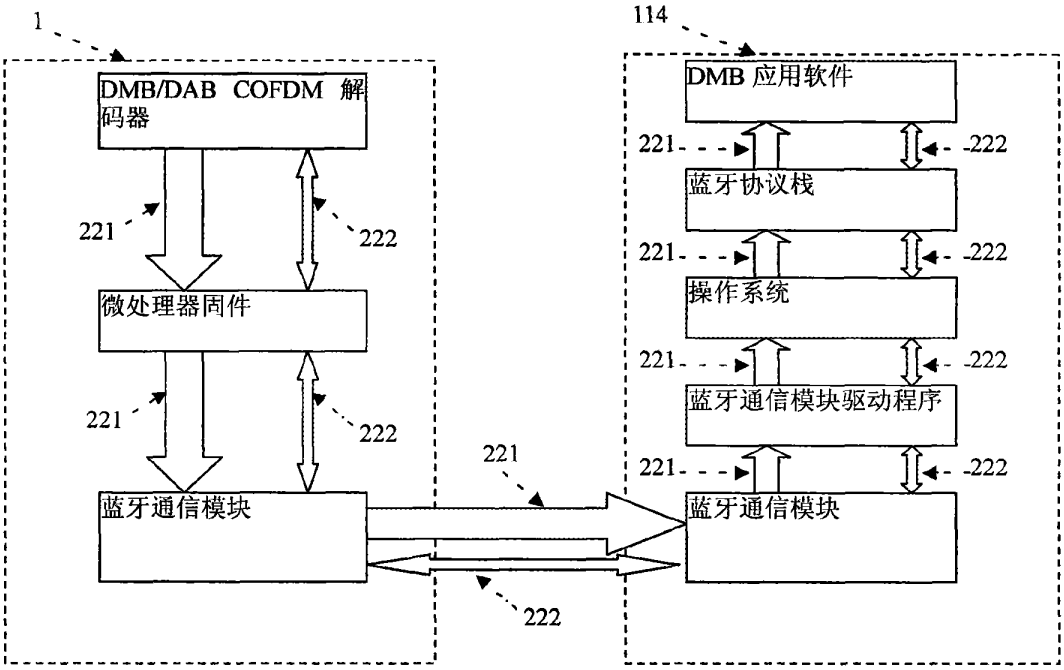

1
114
DMB/DAB COFDM 解码器
DMB 应用软件
221
222
蓝牙协议栈
微处理器固件
操作系统
蓝牙通信模块驱动程序
蓝牙通信模块
蓝牙通信模块

图 6

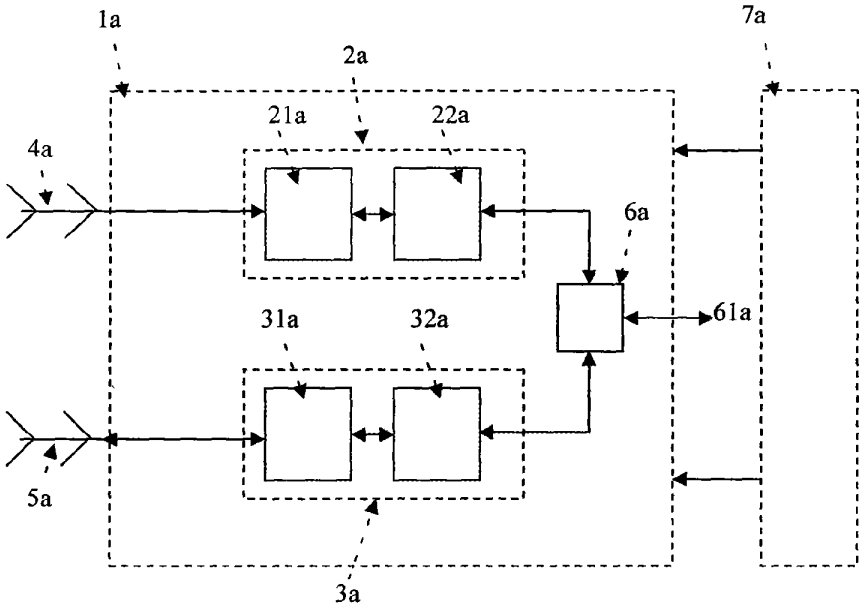


图 7

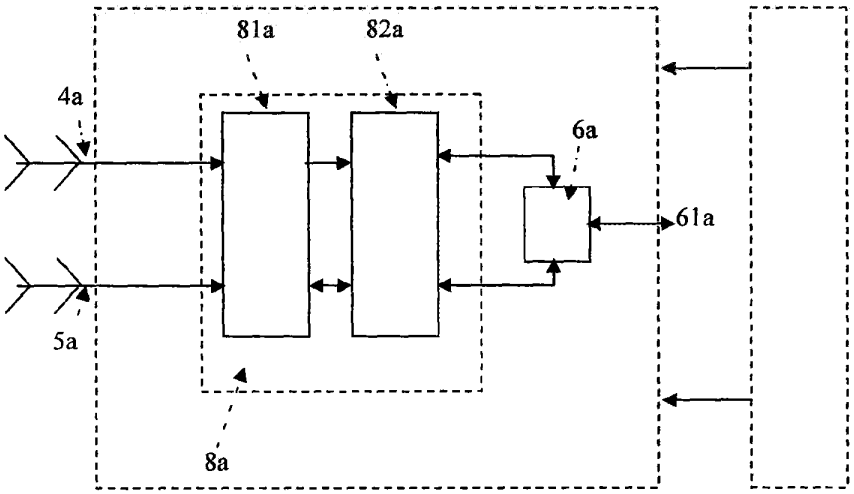


图 8

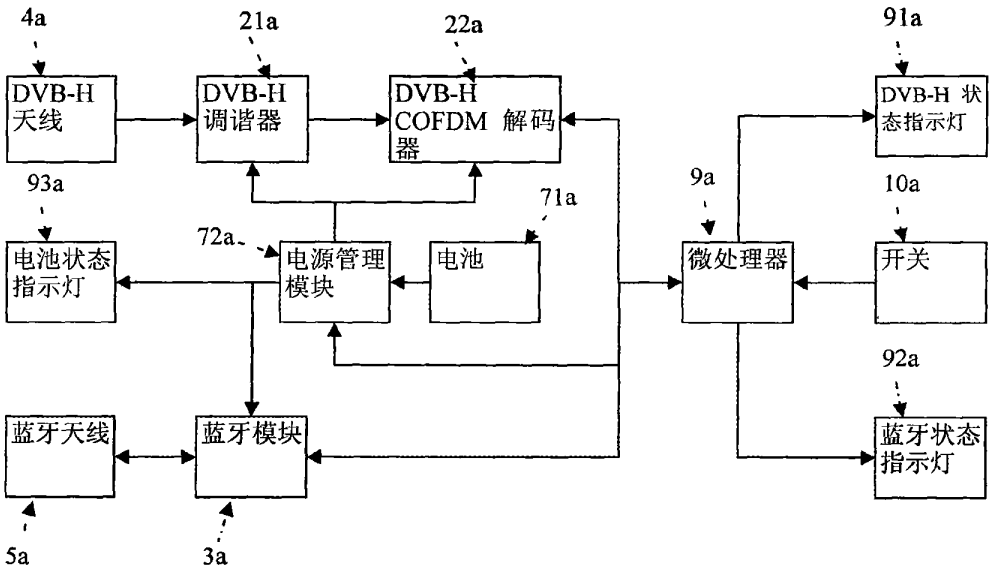

4a
21a
22a
91a
DVB-H 天线
DVB-H 调谐器
DVB-H COFDM 解码器
DVB-H 状态指示灯
93a
9a
10a
71a
72a
电池状态指示灯
电源管理模块
电池
微处理器
开关
92a
蓝牙天线
蓝牙模块
蓝牙状态指示灯
5a
3a

图 9

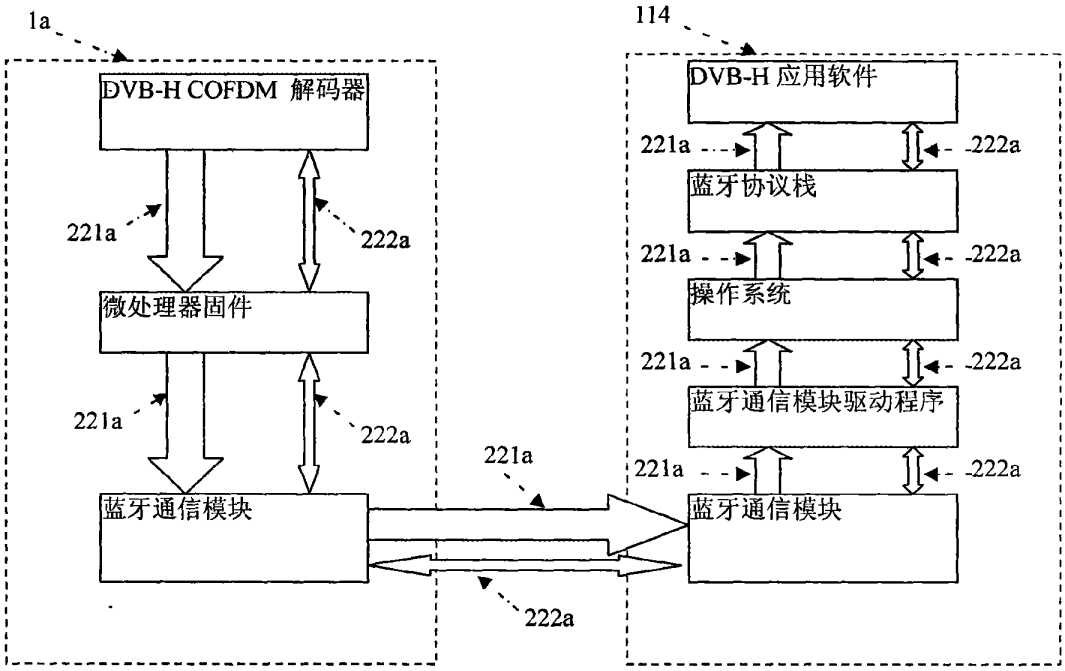

1a
114
DVB-H COFDM 解码器
DVB-H 应用软件
221a
222a
蓝牙协议栈
微处理器固件
操作系统
蓝牙通信模块驱动程序
蓝牙通信模块
蓝牙通信模块

图 10

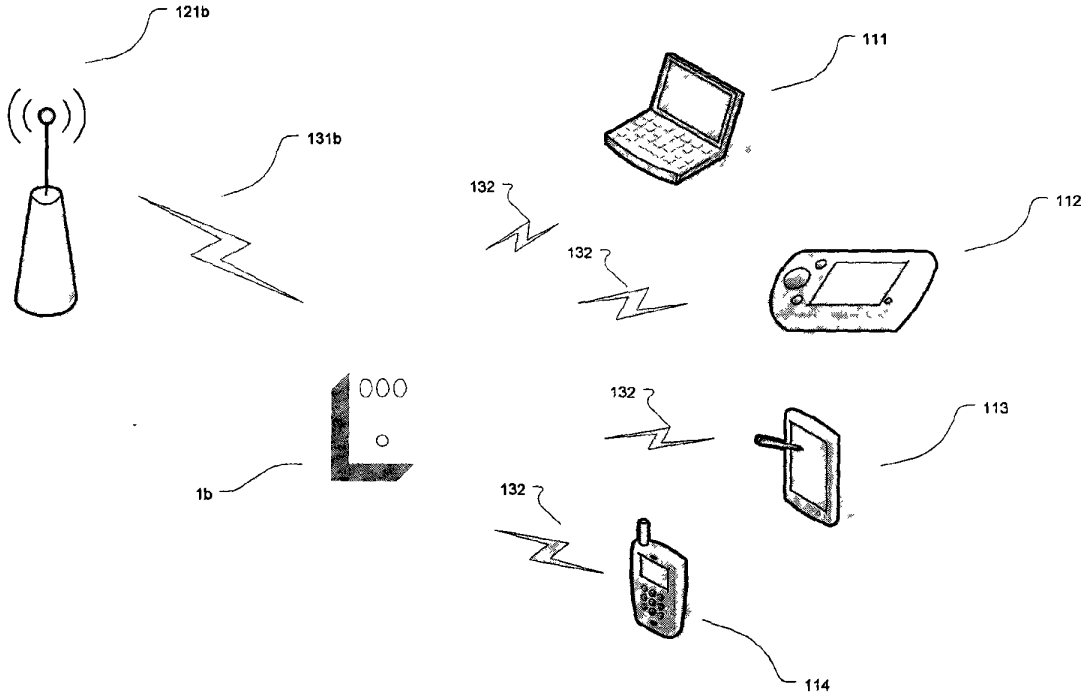

121b
131b
111
132
132
112
132
113
1b
132
114

图 11

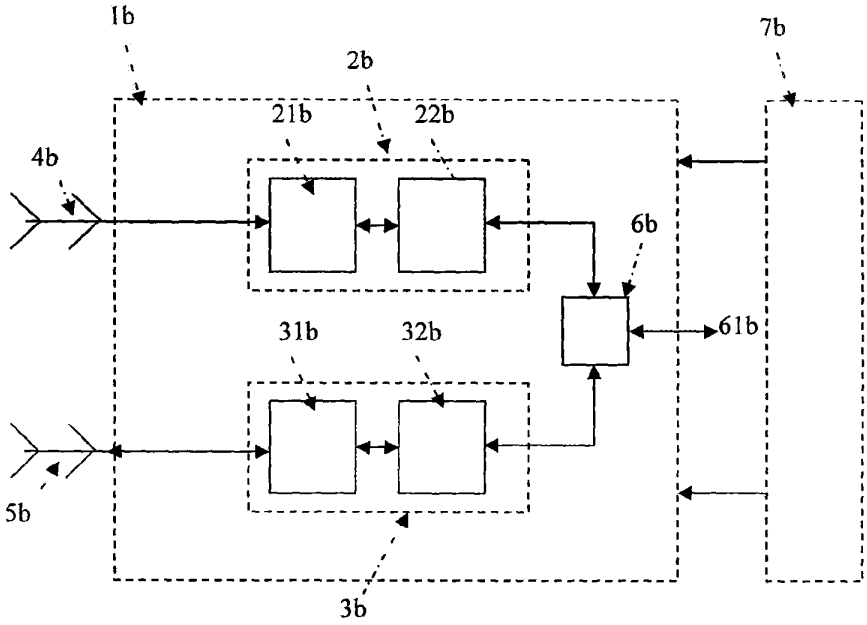

1b
2b
7b
21b
22b
4b
6b
61b
31b
32b
5b
3b

图 12

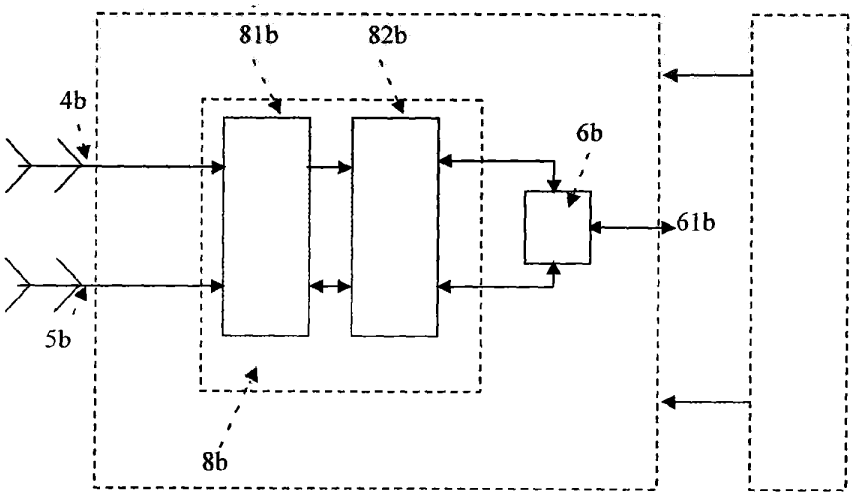

81b
82b
4b
6b
61b
5b
8b

图 13

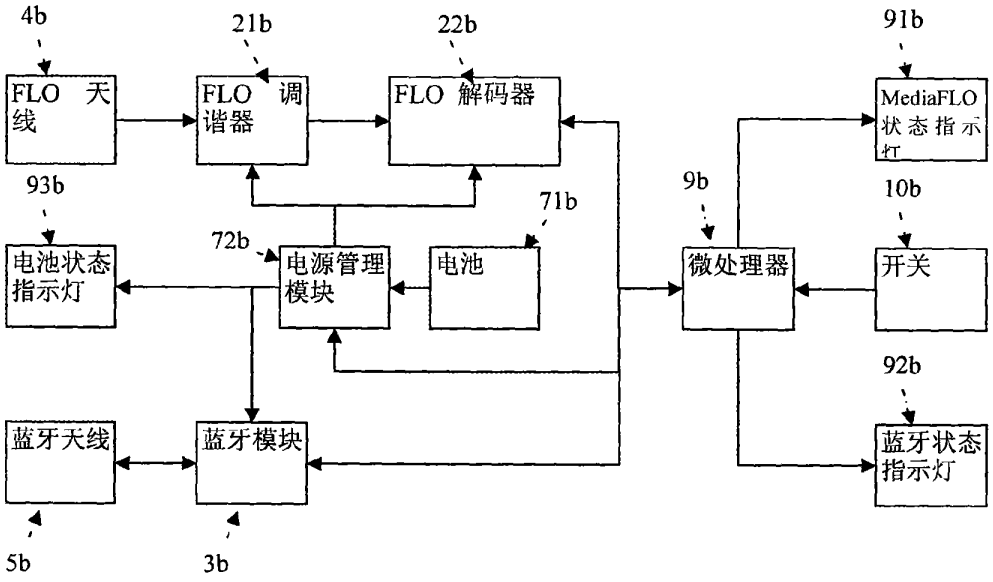

4b
21b
22b
91b
FLO 天线
FLO 调谐器
FLO 解码器
MediaFLO 状态指示灯
93b
9b
10b
71b
72b
电池状态指示灯
电源管理模块
电池
微处理器
开关
92b
蓝牙天线
蓝牙模块
蓝牙状态指示灯
5b
3b

图 14

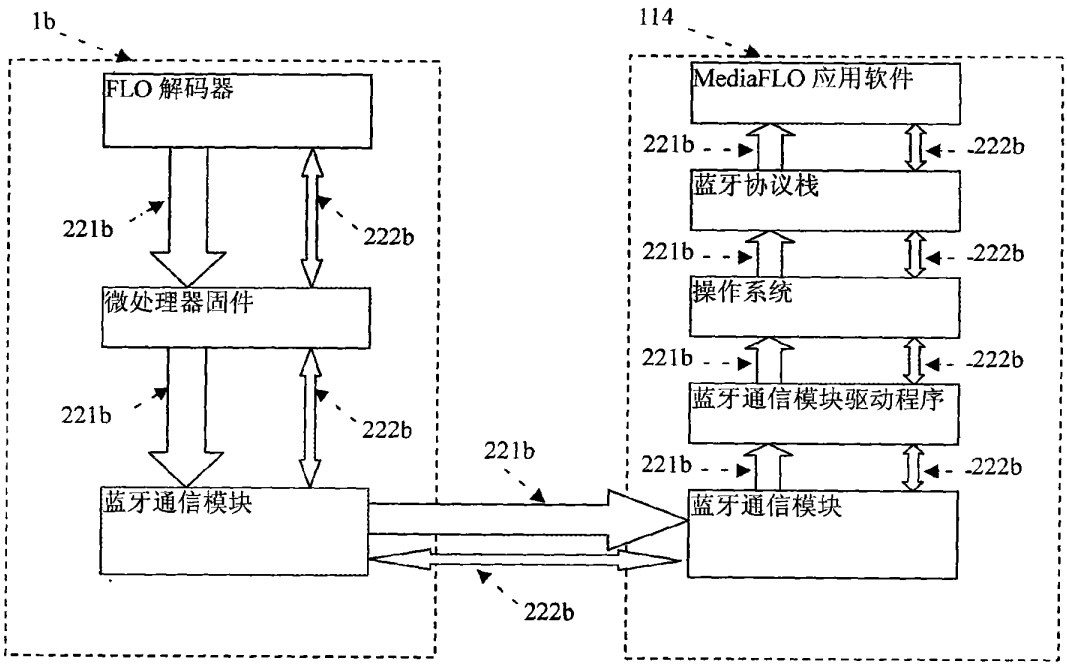

1b
FLO 解码器
221b
222b
微处理器固件
221b
222b
蓝牙通信模块
221b
222b
114
MediaFLO 应用软件
221b
222b
蓝牙协议栈
221b
222b
操作系统
221b
222b
蓝牙通信模块驱动程序
221b
222b
蓝牙通信模块

图 15

Espacenet

Bibliographic data: CN101577650 (A) — 2009-11-11

Household palmtop mobile television system

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Applicant(s): GUANGZHOU HKUST R & D CORP LTD [CN] ± (GUANGZHOU HKUST R&D CORPORATION LTD)

Classification: **- international:** ***H04L12/28***
- cooperative:

Application number: CN20081027884 20080506

Priority number(s): CN20081027884 20080506

Abstract of CN101577650 (A)

The invention relates to a household palmtop mobile television system and relates to the field of computer streaming media. The household palmtop mobile television system combines the mobility of mobile phones and the entertainment of televisions and expands household entertainment modes. A server (3) receives the input of two television signals (1 and 2) and responds to control commands sent by the mobile phone (7), wherein one signal is sent to a television (6), and the other signal is sent to an intelligent mobile phone (7) by wireless networks (4 and 5) to play. The system has clear structure, is easy to expand; and the streaming media are real-time and easy to control so that household users can obtain new entertainment experiences on a wireless mobile platform at any corner.

[19] 中华人民共和国国家知识产权局

[51] Int. Cl.
H04L 12/28 (2006.01)

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[21] 申请号 200810027884.4

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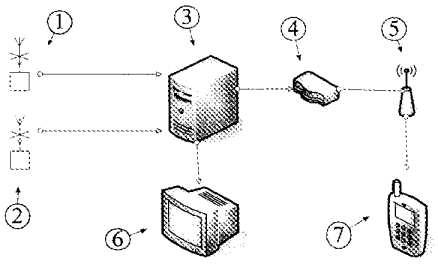
权利要求书 1 页 说明书 2 页 附图 1 页

[54] 发明名称

家庭掌上移动电视系统

[57] 摘要

一种掌上移动视频系统，涉及计算机流媒体领域，结合手机的移动性和电视的娱乐性，扩展了家庭娱乐方式。服务器(3)接收两路电视信号(1，2)输入，一路输送到电视机(6)，一路通过无线网络(4，5)发送到智能手机(7)播放，并响应手机发出的控制命令。本系统结构清晰易扩展，流媒体的具有实时性和易于控制，使得家庭用户可以在家庭中每个角落都能获得无线移动平台上的娱乐新体验。



1. 一种经过编码把一路电视信号通过网络发布，另一路电视信号直接显示在电视机上，使用智能手机通过无线网络接收电视信号进行实时播放，并能分别控制两路电视信号频道转换的系统，主要实现以下步骤：

   1）服务器端同时接受两路电视信号输入，对其中一路信号的视频信号不经过编码压缩，直接全屏幕显示，以电视机或者其它显示仪器作为显示输出，输入的声音也直接转送到声音播放设备。

   2）服务器对第二路电视信号的视频和声音信号经过编码，可以通过网络传输。

   3）服务器对网络命令进行侦听。

   4）手机端打开客户端程序，链接服务器，对服务器视频和音频信号接收并播放。

   5）手机端可以自由控制服务器的两路电视信号的频道切换。

2. 如权利要求 1 所述的其特征在于信号输入端同时接受两路电视信号的输入。

3. 如权利要求 1 所述的其特征在于服务器同时对两路电视信号进行处理，并且对其中一路经过编码后能通过网络发送。

4. 如权利要求 1 所述的特征在于客户端手机可以接收服务器发送的音视频流媒体进行播放，并没有明显的时间差，客户端手机还能分别控制两路信号的频道切换。

家庭掌上移动电视系统

技术领域： 本发明涉及计算机网络以及视频流媒体压缩传输领域，尤其涉及智能手机设备对网络流媒体接收处理方法。

技术背景： 电视通常作为我们日常生活的娱乐中心，但通常都会固定在一个地方，例如客厅或者卧室。缺点是难以移动而且很少会在在同一个地方放置超过一台电视。随着生活水平的发展，人们对于娱乐的需要也日益要求更便利和快捷，我们除了端坐客厅之外，也希望在书房、厨房、洗手间、阳台甚至被窝里面也能随时享受电视带来的娱乐和信息，但由于电视的难以移动，目前人们还不能享受这样的便利。手机作为一种人们最常用的移动终端设备，计算能力，显示能力也越来越强，我们常用的智能手机都已经超出简单的通话和短信息传送以及诸如 WAP 上网所需要的能力，手机也逐渐成为人们日常生活的信息来源和娱乐设备。作为人们最常用的娱乐设备电视和手机，如果能发挥各自的优势结合起来，将更丰富我们的娱乐。

现在市场上可以在手机上看电视的的产品或者专利有以下几种：基于无线通信网络的手机电视，通过通信网络传输，由专门的内容提供商提供节目。这种手机电视存在以下明显缺点：1.清晰度和流畅度不足，根据经验，就算在 3G 的环境下，也因为带宽的不足，通过网络传输的电视信号会有很大的延迟和丢帧，严重影响了观感；2. 费用高，由于需要额外的网络流量，用户需要付出额外的通信费用；3. 实时性，虽然手机电视也能和普通电视一样进行直播，但由于网络的延迟，缓冲等因素，需要较长的连接时间，存在较大的延迟，节目切换也耗时较多；4.使用习惯不同，用户很多时候是需要在家里随身携带的电视，以保持对感兴趣的节目的关注或者在观看电视的同时了解其频道的内容并方便的进行切换，显然现在的手机电视和通常的用户使用习惯存在着较大的差异。

另外也有手机直接接收电视信号的产品，是通过外加电视接收功能的配件实现。这种功能存在以下缺点：内容来源少，现在大多数地方通过无线广播的电视信号都会存在数量少，画面不清晰，容易受干扰的问题。同时接受无线的电视信号也容易对正常的通信信号造成干扰。

通过检索，现在发明专利中有电视接收器，接收器传输流媒体信号，手机通过 usb 线，蓝牙或者红外接收，使用播放器播放，虽然实现了通过手机看电视，但明显的缺点就是移动性差，不能控制节目来源，也不能对电视机的节目进行控制。

另外一种实现手机电视的专利是通过在手机上加装配件，把有线电视信号接入到手机来实现。显然这样更缺乏的可移动性，也不具有通用性，不方便扩展。手机更新换代越来越快，为单一功能额外增加的模块难以被市场接受。

发明内容： 本发明正是基于这种娱乐扩展的需求而提出，其目的是利用越来越普及的家庭内无线网络和手机设备提供家庭娱乐的扩展，使得人们可以在家庭中娱乐无处不在，在观看电视节目的时候还能不切换电视机上电视频道的同时浏览其它频道的节目内容，使得对电视的娱乐得到很大的扩展。

为实现上述的目的，本发明提供了一种基于无线网络和微软 DirectShow 技术的电视流媒体编码传输移动设备播放控制的系统，包括电视信号接入，服务器端处理，电视机播放，智能手机设备接收播放部分。电视信号接入可以接收有线电视信号或者数字电视信号，进行两路信号的输入，服务器端获取对两个输入的信号的控制后分别进行处理，其中一个直接进行全屏幕描绘和音频设备的输出，通过连接到电视机上和音箱上进行播放，另一路信号对视频信号和音频信号分别进行编码压缩，一旦有网络设备连接成功，就发送编码后的音视频信号。服务器端设备可以是 PC 或者机顶盒。智能手机设备通过连接到无线网络，利用客户端程序对服务器进行连接，获取编码后的音视频信号，对信号进行解码并实时播放。客户端程序除了连接播放音视频信号，还能和服务器进行通信，发网络命令改变电视机或者手机端电视节目的频道。这个系统的服务器端和客户端主要使用 DirectShow 技术，在信号来源，编码，发送和接收过程中组成完整的链路，软件结构清晰，易于扩展替换各种编码，以适应不同的网络环境和不同性能的手机终端，兼容 MPEG2, h263, h264, MPEG4 各种编码解码标准。

同时，智能手机终端还具有控制功能。通过 Socket 连接，手机从服务器端获取各频道信息，包括电视机端播放的频道列表和手机端频道的播放列表。用户可以自由的选择两个不同播放设备的频道列表，并能立刻看到频道变换后的节目，不需要重新连接。同时，手机还能控制服务器输出的两路音频信号的音量大

小，使得手机除了具有移动播放电视的功能以外，还是一个通用的控制器。

系统的各部分具有以下特点：

输入信号来源可以是天线接收的普通电视，或者模拟信号的有线电视，也可以是数字电视信号。

服务器可以是普通的 PC, 机顶盒。

网络连接方式可以是家庭的无线网络，或者使用 Adhoc 进行自组网。

手机终端使用 WinCE5.0 或者以上版本操作系统的智能手机。

使用本发明的有以下明显的有益效果：

便利性：手机已经成为人们必备的通讯工具，电视也是家庭必备的娱乐工具，随着数字电视的推进，机顶盒也将成为家庭必备，所以本发明不需要专门的硬件设备，不会增加额外负担。

娱乐性：用户每一部只能手机在家里都成为移动的掌上电视和控制台，使得娱乐范围得到了扩展，于每个家庭的角落都能自由的观看和控制电视节目，不错过精彩的节目重要的新闻信息。

成本低：基于已有的设备和电视信号，自组的网络不会产生新的通信费用或者电视信号使用费用。

实施简单：只要有计算机网络基础知识的都可以轻松安装。

附图说明： 按照连接方式的不同，可以选择是否需要无线路由器，附图 1 的 4 部分为无线路由器，其它部分相同。

图中 1.第一路电视信号输入 2. 第二路电视信号输入 3. 服务器（PC 或机顶盒） 4. 无线路由器

5.无线网络 6.电视屏幕或者其他显示设备 7 智能手机

参见图 1，两路电视信号 1 和 2 输入到服务器 3，服务器获取对着两路信号的控制权后把其中一路输送到电视屏幕 6 上，另一路接到网络中，网络的介入方式可以是有线或者无线连接到家庭的无线路由 4 中。只能手机 7 通过无线连接到路由器上，接入网络，经过网络来访问服务器 3，取得经过编码的另一路电视信号进行播放，并且把控制命令经过网络发送到服务器中。

参见图 2，当家庭不需要组织无线网络时，直接在服务器 3 和智能手机 7 中分别建立 adhoc, 通过 adhoc 把两个设备建立一个无线网络，其它操作与图 1 相同。

实施方式： 本发明实施方式简单，有几种方法可以实现，可以在 PC 上安装两块电视卡，把电视信号分成两路分别接入。在 PC 上安装服务器端程序，以电视机作为屏幕显示。2 使用内置服务器程序和两路输入信号芯片的机顶盒，连接电视机即可。

网络接入方式也可以有多种，1 是直接使用网线或者无线接入到无线路由器，通过路由器使得家庭中的智能设备都组合到一个局域网内。2 是直接把 PC 或者机顶盒和手机建立 adhoc 连接，自组网为一个网络，实现连接。

手机端实施方式。手机需要 wince5.0 或以上版本，支持 wifi 功能，可以通过无线路由连接到家庭网络中或者以 adhoc 方式直接与服务器端连接，安装客户端程序，在启动程序后设定服务器的 ip 即可。

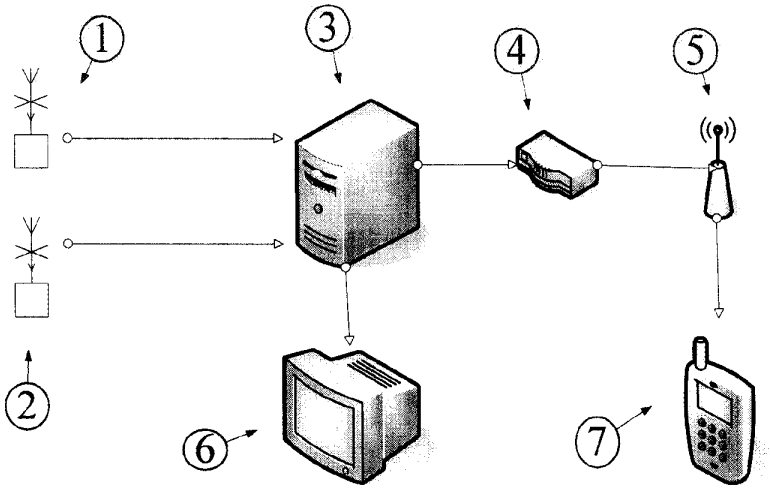


图 1

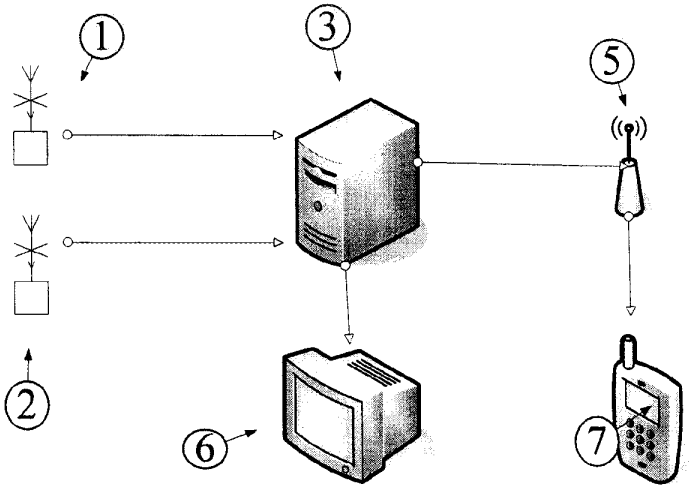


图 2

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(54) Method for establishing a thin client session

(57) The invention concerns a method for establishing a Thin Client session between a Thin Client device (2) and a Thin Client Server (4) exchanging Handshaking and initialization messages during a session negotiation above a SIP-based framework, wherein said Thin Client device (2) and said Thin Client Server (4) exchange additional information representative of the Thin Client context (30,32) enabling the combination and adaptive transfer of multiple media streams in at least one remote application display during said thin client session.

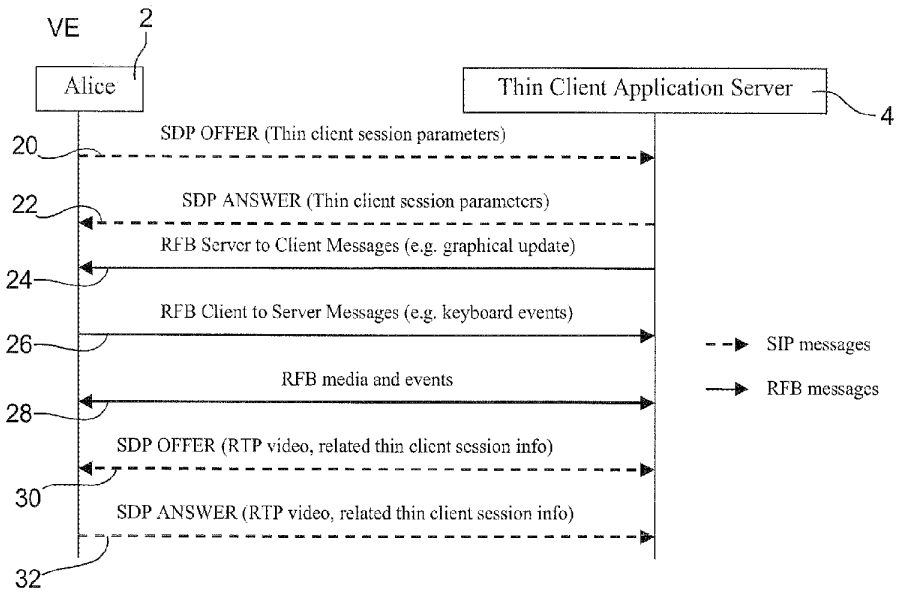


Fig 3

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Description

TECHNICAL DOMAIN

[0001] The invention pertains to telecommunication field and relates to a new session description to initiate a thin client system working above a SIP-based framework such as IMS.

[0002] More specifically, the invention concerns a method for improving the establishment of a Thin Client connection between a thin client device and a thin client server exchanging handshaking and initialization messages during a session negotiation above a Session Initiation Protocol (SIP)-based framework.

[0003] The invention concerns also a thin client device and thin client server adapted for implementing said method.

STATE OF PRIOR ART

[0004] The Session Description Protocol (SDP) [IETF RFC4566] is intended for describing multimedia sessions for the purposes of session announcement, session invitation, and other forms of multimedia session initiation. SDP is most commonly used for describing media streams that are transported over the Real-Time Transport Protocol (RTP) [IETF RFC3550], using the profiles for audio and video media defined in RTP Profile for Audio and Video Conferences with Minimal Control [IETF RFC3551]. Besides the MIME Type registration of RTP Payload Formats [IETF RFC3555] defines the RTP payload format for Audio and Video Conferences as MIME subtypes.

[0005] However, SDP can be used to describe other media profile than Audio and Video that can be transported over Real-time Transport Protocol (RTP). SDP is commonly carried in Session Initiation Protocol (SIP) [IETF RFC3261] messages in order to agree on a common media description among the endpoints. An Offer/Answer Model with Session Description Protocol (SDP) [IETF RFC3264] defines a framework by which two endpoints can exchange SDP media descriptions and come to an agreement as to which media streams should be used, along with the media related parameters.

[0006] In the typical case of a thin client session, it might be desirable to configure and establish media streams for remote desktop/application display as well as for control events over a packet or circuit switched bearer connection. Such session is usually achieved using thin client protocols such as Virtual Network Computing (VNC) based upon Remote Frame Buffer (RFB) Protocol or Remote Desktop Protocol (RDP), but also Independent Computing Architecture protocol (ICA), X11 protocol. Besides, pixels could even be streamed using Real-time Transport Protocol (RTP) and as such graphics primitives would be carried in RTP packets.

[0007] In the context of mobility, next generation network, and rich media application, it is important to note that Quality of Service (QoS), adaptivity, and authentication are key points and inspecting the media format is important as well for the resource reservation process and for the operator to control the radio bearer traffic as well as the IP flows (e.g. to apply appropriate resource allocation based on a given policy, user subscription, or service profile). Besides IP Multimedia Subsystem (IMS) - based on SIP and providing an overlay network above a core network - as defined by the Third Generation Partnership Project [3GPP TS 23.228] is also capable to interconnect with a Policy and Charging Control Architecture [3GPP TS 23.203] including the ability to authorize QoS resources.

[0008] Since applications range from simple text and/or graphic based application to audio and/or video based application that can suffer from network delays and high gigue ratio, a way to adapt to different types of traffic within a remote desktop control session is required.

[0009] From a Service aspect it is foreseen to combine a remote desktop access with other services such as phone call establishment or push-to-x services. By using SIP it becomes possible to extend traditional remote desktop control use cases.

[0010] From a QoS aspect it is also desirable to enable QoS control over the thin client media description. For instance Graphics and Events type of media can be allocated a predefined QoS profile, they could even be streamed over a packet or circuit switched bearer connection. Besides when a thin client device is moving, the access network environment may change so it might be desirable to re-allocate the appropriate quality settings (resource allocation, renegotiation of media parameters such as codecs, transport protocol, etc...).

[0011] From an authentication perspective, however, the well known thin client protocols use their own set of rules and mechanisms (i.e. a built-in negotiation) to authenticate and establish a connection between a thin client device and a thin client server.

[0012] The techniques of the prior art do not provide means to mix and adapt multimedia transfers such as audio/video with/to remote desktop control capabilities above a SIP framework.

[0013] The invention aims at adding remote desktop control to existing functionalities in order to negotiate the media within a SIP session and allow adaptive media transfer (i.e. video transfer, audio transfer, ...) pertaining to a session of remote desktop control.

PRESENTATION OF THE INVENTION

[0014] The object of the invention is achieved by a method for establishing a thin client connection between a thin client device and a thin client server exchanging handshaking and initialization messages during a Session negotiation above a Session Initiation Protocol (SIP)-based framework.

[0015] According to the invention, said Thin Client device and said Thin Client Server exchange additional in-

formation representative of the Thin Client context to enable the combination and adaptive transfer of multiple media streams in at least one remote application display during said thin client session.

[0016] The additional information allows both multimedia transfers and remote desktop control capabilities and may consists of Thin Client information formatted in SDP (Session Description Protocol) offer/answer messages or XML-based offer/answer messages embedded in the body of SIP messages.

[0017] The remote desktop control capabilities comprise the function consisting of dynamically directing or redirecting graphical updates of at least one remote application from a first device onto a second device.

[0018] Said first device may be a mobile communication device and said second device may be a fixed communication device.

[0019] According to another aspect of the invention, said remote desktop control capabilities further comprise the function consisting of transferring uplink events, eventually on a separate radio bearer and/or separate IP connection than the one used for the downlink graphical updates. The radio bearer is a Layer 2 service used to transfer user data between User Equipment and radio access network as per 3GPP definition. A separate IP connection can be achieved by allocating different port number or through IP tunneling mechanisms without or with encryption (i.e. IPSec).

[0020] The remote desktop control capabilities further comprise function consisting of associating at least one audio/video stream to a session of remote desktop control (i.e. a thin client session).

[0021] In one embodiment of the invention, said additional information comprises remote display framebuffer coordinates and size corresponding to said audio/video streams associated to said thin client session. Said framebuffer coordinates and size enable to appropriately position the video rendering above the remote desktop display on the local screen of the device.

[0022] Moreover, said additional information allow sending a client request (FramebufferForgetRequest) instructing the server that a specific area on the framebuffer does not require update.

[0023] In another embodiment of the invention said additional information comprise window-id attribute and allow sending a client request (WindowUpdate) instructing a server that a graphical area identified by said window-id attribute has been resized, moved or both.

[0024] Thanks to the method according to the invention, it is possible to:

- allow the combination of services
- enable control of the display redirection of a remote application from a mobile device,
- enable Quality of Service as well as accurate session control
- enable the use a uniform negotiation to avoid a wide range of specific thin client authentication and media negotiation mechanisms.

[0025] Thanks to the invention, the negotiation steps of known protocols such as RFB or ITU T.120 (Data Protocol for multimedia conferencing) are partially or totally replaced by the SDP-based negotiation and new information is provided to allow mixing media traffic for a remote display connection. Negotiating such a thin client connection using the SDP and SIP framework provides flexibility in that the signaling and the control of the thin client session is distinguished from the screen update strategy applied by the previously cited well known thin client protocols. Advantageously the thin client session can benefits from session redirection feature and other well known SIP and SDP extensions.

[0026] In addition the thin client connection could be accurately tracked and controlled within the IP Multimedia Subsystem [3GPP TS 23.228] that is standardized by the Third Generation Partnership Project.

[0027] In some typical use cases, it might be desirable to send the uplinks user events such as the well known key and mouse events in another radio bearer and/or IP connection than the one in which are sent the graphical updates. By doing so Quality of Service can be applied and a strategy can be made as to regulate the responsiveness of the system, for instance by guaranteeing very high priority to the events bearer. Furthermore, in a mobility context, a mobile device might move from a wireless network area where a high bandwidth packet-switched bearer is available to another area where a Wireless Local Area Network (WLAN) connection with lower bandwidth is available. Therefore, the graphics media may suffer from delay and bandwidth variations. It is therefore desirable to renegotiate the session parameters and this can be done by using SIP and SDP offer/answer model and IMS mobility management procedures.

[0028] By using the proposed invention, it is possible to establish an uplink bearer to send user events and a downlink bearer to receive graphical updates. At the Thin Client device it is also possible to define alternative transport protocol to prepare the viewer to adapt to the viewer transmission mode (e.g. To switch from RFB/VNC over TCP protocol to RTP protocol) to enable some portion of screen display where a film is played and to be streamed using RTP while the background is just periodically updated using the RFB protocol. If a viewer does not support an alternative mechanism, it will just not be accepted during the negotiation phase.

[0029] The method according to the invention can be implemented with any other SIP and SDP extensions (RFC3108, RFC4975, draft-garcia-mmusic-sdp-cs-01,) without departing from the scope of present invention The method according to the invention is implemented by a thin client device and a thin client server comprising means for exchanging with said thin client server additional information representative of the Thin Client context to enable the combination and adaptive transfer of multiple media streams in at least one remote application

display during said thin client session, said additional information consisting of SDP (Session Description Protocol) offer/answer messages Or XML-based offer/answer messages embedded in the body of SIP messages.

[0030] Said thin client device may be a Mobile User Equipment comprising an interface to enable a user to register interest in media redirection in order to get notified upon reception of said media redirection, and to send a redirection answer.

[0031] Moreover, said Mobile User Equipment is adapted for establishing a separate IP connection for uplink events for triggering the allocation of separate radio bearer for transferring said uplink events on a separate radio bearer than the one used for downlink graphical updates, and for mapping the rendering of audio/video stream(s) to said remote display framebuffer on its screen. Said Mobile User Equipment comprises an interface to enable a user to register interest in media redirection in order to get notified upon reception of said media redirection, and to send a redirection answer.

[0032] The invention also concerns a Thin Client Server adapted for implementing the method according to the invention for establishing a Thin Client session with a Thin Client device, said Thin Client Server comprises means for exchanging with said Thin Client device additional information representative of the Thin Client context to enable the combination and adaptive transfer of multiple media streams in at least one remote application display during said thin client session.

[0033] The invention allows an extension of the media types defined in ongoing work [draft-garcia-mmusic-sdp-collaboration-00] and defines new thin client media types and attributes.

[0034] To do so, the invention proposes to define the Control-Event media type. The existing "Control" media type is used to specify an additional conference control channel for the session. We need to use a different media type to precise a control channel for user events such as pointer or key events.

[0035] Finally the invention provides a way to mix multimedia streams with Thin Client remote display streams. The "Grouping of Media Lines in SDP" [IETF RFC3388] provides means to group media streams to express how different media streams within a session relate to each other, more particularly for the purpose of Lip synchronization or Flow identification. It should be noted that the grouping mechanisms depends on the semantic of the "a=group" session-level attribute. So we provide a new semantic for the thin client ("TC") context.

[0036] The implementation will be illustrated based on RFB protocol.

BRIEF DESCRIPTION OF THE FIGURES

[0037] The forgoing summary, as well as the following detailed description, will be better understood when read in conjunction with the appended figures illustrating an exemplary embodiment of the invention in which:

- Figure 1 schematically illustrates an IMS-based architecture;
- Figure 2 illustrates a thin client viewer showing a remote desktop consisting of several areas that can dynamically be adapted;
- Figure 3 illustrates a flow chart describing the steps of the method according to the invention
- Figure 4 schematically illustrates a an example of application display redirection according to the invention;

DESCRIPTION OF A DETAILED EMBODIMENT OF THE INVENTION

[0038] The invention will be described by reference to figure 1 illustrating an IMS architectural framework defined by the third generation partnership project [3GPP TS 23.228] for delivering IP multimedia services to a mobile device. The architecture comprises mobile user equipment 2 acting as a thin client device, a thin client server 4, a IMS Core System 6, a Policy Decision Function module 8 (PDF), a 3GPP Packet Switch (PS) Core Network 10. The IMS Core System 6 mainly comprises a Call Session Control Functions (CSCF) including Proxy-CSCF (P-CSCF), Serving-CSCF (S-CSCF), and Interrogating-CSCF (I-CSCF). The CSCF provides session control for subscribers accessing services within the IM (IP Multimedia) Core System 6. In essence the CSCF is a SIP Server. It has responsibility for interacting with network databases such as the HSS for mobility and AAA (Access, Authorization and Accounting) Servers for security. These modules are required to process SIP signalling packets in the IMS.

[0039] IMS Application Servers execute services and interface with S-SCSF. Some interfaces are illustrated in figure 1, as defined in [3GPP 23.228]:

The ISC interface is used to exchange messages between CSCF and thin client server 4.

The Gm interface is used to exchange SIP-based information between UE 2 and CSCF.

The GQ interface is used to exchange information policy decision information between CSCF and Policy Decision Function (PDF).

The interface Cx is intended for the communication between CSCF and Home Subscription Server (HSS) and the interface Dx for finding the correct HSS in multi-HSS environment.

The interface Sh used by the thin client Server 4 for communicating information with the HSS or with SIP/OSA Service Capability Server (OSA/SCS).

The interface Go used to control and authorize the Quality of Service and exchange correlation information between IMS and the 3GPP Policy and Charging Control (PCC) Architecture [3GPP TS 23.203].

The interface Ut used for controlling the Application Server and is based on HTTP protocol.

[0040] When using the IMS SIP signaling protocol the Thin Client UE 2 can connect to the IMS Thin Client Application Server (TCAS) 4 as depicted in figure 1 by establishing a SIP session. During this process, the Thin Client UE 2 and the TCAS 4 can negotiate the QoS and media parameters. The UE 2 may also perform some configurations on this TCAS 4 through the Ut interface, for instance to configure the desktop environment. The pixels generated by the application are streamed to the UE 2 in an end-to-end manner via Ut* interface and video or audio media can be streamed to the UE 2 too.

[0041] The method according to the invention extends SDP to describe the thin client session, the associated media, and the remote control events. An alternative would be to provide said description using XML syntax as defined by the W3C Extensible Markup Language (XML) 1.0 (Fourth Edition).

[0042] More particularly, the method allows the association of at least one audio/video stream to a thin client connection negotiated using SIP signaling in such a way that audio and/or video IP flows can be added dynamically and adaptively to a SIP session of remote desktop control whose associated IP flows can be rendered through thin client protocol mechanisms like RFB.

[0043] The following description provides the syntax and semantics of the extensions required for providing a description of a Thin Client session in SDP.

[0044] According to SDP [IETF RFC4566], the connection data line in SDP has the following syntax:

c = <nettype> <addrtype> <connection-address>

[0045] Where <nettype> indicates the network type, <addrtype> indicates the address type, and the <connection-address> is the connection address, which is dependent on the address type.

[0046] Basically the SDP announcement consists of a session-level section followed by one or more media-level sections as described in SDP [IETF RFC2327]. Session-level information provides the default values so if the connection data line is present at the session-level it applies to the media-level section unless the connection data line is conveyed in a media description. Note that if the connection data line is present in all media, it is not required at the session level.

[0047] The media description starts with an "m=" line and continues to the next media description or end of the whole session description. The "m=" media line as defined in IETF RFC4566 is as follows

m=<media><port><transport><fmt list>

[0048] Where the <media> is the media type, <port> is transport port to which the media stream will be sent, <transport> is the transport protocol whose value is dependent on the "c=" fields, and <fmt list> represents media formats. For audio and video the media formats are normally media payload type as defined in the RTP Audio/Video Profile.

[0049] At the moment the media types are defined for audio, video, application, data and control.

[0050] Thin client media types.

[0051] We initially consider the Remote Frame Buffer (RFB) protocol that can be used to control the display updates and for which various encoding are available.

[0052] The media type can be specific to the thin client technology. The media types can be "application/rfb", "application/T120".

m=application <port> <transport> RFB.

[0053] We further focus on the Remote Frame Buffer protocol in this document.

[0054] Thin client control event media types.

[0055] In addition to the graphical updates of the remote display, it is also possible to establish a specific connection for uplink events. For this purpose, the media type "application/control-events" is defined and the media line is:

m = application <port> <transport> control-events.
RFB specific attributes.

[0056] The attribute version "v=" must be given and it refers to the RFB protocol version number.

a=v: <version_number>

[0057] Where the version_number can be "3.8" meaning that RFB protocol version 3.8 applies.

[0058] The client may specify a list of supported encoding types in priority order. The encoding type is indicated in the framebuffer update messages sent by the Thin Client Server. It can be requested by the client to the server in usual RFB specific "setEncoding" messages. The server may or may not use this indication and pixel data may always be sent in raw encoding if required.

[0059] The encoding scheme attributes is in the form:

a=encoding-scheme: <encoding scheme value>

[0060] Where the <encoding scheme value> can be "RAW", "COPYRECT", "RRE", "HEXTILE", "ZLRE", "CURSOR", "CORRE", "ZLIB", ...

[0061] The display number may also be specified. If it is not indicated, then a default port is allocated. Actually the RFB server default port number is usually equal to (5900 + display_number) where display_number usually range from 0 to 6 resulting in 6 possible display connections.

[0062] The display attribute is in the form:

a=dpy: <display_number>

[0063] In the case of RFB protocol, the following additional attributes are provided.

[0064] The client may indicate whether the session is shared or not. If not indicated, the session must not be shared.

a=shared

[0065] The server must indicate the framebuffer size:

a=framebuff-w: <the width value>
a=framebuff-h: <the height value>

[0066] The client may indicate the following attributes as a preference and the server must indicate those attributes.

- a=pixformat-bpp: <bit-per-pixel value>
- a=depth: <depth value>
- a=big-endian
- =true-color
- a=red-max: <red-max value>
- a=green-max: <green-max value>
- a=blue-max: <blue-max value>
- a=red-shift: <red-shift value>
- a=green-shift: <green-shift value>
- =blue-shift: <blue-shift value>

[0067] For the sake of interoperability, the client and server behavior regarding the understanding of those previous attributes is same as specified in RFB specification 3.8 except that the Handshaking messages and initialization messages are replaced by SDP offer/answer messages.

[0068] TC semantic.

[0069] A viewer application that receives a session description that contains "m" lines that are grouped together using the TC semantics MUST display and associate a remote desktop control protocol (e.g. RFB) with corresponding media streams like RTP audio/video streams.

a=group:TC

[0070] Then the media-level attribute "a=mid:" must be used in each media line that belongs to a group.

[0071] For appropriate rendering of the remote display, the media line(s) corresponding to RTP streams (e.g. for video transfer) indicate further display location that is relative to the remote display frame buffer coordinates and size. With this information the thin client device is aware of the location of where should be rendered the RTP video stream on the remote desktop framebuffer. The client can therefore adapt the framebuffer update strategy. Particularier in the case of RFB where framebuffer updates are client-driven, the polling intervals can be adjusted as well as which portion of the remote desktop display should be updated.

a=area-x: <x position value>
a=area-y: <y position value>
a=area-w: <width value>
a=area-h: <height value>
It may also indicate the win-id attribute
a=wind-id: <window identifier>

[0072] Such win-id must be unique within a user session for remote desktop control. Use of this id is further explained in the next section.

[0073] RFB protocol extensions for window specific management on the framebuffer

[0074] RFB graphical update strategy is a client-driven screen update. In RFB specification 3.8, the client can request the update of portion of the whole screen to save bandwidth.

[0075] By introduction of the combination of video traffic in addition to framebuffer updates, the client can receive and map a video onto a dedicated portion of the screen.

[0076] For instance on a limited screen device such as a mobile phone, the client may decide to resize the video buffer to fit the whole mobile device screen. In such a case the client stops refreshing the framebuffer used for the RFB framebuffer update messages. We will call this specific framebuffer "desktop framebuffer" (desktop FB).

[0077] In another foreseen use case, the client receives the graphical update of a media player opened in a dedicated window. Then the client may freely move the video on top of the remote desktop framebuffer locally on its device, and the player may be shown or hidden upon user request. The problem in this situation is that the window movement might need to be indicated to the server for appropriate rendering and screen display management, more particularly if the desktop is shared among multiple users. For instance a first user may control the desktop while other participants may only see the resulting actions of said first user.

[0078] In practice the RTP video stream will be received and handled on a separate framebuffer. By introducing the ability to associate a video media to remote desktop capabilities, and by adding the win-id information, the client is able to freely handle the video media rendering on its screen (performing a rotation, switch to fullscreen mode, etc...) while still being associated to the same user session. The Win-id does not necessarily refer to a window but can also refer to a graphical area though in practice it might be easier to implement it using a window, more particularly if said window is likely to be resized or moved. Two new client requests are then defined:

The FramebufferForgetRequest (message-type, window-id, x-position, y-position, width, height) that tells the server that a specific area on the framebuffer does not require update. This is likely to happen if this area is refreshed by another media stream (e.g. H263 encoded video transported over RTP).
The WindowUpdate (message-type, window-id, x-position, y-position, width, height) that tells the serv-

er that a received media stream corresponding to a window (or graphical area) opened on the server has been resized, moved, or both.

Those client requests must not be used if no window-id exists, i.e. if no independent media stream corresponding to a window is received.

[0079] This also require the server to send the attribute "a=win-id" to indicate whether the media stream received matches a window on the server. If not, the win-id attribute is set to zero and if the attribute is not present the client must not correlate the media stream to a window.

[0080] When the media stream does not relate to any windows on the remote server, the client must not resize or move the media on the framebuffer so the WindowUpdate must not be used. However, in a poll model (or client driven framebuffer update) the client may use the FramebufferForgetRequest message in order to inform the server not to update the area specified in the request. However, in a push model, this may not be required as the server should already know that this area is updated using another protocol and encoding.

[0081] When the media stream relates to a window on the remote server, the above client requests (FramebufferForgetRequest and WindowUpdate) are used to update the position of the window on the remote server. The window-id information in the FramebufferForgetRequest enables the client to modify the area indication for which the server will not send any framebuffer updates.

[0082] Figure 2 illustrates a thin client viewer rendering a remote application display (remote desktop) consisting of several areas that can be dynamically adapted. The Area A is the background of the remote desktop that is graphically updated based on RFB protocol. The other areas are dependant upon the area A such as the area B is illustrated.

[0083] The area B is the area of the screen located at (x,y) position relative to area A (X, Y Base coordinates). It is also characterized by it width (w) and height (h) dimensions. The graphical output is streamed over Real Time Protocol (RTP) and encoded for instance using H263 codec.

[0084] Any user interaction on the area B can therefore be associated to the remote desktop (background) and pointer events from Area B can be sent to the remote server as if they were performed on Area

A. This can be used when the area B is locally resized or moved on the thin client device' screen without necessarily triggering window resizing and movement at the server.

[0085] Figure 3 illustrates a thin client connection establishment between a UE 2 acting as thin client device and a remote desktop PC acting as a thin client server 4.

[0086] The UE 2 connects through an IP access network for communicating with the remote desktop PC 4 and initiates a SDP Offer/Answer containing thin client parameters including Graphics encoding scheme, the transport settings (RFB (remote framebuffer), RDP (Remote Desktop Protocol), ICA (Independent Computing Architecture protocol), or pixels/RTP (Real-time Transport Protocol), IP Addresses and port number and radio bearer settings (Packet switched or Circuit Switched connection).

[0087] At step 20, the UE 2 transmits to the Desktop 4 the SDP offer comprising Thin client session attributes and further parameters required for the appropriate SIP session establishment.

[0088] Upon reception of said SDP offer, the Desktop 4 determines that the UE 2 wishes to establish a thin client connection using RFB protocol, determines that RFB protocol and proposed attributes are acceptable based on the environment where the UE 2 is located and, at step 22, sends back a SDP Answer Message indicating the RFB and attributes are selected.

[0089] The UE 2 and the Desktop 4 agree the direction for the transfer of graphical updates and events. In addition, they identify that the thin client connection pertains to the ongoing session between them.

[0090] After the thin client connection parameters are agreed on both side, the Desktop 4 sends to the UE 2, at step 24, the graphical updates message while said UE 2 sends, at step 26, uplink keys and pointer events to the Desktop 4.

[0091] The Desktop 4 may refuse a connection and can thereby set the port number corresponding to the Graphic or Event Stream to zero, as specified in IETF RFC3264.

[0092] If some thin client parameters are unknown from the Desktop 4, the later silently ignores such parameters, as specified in IETF RFC4566.

[0093] At step 28, the UE 2 and the Desktop 4 exchange RFB media and events.

[0094] At step 30, the user opens a media player to view a video and the Desktop 4 sends a second SDP Offer that the UE 2 may or may not accept. Actually the Desktop 4 wishes to send the video, for example, over RTP and a renegotiation is triggered with the new SDP Offer including the video parameters information. Since the video output is generated by the desktop media player application, the thin client session identifier and the graphical position information is given so that the UE 2 can display the video stream at the right position. Therefore the video stream is combined to the ongoing thin client session.

[0095] At step 32, The UE 2 acknowledges the Offer and sends back an Answer. The desktop 4 adapts the display updates so that the area where the video is streamed is not updated via the thin client protocol.

[0096] Figure 4 illustrates an use of the method according to the invention in application display redirection.

[0097] This situation may occur, for example, when a user decides to redirect a video that he receives on mobile UE 2 to a TV 40 SIP-connected at a server, for in-

stance at the set-top-box or any other back-end SIP server, and reachable via its public address.

[0098] In this case, at step 42, the UE 2 connects to the remote desktop 4 through an IP access network for communicating with the remote desktop PC 4. This also relates to steps 20 22, 24, 26, and 28 in figure 3.

[0099] The UE 2 interacts with the desktop by sending key and mouse events. At one moment in time the user opens a media player and decides to play the video.

[0100] At step 44 the desktop 4 sends a SDP Offer/Answer to enable streaming the video. This decision is based on a local policy and intelligence as well as on local server interface implementation. In a first embodiment this implies applications hosted on the server to request specific media transfer means to a thin client server module (we call this application aware media transfer adaptation). In a second embodiment this implies the thin client server module to autonomously select the most appropriate transfer means.

[0101] Upon reception of this request, the UE 2 sends back, at step 46, an answer to accept or refuse this video stream. In this typical example, the UE 2 supports the redirection feature. The user selects the redirection option and chooses to redirect the video to the TV 40 via the UE 2 User Interface. It is assumed that the mobile phone knows her TV SIP public address or IP address. This means that the thin client device provides a user interface for notifying the user whether to accept the media flow or direct it to another equipment. The Answer message contains the address of the TV and the ID of the application for which the redirection is requested to redirect e.g. the web browser display.

[0102] In this case the redirection refers to the display redirection of an application (this can be a web browser, an instant messaging application, a video,).

[0103] The Desktop 4 receives the message, interprets the message and prepares to redirect the media to the TV 40. No screen updates corresponding to the area where the video output is located is sent to the UE 2. This requires the Answer message to include an indication as to whether the output stream still is streamed to the mobile device or not.

[0104] The media negotiation follows with the TV 40 through SIP if SIP is supported. It may be possible that the desktop 4 negotiates the video transfer via other means.

[0105] At step 48, the desktop 4 sends the SDP offer to the TV 40.

[0106] At step 50 the SDP Offer is accepted by the TV which sends back a SDP Answer.

[0107] At step 52, the UE 2 is notified that the TV 40 accepted the redirection.

[0108] Finally, at step 54, the video is displayed on the TV screen 40. The user may continue interacting with the remote desktop 4 using remote desktop control means.

[0109] In the above example the TV 40 is preferably SIP-connected at a server, for instance at the set-top-box or any other back-end SIP server, and that it is reachable via its public address.

Claims

1. Method for establishing a Thin Client session between a Thin Client device (2) and a Thin Client Server (4) exchanging Handshaking and initialization messages during a session negotiation above a SIP-based framework, **characterized in that** said Thin Client device (2) and said Thin Client Server (4) exchange additional information representative of the Thin Client context enabling the combination and adaptive transfer of multiple media streams in at least one remote application display during said thin client session.

2. Method according to claim 1 wherein said additional information consists of Thin Client information formatted in SDP (Session Description Protocol) offer/answer messages.

3. Method according to claim 1 wherein said additional information consists of Thin Client information formatted in XML-based offer/answer messages embedded in the body of SIP messages.

4. Method according to claim 2 or claim 3 wherein said additional information comprises both multimedia transfers and remote desktop control capabilities.

5. Method according to claim 4 wherein said remote desktop control capabilities further comprises dynamically directing or redirecting graphical updates of a remote application from a first device onto a second device.

6. Method according to claim 5 wherein said first device is a mobile communication device and said second device is a fixed communication device.

7. Method according to claim 6 comprising, transferring uplink events on a separate radio bearer than the one used for the downlink graphical updates.

8. Method according to claim 7 comprising transferring uplink events on a separate IP connection that the one used for the downlink graphical updates.

9. Method according to claim 1 comprising, associating at least one audio/video stream to the thin client session.

10. Method according to claim 8 wherein said additional information comprises remote display framebuffer coordinates and size corresponding to said audio/video streams associated to said thin client session.

11. Method according to claim 9 wherein said additional information allows sending a client request (FramebufferForgetRequest) instructing the server that a specific area on the framebuffer does not require update.

12. Method according to claim 11 wherein said additional information comprises window-id attribute.

13. Method according to claim 12 wherein said additional information allow sending a client request (WindowUpdate) instructing a server that a graphical area identified by said window-id attribute has been resized, moved or both.

14. A thin client device (2) adapted for implementing the method according to claim 1 for establishing a Thin Client session with a Thin Client Server (4), **characterized by** means for exchanging with said Thin Client Server (4) additional information representative of the Thin Client context enabling the combination and adaptive transfer of multiple media streams in at least one remote application display during said thin client session, said additional information consisting of SDP (Session Description Protocol) offer/answer messages Or XML-based offer/answer messages embedded in the body of SIP messages.

15. A thin client device (2) according to claim 14 consisting of a Mobile User Equipment comprising an interface to enable a user to register interest in media redirection in order to get notified upon reception of said media redirection, and to send a redirection answer.

16. A thin client device (2) according to claim 14 adapted for establishing a separate IP connection for uplink events, for triggering the allocation of separate radio bearer for transferring said uplink events on a separate radio bearer than the one used for downlink graphical updates, and for mapping the rendering of audio/video stream(s) to said remote display framebuffer on its screen.

17. A Thin Client Server (4) adapted for implementing the method according to claim 1 for establishing a Thin Client session with a Thin Client device (2), **characterized by** means for exchanging with said Thin Client device additional information representative of the Thin Client context enabling the combination and adaptive transfer of multiple media streams in at least one remote application display during said thin client session.

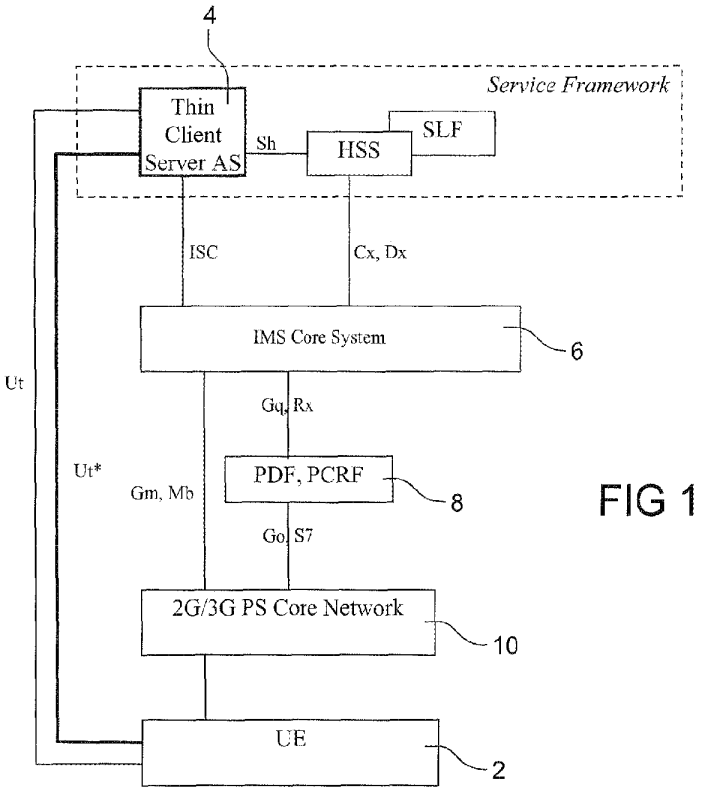

4
Service Framework
Thin Client Server AS
Sh
HSS
SLF
ISC
Cx, Dx
IMS Core System
6
Ut
Gq, Rx
Ut*
Gm, Mb
PDF, PCRF
8
Go, S7
2G/3G PS Core Network
10
UE
2

FIG 1

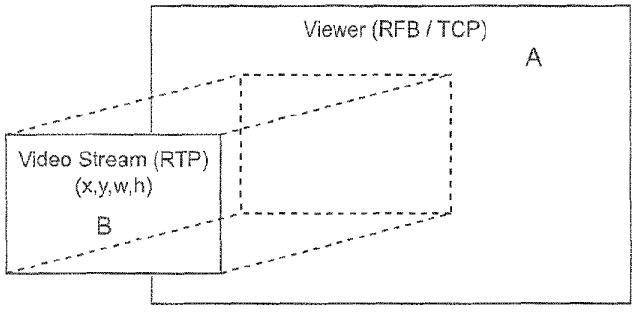

Viewer (RFB / TCP)
A
Video Stream (RTP)
(x,y,w,h)
B

Fig 2

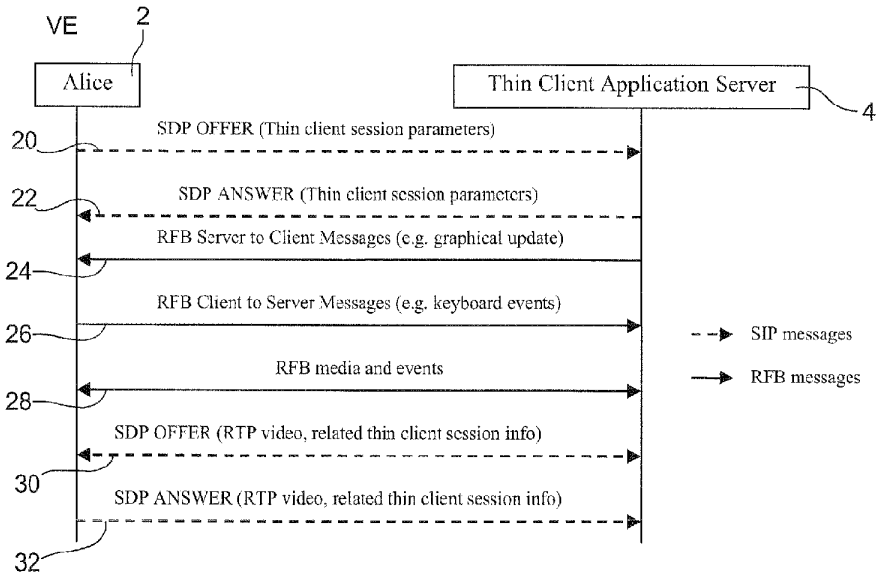

VE
2
Alice
Thin Client Application Server
4
SDP OFFER (Thin client session parameters)
20
SDP ANSWER (Thin client session parameters)
22
RFB Server to Client Messages (e.g. graphical update)
24
RFB Client to Server Messages (e.g. keyboard events)
26
RFB media and events
28
SDP OFFER (RTP video, related thin client session info)
30
SDP ANSWER (RTP video, related thin client session info)
32
SIP messages
RFB messages

Fig 3

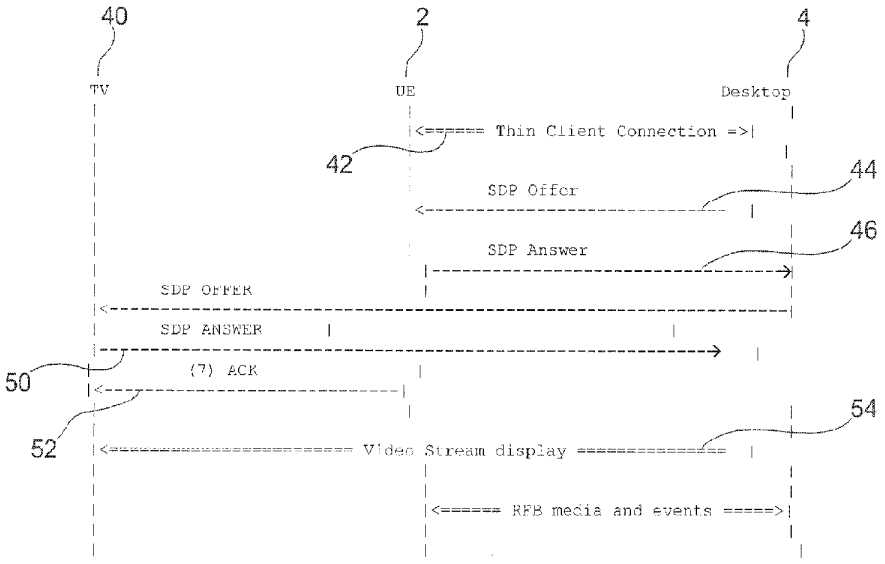

40
2
4
TV
UE
Desktop
<====== Thin Client Connection =>|
42
44
SDP Offer
46
SDP Answer
SDP OFFER
SDP ANSWER
50
(7) ACK
52
54
<========== Video Stream display ==========
<====== RFB media and events =====>

FIG 4

Europäisches Patentamt
European Patent Office
Office européen des brevets

EUROPEAN SEARCH REPORT

Application Number
EP 08 16 6122

DOCUMENTS CONSIDERED TO BE RELEVANT

Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (IPC)
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X	US 2007/058637 A1 (LO TUN HAN FELIX [CN]) 15 March 2007 (2007-03-15) * figures 16,17,19 * * paragraph [0076] - paragraph [0086] * ----- -/--	1-6,14, 15,17	

1 The present search report has been drawn up for all claims

Place of search	Date of completion of the search	Examiner
Munich	24 March 2009	Jurca, Alexandru

CATEGORY OF CITED DOCUMENTS

X : particularly relevant if taken alone
Y : particularly relevant if combined with another document of the same category
A : technological background
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D : document cited in the application
L : document cited for other reasons

& : member of the same patent family, corresponding document

EPO FORM 1503 03.82 (P04C01)

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EUROPEAN SEARCH REPORT

Application Number
EP 08 16 6122

DOCUMENTS CONSIDERED TO BE RELEVANT

Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (IPC)
X	OTT TZI J: "SDP Attributes for T.120 Data Conferencing; draft-ott-mmusic-sdp-t120 00.txt" IETF STANDARD-WORKING-DRAFT, INTERNET ENGINEERING TASK FORCE, IETF, CH, 12 July 2004 (2004-07-12), pages 1-7, XP015033580 ISSN: 0000-0004 * page 2 - page 5 * -----	1-6,14, 15,17	
X	BARTON J J ET AL: "Dialing for Displays: Session Initiation Protocol for Opportunistic Augmentation" PERVASIVE COMPUTING AND COMMUNICATIONS, 2006. PERCOM 2006. FOURTH ANNU AL IEEE INTERNATIONAL CONFERENCE ON PISA, ITALY 13-17 MARCH 2006, PISCATAWAY, NJ, USA,IEEE, 13 March 2006 (2006-03-13), pages 1-6, XP010910642 ISBN: 978-0-7695-2518-1 * page 1 - page 4 * -----	1-6,14, 15,17	
			TECHNICAL FIELDS SEARCHED (IPC)

The present search report has been drawn up for all claims

Place of search	Date of completion of the search	Examiner
Munich	24 March 2009	Jurca, Alexandru

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D : document cited in the application
L : document cited for other reasons

& : member of the same patent family, corresponding document

EPO FORM 1503 03.82 (P04C01)

ANNEX TO THE EUROPEAN SEARCH REPORT ON EUROPEAN PATENT APPLICATION NO. EP 08 16 6122

This annex lists the patent family members relating to the patent documents cited in the above-mentioned European search report. The members are as contained in the European Patent Office EDP file on
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24-03-2009

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		CN 101107830 A	16-01-2008

EPO FORM P0459

For more details about this annex : see Official Journal of the European Patent Office, No. 12/92

Espacenet

Bibliographic data: CN101778198 (A) — 2010-07-14

Enhanced-type TV terminal system

Inventor(s): CHEN JIN; XIN WANG; CAIBAO XU; GAOXIANG XU ± (JIN CHEN, ; WANG XIN, ; XU CAIBAO, ; XU GAOXIANG)

Applicant(s): SHANGHAI XIANGYUN INFORMATION ± (SHANGHAI XIANGYUN INFORMATION SYSTEM CO., LTD)

Classification: **- international:** ***G08C17/02; G08C23/04; H04N5/00***
- cooperative:

Application number: CN201010109683 20100125

Priority number(s): CN201010109683 20100125

Abstract of CN101778198 (A)

The invention relates to an enhanced-type digital terminal system which is connected with a TV by a audio/video cable and a control signal wire; the TV terminal system comprises a host module and an intelligent information display which are connected with each other, wherein the host module comprises a central processing unit (CPU), an integrated family wired/wireless broadband routing module, an integrated family intelligent appliance control module and an integrated TV signal access module which are connected with each other in parallel; the intelligent information display comprises a display terminal, a processing arithmetic unit, a microphone and a camera which are connected with each other in parallel; and the TV terminal system is configured with an interactive remote controller or a traditional infrared or radio frequency remote controller. The system leads the TV, a computer, domestic intelligent appliances, a security system, a mobile phone and the like to be integrated into a set top box of the TV and controlled on a touch screen, thus being simple and convenient for operation.

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(51)Int.Cl.
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G06F 3/048(2006.01)
G08C 17/02(2006.01)
G08C 23/04(2006.01)

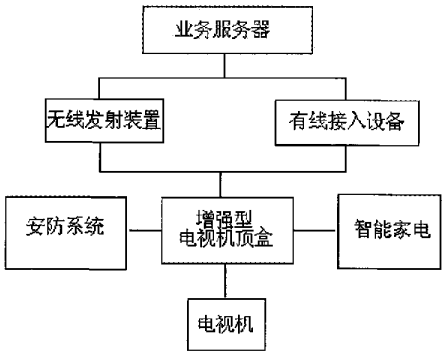
权利要求书 1 页 说明书 2 页 附图 1 页

(54)发明名称

一种增强型电视终端系统

(57)摘要

本发明涉及一种增强型数字终端系统，通过音视频线和控制信号线与电视机相接，所述的电视终端系统包括相互连接的主机模块和智能信息显示器，所述的主机模块包括相互并联的中央处理器、集成家庭有线/无线宽带路由模块、集成家庭智能家电控制模块和集成电视信号接入模块；所述的智能信息显示器包括相互并联的显示终端、处理运算器、麦克风和摄像头；所述的电视终端系统配置有互动型遥控器或传统红外或射频遥控器。本发明可将电视机、电脑、家用智能家电、安防系统及手机等集成在一个电视机顶盒触摸显示屏上进行控制，操作简单，方便。



CN 101778198 A

1. 一种增强型电视终端系统，通过音视频线和控制信号线与电视机相接，其特征在于：所述的电视终端系统包括相互连接的主机模块和智能信息显示器，所述的主机模块包括相互并联的中央处理器、集成家庭有线 / 无线宽带路由模块、集成家庭智能家电控制模块和集成电视信号接入模块；所述的智能信息显示器包括相互并联的显示终端、处理运算器、麦克风和摄像头；所述的电视终端系统配置有遥控器。

2. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的遥控器为互动型遥控器或传统红外或射频遥控器。

3. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的中央处理器为 i386 或以上的处理器，所述的电视信号接入模块为集成 DVB-S、DVB-C、DVB-T；所述的显示终端为 3-22 英寸触摸显示屏。

4. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的有线及无线路由模块与家庭电脑或互联设备连接。

5. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的集成电视信号接入模块可将电视或 2 个以上显示终端共同接入，包括通过 RJ45 接口提供电信 IPTV 接入，通过 DVB-C 接口提供有线电视接入。

6. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的集成家庭智能家电控制模块通过 Wifi 或蓝牙或红外传输方式及 2 种以上不同协议连接智能家电并进行控制。

7. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的智能信息显示器与可视或语音门禁系统即安防系统连接，实现门禁控制及语音视频通话。

8. 根据权利要求 1 所述的一种增强型电视终端系统，其特征在于：所述的智能信息显示器通过与 3G、3G 宽带、GSM、CDMA、ADSL、CableModem 连接，实现与手机之间的视频或语音通话功能。

一种增强型电视终端系统

技术领域

[0001] 本发明属电视技术领域，特别是涉及一种增强型电视终端系统。

背景技术

[0002] 随着数字技术的迅速发展，电视信号正在取代模拟信号，进入电视行业，这使得用户能够更加清晰、方便地收看到电视节目。使用电视机顶盒能够让用户收到电视特有的优质服务，如电子界面指南，准视频点播，视频点播，数据广播，股票信息，直播回放等等。但是目前市场上的机顶盒往往都采用遥控器控制，使用起来不够方便，而且其功能的局限性大。

发明内容

[0003] 本发明所要解决的技术问题是提供一种可将电视机、电脑、家用智能家电、安防系统及手机等集成在一个电视机顶盒触摸显示屏上进行控制的电视终端系统。

[0004] 本发明解决其技术问题所采用的技术方案是：提供一种增强型电视终端系统，通过音视频线和控制信号线与电视机相接，所述的电视终端系统包括相互连接的主机模块和智能信息显示器，所述的主机模块包括相互并联的中央处理器、集成家庭有线 / 无线宽带路由模块、集成家庭智能家电控制模块和集成电视信号接入模块；所述的智能信息显示器包括相互并联的显示终端、处理运算器、麦克风和摄像头；所述的电视终端系统配置有互动型遥控器或传统红外或射频遥控器。

[0005] 所述的中央处理器为 i386 或以上的处理器，所述的电视信号接入模块为集成 DVB-S、DVB-C、DVB-T；所述的显示终端为 3-22 英寸触摸显示屏。

[0006] 所述的有线及无线路由模块与家庭电脑或互联设备连接。

[0007] 所述的集成电视信号接入模块可将电视或 2 个以上显示终端共同接入，包括通过 RJ45 接口提供电信 IPTV 接入，通过 DVB-C 接口提供有线电视接入。

[0008] 所述的集成家庭智能家电控制模块通过 Wifi 或蓝牙或红外传输方式及 2 种以上不同协议连接智能家电并进行控制。

[0009] 所述的智能信息显示器与可视或语音门禁系统即安防系统连接，实现门禁控制及语音视频通话。

[0010] 所述的智能信息显示器通过与 3G、3G 宽带、GSM、CDMA、ADSL、CableModem 连接，实现与手机之间的视频或语音通话功能。

[0011] 有益效果

[0012] 本发明可将电视机、电脑、家用智能家电、可视或语音门禁系统及手机等集成在一个电视机顶盒触摸显示屏上进行控制，操作简单，方便。

附图说明

[0013] 图 1 为本发明原理图。

具体实施方式

[0014] 下面结合具体实施例，进一步阐述本发明。应理解，这些实施例仅用于说明本发明而不用于限制本发明的范围。此外应理解，在阅读了本发明讲授的内容之后，本领域技术人员可以对本发明作各种改动或修改，这些等价形式同样落于本申请所附权利要求书所限定的范围。

[0015] 如图 1 所示，本发明的电视终端系统，通过音视频线和控制信号线与电视机相接，电视终端系统包括相互连接的主机模块和智能信息显示器，其中：

[0016] 1) 主机模块包括：

[0017] 以 i386 或其他高性能处理作为中央处理器。

[0018] 集成家庭有线 / 无线宽带路由。

[0019] 集成家庭智能家电控制模块。

[0020] 集成 DVB-S、DVB-C、DVB-T 等电视信号接入模块。

[0021] 2) 智能信息显示器：

[0022] 以 3-22 英寸触摸显示屏作为显示终端。

[0023] 具备处理运算能力。

[0024] 具备麦克风。

[0025] 具备摄像头。

[0026] 3) 互动型遥控器或传统红外或射频遥控器

[0027] 所述的智能互动遥控器包括相互并联的集成蓝牙通信模块、集成 Wifi 通信模块、集成射频发射及接收模块、集成红外发送及接收模块、集成 Z-wave 发射及接收模块、集成 ZigBee 发射及接收模块和集成 GSM/GPRS 通讯模块。

[0028] 电视终端系统能够提供下列服务：

[0029] 1) 家庭电脑或其他需要互联设备可通过本系统提供的有线及无线路由模块实现互联及与互联网接入。

[0030] 2) 电视或其他显示终端可通过本系统提供的电视业务实现不同运营商及不同电视接入方式的共同接入。如：通过本机提供的 RJ45 接口提供电信 IPTV 接入，通过 DVB-C 接口提供有线电视接入等。

[0031] 3) 可视或语音门禁系统可与本系统提供的智能信息显示器连接，实现门禁控制及语音视频通话。

[0032] 4) 本系统可通过 Wifi、蓝牙、红外等传输方式及多种不同协议与连接智能家电并进行控制。

[0033] 5) 本系统通过智能信息显示器，以不同的连接方式如 3G、3G 宽带、GSM、CDMA、ADSL、CableModem 实现与 3G 手机或其他手机之间的视频或语音通话功能。

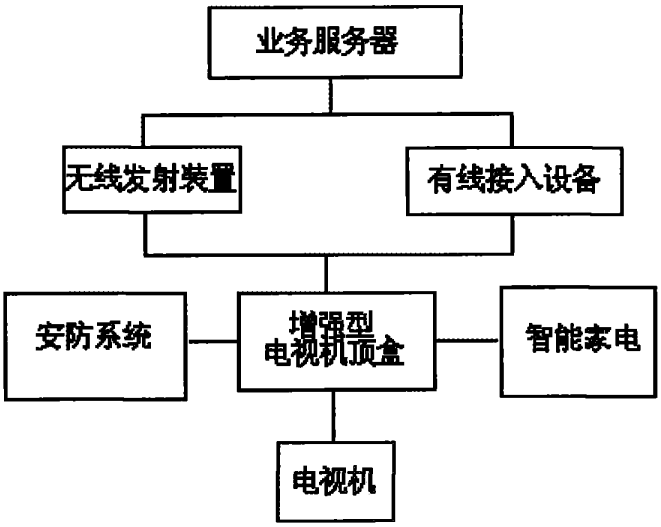


图 1

Espacenet

Bibliographic data: CN101815073 (A) — 2010-08-25

Embedded Bluetooth-Ethernet server

Inventor(s): JINGTAI CAO; SHUANG GUO; JIANLU JIA; BIN WANG; MINGHAO WANG; YUANHAO WU; QINGYUN YANG; JINYU ZHAO ± (CAO JINGTAI, ; GUO SHUANG, ; JIA JIANLU, ; WANG BIN, ; WANG MINGHAO, ; WU YUANHAO, ; YANG QINGYUN, ; ZHAO JINYU)

Applicant(s): CHANGCHUN OPTICS FINE MECH ± (CHANGCHUN INSTITUTE OF OPTICS, FINE MECHANICS ANDPHYSICS, CHINESE ACADEMY OF SCIENCES)

Classification: **- international:** ***H04B5/00; H04L12/28; H04L29/06***
- cooperative:

Application number: CN201010143686 20100412 Global Dossier

Priority number(s): CN201010143686 20100412

Abstract of CN101815073 (A)

The invention relates to an embedded Bluetooth-Ethernet server and provides a new method for watching network TV and requesting a video through a mobile phone and an analog TV set. In the Ethernet server, the internet, an analog TV network and a Bluetooth network are integrated, so that functions of watching the network TV or requesting a network video and the like through a mobile phone terminal and the traditional analog TV set at the same time are realized. The network TV is watched through the mobile phone terminal by adopting a Bluetooth protocol to communicate without paying mobile network using fee. The Bluetooth-Ethernet server adopts an embedded design, integrates external interface equipment, such as an Ethernet interface, a storage, an infrared receiver (AV) and a VGA interface and the like, transplants a Bluetooth protocol stack into an embedded operation system at the same time, and can simultaneously establish connection with the analog TV set and seven mobile phone terminals. The embedded Bluetooth-Ethernet server of the invention can reach a video transmission speed of 15 to 20fps for the analog TV set and the mobile phone terminal under VGA resolution and CIF resolution respectively and guarantee that audio and video are synchronous.

(19)中华人民共和国国家知识产权局

(12)发明专利申请

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(51)Int.Cl.
H04L 29/06(2006.01)
H04L 12/28(2006.01)
H04B 5/00(2006.01)

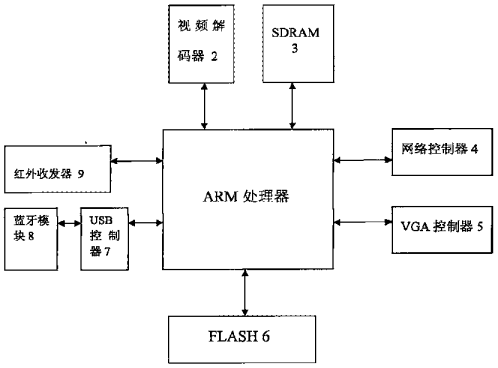
权利要求书 1 页 说明书 3 页 附图 3 页

(54)发明名称

一种嵌入式蓝牙-以太网服务器

(57)摘要

本发明涉及一种嵌入式蓝牙-以太网服务器，提供一种手机和模拟电视机观看网络电视及视频点播的新方法。将互联网络，模拟电视网络及蓝牙网络有机结合，实现手机终端和传统模拟电视机同时观看网络电视或点播网络视频等功能。其中手机终端观看网络电视采用蓝牙协议通信，无需缴纳移动网络使用费用。蓝牙-以太网络服务器采用嵌入式设计，集成以太网接口，存储器，红外接收器AV及VGA接口等外部接口设备，同时将蓝牙协议栈移植至嵌入式操作系统中，可同时与一台模拟电视机及七台手机终端建立连接。本发明对于模拟电视和手机终端可分别实现VGA和CIF分辨率下15-20fps的视频传输速率，并保证音视频同步。



CN 101815073 A

1. 一种嵌入式蓝牙以太网服务器，其特征在于包括 ARM 处理器 (1)，视频解码器 (2)，SDRAM(3)，网络控制器 (4)，VGA 控制器 (5)，FLASH(6)，USB 控制器 (7)，蓝牙模块 (8) 和红外控制器 (9)，ARM 处理器 (1) 与 SDRAM(3) 和视频解码器 (2) 及 FLASH(6) 通过外部数据接口连接，采用并行数据通信通信；ARM 处理器 (1) 与红外控制器 (9) 采用通用 I/O 连接；ARM 处理器 (1) 与网络控制器 (4) 采用标准网络接口连接；ARM 处理器 (1) 与蓝牙模块 (8) 通过 USB 控制器 (7) 连接，ARM 处理器 (1) 与 VGA 控制器 (5) 采用数据接口连接，ARM 处理器 (1) 内嵌 BlueZ 协议栈。

2. 根据权利要求 1 所述嵌入式蓝牙 - 以太网服务器，手机通过无线蓝牙网络与蓝牙模块 (8) 连接，采用蓝牙协议通信，利用 J2ME API 调用解码库对音视频数据进行解码，并实时显示。

一种嵌入式蓝牙 - 以太网服务器

技术领域：

[0001] 本发明涉及一种嵌入式系统的蓝牙 - 以太网络音视频处理平台。

背景技术：

[0002] 随着通信技术、网络技术及嵌入式系统的发展，网络视频传输已成为了可能。目前，更多的新闻等信息采用视频方式发布，优酷、土豆等视频网站层出不穷，PPLive，SopCast 等视频直播及点播软件也成为网络用户的必备软件。随着带宽的不断增加及视频编码技术的发展，视频质量和速率越来越高。但是传统的家庭用户仍然习惯于采用电视机作为信息获取的重要来源，也作为视频观看的第一终端，如果采用主机连接显示器的方式不但给用户来带不便，更大大降低了资源利用率。如何提高资源利用率的同时满足传统用户的习惯成为大家研究的话题。

[0003] 近年来移动通信高速发展，手机的性能不断提高，短距离无线通信技术也随之迅速发展。蓝牙，Zigbee，UWB 及 RFID 等技术越发成熟，其中蓝牙已成为手机必备通信模块；另外，手机正朝着智能性方向发展，JAVA 为手机的智能化提供了充足的条件。目前，如何将各种设备有机结合，尤其是不同网络接口的设备的高效利用成为热门话题，将传统的电视机系统，以太网络系统，蓝牙网络系统有机结合将具有较为广阔的应用场景。

发明内容：

[0004] 针对上述问题，本发明目的在于设计一种嵌入式蓝牙 - 以太网服务器，包括 ARM 处理器，视频解码器，SDRAM，红外收发器，网络控制器，FLASH，蓝牙模块和 VGA 控制器、USB 控制器。嵌入式处理器与蓝牙模块通过 USB 接口连接；嵌入式处理器与视频解码器通过高速数据接口连接；视频解码器与电视机通过模拟视频接口连接，可采用 AV 或 VGA 接口；嵌入式处理器与网络模块通过标准网络接口连接；网络模块通过因特网连接视频服务器，采用 TCP/IP 协议通信，音视频传输采用基于 UDP 的 RTP 协议；手机通过无线蓝牙网络与蓝牙模块连接，采用蓝牙协议通信，利用 J2ME API 调用解码库对音视频数据进行解码，并实时显示。

[0005] 本发明的有益效果在于将传统的模拟电视网络，以太网络及蓝牙网络有机的结合，充分的利用了因特网，模拟电视机及手机等资源。系统采用嵌入式技术，大大节省了空间，并提高了利用率，降低功耗和成本。可观看诸如上海体育、ESPN 等网络电视频道，并可点播最新电影及电视剧。省去来了大量的机顶盒使用费用，及手机上网费用，系统可同时与一台模拟电视机及七台手机终端建立连接及传输音视频数据。

附图说明

[0006] 图 1 为本发明的系统结构框图

[0007] 图 2 为嵌入式蓝牙 - 以太网服务器结构图

[0008] 图 3 为本发明的嵌入式软件流程图

[0009] 图 4 为本发明的手机终端软件流程图

[0010] 图 5 为本发明的嵌入式蓝牙 - 以太网服务器与手机终端音视频通信协议格式

具体实施方式

[0011] 下面结合附图具体说明本发明

[0012] 如图 2 所示，嵌入式蓝牙 - 以太网服务器包括 ARM 处理器 1，视频解码器 2，SDRAM3，网络控制器 4，VGA 控制器 5，FLASH6，USB 控制器 7，蓝牙模块 8 和红外控制器 9 组成。ARM 处理器 1 与 SDRAM3 和视频解码器 2 及 FLASH6 通过外部数据接口连接，采用并行数据通信通信；ARM 处理器 1 与红外控制器 9 采用通用 I/O 连接，便于驱动设计；ARM 处理器 1 与网络控制器 4 采用标准网络接口连接；ARM 处理器 1 与蓝牙模块 8 通过 USB 控制器 7 连接，ARM 处理器 1 内嵌 BLUEZ 协议栈，可完成蓝牙协议配置及操作；ARM 处理器 1 与 VGA 控制器 5 采用数据接口连接，便于驱动显示器设备。

[0013] 如图 3 所示，首先嵌入式服务器通过网络接口采用 TCP/IP 协议与网络视频服务器建立连接，并通过蓝牙接口监视手机发出的连接请求。当与服务器连接成功并与手机建立蓝牙连接后，等待手机发送的蓝牙命令并解析判别。如果为用户反馈命令，则接收用户反馈命令并执行，然后给出用户反馈命令确认；如果为音视频传输命令，则动态创建缓冲区，采用 RTP 协议接收网络服务器发出的音视频数据并缓冲，将数据分成两部分，一部分实时解码显示在电视机上，另外一部分送至手机终端解码显示。完成一次操作后回到等待用户命令状态。

[0014] 如图 4 所示，手持终端软件开启后搜索周围蓝牙设备，采用蓝牙协议与嵌入式服务器建立连接，然后等待用户输入命令。若用户输入接收音视频数据命令，则动态创建缓冲区，通过蓝牙协议接收音视频数据并解码显示；若为用户反馈命令，则创建命令发送队列，发送反馈命令。结束一次操作后回到等待用户输入命令状态。

[0015] 如图 5 所示，嵌入式蓝牙 - 以太网服务器与手机终端通信协议采用 RTP 协议，其协议各数据位如下：

[0016] ● P：间隙 (Padding)。数据包包含一个或多个附加间隙位组，其中这部分不属于有效载荷。

[0017] ● X：扩展位。设置时，在固定头后面，根据指定格式设置一个扩展头。

[0018] ● CSRC Count：包含 CSRC 标识符的编号。

[0019] ● M：标记。标记由 Profile 文件定义，允许重要事件（如帧边界）在数据包流中进行标记。

[0020] ● Payload Type：识别 RTP 有效载荷的格式，并通过应用程序决定其解释。Profile 文件规定了从 Payload 编码到 Payload 格式的缺省静态映射。另外的 Payload Type 编码可能通过非 RTP 方法实现动态定义。

[0021] ● Sequence Number：每发送一个 RTP 数据包，序列号增加 1，接收端可以依此检测数据包的丢失并恢复数据包序列。

[0022] ● Timestamp：反映 RTP 数据包中的第一个八位组的采样时间。采样时间必须通过时钟及时提供线性无变化增量，以支持同步和抖动计算。

[0023] ● SSRC：同步源。该标识符随机选择，旨在确保在同一个 RTP 会话中不存在两个

同步源具有相同的 SSRC 标识符。

[0024] ● CSRC：贡献源标识符。识别该数据包中的有效载荷的贡献源。

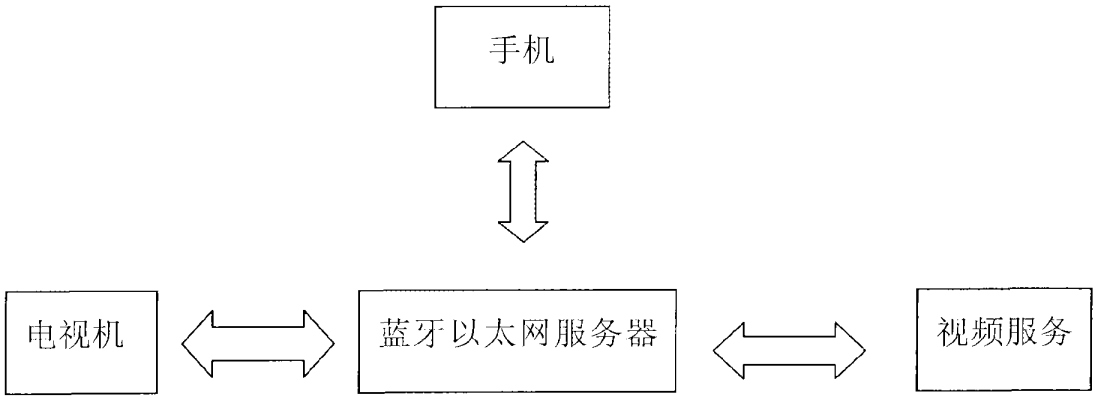

手机
电视机
蓝牙以太网服务器
视频服务

图 1

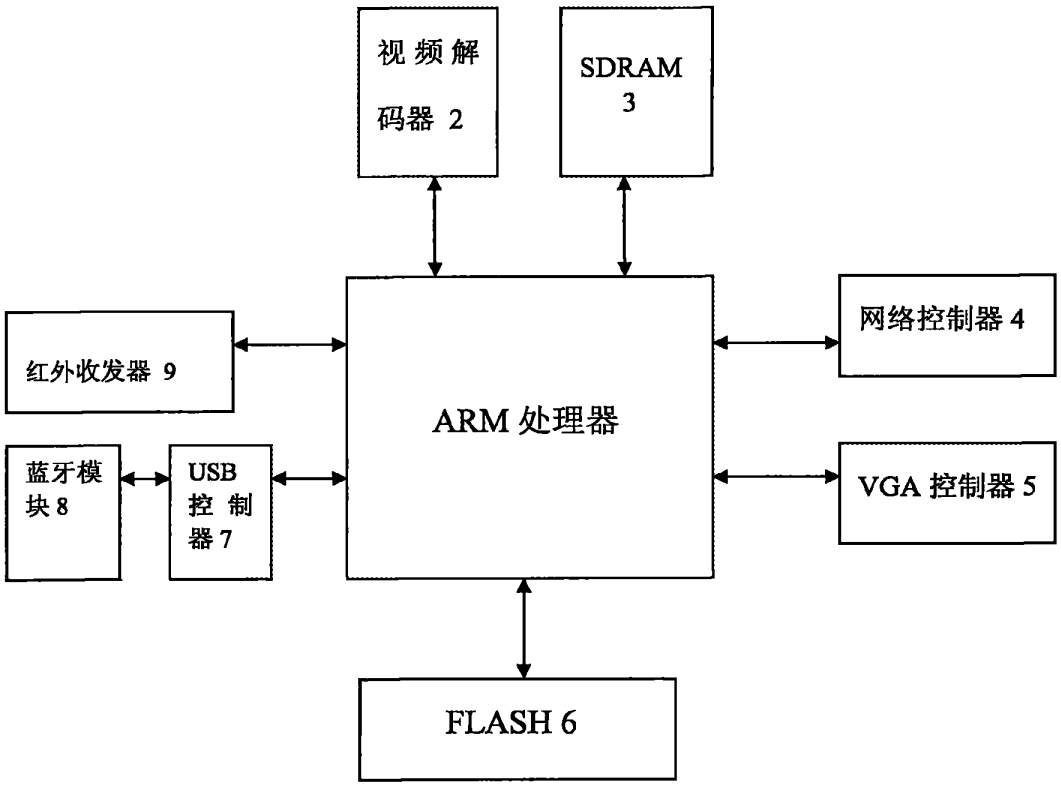

视频解码器 2
SDRAM 3
红外收发器 9
ARM 处理器
网络控制器 4
蓝牙模块 8
USB 控制器 7
VGA 控制器 5
FLASH 6

图 2

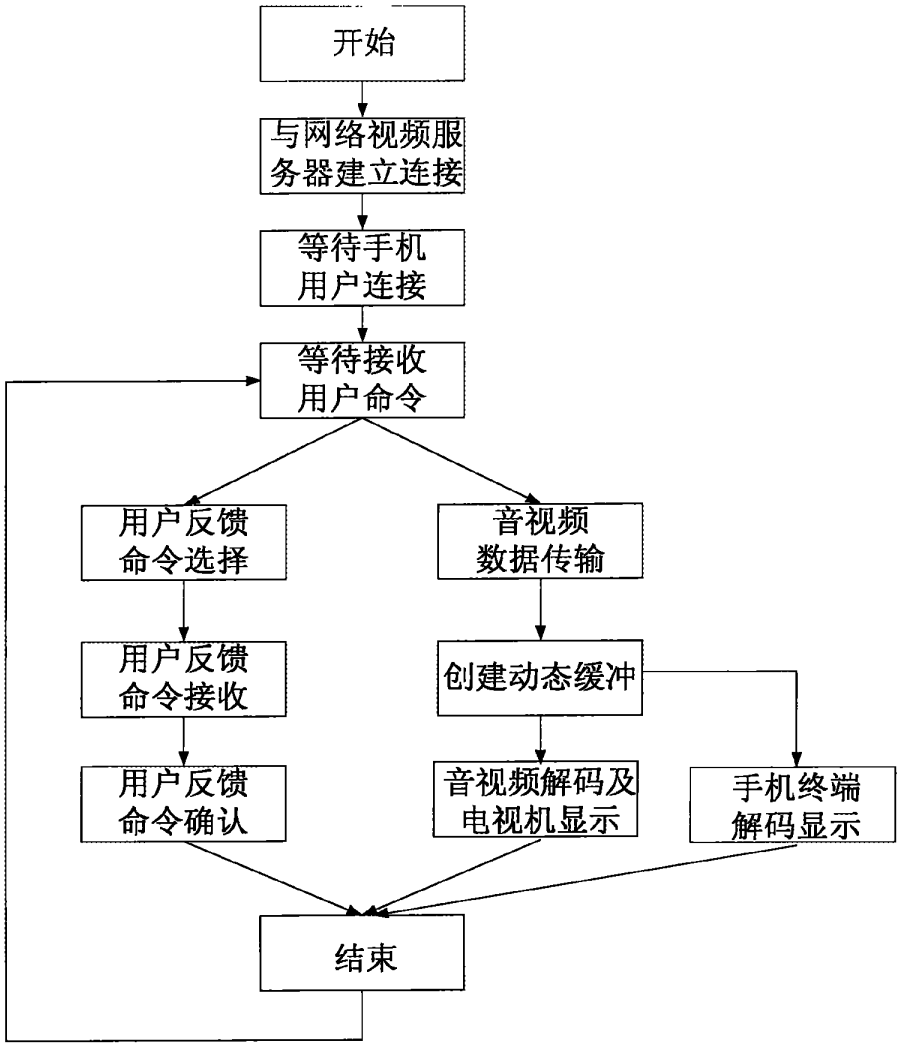

开始
与网络视频服务器建立连接
等待手机用户连接
等待接收用户命令
用户反馈命令选择
音视频数据传输
用户反馈命令接收
创建动态缓冲
用户反馈命令确认
音视频解码及电视机显示
手机终端解码显示
结束

图 3

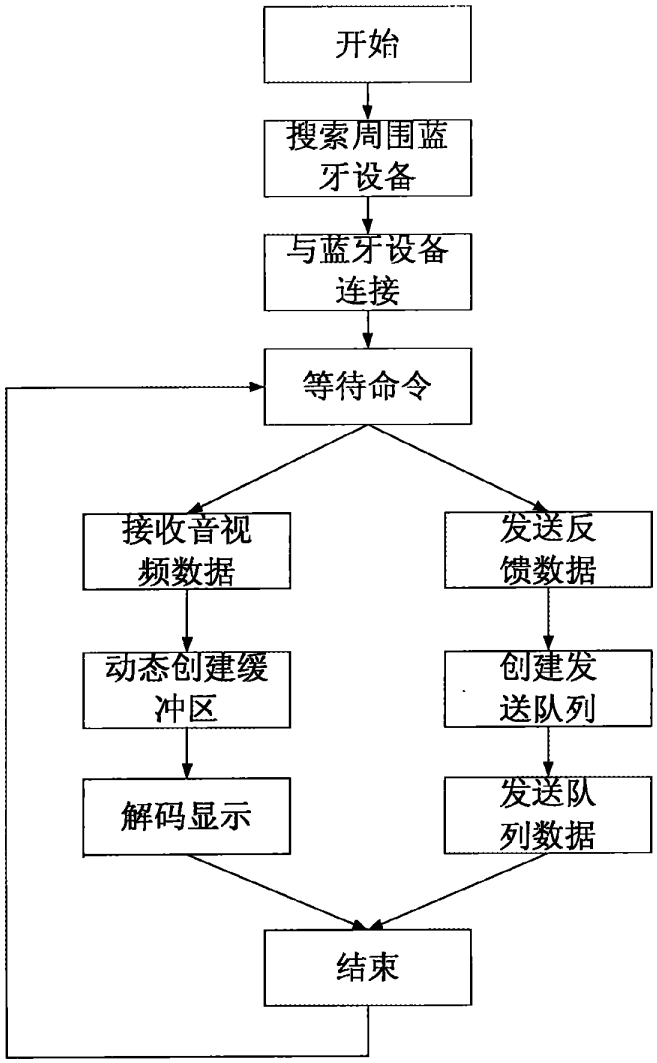


图 4

P	X	CSRC Count	M	Payload Type	Sequence number	Time stamp	SSRC	CSRC

图 5

anyRemote

About Screenshots Download Documentation FAQ Contact Special Thanks

Information

The overall goal of anyRemote is to provide remote control service on Linux through Bluetooth, Wi-Fi or just TCP/IP connection.

anyRemote is console application, but in addition there are GUI front ends for Gnome and KDE.

Contact

We will be pleased for any questions, suggestions, patches and examples of configuration files!

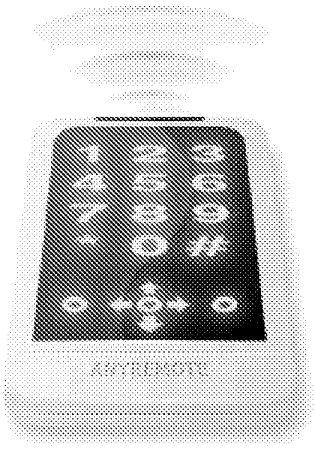
Post in the Forum

Please, send e-mails to anyremote@mail.ru

Project needs help!

Help us to test anyRemote on any available cell phone. Send Your results to anyremote@mail.ru

What is anyRemote?



The overall goal of this project is to provide remote control service on Linux through Bluetooth, Wi-Fi or just TCP/IP connection.

anyRemote supports wide range of modern cell phones like Nokia, SonyEricsson, HTC, Motorola and others.

It was developed as thin communication layer between Bluetooth (or IR, Wi-Fi) capabled phone and Linux, and in principle could be configured to manage almost any software.

anyRemote is console application, but in addition there are GUI front ends for Gnome and KDE.

Features

Plenty of connection variants

anyRemote can be used by:

- bluetooth connection with Android or J2ME (if cell phone is JSR82 compatible) clients
- Wi-Fi connection with Android or J2ME clients if phone supports Wi-Fi
- IR connection with J2ME client if java realization in phone supports access to IR port
- ordinary TCP/IP connection with Android or J2ME clients, if PC is connectable from internet
- bluetooth, infrared or cable connection using AT "modem" commands
- Web interface
- it has limited support for Bemused clients

experimental support for iPhone/iPod Touch with Command Fusion's iViewer installed

SOURCEFORGE.NET®

Maintained by anyRemote.
Website by m.lettner.

Plenty of compatible phones

anyRemote should work with the following phones:

- Android devices
- Nokia Series40 and Series60
- Sony Ericsson
- Motorola

You can find complete list of phones and other devices which were tested with anyRemote on the Devices List

Some phone-specific details described here.

Front-ends

There are KDE and Gnome GUI frontends. In addition to this it is possible to control anyRemote with a web interface.

Free as in Freedom

anyRemote is Free Software and released under the GNU GPL license.

View Full Version : Best way to generate Random, Unique Session ID's

Lorddraco98 Mon 2nd Dec '02, 9:08pm

I'm working on building a user object for a website I'm working on. In the user object, userid and sessionid must be stored into a cookie and then sent to the user. The userid and sessionid along with info about the user(IP, username, etc) are inserted into a MySQL DB. I'm looking for a way to generate a random, unique sessionid that PHP can make, store in the DB, insert into that cookie, and can also use to look up a user in the DB. So what's the best way to generate a random, unique session ID with PHP??

Gamefreak Wed 4th Dec '02, 4:47pm

use the function uniqid(val$)

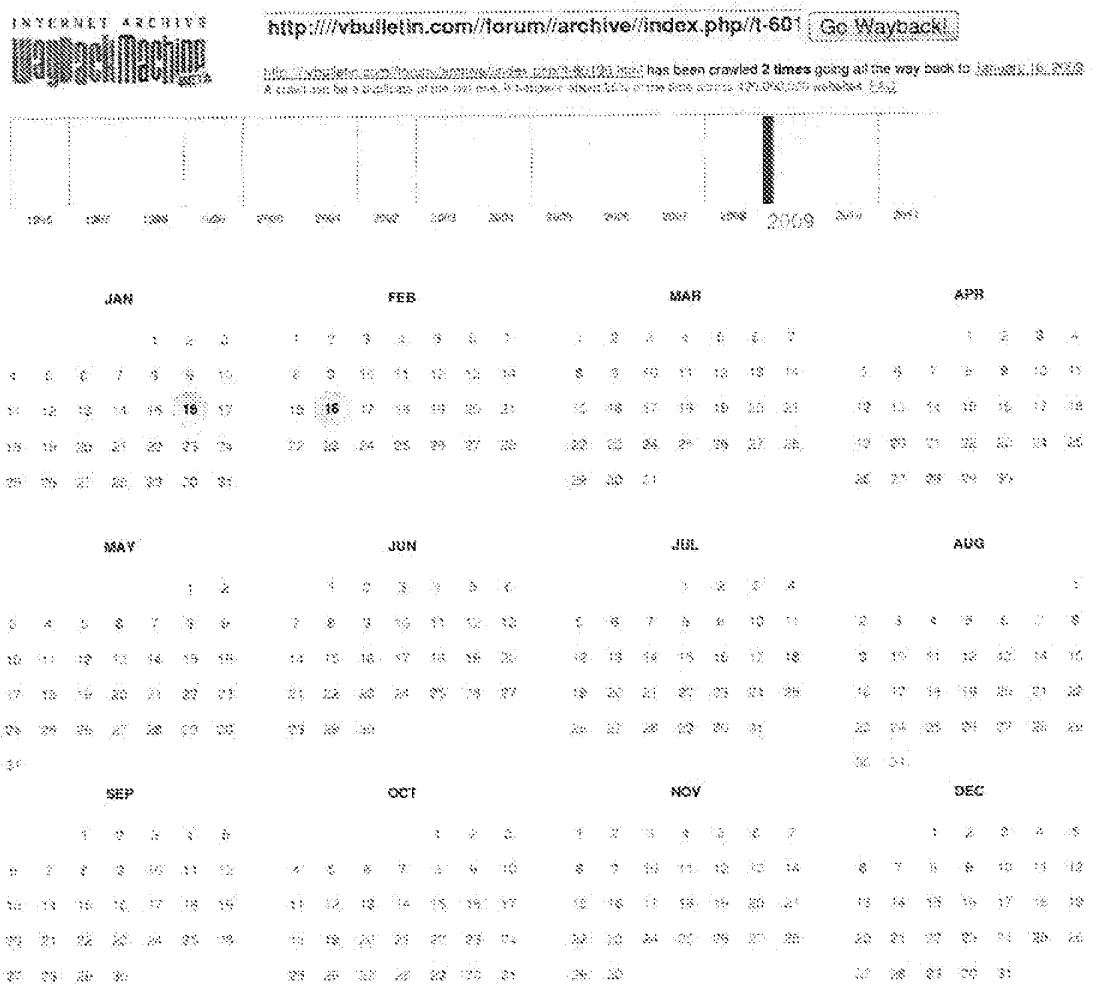
the val$ can be blank, but if you put something in there it will have that val$ in the id. After you do that, then put the result through md5(), it will give you good session ids.

Scott MacVicar Wed 4th Dec '02, 8:19pm

Originally posted by Lorddraco98
I'm working on building a user object for a website I'm working on. In the user object, userid and sessionid must be stored into a cookie and then sent to the user. The userid and sessionid along with info about the user(IP, username, etc) are inserted into a MySQL DB. I'm looking for a way to generate a random, unique sessionid that PHP can make, store in the DB, insert into that cookie, and can also use to look up a user in the DB. So what's the best way to generate a random, unique session ID with PHP?? just try and shove as much random stuff into md5, I use the following

```
md5(uniqid(microtime()) . $_SERVER['REMOTE_ADDR'] . $_SERVER['HTTP_USER_AGENT']);
```

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Note

This calendar view maps the number of times http:////vbulletin.com//forum//archive//index.php//t-60196.html was crawled by the Wayback Machine, *not* how many times the site was actually updated. More info in the FAQ.


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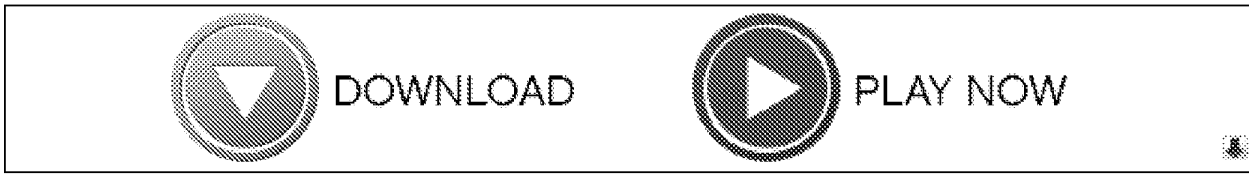
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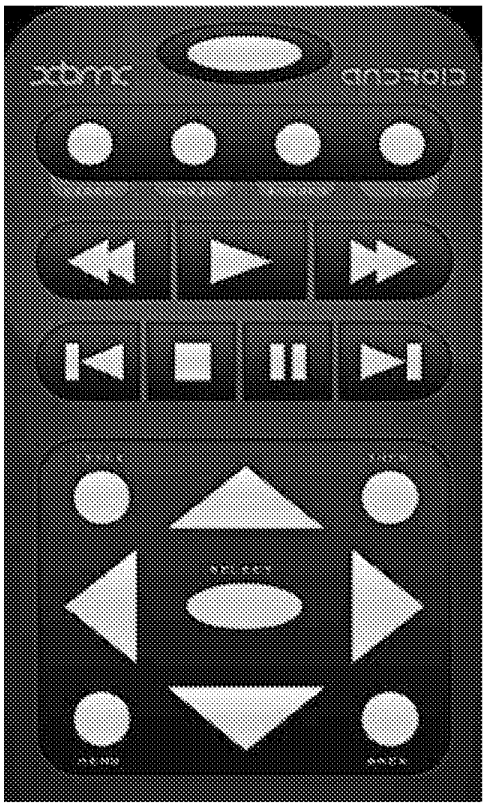


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1. 

1. XBMC

You don't need a separate piece of hardware — just a computer that can talk to your TV. Download this remote for your Android phone and run all of your media through the set with the help of the XBMC software hub, just like you would with a dedicated set-side device.

Control From: Android

Price: FREE

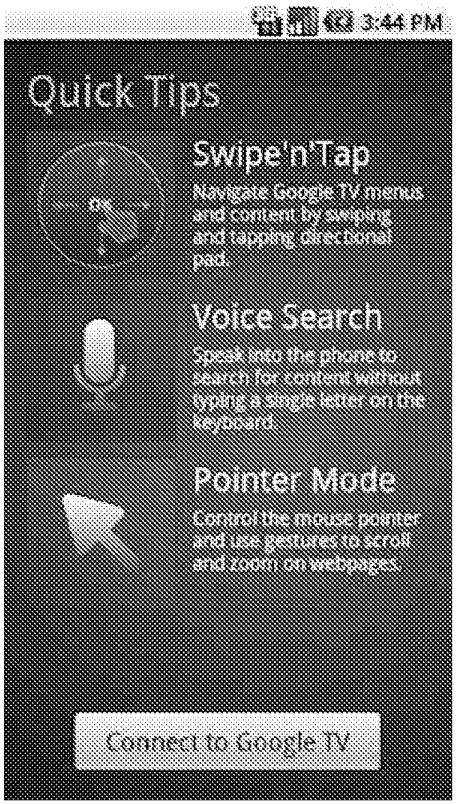
2. 

2. Re Universal Remote Control

Check out the funky buttons (just one of many options). This TV control app talks to its own infrared accessory as an intermediary, bringing your iPhone into the picture as the control panel for the TV. You'll also have access to re-compatible DVD players, audio equipment and the like. The app itself is free.

Control From: iOS

Price: $59.95 – $79.95

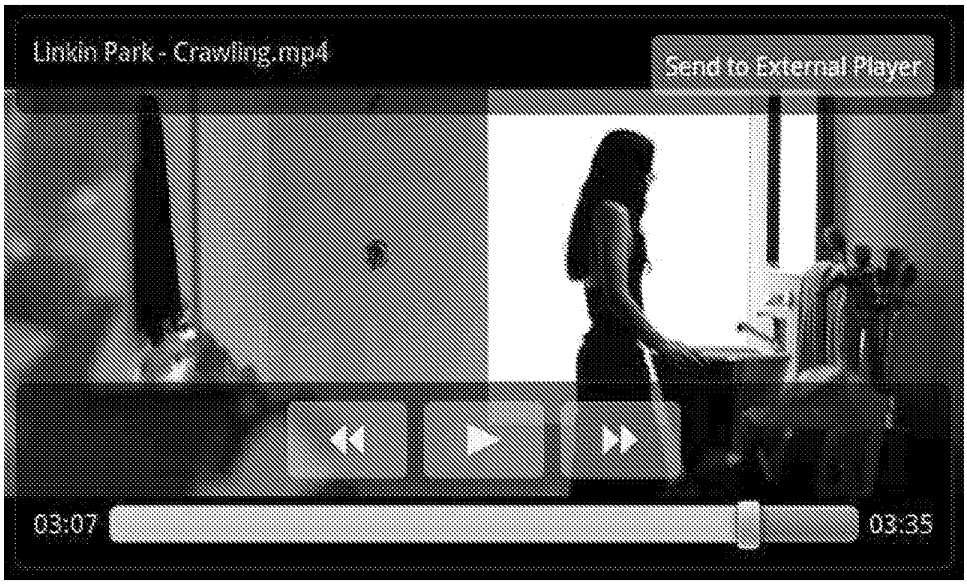
3. 

3. Google TV Remote

If your TV is equipped with Google TV integration, the free remote app puts every function at your fingertips, from powering up and down to voice-searching your content.

Control From: Android

Price: FREE

4. 

4. ArkMC DLNA UpnP

Way more than a simple TV remote — though it does that well, too — this app can play material from your PC, your Xbox360 and even stream video from a separate camera to the screen.

Control From: Android

Price: $3.99

5. 

5. Sony Media Remote

While it's not tied to any one piece of hardware, this remote is designed to push content from dozens of compatible Sony TVs, Blu-ray players and receivers. It can catch and throw websites from phone to set, and it becomes a gamepad when you play via Sony Internet TV.

Control From: Android

Price: FREE

6. 

6. VIERA Remote

Many Panasonic sets are equipped to run from your smartphone via VIERA, which allows you to not only switch channels and play content, but also gives you full touchpad interaction with all the set's settings. Of course, you can push pictures and video from your iOS device to the screen, and you can even browse the web with your TV as the monitor.

Control From: Android and iOS

Price: FREE

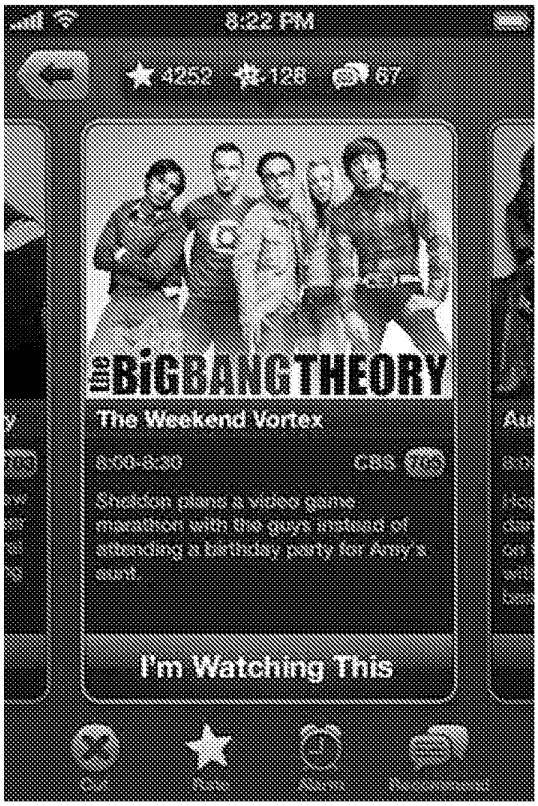
7. 

7. Samsung Remote

Another brand-designed, full-function remote for your smartphone, with web integration and features designed to allow you to pull content from online sources. Smart TV is the concept, and these apps are the core of the implementation.

Control From: Android and IOS

Price: FREE

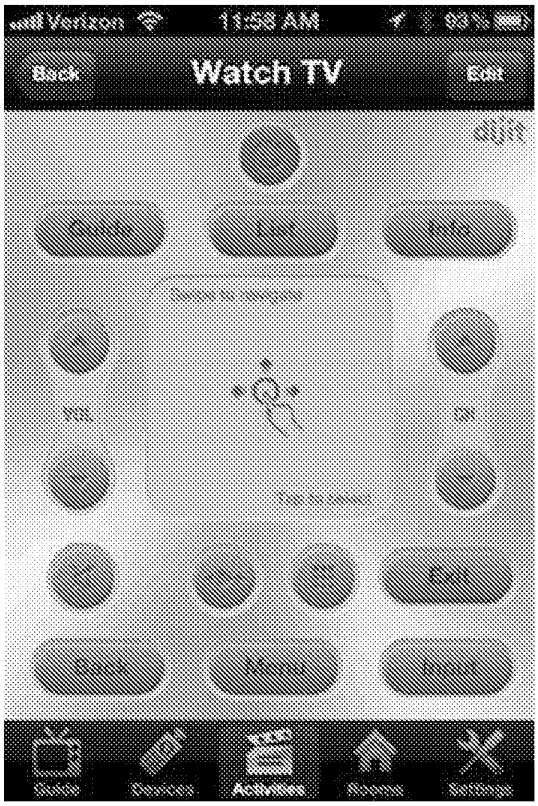
8. 

8. Peel

With the help of a battery-powered, pear-shaped device that pairs with the TV, your iPhone becomes a browser. The Peels sorts content into graphical tiles, grouped by genre. These are fully customizable and couple with the concept of on-board Peel curation.

Control From: Android and iOS

Price: Approx. $100

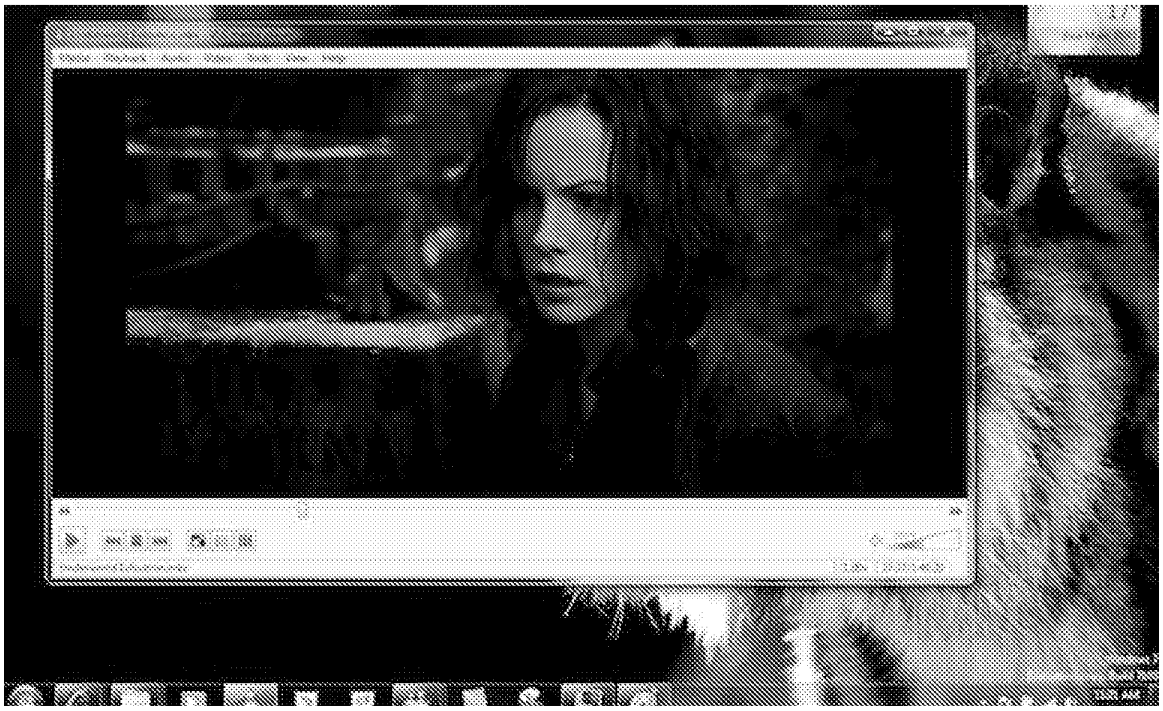
9. 

9. Beacon

From the Beacon hub, placed in the room with your set, your Android or iOS-equipped phone becomes a full media remote. Beacon will work with your TV, stereo and any media component that its Dijit software knows or can learn.

Control From: iOS and Android

Price: $69.99

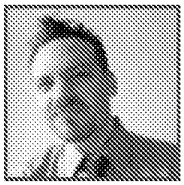
10. 

10. VLC Media Player

There's absolutely nothing to buy. This media player and remote app combo runs from your PC or OS system to your linked set. It's all powered by the non-profit open source multimedia wizards at the VideoLAN Organization.

Control From: iOS and Android

Price: FREE



By James O'Brien2012-11-28 16:59:42 UTC

Remote controls: those representatives of a longstanding love-hate relationship between humans and certain kinds of hardware. But all of that is changing.

Smartphones and mobile devices have transformed the lozenges and wands of the old school remote (complete with its endless rows of little and inscrutable buttons) into more efficient, pictorial, intuitive environments.

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Here's a roundup of 10 apps that tap you right into your TV — all from your phone or tablet.

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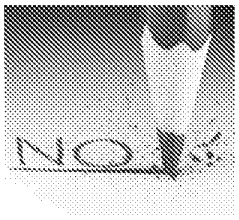
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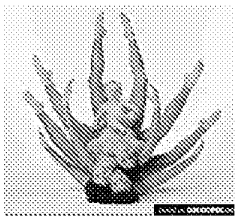
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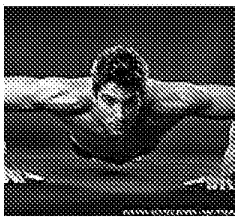
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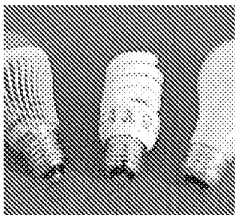
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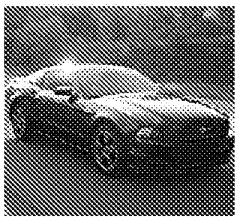
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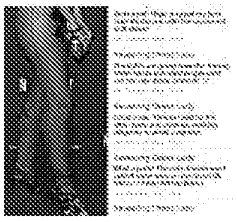
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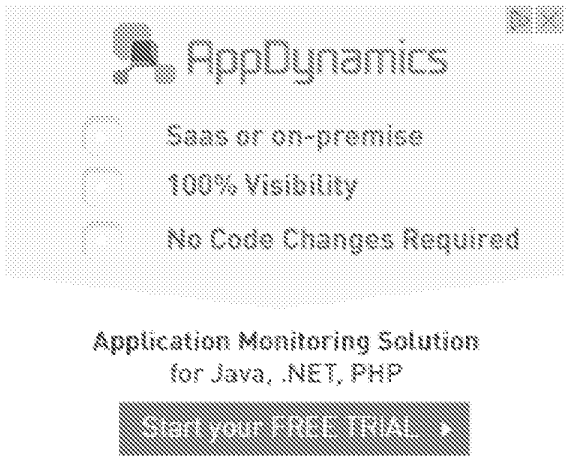


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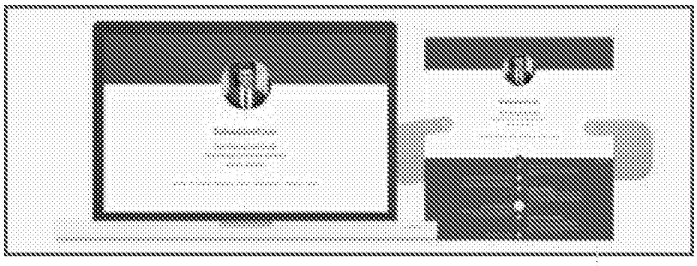
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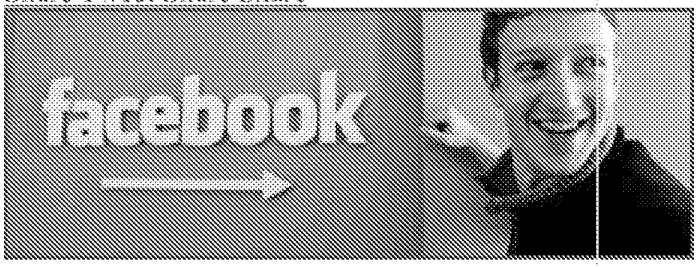
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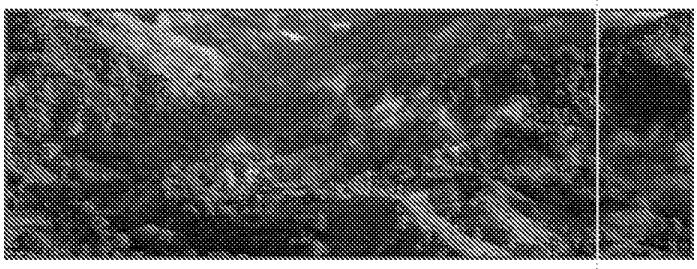
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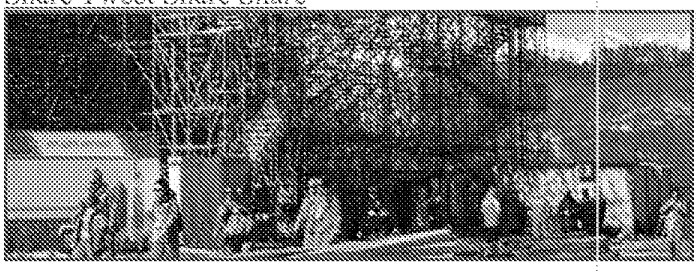
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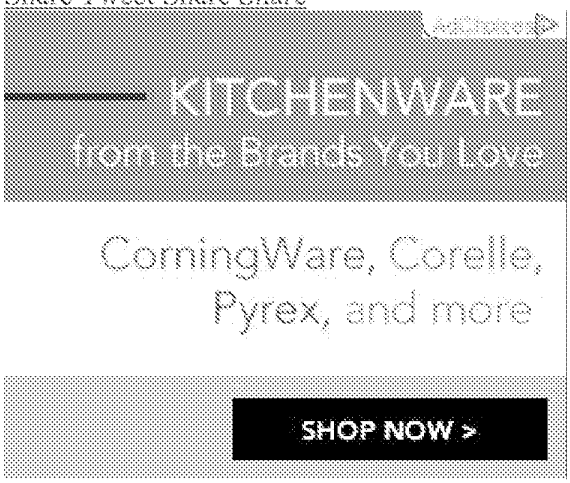
US & World

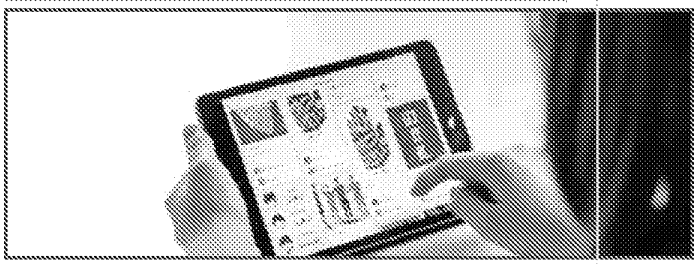
12 Sochi Photos That Russia Probably Doesn't Want You to See

Colin Daileda

As more athletes and reporters share their Sochi horror stories, many are realizing that the host city of the 2014 Winter Olympics isn't quite prepared for the global attention it will receive when the games begin on Friday. Photos from Sochi over th...

2.2k shares
2 hours ago
Share Tweet Share Share





Social Media

You Can't Buy Pinterest Fame

Kurt Wagner

If you want to build your following on Pinterest, there's no easy shortcut. That's the message Pinterest sent to users after the company updated its Acceptable Use Policy late last week. The subtle changes to the policy now condemn users who pay othe...

1.3k shares
4 hours ago
Share Tweet Share Share



US & World

Syrian Rebels Seize Aleppo Prison, Freeing Hundreds

Lorenzo Franceschi-Bicchierai

Syrian rebels have seized the Aleppo central prison, freeing hundreds of prisoners on Thursday, according to multiple news reports and rebel sources. The rebels took control of 80% of the estimated 4,000-person Assad-run prison complex, said Rami Abd...

836 shares
3 hours ago
Share Tweet Share Share





Tech

Google+ Hangouts for Business Just Got Real

Pete Pachal

When Google+ first debuted in summer 2011, the feature most lauded was its free, multi-person video conferences called Hangouts. Their usefulness in holding virtual face-to-face meetings was instantly obvious, and several businesses (including Mashab...

1.7k shares
6 hours ago
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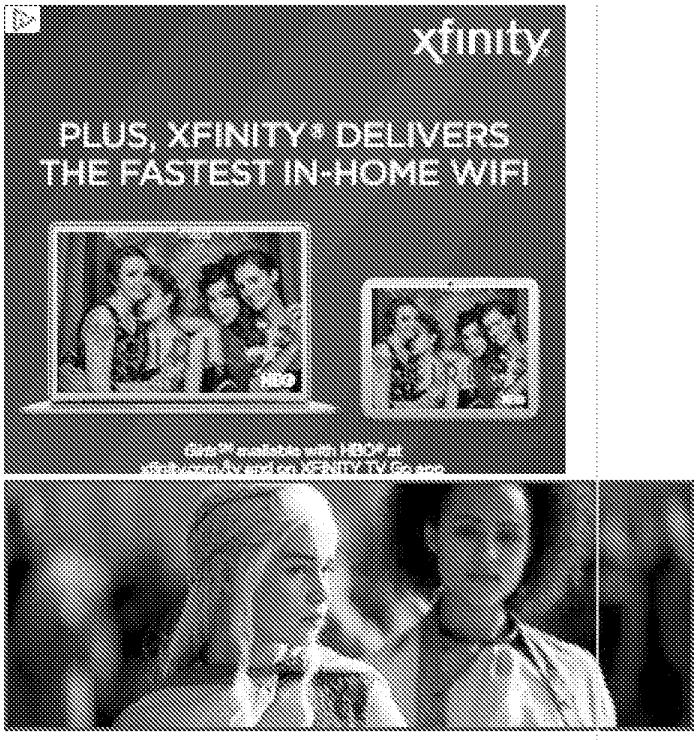
Business

Twitter Stock Drops 23% as Wall Street Questions Its Mainstream Potential

Seth Fiegerman

The bird has landed. Twitter's stock opened at just above $50 a share on Thursday, a drop of more than 23% and its lowest trading price in nearly two months. That drop effectively shaved off more than $8 billion from Twitter's market cap overnight. T...

1.2k shares
5 hours ago
Share Tweet Share Share



Entertainment

15 Things You Didn't Know About 'Game of Thrones'

Sarah Ang

HBO released the much-anticipated Game of Thrones fourth season trailer on Jan. 12, eliciting equal parts confusion and unbridled excitement among fans. It's now common knowledge that the TV phenomenon is an adaptation of George R. R. Martin's unfini...

15k shares
9 hours ago
Share Tweet Share Share



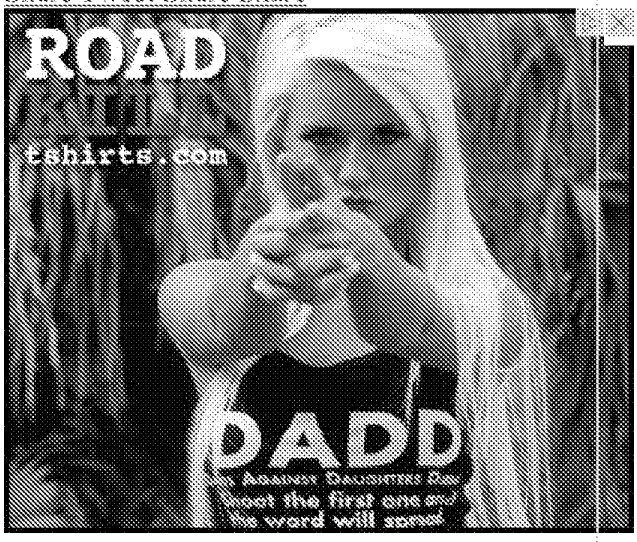
Business

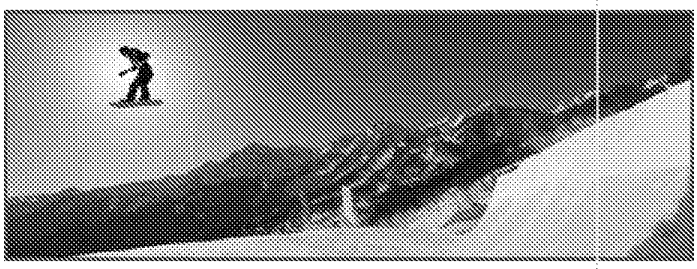
Sony Sells Its PC Business and Other News You Need to Know

Stan Schroeder

Welcome to this morning's edition of "First To Know," a series in which we keep you updated on what's happening in the digital world. The incredibly difficult -- and incredibly addictive -- Flappy Bird is quite the money-maker for the developer behin...

846 shares
6 hours ago
Share Tweet Share Share





US & World

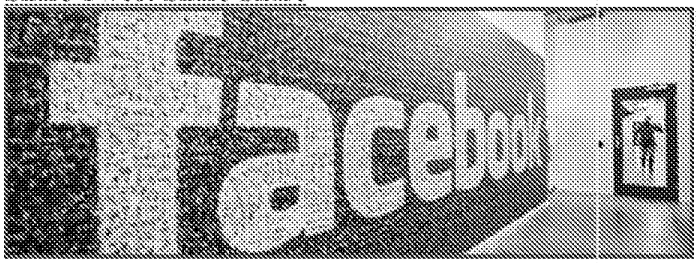
The Athletes Arrive: 15 Behind-the-Scenes Photos From Sochi

Ann-Marie Alcantara

A peek inside a week of dress rehearsals for the athletes of the 2014 Winter Olympic Games in Sochi, Russia.

851 shares

7 hours ago
Share Tweet Share Share



Social Media

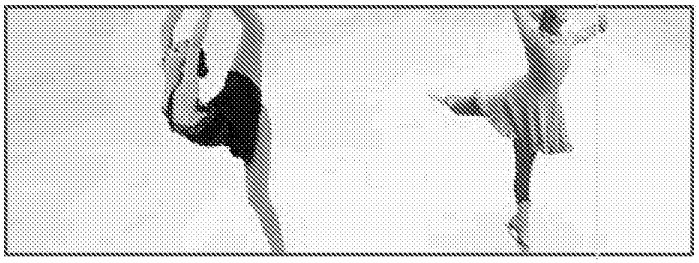
Facebook Will Soon Let You Edit Your 'Look Back' Video

Stan Schroeder

If you're a Facebook user, you've probably seen its "Look Back" feature, which was launched for the social network's tenth anniversary. Look Back is essentially a customized video for each user that shows his or her most important Facebook moments. T...

11k shares
7 hours ago
Share Tweet Share Share





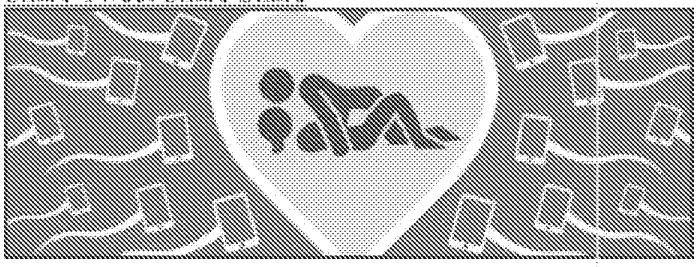
Entertainment

The Evolution of Winter Olympics in GIFs

Christine Erickson

It's been 90 years since the first Winter Olympics took place in Chamonix, France. What started as "Winter Sports Week" has grown into one of the most prestigious sporting events in the world -- one that fills nations with pride and rivalry well befo...

1.3k shares
9 hours ago
Share Tweet Share Share



Lifestyle

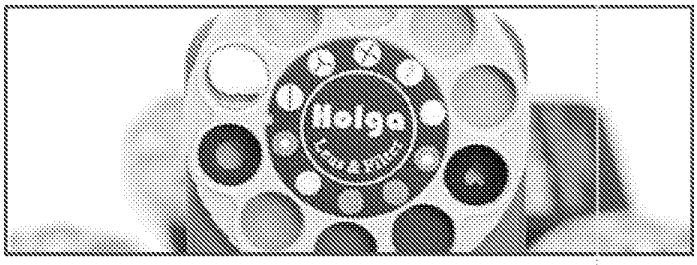
U.S. Adults Favor Smartphones Over Sex, Study Says

Matt Petronzio

You've heard it before: Our digital lifestyle is changing priorities, including in the bedroom. One in 10 Americans uses a smartphone during sex, high-tech adult toys are rising in popularity and there's a whole bevy of apps available to spice up you...

1.9k shares
17 hours ago
Share Tweet Share Share





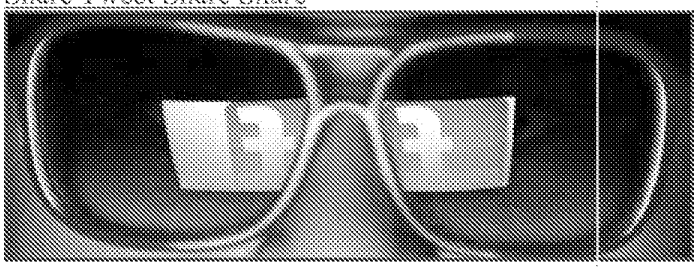
Tech

11 Valentine's Day Gifts for Your Techie True Love

Yohana Desta

Money can't buy happiness, but it can buy cool technology. Once again, it's that time of year to show that special someone just how much you care about them. How, you ask? By giving them gifts -- lots and lots of gifts. For this Valentine's Day, we'v...

1.1k shares
10 hours ago
Share Tweet Share Share



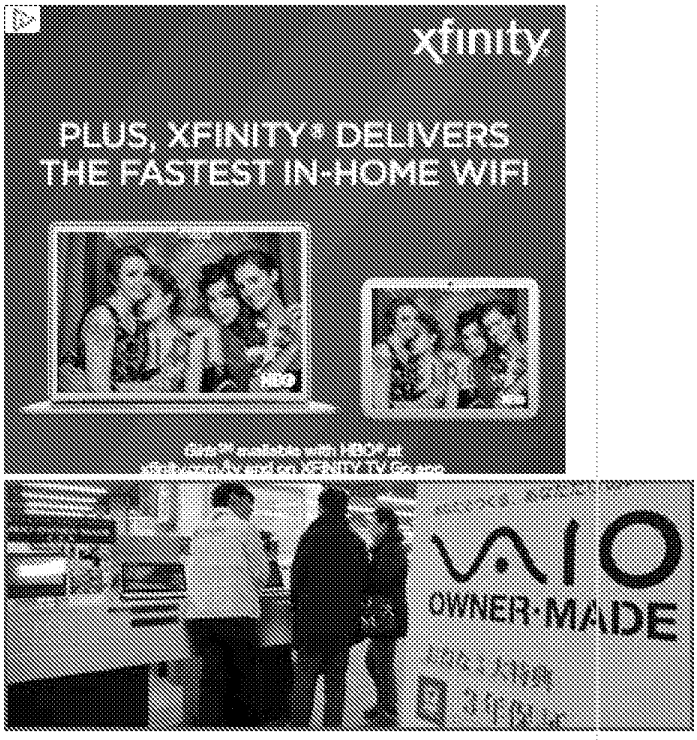
Tech

Syrian Electronic Army Hacks Facebook's Domain Record

Adario Strange

Just days after the widely acknowledged 10th anniversary of Facebook, the Syrian Electronic Army (SEA) took to Twitter to announce the hacking of the company's website. In a message posted on the SEA Twitter account, the group wrote that it owned Fac...

1.3k shares
19 hours ago
Share Tweet Share Share



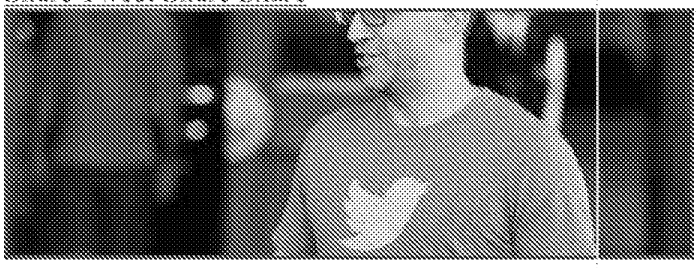
Business

Sony Sells VAIO Division, Restructures TV Business

Stan Schroeder

Sony sold its PC business, operated under the VAIO brand, to Japanese investment fund Japan Industrial Partners (JIP), the company announced Thursday. Sony will also spin off its TV business, which has been operating at a loss for the past couple of ...

1.4k shares
11 hours ago
Share Tweet Share Share



Social Media

What's the Matter With Twitter? Not What Twitter Thinks

Chris Taylor

Twitter CEO Dick Costolo has 99 problems, and revenue growth ain't one. The company announced income of nearly $243 million for the previous quarter Wednesday, beating analyst estimates by more than $20 million. It's on track to make a healthy billio...

2k shares
14 hours ago
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More in Tech

The New Stuff

The New Stuff



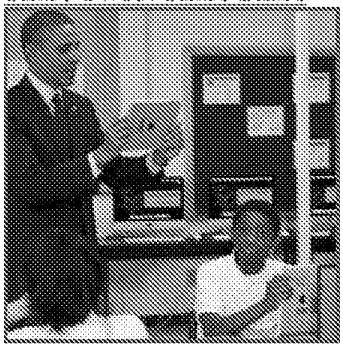
Tech

How to Start Building Your Own iOS Hardware

Armand Valdes

In our latest Ask a Dev video, Consulting Architect Kevin Harwood discusses how to start building acc

422 shares
1 hour ago
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US & World

Tech Companies Contribute $750M to Obama E

Fran Berkman

With the help of the tech industry, U.S. President Barack Obama is promoting an initiative to equip sch

695 shares
2 days ago
Share Tweet Share Share



Tech

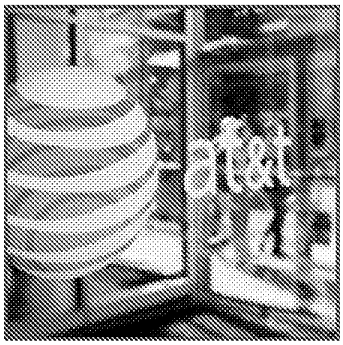
Report: Apple Working on Wireless, Solar Char

Samantha Murphy Kelly

Apple is reportedly working on an battery for its not-yet-announced iWatch that could pull energy from

1.5k shares
3 days ago
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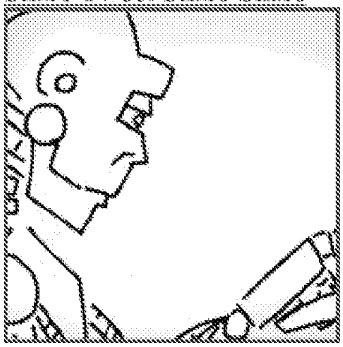
Tech

AT&T Drops Price of Shared Plans to $130 a Mo

Pete Pachal

AT&T may have just started a new price war among wireless carriers by cutting the cost of its shared pl

883 shares
3 days ago
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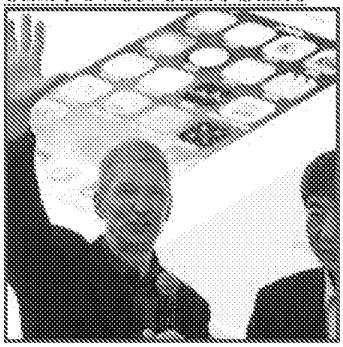
Tech

What Google Is Really Doing With All Those Ro

Lance Ulanoff

We won't know what Google is going to do with all those robot companies...or do we?

2.3k shares
Jan 29, 2014
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Tech

Apple: 130,000 iOS Apps Are From Chinese Dev

Karissa Bell

There are 130,000 apps from Chinese developers in Apple's App Store, according to numbers released M

894 shares
Jan 27, 2014
Share Tweet Share Share



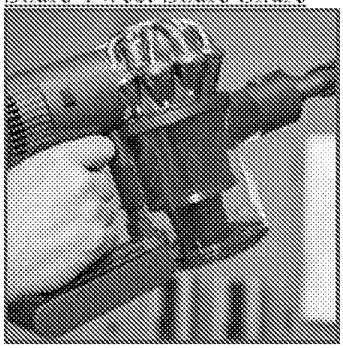
Tech

Hyperlocal Weather App Dark Sky Gets 24-Hou

Karissa Bell

Dark Sky, the Kickstarter-funded weather app focusing on hyperlocal predictions, is getting a major upc

535 shares
Jan 27, 2014
Share Tweet Share Share



Tech

Dyson DC59 Is a Vacuum With Value

Pete Pachal

The words "Dyson" and "value" have probably never appeared in the same sentence. Dyson, after all, is

2k shares
Jan 26, 2014
Share Tweet Share Share



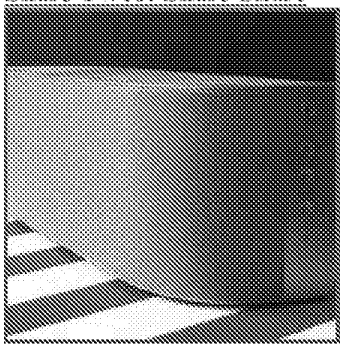
Tech

'Delightful' App Helps You Turn a Night Out In

Karissa Bell

The newest dating app, instead of trying to help single people hook up, is helping couples plan better da

1.4k shares
Jan 24, 2014
Share Tweet Share Share



Tech

Wren's Plus-Size Bluetooth Speaker Is Big on So

Matt Schneiderman

The Wren V5BT Bluetooth speaker provides full sound in an attractive package. This assessment comes

1k shares
Jan 22, 2014
Share Tweet Share Share



Tech

Samsung's First Tizen Smartphone Delayed — A

Karissa Bell

Samsung has delayed its first Tizen-based smartphone -- again. The blog Tizen Indonesia quoted an unr

554 shares
Jan 22, 2014
Share Tweet Share Share



Tech

Trove Rethinks Social News Discovery

Karissa Bell

Trove, the social news discovery app first created by the Washington Post's digital team, relaunched a c

823 shares
Jan 22, 2014
Share Tweet Share Share



Tech

LogMeIn Cancels Free Service

Karissa Bell

Free accounts on the remote desktop service, LogMeIn, are no longer available. As of Tuesday, the com

2.3k shares
Jan 21, 2014
Share Tweet Share Share



Tech

Climbax Smart Wristbands Assess Your Climbi

Rebecca Hiscott

As the market for wearables becomes increasingly crowded, tech for fitness junkies is going niche. UK

1.2k shares
Jan 20, 2014
Share Tweet Share Share





Tech

MashBash Rocks Las Vegas During CES

Kristine Yapp

Mashable teamed up with Monster on Jan. 9 to throw an amazing closeout party at CES. The sold-out e

899 shares
Jan 17, 2014
Share Tweet Share Share



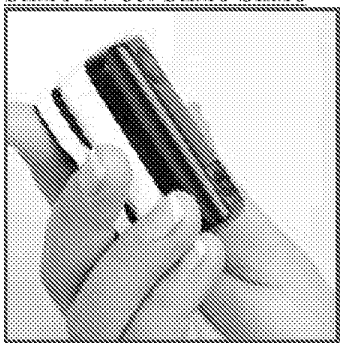
Tech

A Shift in Dating App Technology Protects User

Alex Magdaleno

Privacy is a slippery slope -- the more we engage with and utilize the technology at hand, the more we c

838 shares
Jan 16, 2014
Share Tweet Share Share



Tech

MeMini Is a Wearable Camera That Captures M

Melissa Goldin

Video can capture priceless moments -- but not if you miss the shot. meMINI is a wearable Wi-Fi-enabl

6.9k shares
Jan 16, 2014
Share Tweet Share Share



Tech

Is Apple Selling More or Fewer Macs?

Pete Pachal

Apple won 13.7% of the U.S. PC market in the fourth quarter of 2013, according to Gartner. Even while

1.1k shares
Jan 10, 2014
Share Tweet Share Share



Tech

LeVar Burton's Plan to Revolutionize Reading V

Christina Warren

LAS VEGAS -- LeVar Burton is no stranger to CES. Although he's best known for his work in Star Tre

867 shares
Jan 08, 2014
Share Tweet Share Share



Tech

Sony's New Action Camera Is 5 Cams in One

Pete Pachal

LAS VEGAS -- Sony isn't just doing an action cam. It's doing an action-cam swarm. The Sony HDR-A

645 shares
Jan 06, 2014
Share Tweet Share Share



Tech

Sony Debuts 4K Camcorder That Costs Just $2,(

Pete Pachal

LAS VEGAS -- If you're looking to produce real 4K video on the cheap, look no further than Sony's FD

802 shares
Jan 06, 2014
Share Tweet Share Share



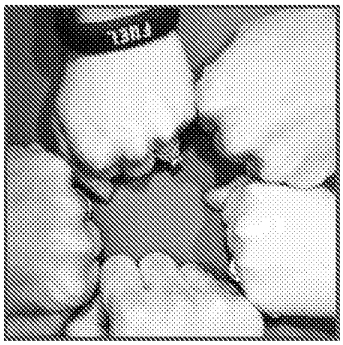
Tech

Samsung ATIV Book 9 2014 Edition: A Sleek La

Pete Pachal

LAS VEGAS -- Samsung's Book 9 is one of the better laptop designs you can buy, and it's (literally) ge

824 shares
Jan 06, 2014
Share Tweet Share Share



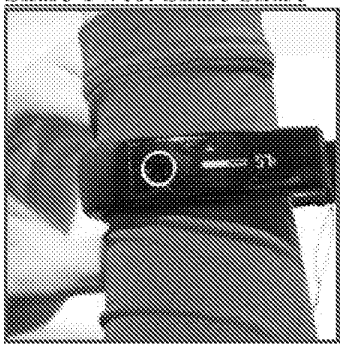
Tech

Find Out Which Reporter Walks the Walk at CE

Connor Finnegan

What happens in Vegas stays in Vegas, unless you're wearing a device that tracks your every step. As th

1.5k shares
Jan 06, 2014
Share Tweet Share Share



Tech

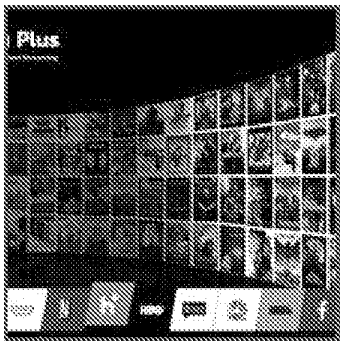
LG Fitness Wristband Tracker Touts OLED Tou

Samantha Murphy Kelly

The LG Lifeband Touch tracks distance walked, speed and calories, but it also comes manages incomin

1.9k shares
Jan 06, 2014
Share Tweet Share Share





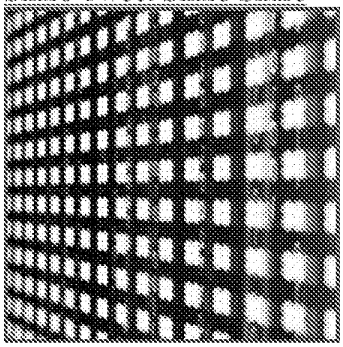
Tech

LG Resurrects WebOS as a Smart TV Platform

Pete Pachal

LAS VEGAS -- WebOS, the promising mobile operating system developed by Palm and then tragically

669 shares
Jan 06, 2014
Share Tweet Share Share



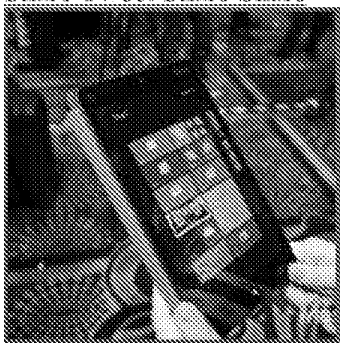
Tech

LG Invents a New Pixel for Its 77-Inch 4K Curve

Pete Pachal

LAS VEGAS -- For LG, it wasn't enough to build a big 77-inch 4K TV with a curved screen. It also upg

404 shares
Jan 06, 2014
Share Tweet Share Share



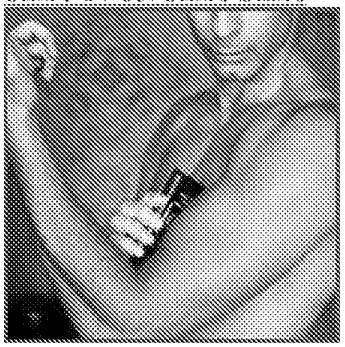
Tech

Is the Lenovo ThinkPad 8 Ready to Tackle iPad

Lance Ulanoff

LAS VEGAS -- One could be forgiven for briefly mistaking the new ThinkPad 8 tablet -- sleek, gun-me

735 shares
Jan 06, 2014
Share Tweet Share Share



Tech

Fitness Gadget Skulpt Measures Quality of Your

Samantha Murphy Kelly

The Skulpt Aim is the world's first gadget that measures the quality of your muscles.

789 shares
Jan 06, 2014
Share Tweet Share Share



Tech

Pebble to Announce 'Something Special' at CES

AppAdvice

The folks behind Pebble, the popular iOS-compatible smart watch, have confirmed online that chief exe

1.9k shares
Jan 04, 2014
Share Tweet Share Share



Tech

Samsung Unveils NX30 and an Updated Galaxy

Adario Strange

Doubling down on the positive reception for its previous Galaxy Camera, Samsung has announced the u

1k shares
Jan 02, 2014
Share Tweet Share Share



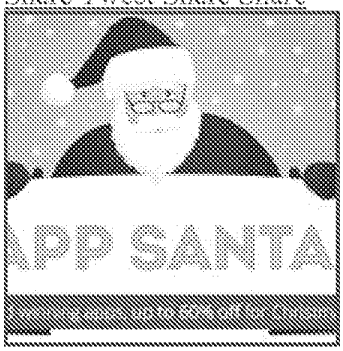
Tech

Archos Beats CES Rush and Unveils Step-Count

Pete Pachal

Wearable fitness trackers are sure to be a big trend at the 2014 International CES next week, and Archo:

2.3k shares
Dec 31, 2013
Share Tweet Share Share



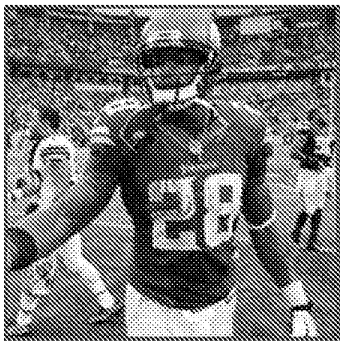
Tech

App Santa Brings Deep Discounts to Top iOS Ap

Christina Warren

Just in time for the holidays, a new iOS app sale called App Santa is offering users deep discounts on sc

1.1k shares
Dec 22, 2013
Share Tweet Share Share



Tech

Challenge Your Favorite Athletes to Video Gam

Samantha Murphy Kelly

Tackling NFL running back Adrian Peterson in real life might sound like a pipe dream, but you just mig

697 shares
Dec 18, 2013
Share Tweet Share Share



Tech

5 Surprises You'll Find in a Tesla Model S

Lance Ulanoff

There are 52 Tesla showrooms in the U.S. and Canada. That may sound like a lot, until you consider tha

1.5k shares
Dec 17, 2013
Share Tweet Share Share



Tech

Google Pulls MyGlass for iOS From Apple App S

Adario Strange

Google made its MyGlass app for Google Glass available for Apple's iOS on Tuesday -- however, just 1

835 shares
Dec 17, 2013
Share Tweet Share Share





Tech

Which Laptop Is on Your Holiday Wish List?

Ryan Lytle

The holiday season is the time of year when you sit back and reflect on the ups and downs of the previo

695 shares
Dec 17, 2013
Share Tweet Share Share



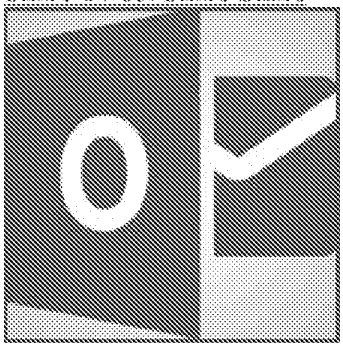
Tech

Portable 'Lab' Prints Digital Pics With Polaroid

Pete Pachal

Product Name: The Impossible Instant Lab Price: $299 Who would like this? Retro photographers, love

3.1k shares
Dec 14, 2013
Share Tweet Share Share



Tech

Microsoft Lures Gmail Users With Outlook.com

Samantha Murphy Kelly

For those who want to switch email providers -- we're looking at you, Yahoo Mail users affected by this

1.1k shares
Dec 13, 2013
Share Tweet Share Share



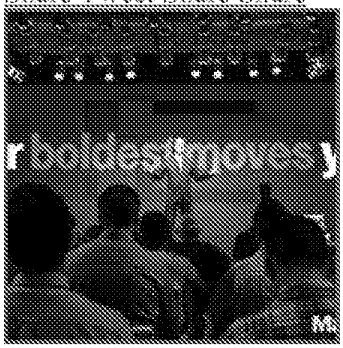
US & World

Americans Oppose Cellphone Calls During Fligh

Fran Berkman

As U.S. government agencies consider more aviation rule changes, the American public appears to have

602 shares
Dec 11, 2013
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Tech

T-Mobile 2013: The Comeback Carrier

Pete Pachal

What a difference a few years make. Two years ago, T-Mobile was cast adrift in the wake of its botched

976 shares
Dec 09, 2013
Share Tweet Share Share



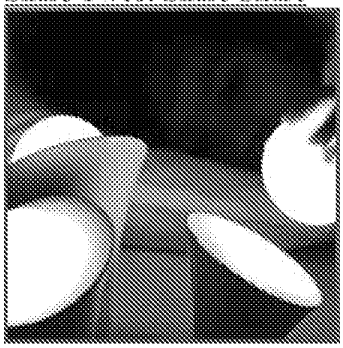
Tech

This Tumblr Calls Out iOS 7 Design Flaws

Seth Fiegerman

Apple's latest operating system may already be running on nearly three quarters of Apple-supported mo

776 shares
Dec 08, 2013
Share Tweet Share Share



Lifestyle

Smart Night Light Takes Fear Out of Bedtime

Amy-Mae Elliott

Product name: Boon Glo Price: $84.99 Who would like this?: Kids of all ages Children can be surprisin

1.3k shares
Nov 30, 2013
Share Tweet Share Share



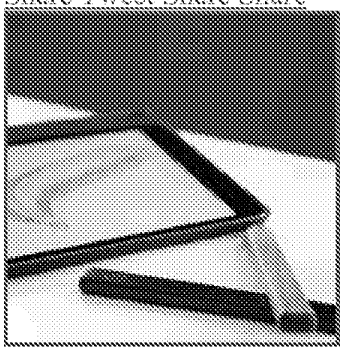
Tech

Developers Dish Advice on Building Apps That W

TabTimes

There's a lot to juggle when developing an app: The expectations of your users, the demands of your bo

1.3k shares
Nov 20, 2013
Share Tweet Share Share



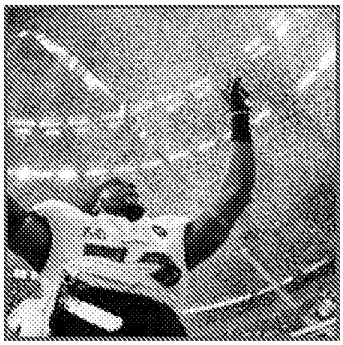
Tech

FiftyThree's New Pencil Stylus and Paper App A

Lance Ulanoff

Apple has sold iPad and iPhone styluses in its stores for years, but it wasn't until recently that I noticed

850 shares
Nov 19, 2013
Share Tweet Share Share



Tech

NFL and MLB Could Go Cable-Only if Aereo St

Adario Strange

The legal tussles between Aereo and the major U.S. broadcast television networks have apparently caug

2.1k shares
Nov 18, 2013
Share Tweet Share Share



Tech

Slingbox Can Now Stream TV on Roku Players

Christina Warren

Sling Media announced a new SlingPlayer channel for Roku streaming devices on Monday. This means

931 shares
Nov 18, 2013
Share Tweet Share Share





Tech

Top 25 Digital Media Resources This Week

Taylor Casti

It's been a busy week in the tech world. Jean-Claude Van Damme's epic split went viral, BatKid saved S

1.3k shares
Nov 17, 2013
Share Tweet Share Share



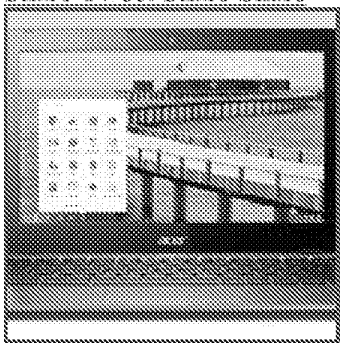
Tech

Apple Fixes FaceTime Bug With iOS Update

Stan Schroeder

Apple has released a new version of iOS, 7.0.4, which addresses a bug causing some FaceTime calls to

705 shares
Nov 15, 2013
Share Tweet Share Share



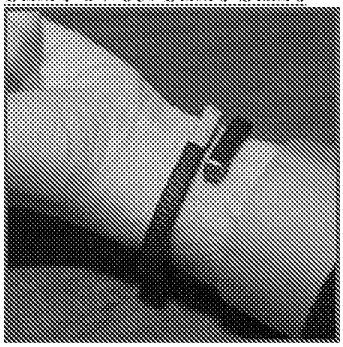
Tech

Acer Debuts $199 Chromebook

Pete Pachal

Thinking about snagging a cheap laptop this holiday? Acer is launching a Chromebook that takes the pr

791 shares
Nov 15, 2013
Share Tweet Share Share



Tech

Jawbone UP Goes Wireless With UP24 Wristban

Pete Pachal

The Jawbone UP fitness wristband has a lot going for it: It's stylish, durable and comfortable. But it lack

1.5k shares
Nov 13, 2013
Share Tweet Share Share



Tech

Ask a Dev: Can You Remotely Install an App on

Meg Wagner

Most iPhone and iPad owners are familiar with hunting down games and applications in the App Store,

691 shares
Nov 12, 2013
Share Tweet Share Share



Tech

Submit Your Product for Mashable's 'Best Tech

Pete Pachal

Is your company attending CES 2014? We want to hear from you. Mashable is publishing a guide to the

1.3k shares
Nov 07, 2013
Share Tweet Share Share



Tech

Tap Your iPhone to Unlock Your Mac With Kno

Christina Warren

I just logged into my password-protected Mac simply by rapping my knuckles twice on the screen of my

3k shares
Nov 05, 2013
Share Tweet Share Share



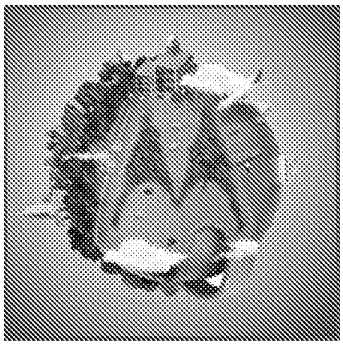
Tech

Google Helpouts and Other News You Need to K

Stan Schroeder

Welcome to this morning's edition of "First To Know," a series in which we keep you in the know on w

634 shares
Nov 05, 2013
Share Tweet Share Share



Tech

Google's Moto G Budget Smartphone to Debut N

Samantha Murphy Kelly

Motorola added a landing page to its website teasing the launch of Google's upcoming Moto G smartph

867 shares
Nov 04, 2013
Share Tweet Share Share



Tech

Collisions Can't Stop Crazy Flying Robot-Insect

Eva Recinos

Flying robots are great and all, but when a tree or window gets in the way they, conceivably, can only g

1.4k shares
Nov 03, 2013
Share Tweet Share Share



Tech

Think Your Dell Laptop Smells Like Cat Pee? Y

Geekosystem

Over the past couple of months, people who have purchased a Dell Latitude 6430u have noticed someth

1.2k shares
Oct 30, 2013
Share Tweet Share Share





Tech

How Ashton Kutcher Spent His First Day at Len

Adam Popescu

Ashton Kutcher headlined the Tuesday launch of Lenovo's new tablet at Los Angeles-based digital-vide

554 shares
Oct 29, 2013
Share Tweet Share Share



Tech

Building Cars Out of Batteries Isn't as Crazy as

MIT Technology Review

The high cost and limited range of electric vehicles can make them a tough sell, and their costliest and r

500 shares
Oct 29, 2013
Share Tweet Share Share



Tech

Ask a Dev: How Do Web-Based Frameworks Pe

Meg Wagner

You've asked our iOS and Android experts a slew of mobile questions. Now, our web developers are re

1k shares
Oct 28, 2013
Share Tweet Share Share



Tech

Leak Shows Nexus 5 in White and Other News Y

Stan Schroeder

Welcome to this morning's edition of "First To Know," a series in which we keep you in the know on w

570 shares
Oct 28, 2013
Share Tweet Share Share



Tech

Nikon Releases Cryptic Teaser for New DSLR C

Eva Recinos

A man stands in an open field, a soft breeze rustling long strands of green grass around him. He gazes o

1.4k shares
Oct 25, 2013
Share Tweet Share Share