Claims of U.S. Patent No. 10,771,849:

Claim 1	
[pre]	1. A method comprising:
[a.i]	receiving audio and video segments encoded in a digital encoding format and with an encoding rate;
[a.ii]	wherein, said audio and video segments are associated with object parameters and supplied host path identification to form multimedia objects;
[b.i]	requesting by a multimedia player, transmission of said multimedia objects;
[b.ii]	wherein said multimedia objects are located using http and received by said multimedia player from servers using a wireless connection;
[c.i]	playing back received multimedia objects by the multimedia player,
[c.ii]	wherein the multimedia player is configured to play multimedia objects in a sequence such that fluidity, video quality and audio quality are maintained by selecting a plurality of said multimedia objects that reflect available network bandwidth,
[c.iii]	autonomously adjusting said selection and playback according to the multimedia object parameters and supplied host path identification,
[c.iv]	and by utilizing optimized decoding processes to maintain quality playback.

Claim 2
2. The method of claim 1, wherein the transmission of the multimedia objects is carried out by protocols that can serve files in a directory.

Claim 3
3. The method of claim 1, wherein the multimedia objects are created from a live multimedia stream that is transcoded into an optimal digital format at an optimal encoding rate reflecting available network bandwidth and converting the input multimedia stream into audio and video segments by splitting the encoded stream into intervals for access by wireless clients.

Claim 4
4. The method of claim 1, wherein a multimedia file is scanned for an I-frame, and a multimedia segment is split at the I-frame to create the video segment, together with a separate audio segment.

Claim 5
5. The method of claim 1, wherein multimedia objects are split from multiple MPEG4 composite layer streams by scanning time intervals and splitting the multimedia objects into video multimedia objects at next I-frames.

Claim 6[1]	
[pre]	6. A multimedia player comprising:
[d]	computer executable instructions stored on a non-transitory computer readable medium which when executed by a processor:
[b.i]	requests transmission of multimedia objects;
[a.i]	receives audio and video segments encoded in a digital encoding format and with an encoding rate;
[a.ii]	wherein, said audio and video segments are associated object parameters and supplied host and path identification to form multimedia objects;
[b.ii]	and wherein said multimedia objects are located using http and received by said multimedia player from servers using a wireless connection;
[c.i]	plays back received multimedia objects
[c.ii]	in a sequence such that fluidity, video quality and audio quality are maintained by selecting a plurality of said multimedia objects that reflect available network bandwidth,
[c.iii]	autonomously adjusting said selection and playback according to the multimedia object parameters and supplied host path identification,
[c.iv]	and by utilizing optimized decoding processes to maintain quality playback.

[1] Claim 1 (method) and claim 6 (multimedia player including computer readable instructions) recite materially similar claim elements, but do so in a slightly different order. The bracketed claim element identifiers for claim 6 appear out of sequential order because they were assigned to match the corresponding element recited in claim 1.

Claim 7[2]	
[pre]	7. A system comprising
[d]	at least one centralized content server transmitting multimedia objects;
[a.i] & [a.ii]	said multimedia objects including segmented audio and video, and parameters and supplied host path identification;
[b.i]	at least one multimedia player configured to: request transmission of multimedia objects;
[a.i]	receive audio and video segments encoded in a digital encoding format and with an encoding rate;
[a.ii]	wherein, said audio and video segments are associated object parameters and supplied host and path identification to form multimedia objects;
[b.ii]	and wherein said multimedia objects are located using http and received by said multimedia player from servers using a wireless connection;
[c.i]	play back received multimedia objects
[c.ii]	in a sequence such that fluidity, video quality and audio quality are maintained by selecting a plurality of said multimedia objects that reflect available network bandwidth,
[c.iii]	autonomously adjusting said selection and playback according to the multimedia object parameters and supplied host path identification,
[c.iv]	and by utilizing optimized decoding processes to maintain quality playback.

Claim 8
8. The method of claim 1, wherein the multimedia objects are created from existing multimedia files that have been transcoded into optimal digital formats at an optimal encoding rates reflecting available network bandwidth, and converting them into audio and video segments by splitting the encoded files into intervals for access by wireless clients.

[2] Claim 1 (method) and claim 7 (system) recite materially similar claim elements, but do so in a slightly different order. The bracketed claim element identifiers for claim 7 appear out of sequential order because they were assigned to match the corresponding element recited in claim 1.

Claim 9
9. The method according to claim 1, wherein the object parameters and supplied identification of the first player received multimedia object define a sequence of similar multimedia objects and configure the player accordingly, using object parameters and video decoding optimization, such that fluidity, video and audio quality are maintained.