

EXHIBIT 24

Exhibit B-10**Claim Chart Applying AddressMate Against the '854 Patent**

AddressMate™ Automatic Envelope Addressing Program, User's Manual ("AddressMate") was published on or before 1991. It therefore constitutes prior art under pre-AIA 35 U.S.C. § 102(b). As shown below, AddressMate anticipates and/or renders obvious claims 19, 25, 36, 43, 57, 60, 63, 64, 72, and 73 of the '854 patent. If the Judge or Jury finds that AddressMate does not anticipate a particular claim, then AddressMate still renders the claim obvious for the reasons discussed in Exhibit F.

'854 Patent Claims	Disclosure
Claim 19	
<p>A method for information handling within a document created by a first application program comprising the steps of:</p>	<p>AddressMate discloses a method for information handling within a document created by a first application program.</p> <p><i>See, e.g., p. 5:</i> "AddressMate is designed to speed your letter writing by automating the last manual step in writing a letter with a personal computer – addressing its envelope. Address Mate also offers a number of other convenient features related to envelopes."</p> <p><i>See, e.g., p. 5:</i> "AddressMate is a 'pop-up' program (also known as a 'terminate-and-stay-resident' or 'TSR' program) that modifies and extends your computer's DOS operating system."</p> <p><i>See, e.g., p. 39:</i> "Taking a Test Drive. To see how easy AddressMate is to use, let's use it to print an envelope. With AddressMate loaded in memory (see above), start up your word processor. If you are using Microsoft Word or another program that uses a graphics display, make sure you select text mode display (ALT+F9 in Word) for this test drive. In your word processor, open a saved letter of your choice, or type a quick letter"</p> <p><i>See also pp. 6-7, 37.</i></p>
<p>entering a first information in the first application program;</p>	<p>AddressMate discloses entering a first information in the first application program.</p> <p><i>See, e.g., pp. 39-40 (including figures):</i> "In your word processor, open a saved letter of your choice, or type a quick letter to your Senator or Congressperson. When you have loaded or written your letter, use your word processor's print command to print it. As it is printing, you should hear a short beep to confirm that AddressMate recognized a letter and was able to find the address."</p> <p><i>See, e.g., p. 46:</i> "To try out the screen grab function in AddressMate, start up your word processor, and open or write a letter."</p>
<p>marking without user intervention the first information to alert the user that the first information can be</p>	<p>AddressMate discloses marking without user intervention the first information to alert the user that the first information can be utilized in a second application program.</p>

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'854 Patent Claims	Disclosure
utilized in a second application program; and	<p><i>See, e.g.</i>, p. 6: “While programs to assist with envelope addressing have been around for years, AddressMate is the first one to allow complete automation of the process. Unlike others that require you to seek an inside address on the screen, ‘grab’ it, and manually active printing of an envelope, AddressMate can do the whole job without any extra work on your part.”</p> <p><i>See, e.g.</i>, p. 6: “Address database: Once AddressMate captures an address, you can save it in an address file for future reference. Once an address is saved, you can also copy and paste it into your word processor for other letters.”</p> <p><i>See, e.g.</i>, p. 37: “Automatic Addressing. The beauty of AddressMate lies in its simplicity. Ordinarily, unless you need to change your return address or envelope size, AddressMate does its job behind the scenes with needing your attention. Your only responsibility is to feed an envelope into your laser printer when the printer is ready for it.”</p> <p><i>See, e.g.</i>, pp. 45-46 (including figures): “Grab. This command provides an easy way to get an address from the screen of your PC, into the edit window. When selected, it will temporarily hide the control panel and draw a highlighted block around any address appearing on your PC screen. . . . To try out the screen grab function in AddressMate, start up your word processor, and open or write a letter. . . . Next, press ALT+G to grab an address. AddressMate will hide the control panel and highlight the letter’s address on screen.”</p> <p>If the Judge or Jury finds that AddressMate does not anticipate this limitation, then AddressMate still renders the claim obvious for the reasons discussed in Exhibit F, Tables 3, 4, 31.</p>
responding to a user selection by performing an operation related to a second information, the second information associated with the first information from the second application program.	<p>AddressMate discloses responding to a user selection by performing an operation related to a second information, the second information associated with the first information from the second application program.</p> <p><i>See, e.g.</i>, p. 44 (including figures): “Control Panel Commands. When AddressMate’s control panel is visible, you can enter the commands listed at the top by pressing the indicated keys. AddressMate’s control panel commands include: ALT+P Print (or Print Later); This item may be displayed as ‘Print,’ or ‘Print Later.’ When chosen, any address displayed in the edit window will be placed in a list for either immediate printing (Print), or delayed printing (Print Later). . . . NOTE: The print command is also used when verify is on to confirm and print a captured address. If verify is ON, then during printing, the control panel will automatically pop-up with each captured address. To accept</p>

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	<p>an address, press ALT+P”</p> <p><i>See, e.g.,</i> p. 47: “The AddressMate control panel will re-appear on screen with the grabbed text displayed in it. . . . ALT+D, Do Delayed. This tells AddressMate you are ready to start printing any addresses that were placed in the delayed print list. . . . ALT+C, Clear Address. This erases the address appearing in the edit window (if any). ALT+S Save to File. This adds the address in the edit window to the AddressMate database file. Addresses are always placed at the end of the database file. You can use the database Sort command (see below) to place the names in alphabetical order. ALT+R Retrieve Addr. This opens the AddressMate database file so you can retrieve an address from it. AddressMate displays a list of names with the first one highlighted. The address for the highlighted name is displayed in full in the edit window. Use the . . . keys to move the highlight and select the name you want.”</p> <p><i>See, e.g.,</i> pp. 50 (including figures): Deleting a Name from the Database. Press the DEL key to delete the currently selected name from the database. . . . NOTE: Importing data from other programs. If you already have your names and addresses in another database program, you can use the AddressMate IMPORT program to make the data available from the control panel (See Chapter 5.)”</p> <p><i>See, e.g.,</i> pp. 50-51: ALT+A, Auto Type. This command lets you paste the address in AddressMate’s edit window into the document you were working on before you popped up AddressMate. Pressing ALT+A closes the AddressMate control panel and inserts the address at the cursor location in your word processor (or other application you are using) just as if you typed it on the keyboard. By retrieving an address from the AddressMate database, then using AutoType to enter it into your word processor, you can insure the accuracy of your addresses while saving a great deal of time.”</p> <p><i>See, e.g.,</i> p. 51-52: ALT+L, Label Print. This command is used to print all addresses in the delayed address list onto labels at full printer speed. . . . ALT+E, Edit Print Queue. This command is available only when one or more addresses have been queued up for printing. (If addresses are queued, the queue status indicator at the bottom right of the control panel will be visible and showing the number of addresses waiting to be printed.) . . . This command is most useful when AddressMate has captured an address and you don’t want an envelope printed. . . . When the queue is not empty, pressing ALT+E will do the following: discard any address that may already be in the edit window of the control panel; remove the address from the head of the queue and place it in the edit window. Once the formerly queued</p>

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	<p>address is in the edit window, you can edit it if you wish. To print an envelope with this address, you must do so manually, using ALT+P. If for some reason you want to view all the addresses in the queue, alternately pressing ALT+E and ALT+P will allow you to do so.”</p> <p><i>See, e.g., p. 52: “ALT+Z, Insert Return Address. This command provides an easy way to insert the current return address in a document you are creating. It works just like Auto Type.”</i></p> <p>If the Judge or Jury finds that AddressMate does not anticipate this limitation, then AddressMate still renders the claim obvious for the reasons discussed in Exhibit F, Table 34.</p>
Claim 25	
<p>A computer readable medium, including program instructions related to information handling within a document created by a first application program and for performing the steps of:</p>	<p>AddressMate discloses a computer readable medium, including program instructions related to information handling within a document created by a first application program.</p> <p><i>See, e.g., p. 9: “AddressMate is distributed on one floppy disk. Disks of both 5.25 inch and 3.25 inch sizes are included in the package and the contents of the two disks are identical. You will need at least 120,000 bytes of free space on your hard disk to install AddressMate. To install it on the currently active disk drive, select the appropriately sized distributing disk and place into you’re a: drive.”</i></p> <p><i>See also</i> preamble in Claim 19.</p>
<p>entering a first information in the first application program;</p>	<p>AddressMate discloses entering a first information in the first application program.</p> <p><i>See</i> corresponding limitation in Claim 19.</p>
<p>marking without user intervention the first information to alert the user that the first information can be utilized in a second application program; and</p>	<p>AddressMate discloses marking without user intervention the first information to alert the user that the first information can be utilized in a second application program.</p> <p><i>See</i> corresponding limitation in Claim 19.</p>
<p>responding to a user selection by performing an operation related to a second information, the second information associated with the first information from the second application program.</p>	<p>AddressMate discloses responding to a user selection by performing an operation related to a second information, the second information associated with the first information from the second application program.</p> <p><i>See</i> corresponding limitation in Claim 19.</p>
Claim 36	
<p>A method for information handling within a document operated on by a first application program, the document containing first</p>	<p>AddressMate discloses a method for information handling within a document operated on by a first application program, the document containing first information that can be utilized in a second application program.</p>

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