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PROVISIONAL APPLICATION FOR PATENT COVER SHEET

This is a request for filing a **PROVISIONAL APPLICATION FOR PATENT** under 37 C.F.R. § 1.53(c).

		Docket Number	26006.0002U2	Type a Plus Sign (+) inside this box - - - -	+
INVENTOR(S)/APPLICANT(S)					
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TITLE OF INVENTION (280 characters max)					
"CLIENT/SERVER SOFTWARE ARCHITECTURE FOR UNIVERSAL MEDIA PLAYER THAT FACILITATES PORTABILITY TO DIFFERENT HARDWARE PLATFORMS"					
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ENCLOSED APPLICATION PARTS (Check All That Apply)					
<input checked="" type="checkbox"/>	Specification	<i>Number of Pages</i>	[2]		
<input type="checkbox"/>	Drawing(s)	<i>Number of Sheets</i>			
			<input type="checkbox"/>	Small Entity Statement	
			<input type="checkbox"/>	Power of Attorney	
			<input type="checkbox"/>	Other (specify)	

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METHOD PAYMENT OF FILING FEES FOR THIS PROVISIONAL APPLICATION FOR PATENT (Check One)			
<input type="checkbox"/>	A check or money order is enclosed to cover the filing fees.	FILING FEE AMOUNT	\$

The invention was made by an agency of the United States Government or under a contract with an agency of the United States Government.

No.

Yes. The name of the U.S. Government agency and the Government contract number are:

Respectfully submitted,

SIGNATURE

D. Andrew Floam

Date 1/24/00

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EXPRESS MAIL NO. EL348121845US

CERTIFICATE OF EXPRESS MAILING

I hereby certify that this correspondence is being deposited with the United States Postal Service as Express Mail Invoice No. EL348121845US in an envelope addressed to: BOX PROVISIONAL APPLICATION, Assistant Commissioner for Patents, Washington, D.C. 20231, on the date indicated below.

Sylvester Dean
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1/24/00
Date

Client/Server Software Architecture For Universal Media Player that Facilitates Portability to Different Hardware Platforms

INVENTORS

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BACKGROUND OF THE INVENTION

The ZapStation Universal Media Player (ZUMP) allows the user to choose, examine, maintain, add and delete audio and video assets, and to play the assets. The ZUMP is designed to be quickly portable to most computer architectures, utilizing technologies such as the platform independent Java programming language and the platform independent Jini services. The ZUMP may function as both a client, receiving information and streaming media from other servers (e.g., the ZapCentral portal), and as a server, exporting services, information and assets to other ZUMPs or third party programs.

BRIEF DESCRIPTION OF THE DRAWINGS

N/A.

DEFINITION OF TERMS

Within this invention, system, or method, there are several components:

Client Multimedia Player. Software technology that can run on various multimedia computer devices and is capable of decrypting, decoding, and playing a multimedia object based on its embedded security features and rights management rules. The Client Multimedia Player will run on a variety of devices, including home consumer electronics devices, portable devices, computers, car entertainment devices, PDAs, mobile communications devices, and Internet browsers.

Member. Anyone who is enrolled within the network system for virtual distribution of his or her assets. (Each Member will have his or her own security password for system access.)

Member Family. A group of individuals that has been assigned the rights to act on a Member's behalf in accessing and utilizing the Member's multimedia assets within the virtual distribution network.

User. Persons that will use a Client Multimedia Player from within any particular Member Family. These Users will have varying levels of access and privileges to those multimedia assets housed within the invented system. (For example, an adult User might have access to certain "R" rated films, while a child User might have access to only "G" rated films.)

Master Database Server. A server or group of servers that functions to allow for the storage and download of "rented" or "purchased" assets by Members of the network. This server will function to allow for synchronization and replication of a Member's assets between the Member's various Client Multimedia Players and itself. This server also will serve as a central repository within which multimedia assets will be

“tagged” with the identity and access privileges of those Members (and Users within a Member Family) that possess ownership rights in the multimedia assets.

Multimedia Object. An element of reference for a Member’s Client Multimedia Players and the Master Database Server. This Multimedia Object can be representative of a song, video clip, movie, a television program, interactive animation, or any other data type that can be stored in a binary fashion within a modern database. The Multimedia Object shall be protected, where applicable, from piracy by the use of various methods, including encryption and watermarking.

DESCRIPTION OF THE INVENTION

One of the benefits of having a networked Client Media Player is that it may be operated by the User as a client to the Master Database Server. The User may download Multimedia Objects from the Master Database Server to the Client Media Player, stream media from the Master Database Server to the Client Media Player, upload information about the Client Media Player to the Master Database Server (such as user-created playlists that described particular sequences of Multimedia Objects to perform), or perform other operations.

However, the Client Media Player may also act as a server to other clients that the User owns. For example, the Client Media Player may act as a video or music server for the User’s personal computers. The Client Media Player may take advantage of technologies such as the Jini technology developed by Sun Microsystems to provide services to the User’s networked devices. This would allow the User to simply plug a Client Media Player into the network and the Client Media Player would be available to any of the User’s networked devices. The Client Media Player may export a simple GUI to the User’s networked devices allowing the User to drive the Client Media Player remotely. The GUIs may be interchangeable depending on the client device connecting to the Client Media Player. For example, the Client Media Player might export a simple text-based GUI for simple devices such as a PDA or a wireless telephone. Or, it might export a graphically rich, complex GUI for a personal computer. The User may use a wireless device to activate the Client Media Player’s server for download of Multimedia Objects. Further, the Client Media Player may coordinate interactions among one or more of the User’s networked devices.