Attorney Docker No.: 17002-022500US
Client Reference No.: CT-1139

# AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

CROSS-REFERENCES TO RELATED APPLICATIONS

This application is related to Application No. \_/\_\_, entitled "System for La!

Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Atty. Docket No. 17002-020800); and Application No. \_/\_\_, entitled "Audioplayback Device with Power Savings Storage Access Mode," (Atty. Docket No. 17002-022400), all filed January 5, 2001, the disclosures of which are incorporated herein by reference.

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#### **BACKGROUND OF THE INVENTION**

Today, portable consumer electronic devices are more powerful than ever. For example, small, portable music playback devices can store hundreds, even thousands, of compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the **OOZIC** player, distributed by the assignee of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

Typically, portable devices have a user interface including a small screen and buttons. Using such a compact user interface to navigate and select among hundreds of songs is inefficient and often frustrating. The display screen can only show a few song titles at one time, and the limited controls make it difficult for a user to arbitrarily select, or move among, the songs.

The creation of playlists is one technique to organize the playing of songs. A set of songs can be included in a playlist which is given a name and stored. When the playlist is accessed, the set of songs can be played utilizing various formats such as sequential play or shuffle.

However, the creation of playlists itself becomes problematic as the number of songs increases, since the user often arbitrarily selects songs from a large number of tracks to form a playlist. This selection mechanism: can be fairly tedious; does not necessarily produce playlists that are of interest to the user over the course of time; may not remain up-to-date if new songs are added that logically fit into a previously created playlist (e.g. "Favorites by Band X" might become out of date if a new favorite by Band X is added after the playlist was created); and leads to "lost" songs that are not members of any playlist.

Accordingly, improved techniques for organizing and grouping tracks useful in a portable music player are needed.

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## SUMMARY OF THE INVENTION

According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks.

According to another aspect of the invention, metadata is associated with each track that is used to automatically define the track's appropriate place in the hierarchy.

According to another aspect of the invention, the hierarchy is displayed on the portable music player so that a user can traverse the organizational hierarchy to find individual tracks or find playlists composed of logical groups of tracks.

According to another aspect of the invention, the hierarchy is derived by using metadata associated with the audio content that was obtained through any source of metadata (e.g. CDDB metadata, id3v2 metadata, other obtainable metadata) and subsequently stored with or alongside the file that stores the track.

According to another aspect of the invention, a file is formatted so that an unaltered track is stored as file data and information about the track is stored in file attribute files.

Other features and advantages of the invention will be apparent in view of the following detailed description and appended drawings.

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# BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a schematic diagram of a tree structure for hierarchical filing of tracks;

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Fig. 2 is a definition file that specifies the hierarchy depicted in Fig. 1;

Fig. 3 is a user's view of the hierarchy;

Fig. 4 is a schematic diagram of a user interface displaying the hierarchical category structure;

Fig. 5 is a diagram of a file format for storing filed data and file attributes;

Fig. 6 is a flow chart depicting steps for filing tracks according to the hierarchical tree structure;

Fig. 7 depicts a tree resulting from searching the tracks; and Fig. 8 depicts a format for a user interface.

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# DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of the invention will now be described in the context of a portable personal player that plays audio files stored in memory. The files may be in MP3, wav. or other digital formats.

In the presently described embodiment, users are able to see the tracks on their player in some organized fashion other than as a single list of tracks. As will be described in more detail below, in one embodiment tracks are sorted utilizing a tree structure having branches labeled according to types of metadata associated with the tracks

For example, a track recorded as "Golden Slumbers" by the Beatles that appears on their album "Hey Jude" might appear as a track under the album "Abbey Road" as well as a track under the list of tracks by the Beatles. It might appear as a track under the genre "Pop Rock" as well as "Songs from the 60's." Furthermore, the organization can have more complex hierarchies. For example, the category of "Pop Rock" might contain subcategories "British Musicians," "American Musicians" and "Other Musicians". In all cases, the track is automatically filed into all appropriate locations without requiring user interaction.

In the currently defined embodiment, a tree structure is defined by a file having the following structure.

3/1.0

The first line of a TreeDef.inf file contains a version number: V1.0

Each subsequent line (at least in v1.0) contains lines of the following format: CATEGORY\_NAME|TRACK\_TYPE\_MASK|CATEGORY\_STRUCTURE

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tracks are sorted. They include things like "Album," "Artist," "Voice Tracks," "All Tracks,"
                                            etc.
                                                                                                              TRACK_TYPE MASKs tell which types of tracks are to be filed under this
                                            particular branch. The actual value is a hexadecimal numerical value (in '0x' format, e.g.
                                            0x01) generated by ORing the following flags together as appropriate:
                                                                                                              enum tTrackType
                                                                                                                                               kTTNothing=0x00,
                  10
                                                                                                                                               kTTSong=0x01,
                                                                                                                                               kTTVoice=0x02,
                                                                                                                                               kTTBook=0x04,
The state of the s
                                                                                                                                              kTTMacro=0x08,
                 15
                                                                                                                                               kTTPlaylist=0x10
                                                                                                              };
THE RESERVE THE PERSON OF THE 
                                                                                                              So, for example, the "Album" branch has a TRACK_TYPE_MASK of
                                            kTTSong, because only songs are filed under that branch, but the "All Tracks" branch has a
                                           TRACK_TYPE MASK of (kTTSong | kTTVoice | kTTBook).
                                                                                                              Other elements might be added to tTrackType (e.g. kTTVideo) as appropriate.
                                                                                                            CATEGORY_STRUCTUREs tell how to file the songs based on their
                                           metadata information. The CATEGORY STRUCTURE is a string of characters that tell,
                                            from left to right, the order of hierarchy. The characters come from the following enum
                 25
                                           constants:
                                                                                                            enum tFileTag
                                                                                                                                              kFTNone='@',
               30
                                                                                                                                              kFTTrackType='T',
                                                                                                                                              kFTTitle='N',
                                                                                                                                              kFTAudioFile='F',
                                                                                                                                              kFTArtist='M',
                                                                                                                                              kFTAlbum='L',
```

CATEGORY NAMEs are the top-level names of the branch under which

kFTGenre='G',
kFTSource='S',
kFTYear='Y',
kFTArtistCountry='C'

5 };

Thus, a CATEGORY\_STRUCTURE of LN tells to create a subcategory that is a list of Albums, each of which contains a list of Tracks.

In total, a line like:

10 Album|0x01|LN

Says to create a branch called "Album" which contains tracks of type kTTSong organized first by album name, and then by track name.

The following is an example of a tree definition file similar (though not identical) to the hierarchy presented in the Nomad Jukebox product (the 'B' before each FileTag was used to identify that these are basic tags so that we wouldn't run out of letters in the alphabet as we included more complex metadata – thus each group of two letters represents a level in the hierarchy):

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V1.0

Album|0x01|BLBN

Artist|0x01|BMBN

Genre|0x01|BGBN

Voice Tracks|0x02|BSBGBN

Playlists|0x10|BN

25 Macros|0x08|BN

All Tracks|0x07|BN

Fig. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized. Example values for nodes in the tree are shown as well. The same track may appear more than once as a leaf in the tree, as described above, if it fits into multiple categories (e.g. a song that appears on the Abbey Road branch would also appear in the Beatles branch). In the example shown, the first branch contains tracks organized by album. As shown in the example, this music collection contains three tracks from "Abbey Road" and three tracks from "Hits from the

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60's". The second branch contains tracks organized by artist, and sub organized by where the artist is from. Thus, a user browsing would first select the "Artists" branch and then choose between "British Artists" and "American Artists". Finally, they would select the particular artist. In the third branch, all tracks are shown.

The tree definition file that would specify the hierarchy shown in Figure 1 is shown in Figure 2.

The first line identifies the version of the tree definition file.

The second line defines the "Albums" branch. The first part of the line, "Albums" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BLBN," defines that the branch lists first the names of all albums (BL) and then tracks on those albums (BN).

The third line defines the "Artists" branch. The first part of the line "Artists" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BCBMBN," defines that the branch lists first the names of all countries where artists in this collection come from (BC) and under those items, the artists' names (BM), and then tracks by those artists (BN).

Fig. 3 shows what a user's view of this hierarchy might be if he/she were shown a fully expanded view of the 6-song tree. Notice that each song appears three times, once in each branch.

In consumer products the tree define file is not edited directly but through a user interface, one example of which is depicted in Fig. 4. An example of a user interface for viewing songs by category and editing the tree structure is depicted in Fig. 4.

An embodiment of the invention is utilized in the Nomad® Jukebox, manufactured by the assignee of the present invention, and described more fully in the copending application, filed on the same date as the present application, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Attny. Docket No. 17002-020800).

In a preferred embodiment, metadata is associated with each track and includes such information as title, genre, artist name, type, etc. In the preferred embodiment, software stored in a portable player and executed by the onboard processor automatically files each track in the correct category utilizing the associated metadata and the tree define file. The program code can be stored in any computer readable medium including magnetic storage, CD ROM, optical media, or digital data encoded on an electromagnetic signal.

Thus, the user is automatically provided with a powerful and flexible tool for organizing and categorizing the tracks stored on the portable player.

If the tracks are formatted in MP3 format the metadata can be stored in ID3 tags included in the MP3 file. In one embodiment of the invention, the tracks are stored in alternate file format including file data and file attributes. The file data is the music track itself and the file attributes part of the file includes fields of arbitrary size which are used to store metadata characterizing the track stored as the file data. Again this metadata includes information about the track such as title, genre, artist name, type, etc.

There are several advantages to using the alternate file format. Metadata of types not easily included in an ID3 tag can be utilized. Further, the original track format is not changed, so that error correction data such as checksums are valid. Finally, any file format can be used (e.g. WAV, WMA, etc.) because the metadata is stored separately, and thus audio formats that have limited support for metadata can still be stored on the portable player in native format without transcoding. The formatted files are formed by software stored in the portable music player and executed by an on-board processor.

The metadata for each track is utilized to file each track, using the categories defined in the hierarchical structure as described above, without any input from the user.

Fig. 5 is a schematic diagram of the alternative file format including file data in the form of an MP3 track, and metadata fields for holding data indicating the name of the album the track is from, the name of the song, the genre of the song, and the type of track.

A particular embodiment of a file format will now be described. All tracks are created with some set of attributes as shown below:

Definition	of TrackInfo	Data Field
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Field	Offset	Size	Description
Attribute Count	0	2	The number of attribute follow for the track
Attr 1 type	2	2	Binary = 0, ASCII = 1
Attr 1 name len	4	2	Length of attribute name string
Attr1 data len	6	4	Length of attribute data
Attrl Name	10	N	Attribute name string
Attr 1 Data	10+N	М	Attribute data

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Attr N type		ļ	!			
Attr 1 name len			ĺ			
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Attrl data len					 	
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Attr 1 Data		Ì				
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Attribute Name	Value(s)	Remarks	
TITLE	ASCII string	Required By Jukebox	
CODEC	"MP3", "WMA", "WAV"	Required By Jukebox	
TRACK ID	DWORD	Set By Jukebox	
ALBUM	ASCII string	Optional	
ARTIST	ASCII string	Optional	
GENRE	ASCII string	Optional	
LENGTH	In seconds	Optional	
TRACK SIZE	In bytes	Optional	
TRACK NUM	1-n (track within album)	Optional	

These attributes can be subsequently changeable via a host application,

5 running on a personal computer connected to the portable music player.

Fig. 6 shows a flow chart of an embodiment the process used to build the hierarchical database of tracks. It starts by iterating through each track, and, for each track, iterating through each branch to find if the track belongs on the branch, and, if so, where. In this case, the term track could refer to any content, e.g. a music track, a spoken word track, or

10 even a video track.

Also, the hierarchical catalog of tracks can be used to form playlists in a structured manner. For example, if a user wants to hear Jazz and Blues the entire subcategories can be selected to form one playlist.

An alternative hierarchical catalog generation technique will now be

described. In this alternative embodiment, at system startup and as tracks are added or
changed, the hierarchy is generated as an in-memory tree structure. Each track is added to
the tree using the categories ALBUM, ARTIST and GENRE.

The following example shows the algorithm for adding a track. For clarity, only the attributes used by the tree are shown.

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	TITLE	"Free Falling"
	ALBUM	"Full Moon Fever"
	ARTIST	"Tom Petty"
	GENRE	"Rock"
	TRACK NUM	1

The following function is executed to build the in-memory memory tree.

Build Tree ()

15 For each track,

Add Track To Category(Album, Track)

Add Track To Category(Artist, Track)

Add Track To Category(Genre, Track)

End of Build Tree

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Fig. 7 depicts a tree which could result from implementing Build Tree() function. Note that "Stardust" does not have any entries for Album or Artist. The host software running on a computer connected to the portable music player could be utilized to add missing attributes to the "Stardust" track and, optionally, edit the title attribute. The

25 Build Tree() function would then reinsert this track in the correct location in the tree.

Fig. 8 is an embodiment of a user interface according to another embodiment of the invention. In this example the root node is labeled "My Configuration" and the Playlist category has been selected and the Playlist subcategory "Meddle" has been selected.

Note that the types of Metadata, in this example, Track Name, Artist, Album, Tempo and Dance, are listed across the top of the screen, and the attribute values for each track are listed in a row across the screen. Various control buttons are displayed to the right of configuration window that facilitate quickly invoking selected processing on a selected track.

The invention has now been described with reference to the preferred embodiments. Alternatives and substitutions will now be apparent to persons of skill in the

# WHAT IS CLAIMED IS:

	للاثلا	1. A method, performed by a processor in a portable digital music player,
	2	for filing audio tracks stored on a computer readable media, with each audio track having
	3	metadata associated therewith including category value data for naming attributes of the track
	4	and type data indicating the type of track, said method comprising the acts of:
	5	reading a definition file that defines an ordered hierarchical tree structure, with
	6	the file including category names for naming the branch under which tracks are sorted, track
	7	type information specifying which type of tracks are to be sorted under the branch, and
	8	structure information defining how to file tracks based on associated metadata;
	9	for each track, iteratively determining, base on metadata describing the track,
	10	if the track belongs in the branch, and, for each branch in which the track belongs, traversing
• 4	11	the branch to determine the appropriate location to file the track.
1		
)] -]	1	2. The method of claim 1, where said act of searching further comprises
1)	2	the acts of:
##   	3	utilizing track type information to file only tracks of a specified type under a
K W Chair, H C C C C The small of Theory Land Theory Lines Theory W W W W W W W W W W W W W W W W W W W	4	particular branch.
] ]]		
	1	3. The method of claim, 1 further comprising the acts of:
	2	for each branch, utilizing category structure information to file tracks in a
	3	specified attribute order.
	1	4. The method of claim 1, where said portable digital music player
	2	includes a display screen and a user interface for interacting with the display, further
	3	comprising the acts of:
	4	displaying the categories and subcategories on the display in a hierarchical
	5	order;
	6	displaying all names of tracks associated with a dategory or sub-category
	7.	when a user utilizes the interface to select a category or sub-category;

8	utilizing the pointer to access and play a track when a user selects a track
9	name through the user interface. and
10	utilizing the pointer to access and play a collection of tracks within a category
11	or subcategory when a user selects a category or subcategory through the user interface.
1	\( \). A finethod, implemented by a processor in a portable digital music
1	player, for associating metadata with audio tracks comprising the acts of:
2	opening a formatted file for each track comprising a file data portion and a file
3	NO.
4	attributes portion, with the file attributes portion including a plurality of fields corresponding
5	to category types and the types;
6	storing an unmodified audio track in the file data portion of the formatted file;
7	and State of the s
8	storing category type and file type information about the unmodified track in
9	corresponding fields.
<i>5</i> 0	6. A method, performed by a processor in a portable digital music player,
2	for filing audio tracks, stored on a computer readable media, under categories in an in-
3	memory tree structure, with each audio track having metadata associated therewith including
4	category name data for naming, said method comprising the acts of:
5	upon startup or when a track is added or changed, searching the metadata of
6	each track; and
7	for each track, automatically filing the track by category name under each
8	selected category to form a hierarchical track filing scheme.
1	7. The method of claim 6 further comprising the act of:
2	selecting the categories to be the Album including the track, the title of the
3	track, and the name of the artist that recorded the track.

1	8. The method of claim 6, where said portable digital music player
2	includes a display screen and a user interface for interacting with the display, further
3	comprising the acts of:
4	displaying the categories on the display in a hierarchical order;
5	displaying all names of tracks associated with a category when a user utilizes
6	the interface to select a category;
7	accessing and playing a track when a user selects a track name through the
8	user interface. and
9	accessing and playing a collection of tracks within a category when a user
10	selects a category through the user interface.
	`
1	9. A computer program product comprising:
	a computer readable medium having program code embodied therein for filing
	audio tracks stored on a computer readable media, with each audio track having metadata
	associated therewith including category value data for naming attributes of the track and type
	data indicating the type of track, said program code comprising:
	program code, executed by a processor, for reading a definition file that
	defines an ordered hierarchical tree structure, with the file including category names for
	naming the branch under which tracks are sorted, track type information specifying which
	type of tracks are to be sorted under the branch, and structure information defining how to
	file tracks based on associated metadata;
	program code, executed by a processor, for each track, for iteratively
	determining, base on metadata describing the track, if the track belongs in the branch, and,
	for each branch in which the track belongs, traversing the branch to determine the appropriate
14	location to file the track.
1	10. A computer program product comprising:
2	a computer readable medium for having program code embodied therein for
3	filing audio tracks, stored on a computer readable media, under categories in an in-memory
4	tree structure, with each audio track having metadata associated therewith including category
-	name data for naming, said program code comprising:
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	2 3 4 5 6 7 8 9 10 1 2 3 4 5 6 7 8 9 10 11 11 12 13 14 14 14 15 16 16 16 17 17 17 17 17 17 17 17 17 17 17 17 17

	· · · · · · · · · · · · · · · · · · ·
6	program code, executed by a processor, upon startup or when a track is added
7	or changed, for searching the metadata of each track; and
8	program code, executed by a processor, for each track, for automatically filing
9	the track by category name under each selected category to form a hierarchical track filing
0	scheme.
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torney Docket No.: 17002-022500US Client Reference No.: CT-1139

# DECLARATION AND POWER OF ATTORNEY

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As a below n	amed inven	ntor, I declare tha	t:					
inventor (if o	only one nar h is claim IZATION	me is listed belowed and for who of MUSIC BY	w) or an original, ( ich a patent is ' METADATA th	first and sought se speci	l joint inventor ( on the inventi ification of whic	if plural inve on entitled: h is	elieve I am the original entors are named below AUTOMATIC HIE attached hereto or (if applicable).	) of the subject RARCHICAL
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subject matter the first parage Title 37, Cod	τ of each of graph of Tit e of Federa	f the claims of thi tle 35, United Sta	is application is no ates Code, Section ection 1.56 which o	t disclo 112, I a	sed in the prior U acknowledge the	Inited States duty to disc	ation(s) listed below and application in the mann lose material information the prior application and	ner provided by on as defined in
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Send Correspondence to: Charles E. Krueger TOWNSEND and TOWNSEND and CREW LLP Two Embarcadero Center, 8 <sup>th</sup> Floor San Francisco, California 94111-3834					Direct Telepho: (Name, Reg. No., T Name: Reg. No.: Telephone:		. Krueger	
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Citizens	snip: S	Santa Cruz	·	Calif	OF 1112		United States	

Full Name of Last Name: First Name: Middle Name or Initial:							
Inventor 1:	GOODMAN	RON	l				
Residence &	City:	State/Foreign Country:	Country of Citizen	Country of Citizenship:			
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Address:	226 Jeter Street	Santa Cruz	California	95060			

Attorney Docket No. 17822-022500 Client Reference No.: CT-1139

Full Name of Inventor 2:	Last Name: EGAN	First Name: HOWARD	Middle Name or I	nitial:
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Post Office Address:	Post Office Address: 219 Elinor Street	City: Capitola	State/Country: California	Postal Code: 95010

I further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Signature of Inventor 1	Signature of Inventor 2
RON GOODMAN	HOWARD N. EGAN
Date	Date

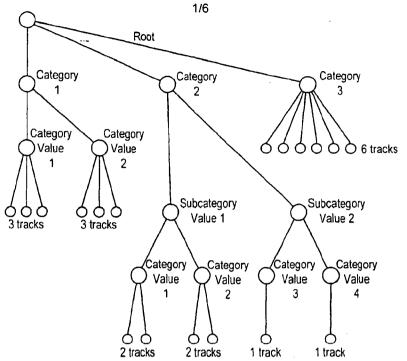
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For example:

Category 1 = Album Name

Category Value 1 = Abbey Road

Category Value 2 = Hits from the 60's

Category 2 = Artist Name

Subcategory Value 1 = British Artists

Subcategory Value 2 = American Artists

Category Value 1 = The Beatles

Category Value 2 = Petula Clark

Category Value 3 = Mamas and the Papas

Category Value 4 = Nick Drake

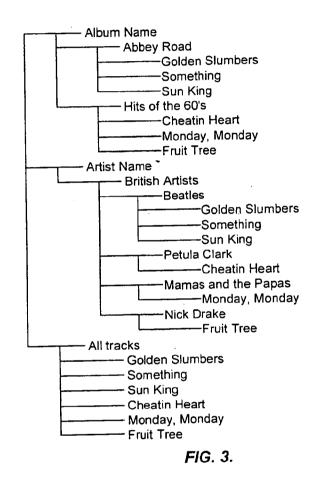
Category 3 = All tracks

FIG. 1.

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V1.0 Albums|0x01|BLBN Artists|0x01|BCBMBN All:Tracks|0x01|BN

FIG. 2.



CL 000066

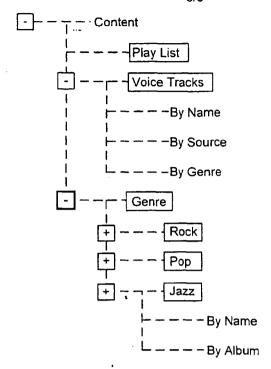


FIG. 4.

file data album name genre type

FIG. 5.

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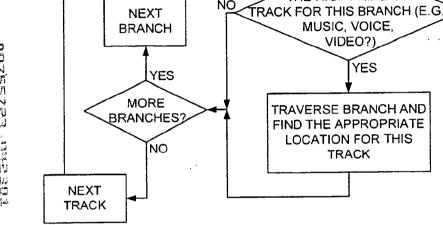
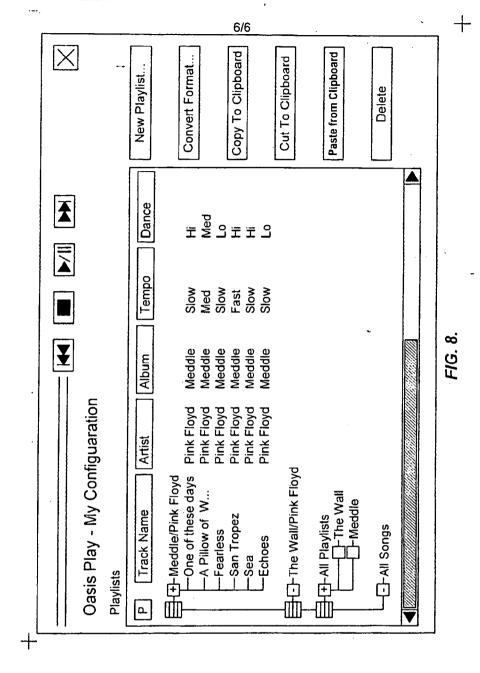


FIG. 6.

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Albums	Eul Moon Fever	Free Faling	
Siling	I di wooii i evel	Won't Back Down	
		I WOULD BLOK DOWN	
	Graceland	The Boy In The Bubble	
		Graceland	
	Hotel California	Hotel California	
		New Kid In Town	
	Unknown (Created for items	Track 1	
	without Album attribute)		
		Stardust	
Artist	Tom Petty	Full Moon Fever	Free Falling
			II Won't Back Down
			Love Is A Long Road
	Eagles	Hotel California	Hotel California
			New Kid In Town
	Paul Simon	Graceland	The Boy in The Bubble
			Graceland
		1	
Genre	Kock	Full Moon Fever	Free Falling
			I Won't Back Down
	-		Love is A Long Road
		Hotel California	Hotel California
			New Kid In Town
		Graceland	The Boy In The Bubble
			Graceland



**CL 000070** 



#### United States Patent and Trademark Office



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 APPLICATION NUMBER
 FILING/RECEIPT DATE
 FIRST NAMED APPLICANT
 ATTORNEY DATKET NUMBER

 09/755,723
 01/05/2001
 Ron Goodman
 17002-022500

CONFIRMATION NO. 3728

20350
TOWNSEND AND TOWNSEND AND CREW
TWO EMBARCADERO CENTER
EIGHTH FLOOR
SAN FRANCISCO, CA 94111-3834

FORMALITIES LETTER

\*\*CC00000005783175\*

Date Mailed: 02/21/2001

#### NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

FILED UNDER 37 CFR 1.53(b)

#### Filing Date Granted

An application number and filing date have been accorded to this application. The item(s) indicated below, however, are missing. Applicant is given TWO MONTHS from the date of this Notice within which to file all required items and pay any fees required below to avoid abandonment. Extensions of time may be obtained by filing a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

- · The oath or declaration is unsigned.
- To avoid abandonment, a late filing fee or oath or declaration surcharge as set forth in 37 CFR 1.16(e) of \$130 for a non-small entity, must be submitted with the missing items identified in this letter.
- The balance due by applicant is \$ 130.

The application is informal since it does not comply with the regulations for the reason(s) indicated below. Applicant is given TWO MONTHS from the date of this Notice within which to correct the informalities indicated below.

The required item(s) identified below must be timely submitted to avoid abandonment:

- Substitute drawings in compliance with 37 CFR 1.84 because:
  - drawing sheets do not have the appropriate margin(s) (see 37 CFR 1.84(g)). Each sheet must include a top margin of at least 2.5 cm. (1 inch), a left side margin of at least 2.5 cm. (1 inch), a right side margin of at least 1.5 cm. (5/8 inch), and a bottom margin of at least 1.0 cm. (3/8 inch);

A copy of this notice MUST be returned with the reply.

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# TATES PATENT AND TRADEMARK OFFICE

COMMISSIONER FOR PATENTS

APPLICATION NUMBER 09/755,723

FILING/RECEIPT DATE 01/05/2001

FIRST NAMED APPLICANT Ron Goodman

ATTORNEY DOCKET NUMBER 17002-022500

**CONFIRMATION NO. 3728** 

20350 TOWNSEND AND TOWNSEND AND CREW TWO EMBARCADERO CENTER EIGHTH FLOOR SAN FRANCISCO, CA 94111-3834

**FORMALITIES LETTER** 

Date Mailed: 02/21/2001

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FKIEL (TOTOMOW)

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Initial Patent Examination Division (703) 308-1202

PART 1 - ATTORNEY/APPLICANT COPY

	·	Application Number	09/755,723
TRANSMITTAL	-	Filing Date	January 5, 2001
FORM		First Named Inventor	GOODMAN, RON, et. al.
(to be used for all correspondence after	initial filing)	Group Art Unit	2185
		Examiner Name	
Total Number of Pages in This Submissio	n	Attorney Docket Numbe	017002022500
	ENCL	OSURES (check all that appl)	)
Fee Transmittat Form		ment Papers Application)	After Allowance Communication to Group
Fee Attached	☑ Drawin	g(s)	Appeal Communication to Board of Appeals and Interferences
Amendment / Response	Licensi	ng-related Papers	Appeal Communication to Group (Appeal Notice, Brief, Reply Brief)
After Final		n Routing Slip (PTO/SB/69) companying Petition	Proprietary Information
Affidavits/declaration(s)		n to Convert to a onat Application	Status Letter
Extension of Time Request	Power of Attorney, Revocation Change of Correspondence Address		Other Enclosure(s) (please identify below):
Express Abandonment Request		al Disclaimer st for Refund	Copy of PTO Notice, Recordation C Sheet, ADS
Information Disclosure Statement		mber of CD(s)	Ĭ
Certified Copy of Priority Document(s)	Rema	The Commissione	is authorized to charge any additional fees 0-1430.
Response to Missing Parts/			
Response to Missing Parts under 37 CFR 1.52 or 1.53			
		APPLICANT, ATTORNEY	OR AGENT
Firm Townsend and To and Individual name Charles E. Kruege			No. 30,077
Signature (J)	65	Ky	
Date 4//	101		
	CE	RTIFICATE OF MAILING	

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SF 1210973 v1

PTO/SB/17 (09-00)

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1	FEE TRANSMITTAL	Applica	ition Nur	mber	09/7	55,723		
]	for FY 2001	Filing [	ate		Janu	ary 5, 2001		
1	3 2001 E	First N	amed In	ventor	GOO	DOMAN, RON, et.	al.	
	Patent fees are subject to annual revision.	Exami	er Name	e	<b>.</b>			
١		Group	Art Unit		2185	5		
TF.A	TOTAL AMOUNT OF PAYMENT (\$) 170	Attorne	y Docke	t No.	0170	002022500		
1	METHOD OF PAYMENT	T			FEE C	ALCULATION (co	ntinued)	
	The Commissioner is hereby authorized to charge indicated fees and credit any over payments to:	ŀ	TIONAL					
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	Deposit Account 20-1430	Code	(5)	Code	(\$)		escription	Paid
	Number	105	130	205	65	Surcharge - late		130
		127	50	227	25	or cover sheet.	provisional filing fee	1 1
	Deposit Account Townsend and Townsend and Crew LLP	139	130	139	130	Non-English sper	cification	
	Name	147	2,520	147	2,520	•	st for reexamination	
	Charge Any Additional Fee Required Under 37 CFR 1.16 and 1.17	112	920*	112	12 920" Requesting publication of SIR prior to Examiner action		1 1	
	Applicant claims small entity status. See 37 CFR 1.27	113	1,840	113	1,840*		ication of SIR after	
	2. Payment Enclosed:	115	110	215	55	Extension for rep	lly within first month	
	☐ Check ☐ Credit card ☐ Money ☐ Other	116	390	216	195	Extension for rep month	ly within second	
	Order	117	890	217	445		ly within third month	<del>                                     </del>
	FEE CALCULATION	118	1,390	218	695	Extension for rep	-	
- [	1. BASIC FILING FEE	[				month	de la Maria de la Compansión de la Compa	<b>  </b>
	Large Entity Small Entity	128	1,890 310	228 219	945 155	Notice of Appeal	ly within fifth month	
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	101 710 201 355 Utility filing fee	121	270	221	135	Request for oral		
	106 320 206 160 Design filing fee	13R	1 510	138	1,510	Petition to institut	•	
	107 490 207 245 Plant filing fee	1	.,		55	proceeding		
	108 710 208 355 Reissue filing fee	140	110	240 241	55 620	Petition to revive Petition to revive		<del>  </del>
	114 150 214 75 Provisional filing fee	142	1,240	242	620	Utility issue fee (		<b></b>
	SUBTOTAL (1) (5)	143	440	243	220	Design issue fee		
	2. EXTRA CLAIM FEES	144	600	244	300	Plant issue fee		
- 1	Extra Fee from Fee	122	130	122	130	Petitions to the C	Commissioner	
	Total Claims Delow Paid  -20** = X = X	123	50	123	50	Petitions related applications	·	
	Independent Claims -3** = X =	126	180	126	180	Strnt	formation Disclosure	
	Multiple Dependent  X =	581	40	581	40	per property (time properties)	patent assignment es number of	
	Large Entity Small Entity Fee Fee Fee Fee Fee Personalism	146	710	246	355	Filing a submission (37 CFR § 1.129)	on after final rejection	
ļ	Code (\$) Code (\$)	149	710	249	355	For each addition	nal Invention to be	
- 1	103 18 203 9 Claims in excess of 20	1				examined (37 CF	R § 1.129(b))	
	102 80 202 40 Independent claims in excess of 3 104 270 204 135 Multiple dependent claim, if not paid	179	710	279	355	Request for Continu	ed Examination (RCE)	
- 1	109 80 209 40 "Reissue independent claims over	169	900	169	900	Request for expedi		
ļ	original patent  ** Reissue claims in excess of 20 and	م		·t		of a design applica	ison	40
	110 18 210 9 Reissue claims in excess or 20 and over original patent	i				recordation fee		40
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Į	**or number previously paid, if greater; For Reissues, see above	<u> </u>					[47,70	
6	SUBMITTED BY					Com	plete (if applicable)	
[	Name (Print/Type) Charles E. Krueger   Registration No. (Millore	ey/Agent)	30,0	)77		Telephone	415-576-0290	<i></i>
l	Signature					Oste	4/17/	V

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Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139



# DECLARATION AND POWER OF ATTORNEY

As a below named inventor, I declare that:

My residence, post office address and citizenship are as stated below next to my name; I believe I am the original, first an	d sole
inventor (if only one name is listed below) or an original, first and joint inventor (if plural inventors are named below) of the s	ubiect
matter which is claimed and for which a patent is sought on the invention entitled: AUTOMATIC HIERARCH	ICAL
CATEGORIZATION OF MUSIC BY METADATA the specification of which is attached hereto or was fill	ed on
as Application No and was amended on (if applicable).	

I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above. I acknowledge the duty to disclose information which is material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56. I claim foreign priority benefits under Title 35, United States Code, Section 119 of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed.

I claim the benefit under Title 35, United States Code, Section 120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code, Section 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, Section 1.56 which occurred between the filing date of the prior application and the national or PCT international filing date of this application:

Application No.	Date of Piling	Status
unknown	January 5, 2001	pending
unknown	January 5, 2001	pending

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith.

Charles E. Krueger, Reg. No. 30,077 Paul C. Haughey, Reg. No. 31,836 Charles J. Kulas, Reg. No. 35,809 Daniel D. Tagliaferri, Reg. No. 43,178

Send Correspondence to:	Direct Tolors	Calle As	·
	Direct Telepho		
Charles E. Krueger	(Name, Reg. No.,		
TOWNSEND and TOWNSEND and CREW LLP	Name:	Charles E. Krueger	
Two Embarcadero Center, 8th Floor	Reg. No.:	30,077	
San Francisco, California 94111-3834	Telephone:	415-576-0200	

Full Name of Inventor 1:	Last Name: GOODMAN	First Name: RON	Middle Name or I	nitial:
Residence & Citizenship:	City:	State/Foreign Country:	Country of Citizenship:	
	Santa Cruz	California	United States	
Post Office	Post Office Address:	City:	State/Country:	Postal Code:
Address:	226 Jeter Street	Santa Cruz	California	95060

Attorney Docket No. 17822-022500 Client Reference No.: CT-1139

Full Name of Inventor 2:	Last Name: EGAN	First Name: HOWARD	Middle Name or In	itial:
Residence & Citizenship:	City: Capitola	State/Foreign Country: California	Country of Citizen United States	ship:
Post Office Address:	Post Office Address: 219 Elinor Street	City: Capitola	State/Country: California	Postal Code: 95010

I further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Signature of Inventor I	Signature of Inventor 2		
RON GOODMAN	HOWARD N. EGAN		
Date 3/14/2001	Date 3-22-2001		

SF 1175410 v1

2 of 2

CL 000078 -

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

#### ASSIGNMENT OF PATENT APPLICATION

WHEREAS, RON GOODMAN, of 226 Jeter Street, Santa Cruz, CA 95060; HOWARD N. EGAN, of 219 Elimor Street, Capitola, CA 95010; hereinafter referred to as "Assignors," are the inventors of the invention described and set forth in the below-identified application for United States Letters Patent:

Title of Invention:

AUTOMATIC HIERARCHICAL CATEGORIZATION OF

MUSIC BY METADATA

Date(s) of Execution:

Filing Date:

January 5, 2001

Application No.:

09/755,723; and

WHEREAS, CREATIVE TECHNOLOGY LTD., located at 31 International Business Park, Creative Resource, Singapore, 609921, hereinafter referred to as "ASSIGNEE," is desirous of acquiring ASSIGNORS' interest in the said invention and application and in any U.S. Letters Patent which may be granted on the same;

NOW, THEREFORE, TO ALL WHOM IT MAY CONCERN: Be it known that, for good and valuable consideration, receipt of which is hereby acknowledged by Assignors, Assignors have sold, assigned and transferred, and by these presents do sell, assign and transfer unto the said Assignees, and Assignees' successors and assigns, all their right, title and interest in and to the said invention and application, and in and to any Letters Patent which may hereafter be granted on the same in the United States, the said interest to be held and enjoyed by said Assignees as fully and exclusively as it would have been held and enjoyed by said Assignors had this Assignment and transfer not been made, to the full end and term of any Letters Patent which may be granted thereon, or of any division, renewal, continuation in whole or in part, substitution, conversion, reissue, prolongation or extension thereof.

Assignors further agree that they will, without charge to Assignee, but at Assignee's expense, cooperate with Assignee in the prosecution of said application and/or applications, execute, verify, acknowledge and deliver all such further papers, including applications for Letters Patent and for the reissue thereof, and instruments of assignment and transfer thereof, and will perform such other acts as Assignee lawfully may request, to obtain or maintain Letters Patent for said invention and improvement, and to vest title thereto in Assignee, or Assignee's successors and assigns.

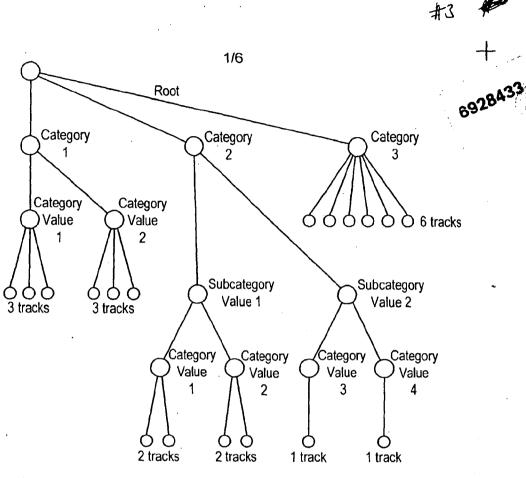
Assignors hereby authorize and request Townsend and Townsend and Crew LLP, Two Embarcadero Center, 8th Floor, San Francisco, CA 94111-3834, to insert herein above the application number and filing date of said application when known.

IN TESTIMONY WHEREOF, Assignors have signed their names on the dates indicated.

Assignment Attorney Docket No.: 17002-022500US Page 2  Dated: 3/14/2001  RON GOODMAN
STATE OF CALIFORNIA ) ) ss. COUNTY OF )
on March 14, 2001, before me, Jacquelline W. Pattano personally appeared RON GOODMAN, personally known to me (or proved to me on the basis of satisfactory evidence) to be the person whose name is subscribed to the within instrument, and acknowledged to me that he/she executed the same in his/her authorized capacity, and that by his/her-signature on the instrument the person, or the entity upon behalf of which the person acted, executed the instrument.
WITNESS my hand and official seal.
JACCUEINE W. BAZZANO Commission & 1132234 Notary Public — Collorate Sortio Cruz County My Comm. Expires Apr 2, 2001 NOTARY PUBLIC  My Commission Expires: 4/2/2001
Dated: 3 - 22 - 2801 HOWARD N. EGAN
STATE OF CALIFORNIA )
COUNTY OF ) ss.
personally appeared HOWARD N. EGAN personally known to me (or proved to me on the basis of entisfactory evidence) to be the person whose name is subscribed to the within instrument, and acknowledged to me that he/she-executed the same in his/her authorized capacity, and that by his/her signature on the instrument the person, or the entity upon behalf of which the person acted, executed the instrument.
WITNESS my hand and official seal.  JACQUEINE W. BAZZANO Commission / 1132234 Notony Public — Collorato Scrito Cruz County My Comm. Spires Apr 2, 2001 / NOTARY PUBLIC

My Commission Expires: 4/2/2001

CT 000080



For example:

Category 1 = Album Name

Category Value 1 = Abbey Road

Category Value 2 = Hits from the 60's

Category 2 = Artist Name

Subcategory Value 1 = British Artists

Subcategory Value 2 = American Artists

Category Value 1 = The Beatles

Category Value 2 = Petula Clark

Category Value 3 = Mamas and the Papas

Category Value 4 = Nick Drake

Category 3 = All tracks

FIG. 1.

# FIG. 2.

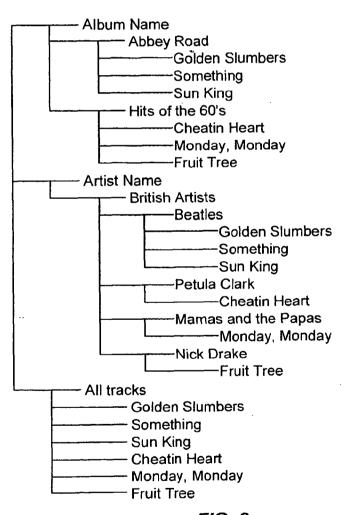
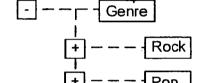


FIG. 3.

Play List

Content



COYSEVED ... OHEBOI



FIG. 4.

file data album name genre type

FIG. 5.

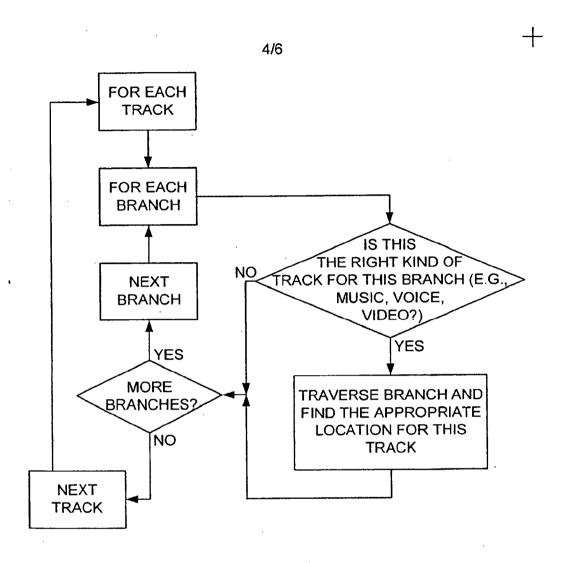
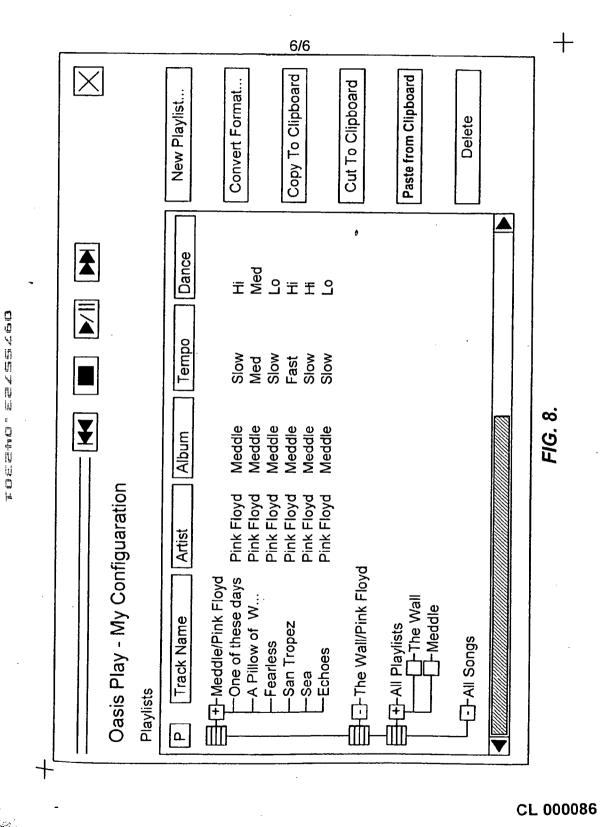


FIG. 6.

				Free Falling	Love Is A Long Road	Hotel California New Kid In Town	The Boy In The Bubble Graceland	Free Falling   Won't Back Down   Love Is A Long Road	Hotel California New Kid In Town	The Boy in The Bubble Graceland	
Free Falling Won't Back Down	Love Is A Long Road The Boy In The Bubble Graceland	Hotel California New Kid In Town	Track 1	Full Moon Fever		Hotel California	Graceland	Full Moon Fever	Hotel California	Graceland	FIG. 7.
Full Moon Fever	Graceland	Hotel California	Unknown (Created for items without Album attribute)	Tom Petty		Eagles	Paul Simon	Rock			
Albums				Artist				Genre			CL 0000

SONY Exhibit 1004 - Page 4333



SONY Exhibit 1004 - Page 4334

5	#
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	188		persons are require	U.S. Patent and Tri	Properties of the Properties o	OMB 0651-0035 OF COMMERCE
			Application	Number	09/755,723	
PART TRADEN	RATE		Filing Date		January 5, 2001	
@ THADER	POWER OF A	First Name	Inventor	Ron Goodman		
	AUTHORIZAT	ION OF AGENT	Group Art U	nit	2185	
1	•		Examiner N	ame		
'			Attomey Do	cket Number	017002-022500US	
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	✓ Practitioners at Cu OR	stomer Number 2035	50	<b>-</b>	Place Customer Number Bar Code Label here	
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		Name		Regist	ration Number	
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			e application ide	ntified above, and	to transact all business in the	Patent and
1	Trademark Office conn	nected therewith.				
	Please change the cor  The above-mention  OR	respondence address for led Customer Number.	the above-identi	ied application to:		
	Firm or Individual Name				PECENVELD Technology Comer 270-	
	Address				PA-	
	Address				CELL	
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	Telephone		F	ах	"Ogy Co. "I'	
[	I am the:				mer 21	
	☐ Applicant/Invento	x.			10	
	Assignee of reco	rd of the entire interest. S	See 37 CFR 3.71		•	
	Certificate under	37 CFR 3.73(b) is enclose	d. (Form PTO/S	B/96).	<del></del>	
į		SIGNATU	RE of Applicant	or Assignee of R	ecord	
j	Name	Ng Keh Lor		A		
	Signature		y tooliton			
	Date AT	10,200 LUN		1		
. ]	Submit multiple forms	if more than one signatu			st or their representative(s) a	re required.
ι	*Total of 1 forms a	re suominteo.				

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SF 1197815 v1

PTO/SB/96 (08-00)
Approved http://ethrough.nd/31/2002. OMB 0651-0031
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Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

STATEMENT UNDER 37 CFR 3.73(b)							
Applicant/Patent Owner: Creative Technology LTD.							
Application No./Patent No.: 09/755,723 Filed/Issue Date: January 5, 2001							
Entitled: Automatic Hierarchical Categorization of Music by Metadata							
Creative Technology LTD. a Corporation							
(Name of Assignee) (Type of Assignee, e.g., corporation, partnership, university, government agency, etc.)							
states that it is:							
1.  the assignee of the entire right, title, and interest; or							
2. an assignee of an undivided part interest							
in the patent application/patent identified above by virtue of either:							
A.  An assignment from the inventor(s) of the patent application/patent identified above. The assignment was recorded in the Patent and Trademark Office at Reel, Frame, or for which a copy thereof is attached.							
OR .							
B. A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as shown below:							
1. From: To :  The document was recorded in the United States Patent and Trademark Office at Reel, Frame, or for which a copy thereof is attached.							
2. From: To : RECEIVED The document was recorded in the United States Patent and Trademark Office at Reel, Frame, or for which a copy thereof is attached.  MAY 2. 2. 2001							
To: To: The document was recorded in the United States Patent and Trademark Officient notagy Center 2100 Reel, frame, or for which a copy thereof is attached.							
Additional documents in the chain of title are listed on a supplemental sheet.							
Copies of assignments or other documents in the chain of title are attached.  [NOTE: A separate copy (i.e., the original assignment document or a true copy of the original document) must be submitted to Assignment Division in accordance with 37 CFR Part 3, if the assignment is to be recorded in the records of the USPTO. See MPEP 302.81							
The undersigned (whose title is supplied below) is empowered to sign this statement on behalf of the assignee.							
Ng Keh Long Typed or printed name							
<u>Chief Financial Officer</u> Title							

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2185

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( §)			Applie	cation Number	09/755,723	09/755,723	
TRANSMIT	ΓAL		Filing	Date	January 5, 2001		
FORM			First I	Named Inventor	GOODMAN, RON	, et. al.	
(to be used for all correspondence	after initia	nitial filing) Group Art Unit			2185		
1			Exami	ner Name			
Total Number of Pages in This Subr	mission	4	Attom	ey Docket Number	017002022500		
		ENCLO	SURES	(check all that apply)			
Fee Transmittal Form			nent Par optication		After Allowance ( Group	Communication to	
Fee Attached		Drawing	g(s)		Appeal Commun Appeals and Inte	cation to Board of references	
Amendment / Response		Licensir	ng-relate	d Papers	Appeal Commun (Appeal Notice, Brid	ication to Group ef, Reply Brief)	
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Information Disclosure Stateme	ent	CD, Number of CD(s)					
Certified Copy of Priority Document(s)		Remarks The Commissioner is Deposit Account 20-1-			authorized to charge ar 30.	ny additional fees to	
Response to Missing Parts/ Incomplete Application				l			
Response to Missing Parts under 37 CFR 1.52 or 1.53		URE OF APPLICANT, ATTORNEY, A AGENT 2 . The send and Crew LLP  Reg No. 30,079 Cont					
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Burden Hour Statement: This form is estimated to take 0.2 hours to complete. Time will vary depending upon the needs of the individual case. Any comments on the amount of time you are required to complete this form should be send to the Chief Information Officer, U.S. Patent and Trademark Office. Washington, DC 20231. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Assistant Commissioner for Patents, Washington, DC 20231.



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Citizenship Country::

US

## **Correspondence Information**

Correspondence Customer Number::

20350

## **Application Information**

Title Line One::
Title Line Two::
Title Line Three::

**AUTOMATIC HIERARCHICAL** 

Title Line Three::
Total Drawing Sheets::

CATEGORIZATION OF MUSIC BY METADATA

Formal Drawings?::

Yes Utility

Application Type:: Docket Number::

017002022500

Secrecy Order in Patent Appl.?::

No

1

being deposited with the United I hereby certify that this corresponde States Postal Service as first class mail in an envelope addressed to: Weshington, D.C. 20231

Attorney Docket No.: 017002-022500US Client Reference No.: CT-1139

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Àrt Unit:

In re application of:

GOODMAN et al.

Application No.: 09/755,723

Filed: January 5, 2001

For: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

PRELIMINARY AMENDMENT

2185

Assistant Commissioner for Patents Washington, D.C. 20231

Sir:

Prior to examination of the above-referenced application, please enter the following amendments and remarks.

IN THE SPECIFICATION:

Please substitute the following for the paragraph apearing on page 1 under the CROSS-REFERENCES TO RELATED APPLICATIONS heading. A marked up version of the paragraph is appended to this amendment.

چ. هنر

Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Atty-Docket No. 17002-020800); and Appliestion No. 09/755,367, entitled "Audioplayback Device with U.S. (540, 130, Power Savings Storage Access Mode," (Atty. Docket No. 17002-022400); both filed January 5,

2001, the disclosures of which are incorporated herein by reference.

**PATENT** 

#### **REMARKS**

By this amendment information regarding related applications that was not available at the time of filing has been added. Entrance of the amendment is respectfully requested.

If the Examiner believes a telephone conference would expedite prosecution of this application, please telephone the undersigned at 415-576-0200.

Respectfully submitted,

Reg. No. 30,077

TOWNSEND and TOWNSEND and CREW LLP Two Embarcadero Center, 8<sup>th</sup> Floor San Francisco, California 94111-3834 Tel: (415) 576-0200 Fax: (415) 576-0300 CEK:deb SF 1210990 v1

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# Marked Up Version of Amended Paragraph 09/755,723

This application is related to Application No. [\_/\_\_,\_\_] 09/755,629, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Atty. Docket No. 17002-020800); and Application No. [\_/\_\_,\_\_] 09/755,367, entitled "Audioplayback Device with Power Savings Storage Access Mode," (Atty. Docket No. 17002-022400), [all] both filed January 5, 2001, the disclosures of which are incorporated herein by reference.

CL 000093

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# UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Trademark Office Address: COMMISSIONER OF PATENTS AND TRADEMARK: Washington, D.C. 20231

PUNIT, PRAKASH C

PAPER NUMBER

APPLICATION NO.	FILIN	G DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/755,723	01/0	05/2001	Ron Goodman	017002022500	3728
20350	7590	01/15/2003			
TOWNSE	ND AND TO	OWNSEND AN	EXAM	INER	

TOWNSEND AND TOWNSEND AND CREW, LLP TWO EMBARCADERO CENTER EIGHTH FLOOR SAN FRANCISCO, CA 94111-3834

2175
DATE MAILED: 01/15/2003

ART UNIT

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 07-01)

	Application No.	Applicant(s)					
0.5	09/755,723	GOODMAN ET AL.					
Office Action Summary	Examiner	Art Unit					
	Prakash C Punit	2175					
- The MAILING DATE of this communication ap	pears on the cover sheet with the	correspondence address					
A SHORTENED STATUTORY PERIOD FOR REPL THE MAILING DATE OF THIS COMMUNICATION.  Extensions of time may be available under the provisions of 37 CFR 1. after SIX (8) MONTHS from the mailing date of this communication. If the period for reply specified above is less than thirty (30) days, a rep. If NO period for reply is specified above, the maximum statutory period. Fallure to reply within the set or extended period for reply will, by saturt. Any reply received by the Office later than three months after the mailing earned patent term adjustment. See 37 CFR 1.704(b).	136(a). In no event, however, may a reply be l sty within the statutory minimum of thirty (30) do will apply and will expire SIX (6) MONTHS fro to cause the application to become ABNDON	imely filed  ays will be considered timety.  the mailing date of this communication.  ED (35 U.S.C. § 133).					
Status							
1) Responsive to communication(s) filed on							
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3) Since this application is in condition for allow closed in accordance with the practice under Disposition of Claims	r Ex parte Quayle, 1935 C.D. 11,	453 O.G. 213.					
4)⊠ Claim(s) 1-10 is/are pending in the application	n.						
4a) Of the above claim(s) is/are withdra							
5) Claim(s) is/are allowed.		•					
6)⊠ Claim(s) <u>1-10</u> is/are rejected.		•					
7) Claim(s) is/are objected to.							
8) Claim(s) are subject to restriction and/	or election requirement.						
Application Papers	,						
9) The specification is objected to by the Examin		·					
10) The drawing(s) filed on is/are: a) acce							
Applicant may not request that any objection to the							
11) The proposed drawing correction filed on		roved by the Examiner.					
If approved, corrected drawings are required in re							
12) The oath or declaration is objected to by the E	xaminer.						
Priority under 35 U.S.C. §§ 119 and 120							
13) Acknowledgment is made of a claim for foreign	n priority under 35 U.S.C. § 119	(a)-(d) or (f).					
a) All b) Some * c) None of:							
1. Certified copies of the priority documen	ts have been received.						
2. Certified copies of the priority documen	its have been received in Applica	tion No					
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.							
14) Acknowledgment is made of a claim for domes							
a) The translation of the foreign language pr 15) Acknowledgment is made of a claim for domes Attachment(s)	ovisional application has been re	ceived.					
1) Notice of Barton and City of (STO, 202)	4) 🗍 Interview Summa	ry (PTO-413) Paper No(s)					
3) Information Disclosure Statement(s) (PTO-1449) Paper No(s)	5) Notice of Informa	• •					
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Art Unit: 2175

Page 2

## **DETAILED ACTION**

1. This action is in response to application dated 01/05/2001. Claims 1-10 are pending in this office action.

# Claim Objections

2. Claims 1-4 and 9 are objected to because of the following informalities:

In claim 1, line 9: the claim recitation "base" should be --based--. Appropriate correction is required.

08 11363 Claims 2-4 are objects to because claims 2-4 are dependent from objected independent claim 1.

In claim 9, line 12: the claim recitation "base" should be --based--. Appropriate correction is required.

## Claim Rejections - 35 USC § 102

3. 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 -

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

- 4. Claims 1-10 are rejected under 35 U.S.C. 102(b) as being anticipated by Grewe et al. (U.
- S. Patent No.5,670,730.)

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Page 3

As to claim 1, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track (see Abstract, see Fig. 3, and see column 1, lines 6-21), said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure (see Fig. 2, see column 1, lines 47-49), with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata (see column 1, lines 49-67);

for each track, iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Abstract, see Fig. 3, also see column 3, lines 45-49.)

As to claim 2, <u>Grewe et al</u>. teaches a method, where said act of searching further comprises the acts of:

utilizing track type information to file only tracks of a specified type under a particular branch (see Abstract, see column 3, lines 47-53.)

As to claim 3, Grewe et al. teaches a method further comprising the acts of:

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Page 4

for each branch, utilizing category structure information to file tracks in a specified attribute order (see column 4, lines 19-35.)

As to claim 4, <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 1, lines 13-21), further comprising the acts of:

displaying the categories and subcategories on the display in a hierarchical order (see column 2, lines 49-51, also see column 3, lines 38-44);

displaying all names of tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category (see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53);

utilizing the pointer to access and play a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19) and

utilizing the pointer to access and play a collection of tracks within a category or subcategory when a user selects a category or subcategory through the user interface (see column 3, lines 55-57.)

As to claim 5, <u>Grewe et al.</u> teaches a method, implemented by a processor in a portable digital music player, for associating metadata with audio tracks (see Abstract) comprising the acts of:

Page 5

Application/Control Number: 09/755,723
Art Unit: 2175

opening a formatted file for each track comprising a file data portion and a file attributes portion, with the file attributes portion including a plurality of fields corresponding to category types and file types (see column 3, lines 45-49);

storing an unmodified audio track in the file data portion of the formatted file (see column 4, lines 19-21);
and

storing category type and file type information about the unmodified track in corresponding fields (see column 2, line 37 through column 3, line 28.)

As to claim 6, Grewe et al. teaches a method, performed by a processor in a portable digital music player, for filing audio tracks, stored on a computer readable media, under categories in an in memory tree structure, with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata of each track (see column 1, lines 58-65); and

for each track, automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

As to claim 7, <u>Grewe et al.</u> teaches a method further comprising the act of: selecting the categories to be the Album including the track, the title of the track, and the name of the artist that recorded the track (see column 3, lines 45-53.)

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Page 6

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As to claim 8, <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 2, lines 49-51), further comprising the acts of:

displaying the categories on the display in a hierarchical order see column 2, lines 49-51, also see column 3, lines 38-44);

displaying all names of tracks associated with a category when a user utilizes the interface to select a category (see column 3, lines 49-53);

accessing and playing a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19); and

accessing and playing a collection of tracks within a category when a user selects a category through the user interface ((see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53.)

As to claim 9, Grewe et al. teaches a computer program product comprising:

a computer readable medium having program code embodied therein for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track (see Abstract), said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be

Art Unit: 2175

Page 7

sorted under the branch, and structure information defining how to file tracks based on associated metadata (see Abstract, see summary);

program code, executed by a processor, for each track, for iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Fig. 3, see column 3, lines 45-49, also see column 4, lines 10-14.)

As to claim 10, Grewe et al. teaches a computer program product comprising:

a computer readable medium for having program code embodied therein for filing audio tracks, stored on a computer readable media, under categories in an in-memory tree structure,

with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said program code comprising:

program code, executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track (see column 1, lines 58-65); and program code, executed by a processor, for each track, for automatically filing

the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

## Conclusion

 The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

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Page 8

The following patents are cited to further show the state of art with respect to method of

organizing music in general:

U.S. Patent No. 5,670,730 to Grewe et al.

U.S. Patent No. 5,616,876 to Cluts.

U.S. Patent No. 5,918,303 to Yamaura et al.

U.S. Patent No. 5,969,283 to Looney et al.

U.S. Patent No. 5,062,868 to Toriumi.

U.S. Patent No. 5,248,946 to Dwek.

6. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Prakash Punit whose telephone number is (703) 305-5914. The examiner can normally be reached on Mondays – Fridays from 9:45 am to 6:15 pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dov Popovici, can be reached on (703) 305-3830. The fax numbers of the group is (703) 746-7239.

Any inquiry of a general nature or relating to the status of this application should be directed to the Group receptionist whose telephone number is (703) 305-9600.

Prakash Punit Patent Examiner Art Unit 2175 DOV POPOVICE SUPERVISORY PATENT EXAMINER TECHNOLOGY CENTER 2100

January 10, 2003

		-		Apı	olication/Control No.		/Patent Under						
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*		Document Number Country Code-Number-Kind Code	Date MM-YYYY		Name	Classification							
	Α	US-5,670,730	09-1997	Grewe et al.			84/609						
	В	US-5,616,876	04-1997	Cluts, Jonati	nan C.		84/609						
	С	US-5,918,303	06-1999	Yamaura et	al.		84/609						
	D	US-5,969,283	10-1999	Looney et al			84/609						
	E	US-6,062,868	05-2000	Toriumi, Hiro	shi		434/307A						
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Docket No.: 6407P212

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In Re the Application of:

RON GOODMAN, ET AL.

Application No.: 09/755,723

Filed: January 5, 2001

AUTOMATIC HIERARCHICAL

CATEGORIZATION OF MUSIC BY

**METADATA** 

Art Group: 2175

Examiner: Punit, Prakash C

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MAY 2 2 2003

**Technology Center 2100** 

#### PETITION FOR EXTENSION OF TIME PURSUANT TO 37 C.F.R. § 1.136(a)

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

12400 Wilshire Blvd., 7th Floor

110.00 OP

Los Angeles, California 90025

Telephone: (408) 947-8200

\$\\\21/2003 HMDHAMM1 00000022 09755723

Ÿ: FC:1251

Sir:

In accordance with 37 C.F. R. § 1.136(a), Applicants for the above-identified application respectfully Petition the Commissioner for a one (1) month extension of time, extending the period for response to May 15, 2003, from the Office Action dated January 15, 2003. The petition filing fee of \$110.00 and a Response to Office Action are attached.

If it should be determined that a longer extension of time is required to prevent this application from being abandoned, please charge any additional fees to Deposit Account No. 02-2666. A copy of the Fee Transmittal is enclosed for deposit account charging purposes.

Respectfully submitted,

TAYLOR & ZAFMAN LLP

**CERTIFICATE OF MAILING/TRANSMISSION** 

I hereby certify that this correspondence is being deposited with the United States Postal Service on the date shown below with sufficient postage as first class mail in an envelope addressed to: Mail Stop fee Amendment, Commissioner for Patents, P.O. Box 1450,

Sarah M. Montgomery

CL 000104

SONY Exhibit 1004 - Page 4352





For:



# Attorney's Docket No. 6407P212

**Patent** 

# IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re of Application of:

Ron Goodman et al.

Application No.: 09/755,723

Filing Date: January 5, 2001

**AUTOMATIC HIERARCHICAL** 

CATEGORIZATION OF MUSIC BY

**METADATA** 

Examiner: Punit, Prakash C.

Art Group: 2175

I hereby certify that this correspondence is being deposited with the United States Postal Service as first class mall with sufficient postage in an envelope addressed to the Assistant Commissioner for Patents, Washington, D.C. 20231

on May 15, 2003\_\_\_\_ Date of Deposit

Commissioner for Patents Washington, D.C. 20231

## AMENDMENT AND RESPONSE TO THE OFFICE ACTION

Sir:

In response to the Office Action of January 15, 2003 please enter the following amendments and consider the following remarks.

## **AMENDMENT**

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Technology Center 2100

IN THE CLAIMS 1.

Please cancel claim 5, without prejudice.

Please amend the claims as follows:

CL 000105 -

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1. (Currently Amended) A method, performed by a processor in a portable digital music media player, for filing audio-media tracks stored on a computer readable media, with each audio-media track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track, said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata;

for each track, iteratively determining, base <u>based</u> on metadata describing the track if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track.

2. (Original) The method of claim 1, where said act of searching further comprises the acts of:

utilizing track type information to file only tracks of a specified type under a particular branch.

- 3. (Original) The method of claim 1 further comprising the acts of: for each branch, utilizing category structure information to file tracks in a specified attribute order.
- 4. (Currently Amended) The method of claim 1, where said <del>portable</del> digital music-media player includes a display screen and a user interface for interacting with the display, further comprising the acts of:

displaying the categories and subcategories on the display in a hierarchical order;

displaying all names of tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category;

utilizing the pointer to access and play a track when a user selects a track name through the user interface; and

utilizing the pointer to access and play a collection of tracks within a category or subcategory when a user selects a category or subcategory through the user interface.

# 5. (Canceled)

6. (Currently Amended) A method, performed by a processor in a portable digital music media player, for filing audio media tracks, stored on a computer readable media, under categories in an in memory tree structure, with each audio media track having metadata associated therewith including category name data for naming, said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata of each track; and

for each track, automatically filing the track by category name under each selected category to form a hierarchical track filing scheme.

- 7. (Original) The method of claim 6 further comprising the act of: selecting the categories to be the Album including the track, the title of the track, and the name of the artist that recorded the track.
- 8. (Currently Amended) The method of claim 6, where said <del>portable</del> digital music-media player includes a display screen and a user interface for interacting with the display, further comprising the acts of:

displaying the categories on the display in a hierarchical order;

displaying all names of tracks associated with a category when a user utilizes the interface to select a category;

accessing and playing a track when a user selects a track name through the user interface; and

accessing and playing a collection of tracks within a category when a user selects a category through the user interface.

9. (Currently Amended) A computer program product comprising:

a computer readable medium having program code embodied therein for filing audio-media tracks stored on a computer readable media, with each audio media track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track, said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata;

program code, executed by a processor, for each track, for iteratively determining, base based on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track.

10. (Currently Amended) A computer program product comprising:

a computer readable medium for having program code embodied therein for filing audio-media tracks, stored on a computer readable media, under categories in an in-memory tree structure, with each audio-media track having

metadata associated therewith including category name data for naming, said program code comprising:

program code, execute executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track; and

program code executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a hierarchical track filing cheme.

#### REMARKS

Reconsideration of this application, as amended, is earnestly requested.

Claims 1, 4, 6 and 8 – 10 have been amended as shown above. Claim 5 has been cancelled without prejudice.

Claims 1-4 and 9 were objected to because of certain informalities. These informalities have been corrected as shown above, and it is submitted that the objections to these claims have been overcome.

Claims 1 - 10 stand rejected under 35 U.S.C. 102(b) as being anticipated by Grewe et al., U.S. Patent 5,670,730 (hereinafter referred to as "Grewe"). This rejection is respectfully traversed.

Grewe teaches a system in which music files are provided with individual headers 36 that include category, artist, and track address information (Fig. 3, col. 3 from ln. 45). The track address information is used to identify the start and/or end location of the file, so that the music player can locate and play the file.

A global header 22 and a table of contents 34 are maintained separate from the individual music files. The global header 22 includes general information about the selections on the chip and how they were encoded, for example the distributor of the music and the bit rate at which the tracks have been encoded. Track selections are listed as part of the table of contents by individual headers 36. (Col. 3 ln. 23, Fig. 3). That is, as can be seen from the description and in particular Figs. 3 and 4, the "table of contents" is nothing more than a sequential list of the individual headers, appended one after another to the table of contents. The table of contents does not appear to be hierarchical<sup>1</sup> at all.

<sup>&</sup>lt;sup>1</sup> Based on Applicants' understanding, Grewe's use of the term "hierarchical" appears to refer only to the predefined format of the individual headers and/or the global header.

Although it is not clearly stated how this is accomplished, it is a goal of Grewe to permit selection of tracks by category or artist. From the description of Grewe's "table of contents", it appears that such selections can only be made by searching serially through the sequential list of headers in the "table of contents" to identify the individual tracks meeting the criteria. While this may be an acceptable solution for small numbers of tracks, this method is going to be cumbersome when large numbers of tracks are involved or when the database is updated frequently.

Unlike Grewe, the current invention provides a hierarchical definition file that has a tree structure, including category names that name the branch under which tracks are listed. For each track, each branch in which the track belongs is determined, and the track is filed in the appropriate location in the branch. These limitations, found in claims 1 and 10, are not taught or suggested by Grewe.

Similarly, Grewe does not teach or suggest the method of claim 4. While Grewe does mention that music can be selected using the information in the headers (col. 3 lns. 50 - 57), there is little disclosure as to how this is accomplished. Similarly, while Grewe does mention that information can be presented on a display, there is no mention of displaying categories, subcategories and tracks in an hierarchical order for selection as defined in claim 4. Grewe does not even appear to contemplate subcategories at all. In particular, Grewe does not teach or disclose any of the specific displaying or utilizing steps in claim 4.

Similarly, Grewe does not teach the limitations of claims 6 and 9. The filing system of Grewe merely appends each individual header to the last individual header in the "table of contents," which thus is merely an elementary list of track headers (See Figs. 3 and 4). Grewe does not teach automatically filing a track by category name under each selected category, to form a hierarchical track filing scheme, as claimed in claims 6 and 9.

As set forth in MPEP 2131, to anticipate a claim the reference must teach every element of the claim. Since, as discussed above, every element of independent claims 1, 6, 9 and 10 is not taught by Grewe, Applicants submit that these claims are not anticipated by Grewe and are thus allowable.

Further, it is submitted that claims 2 –4, 7 and 8 are allowable as being dependent on allowable base claims.

From at least the foregoing reasons, it is respectfully submitted that claims 1 - 4 and 6 -10 are allowable and allowance of the application is earnestly requested.

If there are any additional fees associated with this communication, please charge our Deposit Account No. 02-2666.

Respectfully submitted

BLAKELY SOKOLOFF TAYLOR & ZAFMAN LLP

Date: May 15, 2003

Mark R. Vatuone Reg. No. 53,719

12400 Wilshire Boulevard Seventh Floor Los Angeles, California 90025 (408) 947-8200

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.			
09/755,723	01/05/2001	Ron Goodman	017002022500	3728			
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			DATE MAILED: 07/29/2003				

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 07-01)

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		Application No.	Applicant(s)
•		09/755,723	GOODMAN ET AL.
Office Action Summary		Examiner	Art Unit
		Charles L. Rones	2175
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THE N • Exten after S • If the • If NO • Failur • Any re	DRTENED STATUTORY PERIOD FOR REPLIABILING DATE OF THIS COMMUNICATION. slons of time may be available under the provisions of 37 CFR 1.15 (K) MONTHS from the malling date of this communication, period for reply specified above is less than thirty (30) days, a replepend for reply is specified above, the maximum statutory period to reply within the set or extended period for reply will, by statute ply received by the Office later than three months after the mallind patent term adjustment. See 37 CFR 1.704(b).	136(a). In no event, however, may a reply ly within the statutory minimum of thirty (3) will apply and will expire SIX (6) MONTHS! c, cause the application to become ABANI	be timely filed  0) days will be considered timely, 5 from the mailing date of this communication.  DONED (35 U.S.C. § 133).
1)[🛛	Responsive to communication(s) filed on 20	<u>May 2003</u> .	
2a)⊠	This action is FINAL. 2b) The	nis action is non-final.	
3)□	Since this application is in condition for allow closed in accordance with the practice under	ance except for formal matter Ex parte Quayle, 1935 C.D.	rs, prosecution as to the merits is 11, 453 O.G. 213.
Dispositi	on of Claims		
	Claim(s) 1-10 is/are pending in the application		
	4a) Of the above claim(s) is/are withdra	wn from consideration.	
5)	Claim(s) is/are allowed.		
,	Claim(s) 1-10 is/are rejected.		
7)	Claim(s) is/are objected to.		•
-	Claim(s) are subject to restriction and/o on Papers	or election requirement.	
9)[] .	The specification is objected to by the Examine	er.	
10)[	The drawing(s) filed on is/are: a)□ acce	epted or b) objected to by the	Examiner.
	Applicant may not request that any objection to the	ne drawing(s) be held in abeyand	ce. See 37 CFR 1.85(a).
11)[	The proposed drawing correction filed on	_ is: a)☐ approved b)☐ disa	approved by the Examiner.
	If approved, corrected drawings are required in re	eply to this Office action.	
12) 🔲 .	The oath or declaration is objected to by the E	xaminer.	
Priority u	ınder 35 U.S.C. §§ 119 and 120		
13)[	Acknowledgment is made of a claim for foreig	n priority under 35 U.S.C. § 1	19(a)-(d) or (f).
a)[	☐ All b)☐ Some * c)☐ None of:		
	1. Certified copies of the priority documen	its have been received.	
	2. Certified copies of the priority document		
• 5	3. Copies of the certified copies of the price application from the International Bisee the attached detailed Office action for a list	ureau (PCT Rule 17.2(a)).	
14)[] A	acknowledgment is made of a claim for domes	tic priority under 35 U.S.C. §	119(e) (to a provisional application).
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Attachmen	t(s)		
2) Notic	e of References Cited (PTO-892) se of Draffsperson's Patent Drawing Review (PTO-948) mation Disclosure Statement(s) (PTO-1449) Paper No(s)	5) Notice of Info	mmary (PTO-413) Paper No(s)  brrnal Patent Application (PTO-152)
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Application/Control Number: 09/755,723 Page 2

Art Unit: 2175

## **DETAILED ACTION**

The amendment timely filed May 20, 2003. Claims 1-10 are pending in this office action.

## Claim Rejections - 35 USC § 102

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 -

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1-10 are rejected under 35 U.S.C. 102(b) as being anticipated by <u>Grewe</u> et al. (U. S. Patent No. 5,670,730.)

As to claim 1, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track (see Abstract, see Fig. 3, and see column 1, lines 6-21), said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure (see Fig. 2, see column 1, lines 47-49), with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of

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tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata (see column 1, lines 49-67);

for each track, iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Abstract, see Fig. 3, also see column 3, lines 45-49.)

As to claim 2, Grewe et al. teaches a method, where said act of searching further comprises the acts of:

utilizing track type information to file only tracks of a specified type under a particular branch (see Abstract, see column 3, lines 47-53.)

As to claim 3, Grewe et al. teaches a method further comprising the acts of: for each branch, utilizing category structure information to file tracks in a specified attribute order (see column 4, lines 19-35.)

As to claim 4, Grewe et al. teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 1, lines 13-21), further comprising the acts of:

displaying the categories and subcategories on the display in a hierarchical order (see column 2, lines 49-51, also see column 3, lines 38-44);

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displaying all names of tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category (see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53);

utilizing the pointer to access and play a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19) and

utilizing the pointer to access and play a collection of tracks within a category or subcategory when a user selects a category or subcategory through the user interface (see column 3, lines 55-57.)

As to claim 5, <u>Grewe et al.</u> teaches a method, implemented by a processor in a portable digital music player, for associating metadata with audio tracks (see Abstract) comprising the acts of:

opening a formatted file for each track comprising a file data portion and a file attributes portion, with the file attributes portion including a plurality of fields corresponding to category types and file types (see column 3, lines 45-49);

storing an unmodified audio track in the file data portion of the formatted file (see column 4, lines 19-21);

and

storing category type and file type information about the unmodified track in corresponding fields (see column 2, line 37 through column 3, line 28.)

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As to claim 6, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks, stored on a computer readable media, under categories in an in memory tree structure, with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata of each track (see column 1, lines 58-65); and

for each track, automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

As to claim 7, <u>Grewe et al.</u> teaches a method further comprising the act of: selecting the categories to be the Album including the track, the title of the track, and the name of the artist that recorded the track (see column 3, lines 45-53.)

As to claim 8, <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 2, lines 49-51), further comprising the acts of:

displaying the categories on the display in a hierarchical order see column 2, lines 49-51, also see column 3, lines 38-44);

displaying all names of tracks associated with a category when a user utilizes the interface to select a category (see column 3, lines 49-53);

accessing and playing a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19); and

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Page 6

Art Unit: 2175

accessing and playing a collection of tracks within a category when a user selects a category through the user interface ((see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53.)

As to claim 9, <u>Grewe et al.</u> teaches a computer program product comprising:

a computer readable medium having program code embodied therein for filing
audio tracks stored on a computer readable media, with each audio track having
metadata associated therewith including category value data for naming attributes of the
track and type data indicating the type of track (see Abstract), said program code
comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata (see Abstract, see summary);

program code, executed by a processor, for each track, for iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Fig. 3, see column 3, lines 45-49, also see column 4, lines 10-14.)

As to claim 10, Grewe et al. teaches a computer program product comprising:

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a computer readable medium for having program code embodied therein for filing audio tracks, stored on a computer readable media, under categories in an in-memory tree structure.

with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said program code comprising:

program code, executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track (see column 1, lines 58-65); and program code, executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

### Response to Arguments

 Applicant's arguments filed May 20, 2003 have been fully considered but they are not persuasive.

Firstly, Applicant argues that Grewe does not disclose using a hierarchical definition file as stated in the claim.

In response, Examiner maintains that Grewe discloses such as stated above in the rejection of the claim wherein the hierarchical arrangement of headers and the table of contents are deemed to be hierarchical.

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Secondly, Applicant argues that Grewe does not disclose display categories or subcategories and tracks in an hierarchical order for selection.

In response, Examiner maintains that Grewe discloses such wherein Grewe discloses that the information is displayable. See 2:36-54.

Lastly, Applicant argues that Grewe does not disclose automatically filing a track by category name under a selected category to form a hierarchical track filing scheme.

In response, Examiner maintains that Grewe discloses such wherein Grewe discloses that the headers are arranged hierarchically and that the headers contains a music filed to which the track of music belongs, such as jazz, classical, country, etc. which are deemed to be categories of music arranged hierarchically.

### Conclusion

THIS ACTION IS MADE FINAL. Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

Application/Control Number: 09/755,723

Art Unit: 2175

Page 9

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Charles L. Rones whose telephone number is (703-306-3030. The examiner can normally be reached on Mondays – Fridays from Monday-Thursday 8am-4pm pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dov Popovici, can be reached on (703-305-3830. The fax numbers of the group is (703) 746-7239.

Any inquiry of a general nature or relating to the status of this application should be directed to the Group receptionist whose telephone number is (703) 305-9600.

Charles L. Rones Primary Examiner Art Unit 2175

cument Number code-Number-Kind Code N/0016940 A1	Date MM-YYYY 01-2003		Examiner Charles L. R ATENT DOCUM  s, Gerald V.		Art Unit 2175	Page 1 of 1  Classification 386/46
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### REVOCATION OF POWER OF ATTORNEY OR AUTHORIZATION OF AGENT

Application No.	09/755,723
Filing Date	January 5, 2001
First Named Inventor	Ron Goodman
Group Art Unit	2175
Examiner Name	Punit, Prakash C
Attorney Docket Number	6407P212

I hereby revoke all previous powers of attorney or authorizations of agent given in the above-identified application:									
A Power of Attorney or Authorization of Agent is submitted herewith.  AND  Please change the correspondence address for the above-identified application to:									
∠ Please change	the correspon	dence ad	dress fo	ar the	e above-identified ap	plication	10:	<del></del> 1	
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Firm or Individual Name BLAKELY, SOKOLOFF, TAYLOR & ZAFMAN LLP									
Address	12400 Wils	hire Boule	vard, Se	venti	Floor				
Address									Į.
City	Los Angele	s	State		California	Zip Cod	в	90025	
Country	U.S.A.	Telephon	•	(4	08) 947-8200	Fax	(40	08) 947-8280	
I am the:  Applicant.  Assignee of record of the entire interest. See 37 CFR 3.71.  Statement under of 37 CFR 3.73(b) is enclosed. (Form PTO/SB/96)  Technology Certle 21							13		
	SIGNA	TURE of A	pplicant	or A	ssignee of Record				
Name C. HOCK LEON									
Name  C. Hock LEON  Signature  Ment/bothfur									
Date 8/13/03									
forms if more than one sign			ard of the f	enilm	interest or their representati	ve(s) are req	utred.	Submit multiple	

Burden Hour Blattement: This form is expirated to take 0.2 hours to complete. Then will very departing upon the needs of the Indexteent case. Any constructs on the services of this you are required to complete this type should be sent to the Chief Information Officer, Please and To destruct Office, Washington, DC 2023. DO NOT EXIST PRESS OR COMPLETED FORMS TO THIS ADDRESS. ASINO TO: Commissioner for Please, P.D. the U. Commissioner for Please, P.D. th

05/08/03 16:52 FAX



Docket No.: 6407P212

### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In Re the Application of:

RON GOODMAN, BT AL.

Application No.: 09/755,723

Filed: January 5, 2001

For: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

Commissioner for Patents

Alexandria, VA 22313-1450

P.O. Box 1450

Art Group: 2

2175

Examiner:

Punit, Prakash C

POWER OF ATTORNEY

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MAY 2 2 2003

Technology Center 2100

Sir:

Applicant of the above-identified Application, hereby appoints the persons listed on Appendix A attached hereto (which is incorporated by reference and a part of this document), with full power of substitution and revocation, to prosecute this Application and to transact all business in the Patent and Trademark Office connected herewith.

Please direct all future communications concerning this Application to:

André L. Marais, Reg. No. 48,095 BLAKELY, SOKOLOFF, TAYLOR & ZAFMAN LLP 12400 Wilshire Boulevard, Seventh Floor Los Angeles, CA 90025 (714) 557-3800

Creative Technology Ltd.

Date:

----

6407P212

### Appendix A

I hereby appoint with full power of substitution and revocation, to prosecute this application and to transact all business in the Patent and Trademark Office connected herewith, BLAKELY SCKOLOFF TAYLOR & ZAFMAN LLP, a firm including: Ramin Aghevil, Reg. No. 43,462; William E. Altord, Reg. No. 37,764; Ferzad E. Amini, Reg. No. 42,261; W. Thomas Babbit, Reg. No. 39,591; Jordan M. Becker, Reg. No. 39,602; Michael A. Bernadicou, Reg. No. 35,344; Roger W. Blakely, Jr., Reg. No. 26,831; R. Alan Burnett, Reg. No. 46,149; Gregory D. Caidwell, Reg. No. 39,926; Cory G. Claassen, Reg. No. 50,298; Thomas M. Coester, Reg. No. 36,637; Miml D. Dao, Reg. No. 45,628; Stephen M. De Klark, Reg. No. 46,503; Daniel M. De Vos, Reg. No. 37,813; Sanjeet Dutta, Reg. No. 46,145; Tarek N. Fahmi, Reg. No. 41,402; Thomas S. Ferfill, Reg. No. 42,532; George L. Fountain, Reg. No. 36,374; Adam Furst, Reg. No. 51,710; Angelo J. Gaz, Reg. No. 45,907; Andre M. Glibbs, Reg. No. 47,593; James Y. Go, Reg. No. 40,621; Jeffery S. Helleson, Reg. No. 46,765; James A. Herry, Reg. No. 41,064; William E. Hickman, Reg. No. 48,771; Willmore F. Holbrow III, Reg. No. 41,845; Sheryl Sule Holboway, Reg. No. 37,850; George W Hoover II, Reg. No. 32,982; Eric S. Hyman, Reg. No. 30,139; Astam A. Jaffery, Reg. No. 47,745; Gordon R. Lindeen III, Reg. No. 33,192; Jan C. Little, Reg. No. 41,818; Steven Lauf, Reg. No. 43,765; Lawrence E. Lycke, Reg. No. 36,40; Michael J. Maffie, Reg. No. 33,591; Andre L. Maratis, Reg. No. 48,095; Raul D. Martinez, Reg. No. 48,004; Reg. No. 48,004; Reg. No. 49,042; Polichard A. Natioshtima, Reg. No. 42,072; Thinh V. Nguyen, Reg. No. 36,591; Andre L. Maratis, Reg. No. 46,972; Daniel E. Ovanezian, Reg. No. 41,236; Philip A. Pedigo, Reg. No. 52,107; Marine G. Portnova, Reg. No. 48,750; Joseph A. Pugh, Reg. No. 50,402; Reg. No. 48,268; Kevin G. Shao, Reg. No. 42,087; Joseph No. 40,204; Robert B. O'Rourke, Reg. No. 30,303; Edwin H. Taylor, Reg. No. 39,865; Thomas A. Van Zandi, Reg. No. 40,219; Mark R. Valuone, Reg. No. 48,269, No. 49,205; Ma

Docket No. 6407P212 -



STATEMENT UNDER 3	Docket No. 6407P212
Applicant/Patent Owner: Creative Technology Ltd	
Application No./Patent No.: 09/755,723	Filing/Issue Date: 1/5/2001
Entitled: AUTOMATIC HIERARCHICAL CATEGORIZA	TION OF MUSIC BY METADATA
Creative Technology Ltd, a Limited Liability	Corporation
(Name of Assignee) (Type of Assignee, e.g. of Singapore,	., corporation, partnership, university, government agency, etc.)
states that it is:	
1. the assignee of the entire right, title and interest;	or
2. an assignee of an undivided part interest	
in the patent application/patent identified above by virtue of	f either:
A. An assignment from the inventor(s) of the patent a assignment was recorded in the Patent and Trade which a copy thereof is attached.  OR	
B. A chain of title from the inventor(s), of the patent a current assignee as shown below:	
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The document was recorded in the Pa	
	or for which a copy thereof is attached.
From: ————————————————————————————————————	
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3. From:	- To:
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	To:
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Additional documents in the chain of title are listed	
Additional documents in the chain of title are listed	o on a supplemental sneet.
Copies of assignments or other documents in the chain [NOTE: A separate copy (i.e., the original assignment document) must be submitted to Assignment the assignment is to be recorded in the reco	nt document or a true copy of the original at Division in accordance with 37 CFR Part 3, if
The undersigned (whose title is supplied below) is empowered to sign	n this statement on behalf of assignee.
05/09/03	(A) cess
Date	Signature
_	André L. Marais, Reg. No. 48,095
	Typed or printed name
	Title

turied to complete this form should be seris to the Chief Information Officer, Petind and Trademark Office, Washington, DC 20231, DO NOT SEND FEES OR COMPLETED FORMS TO TH DRESS, SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.



#12 1113/03

	OF APPEAL FROM THE EXAMINER TO THE OF PATENT APPEALS AND INTERFERENCES				
I hereby certify that this correspondence is being deposited	In re Application o	f			
with the United States Postal Service on the date shown below with sufficient postage as first class mail in an envelope	Ron Goodman	et al.			
addressed to: Mail Stop AF, Commissioner for Patents, P.O.	Application Number	er	Filed		
Box 1450, Alexandria, VA 22313-1450. 10/29/03	09/755,723		01/05/2001		
Signature <u>Nawn Skaw</u>	L		CHICAL CATEGORIZATION		
Typed or printed name Dawh Shaw	Art Unit	_	kaminer		
	2175	Ch	arles Rones		
Applicant hereby <b>appeals</b> to the Board of Patent Appe examiner.	eals and interference	s from t	he last decision of the		
The fee for this Notice of Appeal is (37 CFR 1.17(b))			\$330.00		
Applicant claims small entity status under 37 CFR 1 shown above is reduced by half, and the resulting fe		fee			
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Payment by credit card. Form PTO-2038 is attached			NOV 0 6 2003		
The Director has already been authorized to charge fees in have enclosed a duplicate copy of the fee transmittal.	n this application to a C	eposit A	ccount. Technology Center 210		
The Director is hereby authorized to charge any fees overpayment to Deposit Account No. <u>02-2666</u> . I have transmittal.	s which may be requive enclosed a duplication	ired, or o ate copy	credit any of the fee		
A petition for an extension of time under 37 CFR 1.1	36(a) (PTO/SB/22)	is enclos	sed.		
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applicant/inventor.			<del>Bignature</del>		
assignee of record of the entire interest. See 37 CFR 3.71. Statement under 37 CFR 3.73(b) is enclosed. (Form PTO/SB/96)	A		Marais, Reg. No. 48,095 ed or printed name		
■ attorney or agent of record.					
attorney or agent acting under 37 CFR 1.34(a).  Registration number if acting under 37 CFR 1.34(a).  Date					
NOTE: Signatures of all the inventors or assignees of record of the e if more than one signature is required, see below.	entire interest or their repre	sentative(	s) are required. Submit multiple forms		
Total of forms are submitted.					

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í	SMITTAL F	ORM	Application No.	09/755,723	
			Filing Date	January 5, 2001	
(to be used for all	correspondence afte	er initial filing)	First Named Inventor	Ron Goodman	
			Art Unit	2175	
			Examiner Name	Charles Rones	
Total Number of	Pages in This Submissi	on 4	Attorney Docket Number	6407P212	
	ENCLO	SURES (chec	k all that apply)		
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or Individual name	BIVELLA	OKOLOEE 1	CAYLOR & ZAFMA	ANIID	
Signature	2iA	CR.	ATLOR & ZAT MA	AN LIGI	
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Applicant claims small entity status. See 37 CFR 1.27.	Examiner Name			e	Charles Rones	
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Charge any additional fee(s) required under 37 CFR §§ 1.16, 1.17, 1.18 and 1.20.	180	5 1.840*	1805	1,840 *	Requesting publication of SIR after	
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SUBMITTED BY					Complete (if applicable)	=
Name (PrintType) André L. Marais		Registratio		1	18,095 Telephone (408) 947-820	0
		(Attorney/Age			****	
Signature					Date 10/29/10	

Page 1 of 1



### UNITED STATES PATENT AND TRADEMARK OFFICE

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UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Trademark Office Address COMMISSIONER OF PATENTS AND TRADEMARKS FO Doz. 1430 Alexandra, Viginia 22315-1450

APPLICATION NUMBER

FILING OR 371 (c) DATE

FIRST NAMED APPLICANT

ATTY, DOCKET NO./ITTLE

09/755,723

01/05/2001

Ron Goodman

017002022500

08791 BLAKELY SOKOLOFF TAYLOR & ZAFMAN 12400 WLSHIRE BOULEVARD, SEVENTH FLOOR LOS ANGELES, CA 90025 CONFIRMATION NO. 3728

Date Mailed: 08/01/2003

### NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 05/20/2003.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

ANGELA S WHITE 2100 (703) 308-8264

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UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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APPLICATION NUMBER

FILING OR 371 (c) DATE

FIRST NAMED APPLICANT

ATTY. DOCKET NO./TITLE

09/755,723

01/05/2001

Ron Goodman

017002022500

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TOWNSEND AND TOWNSEND AND CREW, LLP
TWO EMBARCADERO CENTER
EIGHTH FLOOR
SAN FRANCISCO, CA 94111-3834

CONFIRMATION NO. 3728

Date Mailed: 08/01/2003

### NOTICE REGARDING CHANGE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 05/20/2003.

• The Power of Attorney to you in this application has been revoked by the assignee who has intervened as provided by 37 CFR 3.71. Future correspondence will be mailed to the new address of record(37 CFR 1.33).

ANGELA S WHITE 2100 (703) 308-8264

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### United States Patent and Trademark Office

UNITED STATES DEPARTMENT OF COMMERC United States Patent and Trademark Office Address: COMMISSIONER FOR PATENTS P.O. Bos 1450 Alexandra, Virginia 22313-1450

APPLICATION NO.	. FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO
09/755,723	01/05/2001	Ron Goodman	Ron Goodman 017002022500	
8791	7590 11/17/2003		EXAMI	NER
	SOKOLOFF TAYLOR		RONES, C	HARLES
	SHIRE BOULEVARD, SEV LES.    CA     90025	ENTH FLOOR	ART UNIT	PAPER NUMBER
			2175	
			DATE MAILED: 11/17/2003	1

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

	Application No.	, Applicant(s)	
	09/755,723	GOODMAN ET AL.	7
Advisory Action	Examiner	Art Unit	<del></del>
	Charles L. Rones	2175	
-The MAILING DATE of this communication app	<u> </u>	<u> </u>	lress
THE REPLY FILED FAILS TO PLACE THIS APP Therefore, further action by the applicant is required to a final rejection under 37 CFR 1.113 may only be either: (1 condition for allowance; (2) a timely filed Notice of Appea Examination (RCE) in compliance with 37 CFR 1.114.	PLICATION IN CONDITION FOR void abandonment of this applic ) a timely filed amendment which all (with appeal fee); or (3) a time	R ALLOWANCE. ation. A proper replace the places the applica	y to a ation in
	EPLY [check either a) or b)]		
a) The period for reply expires 3 months from the mailing dat b) The period for reply expires on: (1) the mailing date of this no event, however, will the statutory period for reply expire ONLY CHECK THIS BOX WHEN THE FIRST REPLY WA 706.07(f).  Extensions of time may be obtained under 37 CFR 1.136(a). The ize have been filled is the date for purposes of determining the period ize under 37 CFR 1.17(a) is calculated from: (1) the expiration date of (2) as set forth in (b) above, if checked. Any reply received by the Off timely filed, may reduce any earned patent term adjustment. See 37	Advisory Action, or (2) the date set fortilater than SIX MONTHS from the mailiful S FILED WITHIN TWO MONTHS OF T edate on which the petition under 37 Clof extension and the corresponding am the shortened statutory period for replyice later than three months after the marks.	ng date of the final reject HE FINAL REJECTION. FR 1.136(a) and the appount of the fee. The appount of the fee. The appount or final the	ion. See MPEP ropriate extension ropriate extension Office action; or
1.☑ A Notice of Appeal was filed on <u>03 November 2003</u> 37 CFR 1.192(a), or any extension thereof (37 CF	. Appellant's Brief must be filed R 1.191(d)), to avoid dismissal o	within the period se of the appeal.	t forth in
2. The proposed amendment(s) will not be entered by	ecause:		
(a) 🗌 they raise new issues that would require furth	er consideration and/or search	(see NOTE below);	
(b) they raise the issue of new matter (see Note	below);		
(c) ☐ they are not deemed to place the application issues for appeal; and/or	in better form for appeal by mate	erially reducing or si	implifying the
(d) they present additional claims without cance NOTE:	ling a corresponding number of	finally rejected clain	ns.
3. Applicant's reply has overcome the following reject	ction(s):		
4. Newly proposed or amended claim(s) would canceling the non-allowable claim(s).	d be allowable if submitted in a s	separate, timely filed	l amendment
5. The a) affidavit, b) exhibit, or c) request for application in condition for allowance because:		sidered but does NC	T place the
6. The affidavit or exhibit will NOT be considered be raised by the Examiner in the final rejection.	cause it is not directed SOLELY	to issues which we	re newly
7. For purposes of Appeal, the proposed amendmer explanation of how the new or amended claims w			and an
The status of the claim(s) is (or will be) as follows	·		
Claim(s) allowed:			
Claim(s) objected to:			•
Claim(s) rejected:			
Claim(s) withdrawn from consideration:			
8. The drawing correction filed on is a) ap	proved or b) disapproved by	the Examiner	
9. Note the attached Information Disclosure Stateme	ent(s)( PTO-1449) Paper No(s).		CL 000136
10. Other:		Charles L. Rones Primary Examiner Art Unit: 2175	Zores
US Palert and Trademark Office PTOL-303 (Rev. 11-03) Adv	isory Action	P	art of Paper No. 13



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Docket No.: 6407P212

In Re the Application of:

RON GOODMAN, ET AL.

Application No.: 09/755,723

Filed: January 5, 2001

AUTOMATIC HIERARCHICAL For:

CATEGORIZATION OF MUSIC BY

**METADATA** 

Art Group: 2175

Examiner: Rones, Charles

**RECEIVED** 

FEB 0 5 2004

Technology Center 2100

PETITION FOR EXTENSION OF TIME PURSUANT TO 37 C.F.R. § 1.136(a)

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

In accordance with 37 C.F. R. § 1.136(a), Applicants for the above-identified application respectfully Petition the Commissioner for a one (1) month extension of time, extending the period for response to February 03, 2004, from the Advisory Action dated November 17, 2003. The petition filing fee of \$110.00 and a Request for Continued Examination are attached.

If it should be determined that a longer extension of time is required to prevent this application from being abandoned, please charge any additional fees to Deposit Account No. 02-2666. A copy of the Fee Transmittal is enclosed for deposit account charging purposes.

Respectfully submitted,

Blakely, Sokoloff, Taylor & Zafman LLP

Mark R. Vatuone, Reg. No. 53,719

12400 Wilshire Boulevard, 7th Floor Los Angeles, CA 90025 Telephone: (408) 947-8200

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CERTIFICATE OF MAILING/TRANSMISSION

I hereby certify that this correspondence is being deposited with the United States Postal Service on the date shown below with sufficient postage as first class mail in an envelope addressed to: Mail Stop RCE, Commissioner for Patents, P.O. Box 1450, Alexandria, VA

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### REQUEST

# FOR CONTINUED EXAMINATION (RCE) TRANSMITTAL Stop RCE

Address to: Mail Stop RCE Commissioner for Patenta P.O. 1450 Alexandria, VA 22313-1450

	'
Application No.	09/755,723
Filing Date	January 5, 2001
First Named Inventor	Ron Goodman
Art Unit	2175
Examiner Name	Rones, Charles
Attorney Docket Number	6407P212
	<u>.                                    </u>

This is a Request for Continued Examination (RCE) under 37 C.F.R. § 1.114 of the above-identified application. Request for Continued Examination (RCE) practice under 37 CFR § 1.114 does not apply to any utility or plant application filed prior to June 8, 1995, or to any design application. See Instruction Sheet for RCEs (not to be submitted to the USPTO) on page 2.

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		II. III.			Technology Center	2100
	b.		Enclo	sed mendment/Reply iii.		
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	b.		Other			
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Patent

## Response Under 37 CFR 1.116 — Expedited Procedure Examining Group 2175

### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:

Ron Goodman et al.

Application No.: 09/755,723

Filed: January 5, 2001

For:

AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

RECEIVED

Examiner: Rones, Charles

FEB 0 5 2004

Art Group: 2175

Technology Center 2100

I hereby certify that this correspondence is being deposited with the United States Postal Service as first class mail with sufficient postage in an envelope addressed to the Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450

on 1/29/04
Date of Deposit

Dawn R. Shaw
Name of Person Mailing Correspondence

Down L. Slow i/2

Mail Stop RCE Commissioner of Patents P.O. Box 1450 Alexandria, VA 22313-1450

### AMENDMENT ACCOMPANYING REQUEST FOR CONTINUING EXAMINATION

Sir:

Further to the Notice of Appeal of November 3, 2003 and to the Final Office Action mailed July 29, 2003, Applicants respectfully request the Examiner to enter the following amendment and reconsider the present application in view of the submission below.

Amendments to the Claims are reflected in the listing of claims which begin on page 2 of this paper.

Remarks/Arguments begin on page 8 of this paper.

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### Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of the claims in the application:

### Listing of Claims:

1. (Currently Amended) A method, performed by a processor in a digital media player, for filing media tracks stored on a computer\_readable mediamedium, with each media track having metadata associated therewith including category value attribute data for naming identifying attributes of the track-and-type data indicating the type of track, said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure file including category names for naming the branch-branches under which tracks are sorted, subcategory names for defining subcategories within the branches, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata the hierarchy of branch names and subcategory names; and

for each track, determining, based on metadata describing the attribute data associated with the track if the track belongs in the branchone or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories traversing the branch to determine the appropriate location to file the track.

2. (Currently Amended) The method of claim 1, where said act of searching further comprises the acts of comprising:

utilizing track type information to file only tracks of a specified type under a particular branch.

3. (Currently Amended) The method of claim 1, further comprising the acts of:
for each branch, utilizing category structure information to file tracks in a specified attribute order.

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(Currently Amended) The method of claim 1, where said digital media player includes a display screen and a user interface for interacting with the display screen, further the method comprising the acts of:

displaying the categories and subcategories on the display <u>screen</u> in a hierarchical order; displaying all-names of <u>at least some</u> tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category;

monitoking selection of a track name by the user and, in response to the selection, playing the track utilizing the pointer to access and play a track when a user selects a track name through the user interface; and

monitoring selection of a category or subcategory by the user and, in response to the selection, playing utilizing the pointer to access and play a collection of tracks within e-the selected category or subcategory when a user selects a category or subcategory through the user interface.

- 5. (Canceled)
- 6. (Currently Amended) A method, performed by a processor in a digital media player, for filing media tracks, stored on a computer-readable mediamedium, under categories in an in memory a tree structure, with each media track having metadata attribute data identifying attributes of the track associated therewith, the attribute data including category name data for maming, said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata attributes of each track; and

for each track, automatically filing the track by category name under each selected category associated with the attributes to form a-an hiekarchical track filing scheme.

7. (Currently Amended) The method of claim 6, further comprising the act of:
selecting the categories to be the -album Album-including the track, the title of the track,
and the name of the artist that recorded the track.

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8. (Currently Amended) The method of claim 6, where said digital media player includes a display screen and a user interface for interacting with the display screen, further the method comprising the acts of:

displaying the categories on the display screen in a hierarchical order;

displaying all names of tracks associated with a category when a user utilizes the <u>user</u> interface to select a category;

accessing and playing a track when a user selects a track name through the user interface; and

accessing and playing a collection of tracks within a category when a user selects a category through the user interface.

9. (Currently Amended) A computer program product comprising:

a computer readable medium having program code embodied therein for filing media tracks stored on a computer readable mediamedium, with each media track having metadata associated therewith including category value attribute data for naming-identifying attributes of the track and type data indicating the type of track, said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structurefile including category names for naming the branch branches under which tracks are sorted, subcategory names for defining subcategories within the branches track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata the hierarchy of branch names and subcategory names within the branches;

program code, executed by a processor, for each track, for determining, based on metadata describing the attribute data associated with the track, if the track belongs in one or more of the branch branches, and, for each branch in which the track belongs, filing the track under one or more subcategories traversing the branch to determine the appropriate location to file the track.

10. (Currently Amended) A computer program product comprising:

a computer readable medium for having program code embodied therein for filing media tracks, stored on a computer\_-readable mediamedium, under categories in an in memorya tree structure, with each media track having metadata attribute data identifying attributes of the track associated therewith, the attribute data including category name data-for naming, said program code comprising:

program code, execute by a processor, upon startup or when a track is added or changed, for searching the metadata attributes of each track; and

program code, executed by a processor, for each track, for automatically filing the track by category name under each selected category to form an an hierarchical track filing scheme.

11. (New) A method of arranging media information relating to media tracks stored on a computer-readable medium, the method comprising:

reading a media definition file that includes a plurality of categories, wherein each category groups tracks having corresponding attributes associated with the media tracks; and for each track,

identifying a plurality of attributes associated with the track; identifying a category associated with each attribute; and grouping the track within each category that has been identified.

- 12. (New) The method of claim 11, wherein each track is grouped within at least two categories of the media definition file and each category includes a list of tracks having corresponding attributes.
- 13. (New) The method of claim 11, wherein a plurality of track identifiers are provided in each category, each track identifier being to identify a track associated with the category.
- 14. (New) The method of claim 11, wherein the plurality of categories relates to music and the categories comprise one of an album name category, an artist name category, and a genre category.

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- 15 (New) The method of claim 11, wherein the at least one category comprises a plurality of subcategories associated with further attributes of the media tracks, the categories and the subcategories being arranged in a hierarchical tree structure.
- 16. (New) The method of claim 15, wherein the category comprises an artist name category that includes at least one subcategory identifying a group with which the artist is associated.
- 17. (New) The method of claim 15, wherein the category comprises a genre category that includes at least one subcategory identifying a group or artist associated with the genre category.
- 18. (New) The method of claim 11, wherein at least one category of the plurality of categories comprises a list of all tracks associated with the media definition file irrespective of their associated attributes
- 19. (New) The method of claim 1, wherein a link to the same media track is provided in more than one category.
- 20. (New) The method of claim 1, wherein said grouping the track within each category comprises providing an identifier within each category that has been identified, the identifier identifying the track associated with the category.
- 21. (New) A method of displaying media information on a display screen, the media information relating to media tracks stored on a computer-readable medium, the method comprising:

retrieving display data for display on the display screen from a media definition file that includes a plurality of categories, each category corresponding to an attribute associated with the media tracks, the display screen layout being based on the plurality of categories; and

for each track, displaying the track under each category with which it is associated.

- 22. (New) The method of claim 21, wherein the categories comprise at least one of an artist name category, an album name category and a genre category, the display screen layout identifying the at least one category.
- 23. (New) A method of arranging media information relating to media tracks stored on a computer-readable medium, the method comprising:

identifying a plurality of attributes associated with a media track;

identifying at least two categories, each identified category corresponding to an attribute;

and

providing a link to the track in each of the categories identified to provide a plurality of links in each category that identify a plurality of tracks associated with the category.

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### REMARKS

### 1. Summary of the Office Action

Claims 1-4 and 6-10 stand rejected under 35 U.S.C.§ 102(b) as allegedly being anticipated by U.S. patent no. 5,670,730 (hereinafter "Grewe et al.").

### 2. Response to § 102 Rejections

Applicants respectfully traverse this rejection for the reasons set out below, and ask the Examiner for reconsideration.

To anticipate a claim, the reference must teach every element of the claim. "A claim is anticipated only if each and every element as set forth in the claim is found, either expressly or inherently described, in a single prior art reference." <u>Verdegaal Bros. v. Union Oil Co. of California</u>, 814 F.2d 628, 631, 2 USPQ2d 1051, 1053 (Fed. Cir. 1987).

Grewe teaches a system in which music files are arranged track-by-track. Each file is provided with individual headers 36 that include category, artist, and track address information (Figures 2-4 and col. 3 from ln. 29 onwards) associated with the particular track. The track address information is used to identify the start and/or end location of the file, so that the music player can locate and play the file. Clearly, the tracks are arranged in a track-by-track fashion and not based on the individual header 36. As can be seen from the description and in particular Figs. 3 and 4, the table of contents 34 is nothing more than a sequential list of the individual headers, ordered track-by-track, one after the other. The category information (see category field 40) and the artist information (see artist field 42) are thus dispersed. Thus, it is not readily apparent which set of tracks is in which genre or which set of tracks is performed by one particular artist.

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Claim 1, as amended, reads as follows:

"1. A method, performed by a processor in a digital media player, for filing media tracks stored on a computer-readable medium, with each media track having attribute data for identifying attributes of the track, said method comprising:

reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming branches <u>under which tracks are sorted</u>, subcategory names for defining subcategories within the branches, and structure information defining the hierarchy of branch names and subcategory names; and

for each track, determining, based on the attribute data associated with the track if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories"

Claim 1 includes the limitation of a "hierarchical tree structure including category names for naming branches <u>under which tracks are sorted</u>"

Firstly, Grewe does not teach or suggest "reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming branches under which tracks are sorted, subcategory names for defining subcategories within the branches, and structure information defining the hierarchy of branch names and subcategory names." In Grewe, the tracks are not sorted according to category names that are provided in a branch but rather in sequential blocks of memory locations. There is no hierarchical relationship between the category field 40 or the artist field 42 with a particular track and any hierarchy in Grewe.

Secondly, as the tracks in Grewe are filed sequentially in memory according to track number, the limitation of claim 1 of "for each track, determining, based on the attribute data associated with the track if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories" is also not described or even suggested in Grewe.

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In view of the above, it is submitted that Grewe does not describe or even suggest all the limitations of claim 1. Accordingly, claim 1 is allowable and, as claims 1-4 are dependent upon claim 1, they are also allowable.

Claim 9, as amended, also includes the limitation of "reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming branches <u>under which tracks</u> are sorted."

Claim 9 also includes the limitation wherein, for each track, "determining, based on the attribute data associated with the track, if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories."

Accordingly, in view of the remarks above, it is submitted that claim 9 is also allowable.

Claim 6, as amended, reads as follows:

"6. A method, performed by a processor in a digital media player, for filing media tracks, stored on a computer-readable medium, under categories in a tree structure, with each media track having attribute data identifying attributes of the track associated therewith, the attribute data including category name data, said method comprising:

upon startup or when a track is added or changed, searching the attributes of each track; and

for each track, automatically filing the track by category name under each selected category associated with the attributes to form an hierarchical track filing scheme."

Claim 6 includes the limitation of "for each track, automatically filing the track by category name under each selected category associated with the attributes to form an hierarchical track filing scheme." This limitation is also not described or even suggested in Grewe that files tracks sequentially track-by-track. The filing system of Grewe merely appends each individual header 36 to the last individual header 36 in the table of contents 34 so that tracks having a common category field 40 or a common artist field 42 are dispersed (see

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Figures 3 and 4). Grewe does not describe, or even suggest, "for each track, filing the track by category name under each selected category" as claimed in claim 6.

In view of the above it is submitted that claim 6 is allowable and, as claims 7 and 8 are dependent upon claim 6, they are also allowable.

Claim 10, as amended, also includes the limitation of, for each track, "automatically filing the track by category name under each selected category to form an hierarchical track filing scheme." Accordingly, in view of the remarks above, it is submitted that claim 10 is also allowable.

Claim 11 reads as follows:

"11. A method of arranging media information relating to media tracks stored on a computerreadable medium, the method comprising:

reading a media definition file that includes a plurality of categories, wherein each category groups tracks having corresponding attributes associated with the media tracks; and for each track.

identifying a plurality of attributes associated with the track; identifying a category associated with each attribute; and

grouping the track within each category that has been identified."

Claim 11 includes the limitation of "reading a media definition file that includes a plurality of categories, wherein each category groups tracks having corresponding attributes associated with the media tracks." This limitation is also not disclosed in Grewe that merely arranges tracks in a sequential order resulting category fields 40 and artist fields 42 that are dispersed and not grouped as claimed in claim 11.

The above limitation in claim 11 must also be read in conjunction with the grouping operation performed for each track. In particular, claim 11 includes the limitation of, for each track, "grouping the track within each category that has been identified." Grewe does not

group tracks within a category but merely identifies a category associated with the track. Further, the category field 40 and artist field 42 are dispersed in Grewe.

In view of the above it is submitted that claim 11 is allowable. As claims 12-20 are dependent upon claim 11, they are also allowable.

Claim 21 reads as follows:

"21. A method of displaying media information on a display screen, the media information relating to media tracks stored on a computer-readable medium, the method comprising:

retrieving display data for display on the display screen from a media definition file that includes a plurality of categories, each category corresponding to an attribute associated with the media tracks, the display screen layout being based on the plurality of categories; and

for each track, displaying the track under each category with which it is associated."

Grewe does not even mention that information can be displayed on a display screen. Accordingly, Grewe does not describe or even suggest the limitations of a "display screen layout being based on the plurality of categories; and for each track, displaying the track under each category with which it is associated."

In view of the above it is submitted that claim 21 is allowable and, as claim 22 is dependent upon claim 21, it is also allowable.

Claim 23 reads as follows:

and

"23. A method of arranging media information relating to media tracks stored on a computer-readable medium, the method comprising:

identifying a plurality of attributes associated with a media track; identifying at least two categories, each identify category corresponding to an attribute;

providing a link to the track in each of the categories identified to provide a plurality of links in each category that identifies a plurality of tracks associated with the category."

The limitation of "providing a link to the track in each of the categories identified to provide a plurality of links in each category that identify a plurality of tracks associated with the category" is not described or even suggested in Grewe. Accordingly, claim 22 is also allowable.

In light of the above, Applicants respectfully submit that the rejection under 35 U.S.C. § .

102 has been also been overcome, and withdrawal of this rejection is therefore respectfully requested.

### 3. Conclusion

Having tendered the above remarks and amended the claims as indicated herein,

Applicants respectfully submit that all rejections have been addressed and that the claims are
now in a condition for allowance, which is earnestly solicited.

If there are any additional charges, please charge Deposit Account No. 02-2666. If a telephone interview would in any way expedite the prosecution of the present application, the Examiner is invited to contact Garth Vivier at (408) 947-8200 ext. 245.

Respectfully submitted,

BLAKELY, SOKOLOFF, TAYLOR & ZAFMAN LLP

Dated: <u>1/29</u>, 2004

Mark Vatuone Reg. No. 53,719

12400 Wilshire Blvd. Seventh Floor Los Angeles, CA 90025-1026 (408) 947-8200

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### UNITED STATES PATENT AND TRADEMARK OFFICE

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.	
09/755,723	01/05/2001	Ron Goodman	017002022500	3728	
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	SOKOLOFF TAYLO	RONES, CHARLES			
	12400 WILSHIRE BOULEVARD, SEVENTH F LOS ANGELES, CA 90025		ART UNIT	PAPER NUMBER	
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Please find below and/or attached an Office communication concerning this application or proceeding.

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4)⊠ Claim(s) 1-4 and 6-23 is/are pe	nding in the application		
4a) Of the above claim(s)			
5) Claim(s) is/are allowed.	-		
6) Claim(s) is/are rejected.			
7) Claim(s) is/are objected			
8) Claim(s) 21 and 22 are subject	to restriction and/or ele	ction requiremer	nt.
Application Papers			
9)☐ The specification is objected to	by the Examiner.		
10)☐ The drawing(s) filed on is	s/are: a) accepted or	b) objected to	by the Examiner.
Applicant may not request that any	objection to the drawing(	s) be held in abeya	ance. See 37 CFR 1.85(a).
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11)☐ The oath or declaration is object	ted to by the Examiner.	Note the attache	ed Office Action or form PTO-152.
Priority under 35 U.S.C. § 119			
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Notice of References Cited (PTO-892)		<i>,</i> —	v Summary (PTO-413)
Notice of Draftsperson's Patent Drawing Re information Disclosure Statement(s) (PTO-1 Paper No(s)/Mail Date	view (PTO-948) 449 or PTO/SB/08)	5) Notice o	o(s)/Mail Date If Informal Patent Application (PTO-152) Instriction/Election.
TOL-326 (Rev. 1-04)	Office Action Sun		Part of Paper No./Mail Date 17

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### Election/Restrictions

Restriction to one of the following inventions is required under 35 U.S.C. 121:

- Claim1-4,6-20, and 23, drawn to a method/computer program for filing media tracks, classified in class 707, subclass 7.
- Claims 21-22, drawn to a method of displaying on a display screen,
   classified in class 707, subclass 526.

The inventions are distinct, each from the other because of the following reasons:

Inventions in Group I and Group II are related as combination and subcombination. Inventions in this relationship are distinct if it can be shown that (1) the combination as claimed does not require the particulars of the subcombination as claimed for patentability, and (2) that the subcombination has utility by itself or in other combinations (MPEP § 806.05(c)). In the instant case, the combination as claimed does not require the particulars of the subcombination as claimed because a method of filing media tracks and a method of displaying are distinct and does not require the particulars of the other. The subcombination has separate utility such as method of filing and a displaying.

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Because these inventions are distinct for the reasons given above and have acquired a separate status in the art as shown by their different classification, restriction for examination purposes as indicated is proper.

### Conclusion

Applicant is reminded that upon the cancellation of claims to a non-elected invention, the inventorship must be amended in compliance with 37 CFR 1.48(b) if one or more of the currently named inventors is no longer an inventor of at least one claim remaining in the application. Any amendment of inventorship must be accompanied by a request under 37 CFR 1.48(b) and by the fee required under 37 CFR 1.17(i).

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Charles L. Rones whose telephone number is 703-306-3030. The examiner can normally be reached on Monday-Thursday 8am-4pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dov Popovici can be reached on 703-305-3830. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

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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 http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic\_Business Center (EBC) at 866-217-9197 (toll-free).

Charles L. Rones Primary Examiner Art Unit 2175

March 29, 2004



#### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

#18D 4/3/04 A.W

PATENT

In re application of: Goodman, et al

Application No.: 09/755,723

Filed: January 5, 2001

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

Attomey Docket No.:

6407P212

Examiner: Rones, Charles L. CFIVED

Group: 2175

MAY 0 6 2004

Technology Center 2100

CERTIFICATE OF MAILING

I hereby certify that this correspondence is being deposited with the United States Postal Service as First Class Mail to: Commissioner for Patents, Alexandria, VA 22313 on April 30, 2004.

Signed: Karen Howe-Bohrson

#### Amendment and Response to Restriction Requirement

Mail Stop Amendment Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Dear Sir:

The enclosed remarks and amendments are submitted in response to the to the Office Action mailed on March 30, 2004 wherein a restriction requirement was imposed. Applicants respectfully request reconsideration of the captioned application in view of the following remarks and amendments. A listing of the claims commences on page 2. Remarks begin on page 6 of this paper.

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#### Listing of Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (withdrawn) A method, performed by a processor in a digital media player, for filing media tracks stored on a computer-readable medium, with each media track having attribute data for identifying attributes of the track, said method comprising:

reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming-branches under which tracks are sorted, subcategory names for defining subcategories within the branches, and structure information defining the hierarchy of branch names and subcategory names; and

for each track, determining, based on the attribute data associated with the track if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories.

#### 2-23. (cancelled)



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24. (new) A method of selecting at least one track from a plurality of tracks stored in a computer-readable medium of a portable media player configured to present sequentially a first, second, and third display screen on the display of the media player, the plurality of tracks organized according to a file hierarchy, the file hierarchy having a plurality of categories, subcategories, and items respectively in a first, second, and third level of the hierarchy, the method comprising:

selecting a category in the first display screen of the portable media player; displaying the subcategories belonging to the selected category in a listing presented in the second display screen;

selecting a subcategory in the second display screen;

displaying the items belonging to the selected subcategory in a listing presented in the third display screen; and

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accessing at least one track based on a selection made in one of the display screens.

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- 28. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting a subcategory in the second display screen and playing a plurality of tracks associated with the selected subcategory.
- 26. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting a subcategory and adding the tracks associated with the selected subcategory to a playlist.
- 27. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting an item in the third display screen and playing at least one track associated with the selected item.
- 28. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting an item in the third display screen and adding at least one track associated with the selected item to a playlist.
- 29. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises one of playing or adding to a playlist at least one track associated with a selected one of the category, subcategory, and item.
- 30. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track is made after the presentation of the third display screen by reverting back to one of the second and first display screens, the second display screen presented sequentially after the third display screen.
- 31. (new) The method of selecting a track as recited in claim 24 further comprising selecting one of the items displayed in the third display screen and presenting

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a listing of items associated with the selected item in a fourth sequentially presented display screen.

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32. (new) The method of selecting a track as recited in claim 24 wherein the category genre is selected in the first display screen from available categories that include at least artist, album, and genre; and the subcategories listed in the second display screen comprise a listing of at least one genre type and one of the at least one genre type is selected.

33. (new) The method of selecting a track as recited in claim 32 further comprising displaying in the third display screen at least one album associated with the selected genre type and selecting one of the at least one albums displayed in the third display screen and presenting a listing of tracks associated with the selected album in a fourth sequentially presented display screen.

3A. (new) The method of selecting a track as recited in claim 24 wherein the category artist is selected in the first display screen from available categories that include at least artist, album, and genre; the subcategories listed in the second display screen comprise a listing of names of artists and a first artist name is selected; and the items displayed in the third display screen comprises at least one album associated with the first artist name.

35. (new) The method of selecting a track as recited in claim 24 wherein the track is a music track the item accessed in the third display screen is a track title, and the track is played in response to the access.

36. (new) The method of selecting a track as recited in claim 24 wherein receipt of the selection in the first display screen results in an automatic transition of the first display screen into the second display screen and receipt of the selection in the second display screen results in an automatic transition of the second display screen into the third display screen.

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#### Amendments to the Specification:

The changes to the specification are included in the attached substitute specification, submitted pursuant to 37 CFR 1.125. Both a marked up version and a clean version are attached. The substitute specification does not include the currently pending claims, which are listed directly in a listing of claims in this paper.

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#### Amendments to the Drawings:

New Drawings for Figures 9-14 are added. These are attached and correspond to drawings from patent application serial number 09/755.629, "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface", said application disclosure having been incorporated by reference in the original specification.

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#### REMARKS

Claims 1-4 and 6-23 are pending in the application. The examiner had required restriction to one of the Group I and Group II inventions under 35 U.S.C. 121. In particular, the Examiner had indicated that the Group I inventions included claims 1-4, 6-20, and 23, drawn to a method/computer program for filing media tracks. The Examiner had further indicated that the Group II invention included claims 21-22, drawn to a method of displaying on a display screen.

Applicants hereby elect without traverse the claims of Group II, claims 21-22. The claims to the Group I invention have been either cancelled or withdrawn. In particular, claim 1 has been withdrawn and the remainder of the claims identified by the examiner to be associated with Group I, i.e., claims 2-4, 6-20, and 23 have been cancelled. Applicants reserve the right to submit the nonelected claims in a continuation or divisional application.

Further, Group II claims 21-22 have been cancelled. New claims 24-39 have been added, consistent with applicants' election of Group II. No new matter has been added. Applicants respectfully submit that new claims 24-36 fall within the classification of the elected Group II. Support for the new claims may be found throughout the original specification, including the matter incorporated by reference.

Applicants have further amended the specification to directly include matter from patent application serial number 09/755.629, "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface", said application disclosure having been incorporated by reference in the original specification. This matter is added via a substitute specification. The substitute specification adds no new matter. Clean and marked up copies are attached to this amendment. Applicants respectfully request that the substitute specification be entered pursuant to the provisions of 37 CFR 1.125.

Applicants have also submitted replacement drawings, FIGS. 9-14, attached hereto. Applicants respectfully request entry of the replacement drawings (new drawings). These drawings correspond to drawings which were a part of patent application serial number 09/755.629, "System for Selecting and Playing Songs in a

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Playback Device with a Limited User Interface", said application disclosure having been incorporated by reference in the original specification.

Applicants respectfully request entry of the amendments to the claims. The new claims correspond to the election to the invention of Group II in response to the restriction required by the Examiner in the office action of March 30, 2004. Support for the amendments may be found in the previous versions of the claims and the new drawings submitted including Figures 9 and 10 as well as the accompanying text, for example in pages 13-15 of the description. Applicants submit that the amended claims, including independent claim 24 and dependant claims 25-36, are patentable over the art of record for at least the reason that Grewe doesn't teach or suggest displaying categories or subcategories in a display screen.

#### Conclusion

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Accordingly, it is submitted that all issues in the Office Action have been addressed. Applicants believe that this application is in condition for allowance, and respectfully request a prompt passage to issuance. If the Examiner believes that a telephone conference would expedite the prosecution of this application, he is invited to contact the Applicants' undersigned attorney at the telephone number set out below.

Respectfully submitted,

Russell N. Swerdon Registration No. 36,943

Creative Labs, Inc. 1901 McCarthy Boulevard Milpitas, CA 95035 (408) 428-6600

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STITUTE SPECIFICATION- MARKED UP VERSION

Attorney Docket No.: 17002-022500US

Client Reference No.: CT-1139

#### PATENT APPLICATION

### RADFMARY AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY **METADATA**

Inventor:

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SUBSTITUTE SPECIFICATION- CLEAN VERSION

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

#### PATENT APPLICATION

## AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

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<u>PATENT</u>

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

#### CROSS-REFERENCES TO RELATED APPLICATIONS

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This application is related to Application No. 09/755,629, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," now abandoned (Atty. Docket No. 17002-020800); and Application No. 09/755,367, entitled "Audioplayback Device with Power Savings Storage Access Mode," issued as U.S. Patent No. 6,590,730 (Atty. Docket No. 17002-022400), all filed January 5, 2001, the disclosures of which are incorporated herein by reference.

#### **BACKGROUND OF THE INVENTION**

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Today, portable consumer electronic devices are more powerful than ever. For example, small, portable music playback devices can store hundreds, even thousands, of compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

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Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the OOZIC player, distributed by the assignee of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

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Typically, portable devices have a user interface including a small screen and buttons. Such a display screen might be, e.g., 1" x 2". This small display size is necessary because of the physical size of the device which is typically carried in the hand. The small size

also limits the number, size, shape, and types of user input controls that can be mounted on the device. For example, a few pushbuttons are usually provided to perform all of the device's control functions. Using such a compact user interface to navigate and select among hundreds of songs is inefficient and often frustrating. The display screen can only show a few song titles at one time, and the limited controls make it difficult for a user to arbitrarily select, or move among, the songs.

The creation of playlists is one technique to organize the playing of songs. A set of songs can be included in a playlist which is given a name and stored. When the playlist is accessed, the set of songs can be played utilizing various formats such as sequential play or shuffle.

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However, the creation of playlists itself becomes problematic as the number of songs increases, since the user often arbitrarily selects songs from a large number of tracks to form a playlist. This selection mechanism: can be fairly tedious; does not necessarily produce playlists that are of interest to the user over the course of time; may not remain up-to-date if new songs are added that logically fit into a previously created playlist (e.g. "Favorites by Band X" might become out of date if a new favorite by Band X is added after the playlist was created); and leads to "lost" songs that are not members of any playlist.

Accordingly, improved techniques for organizing and grouping tracks useful in a portable music player are needed. Further, it is desirable to provide a user interface suitable for a small device. The user interface should allow a user to efficiently navigate among, and select from, many items stored in the device.

#### SUMMARY OF THE INVENTION

The present invention provides an efficient user interface for a small portable music player. The invention is suitable for use with a limited display area and small number of controls to allow a user to efficiently and intuitively navigate among, and select, songs to be played. By using the invention, very large numbers of songs can be easily accessed and played.

One aspect of the invention includes an overlapping hierarchy of categories.

Categories include items that can also be included in other categories so that the categories

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"overlap" with each other. Thus, a song title can be accessed in multiple different ways by starting with different categories. For example, a preferred embodiment of the invention uses the top-level categories "Albums", "Artists", "Genres" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Similarly, the Artists category includes names of artists which are, in turn, associated with their albums and songs. The Genre category includes types of categories of music such as "Rock", "Hip Hop", "Rap", "Easy Listening", etc. Within these sub-categories are found associated songs. Finally, the "Play Lists" category includes collections of albums and/or songs which are typically defined by the user.

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Advantageous use is made of the overlapping hierarchy to allow the user to quickly designate a song for playback. The device uses three "soft" pushbuttons that have assignable functions. The interface maintains consistent button functionality whenever possible and uses uniform command names and operations on different types of items so that the interface is more intuitive. For example, the user can open and queue both albums and songs with predictable results.

The interface also provides for multiple functions for a single control. For example, a "Play" button can act, in a first function, to play a currently-selected song. The Play button can act, in a second function, to cycle through different playback modes. The modes can be, e.g., (1) playback of songs from a hard disk; (2) playback of music from a radio receiver built into the device; and (3) playback of voice messages. The first function for the Play button can be activated by momentarily depressing the Play button for a short period of time. The second function is invoked by depressing the Play button for a longer period of time whereupon the device cycles through the different modes. Other ways of invoking the functions are possible such as where the second function is automatically entered from a powered-down state.

In one embodiment, the invention provides a method for selecting songs to be played in an electronic audio device, wherein the device includes a display and one or more user input controls, wherein songs are organized into categories, albums, wherein songs and albums are associated with artist names. The method includes steps of displaying categories on the display; accepting signals from a user input control to select a category; displaying one or more songs in the selected category on the display; accepting signals from a user input control to select

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a displayed song; and entering selected songs into a playlist queue, wherein the device plays back songs in the playlist queue.

According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks.

According to another aspect of the invention, metadata is associated with each track that is used to automatically define the track's appropriate place in the hierarchy.

According to another aspect of the invention, the hierarchy is displayed on the portable music player so that a user can traverse the organizational hierarchy to find individual tracks or find playlists composed of logical groups of tracks.

According to another aspect of the invention, the hierarchy is derived by using metadata associated with the audio content that was obtained through any source of metadata (e.g. CDDB metadata, id3v2 metadata, other obtainable metadata) and subsequently stored with or alongside the file that stores the track.

According to another aspect of the invention, a file is formatted so that an unaltered track is stored as file data and information about the track is stored in file attribute files.

Other features and advantages of the invention will be apparent in view of the following detailed description and appended drawings.

#### BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a schematic diagram of a tree structure for hierarchical filing of tracks;

Fig. 2 is a definition file that specifies the hierarchy depicted in Fig. 1;

Fig. 3 is a user's view of the hierarchy;

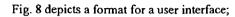
Fig. 4 is a schematic diagram of a user interface displaying the hierarchical category structure;

Fig. 5 is a diagram of a file format for storing filed data and file attributes;

Fig. 6 is a flow chart depicting steps for filing tracks according to the hierarchical tree structure;

Fig. 7 depicts a tree resulting from searching the tracks;

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- Fig. 9 illustrates the NOMAD Jukebox and its user interface controls;
- Fig. 10 illustrates a sequence of display screens describing how to navigate to

#### lower levels;

- Fig. 11 illustrates associations among items;
- Fig. 12 shows display screens used to search for a song or other item;
- Fig. 13 illustrates details of different items; and
- Fig. 14 illustrates a playback device coupled to a host computer system.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of the invention will now be described in the context of a portable personal player that plays audio files stored in memory. The files may be in MP3, wav. or other digital formats.

In the presently described embodiment, users are able to see the tracks on their player in some organized fashion other than as a single list of tracks. As will be described in more detail below, in one embodiment tracks are sorted utilizing a tree structure having branches labeled according to types of metadata associated with the tracks

For example, a track recorded as "Golden Slumbers" by the Beatles that appears, on their album "Hey Jude" might appear as a track under the album "Abbey Road" as well as a track under the list of tracks by the Beatles. It might appear as a track under the genre "Pop Rock" as well as "Songs from the 60's." Furthermore, the organization can have more complex hierarchies. For example, the category of "Pop Rock" might contain subcategories "British Musicians," "American Musicians" and "Other Musicians". In all cases, the track is automatically filed into all appropriate locations without requiring user interaction.

In the currently defined embodiment, a tree structure is defined by a file having the following structure.

The first line of a TreeDef.inf file contains a version number:

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Each subsequent line (at least in v1.0) contains lines of the following format: CATEGORY NAME/TRACK TYPE MASK/CATEGORY\_STRUCTURE

CATEGORY\_NAMEs are the top-level names of the branch under which tracks are sorted. They include things like "Album," "Artist," "Voice Tracks," "All Tracks," etc.

TRACK\_TYPE\_MASKs tell which types of tracks are to be filed under this particular branch. The actual value is a hexadecimal numerical value (in '0x' format, e.g. 0x01) generated by ORing the following flags together as appropriate:

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enum tTrackType

```
kTTNothing=0x00,
                         kTTSong=0x01,
                         kTTVoice=0x02,
                         kTTBook=0x04,
                         kTTMacro=0x08,
                         kTTPlaylist=0x10
                  };
                  So, for example, the "Album" branch has a TRACK_TYPE_MASK of kTTSong,
    because only songs are filed under that branch, but the "All Tracks" branch has a
    TRACK_TYPE_MASK of (kTTSong | kTTVoice | kTTBook).
                  Other elements might be added to tTrackType (e.g. kTTVideo) as appropriate.
                  CATEGORY_STRUCTUREs tell how to file the songs based on their metadata
    information. The CATEGORY_STRUCTURE is a string of characters that tell, from left to
    right, the order of hierarchy. The characters come from the following enum constants:
                  enum tFileTag
                  {
                         kFTNone='@',
20
                         kFTTrackType='T',
                         kFTTitle='N',
                         kFTAudioFile='F',
                         kFTArtist='M',
                         kFTAlbum='L',
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                         kFTGenre='G',
                         kFTSource='S',
                         kFTYear='Y',
                         kFTArtistCountry='C'
                  };
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Thus, a CATEGORY\_STRUCTURE of LN tells to create a subcategory that is a list of Albums, each of which contains a list of Tracks.

In total, a line like:

Album|0x01|LN

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Says to create a branch called "Album" which contains tracks of type kTTSong organized first by album name, and then by track name.

The following is an example of a tree definition file similar (though not identical) to the hierarchy presented in the Nomad Jukebox product (the 'B' before each FileTag was used to identify that these are basic tags so that we wouldn't run out of letters in the alphabet as we included more complex metadata – thus each group of two letters represents a level in the hierarchy):

V1.0

Album|0x01|BLBN

Artist|0x01|BMBN

Genre|0x01|BGBN

Voice Tracks|0x02|BSBGBN

Playlists|0x10|BN

Macros|0x08|BN

All Tracks|0x07|BN

Fig. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized. Example values for nodes in the tree are shown as well. The same track may appear more than once as a leaf in the tree, as described above, if it fits into multiple categories (e.g. a song that appears on the Abbey Road branch would also appear in the Beatles branch). In the example shown, the first branch contains tracks organized by album. As shown in the example, this music collection contains three tracks from "Abbey Road" and three tracks from "Hits from the 60's". The second branch contains tracks organized by artist, and sub organized by where the artist is from. Thus, a user browsing would first select the "Artists" branch and then choose between "British Artists" and "American Artists". Finally, they would select the particular artist. In the third branch, all tracks are shown.

The tree definition file that would specify the hierarchy shown in Figure 1 is shown in Figure 2.

The first line identifies the version of the tree definition file.

The second line defines the "Albums" branch. The first part of the line, "Albums" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BLBN," defines that the branch lists first the names of all albums (BL) and then tracks on those albums (BN).

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The third line defines the "Artists" branch. The first part of the line "Artists" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BCBMBN," defines that the branch lists first the names of all countries where artists in this collection come from (BC) and under those items, the artists' names (BM), and then tracks by those artists (BN).

Fig. 3 shows what a user's view of this hierarchy might be if he/she were shown a fully expanded view of the 6-song tree. Notice that each song appears three times, once in each branch.

In consumer products the tree define file is not edited directly but through a user interface, one example of which is depicted in Fig. 4. An example of a user interface for viewing songs by category and editing the tree structure is depicted in Fig. 4.

An embodiment of the invention is utilized in the Nomad® Jukebox, manufactured by the assignee of the present invention, and described more fully in the copending application, filed on the same date as the present application, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Attny. Docket No. 17002-020800).

In a preferred embodiment, metadata is associated with each track and includes such information as title, genre, artist name, type, etc. In the preferred embodiment, software stored in a portable player and executed by the onboard processor automatically files each track in the correct category utilizing the associated metadata and the tree define file. The program code can be stored in any computer readable medium including magnetic storage, CD ROM, optical media, or digital data encoded on an electromagnetic signal.

Thus, the user is automatically provided with a powerful and flexible tool for organizing and categorizing the tracks stored on the portable player.

If the tracks are formatted in MP3 format the metadata can be stored in ID3 tags included in the MP3 file. In one embodiment of the invention, the tracks are stored in alternate file format including file data and file attributes. The file data is the music track itself and the file attributes part of the file includes fields of arbitrary size which are used to store metadata characterizing the track stored as the file data. Again this metadata includes information about the track such as title, genre, artist name, type, etc.

There are several advantages to using the alternate file format. Metadata of types not easily included in an ID3 tag can be utilized. Further, the original track format is not changed, so that error correction data such as checksums are valid. Finally, any file format can be used (e.g. WAV, WMA, etc.) because the metadata is stored separately, and thus audio formats that have limited support for metadata can still be stored on the portable player in native format without transcoding. The formatted files are formed by software stored in the portable music player and executed by an on-board processor.

The metadata for each track is utilized to file each track, using the categories defined in the hierarchical structure as described above, without any input from the user.

Fig. 5 is a schematic diagram of the alternative file format including file data in the form of an MP3 track, and metadata fields for holding data indicating the name of the album the track is from, the name of the song, the genre of the song, and the type of track.

A particular embodiment of a file format will now be described. All tracks are created with some set of attributes as shown below:

Definition of TrackInfo Data Field

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Field	Offset	Size	Description
Attribute Count	0	2	The number of attribute follow for the track
Attr 1 type	2	2	Binary = 0, ASCII = 1
Attr 1 name len	4	2	Length of attribute name string
Attrl data len	6	4	Length of attribute data
Attr1 Name	10	N	Attribute name string
Attr 1 Data	10+N	М	Attribute data

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Attr N type		 
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Attr I name len		
Attrl data len		
Attrl Name		
/ tet i tuile		 
A 44- 1 D-4-		
Attr 1 Data		 <u></u>

Required Attributes

Required Attributes		<del></del>
Attribute Name	Value(s)	Remarks
TITLE	ASCII string	Required By Jukebox
CODEC	"MP3", "WMA", "WAV"	Required By Jukebox
TRACK ID	DWORD	Set By Jukebox
ALBUM	ASCII string	Optional
ARTIST	ASCII string	Optional
GENRE	ASCII string	Optional
LENGTH	In seconds	Optional
TRACK SIZE	In bytes	Optional
TRACK NUM	l-n (track within album)	Optional

These attributes can be subsequently changeable via a host application,

5 running on a personal computer connected to the portable music player.

Fig. 6 shows a flow chart of an embodiment the process used to build the hierarchical database of tracks. It starts by iterating through each track, and, for each track, iterating through each branch to find if the track belongs on the branch, and, if so, where. In this

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case, the term track could refer to any content, e.g. a music track, a spoken word track, or even a video track.

Also, the hierarchical catalog of tracks can be used to form playlists in a structured manner. For example, if a user wants to hear Jazz and Blues the entire sub-categories can be selected to form one playlist.

An alternative hierarchical catalog generation technique will now be described. In this alternative embodiment, at system startup and as tracks are added or changed, the hierarchy is generated as an in-memory tree structure. Each track is added to the tree using the categories ALBUM, ARTIST and GENRE.

The following example shows the algorithm for adding a track. For clarity, only the attributes used by the tree are shown.

TITLE	"Free Falling"
ALBUM	"Full Moon Fever"
ARTIST	"Tom Petty"
GENRE	"Rock"
TRACK NUM	1

The following function is executed to build the in-memory memory tree.

Build Tree ()

For each track,

Add Track To Category(Album, Track)

Add Track To Category(Artist, Track)

Add Track To Category(Genre, Track)

End of Build Tree

Fig. 7 depicts a tree which could result from implementing Build Tree() function.

Note that "Stardust" does not have any entries for Album or Artist. The host software running

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on a computer connected to the portable music player could be utilized to add missing attributes to the "Stardust" track and, optionally, edit the title attribute. The Build Tree() function would then reinsert this track in the correct location in the tree.

Fig. 8 is an embodiment of a user interface according to another embodiment of the invention. In this example the root node is labeled "My Configuration" and the Playlist category has been selected and the Playlist subcategory "Meddle" has been selected. Note that the types of Metadata, in this example, Track Name, Artist, Album, Tempo and Dance, are listed across the top of the screen, and the attribute values for each track are listed in a row across the screen. Various control buttons are displayed to the right of configuration window that facilitate quickly invoking selected processing on a selected track.

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As noted above, a preferred embodiment of the present invention is incorporated into a product manufactured and distributed by Creative Technology, Ltd. The product is called the "NOMAD Jukebox." The following description describes further details of the display screens and interface controls.

Fig. 9 illustrates the NOMAD Jukebox and its user interface controls.

In Fig. 9, electronic audio device 100 measures about 5.5" wide by 5.5" tall by 1" thick. Display screen 102 is about 2" wide by 1" tall. Display screen 102 includes different regions such as main region 104 and soft button function description region 106.

Three soft buttons are located at 108; including buttons 110, 112 and 114. The specific command, or function, that any of the soft buttons perform when depressed is indicated by the label in soft button function description region 106. Thus, the function of soft button 112 (as shown in Fig. 9) is "open," the function of soft button 114 is "search" while soft button 110 is currently not assigned a function.

The other eight buttons on device 100 perform essentially the same functions at all times. In other words, they are not subject to function changes according to soft button function description area 106. These buttons include Library button 116, EAX and System button 118, Skip Backward button 120, Play button 122, Stop button 124, Skip Forward button 126, Scroll Up button 128 and Scroll Down button 130. However, as discussed below, these buttons (or any type of controls used with the device) can include alternate functionality that is invoked in different ways.

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The device uses visual cues, or indicators, in the display. When an item is highlighted it indicates that the item is the "current" item, or currently-selected item, which is susceptible to be operated on by a subsequent user action – such as playback, or expansion of the item. In Fig. 1, screen 102 shows that the item, "ALBUMS," is highlighted. The highlighted item can be acted upon by using the soft buttons, or another button, as discussed below. The current item can be changed by using Scroll Up button 128 and Scroll Down button 130 to move the highlight up or down, respectively, throughout a list of displayed items.

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Icons are used to provide additional visual cues for an item. In Fig. 1, each of the categories has a category icon to the left of it. The category icon, which may not be distinctly visible in the Figure, illustrates a first box connected by lines to additional boxes below the first box. The icon depicts a hierarchy and illustrates the property of categories, i.e., that categories can contain additional categories, songs or other items.

Fig. 10 illustrates a sequence of display screens describing how to navigate to lower levels.

In Fig. 10, library category screen 150 shows the display as it appears when the user depresses library button 116 of Fig. 9. A preferred embodiment of the device uses 4 first-level categories. These are "Albums", "Artists," "Styles" and "Play Lists". Each of these categories can "contain," or be associated with, other categories, songs, or items.

Note that in library category screen 150 ALBUMS is currently highlighted. By depressing soft button 112 of Fig. 9, the "open" command is performed on the highlighted category, as indicated by the labeling of soft button 112 and soft button function description area 152 of Fig. 10.

Lists screen 154 is displayed as a result of a user opening the Albums category of library category screen 150. Lists screen 154 shows items within the Albums category such as commercial albums of multiple songs from a record label, pre-made lists or collections created by a user, or other predefined lists or collections of songs or recordings.

In Fig. 10, lists screen 154 shows each item as a list of songs. This is shown visually by the icon to the left of each item which depicts a miniature list. Possible soft button commands are "Close", "Open" and "Queue". These commands correspond to soft buttons 110, 112 and 114, respectively. If the user selects the Close command, the display reverts to library category screen 150. If the user selects the Open command, the display shows tracks screen 156.

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Alternatively, the user can select the Queue command to instruct the device to place all the songs from the selected (i.e., highlighted) list into the play list for eventual playback. Yet another option allows the user to press play button 122 of Fig. 9 to cause any currently-selected songs or a list of songs (e.g., an album) to immediately be played.

Returning to Fig. 10, tracks screen 156 shows that a single song called "JukeBox Demo" is in the list. The list is also called JukeBox Demo as shown in lists screen 154. Tracks screen 156 shows possible soft commands assigned to buttons, namely "Close", "Details" and "Queue." The Close button performs the same function as before — it returns the user to the previous screen which, in this case, is lists screen 154. The user can also select the Details command to cause details of the song JukeBox Demo to be displayed in details screen 158 as shown in Fig. 10. The user can select the Queue command by soft button 114 to enter the selected song into the play list queue. As before, the user can also depress play button 122 of Fig. 9 to cause immediate playback of the selected song.

Details screen 158 shows information about the selected song including the name of the song, album (or list) name containing the song; the track number, if applicable, and track duration. Note that other information can be included. The user can preview the song, close the Details screen to return to the Tracks screen or queue the song on the play list queue.

The device provides the ability to "preview" audio files even while a current song, or playlist, is being played. When a user chooses to preview an audio file, the audio file is played for about 10 seconds while any currently-played file or playlist is suspended. After previewing is complete, the suspended file or playlist resumes playback. In other embodiment, the preview duration can vary, or be stopped by user selection.

Fig. 11 illustrates associations among items.

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In Fig. 11, song 168 is one of many songs stored in the device. Categories such as albums 160, artists 162, play lists 164 and genres 166 each include sub-categories. For example, albums 160 includes the names of various albums. Songs are associated with albums, genres and playlists. Such association can be by using pointers, a data structure including items to be associated, etc. "Association" as used herein, includes a first item associated with a second item; and the second item associated with the first item. In other words, albums can be associated with one or more songs in the database of the device so that an automated search to find all songs

associated with an album is easier. The direction of arrow pointers in Fig. 11 is not intended to limit the manner of associations among items in the present invention.

Similar to albums, the category of artists 162 includes names of artists, or performers, of songs. Each artist name is associated with one or more songs in the database. Playlists 164 includes names of playlists. These are collections of songs that can be defined by the user, the device manufacturer, or others. Each playlist can be associated with one or more songs. Genres 166 includes various styles of music which are associated with one or more songs in the database. Note that items can exist without being associated with a song. Also, items can be associated with other items as where an artist name is associated with the albums containing the songs that the artist has created.

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Although not shown in Fig. 11, items can have additional information, such as properties, details, etc., associated with the item. For example, a song can have information such as play time, artist name, artist album, copyright owner, etc., associated with the song.

Fig. 12 illustrates display screens used to search for a song or other item.

In Fig. 12, screen 180 is the initial library screen, as discussed above. If the user invokes the Search command (via the appropriate soft button) with Albums selected then screen 182 is displayed. Note that the search function can be applied to any of the categories. The user can depress the Plus or Minus soft buttons to cycle through the alphabet and change the character in the current location as indicated by the cursor. The cursor position is changed by using the scroll up/scroll down buttons 128 and 130, respectively, of Fig. 9. As each letter is entered the letters are compared and the nearest match of the stored albums' names is displayed as shown in screen 184. When the desired match is displayed the user selects the Go! command.

Screen 186 shows the result of selecting the Go! command. A list of albums is displayed with the matched album centered and selected. The user can close, open or queue the album as discussed above.

Fig. 13 illustrates details of different items.

In Fig. 13, screen 200 illustrates details displayed as a result of selecting the "Details" command from soft button 1A track is selected. Screen 200 shows that details of the track "Jukebox Demo" shows the name of the album that the track resides on, the creator, or copyright owner, of the track, and the playing time of the track.

Screen 202 illustrates details of an item on the active queue list. Items are placed onto the active queue list by selecting the "Queue" command when an album, song, track, or other item is selected, as discussed above. For example, screen 204 shows the active queuelist where the track "Jukebox Demo" is selected. By invoking the "Details" command screen 202 is brought up to show details of the Jukebox Demo track.

As shown in screen 202, the Detail screen shows what track number the selected track is, which album the track is from; the creator, or copyright owner, of the track, and the title of the track. Additionally, the details for an item on the queue list also show playback settings. These are shown by two-letter abbreviations at the bottom of the screen. The settings are as show in Table I, below.

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	Environmental Preset
EA	,
	Parametric EQ
EQ	
	Headphone Spatialization
HS	
	Time Scaling
TS	
	Four Channel Speaker Sound
4S	(only if speakers are connected)

TABLE I

These settings have their common meanings, as is known in the art. Note that the setting 4S is not shown in screen 202 as it is not currently active.

Fig. 14 illustrates the Nomad Jukebox coupled to a host computer system. In Fig. 14, device 300 (e.g., the Nomad Jukebox) is coupled to host system 302.

In a preferred embodiment host system 302 is a personal computer, such as an IBM-PC compatible computer. Host system 302 includes a user interface having display 304 and user input devices such as keyboard 306 and mouse 308. In other embodiments the host system need not be a full computer system. Any type of processing system having a user interface is possible. For example, it is possible to couple the device to a laptop computer, game console, web-enabled television, or any consumer electronic device or digital platform, in general. The host user interface need not provide a display and can be much more minimal than the keyboard and mouse shown in Fig. 14. A preferred embodiment of the invention uses a Universal Synchronous Bus (USB) connection but any type of connection such as IEEE 1394 (FireWire), Ethernet, Serial Port, etc. can be used. A wireless (i.e., optical or radio frequency) connection can be used.

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Once device 300 is coupled to host system 302, a user of host system 302 can launch a bridge interface to allow for the transfer of files between device 300 and host system 302. In a preferred embodiment, once the bridge interface is launched, the controls of device 300 are inoperable. The user interface of host system 302 is used to operate the bridge interface to transfer files.

The invention has now been described with reference to the preferred embodiments. Alternatives and substitutions will now be apparent to persons of skill in the art.

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PATENT Attorney Docket No.: 17002-022500US

Client Reference No.: CT-1139

# AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA ABSTRACT OF THE DISCLOSURE

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A method, performed by software executing on the processor of a portable music playback device, that automatically files tracks according to hierarchical structure of categories to organize tracks in a logical order. A user interface is utilized to change the hierarchy, view track names, and select tracks for playback or other operations. The user interface uses an overlapping hierarchy of categories. A song title can be accessed in multiple different ways by starting with different categories. A preferred embodiment of the invention uses the top-level categories "Albums", "Artists", "Genres" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Navigation is performed by presenting a sequence of display screens for each level of the hierarchy.

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PATENT Attorney Docket No.: 17002-022500US

Client Reference No.: CT-1139

## AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

#### CROSS-REFERENCES TO RELATED APPLICATIONS

This application is related to Application No. <u>09/755,629</u>, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," <u>now abandoned (Atty-Docket No. 17002-020800)</u>; and Application No. <u>09/755,367</u>, entitled "Audioplayback Device with Power Savings Storage Access Mode," <u>issued as U.S. Patent No. 6,590,730 (Atty-Docket No. 17002-0224400)</u>, all filed January 5, 2001, the disclosures of which are incorporated herein by reference.

#### **BACKGROUND OF THE INVENTION**

Today, portable consumer electronic devices are more powerful than ever. For example, small, portable music playback devices can store hundreds, even thousands, of compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the **OOZIC** player, distributed by the assignee of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

Typically, portable devices have a user interface including a small screen and buttons. Such a display screen might be, e.g., 1" x 2". This small display size is necessary because of the physical size of the device which is typically carried in the hand. The small size also limits the number, size, shape, and types of user input controls that can be mounted on the

device. For example, a few pushbuttons are usually provided to perform all of the device's control functions. Using such a compact user interface to navigate and select among hundreds of songs is inefficient and often frustrating. The display screen can only show a few song titles at one time, and the limited controls make it difficult for a user to arbitrarily select, or move among, the songs.

The creation of playlists is one technique to organize the playing of songs. A set of songs can be included in a playlist which is given a name and stored. When the playlist is accessed, the set of songs can be played utilizing various formats such as sequential play or shuffle.

However, the creation of playlists itself becomes problematic as the number of songs increases, since the user often arbitrarily selects songs from a large number of tracks to form a playlist. This selection mechanism: can be fairly tedious; does not necessarily produce playlists that are of interest to the user over the course of time; may not remain up-to-date if new songs are added that logically fit into a previously created playlist (e.g. "Favorites by Band X" might become out of date if a new favorite by Band X is added after the playlist was created); and leads to "lost" songs that are not members of any playlist.

Accordingly, improved techniques for organizing and grouping tracks useful in a portable music player are needed. Further, it is desirable to provide a user interface suitable for a small device. The user interface should allow a user to efficiently navigate among, and select from, many items stored in the device.

#### SUMMARY OF THE INVENTION

The present invention provides an efficient user interface for a small portable music player. The invention is suitable for use with a limited display area and small number of controls to allow a user to efficiently and intuitively navigate among, and select, songs to be played. By using the invention, very large numbers of songs can be easily accessed and played.

One aspect of the invention includes an overlapping hierarchy of categories.

Categories include items that can also be included in other categories so that the categories

"overlap" with each other. Thus, a song title can be accessed in multiple different ways by

Starting with different categories. For example, a preferred embodiment of the invention uses the

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top-level categories "Albums", "Artists", "Genres" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Similarly, the Artists category includes names of artists which are, in turn, associated with their albums and songs. The Genre category includes types of categories of music such as "Rock", "Hip Hop", "Rap", "Easy Listening", etc. Within these sub-categories are found associated songs. Finally, the "Play Lists" category includes collections of albums and/or songs which are typically defined by the user.

Advantageous use is made of the overlapping hierarchy to allow the user to quickly designate a song for playback. The device uses three "soft" pushbuttons that have assignable functions. The interface maintains consistent button functionality whenever possible and uses uniform command names and operations on different types of items so that the interface is more intuitive. For example, the user can open and queue both albums and songs with predictable results.

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The interface also provides for multiple functions for a single control. For example, a "Play" button can act, in a first function, to play a currently-selected song. The Play button can act, in a second function, to cycle through different playback modes. The modes can be, e.g., (1) playback of songs from a hard disk; (2) playback of music from a radio receiver built into the device; and (3) playback of voice messages. The first function for the Play button can be activated by momentarily depressing the Play button for a short period of time. The second function is invoked by depressing the Play button for a longer period of time whereupon the device cycles through the different modes. Other ways of invoking the functions are possible such as where the second function is automatically entered from a powered-down state.

In one embodiment, the invention provides a method for selecting songs to be played in an electronic audio device, wherein the device includes a display and one or more user input controls, wherein songs are organized into categories, albums, wherein songs and albums are associated with artist names. The method includes steps of displaying categories on the display; accepting signals from a user input control to select a category; displaying one or more songs in the selected category on the display; accepting signals from a user input control to select a displayed song; and entering selected songs into a playlist queue, wherein the device plays back songs in the playlist queue.

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According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks.

According to another aspect of the invention, metadata is associated with each track that is used to automatically define the track's appropriate place in the hierarchy.

According to another aspect of the invention, the hierarchy is displayed on the portable music player so that a user can traverse the organizational hierarchy to find individual tracks or find playlists composed of logical groups of tracks.

According to another aspect of the invention, the hierarchy is derived by using metadata associated with the audio content that was obtained through any source of metadata (e.g. CDDB metadata, id3v2 metadata, other obtainable metadata) and subsequently stored with or alongside the file that stores the track.

According to another aspect of the invention, a file is formatted so that an unaltered track is stored as file data and information about the track is stored in file attribute files.

Other features and advantages of the invention will be apparent in view of the following detailed description and appended drawings.

20 BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a schematic diagram of a tree structure for hierarchical filing of tracks;

Fig. 2 is a definition file that specifies the hierarchy depicted in Fig. 1;

Fig. 3 is a user's view of the hierarchy;

Fig. 4 is a schematic diagram of a user interface displaying the hierarchical

25 category structure;

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Fig. 5 is a diagram of a file format for storing filed data and file attributes;

Fig. 6 is a flow chart depicting steps for filing tracks according to the hierarchical tree structure:

Fig. 7 depicts a tree resulting from searching the tracks; and

Fig. 8 depicts a format for a user interface[[.]];

Fig. 9 illustrates the NOMAD Jukebox and its user interface controls;

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Fig. 10 illustrates a sequence of display screens describing how to navigate to lower levels;

Fig. 11 illustrates associations among items;

Fig. 12 shows display screens used to search for a song or other item;

Fig. 13 illustrates details of different items; and

Fig. 14 illustrates a playback device coupled to a host computer system.

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# DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of the invention will now be described in the context of a portable personal player that plays audio files stored in memory. The files may be in MP3, wav. or other digital formats.

In the presently described embodiment, users are able to see the tracks on their player in some organized fashion other than as a single list of tracks. As will be described in more detail below, in one embodiment tracks are sorted utilizing a tree structure having branches labeled according to types of metadata associated with the tracks

For example, a track recorded as "Golden Slumbers" by the Beatles that appears on their album "Hey Jude" might appear as a track under the album "Abbey Road" as well as a track under the list of tracks by the Beatles. It might appear as a track under the genre "Pop Rock" as well as "Songs from the 60's." Furthermore, the organization can have more complex hierarchies. For example, the category of "Pop Rock" might contain subcategories "British Musicians," "American Musicians" and "Other Musicians". In all cases, the track is automatically filed into all appropriate locations without requiring user interaction.

In the currently defined embodiment, a tree structure is defined by a file having the following structure.

The first line of a TreeDef.inf file contains a version number:

V1.0

Each subsequent line (at least in v1.0) contains lines of the following format: CATEGORY\_NAME|TRACK\_TYPE\_MASK|CATEGORY\_STRUCTURE

CATEGORY\_NAMEs are the top-level names of the branch under which tracks are sorted. They include things like "Album," "Artist," "Voice Tracks," "All Tracks," etc.

TRACK\_TYPE\_MASKs tell which types of tracks are to be filed under this particular branch. The actual value is a hexadecimal numerical value (in '0x' format, e.g. 0x01) generated by ORing the following flags together as appropriate:

enum tTrackType

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kTTNothing=0x00,

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kTTSong=0x01,
                         kTTVoice=0x02,
                         kTTBook=0x04,
                         kTTMacro=0x08,
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                         kTTPlaylist=0x10
                   };
                   So, for example, the "Album" branch has a TRACK_TYPE_MASK of kTTSong,
     because only songs are filed under that branch, but the "All Tracks" branch has a
     TRACK_TYPE_MASK of (kTTSong | kTTVoice | kTTBook).
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                   Other elements might be added to tTrackType (e.g. kTTVideo) as appropriate.
                  CATEGORY STRUCTUREs tell how to file the songs based on their metadata
     information. The CATEGORY_STRUCTURE is a string of characters that tell, from left to
     right, the order of hierarchy. The characters come from the following enum constants:
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                   enum tFileTag
                         kFTNone='@',
                         kFTTrackType='T',
20
                         kFTTitle='N',
                         kFTAudioFile='F',
                         kFTArtist='M',
                         kFTAlbum='L',
                         kFTGenre='G',
25
                         kFTSource='S',
                         kFTYear='Y',
                         kFTArtistCountry='C'
                   };
30
                   Thus, a CATEGORY_STRUCTURE of LN tells to create a subcategory that is a
     list of Albums, each of which contains a list of Tracks.
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In total, a line like:

Album|0x01|LN

Says to create a branch called "Album" which contains tracks of type kTTSong organized first by album name, and then by track name.

The following is an example of a tree definition file similar (though not identical) to the hierarchy presented in the Nomad Jukebox product (the 'B' before each FileTag was used to identify that these are basic tags so that we wouldn't run out of letters in the alphabet as we included more complex metadata – thus each group of two letters represents a level in the hierarchy):

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V1.0

Album|0x01|BLBN Artist|0x01|BMBN

Genre|0x01|BGBN

Voice Tracks|0x02|BSBGBN

Playlists|0x10|BN Macros|0x08|BN

All Tracks|0x07|BN

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Fig. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized. Example values for nodes in the tree are shown as well. The same track may appear more than once as a leaf in the tree, as described above, if it fits into multiple categories (e.g. a song that appears on the Abbey Road branch would also appear in the Beatles branch). In the example shown, the first branch contains tracks organized by album. As shown in the example, this music collection contains three tracks from "Abbey Road" and three tracks from "Hits from the 60's". The second branch contains tracks organized by artist, and sub organized by where the artist is from. Thus, a user browsing would first select the "Artists" branch and then choose between "British Artists" and "American Artists". Finally, they would select the particular artist. In the third branch, all tracks are shown.

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The tree definition file that would specify the hierarchy shown in Figure 1 is shown in Figure 2.

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The first line identifies the version of the tree definition file.

The second line defines the "Albums" branch. The first part of the line, "Albums" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BLBN," defines that the branch lists first the names of all albums (BL) and then tracks on those albums (BN).

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The third line defines the "Artists" branch. The first part of the line "Artists" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BCBMBN," defines that the branch lists first the names of all countries where artists in this collection come from (BC) and under those items, the artists' names (BM), and then tracks by those artists (BN).

Fig. 3 shows what a user's view of this hierarchy might be if he/she were shown a fully expanded view of the 6-song tree. Notice that each song appears three times, once in each branch.

In consumer products the tree define file is not edited directly but through a user interface, one example of which is depicted in Fig. 4. An example of a user interface for viewing songs by category and editing the tree structure is depicted in Fig. 4.

An embodiment of the invention is utilized in the Nomad® Jukebox, manufactured by the assignee of the present invention, and described more fully in the copending application, filed on the same date as the present application, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Attny. Docket No. 17002-020800).

In a preferred embodiment, metadata is associated with each track and includes such information as title, genre, artist name, type, etc. In the preferred embodiment, software stored in a portable player and executed by the onboard processor automatically files each track in the correct category utilizing the associated metadata and the tree define file. The program code can be stored in any computer readable medium including magnetic storage, CD ROM, optical media, or digital data encoded on an electromagnetic signal.

Thus, the user is automatically provided with a powerful and flexible tool for organizing and categorizing the tracks stored on the portable player.

If the tracks are formatted in MP3 format the metadata can be stored in ID3 tags included in the MP3 file. In one embodiment of the invention, the tracks are stored in alternate

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file format including file data and file attributes. The file data is the music track itself and the file attributes part of the file includes fields of arbitrary size which are used to store metadata characterizing the track stored as the file data. Again this metadata includes information about the track such as title, genre, artist name, type, etc.

There are several advantages to using the alternate file format. Metadata of types not easily included in an ID3 tag can be utilized. Further, the original track format is not changed, so that error correction data such as checksums are valid. Finally, any file format can be used (e.g. WAV, WMA, etc.) because the metadata is stored separately, and thus audio formats that have limited support for metadata can still be stored on the portable player in native format without transcoding. The formatted files are formed by software stored in the portable music player and executed by an on-board processor.

The metadata for each track is utilized to file each track, using the categories defined in the hierarchical structure as described above, without any input from the user.

Fig. 5 is a schematic diagram of the alternative file format including file data in the form of an MP3 track, and metadata fields for holding data indicating the name of the album the track is from, the name of the song, the genre of the song, and the type of track.

A particular embodiment of a file format will now be described. All tracks are created with some set of attributes as shown below:

20 <u>Definition of TrackInfo Data Field</u>

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Seminor of Tracking Data Field						
Field	Offset	Size	Description			
Attribute Count	0	2	The number of attribute follow for the track			
Attr 1 type	2 -	2	Binary = 0, ASCII = 1			
Attr 1 name len	4	2	Length of attribute name string			
Attrl data len	6	4	Length of attribute data			
Attrl Name	10	N	Attribute name string			
Attr 1 Data	10+N	М	Attribute data			

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Attr N type			
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Attrl Name			
Attr 1 Data	_		

Required Attributes

		· · · · · · · · · · · · · · · · · · ·
Attribute Name	Value(s)	Remarks
TITLE	ASCII string	Required By Jukebox
CODEC	"MP3", "WMA", "WAV"	Required By Jukebox
TRACK ID	DWORD	Set By Jukebox
ALBUM	ASCII string	Optional
ARTIST	ASCII string	Optional
GENRE	ASCII string	Optional
LENGTH	In seconds	Optional
TRACK SIZE	In bytes	Optional
TRACK NUM	1-n (track within album)	Optional

These attributes can be subsequently changeable via a host application,

5 running on a personal computer connected to the portable music player.

Fig. 6 shows a flow chart of an embodiment the process used to build the hierarchical database of tracks. It starts by iterating through each track, and, for each track, iterating through each branch to find if the track belongs on the branch, and, if so, where. In this case, the term track could refer to any content, e.g. a music track, a spoken word track, or even a video track.

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Also, the hierarchical catalog of tracks can be used to form playlists in a structured manner. For example, if a user wants to hear Jazz and Blues the entire sub-categories can be selected to form one playlist.

An alternative hierarchical catalog generation technique will now be described. In this alternative embodiment, at system startup and as tracks are added or changed, the hierarchy is generated as an in-memory tree structure. Each track is added to the tree using the categories ALBUM, ARTIST and GENRE.

The following example shows the algorithm for adding a track. For clarity, only the attributes used by the tree are shown.

I	11

TITLE	"Free Falling"
ALBUM	"Full Moon Fever"
ARTIST	"Tom Petty"
GENRE	"Rock"
TRACK NUM	1

The following function is executed to build the in-memory memory tree.

Build Tree ()

15 For each track.

Add Track To Category(Alburn, Track)

Add Track To Category(Artist, Track)

Add Track To Category(Genre, Track)

End of Build Tree

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Fig. 7 depicts a tree which could result from implementing Build Tree() function. Note that "Stardust" does not have any entries for Album or Artist. The host software running on a computer connected to the portable music player could be utilized to add missing attributes to the "Stardust" track and, optionally, edit the title attribute. The Build Tree() function would then reinsert this track in the correct location in the tree.

Fig. 8 is an embodiment of a user interface according to another embodiment of the invention. In this example the root node is labeled "My Configuration" and the Playlist category has been selected and the Playlist subcategory "Meddle" has been selected. Note that the types of Metadata, in this example, Track Name, Artist, Album, Tempo and

Dance, are listed across the top of the screen, and the attribute values for each track are listed in a row across the screen. Various control buttons are displayed to the right of configuration window that facilitate quickly invoking selected processing on a selected track.

As noted above, a preferred embodiment of the present invention is incorporated into a product manufactured and distributed by Creative Technology, Ltd. The product is called the "NOMAD Jukebox." The following description describes further details of the display screens and interface controls.

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Fig. 9 illustrates the NOMAD Jukebox and its user interface controls.

In Fig. 9, electronic audio device 100 measures about 5.5" wide by 5.5" tall by 1" thick. Display screen 102 is about 2" wide by 1" tall. Display screen 102 includes different regions such as main region 104 and soft button function description region 106.

Three soft buttons are located at 108; including buttons 110, 112 and 114. The specific command, or function, that any of the soft buttons perform when depressed is indicated by the label in soft button function description region 106. Thus, the function of soft button 112 (as shown in Fig. 9) is "open," the function of soft button 114 is "search" while soft button 110 is currently not assigned a function.

The other eight buttons on device 100 perform essentially the same functions at all times. In other words, they are not subject to function changes according to soft button function description area 106. These buttons include Library button 116, EAX and System button 118, Skip Backward button 120, Play button 122, Stop button 124, Skip Forward button 126, Scroll Up button 128 and Scroll Down button 130. However, as discussed below, these buttons (or any type of controls used with the device) can include alternate functionality that is invoked in different ways.

The device uses visual cues, or indicators, in the display. When an item is highlighted it indicates that the item is the "current" item, or currently-selected item, which is susceptible to be operated on by a subsequent user action – such as playback, or expansion of the item. In Fig. 1, screen 102 shows that the item, "ALBUMS," is highlighted. The highlighted

item can be acted upon by using the soft buttons, or another button, as discussed below. The current item can be changed by using Scroll Up button 128 and Scroll Down button 130 to move the highlight up or down, respectively, throughout a list of displayed items.

Icons are used to provide additional visual cues for an item. In Fig. 1, each of the categories has a category icon to the left of it. The category icon, which may not be distinctly visible in the Figure, illustrates a first box connected by lines to additional boxes below the first box. The icon depicts a hierarchy and illustrates the property of categories, i.e., that categories can contain additional categories, songs or other items.

Fig. 10 illustrates a sequence of display screens describing how to navigate to lower levels.

In Fig. 10, library category screen 150 shows the display as it appears when the user depresses library button 116 of Fig. 9. A preferred embodiment of the device uses 4 first-level categories. These are "Albums", "Artists," "Styles" and "Play Lists". Each of these categories can "contain," or be associated with, other categories, songs, or items.

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Note that in library category screen 150 ALBUMS is currently highlighted. By depressing soft button 112 of Fig. 9, the "open" command is performed on the highlighted category, as indicated by the labeling of soft button 112 and soft button function description area 152 of Fig. 10.

Lists screen 154 is displayed as a result of a user opening the Albums category of library category screen 150. Lists screen 154 shows items within the Albums category such as commercial albums of multiple songs from a record label, pre-made lists or collections created by a user, or other predefined lists or collections of songs or recordings.

In Fig. 10, lists screen 154 shows each item as a list of songs. This is shown visually by the icon to the left of each item which depicts a miniature list. Possible soft button commands are "Close", "Open" and "Queue". These commands correspond to soft buttons 110, 112 and 114, respectively. If the user selects the Close command, the display reverts to library category screen 150. If the user selects the Open command, the display shows tracks screen 156. Alternatively, the user can select the Queue command to instruct the device to place all the songs from the selected (i.e., highlighted) list into the play list for eventual playback. Yet another option allows the user to press play button 122 of Fig. 9 to cause any currently-selected songs or a list of songs (e.g., an album) to immediately be played.

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Returning to Fig. 10, tracks screen 156 shows that a single song called "JukeBox Demo" is in the list. The list is also called JukeBox Demo as shown in lists screen 154. Tracks screen 156 shows possible soft commands assigned to buttons, namely "Close", "Details" and "Queue." The Close button performs the same function as before -- it returns the user to the previous screen which, in this case, is lists screen 154. The user can also select the Details command to cause details of the song JukeBox Demo to be displayed in details screen 158 as shown in Fig. 10. The user can select the Queue command by soft button 114 to enter the selected song into the play list queue. As before, the user can also depress play button 122 of Fig. 9 to cause immediate playback of the selected song.

Details screen 158 shows information about the selected song including the name of the song, album (or list) name containing the song; the track number, if applicable, and track duration. Note that other information can be included. The user can preview the song, close the Details screen to return to the Tracks screen or queue the song on the play list queue.

The device provides the ability to "preview" audio files even while a current song, or playlist, is being played. When a user chooses to preview an audio file, the audio file is played for about 10 seconds while any currently-played file or playlist is suspended. After previewing is complete, the suspended file or playlist resumes playback. In other embodiment, the preview duration can vary, or be stopped by user selection.

Fig. 11 illustrates associations among items.

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In Fig. 11, song 168 is one of many songs stored in the device. Categories such as albums 160, artists 162, play lists 164 and genres 166 each include sub-categories. For example, albums 160 includes the names of various albums. Songs are associated with albums, genres and playlists. Such association can be by using pointers, a data structure including items to be associated, etc. "Association" as used herein, includes a first item associated with a second item; and the second item associated with the first item. In other words, albums can be associated with one or more songs in the database of the device so that an automated search to find all songs associated with an album is easier. The direction of arrow pointers in Fig. 11 is not intended to limit the manner of associations among items in the present invention.

Similar to albums, the category of artists 162 includes names of artists, or performers, of songs. Each artist name is associated with one or more songs in the database.

Playlists 164 includes names of playlists. These are collections of songs that can be defined by

the user, the device manufacturer, or others. Each playlist can be associated with one or more songs. Genres 166 includes various styles of music which are associated with one or more songs in the database. Note that items can exist without being associated with a song. Also, items can be associated with other items as where an artist name is associated with the albums containing the songs that the artist has created.

Although not shown in Fig. 11, items can have additional information, such as properties, details, etc., associated with the item. For example, a song can have information such as play time, artist name, artist album, copyright owner, etc., associated with the song.

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Fig. 12 illustrates display screens used to search for a song or other item.

In Fig. 12, screen 180 is the initial library screen, as discussed above. If the user invokes the Search command (via the appropriate soft button) with Albums selected then screen 182 is displayed. Note that the search function can be applied to any of the categories. The user can depress the Plus or Minus soft buttons to cycle through the alphabet and change the character in the current location as indicated by the cursor. The cursor position is changed by using the scroll up/scroll down buttons 128 and 130, respectively, of Fig. 9. As each letter is entered the letters are compared and the nearest match of the stored albums' names is displayed as shown in screen 184. When the desired match is displayed the user selects the Go! command.

Screen 186 shows the result of selecting the Go! command. A list of albums is displayed with the matched album centered and selected. The user can close, open or queue the album as discussed above.

Fig. 13 illustrates details of different items.

In Fig. 13, screen 200 illustrates details displayed as a result of selecting the "Details" command from soft button 1A track is selected. Screen 200 shows that details of the track "Jukebox Demo" shows the name of the album that the track resides on, the creator, or copyright owner, of the track, and the playing time of the track.

Screen 202 illustrates details of an item on the active queue list. Items are placed onto the active queue list by selecting the "Queue" command when an album, song, track, or other item is selected, as discussed above. For example, screen 204 shows the active queuelist where the track "Jukebox Demo" is selected. By invoking the "Details" command screen 202 is brought up to show details of the Jukebox Demo track.

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As shown in screen 202, the Detail screen shows what track number the selected track is, which album the track is from; the creator, or copyright owner, of the track, and the title of the track. Additionally, the details for an item on the queue list also show playback settings. These are shown by two-letter abbreviations at the bottom of the screen. The settings are as show in Table I, below.

	Environmental Preset
EA	
	Parametric EQ
<u>EQ</u>	
	Headphone Spatialization
<u>HS</u>	
	Time Scaling
<u>TS</u>	
	Four Channel Speaker Sound
45	(only if speakers are connected)

TABLE I

These settings have their common meanings, as is known in the art. Note that the setting 4S is not shown in screen 202 as it is not currently active.

Fig. 14 illustrates the Nomad Jukebox coupled to a host computer system. In Fig. 14, device 300 (e.g., the Nomad Jukebox) is coupled to host system 302. In a preferred embodiment host system 302 is a personal computer, such as an IBM-PC 5 compatible computer. Host system 302 includes a user interface having display 304 and user input devices such as keyboard 306 and mouse 308. In other embodiments the host system need not be a full computer system. Any type of processing system having a user interface is possible. For example, it is possible to couple the device to a laptop computer, game console, web-enabled television, or any consumer electronic device or digital platform, in general. The host user 10 interface need not provide a display and can be much more minimal than the keyboard and mouse shown in Fig. 14. A preferred embodiment of the invention uses a Universal Synchronous Bus (USB) connection but any type of connection such as IEEE 1394 (FireWire), Ethernet, Serial Port, etc. can be used. A wireless (i.e., optical or radio frequency) connection 15 can be used.

Once device 300 is coupled to host system 302, a user of host system 302 can launch a bridge interface to allow for the transfer of files between device 300 and host system 302. In a preferred embodiment, once the bridge interface is launched, the controls of device 300 are inoperable. The user interface of host system 302 is used to operate the bridge interface to transfer files.

The invention has now been described with reference to the preferred embodiments. Alternatives and substitutions will now be apparent to persons of skill in the art.

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WHAT IS CLAIMED IS:

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**PATENT** 

Attorney Docket No.: 17002-022500US

Client Reference No.: CT-1139

#### AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

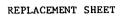
#### ABSTRACT OF THE DISCLOSURE

A method, performed by software executing on the processor of a portable music playback device, that automatically files tracks according to hierarchical structure of categories to organize tracks in a logical order. A user interface is utilized to change the hierarchy, view track names, and select tracks for playback or other operations. The user interface uses an overlapping hierarchy of categories. A song title can be accessed in multiple different ways by starting with different categories. A preferred embodiment of the invention uses the top-level categories "Albums", "Artists", "Genres" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Navigation is performed by presenting a sequence of display screens for each level of the hierarchy.

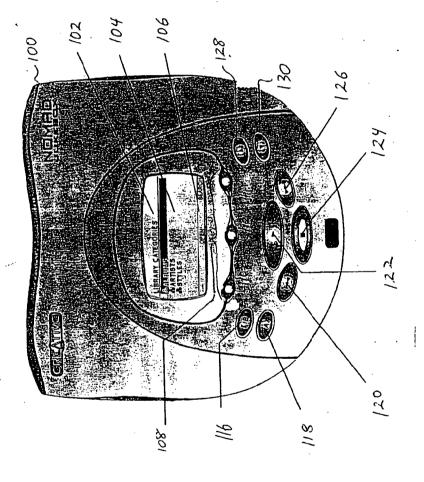
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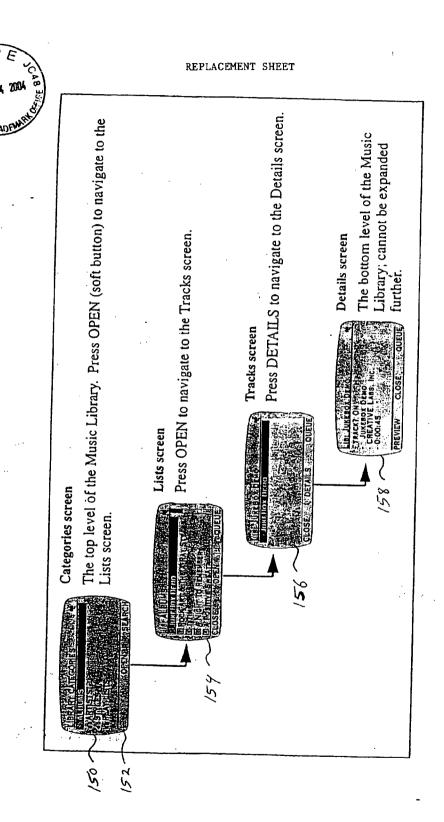
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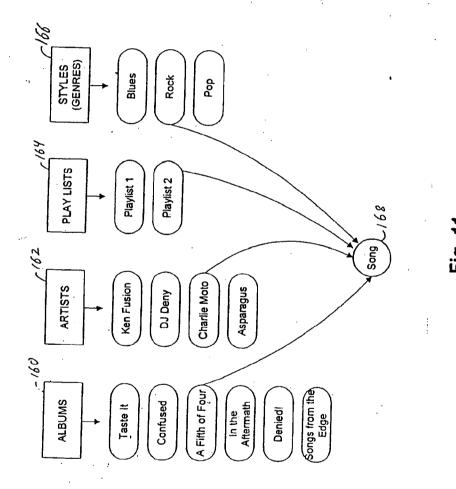


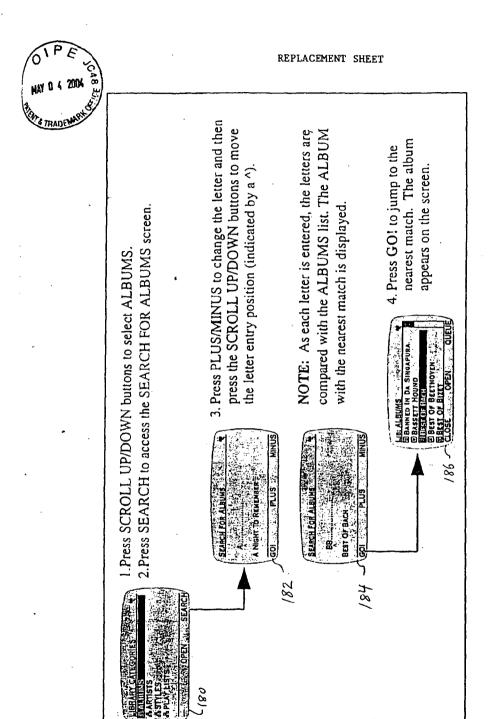


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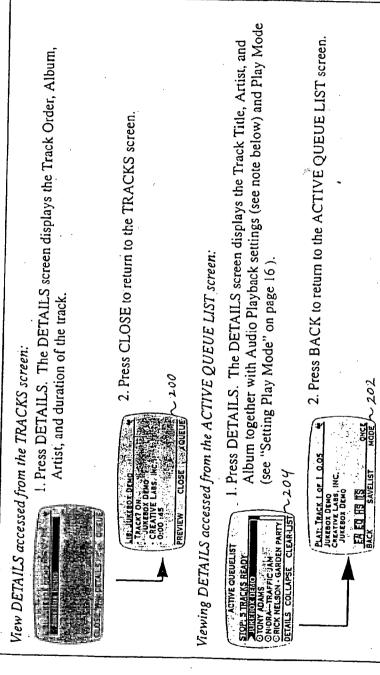






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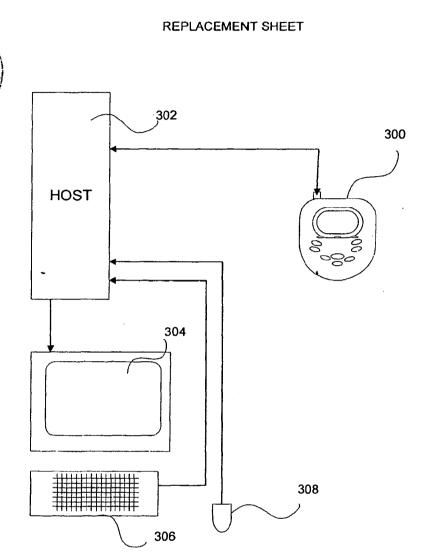


Fig. 14

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CL 000215

4-30-2004



# IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

OFFICE

In re application of:

Examiner:

RONES, Charles L.

GOODMAN, et al

Art Unit:

2175

Application No.: 09/755,723

Filed: January 5, 2001

For: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

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**Technology Center 2100** 

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# MP3 newswire.net



# 1200 Song MP3 Portable is a Milestone Player

By Richard Menta- 01/11/00

Remote Solutions Personal Jukebox is a milestone product. By that we mean any product whose breakthrough innovations are so significant, they influence the future course of its industry. The iMac, which presently has PC manufacturers scrambling to breakout of the beige box routine, is a recent example of a milestone product.



Remote Solutions Personal Jukebox holds 1200 songs in its 4.8G hard drive

Personal Jukebox raises the bar in several areas and there is no doubt the leaders in MP3 portables are re-evaluating their future product releases. The most obvious element is Personal Jukebox's huge storage ability.

Up until now, all MP3 portables came with either 32MB or 64MB of memory, capable of holding anywhere of 9 to 20 song files at the standard 128k compression. This is the most limiting factor of MP3 players (many manufacturers advertise player capacity using songs compressed at a lower quality 56k setting. This stretches the limit of 64MB units to two hours), but promises of 300MB units using expensive flash memory or IBM's pricey, but tiny, micro drive litter manufacturer press releases.

The Personal Jukebox uses a 4.8G laptop hard drive, larger than the IBM's but far cheaper per MB of storage. This translates to a whopping 81 hours of music or 1200 songs and that is measured using the higher 128k compression.

Think about this for a second. Right now, the largest capacity flash memory on the market is a 224MB CompactFlash card which Delkin started shipping Dec 99. The only player using that particular card to date is the RCA Lyra. The cost of the 224MB card is a very steep \$800. Add to that the \$200 cost of the Lyra costs and your up to \$1,000. The Personal Jukebox offers more that

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20 times that capacity and does it for \$799.

And that is another area where the Personal Jukebox will affect the industry - price. Think about S3's (formerly Diamond's) Rio. The next generation of players is to include a unit using IBM's 300+MB micro drive. While this drive obviously has a size and weight advantage over the Jukebox's, how much can they actually sell it for now that its MP3 capacity, in a span of a few months, has gone from huge to modest. The player hasn't even come out yet! Indeed, these new Rio's may possibly be scrapped because market forces might not allow them to sell at prices that would cover the costs of those expensive micro drives.

The good news for consumers is that Remote Solution has provided shoppers with a choice. A choice that puts pressure on the companies supplying the storage cards and micro drives to drop prices, less they watch the MP3 portable industry shift to laptop drives - a seasoned, and far more competitive, arena.

#### The Hardware

The Personal Jukebox is a large an heavy unit for an MP3 player, closer in size and weight to a portable CD player. That's still a pretty reasonable size, especially since you can tote far more music along. It may not be the first choice of joggers for whom the smaller the better, but everywhere else it was a blessing

Real Jukebox uses a rechargeable Lithium Ion battery which give the unit a very long life considering the power needs of the hard drive, about 10 hours. This battery is another feature that makes this unit a candidate for milestone kudos. The battery charges inside the unit which comes with a power adapter.

The unit, which comes with both a cassette and cigarette lighter adapter, was ideally suited for the car. We didn't even bother to use the lighter adapter, we just attached the cassette adapter, popped it in the cassette bay of our radio, closed the player in the glove compartment, and ran tunes the whole day on just the battery. No CD changer in the trunk, no miles of speaker wire to lay.

We also hooked our player up to the stereo system. At this point we had a dozen CD's worth of music and if the Personal Jukebox seems big when

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compared to other MP3 portables, it is sleek and petite when compared to the bulky 100 CD carousels that equals it's music capacity.

# Getting started: A

The unit includes Jukebox Manager, an intuitive drag-and-drop interface that easily allowed us to rip and download files to the player. We had no problem loading the software to our PC. A key (and another milestone) feature is the user has the ability to rip and encode MP3 files directly to the players hard drive, bypassing the need to load these files on your computers hard drive first. This is a major convenience in both time and system space.

The player connects to your PC through a USB cable, the only way to go when you have the power to download hundreds of megs of MP3 files in a shot. Downloads were quick and simple.

#### Controls: A

Big and easy. The unit doesn't have some of the nice features in other units, like the ability to scan within a song, but it did the job well and that is what's most important. The controls were precise and effective.

# The Display: A

Excellent. The display on the Personal Jukebox is twice the size of the nearest competitor and they put it to good use. The unit shows no less than six categories of information simultaneously, avoiding the need to navigate through various sub-menus to display the info you need. This includes CD and folder titles (the player can separate music by genre or album title) track name, tone and bass settings, battery consumption, volume, bit rate of the music, a counter, and more.

While the unit does not come with a backlight, the letters were big and clear and were very readable in all but the lowest light conditions.

#### Sound: A

-

Again, excellent.

The Personal Jukebox comes with a fine set of Koss headphones. Some may

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choose to go with low profile earbuds - the Sennheiser MX-4 earbuds are our recommendation - but there was no need to upgrade for the sound quality, the Koss's did the job well

#### Conclusion

The reason MP3 player's will eventually send the cassette the way of the 8 track is convenience and the ability to store large amounts of music without taking up physical space. The biggest complaint of 32MB and 64MB portables is that they simply are not there yet, requiring you to constantly run back to your PC to swap music. The Personal Jukebox IS there right now as Jukebox owners can hold most (if not their entire) CD library, leveraging the advantages of the format today.

The industry seemed ready to bring larger capacity units by 64MB increments, thereby using capacity as a continual upgrading point, similar to how PC's use chip speed to get you to upgrade your system every few years. Personal Jukebox jumped over all that malarchy and now stands alone as the preeminent machine. The \$799 pricetag should cause ripples in an industry that would have today priced this much capacity in the thousands.

The unit is not a perfect instrument. It's a tad heavy for the exercise minded, you can feel the hard drive mildly vibrate when it changes tunes, it doesn't have some useful scan and backlight features. So what? We'll take four-and-a-half gigs of extra space over a backlight anyday. In other words, the advantages this portable offers far outbalances the couple of minor niceties it may be missing. This unit is more expensive than the \$150-\$200 portables on the market, but it offers far more bang to the buck.

BUT - and this is important - this does NOT mean that every other portable on the market is ready for the dustbin. The reason is the memory expansion slots most have, the saving grace of the industry. Right now a 32MB flash card sells for about \$100, quite a bit of money. Those prices will go down!

As mentioned above, what makes the Personal Jukebox so significant to the industry is that it pressures memory manufacturers to drop those prices quicker. In a couple of years, 32MB cards will sell for around five bucks and 300 MB cards will sell for about \$50. At those prices, these flash cards will essentially become the new cassettes. Heck, we might be able to buy them

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pre-programmed with music from the record store like any other album (the Rio people saw this early and added sleeves to the carrying case of the Rio 500 that holds 8 flash cards).

When that happens, users will get that bang for the buck, even on units that already been on the market for a year. They also get the size and weight advantages not offered by the large Remote Solutions machine.

Bottom line, not everyone has \$800 to spend right now for the Personal Jukebox. For a fraction of that cost, the better of the 64MB players like the Rio 500 and the RaveMP can do just fine till memory card prices drop. Hopefully that will be sooner rather than later.

Final Score: A+ (a Milestone Player)

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Order The New Rio PMP 500 from Amazon for \$289.

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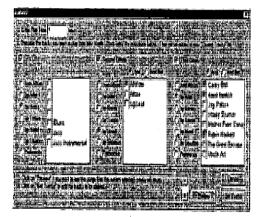


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MusicMatch Jukebox 4.0: Screen Shot 1

From <u>PC Magazine</u> June 17, 1999



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Electron Ideas!

ASTORDANCE

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Jukebox's AutoDJ function lets you select songs by general categories to fill large blocks of listening time easily.

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# MusicMatch Jukebox 4.0: Screen Shot 2

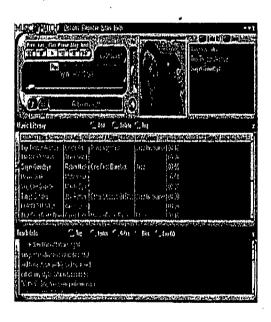
From PC Magazine

June 17, 1999



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Via support for ID3v2, Jukebox lets you add graphics or text to your encoded music and view the information

http://web.archive.org/web/19991112205926/www.zdnet.com/products/stories/reviews/0,4161,2277816,00.html

included on MP3 files downloaded from the Internet.

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Return to Regular View

#### MusicMatch Jukebox 4.1, the Ultimate MP3 Utility

\* \* \* \*

By Patrick Norton

Before RealJukebox jumped into the MP3 scene this summer, MusicMatch's Jukebox was the first such product. The latest version of MusicMatch Jukebox, 4.1 delivers nifty database and playlist tweaks, a graphic equalizer, and settings to help record from analog sources. As far as we're concerned, MusicMatch Jukebox (free to download, \$29.99 for high bit encoding), is the best MP3 tool out there for managing, playing, and creating MP3 audio files

MusicMatch divvies the Jukebox interface across four windows: one each for the player, library, recorder, and track information such as title or cover information from the CDDB database. The latter info automatically gets downloaded if your system has a connection to the Net. All we did was drop in a CD, check the songs we wanted to encode, and hit the start button. MusicMatch then plays and records the songs in real time. Unfortunately, this product doesn't offer RealJukebox's speedy "read-ahead" encoding.

Both MusicMatch Jukebox and RealJukebox use our favorite encoder; Xing Technologies. In blind testing, we couldn't tell the difference between MP3s encoded (or played back) over either app. Both sounded as good as MP3 gets. Jukebox's AutoDJ, which maps types of music to a specific program time gives it a lead over RealJukebox. We also found its interface more intuitive.

Summary, Pros, Cons

Summary: MusicMatch Jukebox 4.1 delivers the best MP3 utility for encoding, organizing, and playing back, at least for our dollar.

Pros: Solid interface, Xing encoder delivers great audio quality; nifty AutoDJ settings.

Cons: \$29.99 upgrade if you want the best encoding; doesn't offer RealJukebox's speed in encoding.

Company: MusicMatch Inc. Phone: 619.385.8360

Price: Free; \$22.99 for high quality encoding

Available: Now

Category: MP3, Audio Platform: Windows 95, 98, NT 4.0

Specs: NA

Requirements: Pentium/166 or better PC, 16MB RAM (32MB for Windows NT); 30MB hard

disk space; sound card; speakers

Originally posted September 17, 1999

http://www.techtv.com/freshgear/print/0,23102,2324631,00.html

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## Can you carry your CD collection in your pocket?

Personal Juneous

# Yes, you can.

The **Personal Jukebox**, or PJB, was created as a prototype personal audio appliance by Compaq's <u>Systems Research Center</u> (SRC) and Palo Alto Advanced Development group (PAAD). The PJB project started in May 1998, and the PJB-100 product shipped in November 1999.

The PJB is a portable music player built around a small disk drive. A 30 GByte PJB will hold 550 hours of CD-quality audio. The battery lasts 10 to 11 hours on a single charge. The player weighs 9.5 ounces and can fit your jacket pocket. The audio quality is generally regarded as excellent, and the user interface is remarkably easy to learn and use. A 20 GByte PJB currently sells for around \$550; the 6 GByte version is under \$500.

Stereo Review's Sound & Vision magazine said:

In my 20 years of covering audio and video equipment, I can count on the fingers of one hand those products that gave me a spine-tingling "this changes everything" feeling. Now I can add the PJB-100 to the list.

The PJB is being shipped as a product by our partner, HanGo Electronics (dba Remote Solutions). You can see their product specifications on their web site. You can also read several product reviews.

http://research.compaq.com/SRC/pjb/

4/30/2004



You can try out our <u>Java emulation of the PJB User Interface</u>. Or, of course, you could just buy a real one: try <u>Hammacher-Schlemmer</u> (U.S. mail and web order catalog), <u>MP3FactoryDirect</u> (U.S. distributor), or Uhu (European distributor).

For a slightly more detailed description of the PJB, see our <u>PowerPoint presentation</u> about it.

For information about the research project that created the PJB, please contact <u>Andrew Birrell</u>, <u>Dave</u> Redell, or Ted Wobber.

Opening up the covers, you'll find that the PJB is a fairly powerful special-purpose computer. It contains a Motorola 56309 digital signal processor (DSP), a 6.5 GByte hard disk, 12 MB of memory, 1 MB of flash memory, a USB port, a high quality digital-toanalog converter, and a small LCD display. We currently use MPEG-2 layer-3 encoding technology (MP3) from Fraunhofer IIS to store compressed CDquality digital audio on the hard disk. This results in a 11:1 size reduction over raw digital audio with little noticeable difference in sound quality (even when you play it over your home stereo). Because the PJB uses flash ROM and a general-purpose DSP, it's quite easy to upgrade it to use other compression algorithms, or even to use different algorithms for different tracks.

You download music into a PJB using a PC program called the Jukebox Manager. This program communicates with the PJB using a proprietary RPC protocol over the USB. It reads digital audio from a CD in a local CD-ROM drive, compresses the bit stream, and stores the result on the PJB hard disk.

http://research.compaq.com/SRC/pjb/

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The Jukebox manager can also copy MP3 files from your PC into your PJB. The Jukebox Manager creates and manages a hierarchical table-of-contents (TOC), stored on the PJB, that makes it easy to find material in the PJB. The manager makes use of the Internet CDDB database to attach names to sets (categories), disks and tracks. Using the Jukebox Manager, it's easy to create personal playlists, to adjust the set/disk/track names to suit your personal tastes, and to move or copy items around within a TOC.

## COMPAQ

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 \$300
 \$1630
 09/09/2004

THE APPLICATION IDENTIFIED ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED. THIS NOTICE OF ALLOWANCE IS NOT A GRANT OF PATENT RIGHTS. THIS APPLICATION IS SUBJECT TO WITHDRAWAL FROM ISSUE AT THE INITIATIVE OF THE OFFICE OR UPON PETITION BY THE APPLICANT. SEE 37 CFR 1.313 AND MPEP 1308.

THE ISSUE FEE AND PUBLICATION FEE (IF REQUIRED) MUST BE PAID WITHIN THREE MONTHS FROM THE MAILING DATE OF THIS NOTICE OR THIS APPLICATION SHALL BE REGARDED AS ABANDONED. THIS STATUTORY PERIOD CANNOT BE EXTENDED. SEE 35 U.S.C. 151. THE ISSUE FEE DUE INDICATED ABOVE REFLECTS A CREDIT FOR ANY PREVIOUSLY PAID ISSUE FEE APPLIED IN THIS APPLICATION. THE PTOL-85B (OR AN EQUIVALENT) MUST BE RETURNED WITHIN THIS PERIOD EVEN IF NO FEE IS DUE OR THE APPLICATION WILL BE REGARDED AS ABANDONED.

#### HOW TO REPLY TO THIS NOTICE:

I. Review the SMALL ENTITY status shown above.

If the SMALL ENTITY is shown as YES, verify your current SMALL ENTITY status:

01/05/2001

TITLE OF INVENTION: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

A. If the status is the same, pay the TOTAL FEE(S) DUE shown above.

B. If the status is changed, pay the PUBLICATION FEE (if required) and twice the amount of the ISSUE FEE shown above and notify the United States Patent and Trademark Office of the change in status. or

If the SMALL ENTITY is shown as NO:

A. Pay TOTAL FEE(S) DUE shown above, or

B. If applicant claimed SMALL ENTITY status before, or is now claiming SMALL ENTITY status, check the box below and enclose the PUBLICATION FEE and 1/2 the ISSUE FEE shown above.

017002022500

 Applicant claims SMALL ENTITY status. See 37 CFR 1.27.

ll. PART B - FEE(S) TRANSMITTAL should be completed and returned to the United States Patent and Trademark Office (USPTO) with Your ISSUE FEE and PUBLICATION FEE (if required). Even if the fee(s) have already been paid, Part B - Fee(s) Transmittal should be completed and returned. If you are charging the fee(s) to your deposit account, section "4b" of Part B - Fee(s) Transmittal should be completed and an extra copy of the form should be submitted.

II. All communications regarding this application must give the application number. Please direct all communications prior to issuance to Mail Stop ISSUE FEE unless advised to the contrary.

IMPORTANT REMINDER: Utility patents issuing on applications filed on or after Dec. 12, 1980 may require payment of maintenance fees. It is patentee's responsibility to ensure timely payment of maintenance fees when due.

Page 1 of 3

CL 000235

PTOL-85 (Rev. 11/03) Approved for use through 04/30/2004.

#### PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), to: Mail Mail Stop ISSUE FEE Commissioner for Patents P.O. Box 1450 Alexandria, Virginia 22313-1450 NSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 4 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications. aintenance or research of the conference of the Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission. 7590 06/09/2004 o8791 BLAKELY SOKOLOFF TAYLOR & ZAFMAN Certificate of Mailing or Transmission I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being facsimile transmitted to the USFTO, on the date indicated below. 12400 WILSHIRE BOULEVARD, SEVENTH FLOOR LOS ANGELES, CA 90025 (Signatus ATTORNEY DOCKET NO. CONFIRMATION NO. APPLICATION NO. FILING DATE FIRST NAMED INVENTOR 017002022500 01/05/2001 Ron Goodman TITLE OF INVENTION: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA DATE DUE SMALL ENTITY ISSUE FEE PUBLICATION FEE TOTAL FEE(S) DUE APPLN. TYPE 09/09/2004 \$1630 nonprovisional \$1330 \$300 ART UNIT CLASS-SUBCLASS EXAMINER RONES CHARLES 2175 707-104100 I. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363). 2. For printing on the patent front page, list (1) the names of up to 3 registered patent attorneys or agents OR, alternatively, (2) the name of a single firm (having as a member a registered attorney or O Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached. agent) and the names of up to 2 registered patent O "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-02 or more recent) attached. Use of a Customer attorneys or agents. If no name is listed, no name Number is required. 3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type) PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. Inclusion of assignee data is only appropriate when an assignment has been previously submitted to the USPTO or is being submitted under separate cover. Completion of this form is NOT a substitute for filling an assignment. (A) NAME OF ASSIGNEE (B) RESIDENCE: (CITY and STATE OR COUNTRY) Please check the appropriate assignee category or categories (will not be printed on the patent); ☐ individual ☐ corporation or other private group entity ☐ government 4. The following fee(s) are enclosed: 4b. Payment of Fee(s): O lasue Fee A check in the amount of the fee(s) is enclosed. O Publication Fee ☐ Payment by credit card. Form PTO-2038 is attached. O Advance Order - # of Copies O The Director is hereby authorized by charge the required fee(s), or credit any overpayment, to Deposit Account Number (enclose an extra copy of this form). Director for Patents is requested to apply the Issue Fee and Publication Fee (if any) or to re-apply any previously paid issue fee to the application identified above. (Authorized Signature) (Date) NOTE: The Issue Fee and Publication Fee (if required) will not be accepted from anyone other than the applicant; a registered attorney or agent; or the assignee or other party in material as shown by the records of the United States Patent and Trademark Office. This collection of information is required by 37 CFR 1311. 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 33 U.S.C. 122 and 37 CFR 1.14. This collection is stimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual rate. Any comments on the amount of time you require to complete this form and/or regressions for reducing this burden, should be sent to the Chief Information Officer, U.S. and Trademark Office, U.S. Department of Commerce, Alexandria, Virginia 2011-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO Commissioner for Patents, Alexandria, Virginia 22313-1450.

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PTOL-85 (Rev. 11/03) Approved for use through 04/30/2004.

OMB 0651-0033 U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE



#### UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Trademark Office Address: COMMISSIONER FOR PATENTS P.O. Boz. 1450 Alexadria, Vignia 22113-1450

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.		
09/755,723	01/05/2001	Run Goodman	017002022500	3728 ,		
	1590 06/09/2004	•	EXAM	IINER		
DI AVELY SOL	OLOFF TAYLOR & BOULEVARD, SEVE	RONES, CHARLES				
LOS ANGELES,	CA 90025	IVIII I LOOK	ART UNIT	PAPER NUMBER		
INS VIOLEDON			2175			

DATE MAILED: 06/09/2004

## Determination of Patent Term Adjustment under 35 U.S.C. 154 (b) (application filed on or after May 29, 2000)

The Patent Term Adjustment to date is 303 day(s). If the issue fee is paid on the date that is three months after the mailing date of this notice and the patent issues on the Tuesday before the date that is 28 weeks (six and a half months) after the mailing date of this notice, the Patent Term Adjustment will be 303 day(s).

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.

Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR).system (http://pair.uspto.gov).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (703) 305-1383. Questions relating to issue and publication fee payments should be directed to the Customer Service Center of the Office of Patent Publication at (703) 305-8283.

Page 3 of 3

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Thereby revoke all previous powers of attorney	given in the abov	e-identified	application	١.	·		
A Power of Attorney is submitted herewith							
OR  X I hereby appoint the practitioners associate	ed with the Cust	omer Numb	per:		10032		
X Please change the correspondence addre	ss for the above	-identified a	application	to:			
X The address associated with Customer Number:	4003	2					•
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Applicant/Inventor.							€.
Assignee of record of the entire interest. Statement under 37 CFR 3.73(b) is enclos		B/96)					
SIGNATURE of	Applicant or Ass	signee of Re	cord				•

This collection of Information is required by 37 CFR 1.38. 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 1.14. 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 Ciffort 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.

Telephone

emors or assignees of record of the entire interest or their representative(s) are required. Submit multiple forms if more than one

(408) 428-6600

Name

Signature Date

X Total of

Chon Hock Leow

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PTO/SB/98 (08-03)
Approved for use through 07/31/2008, OMB 0851-0031
U.S. Patent and Trademant Office; U.S. DEPARTMENT OF COMMERCE RADEMARY ork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OAIB control number. STATEMENT UNDER 37 CFR 3.73(b) Applicant/Patent Owner: CREATIVE TECHNOLOGY LTD. Application No./Patent No.: 09/755,723 Filed/Issue Date: Entitled: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA CREATIVE TECHNOLOGY LTD. a CORPORATION (Type of Assignee, e.g., corporation, partnership, university, government agency, etc.) (Name of Assigned) states that it is: 1.  $\boxed{X}$  the assignee of the entire right, title, and interest; or The extent (by, percentage) of its ownership interest is in the patent application/patent identified above by virtue of either. A. [X] An assignment from the inventor(s) of the patent application/patent identified above. The essignment was recorded in the United States Patent and Trademark Office at Reel/Frame 011788/0174\_, or for which a copy thereof is attached. OR B. [ ] A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as shown below: 1. From: The document was recorded in the United States Patent and Trademark Office at or for which a copy thereof is attached. Reel Frame The document was recorded in the United States Patent and Trademark Office at , or for which a copy thereof is attached. . Frame 3. From To: The document was recorded in the United States Patent and Trademark Office at , or for which a copy thereof is attached. \_, Frame \_ [ ] Additional documents in the chain of title are listed on a supplemental sheet. Copies of assignments or other documents in the chain of title are attached. (NOTE: A separate copy (i.e., the original assignment document or a true copy of the original document) must be submitted to Assignment Division in accordance with 37 CFR Part 3, if the assignment is to be recorded in the records of the USPTO. See MPEP 302.08] The undersigned (whose title is supplied below) is authorized to act on behalf of the assignee. **CHON HOCK LEOW** Typed or printed name Date

١.

This collection of information is required by 37 CFR 3.73(b). 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 1.14. This collection is estimated to take 12 minutes to complete, including setbering, preparing, and submitting the completed application form to the USPTO. Time will very depending upon the individual case. Any comments on the amount of time you require to complete this form endor suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Petent 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.

Signature

CHIEF TECHNOLOGY OFFICER Title

(408) 428-6600

Telephone number

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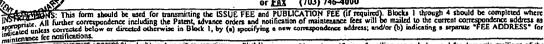
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PART B - FEE(S) TRANSMITTAL

d this form, together with applicable fee(s), to: MBH Mail Stop ISSUE FEE
Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450

(703) 746-4000

PUBLICATION FEE



06/09/2004

BLAKELY SOKOLOFF TAYLOR & ZAFMAN 12400 WILSHIRE BOULEVARD, SEVENTH FLOOR LOS ANGELES, CA 90025

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Certificate of Mailing or Transmission.

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addressed to the Mail Stop ISSUE FEE address above, or being facsimile
transmitted to the USPTO, on the date indicated below.

Cynthia K.	Dawn	(Depositor's name)
sistems	K. Dawn	(Signature)
August 12,	2004	(Date)

TOTAL FEE(S) DUE

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ΑT	ORNEY DOCKET NO.	CONFIRMATION NO.
09/755,723	01/05/2001	Ron Goodman	7	017002022500	3728

TITLE OF INVENTION: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

ISSUE FEE

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O "Fee Address" indica PTO/SB/47; Rev 03-02 Number is regulred.	ulion (or "Fee Address" Indica or more recent) attached. Us			or agents. If no name is list		
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a. The following fee(s) as	re enclosed:	4b. P	Payment of	Fee(s):		
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Publication Fcc		Q	Payment t	ry credit card. Form PTO-203	8 is attached.	
Q Advance Order - # c	Copies	B	The Directory	tor is hereby authorized by ount Number	charge the required fee(s), o	r credit any overpayment, to copy of this form).
Director for Patents is requ	ested to apply the Issue Fee	and Publication Fee (i	fany) or to	re-apply any previously paid	issue fee to the application ic	lentified above.
(Authorized Signature)	March Reg. No.	(Date) Aug	. 12,	2004		
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This collection of information is required by 37 CFR 1.311. The information is required to obtain or retain a benefit by the public which is to file (and by the USFTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is stimuted to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USFTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form adviated taggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, Alexandria, Virginia 23313-1430. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS.

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OMB 0651-0033 U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE



Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

By: Cynthia K. Dawn

Typed Name: Cynthia K. Dawn

Express Mail Label No.: EV347886201US

Date of Deposit: August 12, 2004



#### UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Tradamark Office
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P. Bes 1430
Alexandria, Virginia 72313-1430
www.naph.gov

APPLICATION NUMBER

FILING OR 371 (c) DATE

FIRST NAMED APPLICANT

ATTY, DOCKET NO./TITLE

09/755,723

01/05/2001

Ron Goodman

017002022500

BLAKELY SOKOLOFF TAYLOR & ZAFMAN 12400 WILSHIRE BOULEVARD SEVENTH FLOOR LOS ANGELES, CA 90025-1030

CONFIRMATION NO. 3728 

Date Mailed: 08/16/2004

### NOTICE REGARDING CHANGE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 07/12/2004.

• The Power of Attorney to you in this application has been revoked by the assignee who has intervened as provided by 37 CFR 3.71. Future correspondence will be mailed to the new address of record(37 CFR 1.33).

LIMBLY CARLOS OPPD 1.

OFFICE COPY



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#### UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Trademark Office Address COMMISSIONER FOR PATENTS FO. Box 1430 Alexandria, Viginia 7221)-1139

APPLICATION NUMBER

FILING OR 371 (c) DATE

FIRST NAMED APPLICANT

ATTY. DOCKET NO./TITLE

09/755,723

CREATIVE LABS, INC. LEGAL DEPARTMENT

1901 MCCARTHY BLVD MILPITAS, CA 95035

01/05/2001

Ron Goodman

017002022500

**CONFIRMATION NO. 3728** 

\*OC00000013550969\*

Date Mailed: 08/16/2004

#### NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 07/12/2004.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

mothy Caldwell OPPD ()-

OFFICE COPY



#### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

ANSWEDY certify that this correspondence is being deposited with the United States Postal Service as Express Mail No. ER886552274US with sufficient postage in an envelope addressed to the Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

July 9, 2004 Date of Deposit

Cynthia K, Dawn
Name of Person Mailing Correspondence

Cynthia Daws

Application No.: 09/755,723

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY **METADATA** 

Applicant:

Ron Goodman

Filed:

January 5, 2001

TC/A.U.

2175

Examiner:

Rones, Charles

Docket No .:

6407P212 40032

Customer No.:

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Match and Return

#### AMENDMENT AND PETITION UNDER 37 C.F.R. § 1.48(c) TO CORRECT INVENTORSHIP

Dear Sir:

The undersigned hereby respectfully requests and petitions that the above-referenced application be amended under 37 C.F.R. § 1.48(c) to correct inventorship of the application.

The application was filed on January 5, 2001 naming the following persons as inventors of the application: of the present patent application:

- Ron Goodman, a citizen of the United States, residing at 226 Jeter Street, Santa Cruz, CA 95060; and
- (2) Howard N. Egan, a citizen of the United States, residing at 219 Elinor Street, Capitola, CA 95010.

Please correct and amend the present patent application so that David Bristow, a citizen of the United Kingdom, residing at 5988 NE Tolo Road, Bainbridge Island, WA 98110 is additionally named as a joint inventor of the present patent application.

It is respectfully submitted that the amendment is necessitated by amendment of the claims and that the error in inventorship of the present patent application was made without any deceptive intent by anyone, including the actual inventors.

Enclosed with this Amendment and Petition are the following documents:

- (1) a verified Statement of Facts by David Bristow stating that the addition in inventorship of the present patent application is necessitated by amendment of the claims and that the inventorship error occurred without any deceptive intent on his part;
  - (2) an executed Declaration/Power of Attorney indicating all inventors; and
- (3) an Assent of Assignee for Correction of Inventorship with a copy of the previously recorded Notice of Recordation of Assignment document.

The Assignment by the additional inventor, David Bristow, to be recorded in accordance with 37 C.F.R. § 1.33(1), and a check in the amount of \$40.00 to cover the recordation fee required by 37 C.F.R. § 1.21(h), are being forwarded separately to the Assignment Division.

Enclosed herewith is a check in the amount of \$130.00 in payment of the fee under 37 C.F.R. § 1.17(i) for correction of inventorship.

Respectfully submitted,

Dated: July 9, 2004

Russell N. Swerdon Reg. No. 36,943

Creative Labs, Inc. 1901 McCarthy Boulevard Milpitas, CA 95035 (408) 428-6600

09/755,723

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#### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

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Cynthia K Dawn

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Application No.: 09/755,723

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

Applicant:

Ron Goodman

Filed:

January 5, 2001

TC/A.U.

2175

Examiner:

Rones, Charles

Docket No.:

6407P212

Customer No.: 40032

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

## STATEMENT OF FACTS BY DAVID BRISTOW UNDER 37 C.F.R. § 1.48(c)

Dear Sir:

I hereby declare:

I am making this Statement of Facts under 37 C.F.R. § 1.48(c) in connection with U.S. Patent Application Serial No.09/755,723 filed January 5, 2001 (hereinafter referred to as "the present patent application").

p.7

2. My current residence and country of citizenship is as follows:

David Bristow, a citizen of the United Kingdom, residing at 5988 NE Tolo Road, Bainbridge Island, WA 98110.

- 3. The amendment in inventorship is made as necessitated by amendment of the claims. An inventorship error was made by naming only Ron Goodman and Howard N. Egan as joint inventors, rather than naming Ron Goodman, Howard N. Egan and David Bristow as joint inventors.
- 4. The inventorship error was made without any deceptive intent whatsoever on my
- It is now requested that the additional inventor David Bristow be added to the present patent application.

I declare that all statements made herein on my own knowledge are true and that all statements made on information and belief are believed to be true, and further that these statements were made with knowledge that willful false statements and the like so made are punishable by fine or imprisonment or both under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

Dated: July 2004

David Briston

09/755,723

. 5

6407P212

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Remedy Interactive From: Ron Goodman

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DECLARATION AND POWER OF ATTORNEY FOR PATENT APPLICATION (continued)			ATTORNEY DOCKET NO. 6407P212
Full Name of Invertor: Howard N. EGAN		-	Citizenship: UNITED STATES
Residence: 219 Eilnor Street, Capitola, CA 95010 USA			
Post Office Address: Same	<del></del>		
•		2004	•
Investor's Signature	Date		
Full Name of Inventor: David BRISTOW	<del> </del>	-	Chizenship: UNITED KINGDOM
Residence: 5988 NE Tolo Road, Balabridge Island, WA 98110			
Posi Office Address: Same			
	July	` 2004_	
Inventor's Signature	Date		
	.4:		
Pad Name of Inventor:		-	Citizenship:
Residence:			
Post Office Address:			· · · · · · · · · · · · · · · · · · ·
Inventor's Signature	Date		
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Pull Name of Inventor:		-	Citizenship:
Residence:			
Post Office Address:			
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Full Name of Inventor:		- ·	Ckizenship:
Residence:			· · · · · · · · · · · · · · · · · · ·
Post Diffice Address:			
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Full Name of Inventor:		_	Citizenship:
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Mr. O. S. D. D.		PA	TENT APPLICATI				
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oreign Application(s) and/or hereby claim foreign priority l ave also identified below any !	Claim of Foreign benefits under T foreign applicable	itle 35, United States C on for parent or levento	ode Section 119 of any fi r(s) certificate baving a fil	oreign application(s) fi ing data before that of	br patent or inventor the application on w	(s) certificate listed which priority is stai	pejow
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			<u> </u>		YES:	NO:	
revisional Application hereby claim the benefit under	Title 35, United	States Code Section 1	19(c) of any United States	provisional applicatio	m(s) listed below:	•	
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POWER OF ATTORNEY: As a named inventor, I bereby to prosecute this application as	appoint the pract	nitioners associated within the Patent and	h Customer No. 40032 a Trademark Office comec	ed therewith.	with full power of s	abstitution and sev	ocation,
Sand Correspondence to:				Direct 7	relephone Calls To:		
P. Prencuis de Villers							
Customer No. 48032					N. Swerdon		,
Creative Labra, Inc.				(408) 42	28-6600		
1901 McCarthy Bealevard Milpitts, CA 95035							
Milipitus, CA 95035 bereby deciare that all statement there statements were use 1001 of Title 18 of the United							; and fu uder So
Full Name of Inventor: Ron					whip: UNITED ST		
Residence: 726 Jeter Street		USA 25060			<u>.                                    </u>		
Fox Office Address: Same							
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Inventor's Signature			July Date				
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DECLARATION AND POWER OF ATTORNEY FOR PATENT APPLICATION (continued)		ATTORNEY DOCKET NO. 64077212
		Citizenship: UNITED STATES
itto reserve	<del></del>	Consequents: MAINTENSTAIRS
Residence: 219 Ritner Street, Capitola, CA 95010 USA		
Per Office Address: Same		
1/12	July 7 2004	
Inventor's Signature	Date	
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Fell Name of Inventor: David BRISTOW	· · ·	Chizenship: UNITED KINGDOM
Residence: 5988 NE Tolo Road, Bainbridge Island, WA 98110		
Post Office Address: Sarpa		<u> </u>
	Inty 2004	
Inventor's Signature	July 2004 Data	
Full Name of Inventor:		Citizenship:
Residence:	<del></del>	·
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Full Name of Lavering:		Citizenship:
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DECLARATION AND POWER OF ATTORNEY FOR FATENT APPLICATION (continued)			ATTORNEY DOCKET NO. 64117P212
yell Name of Inventor: Howard N. P.CAN			Citizenship: UNITED STATES
Reddence: 219 Filmer Street, Canhola, CA 95010 USA			
Past Office Address: Sotar			
Investor's Structure	July Date	2404	
Fed Name of laventer: David BRISTOW			Citizenship: UNITED KINCDOM
Reddence: 5988 NF, Tolo Houd, Baimbridge Icland, WA 98110			
Post Office Address: Stame	July 70	2004	
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Fall Name of Inventor:	<u></u>		Citizenship:
Residence:	·		
Post Office Address:			
·			
laventor's Signature	Date		•
Fell Name of Inventor:			Clateraship:
			Caucasip.
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Yell Name of Inventor:			Clitzruship:
Residence:			
Post Office Address:			
lavendor's Signulary	Date		
Full Name of Inventor:			Clitzenship:
Realistance:			
Post Office Address:			
lovestor's Signature	Date		

Pope 2



#### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

I hereby certify that this correspondence is being deposited with the United States Postal Service as Express Mail No. ER86652274US with sufficient postage in an envelope addressed to the Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

July 9, 2004 Date of Deposit

Cynthia K. Dawn
Name of Person Mailing Correspondence

Cynthia K. Da

Application No.: 09/755,723

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY **METADATA** 

Applicant:

Ron Goodman

Filed:

January 5, 2001

TC/A.U.

2175

Examiner:

Rones, Charles

Docket No.:

6407P212

Customer No.:

40032

**Commissioner for Patents** P.O. Box 1450 Alexandria, VA 22313-1450

#### ASSENT OF ASSIGNEE UNDER 37 C.F.R. § 3.73(b) FOR CORRECTION OF INVENTORSHIP

Dear Sir:

Attached please find a copy of the Recordation of Assignment document that is currently on file with the U.S. Patent and Trademark Office concerning the above noted application. The Assignment document is being submitted to provide evidence of chain of title for this application.

07/14/2004 SMINRSS1 00000096 09755723

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Assignee, CREATIVE TECHNOLOGY LTD., a Singapore corporation having a place of business at 31 International Business Park, Creative Resource, Singapore 609921, Republic of Singapore, does hereby assent to the correction of inventorship, the petition for which is filed herewith, which seeks to add David Bristow as an additional inventor in the above-referenced application. The undersigned of Creative Technology Ltd. does hereby declare, under penalty of perjury, that he is authorized by Creative Technology Ltd. to make this Assent of Assignee for Correction of Inventorship.

2

Respectfully submitted,

Dated: 7/6/\_\_\_, 2004

Chon Hock Leow Chief Technology Officer

09/755,723

6407P212





UNITED STATES DEPARTMENT OF COMMERCE Patent and Trademark Office ASSITANT SECRETARY AND COMMISSIONER OF PATENTS AND TRADEMARKS Washington, D.C. 20231

TOWNSEND AND TOWNSEND AND CREW LLP
CHARLES E. KRUEGER
TWO EMBARCADERO CENTER, EIGHTH FLOOR
SAN FRANCISCO, CALIFORNIA 94111

GE Stantov 1017171812. 6 (7002 022 500US

UNITED STATES PATENT AND TRADEMARK OFFICE. NOTICE OF RECORDATION OF ASSIGNMENT DOCUMENT

THE ENCLOSED DOCUMENT HAS BEEN RECORDED BY THE ASSIGNMENT DIVISION OF THE U.S. PATENT AND TRADEMARK OFFICE. A COMPLETE MICROFILM COPY IS AVAILABLE AT THE ASSIGNMENT SEARCH ROOM ON THE REEL AND FRAME NUMBER REFERENCED BELOW.

PLEASE REVIEW ALL INFORMATION CONTAINED ON THIS NOTICE. THE INFORMATION CONTAINED ON THIS RECORDATION NOTICE REFLECTS THE DATA PRESENT IN THE PATENT AND TRADEMARK ASSIGNMENT SYSTEM. IF YOU SHOULD FIND ANY ERRORS OR HAVE QUESTIONS CONCERNING THIS NOTICE, YOU MAY CONTACT THE EMPLOYEE WHOSE NAME APPEARS ON THIS NOTICE AT 703-308-9723. PLEASE SEND REQUEST FOR CORRECTION TO: U.S. PATENT AND TRADEMARK OFFICE, ASSIGNMENT DIVISION, BOX ASSIGNMENTS, CG-4, 1213 JEFFERSON DAVIS HWY, SUITE 320, WASHINGTON, D.C. 20231.

RECORDATION DATE: 04/23/2001

REEL/FRAME: 011788/0174

NUMBER OF PAGES: 4

BRIEF: , ASSIGNMENT OF ASSIGNOR'S INTEREST (SEE DOCUMENT FOR DETAILS).

ASSIGNOR:

GOODMAN, RON

DOC DATE: 03/14/2001

ASSIGNOR:

EGAN, HOWARD N.

DOC DATE: 03/22/2001

ASSIGNEE:

CREATIVE TECHNOLOGY LTD., A CORP.
OF THE REPUBLIC OF SINGAPORE
31 INTERNATIONAL BUSINESS PARK
CREATIVE RESOURCE
SINGAPORE, SINGAPORE 609921

SERIAL NUMBER: 09755723

PATENT NUMBER:

FILING DATE: 01/05/2001

ISSUE DATE:

011788/0174 PAGE 2

ALLYSON FURNELL, EXAMINER ASSIGNMENT DIVISION OFFICE OF PUBLIC RECORDS

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

#### ASSIGNMENT OF PATENT APPLICATION

WHEREAS, RON GOODMAN, of 226 Jeter Street, Santa Cruz, CA 95060; HOWARD N. EGAN, of 219 Elinor Street, Capitola, CA 95010; hereinafter referred to as "Assignors," are the inventors of the invention described and set forth in the below-identified application for United States Letters Patent:

Title of Invention:

AUTOMATIC HIERARCHICAL CATEGORIZATION OF

MUSIC BY METADATA

Date(s) of Execution:

Filing Date:

January 5, 200 I

Application No.:

09/755,723; and

WHEREAS, CREATIVE TECHNOLOGY LTD., located at 31 International Business Park, Creative Resource, Singapore, 609921, hereinafter referred to as "ASSIGNEE," is desirous of acquiring ASSIGNORS' interest in the said invention and application and in any U.S. Letters Patent which may be granted on the same:

NOW, THEREFORE, TO ALL WHOM IT MAY CONCERN: Be it known that, for good and valuable consideration, receipt of which is hereby acknowledged by Assignors, Assignors have sold, assigned and transferred, and by these presents do sell, assign and transfer unto the said Assignees, and Assignees' successors and assigns, all their right, title and interest in and to the said invention and application, and in and to any Letters Patent which may hereafter be granted on the same in the United States, the said interest to be held and enjoyed by said Assignees as fully and exclusively as it would have been held and enjoyed by said Assignors had this Assignment and transfer not been made, to the full end and term of any Letters Patent which may be granted thereon, or of any division, renewal, continuation in whole or in part, substitution, conversion, reissue, prolongation or extension thereof.

Assignors further agree that they will, without charge to Assignee, but at Assignee's expense, cooperate with Assignee in the prosecution of said application and/or applications, execute, verify, acknowledge and deliver all such further papers, including applications for Letters Patent and for the reissue thereof, and instruments of assignment and transfer thereof, and will perform such other acts as Assignee lawfully may request, to obtain or maintain Letters Patent for said invention and improvement, and to vest title thereto in Assignee, or Assignee's successors and assigns.

Assignors bereby authorize and request Townsend and Townsend and Crew LLP, Two Embarcadero Center, 8th Floor, San Francisco, CA 94111-3834, to insert herein above the application number and filing date of said application when known.

IN TESTIMONY WHEREOF, Assignors have signed their names on the dates indicated.

•
Assignment Attorney Docket No.: 17002-022500US
Page 2
Dated: 3/14/2001 RON GOODMAN
STATE OF CALIFORNIA )
COUNTY OF ) 55.
On March 14, 2001, before me, Jacquell'ne W. Partano  personally appeared RON GOODMAN personally known to me (or proved to me on the basis of satisfactory evidence) to be the person whose name is subscribed to the within instrument, and acknowledged to me that he/she executed the same in his/her authorized capacity, and that by his/her-signature on the instrument the person, or the entity upon behalf of which the person acted, executed the instrument.
WITNESS my hand and official seal.
JACQUELINE W. BAZZANO
Commission # 113224 Notary Rubic — Collionia Scrid Cruz County My Corrin, Epires Apr 2, 2001 NOTARY PUBLIC
My Commission Expires: 4/2/2001
Dated: 3-22-2001 HOWARD N. EGAN
STATE OF CALIFORNIA )
COUNTY OF ) ss.
on March 22, 2001 , before me, Jacqueline W Buttand (Notory Public) personally appeared HOWARD N. EGAN , personally known to me (or proved to me of the basis of satisfactory evidence) to be the person whose name is subscribed to the within instrument, and acknowledged to me that he/she-executed the same in his/her authorized capacity, and that by his/her signature on the instrument the person, or the entity upon behalf of which the person acted, executed the instrument.
WITNESS my hand and official seal.
JACQUEINE W. SAZZANO Commission # 1132254 Notory Public — Collorins Sortio Cruz County My Comm. Express Acr 2, 2001 NOVARY PUBLIC
My Commission Evolves: 41.2.12001

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

PATENT

In re application of: Goodman, et al

Attorney Docket No.: 6407P212

RECEIVED

Application No.: 09/755,723

CENT Examiner: Rones, Charles L.

CENTRAL FAX CENTER

Filed: January 5, 2001

Group: 2175

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OFFICIAL

Tide: AUTOMATIC HTERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

CERTIFICATE OF FACSIMILE TRANSMISSION
I hereby certify that this correspondence is being faccinally
answered to the United States Patent and Trademark Office
GFAX. No. (703) 872-9306 on July 27, 2004.

Stemet Cynthia K. Dawn

#### Amendment After Notice of Allowance, pursuant to 37 CFR 1.312

Mail Stop Amendment Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Dear Sir:

The enclosed remarks and amendments are submitted under the provisions of 37 CFR 1.312. This amendment is filed on or before the date the issue fee is paid. Applicants respectfully request reconsideration of the captioned application in view of the following remarks and amendments. A listing of the claims commences on page 2. Remarks begin on page 6 of this paper. Formal drawings are also attached to replace several informal drawings in the drawing package previously submitted.

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#### Listing of Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

1-23. (cancelled)

of tracks stored in a computer-readable medium of a portable media player configured to present sequentially a first, second, and third display screen on the display of the media player, the plurality of tracks accessed organized according to a file hierarchy, the file hierarchy having a plurality of categories, subcategories, and items respectively in a first, second, and third level of the hierarchy, the method comprising:

selecting a category in the first display screen of the portable media player; displaying the subcategories belonging to the selected category in a listing presented in the second display screen;

selecting a subcategory in the second display screen;

displaying the items belonging to the selected subcategory in a listing presented in the third display screen; and

accessing at least one track based on a selection made in one of the display screens.

26. (previously presented) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting a subcategory in the second display screen and playing a phrality of tracks associated with the selected subcategory.

36. (previously presented) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting a subcategory and adding the tracks associated with the selected subcategory to a playlist.

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Atty Dkt No.: 6407P212

PAGE 2/12 \* BYOM AT 1/27/2014 2-57-02 BM (Partern Budlets Final \* 6VB-USDTG-FFVD-1/8 \* BMC-87/2014 \* CSD-408 4/2 8460 \* BUDATION (Improved ALA

27. (previously presented) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting an item in the third display screen and playing at least one track associated with the selected item.

26. (previously presented) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting an item in the third display screen and adding at least one track associated with the selected item to a playlist.

29. (previously presented) The method of selecting a track as recited in claim 22 wherein the accessing at least one track comprises one of playing or adding to a playlist at least one track associated with a selected one of the category, subcategory, and item.

39. (previously presented) The method of selecting a track as recited in claim.24 wherein the accessing at least one track is made after the presentation of the third display screen by reverting back to one of the second and first display screens, the second display screen presented sequentially after the third display screen.

further comprising selecting one of the items displayed in the third display screen and presenting a listing of items associated with the selected item in a fourth sequentially presented display screen.

yellowering a track as recited in claim 24 wherein the category genre is selected in the first display screen from available categories that include at least artist, album, and genre; and the subcategories listed in the second display screen comprise a listing of at least one genre type and one of the at least one genre type is selected.

33. (previously presented) The method of selecting a track as recited in claim 32 further comprising displaying in the third display screen at least one album associated with the selected genre type and selecting one of the at least one albums displayed in the

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third display screen and presenting a listing of tracks associated with the selected album in a fourth sequentially presented display screen.

(previously presented) The method of selecting a track as recited in claim 24 wherein the category artist is selected in the first display screen from available categories that include at least artist, album, and genre; the subcategories listed in the second display screen comprise a listing of names of artists and a first artist name is selected; and the items displayed in the third display screen comprises at least one album associated with the first artist name.

wherein the track is a music track, <u>accessing at least one track comprises accessing a track title</u> the item accessed in the third display screen is a track title, and the track is played in response to the access.

wherein receipt of the selection in the first display screen results in an automatic transition of the first display screen into the second display screen and receipt of the selection in the second display screen are automatic transition of the second display screen results in an automatic transition of the second display screen into the third display screen.

3/1. (new) The method of selecting a track as recited in claim 24 wherein the category selected in the first display screen is from a top level of the hierarchy.

28. (new) The method of scleeting a track as recited in claim 24 wherein the category selected in the first display screen is a category from a level at least one level below the top level of the hierarchy.

new) The method of selecting a track as recited in claim 24 wherein the plurality of categories comprise a list of artist names, the plurality of subcategories comprise a list of album names and the plurality of items comprise a list of track names.

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#### Amendments to the Drawings:

Five sheets of Replacement Drawings for Figures 9-13 are attached. These are formal drawings submitted to replace the informal drawings submitted and entered with the April 30 amendment. Inasmuch as the previously submitted informal drawings include handwritten reference numbers and grayscale sectioning that may be unsuitable for publication, applicants request entry of the formal drawings attached.

ATTACHMENT: 5 sheets of formal drawings

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#### REMARKS

The examiner had indicated the allowability of claims 24-36 in a notice of allowance mailed on June 9, 2004. As a result of the amendment filed on or about April 30, only claims 1 and 24-36 had been pending.

Applicants herewith have amended the claims to cancel claim 1. Claim 1 had previously been merely with drawn, hence the cancellation deals with mere informalities. Independent claim 24 has been amended to identify in the preamble that the plurality of tracks are accessed according to a hierarchy instead of organized according to a file hierarchy. Applicants believe that this amendment should be entered for at least the reason that it helps clarify the invention and that the amended claim with the change in only two words is allowable for the same reasons as the previously presented claim was found to be allowable by the Examiner. Further, the claim is patentable over the art of record for at least the reason that Grewe doesn't teach or suggest displaying categories or subcategories in a display screen.

Dependent claim 35 has been amended to overcome any problems as to explicit antecedent basis for the phrase "the item accessed" and hence largely deals with informalities. Dependent claims 37, 38, and 39 are new claims, all of which are dependent from independent claim 24. A claim in dependent form shall be construed to incorporate by reference all the limitations of the claim to which it refers (35 USC 112.) These claims add a further limitation to independent claim 24 and thus help clarify applicant's invention. Since the added claims are dependent claims, applicants submit that this reason alone strongly supports their entry. In particular, MPEP section 714.16 notes in pertinent part as follows:

"Where claims added by amendment under 37 CFR 1.312 are all of the form of dependant claims, some of the usual reasons for nonentry are less likely to apply."

The dependent claims depend from an allowed independent claim (claim 24) and are therefore patentable for at least the same reason as the independent claim 24. Support for the amendments may be found in the drawings, FIGS. 1,3, 7, 10-11, their associated descriptions, and throughout the specification, in particular the abstract and page 8. They

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add no new matter. The amendments to claim 35 had not been submitted previously because the lack of proper antecedent basis for the terms used had not been noticed previously. Allowed claims 24-36 had first been presented in the amendment recently filed on April 30, 2004 (in response to a restriction requirement) and thus had not been previously involved in any discussions or communications between the examiner and applicants. Applicants submit that the amendments to add dependent claims 37-39 are proper to help clarify and disclose applicant's invention.

## Conclusion

Applicants believe that entry of the amendment is proper and respectfully request that the application not be withdrawn from issue. Applicants respectfully request that the primary examiner recommend entry of the amendment as provided by the guidelines set forth in MPEP Section 714. 16(a), including the claim amendments discussed above and the entry of replacement formal drawings, FIGS. 9-13, as discussed in the drawings amendment section. Applicants believe that consideration of the matters presented herein will not require any substantial amount of additional work on the part of the Office and are needed for proper disclosure of the invention. If the Examiner believes that a telephone conference would expedite the prosecution of this application, he is invited to contact the Applicants' undersigned attorney at the telephone number set out below.

Respectfully submitted,

Russell N. Sertion Registration No. 36,943

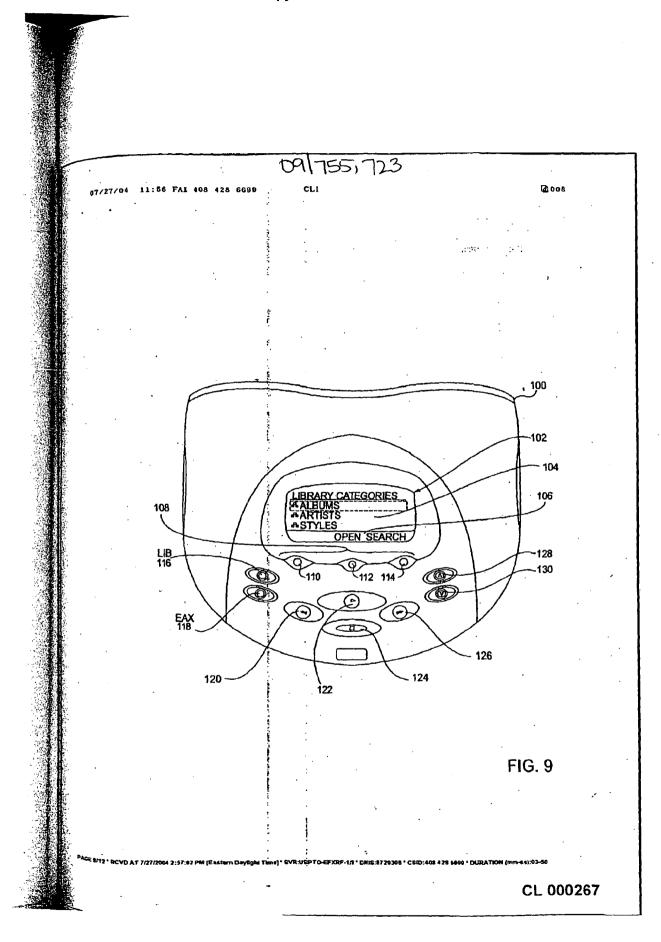
Creative Labs, Inc. 1901 McCarthy Boulevard Milpitas, CA 95035 (408) 428-6600

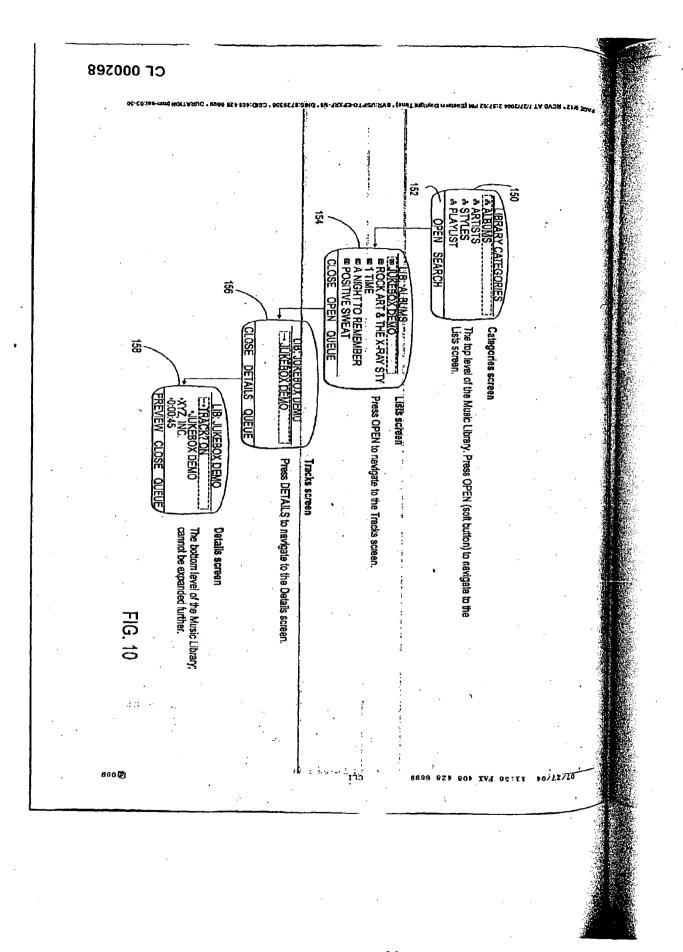
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Atty Dkt No.: 6407P212

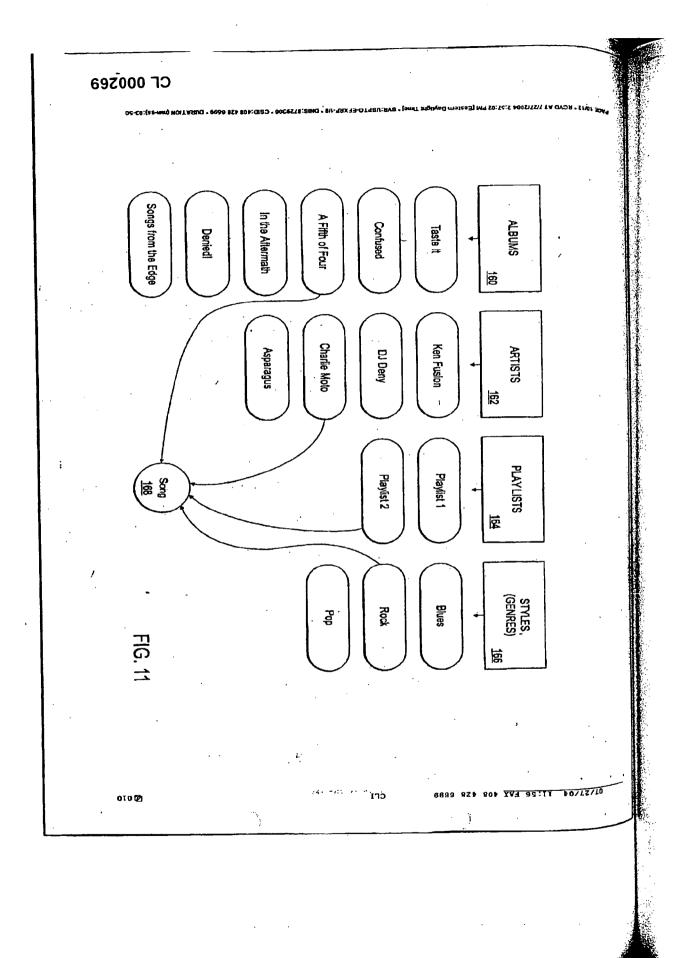
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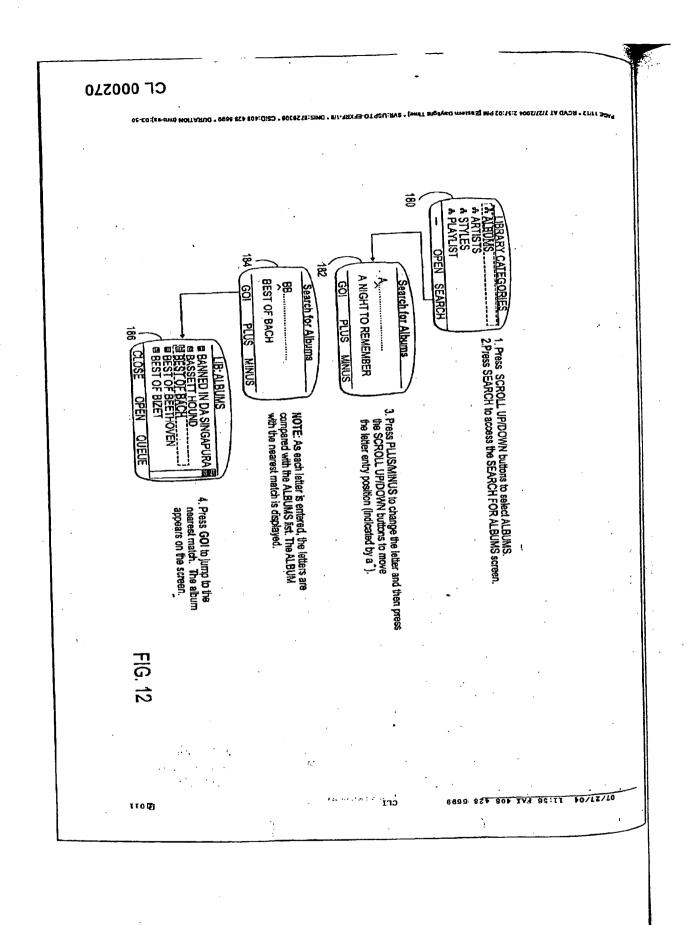
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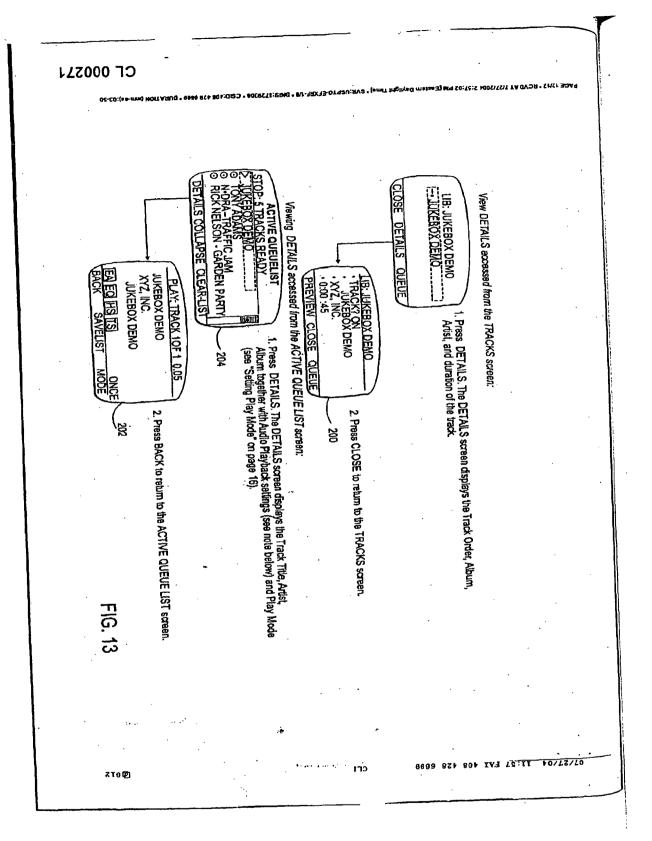




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MILPITAS, CA 95035

## United States Patent and Trademark Office

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ATTORNEY DOCKET NO. CONFIRMATION NO. APPLICATION NO. FILING DATE FIRST NAMED INVENTOR 017002022500 3728 01/05/2001 09/755,723 Ron Goodman EXAMINER CREATIVE LABS, INC. RONES, CHARLES LEGAL DEPARTMENT ART UNIT PAPER NUMBER 1901 MCCARTHY BLVD

2164 DATÉ MAILED: 02/08/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

	Application No.	Applicant(s)	
and to Pulo 312 Communication	09/755,723	GOODMAN ET AL.	
<sub>Respo</sub> nse to Rule 312 Communication	Examiner	Art Unit	
	Charles Rones	2164	
The MAILING DATE of this communication	appears on the cover shee	t with the correspondence add	dress –
g The amendment filed on July 27, 2004 under 37 CFR	1.312 has been considered, a	and has been:	
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b) 🛛 entered as directed to matters of form not affect	ing the scope of the invention		
c) disapproved because the amendment was filed			
Any amendment filed after the date the issue and the required fee to withdraw the applicat		nied by a petition under 37 CFR	1.313(c)(1)
d) disapproved. See explanation below.			
e) 🗖 entered in part. See explanation below.			
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		C. Rone	9
		Charles Rones Primary Examir Art Unit: 2164	CL 0002

Reponse to Rule 312 Communication

Product and Trademark Office POL-271 (Rev. 04-01)

Part of Paper No. 01262005



# UNITED STATES PATENT AND TRADEMARK OFFICE

United States Department of Commerce United States Patent and Trademark Office Address: COMMISSIONER FOR PATENTS F.O. Box 1450 Alexandria, Virginia 22313-1450

DATE MAILED: 03/03/2005

APPLICATION NO.	FI	LING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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CREATIVI				RONES, C	THARLES #
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MILPITAS,				2164	· · · · · · · · · · · · · · · · · · ·

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

**Notice of Allowability** 

Part of Paper No./Mail Date 03012005



## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

**PATENT** 

In re application of: Goodman, et al

Application No.: 09/755,723

Filed: January 5, 2001

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

Attorney Docket No.:

6407P212

Examiner: Rones, Charles L.

Group: 2175 .

### Declaration from Practitioner re Amendatory Material

Mail Stop Issue Fee Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

- I, Russell N. Swerdon, declare as follows:
- 1. I am the an attorney employed by Creative Labs, Inc. and am one of the attorneys of record for assignee Creative Technology Ltd. with respect to the above entitled patent application. I have reviewed the file in this matter including the application filed on or about Jan. 5, 2001, and the application entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," also filed on Jan. 5, 2001, and assigned application serial number 09/755,629. Based on my review of the records I can make the following statements either based on personal knowledge or upon information and belief.
- 2. The currently pending application, application serial number 09/755,723, incorporated by reference the application entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," also filed on Jan. 5, 2001, and assigned application serial number 09/755629.

USSN: 09/755,723

Atty Dkt No.:

- 3. On or about April 30, 2004 a substitute specification was submitted in an amendment filed with the PTO. The amendment also included new drawings, FIGS. 9-14 which were submitted rather than relying upon their previous incorporation by reference. The amendatory material as provided in the substitute specification, included FIGS. 9-14, constitutes the same material incorporated by reference in the referencing application.
- 4. I hereby declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any pagent issued thereon.

Date: 11.16.04

Signature 1/1/1/1000

Russell N. Swerdon

Respectfully submitted

Russell N. Swerdon Registration No. 36,943

Creative Labs, Inc. 1901 McCarthy Blvd. Milpitas, CA 95035 (408) 428-6600

USSN: 09/755,723

2

Any Dkt No.:

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): GOODMAN, et al

Application No.: 09/755,723

Filed: 1/5/2001

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Title: AUTOMATIC HIERARCHICATADE

CATEGORIZATION OF MUSIC BY

**METADATA** 

Attorney Docket No.: 6407P212

2175 Examiner:

Art Unit:

Charles L. RONES

Mail Stop Issue Fee
Commissioner for Patents

P.O. Box 1450 Alexandria, VA 22313-1450

## FORMAL DRAWING TRANSMITTAL LETTER

Dear Sir:

Enclosed herewith please find five sheets of formal drawings (Figs 9-13) in substitution for the identically numbered formal drawings previously submitted by fax. Applicants were informally notified that several of the formal drawings previously submitted by fax were of poor quality. Please substitute these formal drawings for the corresponding poor quality drawings previously filed.

Entry of these drawings is respectfully requested.

Dated: ///5/14

Russell N. Swerdon Reg. No. 36943

1901 McCarthy Boulevard Milpitas, CA 95035 Tel. (408) 546-6104 Fax (408) 428-6699



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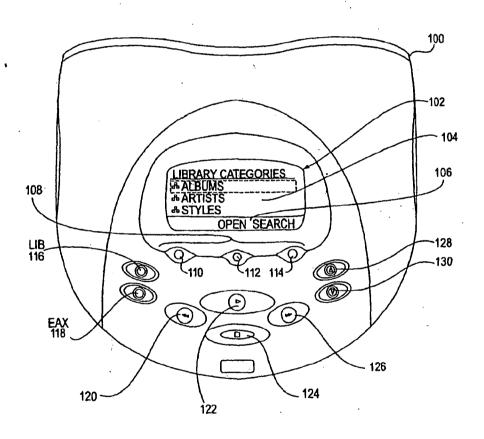
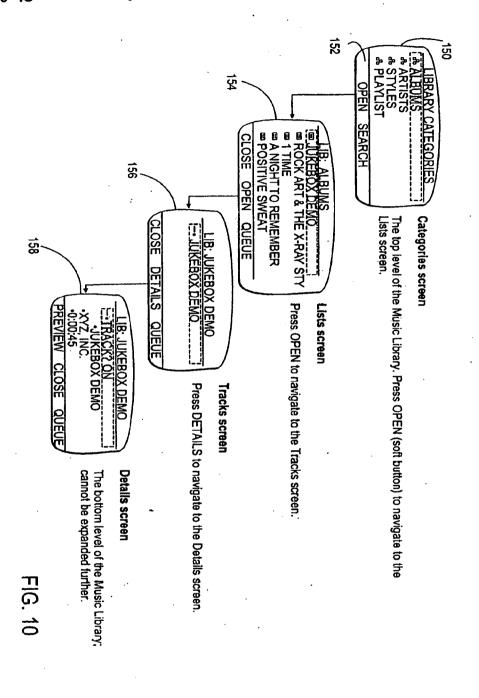
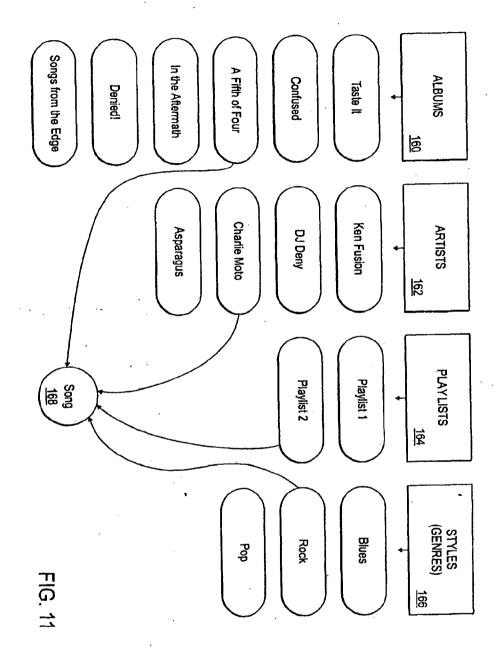
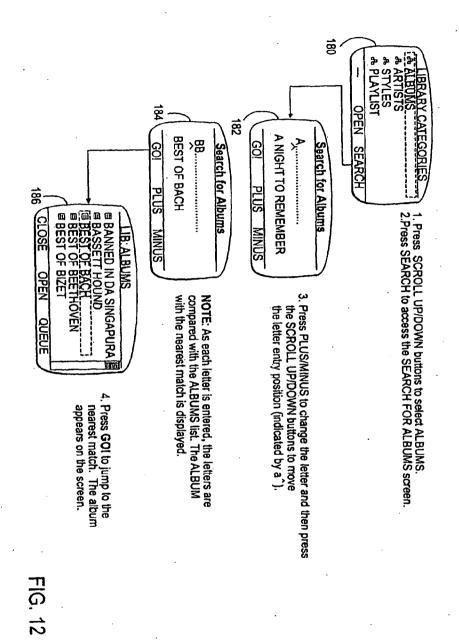


FIG. 9







11-22-04

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

PATENT

In re application of: Goodman, et al

Attorney Docket No .: 6407P212

Application No.: 09/755,723 /

Examiner: Rones, Charles L.

Filed: January 5, 2001

Group: 2175

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

Mail-Stop Issue Fee Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

## FORMAL DRAWING TRANSMITTAL LETTER

Sir:

Enclosed herewith please find 1 sheet of formal drawing(s) including FIG. 14. Please substitute this formal drawing for the informal FIG. 14 drawing, originally filed with the amendment (including substitute specification) mailed on or about April 30, 2004.

Please add this sheet to the formal drawing sheets corresponding to FIGS. 1-8 (previously approved) and the recently filed (November 16, 2004) formal drawing sheets pertaining to FIGS. 9-13.

Applicants respectfully request that the Examiner approve entry of this formal drawing. If any others of the formal drawings in the group of Figures 1-14 are not currently approved, then applicants further request that the Examiner approve entry of those drawings.

Respectfully submitted,

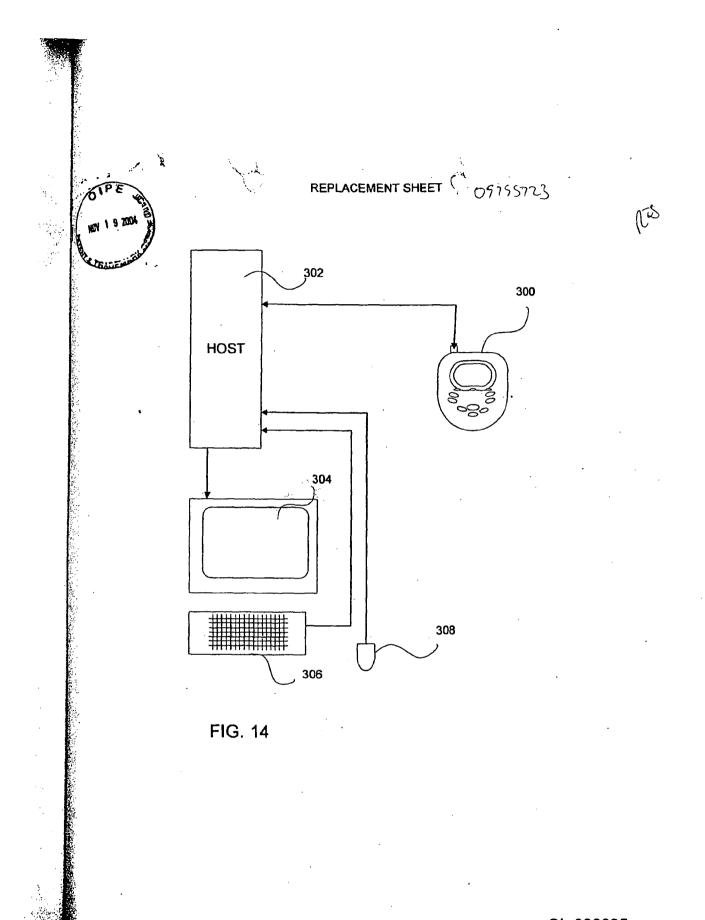
Russell N. Swerdon Registration No. 36,943

Creative Labs, Inc. 1901 McCarthy Boulevard Milpitas, CA 95035 (408) 428-6600

CERTIFICATE OF EXPRESS MAIL (37 C.F.R. § 1.10)

Express Mail No.: EV 413 048 674 US Date: 11/19/2004 I hereby certify that this paper (along with any referred to as being attached or enclosed) is being deposited with the Addressee" in an envelope addressed to Mail Stop Issue Fee, Commissioner For Patents, P.O. Box 1450, Alexandria, VA 22313-1450

Date of Deposit: 11/19/04



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## Amendments to the Drawings:

Five sheets of Replacement Drawings for Figures 9-13 are attached. These are formal drawings submitted to replace the informal drawings submitted and entered with the April 30 amendment. Inasmuch as the previously submitted informal drawings include handwritten reference numbers and grayscale sectioning that may be unsuitable for publication, applicants request entry of the formal drawings attached.

ATTACHMENT: 5 sheets of formal drawings

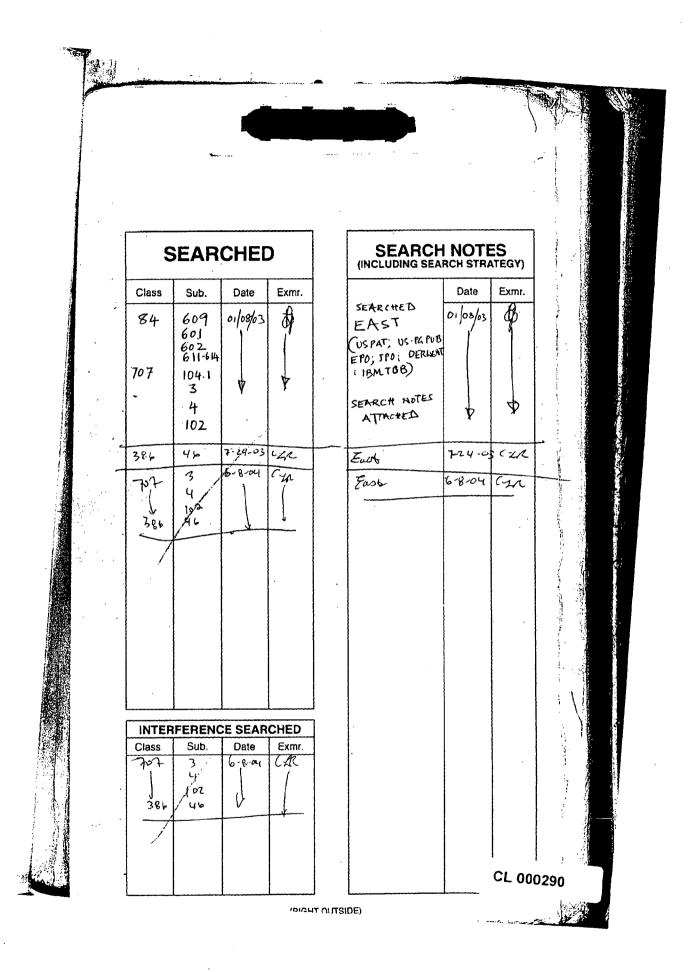
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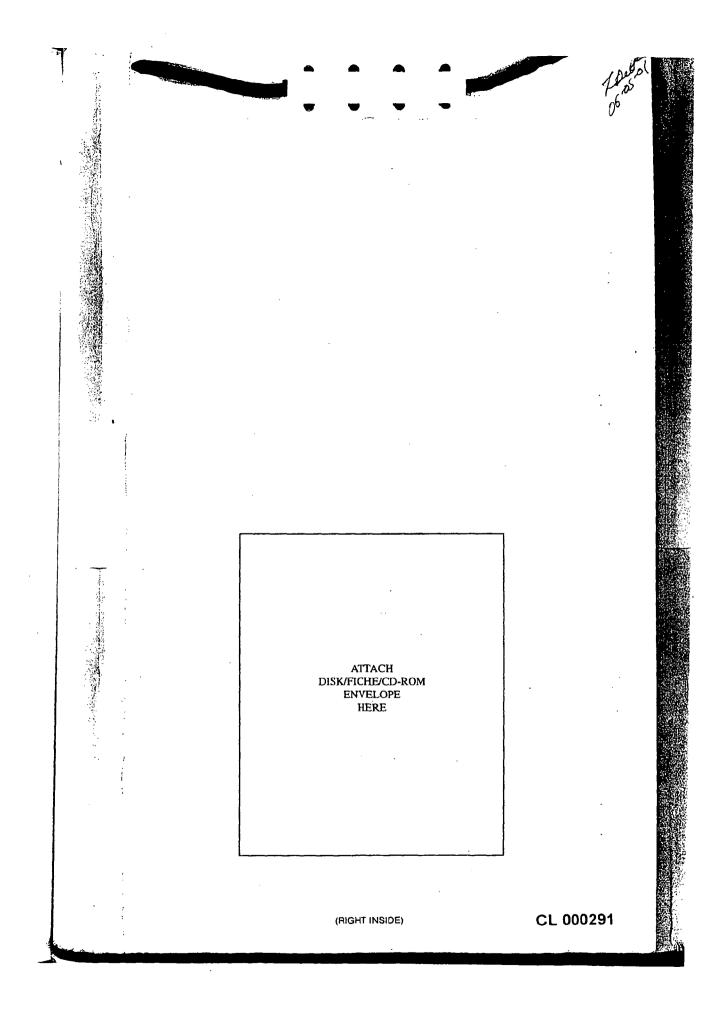
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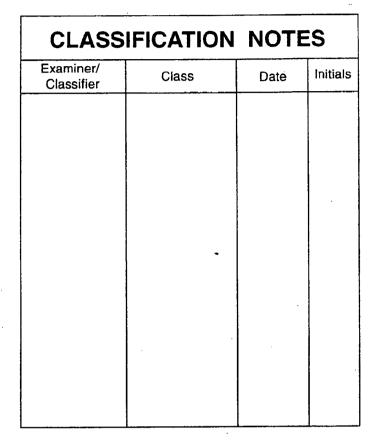
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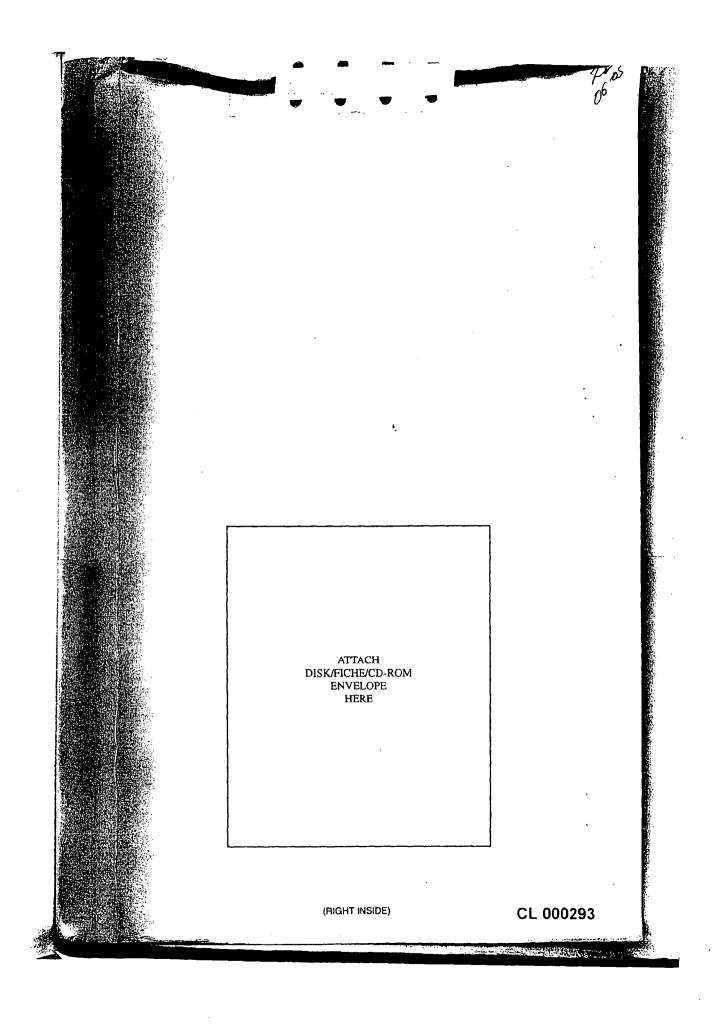
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# United States Patent (19)

[11] Patent Number:

5,616,876

**Date of Patent:** [45]

Apr. 1, 1997

### [54] SYSTEM AND METHODS FOR SELECTING MUSIC ON THE BASIS OF SUBJECTIVE CONTENT

[75] Inventor: Jonathan C. Cluts, Redmond, Wash.

Assignee: Microsoft Corporation, Redmond, Wash.

[21] Appl. No.: 424,781

Cluts

[22] Filed: Apr. 19, 1995

G10H 7/00

U.S. CL ...... 84/609; 84/477 R; 434/307 A

Field of Search ...... 84/609-614, 601, [58] 84/602, 634-638, 477 R, 478; 358/335; 273/433; 379/93, 96, 97, 100; 434/307 A

[56] References Cited

#### U.S. PATENT DOCUMENTS

5,250,745	10/1993	Tsumura	84/609	Х
5,454,723	10/1995	Horii	84/601	х
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#### OTHER PUBLICATIONS

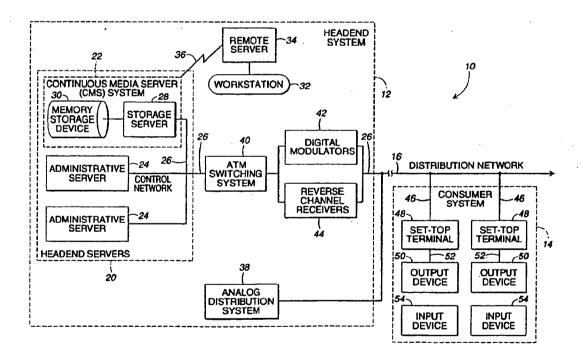
The Big Picture, "Introducing Digital Music Express", Georgia Cable TV & Communications, Apr. 1995. More Like This, "Get More of What Your're Looking For", Lexis-Nexis, 1995.

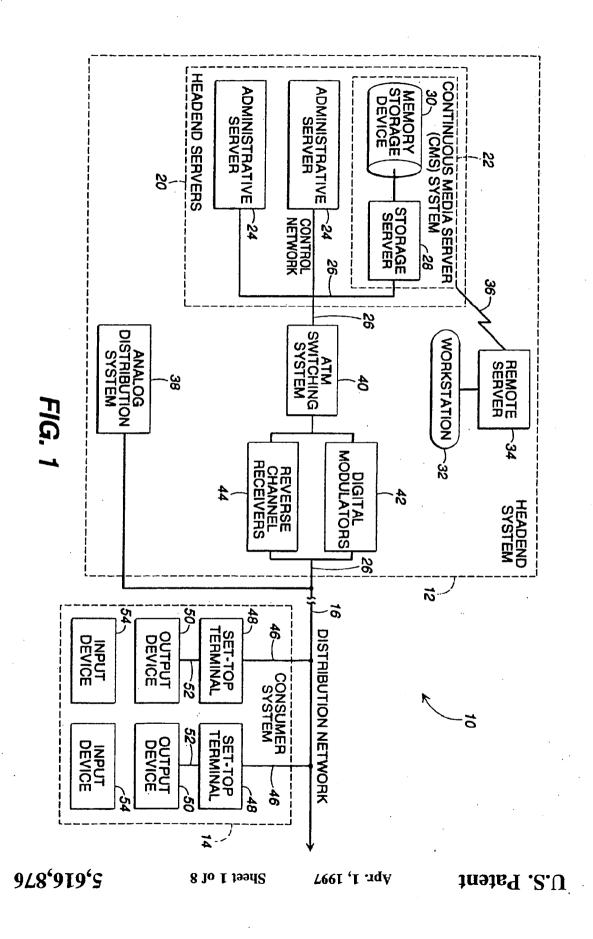
Primary Examiner-Stanley J. Witkowski Attorney, Agent, or Firm-Jones & Askew

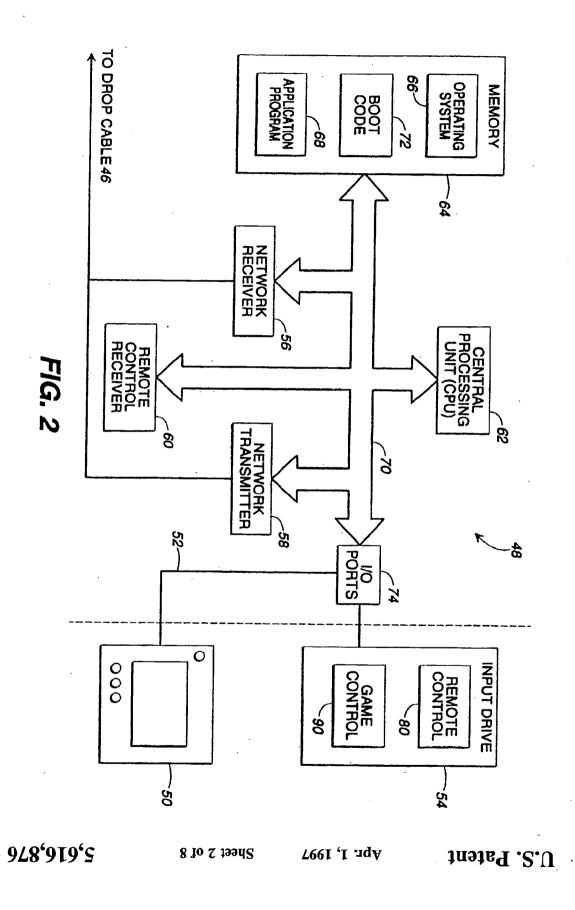
ABSTRACT

An interactive network provides music to subscribers. A "more like" function allows a subscriber to use a seed song to identify other songs that are similar to the seed song, and to add the new songs to the current playlist. The similarity between songs is based on the subjective content of the songs, as reflected in style tables prepared by editors. The subscriber may control the closeness of the match by adjusting a style slider provided by the user interface. A style equalizer employs eight faders that indicate the predominant styles of the songs in the playlist. A subscriber may use the style equalizer to see what types of songs are included in the playlist, and to adjust the mix of songs that are played from the playlist.

### 45 Claims, 8 Drawing Sheets







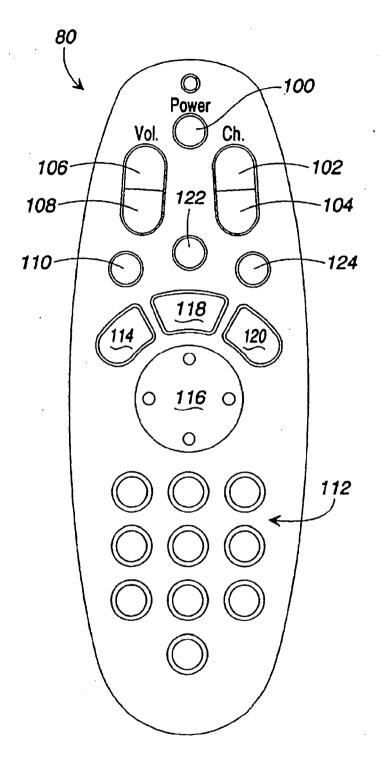
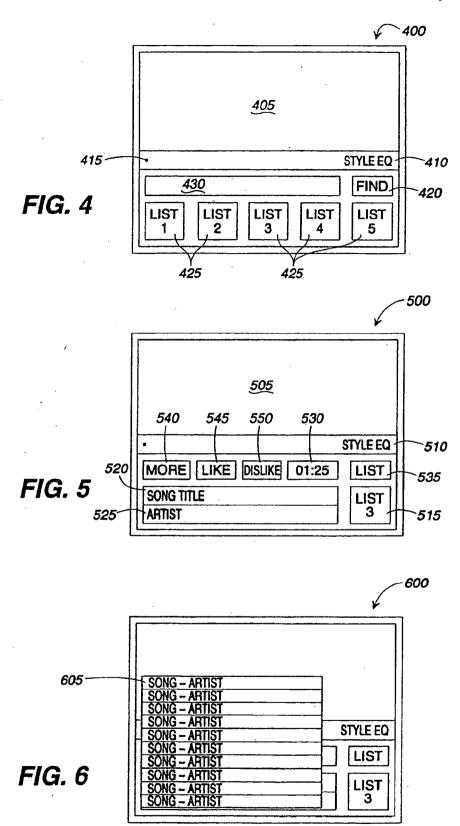


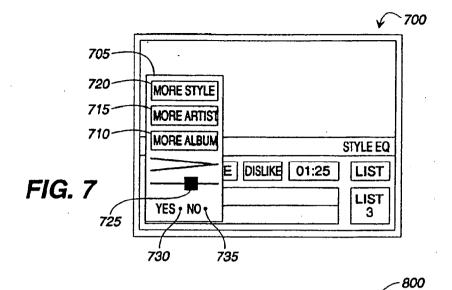
FIG. 3

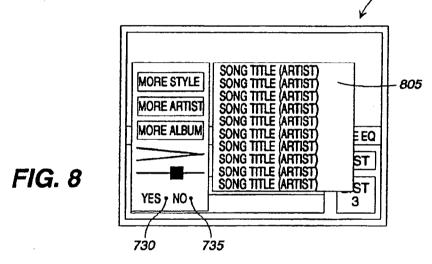
Apr. 1, 1997

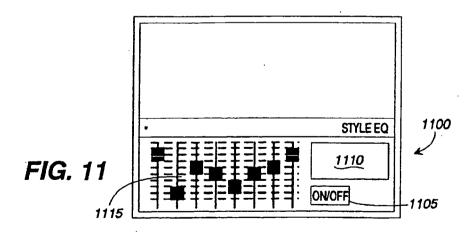


CL 000300









945

SONGS OK?

**END** 

YES

**ADD SONGS** 

TO PLAYLIST

935

NO

REJECT

**PROPOSED** 

SONGS

NO

940

TRY

**AGAIN** 

FIG. 9

YES

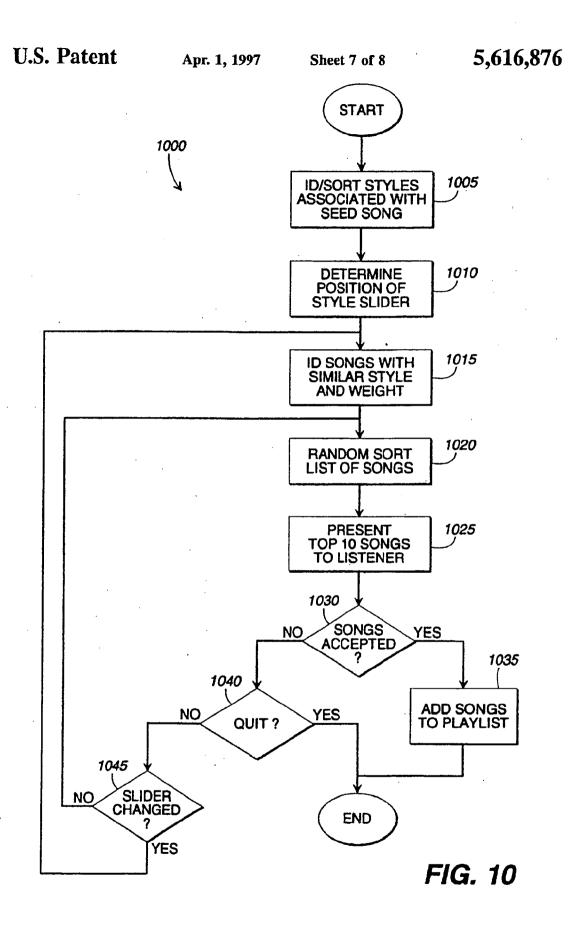
950

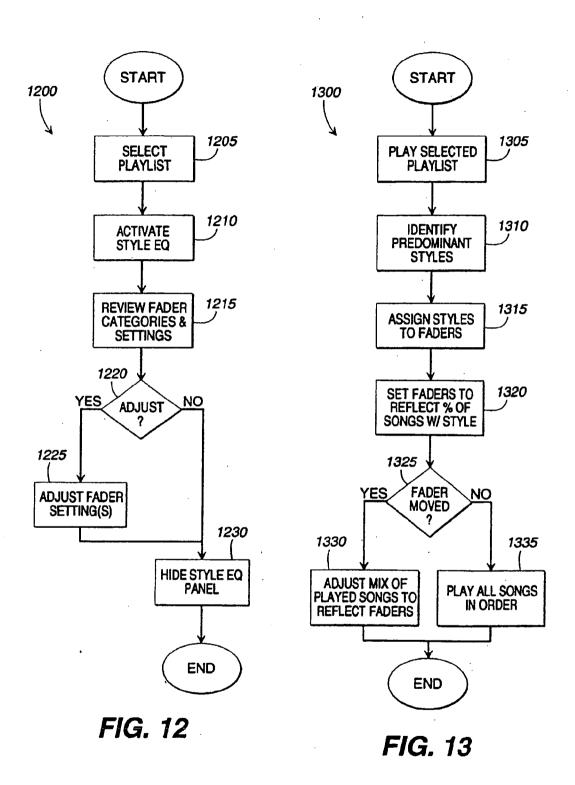
NO

CHANGE CRITERIA

YES

CL 000302





### SYSTEM AND METHODS FOR SELECTING MUSIC ON THE BASIS OF SUBJECTIVE CONTENT

#### TECHNICAL FIELD

The present invention relates to systems and methods for selecting and playing audio selections, and more particularly relates to methods for selecting and playing audio selections on the basis of their subjective content.

### BACKGROUND OF THE INVENTION

The expansion and improvement of cable television systems (sometimes referred to as community antenna television or CATV systems) have made it possible for cable companies to provide a variety of programming services to subscribers. These services typically include a multitude of television channels that are viewed on the subscriber's television. Some cable companies also provide music channels that are connected to a subscriber's stereo system through a subscriber terminal.

Although CATV systems were originally designed to distribute television signals in the "downstream" direction only (i.e., from a central "headend" location to multiple subscriber locations, which is also known as the "forward" path), the advent of pay-per-view services and of other interactive television applications has fueled the development of bidirectional or "two-way" cable systems. These two-way cable systems also provide for the transmission of signals from the subscriber locations back to the headend via an "upstream" direction or a "reverse" path.

By upgrading conventional CATV systems to increase their bandwidth, cable service providers can use the additional channels gained by this wider bandwidth network to 35 provide many new subscriber services. The ever-expanding deployment of fiber optic technology supports the implementation of an "interactive network" that allows a subscriber to obtain desirable services or programming at a time and date specified by the subscriber. Indeed, it is feasible that this interactive network will have sufficient bandwidth to supply hundreds of channels of programming information, thereby leading to an explosion of program options available to subscribers. Potential subscriber services supported by this interactive network include Movies on Demand (MOD) 45 or Video on Demand (VOD), interactive music channels, interactive computing, shopping, entertainment, and other related services.

An interactive network makes it possible for subscribers to have immediate access to vast selections of music. For example, record companies may provide catalogs of their music for subscribers to listen to via an interactive network. Similarly, various publishers may compile playlists of various styles of music (e.g., Jazz, Classical, Top 40, etc.) that will be available to subscribers via an interactive network.

When music catalogs are available via an interactive network, a subscriber must have a way to select the music he or she would like to listen to. The computers that form a part of an interactive network facilitate selection by song 60 title, artist, or album name. As in a record store, music may also be classified and searched by style (e.g., Jazz, Classical, Top 40, etc.). Thus, in an interactive network, it will be very simple for a subscriber to select a specific song.

However, unless a subscriber is familiar with a particular 65 artist or song title, there is no simple way to identify other music that the subscriber may enjoy. Because of the sub-

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jective nature of such a decision, there is no simple way for a subscriber to identify additional music that is similar to a song he or she likes. This is a significant disadvantage in an environment where a large assortment of music is readily available.

When a listener browses published playlists, the playlists are typically described by a short title, such as Jazz, Classical, Top 40, Progressive Rock, etc. When a subscriber listens to such a playlist, there is no simple way for the subscriber to get a clearer idea of the specific types of music that are included in the playlist. Similarly, there is no simple way for a subscriber to alter the mix of the songs that are played back from the playlist.

In summary, there is no simple, effective way for a subscriber to identify and select music he or she is likely to enjoy on the basis of the music's subjective content and its similarity to a song the subscriber is familiar with. Furthermore, there is no way for a user to quickly assess the mix of music included in a playlist and to alter the mix of music played from the playlist.

Therefore, there is a need in the art for a system that allows a subscriber to pick a song he or she likes and to then identify additional songs that include similar subjective content. Likewise, there is a need in the art for a system that allows a user to perceive the content of a playlist and alter the mix of songs played from the playlist.

### SUMMARY OF THE INVENTION

The present invention satisfies the above described needs by providing systems and methods for selecting and playing music based on its subjective content.

Generally described, the present invention provides a method for selecting programming information items in an interactive media distribution system that includes a server, a distribution network, an output device and an input device. The method includes storing on the server a plurality of programming information items and editorial data associated with the programming information items. An initial programming information items is played in response to a first input signal. In response to a second input signal, a list of proposed new programming information items is created on the basis of the editorial data associated with the initial programming information item and the plurality of programming information items. The list of proposed new programming information items is presented on the output device. The proposed new programming information items are then added to a playlist in response to a third input signal.

The present invention also provides a method for classifying and selecting programming information items having subjective content. A plurality of programming information items and editorial data associated with the programming information items are stored. The editorial data includes a plurality of categories and weightings associating each programming information item with the categories. An initial programming information item is selected in response to a first input signal. The setting of a matching closeness indicator is determined in response to a second input signal. The method determines matching categories for the initial programming entry. The matching categories include the categories whose weightings correspond to the position of the matching closeness indicator. The method determines matching programming information items based on the initial programming information item. The matching items include the matching categories with weightings corresponding to the setting of the matching closeness indicator. The matching items are presented to the user.

The present invention also provides a system for classifying and selecting programming information having subjective content. The system includes a data storage device containing a plurality of programming information items and editorial data associated with the programming information items, an output device for providing information to a user, an input device for receiving input from the user, and a computer associated with the data storage device. The computer is configured to play an initial programming information item in response to a first input signal. The 10 computer creates a list of proposed new programming information items on the basis of the editorial data associated with the programming information items in response to a second input signal. The list of proposed new programming information items is presented on the output device. 15 Finally, the proposed new programming information items are added to a playlist in response to a third input signal.

In another aspect, the present invention provides a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming infor- 20 mation played from the playlist. The method includes loading a playlist including a plurality of programming information items and loading editorial data associated with the programming information items. A predetermined number of indicators are displayed on the output device. Each of the 25 indicators is associated with a category from the editorial data. The indicators are positioned to indicate the portion of the plurality of programming information items corresponding to each of the categories. At least one of the indicators is adjusted in response to an input signal from an input 30 device. In response to the adjustment of one or more indicators, the method selects programming information items from the playlist such that the portions of the selected programming information items associated with each of the categories corresponds to the adjusted positions of the 35 indicators.

It is therefore an object of the present invention to provide a system for classifying and selecting information having subjective content.

It is another object of the present invention to provide a method for the context based selection of subjective material.

It is another object of the present invention to provide a method for adding items having subjective content to a group of items having similar subjective content.

It is another object of the present invention to predict, based on a listener's current choice of music, the choices from an audio content database that are most like the current choice.

It is another object of the present invention to identify other music that is similar to the music a listener is listening to

It is another object of the present invention to identify more music that is like a current musical selection.

It is another object of the present invention to identify other movies that are similar to a movie a viewer is watching.

It is another object of the present invention to display the types of music are in a playlist.

It is another object of the present invention to allow a user to alter the mix of music that is selected and played from a playlist.

It is another object of the present invention to select 65 various types of programming on the basis of its subjective content.

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### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 illustrates an interactive network system.

FIG. 2 illustrates a set top terminal, which forms a part of the interactive network system of FIG. 1.

FIG. 3 illustrates the preferred remote control unit for use with the set top terminal of FIG. 2.

FIG. 4 is illustrates the features of the initial screen display in the preferred audio on demand system.

FIG. 5 illustrates the features of the playlist screen display in the preferred audio on demand system.

FIG. 6 illustrates a list of songs provided in response to the find button on the playlist screen display of FIG. 5.

FIG. 7 illustrates the "more like" panel provided in response to the "more" button on the playlist screen display of FIG. 5.

FIG. 8 illustrates a list of songs provided by the "more like" function.

FIG. 9 is a flow diagram illustrating the steps taken by a subscriber when using the "more like" function.

FIG. 10 is a flow diagram illustrating the "more like" function as implemented in a program module running on the preferred interactive network.

FIG. 11 illustrates the features of the "style equalizer" screen display.

FIG. 12 is a flow diagram illustrating the steps taken by a subscriber when using the "style equalizer" function.

FIG. 13 is a flow diagram illustrating the "style equalizer" function as implemented in a program module running on the preferred interactive network.

# DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

The preferred embodiment of the present invention is directed to systems and methods for selecting music on the basis of its subjective content, and is implemented in an interactive network system that can deliver a variety of services, including entertainment, information, and transaction services, to consumers via an interactive broadband network. The preferred system, which is referred to as the audio on demand system, allows a subscriber to listen to songs provided by the system. The subscriber may select songs on the basis of title, artist and album. The subscriber may also select playlists, which are predetermined collections of songs The audio on demand system provides a "more like" function that identifies more music that is like the subscriber's current selection. In addition, the system includes a "style equalizer" that allows a subscriber to see the predominant styles of music included in a playlist, and to adjust the mix of music played from the playlist.

Although the preferred embodiment will be generally described in the context of an interactive television system for delivering broadcast television programs, music, and related information, those skilled in the art will recognize that the present invention also can be used to support the delivery of other forms of programming information, including radio, broadcast print, audio, games, computer software, including program modules such as application programs and operating systems, and other combinations of audio, video and/or computer software. Accordingly, it will be understood that the terms "programming information" and "programming information items" generally include information transmitted electronically to entertain, instruct, edu-

cate, or inform the recipient, as well as program modules for supporting these services.

Turning first to the nomenclature of the specification, the detailed description which follows is represented largely in terms of processes and symbolic representations of opera- 5 tions by conventional computer components, including a central processing unit (CPU), memory storage devices for the CPU, and connected pixel-oriented display devices. These operations include the manipulation of data bits by the CPU and the maintenance of these bits within data structures 10 resident in one or more of the memory storage devices. Such data structures impose a physical organization upon the collection of data bits stored within computer memory and represent specific electrical or magnetic elements. These symbolic representations are the means used by those skilled 15 in the art of computer programming and computer construction to most effectively convey teachings and discoveries to others skilled in the art.

For the purposes of this discussion, a process is generally conceived to be a sequence of computer-executed steps leading to a desired result. These steps generally require physical manipulations of physical quantities. Usually, though not necessarily, these quantities take the form of electrical, magnetic, or optical signals capable of being stored, transferred, combined, compared, or otherwise 25 manipulated. It is conventional for those skilled in the art to refer to these signals as bits, values, elements, symbols, characters, terms, numbers, records, files or the like. It should be kept in mind, however, that these and similar terms should be associated with appropriate physical quantities for computer operations, and that these terms are merely conventional labels applied to physical quantities that exist within and during operation of the computer.

It should also be understood that manipulations within the computer are often referred to in terms such as adding, comparing, moving, etc. which are often associated with manual operations performed by a human operator. It must be understood that no involvement of a human operator is necessary or even desirable in the present invention. The operations described herein are machine operations performed in conjunction with a human operator or user that interacts with the computer. The machines used for performing the operation of the present invention include general purpose digital computers or other similar computing devices.

In addition, it should be understood that the programs, processes, methods, etc. described herein are not related or limited to any particular computer or apparatus. Rather, various types of general purpose machines may be used with programs constructed in accordance with the teachings described herein. Similarly, it may prove advantageous to construct specialized apparatus to perform the method steps described herein by way of dedicated computer systems with hard-wired logic or programs stored in nonvolatile memory, such as read only memory.

Referring now the drawings, in which like numerals represent like elements throughout the several figures, the present invention and the preferred operating environments will be described.

### THE OPERATING ENVIRONMENT

A typical CATV system for the delivery of television programming to subscribers comprises three main elements: a headend, a distribution system, and subscriber drops.

The "headend" is a signal reception and processing center that collects, organizes and distributes signals. The headend

receives satellite-delivered video and audio programming, over-the-air broadcast television station signals, and network feeds delivered by terrestrial microwave and other communication systems. In addition, headends may inject local broadcast programming into the package of signals sent to subscribers, such as commercials and live programs created in a television studio.

The "distribution system" carries the signals from the headend to a number of distribution points in a community and, in turn, distributes the these signals to individual neighborhoods for delivery to subscribers. A modern distribution system typically comprises a combination of coaxial cable and optical fibers with trunk amplifiers periodically spaced to compensate for attenuation of the signals along the line.

"Subscriber drops" are taps in the distribution system that feed individual lines into subscribers' television sets or subscriber set-top terminals, often referred to as "subscriber premises equipment" or "customer premises equipment" ("CPE").

Referring to FIG. 1, an interactive network system 10 includes a headend system 12 for delivering programming information to and receiving instructions from a consumer system 14 via a "two-way" distribution network 16. The headend system 12 is the control center for collecting, organizing, and distributing the signals for all interactive network operations and the source for all programming information. The distribution network 16 transports signals carrying programming information and instructions between the headend system 12 and the consumer system 14. The distribution network 16 can include a world-wide public asynchronous transfer mode (ATM) compatible network with links to the Internet, third party service providers, and other wired and wireless communications networks. The consumer system 14 includes the equipment required for a consumer to receive programming information directly at his or her office or residence and to transmit requests and instructions to the headend system 12.

The headend system 12 can include a set of headend servers 20, including a continuous media server (CMS) system 22 and one or more administrative servers 24, to support various network functions, and a control network 26 linking these headend servers. The headend servers 20 can execute program modules, including service and application program software, to support the transmission of programming information and the reception of requests for such programming information.

It will be appreciated that the headend servers 20 are not necessarily located in one physical location, but can be linked by wired and/or wireless communications paths supplied by the control network. The control network 26 can be a local area network, a wide area network, or a combination of both types of networks. For the preferred embodiment, the control network 26 is implemented as an ATM-based network for routing digital data between the headend servers 20 and the distribution network 16.

The CMS system 22 is a server-based file storage and delivery system that can manage on-demand access to stored digitized data, such as audio and video. On-demand access of digitized data is a particularly desirable characteristic of the CMS system 22 because it allows the interactive network to support the on-demand delivery of various types of programming, such as music, movies, etc. The preferred CMS system 22 can supply digital data streams at a constant rate to numerous consumers of the consumer system 14.

The CMS system 22 includes one or more storage servers 28, which operate to retrieve and to transmit the digitized

data as required by clients of the CMS system, i.e., the equipment of the consumer system 14. The digitized data, which typically comprises programming information, is maintained on one or more memory storage devices 30 connected to the storage servers 28. Each memory storage device 30 can be implemented as a SCSI hard disk drive, an optical storage system, or any other similar mass storage media. By spreading the data management operations across a group of storage servers and memory storage devices, user load can be balanced with the limited disk, network, and input/output (I/O) resources of the headend system. This also supports fault tolerance by replicating digitized data within the CMS system 22 to survive the failure of a storage server or a memory storage device.

To support the tasks of updating or revising programming information stored on a memory storage device 30 of the CMS system 22, a computer workstation 32 and a remote server 34 can be connected to the control network 26 via a communications link 36. This communications link allows a program distributor or supplier, which typically operates at a location remote from the CMS system 22, to transmit programming information for storage by one or more of the memory storage devices 30 and eventual distribution to consumers via the headend system 12. The communications link 36 can be implemented by either a wireless or wired communications system. For example, the communications link 36 can be constructed as a microwave link or as a conventional telephone link.

The administrative servers 24 of the headend system 12 can support a variety of services and applications associated with the interactive network system 10, including network security, monitoring, object storage, financial transactions, data management, and other administrative functions. The administrative servers 24 also handle the interactive service requests or instructions transmitted via the consumer system 14 by consumers. For an application involving a large base of consumers, an administrative server 24 is preferably dedicated to a particular service or function. For example, one or more servers can handle all consumer authorization requirements, whereas other servers can handle network 40 management services, and so forth. These administrative servers preferably support the Simple Network Management Protocol (SNMP) to enable end-to-end network administration and monitoring.

The headend system 12 also can support the distribution of programming information and other services via an analog distribution system 38 that is coupled to the distribution network 16. This distribution of analog formatted signals can be handled by a separate headend system associated with a community antenna television (CATV) system. The headend of the CATV system typically supports satellite-delivered video and audio programs, over-the-air broadcast television station signals, and broadcast network signal feeds delivered by microwave and other communications systems

The distribution network 16 is a two-way communications network that connects the headend system 12 to various community distribution points of the consumer system 14 and, in turn, to individual neighborhood nodes for delivery to consumers of services supplied by the interactive 60 network system 10. The distribution network 16 comprises one or more downstream channels supporting transmissions from the headend system to the consumer system and one or more upstream channels for carrying transmissions from the consumer system to the headend system. This bidirectional 65 communications network supports delivery of programming information via the headend system 12 to each consumer

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and the delivery of requests for programming information by a consumer to the headend system 12. The distribution network 16 can be implemented by a microwave distribution system, a telephone system, coaxial cables, optical fibers, or any combination of these delivery systems. However, the preferred distribution network is implemented by a combination of hybrid optical fiber/coaxial cable (HFC) and optical fiber-to-the-curb (FTTC).

Those persons skilled in the art will appreciate that the programming information delivered over the distribution network 16 typically includes both video and audio signals. Programming information can be delivered in digital format, analog format, or a combination of both analog and digital formats. For the preferred embodiment, music-related programming is delivered as a stream of digital audio and video signals in a compressed digital data stream, which may include conventional MPEG-1 and MPEG-2 compressed video streams. Likewise, requests or instructions issued by consumers via the consumer system 14 are preferably formatted as digital signals.

The CMS system 22 and the administrative servers 24 are connected to the distribution network 16 via an ATM switching system 40. The ATM switching system 40 supports network switching requirements for delivery by the headend system 12 of digital data streams carrying multimedia content and the handling of interactive service requests from consumers.

Because the interactive network 10 is a two-way communications system, the ATM switching system 40 preferably connects to the distribution network 16 via modulation/demodulation devices. The downstream channels of the distribution network 16 can be connected to the ATM switching system 40 via digital modulators 42, whereas the reverse channels of the distribution network 16 are connected to reverse channel receivers 44.

Each consumer within a neighborhood node of the consumer system 14 is connected to the distribution network 16 via a subscriber drop cable 46, which is typically part of a local cable network administered by a multiple service operator (MSO). The drop cable 46 is typically a coaxial cable or optical fiber connected to a set-top terminal 48 or set-top box located at the consumer's location. This combination of the drop cable 46 and the set-top terminal 48 operates as a "tap" into the distribution network 16, and allows the consumer to (1) receive program modules and programming information distributed by the headend system 12 and to (2) transmit requests or instructions to the headend system 12. For example, the set-top terminal 48 can accept and convert signals carrying programming information to a format compatible for presentation by an output device 50, such as a television or a computer system. This output device 50, which can connected to the set-top terminal via a conductive path 52 such as coaxial cable, preferably includes a receiver and a display or monitor for receiving and displaying programs and program-related information. Those skilled in the art will understand that the output device 50 can be implemented as a combination of separate components, such as a receiver and a monitor, or as a single component, such as a conventional television or a general purpose computer system.

Selected operating functions of the set-top terminal 48 can be controlled by an input device 54 capable of supplying input data to the set-top terminal 48. The input device 54 can be used to transmit command signals to the set-top terminal 48 and to input character-based data, such as text, for processing by the set-top terminal 48. For example, the input

device 54 can be used to control the position of a display object presented by the output device or to enter text for conducting a service-related transaction supported by the interactive network 10. The input device 54 can be implemented as one or more devices for inputting data, including a hand held control, a keyboard, a mouse device, a game control, a joystick, a pen or stylus, a trackball, or a track pad.

For the preferred embodiment, the input device 54 is implemented as a hand held remote control unit capable of transmitting infrared signals carrying commands for controlling the operation of the set-top terminal 48. The remote control unit can include a directional keypad having distinct keys for allowing the user to control direction (up, down, left, right) and relative changes in volume or channel (increase or decrease), as well as absolute changes to channel value via a numeric key pad. The remote control unit and its functions are more fully described in conjunction with

FIG. 2 illustrates the basic components of the set-top terminal 48. The primary components of the set-top terminal 48 include a network receiver 56, a network transmitter 58, a remote control receiver 60, a central processing unit (CPU) 62, and memory 64. These components are connected by a system bus 70, which can carry control, address, and data signals. The network receiver 56 conducts tuning operations for receiving a selected channel of the interactive network 10 and decoding operations for decoding compressed digitized data supplied via the interactive network 10. For example, the set-top terminal 48 can include MPEG decoding capability for converting the compressed digitized data into standard National Television Standard Committee (NTSC) video signals for reception by a conventional television. The network transmitter 58 transmits requests for programming information and related instructions for processing by the headend system 12. The network receiver 56 and the network transmitter 58 can be connected to the distribution network 16 via the drop cable 46. The remote control receiver 60, which is preferably implemented as an infrared receiving device, can decode signals carrying the commands issued by the input device 54, such as a remote control unit 80.

The CPU 62, which is connected to the network receiver and transmitter 56 and 58, as well as to the remote control receiver 60, controls the operations of the set-top terminal 48 and supports the rendering of graphical images that form a 45 part of the user interface. The CPU 62 is typically implemented by at least one microprocessor, such as the model 80486 or the "PENTIUM" microprocessor, manufactured by Intel Corporation, Santa Clara, Calif. The CPU 62 communicates, by means of control, address, and data signals, with the remaining components of the set-top terminal 48 through the system bus 70. The CPU 62 operates in conjunction with the operating system 66 to retrieve, process, store, and display data. It will be appreciated that the processing functions of the CPU 62 may be divided among two or more 55 microprocessors to support the presentation of a graphicsintensive user interface. For example, a microprocessor may be dedicated to control operations associated with the bidirectional communications with the headend system 12, whereas another microprocessor may be dedicated to the 60 generation of graphics.

The memory 64, which is connected to the CPU 62, is useful for storing one or more program modules and data associated with set-top terminal operations. Program modules stored in the memory 64 can include operating system 65 66 and one or more application programs 68. The memory 64 can be implemented as a combination of dynamic

memory, such as random access memory (RAM), and static memory, such as read only memory (ROM).

The operating system 66 comprises a set of computer programs that control the internal functions of the set-top terminal and support the execution of other program modules, including application programs 68. The preferred operating system 66 supports a graphics-based presentation of program-related information, including control items that visually represent control functions of the operating system and other program modules. A control item or control object is any visual image that can be manipulated by the user to perform an operation. The operating system 66 can receive and interpret input data supplied by the input device 54, as received by the remote control receiver 60. As described in more detail below, a user can "select" and "activate" (or launch) control items by the use of the input device 54 in a manner similar to the computer arts.

For the preferred set-top terminal 48, the memory includes a ROM containing at least a portion of program module representing "boot code" 72 for initializing the operations of the set-top terminal 48. Upon power-up of the set-top terminal 48, the boot code 72 initiates a request for the headend system 12 to download certain program modules, including the operating system 66 and one or more application programs 68. The program modules can be stored within the memory 64 of the set-top terminal 48. This downloading process allows the headend system 12 to easily update the program modules used in set-top terminals 48 throughout the interactive network 10. For example, the application programs 68 may be maintained within the set-top terminal 48 only during actual use of the features of these programs; otherwise, these application programs are maintained at the headend system 12. Thus, it will be appreciated that the preferred set-top terminal 48 relies heavily upon data storage mechanisms located at the headend system 12 rather than within the set-top terminal 48

The set-top terminal 48 can be connected to a peripheral device via input/output (I/O) ports 74. The I/O ports 74 support the connection of the system bus 70 to a connected peripheral device. For example, the output device 50 can be connected to the I/O ports 74 via a conductor 52. Likewise, an input device 54, such as a game control 90, can be connected to the I/O ports 74. In contrast to the remote control unit 80, which communicates with the remote control receiver 60 via a wireless communications link, other types of input devices 54 are typically connected to the I/O ports 74 via a cable. Nevertheless, those skilled in the art will appreciate that input devices 54 can communicate with the set-top terminal 48 by use of either wireless or wired communications links.

Generally, when a user first powers-up a set-top terminal 48, the set-top terminal 48 contacts the headend system 12 and requests the downloading of certain program modules, including the operating system 66. In response to loading these program modules, the set-top terminal 48 enters a stand-by mode to limit power consumption and awaits a command signal initiated by a user pressing a key or button on an input device 54, such as a remote control unit 80. In this stand-by mode, the set-top terminal can communicate with the headend system and can respond to administrative requests transmitted by the headend system 12. In the event that a user tunes to an interactive channel (such as the audio on demand service), the set-top terminal 48 changes modes and enters the active mode. In the active mode, the set-top terminal 48 communicates with the headend system 12 to process the instructions transmitted by the remote control

unit. For example, the set-top terminal 48 responds to a command requesting programming information by forwarding this instruction to the headend system 12 via the drop cable 46 and the distribution network 16. The headend system 12 responds by retrieving selected programming 5 information from the CMS system 22 and transmitting the selected programming information via the return path provided by the distribution network 16 and the drop cable 46. The set-top terminal then supplies this programming information in the proper format for presentation by the display 10

FIG. 3 illustrates the preferred remote control unit 80, which is used to transmit commands to the set-top terminal 48. The remote control unit 80 includes a variety of keys that are common to remote control units for use with conventional television sets. These include power on/off 100, channel up 102, channel down 104, volume up 106, volume down 108, mute 110, and a 10 digit numeric keypad 112.

The preferred remote control unit also includes keys that are specifically related to preferred interactive system. A menu button 114 is used to open and close on-screen menus. A directional control 116 is a rocker switch that is used to select specific control items by moving a cursor up, down, left or right. An action button 118 is used to activate a selected control item. A help key 120 is used to initiate on-screen help. An "A" button 122 and "B" button 124 are used to select specific options that are provided in some contexts.

### The Preferred Systems and Methods for Selecting Music Based on Subject Content

Turning now to FIGS. 4–13, the preferred systems and methods for selecting music based on subjective content will be described. The primary features of the present invention are a "more like" music search function and a "style equalizer" (style EQ). In addition, the preferred audio on demand system also provides a variety of ancillary features. These features allow a subscriber to find a specific song by artist and title or select a playlist, which is a collection of songs. Once a playlist is selected, the user may review the contents of the playlist and select another song in the playlist. While a song is playing, the listener may add the song to a playlist called "my favorites", or mark the song so that it is never played again. Each of these features is discussed in conjunction with its corresponding user interface and control phierts

FIGS. 4-6 illustrate general aspects of the user interface employed in the preferred embodiment of the present invention, which is referred to as the audio on demand system. FIGS. 7-10 include screen displays and flow charts associated with the "more like" function, which provides the subscriber with more songs that are like the current song. FIGS. 11-13 includes a screen display and flow charts sasociated with the style EQ function, which displays the styles associated with the current playlist and allows the subscriber to adjust the mix of songs played from the playlist.

The General User Interface

Before describing the preferred "more like" and "style EQ" functions in detail, it will be helpful to understand the basic features of the preferred audio on demand system and the user interface. This information is provided in conjunction with FIGS. 4-6, which illustrate screen displays that 65 appear on the subscriber's display or monitor. Each of the screen displays that form a part of the user interface provide

information and control objects, which typically appear as buttons. The subscriber may select and activate the control objects using the directional control and action button on the remote control unit (FIG. 3). An object is selected by moving the "focus" to the object. The focus is analogous to a cursor on a general purpose computer, and may be represented by a highlighted or colored frame or border that appears around a control object.

The audio on demand system relies on an audio content database, which includes all of the programming information items (e.g., songs) available on the system. The songs in the audio content database are obtained from various sources and are loaded on the continuous media servers that form a part of the headend system. In most cases, the operator of the system will arrange for record companies to provide their music catalogs. Those skilled in the art will appreciate that while the audio on demand system is capable of combining music catalogs from various sources into an integrated music resource, some music companies may prefer that their music not be mixed with music from other publishers. In this case, the system may make different music catalogs available on different channels on the interactive network.

FIGS. 4-6 illustrate the basic features of the audio on demand user interface. FIG. 4 illustrates the initial audio on demand screen display 400, which appears when the subscriber selects the audio on demand system. The initial screen display 400 is divided into three (3) different regions or panels. The top region is a graphic display field 405, which may be used to display graphic images associated with the audio on demand system. For example, the service provider may choose to display a service mark, trademark or other logo when an audio on demand channel is selected by the subscriber.

Immediately below the graphic display field 405 is the style EQ panel 410. The style EQ panel 410 is used to select the style equalizer, which is described below. The style EQ panel 410 also 'includes a style EQ status indicator 415, which indicates whether the style EQ feature is currently activated.

The bottom region of the screen display 400 is used to select individual songs or playlists. A find button 420 is provided in order to allow a subscriber to select a specific song. When the find button is activated, the screen displays bins that appear to be similar to those found in music stores. In these bins, artists are listed in alphabetical order. When the subscriber selects a particular artist, the names of the artist's albums appear in chronological order, and are followed by an alphabetical listing of the artist's songs. The subscriber may use this feature to select a particular song or album. If the user selects a song, that song is loaded into a new playlist. If the user selects an album, all of the songs from that album are loaded into a new playlist.

The screen display 400 also includes a plurality of playlist buttons 425, which allow the subscriber to select a playlist. As described briefly above, a playlist is a collection of songs. Playlists may be generated in a variety of different ways. For example, various types of playlists may be provided by the service provider or other publishers. In addition, a subscriber may build a playlist one song at a time using the find button 420. A subscriber may also communicate with the preferred interactive network via a personal computer. When connected in this manner, the subscriber may use the personal computer to create and name playlists, perform abstract music searches or queries, etc. Those skilled in the art will appreciate that the interface provided by a personal computer is much more efficient for these tasks than a cumber-

some on-screen interface that relies on input from a remote control unit. Those skilled in the art will also appreciate that playlists need not be limited to songs. Playlists can include collections of news stories, movies, and other types of programming information. The five playlist buttons 425 are 5 similar to the preset buttons on car radio and indicate the subscriber's five favorite playlists.

The bottom portion of the screen display 400 includes an alphanumeric display 430, which is used to provide some feedback when the subscriber selects one of the other control 10 objects on the screen. For example, when the subscriber uses the remote control unit to move the focus to one of the playlist buttons, the alphanumeric display 430 indicates the name of the associated playlist. Likewise, when the find button has the focus, the alphanumeric display 430 displays 15 an informative message such as "select a song".

FIGS. 5 and 6 illustrate the format of the screen displays 500 that are associated with individual playlists. The playlist screen display 500 appears after the subscriber has created a new playlist by using the find button 420 or selected an existing playlist using one of the playlist buttons 425 on the initial screen display 400 (FIG. 4). Like the initial screen display 400, the playlist screen display 500 includes a graphic display field 505 and a style EQ panel 510. The graphic display panel 505 may be used to display general 25 information associated with the playlist or information associated with the playlist or information associated with the currently playing album or song.

The bottom portion of the playlist screen display 500 includes a playlist identification box 515. If the playlist was selected by choosing one of the playlist buttons 425 on the initial screen display, the playlist identification box 515 will include the same name, logo or icon that appeared on the playlist button. In the preferred audio on demand system, if the playlist was selected by using the find button 420 on the initial screen display, the playlist identification box 515 will 35 display an icon that resembles a compact disc. The compact disc icon is used to indicate a user preference playlist.

As mentioned above, a playlist is a collection of songs. When a playlist is selected, the audio on demand system begins to play the first song in the playlist. The name of the 40 current song is displayed in a song title box 520. The artist's name is displayed in an artist box 525. A counter 530 displays the elapsed time of the current song.

The playlist screen display 500 also provides a list button 535, which may be used to display a list of the songs that are 45 included in the current playlist and to jump to another song in the playlist. FIG. 6 shows a screen display 600 with a pop-up list 605, which is displayed when the subscriber activates the list button 535 on the playlist screen display 500. Each entry in the list includes the title of the song and 50 the artist. In the preferred audio on demand system, the list displays ten (10) of the songs in the current playlist. The subscriber may use the directional control on the remote control unit to scroll through all of the songs in the playlist. The subscriber may also select any of the songs in the 55 playlist by using the directional control to highlight the desired song and pressing the action button (on the remote control unit, FIG. 3). After the subscriber selects a song from the list 605, the system returns to the playlist screen display 500. At that point, the newly selected song begins to play, 60 and the song's title and artist are displayed in the song title box 520 and artist box 525, respectively.

The playlist screen display of FIG. 5 also includes a "more" button 540, a "like" button 545, and a "dislike" button 550. The "more" button 540 is used to activate the 65 "more like" music search function, which is described below. The subscriber may add the currently playing song to

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a playlist called "my favorites" by activating the "like" button 545 while a song is playing. If the user does not like the current song, the subscriber may activate the "dislike" button 550 while the song is playing. Once the subscriber indicates the song is disliked, the audio on demand system will never play that song again for the subscriber. This is true without regard to where the song is found. In the preferred audio on demand system, the only way for a subscriber to again listen to a song has been labeled as disliked is to select that specific song using the find button on the initial screen display (FIG. 4).

The "More Like" Function

Generally described, the "more like" function of the present invention provides systems and methods for using a seed song (e.g., the current song) to add new songs to a playlist. This is accomplished on the basis of subjective style classifications and style weightings that are associated with the songs in the audio content database.

The "more like" function allows for the context based selection of subjective material. More particularly, the "more like" function allows a subscriber to locate additional songs on the basis of subjective decisions that have been made regarding the styles of the songs. In order to work properly, the subscriber must be able to predict the output of the "more like" function to some extent. In other words, the "more like" functions must find songs that most subscribers would agree are "similar" to the seed song.

Those skilled in the art will appreciate that it is subjective content that complicates the classification of information. Systems that classify only objective content are easily implemented. For example, songs are easily classified and identified by their title and artist. However, systems that accurately and predictably classify and search subjective content are more complex. In this sense, the present invention is applicable to any systems that classify and select programming information having subjective content. However, in the preferred system, the invention is described in the context of musical selections.

In the present invention, the subjective content associated with each song is embodied in style tables, which are tools for classifying each song's subjective content. Each song can be associated with any number of different styles. The editor that creates the style table must determine how important each style is to the description of each song. This is reflected by weighting each style as it pertains to each song. Thus, the process of creating a style table for an artist involves two steps: (1) creating the list of possible style categories; and (2) assigning weightings to each style category. Both of these steps are performed by the editor that creates the style table.

The "more like" function relies on two elements: a database and a method for searching and combining the songs in the audio content database. As mentioned above, the database takes the form of style tables that classify the style of each song. Although human beings work well as editors to provide the required editorial content, there are limits as to the number of categories that can be considered. For example, the operator of the audio on demand system may deem it acceptable to spend the time to classify the artists of the songs that are provided on the system. However, the system operator may not consider it feasible to classify each and every song on the system.

In the present system, these considerations are accommodated by allowing music to be classified by various levels (e.g., artist, album, song). The editor is responsible for choosing the particular level or levels that will be used in the system. This decision depends on the amount of editorial

time the editor is willing to spend and the specificity required for the desired outcome of the "more like" function. Although they require more editorial work, higher level style tables (e.g., album or song) allow the style tables to more accurately reflect the styles associated with each song or album. This is especially useful in the case of artists whose styles have varied over their career or from album to album.

In the preferred audio on demand system, the style tables are constructed at the artist level, which is the lowest level, or broadest area of categorization. This reduces the amount of editorial work required, while providing style information that can be broadly applied to all of the songs available on the system.

In the preferred system, the each song has a song identification (ID) number that uniquely identifies that song. Similarly, each artist is identified by a unique artist ID number. The digital audio data is stored on a continuous media server by song ID number. The associated administrative information is stored on an administrative server. The administrative information includes the style tables, information for each song (title, artist, album, etc.), and all of the other databases, graphics, text, etc. that are required by the audio on demand system. A playlist is created by creating a database that includes the song ID numbers of the songs that are included in the playlist.

In the preferred embodiment of the present invention, the style tables operate in the following manner. The audio on demand system operator creates an artist level default style table for all of the artists whose songs appear on the system. As mentioned above, the editor must determine which style actegories to use and the weightings assigned to each artist. Therefore, the default style tables may include any number of style categories associated with any number of artists.

An example of a style table for the Beatles is shown below:

Artist: The	Beatles
Style Category	Weight
1960s	1
1970s	1
British Invasion	7
Rock	5
Pop	5
Innovators	6

Although the audio on demand system provides default style tables for all of the artists whose songs appear on the system, playlist publishers may wish to provide their own style tables that categorize artists in a different manner. For example, the default style tables may include a single category for rap music. However, rap music aficionados may prefer to further classify rap music into more precise subcategories, such as New York City rap, Los Angeles Rap, Male Rap, Female Rap, etc.

The present invention allows playlist-specific style tables to be loaded into the system with each playlist. Therefore, playlist publishers may elect to use the default style tables, or may provide their own. Each playlist-specific style table may reclassify all of the artists whose music appears on the system, or only artists of particular interest. Thus, in the previous rap music example, a publisher of a rap music playlist may provide a style table that reclassifies those artists whose music appears in the rap playlist. In other words, a playlist publisher can recategorize the artists that 65 are important to that publisher, and for which they want to make finer distinctions.

The method of searching for and matching the entries in the audio content database employs a qualitative scale of closeness, which is controlled by a matching closeness indicator. In the preferred system, the matching closeness indicator is a style slider, which is presented as part of the user interface. The qualitative scale of closeness determines the degree of similarity between the subjective content of the seed song and the songs that will be chosen by the "more like" function. Thus, the style slider allows the subscriber to determine the closeness of the match.

The advantage of the qualitative scale of closeness is that it purposely allows the subscriber to choose a very broad setting. Those skilled in the art will appreciate that many subscribers will want to expand their playlists to include new songs that are only somewhat similar to earlier entries. This provides a mechanism by which a subscriber may move his or her playlist in new directions instead of repeatedly narrowing the playlist. Likewise, this method of finding similar music is vastly superior to searching by artist name or song title.

The outcome of the "more like" function depends on the relationship between the number of styles in the style tables, the weighting scale, and the position of the style slider when the "more like" function is activated.

FIGS. 7 and 8 illustrate the screen displays associated with the "more like" music search function FIG. 7 illustrates the more like screen display 700. A more like panel 705 appears when the subscriber activates the more button 540 on the playlist screen display 500 (FIG. 5). The more like panel 705 includes several control objects. A more album button 710 instructs the audio on demand system to list the other songs from the album that includes the current song. A more artist button 715 instructs the system to list more songs by the artist that performed the current song. A yes button 730 and a no button 735 allow the subscriber to accept or reject the list of songs that are presented as the output of the "more album" and "more artist" functions. If the subscriber selects the yes button, the listed songs are added to the current playlist.

A more style button 720 allows the subscriber to locate more music that is like the current song. The more style button 720 operates in conjunction with a style slider 725, which the subscriber sets to indicate the degree of closeness or similarity that is required in order for a song to match the current song. If the subscriber moves the style slider 725 all the way to the right, the "more like" function will produce songs with styles that are very similar to the current song. As the style slider 725 is moved to the left, the "more like" function with present the subscriber with a broader group of songs that are in some way similar to the current song. A yes button 730 and a no button 735 allow the subscriber to accept or reject the list of similar songs that are presented as the output of the "more like" function.

FIG. 8 is a screen display 800 that includes a list 805 of songs that are generated in response to the more style button. In the preferred system, ten similar songs are presented to the subscriber. If the subscriber likes the songs in the list, he or she can add the songs to current playlist by activating the yes button 730. If the subscriber wants to see other songs based on the same matching criteria, he or she may activate the more style button while leaving the style slider in the same position. If the subscriber wants to see songs that are more or less similar than those in the current list, the subscriber may adjust the style slider and activate the more style button. Finally, if the subscriber decides not to add any songs to the current playlist, the subscriber may activate the no button 735. Once the subscriber activates the yes or no

button, the list 805 and more like panel disappear, and the system displays the playlist screen display 500 (FIG. 5). The details of the "more like" engine are provided below.

FIG. 9 is a flow diagram that summarizes the steps carried out by a subscriber who is using the more button 540 to find 5 more music. The method 900 begins at step 905 when the user selects a song to hear. This is accomplished by using the find button to select a specific song, or by selecting a playlist. Those skilled in the art will appreciate that the "more like" function uses the current song as a "seed song" 10 and selects other songs that match the style criteria associated with the seed song.

At step 910 the subscriber activates the more button 540 on the playlist screen display 500 (FIG. 5). This causes the more like panel to appear. At step 915 the subscriber sets the 15 style slider in order to determine the closeness of the match. When the style slider is moved to the right, the "more like" function finds songs whose style more strongly resembles the seed song. As the style slider is moved to the left, the "more like" function relaxes the degree of similarity that is 20 required. The function of the style slider is described more completely below.

At step 920 the user activates the more style button 720 on the more like panel 705 (FIG. 7). When the subscriber activates the more style button, the audio on demand system 25 carries out the process of identifying songs that have a style similar to the seed song. This process is described in detail below in connection with FIG. 10. When the process is complete, the system displays a list of ten (10) songs for review by the subscriber. This list is reviewed by the 30 subscriber at step 925.

At step 930 the subscriber determines whether the songs included in the list should be added to the current playlist. If so, the subscriber activates the yes button on the more like panel, and the system adds the songs to the playlist (step 35 935). If the subscriber decides not to add the songs to the playlist, the subscriber must decide whether to quit the more like function (step 940). If so, the subscriber activates the no button and the more like panel is dismissed (step 945).

At step 940 the subscriber may decide to try the more like 40 function again and see a different list of songs. If this is the case, the subscriber determines whether to leave the style slider in the same place (step 950). If so, the subscriber returns to step 920 and activates the more style button. This causes the system to display ten other songs from the group 45 of songs that was generated earlier. If the subscriber decides to expand or narrow the matching criteria, the subscriber returns to step 915 and adjusts the style slider prior to activating the more style button.

FIG. 10 is a flow diagram illustrating the "more like" 50 function of the present invention as implemented in a program module running on a headend server, which forms a part of the interactive network. The method 1000 begins at step 1005 after the user has selected a seed song and activated the more style button. At step 1005 the system uses 55 the style tables to identify the style categories and weightings that are associated with the seed song. In the preferred embodiment, which implements only artist level style tables, this step involves identifying the style table that corresponds to the artist that performed the seed song. The style table 60 data is then sorted by weighting in decreasing order.

At step 1010 the system determines the setting of the style slider. The style slider operates to indicate a percentage, which is applied to the sorted style table in the manner described below. The percentage associated with a particular 65 style slider position depends on the granularity of the style slider. If the style slider has 11 positions, the positions would

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represent increments of 10% each (ranging from 0% to 100%). Thus, the rightmost position would indicate a 100% match was desired. If the style slider is in the center position, that would indicate a 50% was desired.

At step 1015 the system uses the seed song's style table and the position of the style slider to identify more songs that are like the seed song. In the preferred system, this step involves identifying other artists who have the same styles as the seed song artist at weights that are at least as high as the position of the style slider.

The following example will illustrate the operation of this step, and the relationship between the styles in the style table, the weighting scale, and the position of the style slider. Assume the style table weighting scale ranges from 1-10 and the style slider has 11 positions (at >0%, 10%, 20%, . .

., 80%, 90%, 100%). If the style slider is set at 100%, the system will determine which of the style categories associated with the seed song artist have weightings of 10 (which is 100% of the 1-10 scale). After these style categories are identified, the system will search for artists who have at least one of the same style categories at a weighting of 10. Those skilled in the art will appreciate that this process will yield artists whose style is very similar to the seed song artist.

If the style slider is set at 50%, the system will determine which of the style categories associated with the seed song artist have weightings of at least 5 (which is 50% of the 1-10 scale). After these style categories are identified, the system will search for artists who have at least one of the same style categories with a weighting of at least 5.

If the seed song is a Beatles song and the system uses the sample style table provided above, a style slider position of 50% would match artists who have the styles British Invasion, Innovators, Rock or Pop with a weighting of at least 5. Those skilled in the art will understand that the "more like" function is constrained by the style categories that are associated with the seed song artist. However, the matching weightings for those style categories are determined by the position of the style slider.

At this point, it should be appreciated that the style slider positions, which are determined by the system provider, work with any style table, regardless of the weighting scale used. For example, if a style table uses a weighting scale of 1–100, a style slider position of 60% will search for artists having the requisite styles with a weighting of at least 60. This allows playlist publishers and others to create compatible style tables using any size weighting scale.

After the matching artists are identified, the system compiles a list of the songs performed by those artists. In order to limit the number of songs that may be included in the group, the system can be designed to select only a predetermined number of songs by each artist.

At step 1020 the system performs a random sort of the songs that were identified in step 1015. At step 1025 the system picks the first ten songs from the sorted group of songs and displays a list of those 10 songs to the subscriber. This is illustrated in FIG. 8. In the preferred system, the style categories and weightings that are used in the search are not displayed to the subscriber.

At step 1030 the system determines whether the subscriber has accepted the songs by activating the yes button on the more like panel. If so, the method proceeds to step 1035, the 10 songs in the list are added to the current playlist, and the method 1000 ends. Instead of adding all 10 songs to the playlist, an alternative user interface may be provided in order to allow the subscriber to specify which of the 10 listed songs should be added to the playlist.

If the subscriber does not activate the yes button, the method proceeds to step 1040 and determines if the sub-

scriber has activated the no button on the more like panel. If so, the method 1000 ends.

At step 1040 the system may determine that the subscriber has again activated the more style button. If this occurs, the system proceeds to step 1045 and determines the position of the style slider. If the position of the style slider is the same as before, the system returns to step 1020 and resorts the same group of songs. If the subscriber moved the style slider before reactivating the more style button, the system returns to step 1015 and identifies other songs that match the new criteria.

Although the preferred system only implements artist level style tables, the system could also implement album level style tables and song level style tables. Those skilled in the art will appreciate that using "low level" style tables (i.e., artist level) reduces the amount of editorial work required to classify the imusic available in the system. While requiring more editorial work, higher level style tables (e.g., album or song) allow the style tables to more accurately reflect the styles associated with songs or albums. This is advantageous because it can be used to take into account artists whose 20 styles have varied over their career or from album to album.

If more than one level of style tables is provided, the system may be designed to implement an "aggregation function" in the process of step 1015. Aggregation allows the system to combine one or more levels using any type of 25 mathematical operator. For example, "adding" style levels leads to a tighter match between songs. "Multiplying" style levels results in a broader spread of songs that will match the seed song.

Although the "more like" function has been described as searching the entire audio content database, it is possible to limit the search material that is searched by the system. For example, instead of searching all published songs, the "more like" process may be used to search only new releases. This would allow a subscriber to use the "more like" function to 35 add new music to a playlist. Those skilled in the art will understand that the source material in the audio content database may be selected or restricted in any number of ways, and that the data used to make such distinctions is maintained on the interactive network's administrative serv- 40 ers

From the foregoing description of the "more like" function, those skilled in the art will appreciate that the present invention includes two means for providing context during the search. First, the style slider allows the subscriber to 45 control the closeness of the matches provided by the "more like" function. Second, the present invention employs editorial data produced by the system operator and playlist publishers to classify the songs in the audio content database. Because new style tables may be loaded in with a 50 playlist, the outcome of the "more like" function will vary depending on the nature of the style table and the editorial decisions made by the playlist publisher.

Finally, those skilled in the art will appreciate that the present invention provides distinct advantages over various other computer based processes that could be used to identify similar songs. For example, it is possible to implement a "more like" engine based on the computer analysis of rhythm, tempo, etc. However, such an approach would require relatively powerful computer processors, and would for require that all of the songs in the audio content database be pre-analyzed. Furthermore, such a system may not be predictable, because most listeners would not equate jazz at 120 beats per minute with classical at 120 beats per minute.

The Style EQ Function

As described briefly above, the style EQ function addresses two distinct needs that arise in the interactive

network environment. These problems arise because a subscriber typically selects a playlist on the basis of a very short title, and because playlists may include a relatively large number of songs. First, the style EQ allows the subscriber to get a clearer look at what types of music are included in the playlist. The system accomplishes this by displaying an indicator for each of the predominant styles in the playlist and setting the position of the indicators to reflect the relative portion of the playlist that includes that style. This allows the subscriber to see how much music of each style is present in the playlist. Second, the style EQ feature allows the subscriber to alter the mix of the songs that are played from the playlist by adjusting one or more of the indicators. Thus, if the subscriber does not care for one of the styles in the playlist, the subscriber can decrease the amount of that style that is played. Similarly, the subscriber can boost the styles of music that he or she enjoys, which acts as a filter and does not alter the actual content of the playlist. This allows a subscriber to listen to a playlist in a variety of different ways.

FIG. 11 illustrates the screen display associated with the style EQ function provided by the preferred audio on demand system. The style EQ screen display 1100 is displayed when the subscriber selects the style EQ function from the style EQ panel on the initial screen display 400 (FIG. 4) or the playlist screen display 500 (FIG. 5). The style EQ screen display 1100 covers the bottom portion of the display. The style EQ screen display includes an on/off button 1105, an alphanumeric display 1110, and a plurality of faders 1115. The style EQ is turned on and off by activating the on/off button 1105. The alphanumeric display 1110 provides information to the subscriber.

The preferred style EQ includes eight (8) indicators, or faders 1115. Those skilled in the art will appreciate that the style EQ faders resemble a conventional graphic equalizer. However, instead of each fader being assigned to a frequency band, each fader is assigned to a particular style of music included in the playlist. This allows the faders to be used to give a subscriber a clearer picture of the types of music included in a playlist. For example, a playlist that includes rock music may simply be called "Rock". The style EQ faders may indicate that the playlist includes music that may be more specifically described as 1970s rock, 1980s rock, 1990s rock, soft rock, acid rock, heavy metal, etc.

When a playlist is loaded and the style EQ function is first turned on, the faders 1115 are positioned by the system to indicate the portion of the playlist that fits into the associated style category. The subscriber may get an idea of what is included in the playlist by using the remote control unit's directional control to highlight each of the faders. The display 1110 displays the name of the style associated with the highlighted fader.

The style EQ function also allows the subscriber to adjust the mix of songs that is played from the playlist. For example, if the subscriber dislikes acid rock and heavy metal, the subscriber can "attenuate" those styles by using the remote control unit to move those faders to their lowest position. Likewise, the subscriber can "boost" the amount of soft rock songs that are played by moving the fader upward. Those skilled in the art will appreciate that the style EQ function does not alter the content of the playlist. Instead, it merely adjusts the mix of songs that are played from the playlist. The details regarding the operation of the style EQ function and the assignment of style names to the faders are discussed below.

FIG. 12 is a flow diagram that summarizes the steps carried out by a subscriber who is using the style EO

function. The method 1200 begins at step 1205 when the user selects a playlist. This is accomplished by using the playlist buttons on the initial screen display. After a playlist is selected the subscriber activates the style EQ screen display 900 (FIG. 9) by activating the style EQ button on the 5 playlist screen display (step 1210). This causes the system to display the style EQ panel with the faders set to indicate the mix of songs included in the playlist.

At step 1215 the subscriber reviews the style labels associated with each fader and the proportion of songs that 10 are described by that style. At step 1220 the, subscriber determines whether to adjust the sliders in order to alter the mix of music that is played from the playlist. If so, the subscriber uses the direction control on the remote control unit to adjust one or more faders up or down (step 1225). 15 The subscriber then proceeds to step 1230 and dismisses the style EQ panel. If at step 1220, the subscriber decides not to adjust the faders, the subscriber proceeds to step 1230 and dismisses the style EQ panel.

FIG. 13 is a flow diagram illustrating the style EQ 20 function of the present invention as implemented in a program module running on a headend server, which forms a part of the interactive network. The method 1300 begins at step 1305 by playing a playlist that has been selected by the subscriber.

At step 1310 the system identifies the predominant styles of music that are included in the playlist. Those skilled in the art will appreciate that this step may be accomplished in a variety of ways. In the preferred system, the style information used by the style EQ function is provided by the 30 publisher of the playlist, and is loaded into the system when the playlist is selected. In this case, the playlist style data defines the style categories that will be associated with each of the faders and provides the initial settings for the faders.

In an alternative embodiment, the system may assign style 35 categories to faders by reading the style tables (provided in conjunction with the "more like" function) and assigning the predominant style categories to the faders. The style tables would provide the information necessary to determine how many songs are associated with each style, and the relative 40 portions of the playlist that are described by each of these styles.

Once the predominant styles have been identified, the system proceeds to step 1315 and assigns the styles to the faders. As described above, the style EQ function in the 45 preferred system includes 8 faders. Those skilled in the art will appreciate that there are no inherent limitations on the number of faders (and associated styles) that can be used in conjunction with the style EQ function.

Those skilled in the art will appreciate that either method allows the fader labels to be determined by the music in each playlist. This avoids the problems that would arise if the system defined only a fixed number of style labels that could be assigned regardless of the types of music in a playlist. The present invention allows broad labels to be used for playlist containing a broad mix of styles and specific labels to be used for narrower playlists. For example, if a playlist included all of the music in the world, the fader labels would be broad categories, such as classical, jazz, country, rock, etc. Similarly, if a playlist includes only jazz music, the style 60 EQ function will assign meaningful jazz related subcategories to the faders.

Defining the labels on the basis of the content of each playlist also ensures that each fader label represents music that is in fact included in the playlist. This avoids the 65 problems of having a fader label without having any music to go with it. For example, it would be misleading is there

is a standard label for jazz music, but a playlist does not include jazz music. This would lead to the subscriber thinking he can increase the amount of jazz music played from the playlist, when in fact the playlist includes no jazz music.

At step 1320 the system adjusts the position of the faders to reflect the relative portion of songs that are described by the style associated with each fader. This allows the subscriber to see about what portion of the playlist is represented by each style of music.

At step 1325 the system determines whether the subscriber has moved any of the fader from their original positions. If not, the method proceeds to step 1330 and plays all of the songs in the playlist in order.

If at step 1325 one or more of the faders have been moved, the system goes to step 1335 and adjusts the mix of the music that is played from the playlist. Those skilled in the art will appreciate that the style EQ feature does not alter the playlist by adding or removing songs. Instead it simply adjusts the mix of songs that are played from the playlist.

In the preferred system, the percentage of the songs that have each style is determined by the following equation:

#### % of style=(value of style)/(total values for all styles)

25 In this equation, the value of each style is determined by the position of the fader and the number of positions on each fader. For example, on the style EQ panel of FIG. 10, each fader has 10 positions. If we refer to each of the faders as styles 1-8 (from left to right), the total values for all styles 30 is 51 (which is the sum of 9 +3+7+6+4+6+7+9) out of a possible 80. In this example, the percentage of music with style 1 is %1=18%. Similarly, the percentage of music with style 2 is 31=6%.

Those skilled in the art will appreciate that an advantage of the style EQ feature is that moving a fader up or down leads to results that the user can understand. Furthermore, although the style EQ function has been described in the context of music playlist, those skilled in the art will appreciate that this aspect of the invention may be applied to many collections of material with subjective content. For example, the style EQ could be applied to a playlist that includes news stories, with faders labels such as national news, international news, business, sports, etc. This would allow subscribers to adjust the faders so that they hear more of the stories they are interested in, and less of the stories they are not interested in.

From the foregoing description, it will be appreciated that the present invention provides efficient systems and method for selecting and playing music based on its subjective content

The foregoing methods of the present invention may conveniently be implemented in a program module that is based upon the flow charts in FIGS. 10 and 13. No particular programming language has been indicated for carrying out the various procedures described above because it is considered that the operations, steps and procedures described above and illustrated in the accompanying drawings are sufficiently disclosed to permit one of ordinary skill in the art to practice the instant invention. Moreover, there are many computers and operating systems which may be used in practicing the instant invention and therefore no detailed computer program could be provided which would be applicable to these many different systems. Each user of a particular computer will be aware of the language and tools which are most useful for that user's needs and purposes.

The present invention has been described in relation to particular embodiments which are intended in all respects to

be illustrative rather than restrictive. For example, although the present invention has been described in the context of an interactive network system, those skilled in the art will understand that the principles of the present invention may be applied to, and embodied in, any type of interactive computing device, including general purpose computers, personal computer, notebook computers, etc.

Furthermore, the program modules described in conjunction with the preferred embodiment run on the headend server, which forms a part of the interactive system. Those skilled in the art will appreciate that the system may be configured so that various program modules run on the set top terminal. For example, data associated with the current playlist and its style EQ settings could be downloaded to the set top terminal in order to increase the processing speed.

Alternative embodiments will become apparent to those skilled in the art to which the present invention pertains without departing from its spirit and scope. Accordingly, the scope of the present invention is defined by the appended claims rather than the foregoing description.

What is claimed is:

- 1. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items from said media server comprising the steps of:
  - storing on said server a plurality of programming information items and editorial data associated with said programming information items;
  - playing, in response to a first input signal from said input device, an initial programming information item from said plurality of programming information items;
  - creating, in response to a second input signal from said input device, a list of proposed new programming information items on the basis of said editorial data associated with said initial programming information item and said plurality of programming information items:
- presenting on said output device said list of said proposed new programming information items; and
- adding, in response to a third input signal from said input device, said proposed new programming information items to a playlist.
- 2. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said editorial data comprises subjective content and weighting information associated with each of said programming information items, and wherein creating a list of proposed new programming information items comprises the steps of:
  - retrieving said editorial data associated with said initial programming information item;
  - identifying other programming information items having similar editorial data; and
  - selecting a predetermined number of said other programming information items having similar editorial data.
- 3. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said editorial data comprises subjective content and weighting information associated with the author of each of said programming information items, and wherein creating a list of proposed new programming information items comprises the steps of: 65

identifying the author of said initial programming information item: retrieving the editorial data associated with said author; identifying other authors having similar editorial data; and selecting a predetermined number of programming information items by authors having similar editorial data.

4. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein creating a list of proposed new programming information items comprises the steps of:

determining the setting of a matching closeness indicator; and

- selecting new programming information items by comparing said editorial data associated with said initial programming information item with said editorial data associated with said plurality of programming information items, said comparison being based on the setting of said matching closeness indicator.
- 5. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said interactive media distribution system comprises an interactive television system.
- 6. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said server is a continuous media server.
- 7. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said output device is a television monitor and said input device is a remote control unit.
- 8. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said programming information items comprise musical selections.
- 9. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said programming information items comprise movies.
- 10. In an interactive media distribution system including a media server, a distribution network, an output device and an input device, a method for selecting programming information items as recited in claim 1, wherein said programming information items comprise news stories.
- 11. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections from said server comprising the steps of:
  - storing on said server a plurality of musical selections and editorial data associated with said musical selections;
  - playing, in response to a first input signal from said input device, an initial musical selection from said plurality of musical selections;
  - creating, in response to a second input signal from said input device, a list of proposed new musical selections on the basis of said editorial data associated with said initial musical selection and said plurality of musical selections;

presenting on said output device said list of said proposed new musical selections; and

adding, in response to a third input signal from said input device, said proposed new musical selections to a playlist.

12. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as recited in claim 11, wherein said editorial data comprises subjective style and weighting information associated with each of said musical selections, and wherein creating a list of proposed new musical selections comprises the steps of:

retrieving said editorial data associated with said initial musical selection:

identifying other musical selections having similar editorial data: and

selecting a predetermined number of said other musical 15 selections having similar editorial data.

13. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as recited in claim 11, wherein said editorial data comprises subjective style and weighting information associated with an album on which each of said musical selections was released, and wherein creating a list of proposed new musical selections comprises the steps of:

identifying the album on which said initial musical selection was released:

retrieving said editorial data associated with said album; identifying other albums having similar editorial data; and selecting a predetermined number of musical selections from said other albums having similar editorial data. 30

14. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as recited in claim 11, wherein said editorial data comprises subjective style and weighting information associated with the artist who performed each of said musical selections, and wherein creating a list of proposed new musical selections comprises the steps of:

identifying the artist who performed said initial musical selections;

retrieving the editorial data associated with said artist; identifying other artists having similar editorial data; and selecting a predetermined number of musical selections performed by artists having similar editorial data.

15. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as recited in claim 11, wherein creating a list of proposed new musical selections comprises the steps of:

determining the setting of a matching closeness indicator;

selecting new musical selections by comparing said editorial data associated with said initial musical selection with said editorial data associated with said plurality of musical selections, said comparison being based on the setting of said matching closeness indicator.

16. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as 60 recited in claim 11, wherein said interactive music distribution system comprises an interactive television system.

17. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as 65 recited in claim 11, wherein said server is a continuous media server.

18. In an interactive music distribution system including a server, a distribution network, an output device and an input device, a method for selecting musical selections as recited in claim 11, wherein said output device is a television monitor and said input device is a remote control unit.

19. A method for classifying and selecting programming information items having subjective content, comprising the steps of

storing a plurality of programming information items;

storing editorial data associated with said programming information items, said editorial data including a plurality of categories and weightings associating each programming information item with said categories;

identifying, in response to a first input signal from an input device, an initial programming information item from said plurality of programming information items;

determining, in response to a second input signal from said input device, the setting of a matching closeness indicator:

determining matching categories for said initial programming entry, said matching categories including the categories whose weightings correspond to the position of the matching closeness indicator;

identifying matching programming information items, said matching programming information items including said matching categories with weightings corresponding to the setting of said matching closeness indicator; and

presenting said matching programming information items of a user.

20. A method for classifying and selecting programming information items having subjective content as recited in claim 19, wherein said matching closeness indicator is set in response to a third input signal from said input device.

21. A method for classifying and selecting programming information items having subjective content as recited in claim 19, wherein said programming information items comprise songs.

22. A method for classifying and selecting programming information items having subjective content as recited in claim 19, wherein said programming information items comprise news stories.

23. A method for classifying and selecting programming information items having subjective content as recited in claim 19, wherein said programming information items comprise movies.

24. A system for classifying and selecting programming information having subjective content, comprising:

a data storage device containing a plurality of programming information items and editorial data associated with said programming information items;

an output device for providing information to a user;

an input device for receiving input from said user; and

a computer associated with said data storage device, said computer being configured to:

play, in response to a first input signal from said input device, an initial programming information item from said plurality of programming information items.

create, in response to a second input signal from said input device, a list of proposed new programming information items on the basis of said editorial data associated with said programming information items.

present on said output device said list of proposed new programming information items, and

add, in response to a third input signal from said input device, said proposed new programming information items to a playlist.

25. A system for classifying and selecting programming information as recited in claim 24, wherein said editorial data includes a plurality of style categories and weightings associated with each of said style categories.

26. A system for classifying and selecting programming information as recited in claim 25, wherein said proposed new programming information items and said initial programming selection include at least one identical style category.

27. A system for classifying and selecting programming information as recited in claim 24, wherein said programming information items comprise songs.

28. A system for classifying and selecting programming information as recited in claim 24, wherein said programming information items comprise new stories.

29. A system for classifying and selecting programming information as recited in claim 24, wherein said programming information items comprise movies.

30. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from 25 said playlist, comprising the steps of:

loading a playlist including a plurality of programming information items:

loading editorial data associated with said plurality of programming information items;

displaying on said output device a predetermined number of indicators;

associating with each of said indicators a category from said editorial data, said indicators being positioned to indicate the portion of said plurality of programming information items corresponding to each of said categories;

adjusting, in response to an input signal from said input device, the position of at least one of said indicators; 40

selecting programming information items from said playlist such that the portions of said selected programming information items associated with each of said categories corresponds to the adjusted positions of said indicators; and

playing said selected programming information items on said output device.

31. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and 50 adjusting the mix of programming information played from said playlist as recited in claim 30, wherein associating a category with each of said indicators comprises the steps of:

determining the predominant categories of said categories; and

assigning said predominant categories to said indicators.

32. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 31, wherein determining the predominant categories comprises the steps of:

identifying the categories included in said editorial data; and

determining the number of programming information items associated with each of said categories.

33. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, wherein selecting songs comprises the steps of:

determining a total number of positions associated with said indicators;

determining a number of positions associated with one of said indicators; and

dividing said number of positions by said total number of positions.

34. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, where; in said programming information items comprise songs.

35. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, wherein said programming information items comprise news stories.

36. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, wherein said programming information items comprise movies.

37. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, wherein said server comprises a desktop computer and said output device comprises a display.

38. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, wherein said input device is a remote control unit.

39. In an interactive system including a server, an output device, and an input device, a method for indicating the mix of programming information included in a playlist and adjusting the mix of programming information played from said playlist as recited in claim 30, wherein said video output device is a television monitor.

40. In an interactive music system including a server, a video output device, an audio output device and an input device, a method for indicating the mix of songs included in a playlist and adjusting the mix of songs played from said playlist, comprising the steps of:

loading a playlist including a plurality of songs;

loading editorial data associated with said plurality of songs;

displaying on said video output device a predetermined number of indicators;

associating with each of said indicators a category from said editorial data;

setting the position of said indicators to indicate the portion of said plurality of songs corresponding to each of said categories;

adjusting, in response to an input signal from said input device, the position of at least one of said indicators;

selecting songs from said playlist such that the portions of said selected songs associated with each of said categories corresponds to the adjusted positions of said indicators; and

playing said selected songs on said audio output device. 5
41. In an interactive music system including a server, a video output device, an audio output device and an input device, a method for indicating the mix of songs included in a playlist and adjusting the mix of songs played from said playlist as recited in claim 40, wherein associating a category with each of said indicators comprises the steps of:

determining the predominant categories of said categories; and

assigning said predominant categories to said indicators.
42. In an interactive music system including a server, a video output device, an audio output device and an input

device, a method for indicating the mix of songs included in a playlist and adjusting the mix of songs played from said playlist as recited in claim 41, wherein determining the predominant categories comprises the steps of:

identifying the categories included in said editorial data;

determining the number of songs associated with each of said categories.

43. In an interactive music system including a server, a video output device, an audio output device and an input

device, a method for indicating the mix of songs included in a playlist and adjusting the mix of songs played from said playlist as recited in claim 40, wherein selecting songs comprises the steps of:

determining a total number of positions associated with said indicators;

determining a number of positions associated with one of said indicators: and

dividing said number of positions by said total number of positions.

44. In an interactive music system including a server, a video output device, an audio output device and an input device, a method for indicating the mix of songs included in a playlist and adjusting the mix of songs played from said playlist as recited in claim 40, wherein said input device is a remote control unit.

45. In an interactive music system including a server, a video output device, an audio output device and an input device, a method for indicating the mix of songs included in a playlist and adjusting the mix of songs played from said playlist as recited in claim 40, wherein said video output device is a television monitor.

\* \* \* \* \*

# US005670730A

# United States Patent [19]

Grewe et al.

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[45] Date of Patent:

Sep. 23, 1997

[54] DATA PROTOCOL AND METHOD FOR SEGMENTING MEMORY FOR A MUSIC CHIP

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N.J.

[21] Appl. No.: 447,321

[22] Filed: May 22, 1995

308–313

[56]

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Primary Examiner-Stanley J. Witkowski

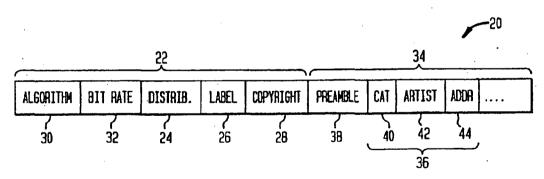
[57]

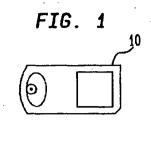
## ABSTRACT

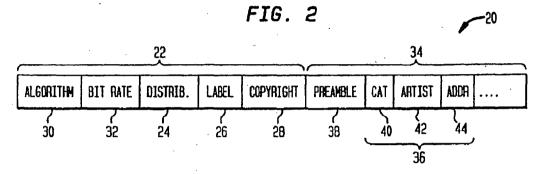
A protocol for labeling various types of data contained in a

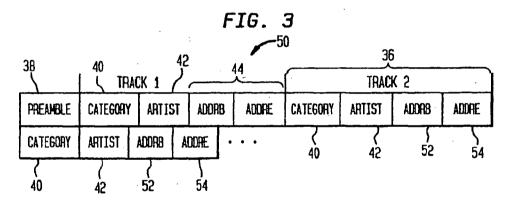
music chip. The protocol includes a hierarchical arrangement of headers for storing information about selections on the chip and the method in which they were coded in the memory of the chip. A global header located at the very start of memory will specify information needed to successfully decode the content of the music chip. This will include, for example, the necessary bit rate, as well as information pertaining to a specific PAC (Perceptual Audio Coding) algorithm employed in recording audio on the chip. In addition to the global header, each chip will have a section of memory allocated to a table of contents. The table of contents will include information on play times, song titles, music category and artist. Individual track selections will be listed as part of the table of contents by individual headers. The individual header contains a music field to which a track belongs, for example, classical, jazz, country, rock, etc., an artist field, and an address field which pertains to the information for addressing each track selection. Information from the headers is self-registered or automatically downloaded when a chip is loaded into a player/juke box device. The concept of self-registering general information included within the headers allows a user to select by type of music, artist, etc. for music selections made over a period of time. In addition, the present invention provides a method for segmenting memory in an integrated circuit chip wherein the integrated circuit chip is adapted for use in an audio player and the memory has pre-recorded audio stored therein. The method includes the steps of storing in a global header parameters corresponding to encoding techniques used in storing the pre-recorded audio in memory and coding in at least one individual header data fields indicative of general description information for individual tracks of the prerecorded audio.

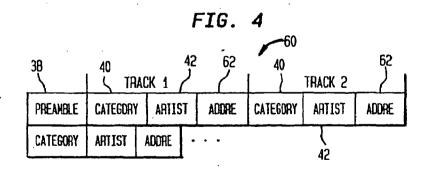
35 Claims, 1 Drawing Sheet











registering general information included within the headers allows a user to make selections by type of music, mist, etc. which is to be played over a period of time.

# SEGMENTING MEMORY FOR A MUSIC CHIP

### FIELD OF THE INVENTION

The present invention relates to a protocol for labeling various types of data contained in a music chip, and more particularly to a data protocol that contains a hierarchical arrangement of headers.

## BACKGROUND OF THE INVENTION

A variety of recording media exist today for the storage of consumer directed pre-recorded music and other audio applications. These media include CD-ROM (Compact Disc 15 Read Only Memory ), DAT (Digital Audio Tape) and traditional magnetic cassette audio tape, just to name a few. Of the above technologies, the compact disc format has steadily increased in popularity and gained consumer approval due to the high sound quality of the digitally stored 20 audio, as well as ease of use.

Compact discs and other formats, however, have some significant disadvantages. For one, compact discs do not normally include the ability to register the content of the information stored on disc prior to selection at the player. In  $^{25}$ other words, in order to gain any information regarding the contents of a particular music selection, that selection will first have to be manually selected at the player. In the alternative, some CD players may be manually programmed to play certain selections based upon user input. In either  $^{30}$ circumstance, however, there is no way to automatically search and play music by category, for example, by mist, music type, etc., unless a user has prior knowledge with regard to the selection. Such knowledge must include at a minimum the precise location of a selection on the recording 35 medium, a way in which to direct the player apparatus to that location, and a searchable index keyed to the selection and the locations. Largely because of limitations in the recording medium, many of these functions cannot be accomplished cost effectively or efficiently. It is therefore an object of the 40 present invention, to provide a storage format for prerecorded music that is easily selectable by a user in regard to general content.

# SUMMARY OF THE INVENTION

The present invention is a protocol for labeling various types of data contained in a music chip. The data protocol includes a hierarchical arrangement of headers for storing which they were coded in the memory of the chip. A global header located at the very start of memory will specify information needed to successfully decode the content of the music chip. This will include, for example, the necessary bit rate, as well as information pertaining to the specific encod- 55 ing algorithm employed in recording audio on the chip.

In addition to the global header, each chip will have a section of memory allocated to a table of contents. The table of contents will include information on play times, song titles, music category and artist. Individual track selections 60 will be listed as part of the table of contents by individual headers. The individual header contains a music category to which a track belongs, for example, classical, jazz, country, rock, etc., the artist, and information for addressing each track selection. Information from the headers is self- 65 registered or automatically downloaded when a chip is loaded into a player/juke box device. The concept of self-

### BRIEF DESCRIPTION OF THE FIGURES

For a better understanding of the present invention, reference may be had to the following description of exemplary embodiments thereof; considered in conjunction with the accompanying drawings, in which:

FIG. 1 shows a top plan view of one preferred embodiment of a music chip used in connection with the present invention data protocol;

FIG. 2 shows one preferred embodiment of the present invention data protocol utilizing a hierarchical arrangement of headers:

FIG. 3 shows one preferred implementation of an addressing scheme contained within individual headers;

FIG. 4 shows another preferred implementation of an addressing scheme contained within the individual headers.

#### DETAILED DESCRIPTION OF THE DRAWINGS

Referring to FIG. 1, there is shown one preferred embodiment of a music chip 10, for use with the present invention data protocol. The music chip 10 is essentially a memory component which is adapted to be received into an accompanying solid state audio player for playing music contained on the chip. The physical characteristics of the chip 10 are that of a device of approximately 2.5"×1.125"×0.25" and made of a rugged ABS plastic (acrylic butyl styrene) or other like material. The relatively modest sized music chip device will have significant advantages over compact discs and other media with regard to transportability and storage. Memory and interface circuitry of the music chip 10 are embedded within the package. The memory of the music chip 10 contains prerecorded music or other like audio material stored in a compressed digital format.

Referring to FIG, 2, there is shown one preferred representation for the present invention memory configuration and format of a data protocol 20 used with the music chip 10. The data protocol 20 is essentially a standardized format for obtaining addressing and music selection information stored on the music chip 10. Each music chip 10 is encoded with a global header 22 at a starting address of memory, presumably at address 0×0. The global header 22 contains general 45 information about selections on the chip and the method in which they were coded, among other things. More specifically, the global header 22 will contain the distributor of the music 24, record label 26 and perhaps copyright information 28. This information will be displayable (and/or information about selections on the chip and the method in 50 audible) on a display device associated with the audio player. Also contained in the global header 22 will be parameter information that specifies the manner in which the music found on the music chip 10 was encoded, i.e., the specific encoding algorithm 30 employed.

> The parameter information of the global header 22 is advantageously included because as compression technology evolves, it may be possible to encode more on a single chip using different algorithms, and almost certainly at different bit rates. Thus, rather than "freeze" the compression algorithm to its current quality using a specific bit rate, it will be more cost effective to generate a specific algorithm release for each chip. This would allow an album from a specific artist introduced today to use 128 Kbps while an album released at some future date from the same artist could utilize a different algorithm that would play at perhaps 32 Kbps with the same quality that the 128 Kbps piece has

The global header 22, thus, will also specify the the necessary information pertaining to algorithm 30 and which can be a PAC (Perceptual Audio Coding) algorithm and bit rate 32 needed to successfully decode the contents of a music chip 10. By putting less than 12K of information, for 5 example, into this particular section of the global header 22, the present invention avoids stranding the hardware associated with the music chip 10 to any particular software version. This versatility will allow the memory size for a given play length to be reduced over time, thus, providing a 10 means to reduce the price per chip or increase margins.

As mentioned, the global header 22 contains information about the selections on the chip and the manner in which they were coded. This and other header information are accessed once upon power-up or insertion of the music chip into an associated audio player in order to determine the available track selection of the chip. Header information pertaining to each track is read subsequently in cueing up the chip and navigating between individual track selections.

In addition to the global header 22, each chip will have a section of memory therein allocated to what amounts to a table of contents 34. Track selections will be listed as part of this table of contents by individual headers 36. The table of contents 34 will include information on play times, song titles, music category and artist. The information contained in the table of contents 34 allows the chip contents to be self-registered, i.e., downloaded, upon insertion into an audio player/juke box device.

Referring once again to FIG. 2, an exemplary representation for the table of contents 34 including individual headers 36 is shown immediately following the global header 22. A preamble field 38 is shown preceding the individual headers 36, wherein the preamble may include play times and song titles as has been discussed. The preamble field 38 or global header 22 may also include other information as memory costs prove to be less restrictive. Examples of additional information which may be includable on the memory chip include graphics data corresponding to the prerecorded music, such as album artwork, and printed song lyrics, each of which may be viewed on a display device associated with the audio player. The display device may be a display window on the player or a display at a remotely viewable device, such as a remote control.

An individual header 36 is broken into sections and 45 contains a category field 40, an artist field 42, and address field 44 for each track selection. The category field 40 designates a type of music associated with each individual track, for example, classical, jazz, country, rock, etc. The concept of storing specific track information within an 50 individual header 36 allows a user to select music according to a categorized type of music, by artist, or combinations of both, as well as other criteria. For instance, a user may randomly select from the category of country western songs to be played over the course of an evening. On the other hand, the user could also request to hear songs from a specific mist, for example, Billy Joel.

The category field 40 (CAT) of the individual header 36 will correspond to a standardized numbering scheme for types of music. The category field 40 includes a fixed field 60 of predetermined length having some reasonable limit—for example, a field of eight binary encoded bits corresponding to 256 possible categories. Examples of three letter abbreviations and corresponding category numbers for some standard music types are as follows: Classical (CLS=0); 65 Country (CTY=1); Gospel (GOS=2); Jazz (JAZ=3); Popular (POP=4); Rap (RAP=5); Reggae (REG=6); Rhythm and

Blues (RNB=7); and Rock (ROC=8). The list will, of course,

be further developed to include various recognized music types.

The specification of bit assignments to each music type is intended to be standardized and periodically reviewed to accommodate new music types. Specification of the category field 40 and bit assignments therefor would most likely include input from music distributors, as well as the audio player hardware manufacturers.

Also included within the individual header 36 is the artist field 42, which may be encoded in one of two different ways. In a first technique, a unique bit assignment would be given to each recognized artist in a similar manner to the assignment of category field 40. This method, however, will necessitate an extremely large field in order to include an almost boundless list of musical artists. In addition, this coding technique will present a formidable challenge in keeping the artist encodings up to date as new artists emerge.

A second approach, which is perhaps more efficient, is to implement a procedure for abbreviating an artist's name and then encode each character of the abbreviation. As an example, an abbreviation for the artist Whitney Houston might be encoded as follows:

mg.a to thousand Iono,, o.

25 EX: Whitney Houston  $\rightarrow$  WHOUST = 23/8/15/21/19/20 where alphabetic codes are represented as  $\{a = 1, b = 2, c = 3, \dots, z = 26\}$ 

Thus, each alphabetic character would be assigned a corresponding numeric code, wherein artist names would be abbreviated up to a predetermined number of characters. The intent here is not to convey an absolute representation of the artist's name, but to provide a field that can be scanned quickly to identify selections from a particular artist with low probability of falsely selecting a track from another artist.

This kind of encoding scheme, wherein the artist's name or identity is somehow abbreviated lends itself to arithmetic coding techniques used for text compression. Arithmetic coding, however, requires a global database of possible artists to get the highest efficiency in bit assignments and also results in non-uniform word fields. For this reason, arithmetic coding utilizing non-uniform word fields may be undesirable, since implementation thereof is contrary to the concept of fixed field widths. Non-arithmetically coded abbreviations, however, may be implementable utilizing a fixed field of sufficient length to accommodate abbreviations for any of the artists.

As mentioned, an address field 44 is included as another section of the individual header 36. Two possible encoding schemes are contemplated for the address field 44. Referring to FIG. 3, there is shown a first address encoding scheme 50 for indicating track addresses of a music selection. FIG. 3 shows the preamble field 38, as well as category and artist fields 40, 42. Addressing is accomplished by explicitly specifying a begin address (ADDRB) 52 and an end address (ADDRE) 54 for each track. These addresses are read from the individual header 36 information at the start of each track. Decoding of this first address encoding scheme 50 begins with ADDRB 52 and proceeds until ADDRE 54 is reached, at which time a new track is selected. The remainder of the memory in the music chip 10 following the global header 22 and individual header 36 information will contain the actual encoded music which is stored utilizing a suitable PAC (Perceptual Audio Coding ) algorithm.

Referring to FIG. 4, a second address encoding scheme 60 is represented. As with the first approach shown in FIG. 3, the instant scheme utilizes the preamble field 38, and

includes an individual header 36 with category and artist field 40, 42, respectively. An end address 62 is specified following the artist field 42. The second address endcoding scheme 60 relies more heavily on predefined, fixed width header fields and eliminates the need to specify both begin 5 and end addresses (only one of which is supplied). Advantageously, this is more efficient in terms of storage requirements and accessing time, since only one address need be accessed for each track. By utilizing fixed field widths, the encoded music data corresponding to Track 1 of a music chip is known to begin at the end of the complete header information, i.e., global header 22+ preamble field 38+ individual headers 36. Thus, the address field for Track 1 need only specify the end address 62, since the begin address is already known or implied. A begin address for subsequent tracks is computed as the end address 62 of the preceding track on the chip, plus one address location, i.e., one more than the end address of the preceding track.

If a random play feature of tracks is desired, this can be achieved by indexing to the address field of the appropriate header 36 of a preceding track and adding one to recover a begin address for the desired track. The address field for the last track on a music chip 10 will be encoded with an "End-of-ROM" indicator in order to signify that no music content exists beyond that selection.

It will of course be understood, that the address field of the present embodiment encoding scheme can also be equivalently encoded as the begin address of the next track, wherein the end address of the present track is implied. This approach is somewhat less intuitive than providing an end address 62, as previously discussed, in that the address information contained in a specific header does not explicitly pertain to the track in which it is encoded.

The present invention data protocol for a music chip 10 enables general information regarding specific music selections to be quickly and easily accessed. In a preferred embodiment of the invention, the headers, i.e., global and individual are encoded with fixed field widths to eliminate the need for explicitly numbering each track, The header information for a track, n, can then be accessed at the following address:

[global header width]+[(n-1)(individual header width)]

where n=Track 1, . . . , Track N.

By supplying general information regarding the contents of a music chip 10 within a hierarchical arrangement of global and individual headers, 22 and 36 respectively this general information can be easily downloaded to a jukebox or home player, wherein a user may access that information without having to manually program any hardware. Music so selections are then easily accomplished on the basis of artist, type of music, or combinations of both, thus allowing for increased flexibility in the making of single or multiple music selections.

Of course a significant concern in the implementation of the present invention data protocol hierarchical header arrangement is the mount of memory space on the music chip 10 which is lost in providing space for the headers. At present the standard music chip 10 includes in excess of 20 M-bytes of Read Only Memory (ROM). Employing the encoding algorithm at present day processing speeds, this translates to approximately 45 minutes of usable playing time per chip. At an average of 3 minutes per track, a music chip can accommodate approximately 15 or more tracks. The memory required for storage of the 15 accompanying headers for each of the tracks is envisioned to be significantly less than 1% of the memory capacity of the music

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chip 10. Accordingly, the required memory space for storage of the header arrangement will not adversely affect the overall storage capacity of the music chip 10, and will at the same time provide enhanced selectivity for the user.

From the above, it should be understood that the embodiments described, in regard to the drawings, are merely exemplary and that a person skilled in the art may make variations and modifications to the shown embodiments without departing from the spirit and scope of the invention. All such variations and modifications are intended to be included within the scope of the invention as defined in the appended claims.

What is claimed is:

1. A data format for use in an audio system wherein pre-recorded music is digitally encoded in memory of an integrated circuit music chip, and said music is decoded and reproduced by means of an associated audio player, said data format for storing information pertaining to the contents of said music chip, wherein individual tracks of audio are stored in designated locations in said music chip, said data format including:

first header having parameters stored therein for use by said audio player in decoding said digitally encoded music stored in said memory; and

- at least one second header, said second header including selectable categorical information relating to said individual tracks of audio stored in said memory.
- The data format of claim 1, wherein said first header includes a bit rate used for decoding said contents of said memory.
- The data format of claim 1, wherein said first header specifies an algorithm used to encode said contents of said memory.
- 4. The data format of claim 1, wherein said second header includes a data field designating a category of music corresponding to one of said individual tracks of audio stored on said music chip.
- individual are encoded with fixed field widths to eliminate the need for explicitly numbering each track, The header information for a track, n, can then be accessed at the following address:

  5. The data format of claim 1, wherein said second header includes a data field having stored therein a code representative of an artist, said artist having a work included as a following address:
  - 6. The data format of claim 1, wherein said second header includes addressing information corresponding to said individual tracks of audio.
  - 7. The data format of claim 6, wherein said addressing information includes a begin and end address for each of said individual tracks of audio.
  - 8. The data format of claim 6, wherein said second header includes data fields of fixed widths, and wherein said addressing information includes only an end address for each of said individual tracks of audio, whereby a corresponding begin address is implied.
  - The data format of claim 1, wherein said first header includes data pertaining to distribution of said pre-recorded music.
  - 10. The data format of claim 5, wherein said code representative of said artist includes a binary coded abbreviation of said artist.
  - 11. The data format of claim 4, wherein said category code includes a binary code corresponding to a specific music type.
  - 12. The data format of claim 1, wherein said at least one second header includes a data field corresponding to song titles and play times.
  - 13. The data format of claim 4, wherein said music categories are selected from the group consisting of Classical (CLS); Country (CTY); Gospel (GOS); Jazz (JAZ),

Popular (POP); Rap (RAP); Reggae (REG); Rhythm and Blues (RNB); and Rock (ROC).

14. The data format of claim 1, wherein information included in said first and second header is automatically downloadable from said music chip upon power-up.

15. The data format of claim 1, wherein said at least one second header follows said first header and said second header includes a data field designating a music category followed by a data field designating a musical artist followed by a data field designating addressing information for a corresponding one of said individual tracks of audio.

16. The data format of claim 15, wherein said addressing information includes a begin and end address for each of said individual tracks of audio.

addressing information includes only an end address for each of said individual tracks of audio, whereby a corresponding begin address is implied.

18. A data protocol for use in storing pre-recorded audio circuit chip being adapted for use with an audio player, said

data protocol comprising:

global header having parameters stored therein corresponding to an encoding technique used for storing said player in decoding said audio; and

at least one individual header having multiple data fields, said data fields including general description information about individual tracks of said pre-recorded audio.

19. The data protocol of claim 18, wherein said global header specifies a bit rate to be used in decoding said pre-recorded audio stored in memory.

20. The data protocol of claim 18, wherein said individual header includes a data field indicative of a music category for an associated track of audio.

21. The data protocol of claim 18, wherein said individual header includes a data field representative of an artist associated with said individual track.

22. The data protocol of claim 18, wherein said individual header includes addressing information for an associated one of said individual tracks.

23. The data protocol of claim 22, wherein said addressing information includes only an end address and wherein a begin address is implied.

24. The data protocol of claim 18, wherein said global header and said individual header are self-registered upon said integrated circuit chip being powered in said audio

25. The data protocol of claim 18, wherein said prerecorded audio is encoded in memory immediately following said at least one individual header.

26. The data protocol of claim 18, wherein said at least one individual header follows said global header and said individual header includes a data field designating a music category followed by a data field designating a musical artist followed by a data field designating addressing information for a corresponding one of said individual tracks of audio.

27. The data protocol of claim 18, wherein said individual header includes a preamble including displayable information pertaining to song titles and play times therefor.

28. The data protocol of claim 18, wherein said individual header includes data fields of fixed widths, and wherein said

> 29. The data protocol of claim 18, wherein said individual header includes displayable song lyrics.

30. The data protocol of claim 26, wherein said global in memory of an integrated circuit chip, said integrated 20 header includes a bit rate used for decoding said prerecorded music, along with displayable record label and copyright information.

31. A method of segmenting memory in an integrated circuit chip, said integrated circuit chip adapted for use in an pre-recorded audio in memory and used by said audio 25 audio player and said memory having pre-recorded audio stored therein, said method comprising the steps of:

> storing in a global header parameters corresponding to encoding techniques used in storing said pre-recorded audio in memory; and

coding in at least one individual header data fields indicative of general description information for individual tracks of said pre-recorded audio.

32. The method of claim 31, further including the step of specifying in said global header a bit rate to be used in decoding said pre-recorded audio stored in memory.

33. The method of claim 31, wherein said individual header includes a data field indicative of a music category for an associated track of audio.

34. The method of claim 31, wherein said individual header includes a data field representative of an artist associated with one of said individual tracks.

35. The method of claim 31, wherein said individual header includes addressing information for an associated one of said individual tracks.

US005918303A

# United States Patent [19]

Yamaura et al.

[11] Patent Number:

5,918,303

[45] Date of Patent: Jun. 29, 1999

[54]	PERFORMANCE SETTING DATA
•	SELECTING APPARATUS

[75] Inventors: Atsushi Yamaura; Takeo Shibukawa, both of Hamamatsu, Japan

[73] Assignee: Yamaha Corporation, Japan

[21] Appl. No.: 08/978,464

[22] Filed:

Nov. 25, 1997

[30]

Foreign Application Priority Data Nov. 25, 1996 [JP] Japan ...... 8-314037 84/622; 84/477 R; 434/307 A

[58] Field of Search ...... 84/609-614, 622-625, 84/634-638, 477 R, 478, DIG. 12, 601, 602; 434/307 A

[56]

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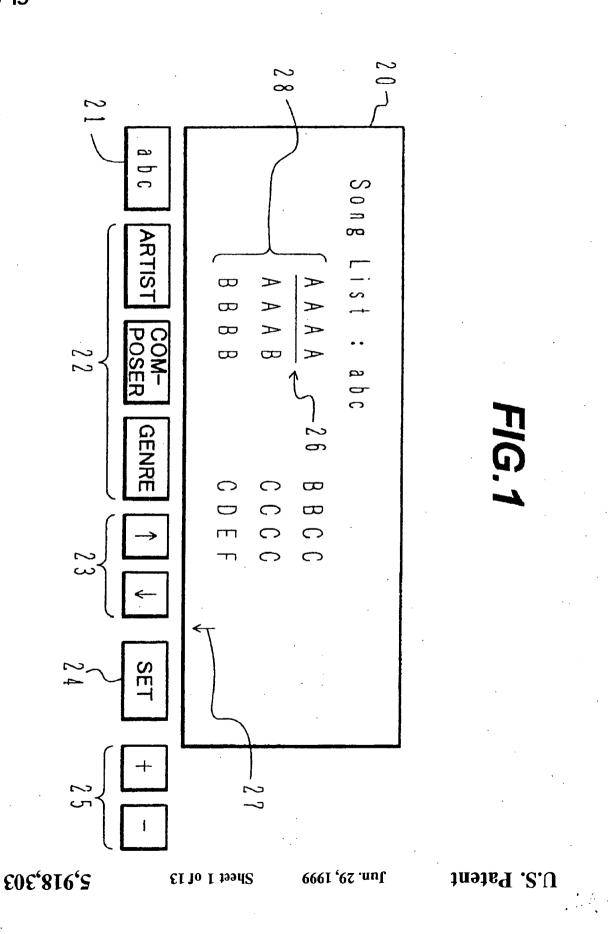
Primary Examiner-Stanley J. Witkowski Attorney, Agent, or Firm-Rossi & Associates

#### **ABSTRACT**

A performance setting data selecting apparatus including: a data storing unit for storing a plurality set of performance setting data; a table for storing a correspondence between each tune name of the plurality of tunes and each set of the performance setting data stored in the data storing unit suitable for playing a tune having the associated tune name; a designating unit for designating a tune name; and a unit for reading the performance setting data corresponding to the tune name designated by the designating unit from the data storing unit by referring to the table and setting the read performance setting data.

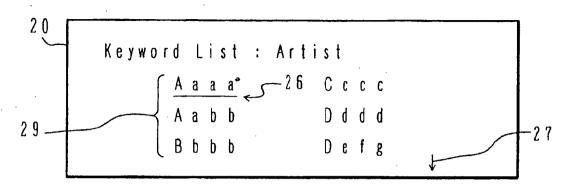
## 23 Claims, 13 Drawing Sheets

TUNE NUMBER (ABC ORDER)	TUNE	ARTIST NUMBER	COM- POSER NUMBER	GENRE NUMBER	STYLE NUMBER	TONE COLOR NUMBER	TEMPO VALUE	HARMONY NUMBER
1	AAAA	3 5	5	2 2	10	1	150	2
2	AAAB	. 1	2 5	3	26	5.8	8 0	0
3	BBBB	1 8	3 2	11	10	36	110	4
1	:	i	:	:	:	:	!	
400	2222	6 7	3	19	6.2	1	7 5	5
<sub>5</sub> /	36		3 7				₹ 8	·

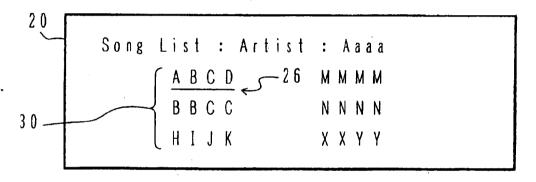


# FIG.2

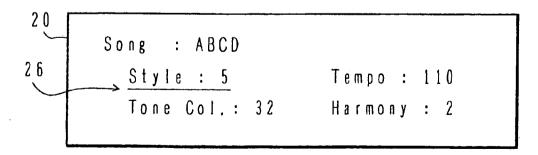
Jun. 29, 1999



# FIG.3



# FIG.4



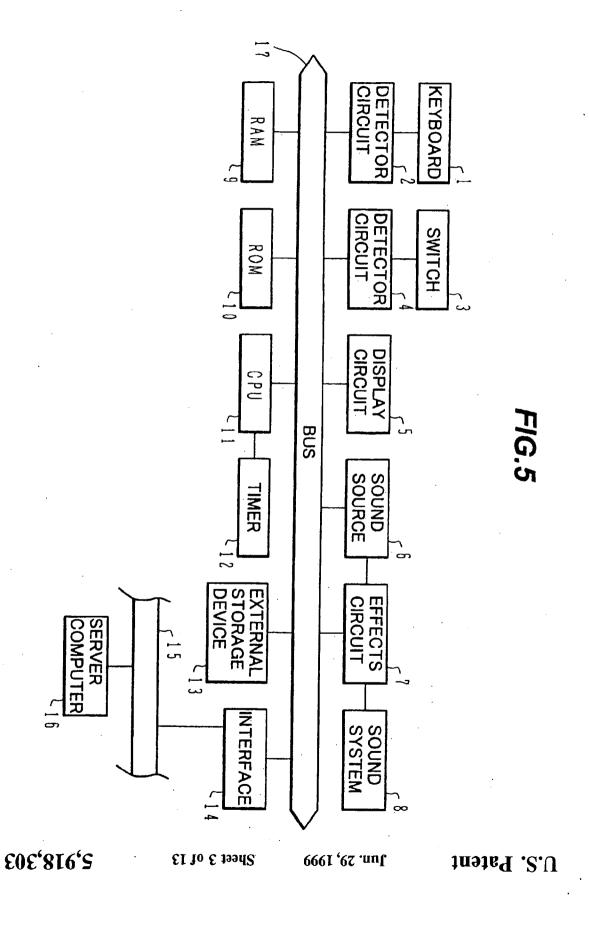


FIG.6

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7,6	7/G. / A	רוק	71G./B		FIG	/G./C
ARTIST NUMBER	ARTIST NAME	COMPOSER COMPOSER NUMBER NAME	COMPOSER NAME		GENRE NUMBER	GENRE
	Aaaa	-	ය ය ය ය ය		<b></b>	Rock
2	Aabb	2	aabb		2	Pops
ω	8 b b b	w	bbaa		ယ	Dance
		~ • •		<del></del>		
8 0	2222	62	1111	·	40	Enka

5,918,303

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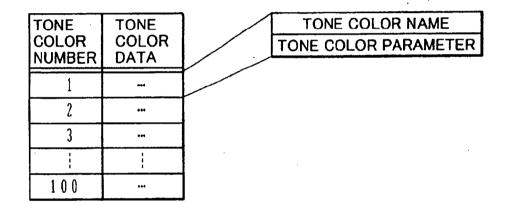
U.S. Patent

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# FIG.8A

STYLE NUMBER	STYLE DATA		STYLE NAME INITIAL TEMPO
1	010		TIME
2	***	<b>k</b> .	NUMBER OF BARS
3			RHYTHM PATTERN
,			BASE PATTERN
:	!		CODE PATTERN
100	***	į	

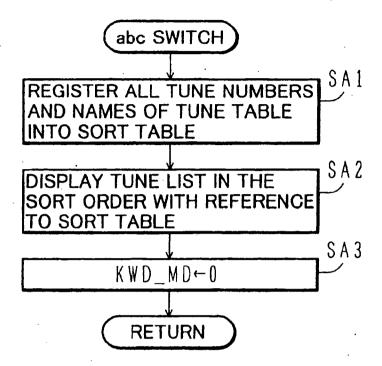
# FIG.8B



# FIG.8C

HARMONY NUMBER	HARMONY DATA	HARMONY NAME HARMONY PARAMETER
0	NONE	
. 1	***	
2	res	1
3	000	]
4	100	]

# FIG.9

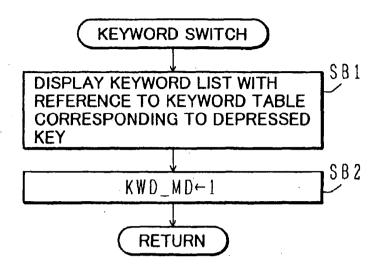


**FIG.10** 

	SORT ORDER	TUNE NUMBER	TUNE NAME
р <b>&gt;</b>	1	4	•••
	2	1 6	***
	3	3 8	•••
	-	-	į
	N	М	•••

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FIG.11



**FIG.12** 

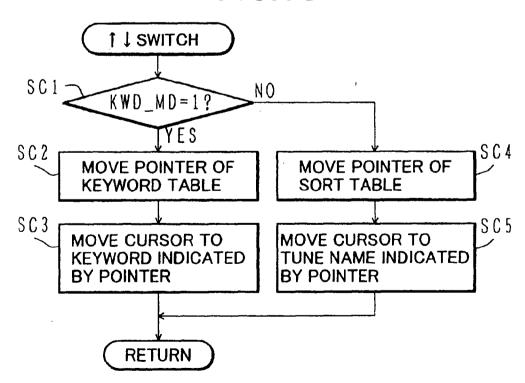
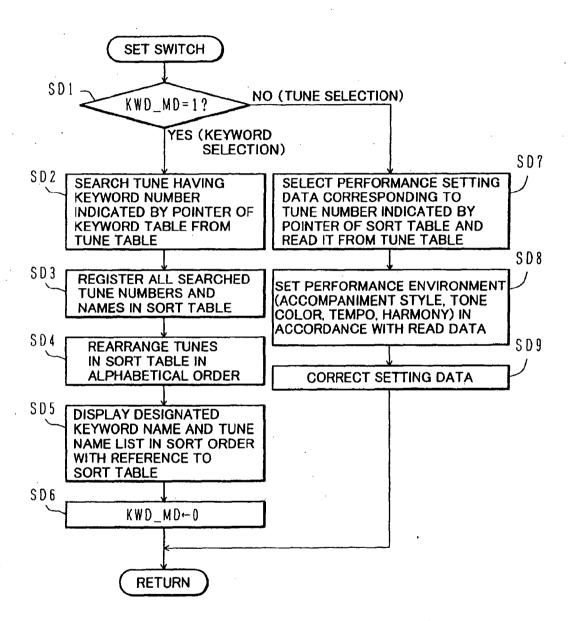
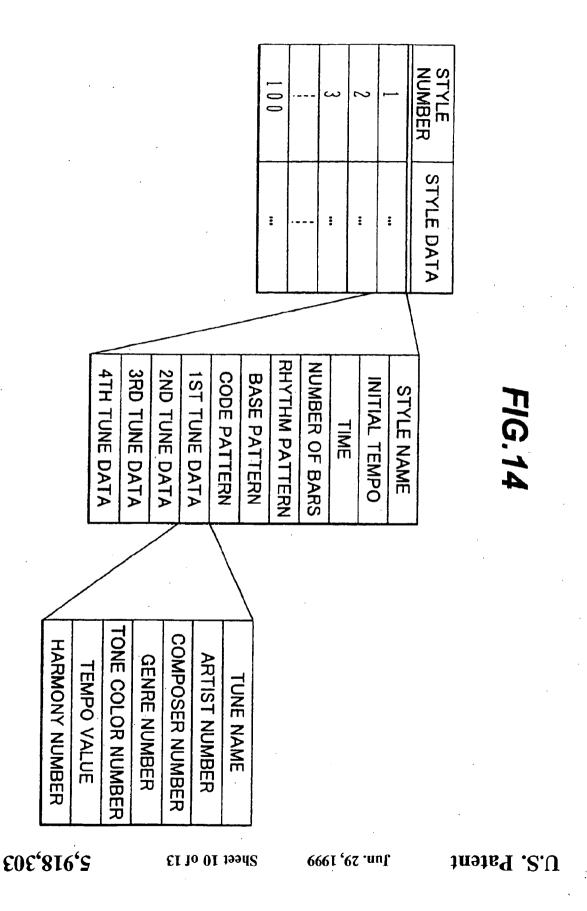


FIG.13





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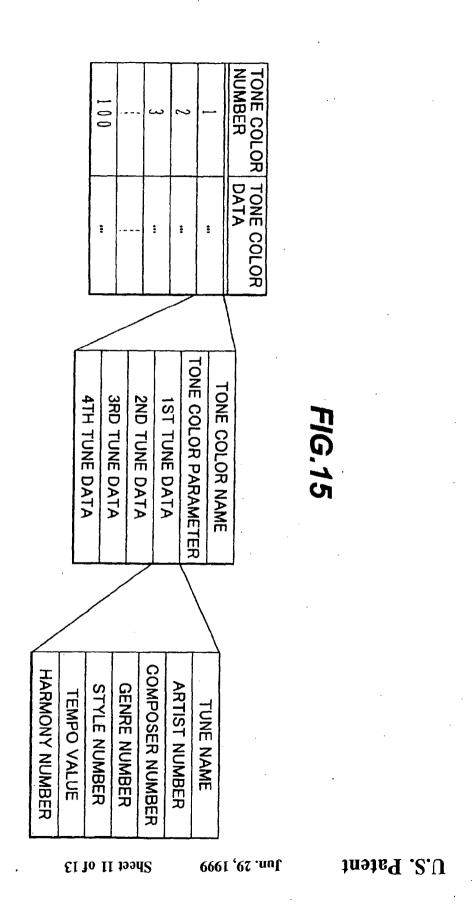
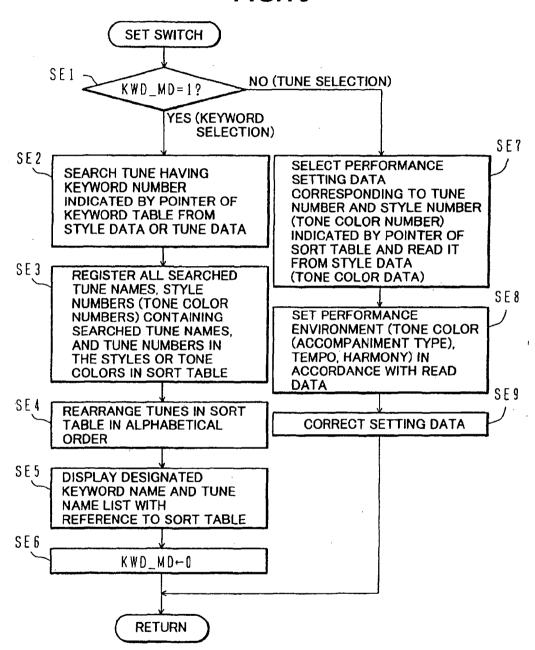


FIG.16



# **FIG.17**

SORT ORDER	STYLE NUMBER	TUNE NUMBER IN STYLE	TUNE NAME
1	2 3	1	*** ***
2	5	3	*** ***
3	1 2	4	*** ***
	 		!
N	6 8	2	*** ***

**SELECTING APPARATUS** 

This application is based on Japanese patent application

No. 8-314037 filed on Nov. 25, 1996, the entire contents of 5

selected, the actual automatic accompaniment may not match the played tune.

Even if it is found that the actual automatic accompaniment does not match a tune, it is difficult for the user to find more suitable settings

# which are incorporated herein by reference. BACKGROUND OF THE INVENTION

#### a) Field of the Invention

The present invention relates to performance setting data selecting techniques, and more particularly to performance setting data selecting techniques which facilitate to select performance setting data necessary for the execution of tone color data or the like.

## b) Description of the Related Art

A performance setting data selecting apparatus is used with, for example, an automatic accompaniment apparatus. A user can select performance setting data necessary for automatic accompaniment by using the performance setting 20 data selecting apparatus. The performance setting data is, for example, a combination of accompaniment style, tone color, tempo, harmony and the like.

One of the methods of selecting performance setting data is a method called one touch setting (OTS). How one touch 25 setting is used will be described.

- An accompaniment style is first selected. For example, [Pop Ballad Style] is selected.
- (2) A switch [OTS] is depressed to select performance setting data. Upon depression of this switch, a list of four 30 tune images matching the selected accompaniment style is displayed on a display device.

[Pop Ballad Style]

- 1. Richard's Solo
- 2. Classic Guitar
- 3. Orchestral Ballad
- 4. Piano Ballad
- (3) One of the fours numbers displayed on the display device is selected with a switch.
- (4) The performance setting data matching the tune of the selected number is automatically set. The automatically set performance setting data is the data other than the already set accompaniment style data, and may be melody tone color data, tempo data, harmony data and the like.

When a user plays a tune, it is possible to play only a melody line, while leaving accompaniment matching the melody line to an automatic accompaniment apparatus. In this case, the tune to be played by the user is already determined. Although it is difficult for an ordinary user to 50 manually select each set of performance setting data matching the tune to be played, one touch setting can automatically set the performance setting data.

Even if a tune to be played is already determined, it is difficult to determine which accompaniment style and tune 55 image are to be selected in order to set performance setting data matching the tune.

Further, with one touch setting, an accompaniment style is first selected and then a tune image is selected. Even if a suitable tune image can be known, it may happen that it is 60 not certain which accompaniment style is to be selected in order to select the tune image.

Still further, since only an abstract title of a tune image to be selected is displayed after the accompaniment style is selected, it is difficult to image the final accompaniment.

Under the presence of such problems, even if an accompaniment style and tune image a user thinks proper are

#### SUMMARY OF THE INVENTION

It is an object of the present invention to provide a performance setting data selecting apparatus, a performance setting data selecting method, and a medium storing programs for executing the method, capable of facilitating to select performance setting data matching a tune to be played.

According to one aspect of the present invention, there is provided a performance setting data selecting apparatus comprising: means for storing a correspondence between each of a plurality of tune names and performance setting data suitable for playing each tune; means for designating the tune name of each tune; and means for setting the performance setting data corresponding to the tune name of each tune designated by said designating means by reading the performance setting data from said storing means.

According to another aspect of the present invention, there is provided a performance setting data selecting apparatus comprising: data storing means for storing a plurality set of performance setting data; a table for storing a correspondence between each tune name of the plurality of tunes and each set of the performance setting data stored in said data storing means suitable for playing a tune having the associated tune name; means for designating a tune name; and means for reading the performance setting data corresponding to the tune name designated by said designating means from said data storing means by referring to said table and setting the read performance setting data.

By designating a tune name, a user can automatically set 35 the performance setting data suitable for the performance of the tune having the designated tune name. Since a tune is easy to be imaged from the tune name, the performance setting data a user wishes to play can be set by designating the tune name.

According to another aspect of the present invention, there is provided a performance setting data selecting apparatus comprising: storing means for storing a plurality set of performance setting data and storing a correspondence between each tune name and each set of the performance setting data suitable for playing a tune having the associated tune name; means for designating the tune name of each tune; and means for setting the performance setting data corresponding to the tune name of each tune designated by said designating means by reading the performance setting data from said storing means.

The storing means stores the performance setting data, and also stores a correspondence between each tune name and each set of the performance setting data suitable for playing a tune having the associated tune name. It is therefore possible to easily add new performance setting data. By designating a tune name, a user can automatically set the performance setting data suitable for the performance of the tune having the designated tune name.

## BRIEF DESCRIPTION OF THE DRAWINGS

FIGS. 1 to 4 show a display screen which is used for selecting performance setting data by using a performance setting data selecting apparatus according to an embodiment of the invention.

FIG. 5 is a block diagram showing the structure of the performance setting data selecting apparatus of the embodi-

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FIG. 6 is a diagram showing the structure of a tune table. FIGS. 7A to 7C are diagrams showing the structure of a keyword table, FIG. 7A shows the structure of an artist table, FIG. 7B shows the structure of a composer table, and FIG. 7C shows the structure of a genre table.

FIGS. 8A to 8C are diagrams showing the structure of performance setting data, FIG. 8A shows the structure of style data, FIG. 8B shows the structure of tone color data, and FIG. 8C shows the structure of harmony data.

FIG. 9 is a flow chart illustrating an operation to be 10 executed by CPU when an abc switch is operated.

FIG. 10 is a diagram showing the structure of a sort table.

FIG. 11 is a flow chart illustrating an operation to be executed by CPU when a keyword switch is operated.

FIG. 12 is a flow chart illustrating an operation to be executed by CPU when a cursor switch is operated.

FIG. 13 is a flow chart illustrating an operation to be executed by CPU when a set switch is operated.

FIG. 14 is a diagram showing of the structure of other sets 20 of style data.

FIG. 15 is a diagram showing of the structure of other sets of tone color data.

FIG. 16 is a flow chart illustrating another operation to be 25 executed by CPU when a set switch is operated.

FIG. 17 shows the structure of another sort table.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

FIGS. 1 to 4 are diagrams illustrating a method of selecting performance setting data by using a performance setting data selecting apparatus according to an embodiment of the invention. The performance setting data setting apparatus of this embodiment can automatically select performance setting data matching a tune selected by a user. This selecting method is called hereinafter song image setting (abbreviated as SIS).

FIG. 1 shows a display screen 20 of the performance setting data selecting apparatus and operation switches 21, 40 22, 23, 24 and 25.

An abc switch 21 is used for displaying a tune list on the display screen. For example, when this switch 21 is depressed, the names 28 of six tunes are displayed on the display screen 20 in an alphabetical order (in the order of a, 45 b, c, ...) or in a Japanese syllabary order (in the order of a, i, u, e, o . . . (phonetic translation of Japanese phonemes)). For example, tune names 28 are displayed in the order of AAAA, AAAB, BBBB, BBCC, CCCC and CDEF.

An arrow 27 indicates that the next page continues. Only 50 six tune names, for example, can be displayed on the display screen 20. If there are seven or more tune names, the arrow 27 is displayed to notify a user of the presence of other tune names still not displayed on this display screen. The tune names 28 are displayed on the display screen 20, for 55 example, in two columns. AAAA, AAAB and BBBB are displayed on the left column, and BBCC, CCCC and CDEF are displayed on the right column.

A cursor 26 displayed on the display screen 20 can be moved by a user operating a cursor motion switch 23. As the 60 keyword, a list of tunes belonging only to the artist Aaaa is cursor is moved down at the lowest position of the left column, the cursor moves to the highest position of the right column. Conversely, as the cursor is moved up at the highest position of the right column, the cursor moves to the lowest position of the left column. The succeeding tune names can 65 be displayed on the display screen 20 by moving the cursor to the lowest position of the right column.

Next, a method of selecting a tune will be described. A user moves the cursor 26 to the position of a tune name 28 which the user wants to select, by operating the cursor motion switch 23. In the example shown in FIG. 1, the cursor 26 is at the position of the tune name AAAA. As the user depresses a set switch 24 in this state, performance setting data matching the tune name AAAA is automatically set. The details of the performance setting data will be later

In addition to the abc switch 21, cursor motion switch 23 and set switch 24, the apparatus is provided with a keyword switch 22 and a numerical value change switch 25. The keyword switch 22 includes an artist switch, a composer switch and a genre switch. By operating the keyword switch 22, a user can select one of the artist, composer and genre as a keyword.

In the following description, it is assumed that an artist is selected as the keyword. Similar operations are executed also when a composer or genre is selected as the keyword.

FIG. 2 shows a display screen in the case where an artist is selected as the keyword. In order to indicate that the artist was selected as the keyword, "Keyword List: Artist" is displayed on the upper area of the display screen 20. Although the operation switches same as those shown in FIG. 1 are actually displayed on the lower area of the display screen 20, they are omitted in FIGS. 2, 3 and 4.

By operating the keyword switch 22, an artist is selected as the keyword. A list of artists are displayed on the display screen 20 in the alphabetical order or in the Japanese syllabary order. For example, six artist names 29 are displayed on the display screen 20. The artist names 29 are displayed in the order of, for example, Aaaa, Aabb, Bbbb, Cccc, Dddd, and Defg. An artist is, for example, a player. An arrow 27 indicates that there are other artists still not displayed.

Next, a method of selecting an artist will be described. A user moves the cursor 26 to the position of an artist name 28 which the user wants to select, by operating the cursor motion switch 23. In the example shown in FIG. 2, the cursor 26 is at the position of the artist name Aaaa. As the user depresses the set switch 24 in this state, a list of names of tunes to be played by the artist is displayed on the display

FIG. 3 shows a display screen 20 in the case where the artist name Aaaa is selected and the set switch 24 is depressed. In order to indicate that the artist name Aaaa was selected, "Artist: Aaaa" is displayed on the upper area of the display screen 20.

A list of names of tunes to be played by the selected artist Aaaa is displayed on the display screen 20 in the alphabetical order or in the Japanese syllabary order. For example, six tune names 30 are displayed on the display screen 20. The tune names 30 are displayed in the order of, for example, ABCD, BBCC, HIJK, MMMM, NNNN, and XXYY.

As shown in FIG. 1, when the abc switch 21 is operated, a list of all tunes is displayed. Since the number of tunes is very large, the keyword is used for reducing the number of tunes. For example, if an artist name Aaaa is selected as the displayed as shown in FIG. 3. By using the keyword, a user can find a desired tune name quickly and easily.

Next, with reference to FIG. 3, a method of selecting a tune will be described. A user moves the cursor 26 to the position of a tune name which the user wants to select, by operating the cursor motion switch 23. In the example shown in FIG. 3, the cursor 26 is at the position of the tune

name ABCD. As the user depresses the set switch 24 in this state, performance setting data matching the tune name ABCD is displayed.

FIG. 4 shows a display screen 20 in the case where the tune name ABCD is selected as illustrated in FIG. 3. In order 5 to indicate that the tune name ABCD was selected, "Song: ABCD" is displayed on the upper area of the display screen

The contents of the performance setting data matching the selected tune name are displayed on the display screen. For 10 example, the settings that an accompaniment style is the fifth style (Style: 5), a melody tope color is the thirty second melody tone color (Tone Col. 32), a tempo is 110 (Tempo: 110), and a harmony is the second harmony (Harmony: 2) are displayed on the display screen 20.

A user can determine whether or not the contents of the displayed performance setting data are satisfactory. If satisfactory, the set switch 24 is depressed to set the performance setting data.

If any portion of the contents of the performance setting 20 data is to be corrected, a user moves the cursor 26 to the position of the performance setting data to be corrected, by operating the cursor motion switch 23. Thereafter, the numeral value change switch 25 shown in FIG. 1 is operated to correct the numerical value of the performance setting  $^{25}$ data. Thereafter, the set switch 24 is depressed to set the corrected performance setting data. In the above manner, even if the user dislikes a portion of the contents of the performance setting data, the contents can be corrected to those the user likes.

FIG. 5 is a block diagram showing the structure of an electronic musical instrument having the performance setting data selecting apparatus of this embodiment.

A key depression detector circuit 2 detects a key operation (key depression, key release and the like) of a keyboard 1, and generates a note-on signal, a note-off signal, a key code and the like. A switch detector circuit 4 detects a switch operation of a switch 3 and generates a switch signal. The switch 3 includes the abc switch 21, keyword switch 22, cursor motion switch 23, set switch and numerical value change switch 25 shown in FIG. 1.

A bus 17 is connected to the key depression detector circuit 2 and switch detector circuit 4 as well as a display circuit 5, a sound source (tone generator) circuit 6, an effects circuit 7, a RAM 9, a ROM 10, a CPU 11, an external storage device 13, and a communication interface 14.

RAM 9 has a working area for CPU 11, including flags, buffers and the like. ROM 10 stores various parameters and computer programs. CPU 11 executes calculations and controls in accordance with computer programs stored in ROM

A timer 12 is connected to CPU 11. CPU 11 is supplied with time information from the timer 12. The communication interface 14 includes a musical instrument digital inter- 55 face (MIDI) and other communication network interfaces to be described later.

The external storage device 13 includes an interface via which it is connected to the bus 17. The external storage drive (HDD), a magnetooptic drive (M)), a compact diskread only memory (CD-ROM) drive or the like.

In the external storage device 13 or ROM 10, a tune table (FIG. 6), keyword tables (FIGS. 7A to 7C), performance used for setting the performance setting data. The details thereof will be later given.

The performance setting data includes performance data such as accompaniment style data (accompaniment pattern data). If the performance data is stored in the external storage device 13, the performance data is loaded from the external storage device 13 into RAM 9 to reproduce the performance data. Other performance setting data is also loaded from the external storage device 13 into RAM 9.

CPU 11 reads the performance data stored in RAM 9 or ROM 10 and supplies musical tone parameters and effects parameters to the sound source circuit 6 and effects circuit 7. CPU 11 generates the musical tone parameters and effects parameters in accordance with a note-on signal and the like generated by the key depression detector circuit 2 and a switch signal generated by the switch detector circuit, and supplies the generated parameters to the sound source circuit 6 and effects circuit 7.

The sound source circuit 6 generates musical tone signals in accordance with supplied musical tone parameters. The effects circuit 7 assigns effects such as delay and reverb to a musical tone signal generated by the sound source circuit 6, in accordance with the supplied effects parameters. The sound system 8 includes a D/A converter and a speaker, converts the supplied digital musical tone signal into an analog musical tone signal and reproduces it.

The sound source circuit 6 may use any method including a waveform memory method, a frequency modulation method, a physical model method, a higher harmonics synthesis method, a formant synthesis method, and an analog synthesizer method with a voltage controlled oscillator (VCO), a voltage controlled filter (VCF) and a voltage controlled amplifier (VCA).

The sound source circuit 6 may be configured not only by using dedicated hardware but also by using a digital signal processor (DSP) and microprograms or by using a CPU and software programs.

A single sound source circuit may be used time divisionally to form a plurality of sound generating channels, or a single sound source circuit may be used independently for 40 each of a plurality of sound generating channels.

Without storing computer programs and various data in ROM 10, they may be stored in a hard disk loaded in HDD which is one type of the external storage device 13. By reading computer programs or the like from a hard disk and loading them in RAM 9, CPU 11 can execute operations similar to the case where computer programs or the like are stored in ROM 10. With this arrangement, addition, versionup and the like of computer programs or the like become easv.

Computer programs and various data can be stored in CD-ROM (external storage device 13). Computer programs or the like can be copied from CD-ROM to a hard disk. It becomes easy therefore to perform installation and versionup of computer programs or the like.

The communication interface 14 is connected to a communication network 15 such as a local area network (LAN). Internet and a telephone network, and via this communication network 15 to a server computer 16. If computer programs or the like are not stored in HDD, they can be device 13 may be a floppy disk drive (FDD), a hard disk 60 down-loaded from the server computer 16. The electronic musical instrument as a server computer transmits a command for requesting a down-load of computer programs or the like to the server computer 16 via the communication interface 14 and communication network 15. Upon recepsetting data (FIGS. 8A to 8C) are stored which tables are 65 tion of this command, the server computer 16 distributes the requested computer programs or the like to the electronic musical instrument via the communication network 15. The

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electronic musical instrument receives the computer programs or the like via the communication interface 14 and stores them in HDD to thereby complete a down-load.

FIG. 6 shows the structure of a tune table stored in RAM or the like. The tune table stores a tune number 35, a tune 5 name 36, a keyword 37, and a set of performance setting data 38, all being associated with each other. For example, the tune names 36 of 400 tunes are stored and each tune name 36 is assigned a specific tune number 35. It is preferable that the tune names 36 are disposed in the 10 alphabetical order or in the Japanese syllabary order, and in the ascending order of the tune numbers 35.

The keyword 37 is constituted of an artist number, a composer number and a genre number. For example, the tune number No. 1 has a tune name AAAA, an artist number No. 35, a composer number No. 5, and a genre number No. 22. Each number is an identification number of the keyword. It is possible to search a tune name having a specific keyword by using the keyword 37.

The performance setting data 38 is constituted of a style number, a tone color number, a tempo value and a harmony number. For example, if the tune number No. 1 (tune name AAAA) is selected, the style number is set to 10, the tone color number is set to 1, the tempo value is set to 150 and the harmony number is set to 2.

FIGS. 7A to 7C show the structure of the keyword table stored in RAM or the like.

FIG. 7A shows the structure of the artist table. The artist table stores an artist number and an artist name, both being 30 associated with each other. The artist number corresponds to the artist number of the keyword 37 shown in FIG. 6. For example, eighty artist names are stored in the artist table, each artist name being assigned a specific artist number. It is preferable that the artist names are disposed in the 35 alphabetical order or in the Japanese syllabary order, and in the ascending order of the artist numbers.

FIG. 7B shows the structure of the composer table. The composer table stores a composer number and a composer name, both being associated with each other. The composer number corresponds to the composer number of the keyword 37 shown in FIG. 6. For example, sixty two composer names are stored in the composer table. It is preferable that the composer names are disposed in the alphabetical order or in the Japanese syllabary order, and in the ascending order of 45 the composer numbers.

FIG. 7C shows the structure of the genre table. The genre table stores a genre number and a genre name, both being associated with each other. The genre number corresponds to the genre number of the keyword 37 shown in FIG. 6. For example, the genre name includes rock, pop, dance, and Japanese country song (Enka). It is preferable that the genre numbers are disposed in the order of higher user frequency or in a group containing similar genres.

FIGS. 8A to 8C show the structure of the performance setting data stored in RAM or the like.

FIG. 8A shows the structure of style data. Each set of style data is associated with a specific style number. The style number corresponds to the style number of the performance setting data 38 shown in FIG. 6. For example, the style data includes a style name, an initial tempo, a time, the number of bars, a rhythm pattern, a base pattern, and a code (chord) pattern.

The initial tempo is different from the tempo value shown 65 in FIG. 6. The tempo value shown in FIG. 6 is a value set when a tune name is selected in the manner described earlier.

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The initial tempo shown in FIG. 8A is a tempo set not when a tune name is selected but when a style is singularly selected. Therefore, when a tune name is selected, the initial tempo is neglected and the tempo value shown in FIG. 6 is adopted.

The rhythm pattern, base pattern and code pattern each contain a plurality of pattern sections such as intro, main, fill-in and ending.

FIG. 8B shows the structure of tone color data. Each set of tone color data is associated with a specific tone color number. The tone color number corresponds to the tone color number of the performance setting data 38 shown in FIG. 6. For example, the tone color data includes a tone color name and a tone color parameter.

FIG. 8C shows the structure of harmony data. Each set of harmony data is associated with a specific harmony number. The harmony number corresponds to the harmony number of the performance setting data 38 shown in FIG. 6. The harmony number No. 0 does not have harmony data and harmony is not added. For example, it is better not to add harmony when a piano solo performance is played.

The harmony number No. 1 and following numbers have harmony data and add harmony. The harmony data includes a harmony name and a harmony parameter. Harmony parameters include information on how many musical tones having what degree are added to each melody tone to be played by a player, and information on the volume and reproducing timings of the musical tones.

FIG. 9 is a flow chart illustrating an operation to be executed by CPU when the abc switch is operated.

At Step SA1, all tune numbers and names in the tune table (FIG. 6) are registered in a sort table. FIG. 10 shows the structure of the sort table. The sort table stores a sort order, a tune number and a tune name, all being associated with each other. The sort table shown in FIG. 10 shows an example wherein after a keyword search is performed, tune numbers and names are registered, and the contents thereof are not necessarily coincident with the contents of the sort table (correspondence between sort order and tune number) at this Step. For example, if four hundred tunes are registered in the tune table shown in FIG. 6, all four hundred tune numbers and names are registered in the sort table.

If the tune names are disposed in the tune table shown in FIG. 6 in the alphabetical order or in the Japanese syllabary order, then the sort order and tune number having the same serial number are registered in the sort table when the abc switch is operated. However, if the tune names are not disposed in the tune table shown in FIG. 6 in the alphabetical order or in the Japanese syllabary order, the tune names are sorted in the alphabetical order or in the Japanese syllabary order and thereafter they are registered in the sort table. Therefore, even if the tune names are not disposed in the tune table shown in FIG. 6 in the alphabetical order or in the Japanese syllabary order, the tune names are disposed in the alphabetical order or in the Japanese syllabary order.

At Step SA2, a list of tune names is displayed on the display device by referring to the sort table, the tune names being disposed in the sort order. The tune names are disposed on the display device in the alphabetical order or in the Japanese syllabary order (FIG. 1).

At Step SA3, a keyword mode flag KWD\_MD is set to 0 to terminate the process for the abc switch. When the keyword mode flag KWD\_MD takes 0, the mode is a tune selection mode, and when it takes 1, the mode is a key word selection mode.

FIG. 11 is a flow chart illustrating an operation to be executed by CPU when the keyword switch is operated.

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At Step SB1, with reference to a keyword table (FIGS. 7A to 7C) corresponding to the operated switch, a keyword list is displayed on the display device (FIG. 2). If the keyword is an artist or a composer, the keywords are displayed in the alphabetical order or in the Japanese syllabary order, 5 whereas if the keyword is a genre, they are displayed in the order of higher use frequency or in a group containing similar genres.

At Step SB2, the keyword mode flag KWD\_MD is set to 1 to terminate the process for the keyword switch. When the  $\,^{10}$ flag KWD\_MD is set to 1, the keyword selection mode is

FIG. 12 is a flow chart illustrating the operation to be executed by CPU when the cursor motion switch is operated.

At Step SC1, it is checked whether the flag KWD\_MD is 1. If the flag KWD\_MD is 0, it means the tune selection mode so that the flow advances to Step SC4 along a NO

At Step SC4, an address pointer of the sort table (FIG. 10) 20 is moved. At the initial stage, the address pointer P is at the head of the table as shown in FIG. 10. For example, if a cursor up-direction switch is operated, the address pointer is decremented, whereas if a cursor down-direction switch is operated, the address pointer is incremented.

At Step SC5, the cursor is moved on the display screen to the tune name indicated by the address pointer of the sort table and displayed at this position. If necessary, the display screen is scrolled or the arrow 27 indicating a presence of other tunes is displayed. Thereafter, the process for the 30 cursor motion switch is terminated.

If it is judged at Step SC1 that the flag KWD\_MD is 1, it means that the mode is the keyword selection mode, and the flow advances to Step SC2 along a YES arrow. Namely, if the cursor motion switch is moved after the keyword 35 switch is operated, the flow advances to Step SC2.

At Step SC2, an address pointer of the keyword table (FIGS. 7A to 7C) is moved. For example, if the cursor up-direction switch is operated, the address pointer is decremented, whereas if the cursor down-direction switch is 40 operated, the address pointer is incremented.

At Step SC3, the cursor is moved on the display screen to the keyword indicated by the address pointer of the keyword table. If necessary, the display screen is scrolled or the arrow 27 indicating a presence of other keywords is displayed. 45 Thereafter, the process for the cursor motion switch is terminated.

FIG. 13 is a flow chart illustrating the operation to be executed by CPU when the set switch is operated.

At Step SD1, it is checked whether the flag KWD\_MD is 1. If the flag KWD\_MD is 1, it means the keyword selection mode so that the flow advances to Step SD2 along a YES arrow. For example, if the cursor is positioned at a desired artist name or the like in the list displayed on the 55 display screen and the set switch is operated, the flow advances to Step SD2.

At Step SD2, a tune having the keyword number indicated by the address pointer of the keyword table (FIGS. 7A to 7C) artist number No. 1 is selected, a tune number and a tune name having the artist number No. 1 are searched.

At Step SD3, all searched tune numbers and tune names are registered in the sort table (FIG. 10). Since only the tune number and names having the same keyword are registered, 65 the tune numbers are registered generally in a discontinuous order as shown in FIG. 10.

At Step SD4, the tune names in the sort table are rearranged in the alphabetical order or in the Japanese syllabary order. If the tune numbers are being disposed in the alphabetical order of tune names or in the Japanese syllabary order of tune names, the tune names may be sorted in the tune number order and registered in the sort table.

At Step SD5, the designated keyword name is displayed on the display screen. For example, "Artist: Aaaa" is displayed on the upper area of the display screen, as shown in FIG. 3. With reference to the sort table, a list 30 (FIG. 3) of tune names is displayed in the sort order (i.e., in the alphabetical order or in the Japanese syllabary order).

At Step SD6, the flag KWD\_MD is set to 0 in order to change the keyword selection mode to the tune selection mode. Thereafter, the process for the set switch is termi-

If it is judged at Step SD1 that the flag KWD\_MD is 0, it means that the mode is the tune selection mode so that the flow advances to Step SD7 along a NO arrow. For example, if the cursor is moved to the position of a desired tune name among the tune names displayed on the display screen and the set switch is operated, the flow advances to Step SD7.

At Step SD7, the performance setting data 38 corresponding to the tune number indicated by the address pointer of the sort table is selected and read from the tune table (FIG.

At Step SD8, the performance environment (such as accompaniment style, tone color, tempo and harmony) is set in accordance with the read performance setting data.

At Step SD9, if a user performs a correction of the performance setting data, the performance environment is set in accordance with the corrected performance setting data. If a user is not satisfied with the performance setting data read from the tune table, the user can correct the performance setting data by using the numerical value change switch (FIG. 4). Thereafter, the corrected performance setting data is set as descried above to terminate the process for the set switch.

FIG. 14 shows the structure of other sets of style data different from the style data shown in FIG. 8A.

The style data is associated with a style number. The style data includes a style name, an initial tempo, a time, the number of bars of a repetition pattern of accompaniment, a rhythm pattern, a base pattern, a code pattern, and tune data. For example, if there are four tunes corresponding to the style number No. 1, the style data contains first tune data, second tune data, third tune data and fourth tune data.

The tune data includes a tune name, an artist number, a composer number, a genre number, a tone color number, a tempo value, and a harmony number. A keyword search becomes possible by using the artist number, composer number and genre number. Setting the performance setting data such as a tone color number also becomes possible. Since the style data contains tune data, the tune table shown in FIG. 6 becomes unnecessary.

With the configuration that style data contains tune data, it becomes easy to supplement style data. If the style data is searched from the tune table (FIG. 6). For example, if the 60 shown in FIG. 8A is used in place of the style data shown in FIG. 14, it is not easy to supplement new style data. In this case, it is necessary not only to add new style data to the style data shown in FIG. 8A but also to correspondingly register the new style number in the tune table shown in FIG. 6. The operation, therefore, becomes complicated. In contrast, if the style data shown in FIG. 14 is used, it is sufficient if only new style data is added, and the other

portions are not necessary to be changed. The operation of adding new data is therefore easy. Style data to be later added may be supplied to users in the form of floppy disk or the like

FIG. 15 shows the structure of other sets of tone color data 5 different from the tone color data shown in FIG. 8B.

The tone color data is associated with a tone color number. The tone color data includes a tone color name, a tone color parameter, and tune data. For example, if there are four tunes corresponding to the tone color number No. 1, the tone color data contains first tune data, second tune data, third tune data and fourth tune data.

The tune data includes a tune name, an artist number, a composer number, a genre number, a style number, a tempo value, and a harmony number. A keyword search becomes 15 possible by using the artist number and the like, and the tune table shown in FIG. 6 becomes unnecessary. With the configuration that tone color data contains tune data, it becomes easy to supplement tone color data.

FIG. 16 is a flow chart illustrating the operation to be 20 executed by CPU when the style data shown in FIG. 14 or the tone color data shown in FIG. 15 is used and the set switch is operated. This flow chart is used as a substitution for the flow chart shown in FIG. 13.

At Step SE1, it is checked whether the flag KWD\_MD is 25 1. If the flag KWD\_MD is 1, it means the keyword selection mode so that the flow advances to Step SE2 along a YES arrow

At Step SE2, a tune having the keyword number indicated by the address pointer of the keyword table (FIGS. 7A to 7C) is searched from the style data (FIG. 14) or tone color data (FIG. 15).

At Step SE3, all searched tune names, style (tone color) numbers containing the searched tune names, and tune numbers in the styles (tone colors) are registered in the sort table (FIG. 17). As shown in FIG. 17, the sort table stores the style numbers, tune numbers in the styles, and tune names, all being associated with each other.

At Step SE4, the tune names in the sort table are rearranged in the alphabetical order or in the Japanese syllabary order.

At Step SE5, the designated keyword name is displayed on the display screen. With reference to the sort table, a list 30 (FIG. 3) of tune names is displayed in the sort order (i.e., in the alphabetical order or in the Japanese syllabary order).

At Step SE6, the flag KWD\_MD is set to 0 in order to change the keyword selection mode to the tune selection mode. Thereafter, the process for the set switch is terminated

If it is judged at Step SE1 that the flag KWD\_MD is 0, it means that the mode is the tune selection mode so that the flow advances to Step SE7 along a NO arrow.

At Step SE7, the performance setting data (excepting style number and tone color number) corresponding to the 55 style number (tone color number) and tune number indicated by the address pointer of the sort table is selected and read from the style data (FIG. 14) or tone color data (FIG. 15).

At Step SE8, the performance environment (such as tone color (or accompaniment style), tempo and harmony) is set 60 in accordance with the read performance setting data. In this case, the performance environment for the style number and tone color number is also set.

At Step SE9, if a user performs a correction of the performance setting data, the performance environment is 65 set in accordance with the corrected performance setting data. Thereafter, the process for the set switch is terminated.

With the performance setting data selecting apparatus of this embodiment, the performance setting data matching a tune to be played can be easily set by selecting a tune name itself, and so-called song image setting is possible. A tune name can be selected easily and quickly by searching the tune name by using an artist, a composer, a genre or the like as a keyword.

If a tune to be played by a user is already determined, the performance setting data matching the tune can be automatically set upon selection of the tune name.

If a user can have particular images of a tune basing upon its tune name, the user can select the tune name easily without being embarrassed. Performance imaged by a user becomes likely to match the actually played performance.

The performance setting data may include: in addition to an accompaniment style and a tone color, chord progression data; intro pattern data; ending pattern data; effects data such as reverb; left hand chord designating mode (single finger, finger chord, full keyboard, and so on) data; volume data of a melody part, an accompaniment part or the like; and other data. The keyword may include other keywords in addition to an artist name, a composer and a genre.

The performance setting data selecting apparatus is not limited only to the form of an electronic musical instrument, but may be realized by a combination of a personal computer and application software. The application software stored in a recording medium such as a magnetic disk may be supplied to the personal computer or it may be supplied via a network to the personal computer.

The performance setting data selecting apparatus may be realized as an integrated part of an electronic musical instrument with built-in sound source and automatic performance units, or may be realized as a discrete part of such an electronic musical instrument interconnected by communication means such as MIDI and networks. The invention is not limited only to keyboard musical instruments, but may be applied to other instruments such as stringed musical instruments, wind musical instruments, and percussion musical instruments.

The present invention has been described in connection with the preferred embodiments. The invention is not limited only to the above embodiments. It is apparent that various modifications, improvements, combinations, and the like can be made by those skilled in the art.

What is claimed is:

1. A performance setting data selecting apparatus comprising:

means for storing a correspondence between each of a plurality of tune names and performance setting data suitable for playing each tune;

means for designating the tune name of each tune; and means for setting the performance setting data corresponding to the tune name of each tune designated by said designating means by reading the performance setting data from said storing means.

2. A performance setting data selecting apparatus according to claim 1, wherein

said storing means comprises:

data storing means for storing a plurality set of performance setting data; and

a table for storing a correspondence between each tune name of the plurality of tunes and each set of the performance setting data stored in said data storing means suitable for playing a tune having the associated tune name, and

- said designating means reads the performance setting data corresponding to the tune name designated by said designating means from said data storing means by referring to said table and setting the read performance setting data.
- 3. A performance setting data selecting apparatus according to claim 1, wherein
  - said storing means stores a plurality set of performance setting data and stores a correspondence, for each set of the performance setting data, between a tune name or names and each set of the performance setting data suitable for playing a tune having the associated tune name or names.
- 4. A performance setting data selecting apparatus according to claim 1, wherein the performance setting data includes at least one of an accompaniment style, a tone color, a tempo and a harmony.
- 5. A performance setting data selecting apparatus according to claim 1, wherein said setting means changes the performance setting data read from said storing means in <sup>20</sup> accordance with a user instruction and sets the changed performance setting data.

6. A performance setting data selecting apparatus according to claim 1, further comprising means for displaying the tune names stored in said storing means on a display device. <sup>25</sup>

- 7. A performance setting data selecting apparatus according to claim 6, wherein said displaying means sorts the tune names and displays the sorted tune names, in accordance with a predetermined rule.
- 8. A performance setting data selecting apparatus according to claim 6, wherein said displaying means displays only the tune names searched by keyword searching.
- 9. A performance setting data selecting apparatus according to claim 7, wherein said displaying means sorts the tune names in an alphabetical order and displays the sorted tune names.
- 10. A performance setting data selecting apparatus according to claim 8, wherein said displaying means performs a search by using at least one of an artist, a composer, and a genre as a keyword.
- 11. A performance setting data selecting apparatus according to claim 3, wherein said storing means stores the plurality set of performance setting data and the tune names, the performance setting data sets and the tune names being associated with each other.
- 12. A performance setting data selecting apparatus according to claim 6, wherein said displaying means displays the performance setting data read by said setting means from said storing means on the display device.
- 13. A performance setting data selecting apparatus 50 according to claim 12, wherein said setting means changes the performance setting data displayed by said displaying means in accordance with a user instruction and sets the changed performance setting data.
- 14. A performance setting data selecting apparatus comprising:
  - memory which stores a plurality of performance setting data suitable for playing a plurality of tunes and respective correspondences between the plurality of performance setting data and the plurality of tunes;
  - designating device which designates one of the plurality of tunes:
  - controlling device which sets one of the plurality of performance setting data corresponding to the desig-

nated tune by reading out the one from the memory based on the correspondences,

- wherein an automatic accompaniment of the designated tune is executed under the set performance setting data.
- 15. A performance setting data selecting method comprising the steps of:
  - (a) preparing means for storing a correspondence between each of a plurality of tune names and performance setting data suitable for playing each tune;
  - (b) designating the tune name of each tune; and
  - (c) setting the performance setting data corresponding to the tune name of each designated tune by reading the performance setting data from said storing means.
- 16. A medium storing a program to be executed by a computer, the program comprising the processes of:
- (a) preparing means for storing a correspondence between each of a plurality of tune names and performance setting data suitable for playing each tune;
- (b) designating the tune name of each tune; and
- (c) setting the performance setting data corresponding to the tune name of each designated tune by reading the performance setting data from said storing means.
- 17. A medium according to claim 16, wherein

said storing means comprises:

- data storing means for storing a plurality set of performance setting data; and
- a table for storing a correspondence between each tune name of the plurality of tunes and each set of the performance setting data stored in said data storing means suitable for playing a tune having the associated tune name, and
- said process (c) reads the performance setting data corresponding to the designated tune name from said data storing means by referring to said table and setting the read performance setting data.
- 18. A medium according to claim 16, wherein
- said process (a) prepares the storing means for storing a plurality set of performance setting data and storing a correspondence, for each set of the performance setting data, between a tune name or names and each set of the performance setting data suitable for playing a tune having the associated tune name or names.
- 19. A medium according to claim 16, wherein the performance setting data includes at least one of an accompaniment style, a tone color, a tempo and a harmony.
- 20. A medium according to claim 16, wherein said process (c) changes the performance setting data read from said storing means in accordance with a user instruction and sets the changed performance setting data.
- 21. A medium according to claim 16, further comprising the process (d) of displaying the tune names stored in said storing means on a display device, before said process (b).
- 22. Amedium according to claim 18, wherein said process (a) prepares the storing means for storing a correspondence between each set of the performance setting data and a plurality of tune names, after said process (b).
- 23. A medium according to claim 21, wherein said process (d) displays only the tune names searched by keyword searching.

## US005969283A

# United States Patent [19]

Looney et al.

[11] Patent Number:

5,969,283

[45] Date of Patent:

Oct. 19, 1999

[54]	MUSIC ORGANIZER AND	
• -	ENTERTAINMENT CENTER	

[75] Inventors: Brian M. Looney, Lexington, Mass.; Dale R. McMullin, Parker, Colo.; Joseph Pasciuto, Bellingham; Edward T. Doyle, Westford, both of Mass.

[73] Assignee: Looney Productions, LLC, Lexington, Mass.

[21] Appl. No.: 09/098,843

[22] Filed: Jun. 17, 1998

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Primary Examiner—Stanley J. Witkowski Attorney, Agent, or Firm—Cesari and McKenna LLP

[57] ABSTRACT

A music organizer and entertainment center provides a center having a microprocessor, sound card functions and high-volume data storage and retrieval units for playing back music according to a variety of predetermined categories. Music can be played back in random form or can be played back according to a particular pre-selected order. The categories are provided by service provider who delivers selected titles and/or songs to the end user. The songs are typically loaded using a custom CD-ROM provided from the service provider. The music is provided in-data-compressed form and is decompressed and processed through a sound card during playback. The categories can include a variety of parameters such as title, artists, date, speed, dance characteristics, subjective energy level and music style, such as easy-listening, upbeat, etc.

18 Claims, 27 Drawing Sheets

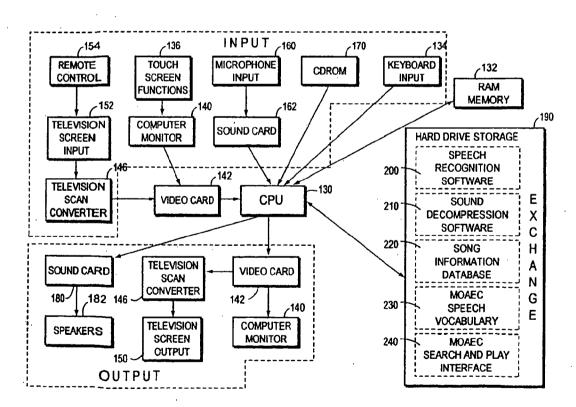


FIG. 1

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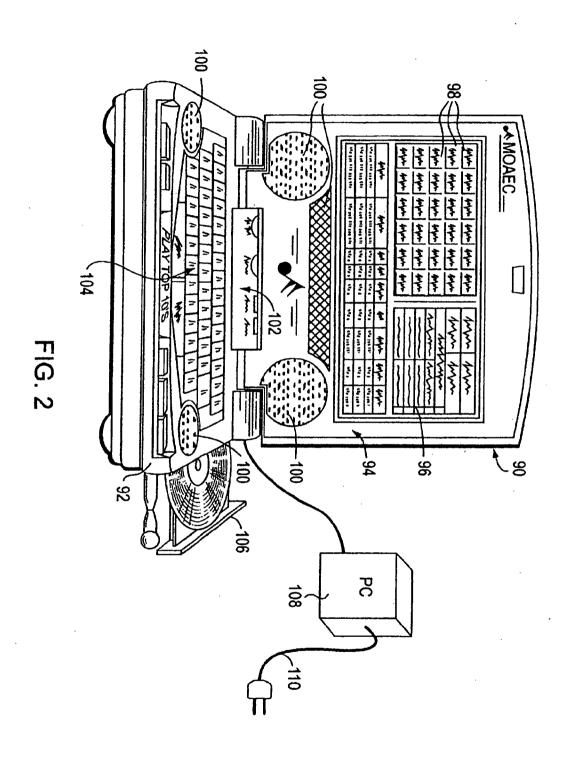
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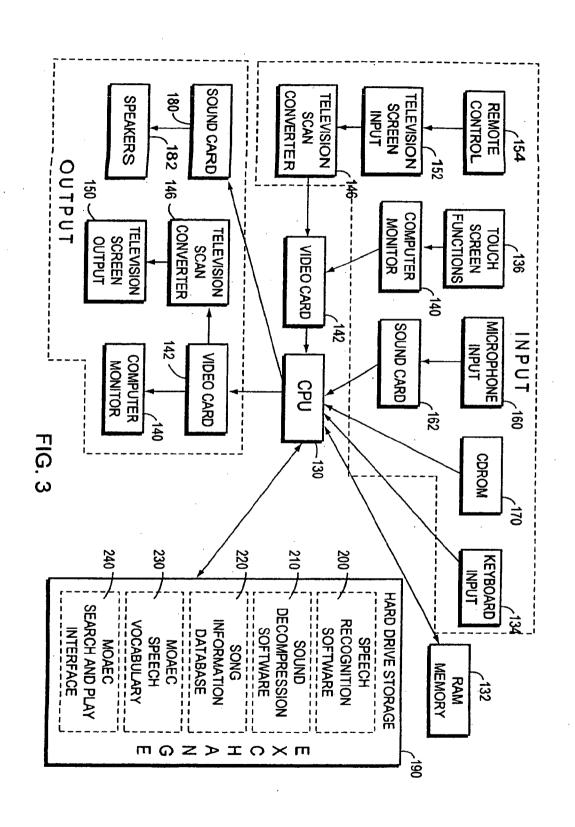
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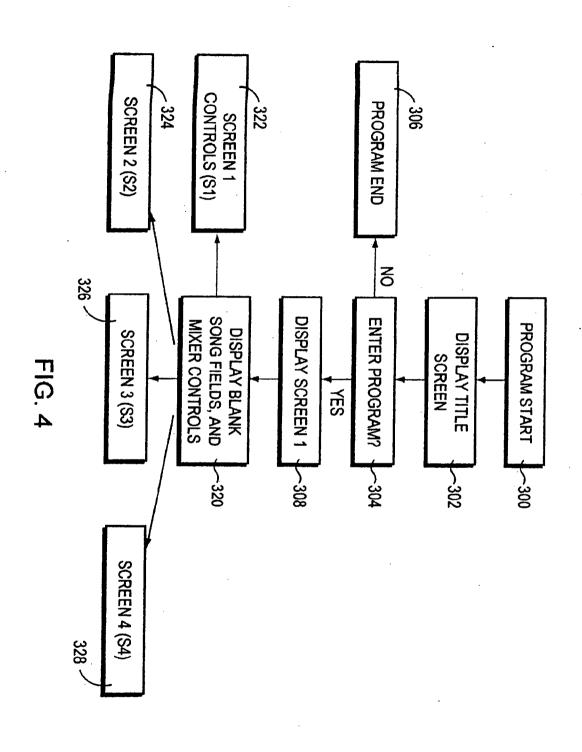
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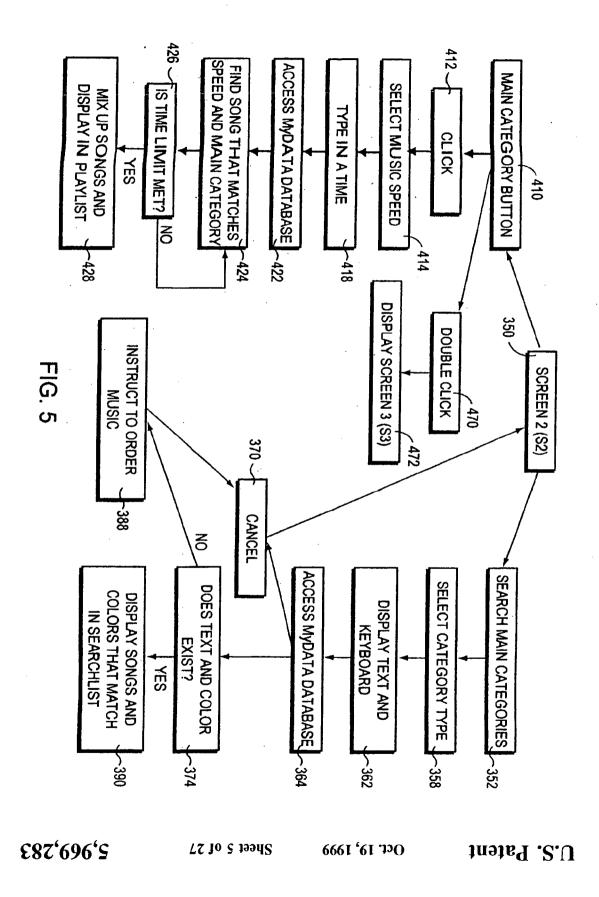
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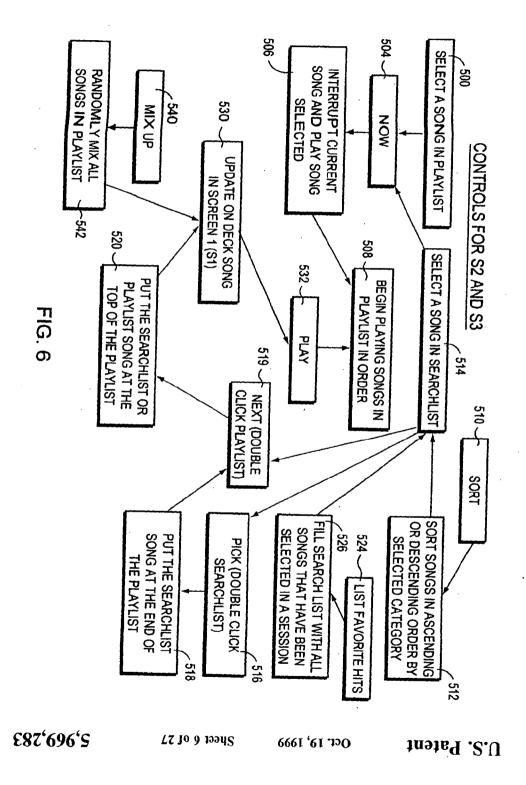


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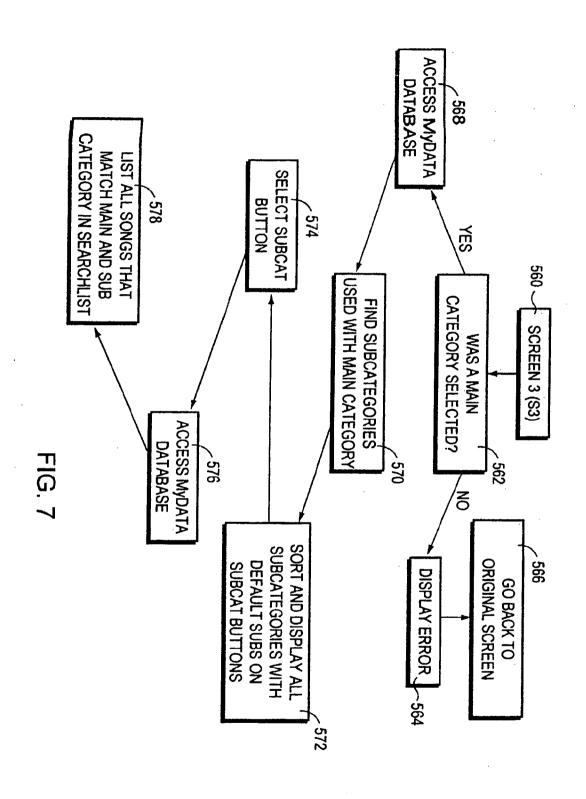
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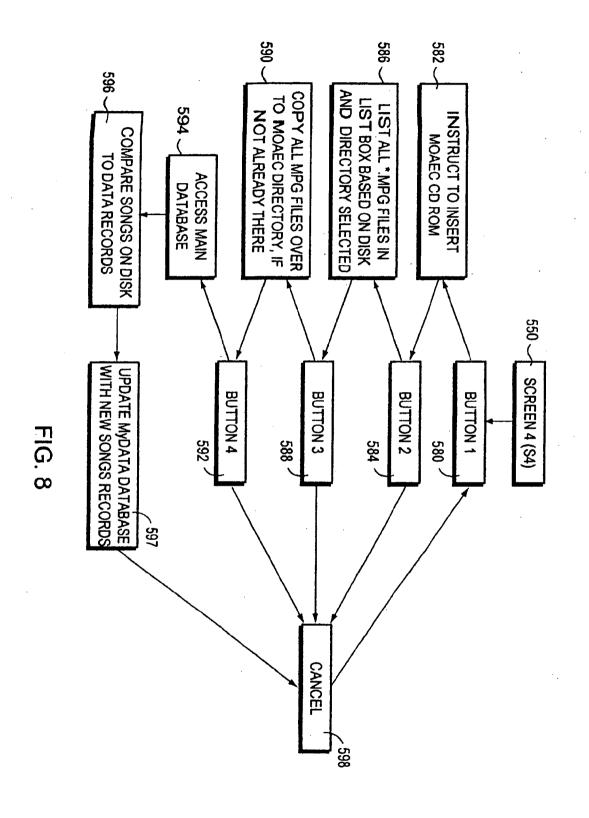


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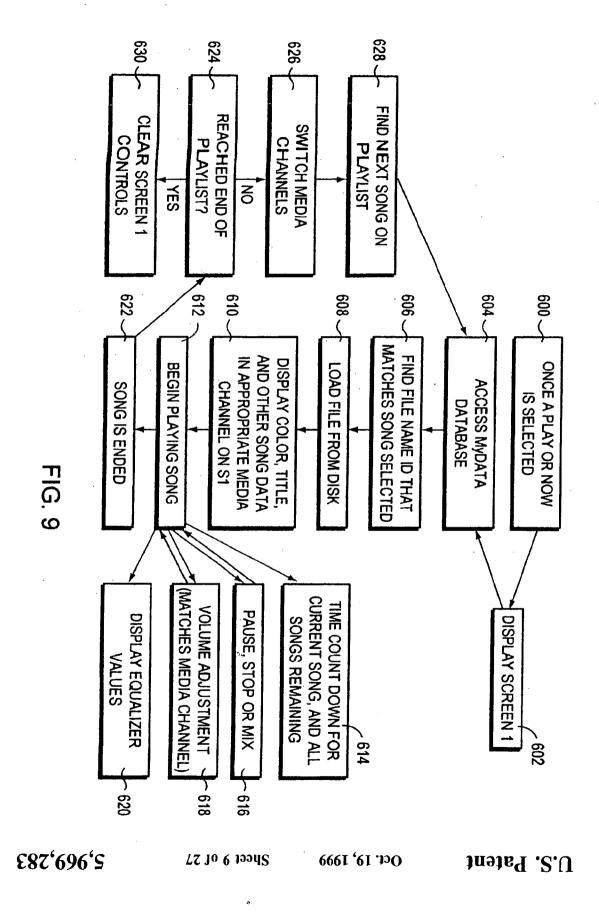
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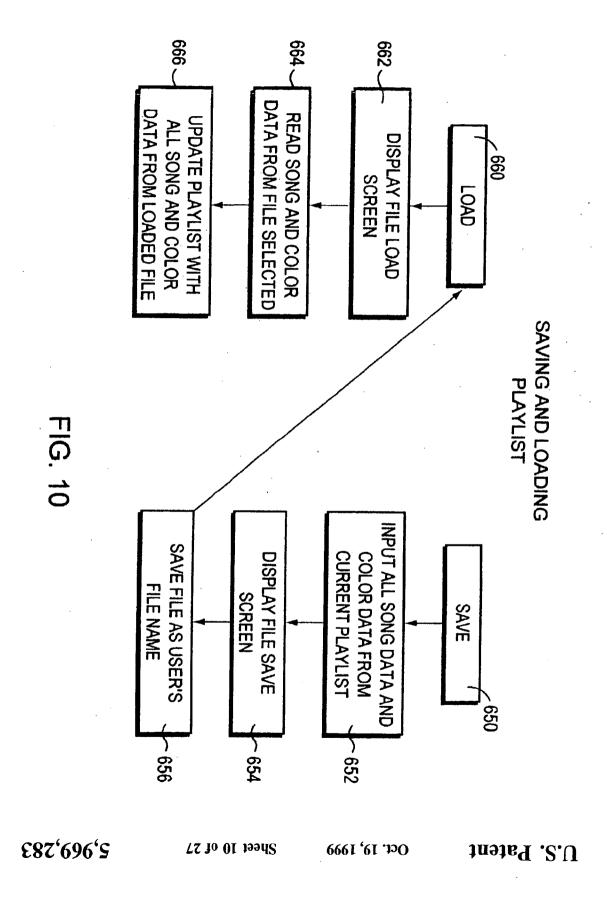


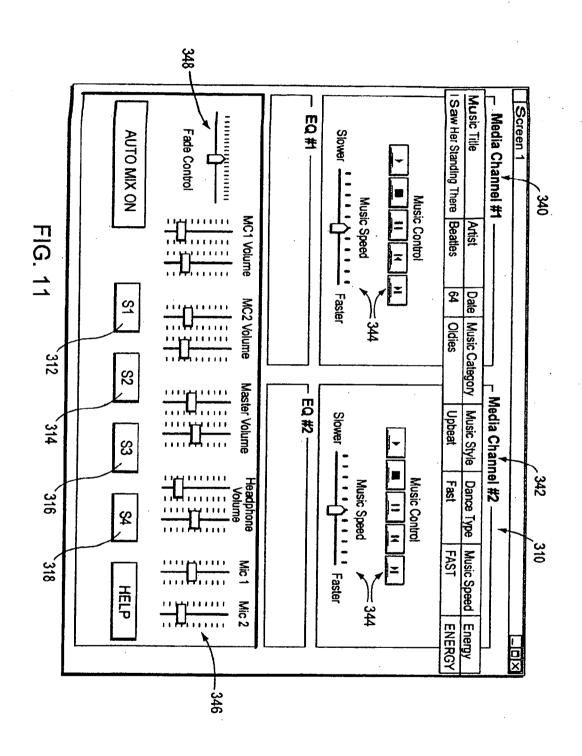
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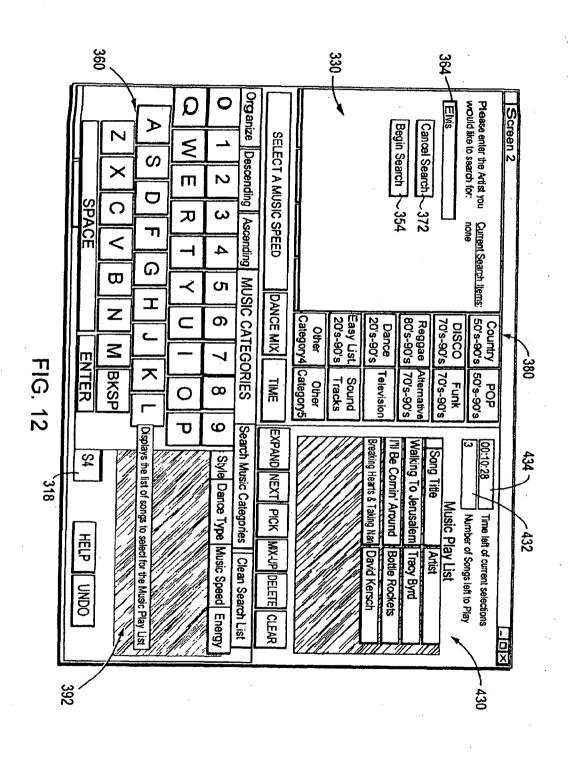




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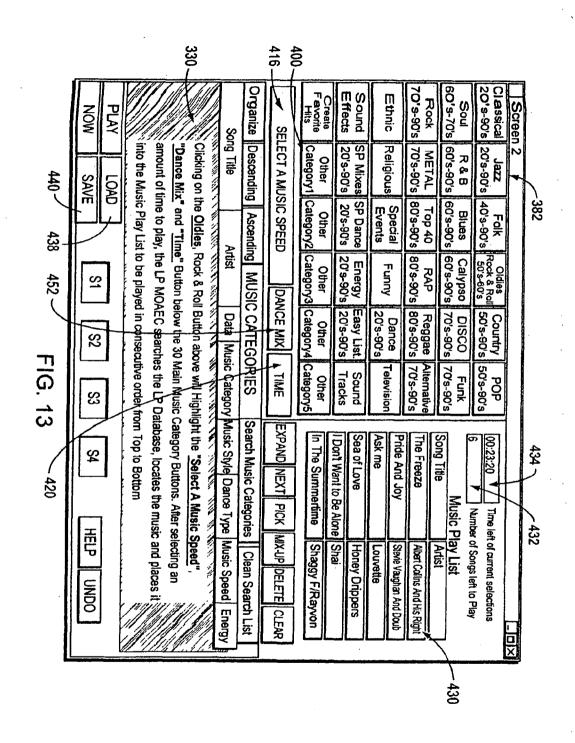
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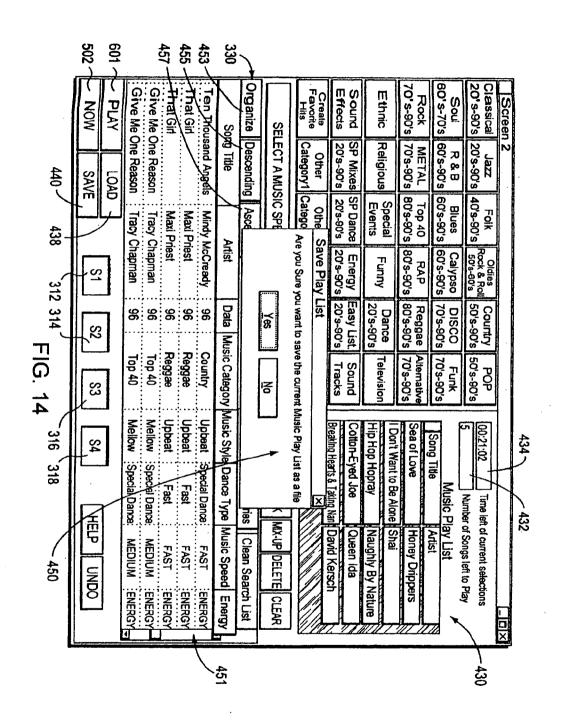
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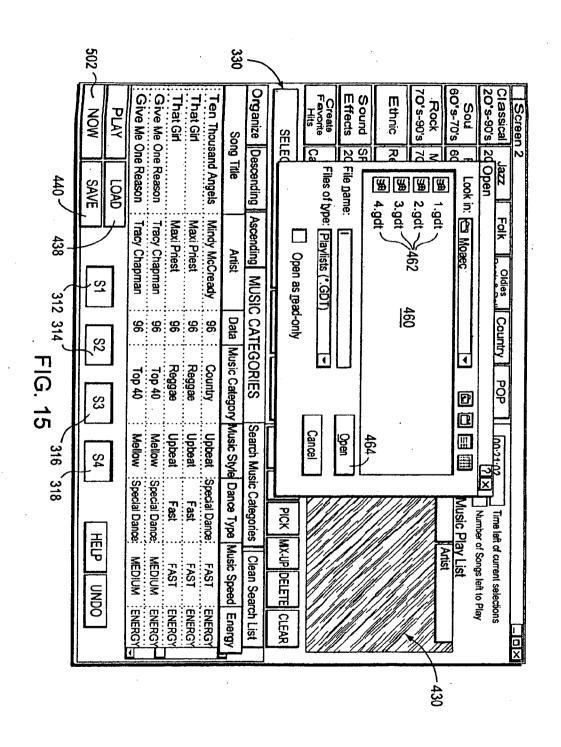
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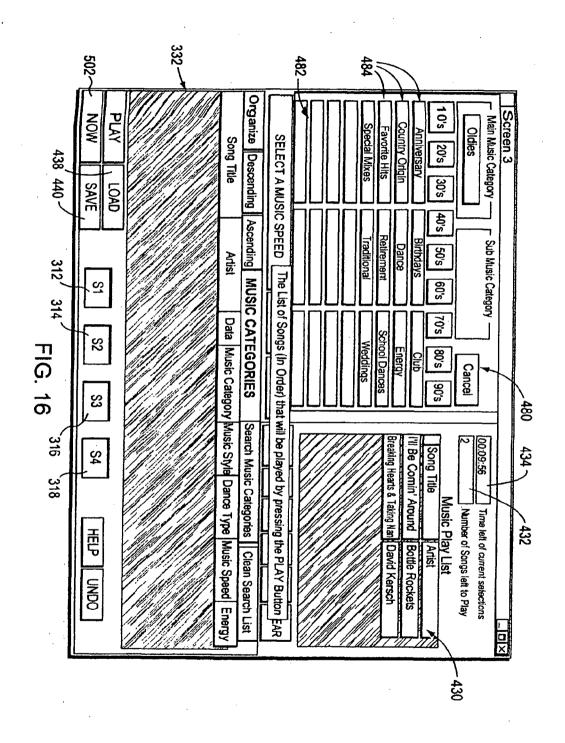
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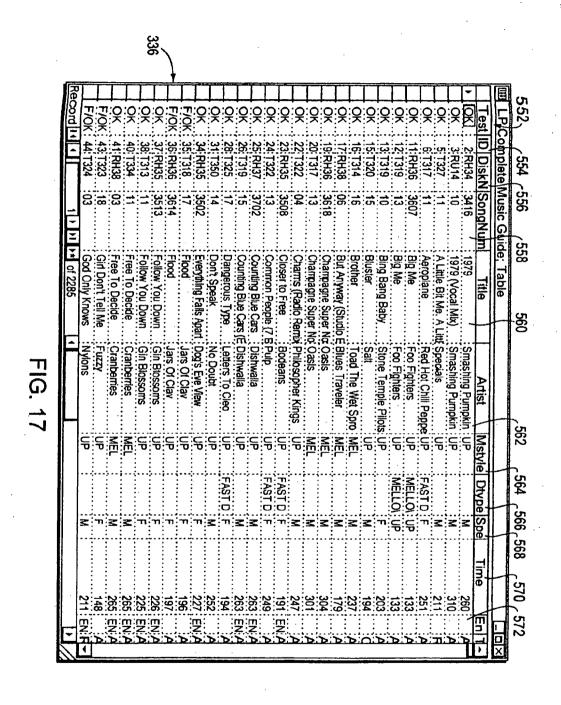
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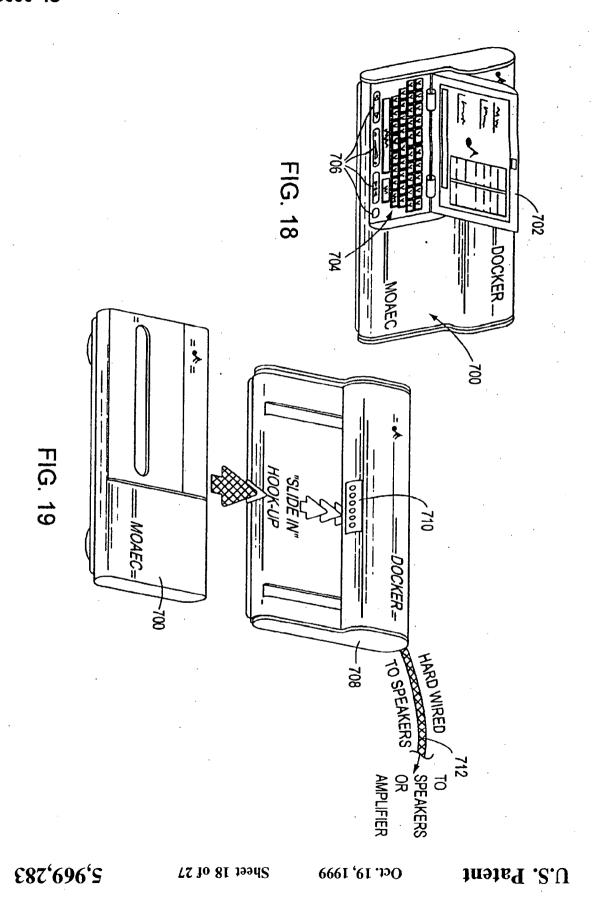
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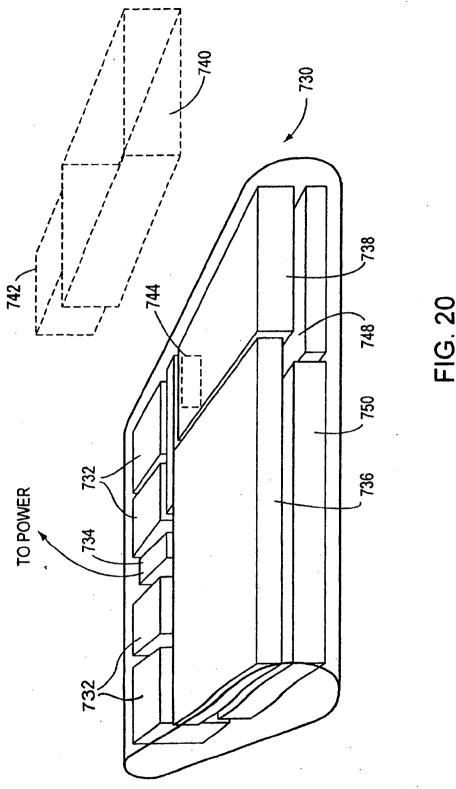


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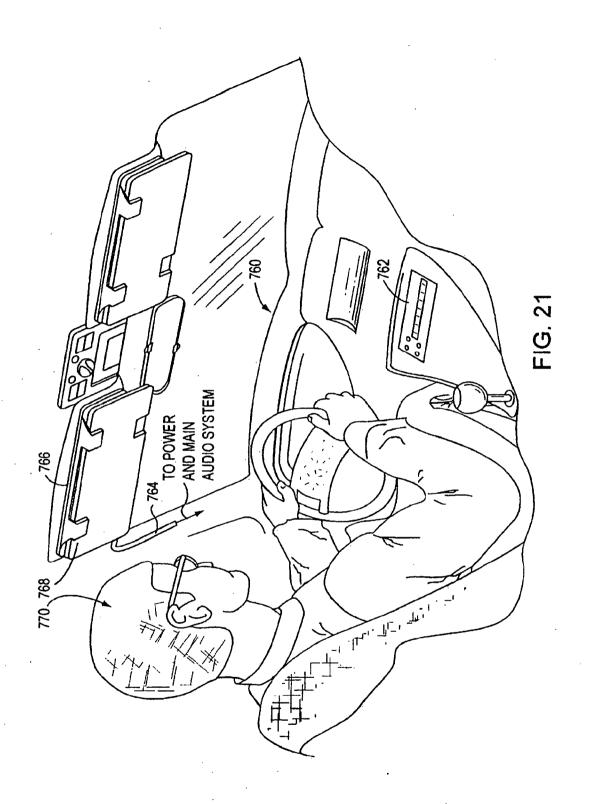
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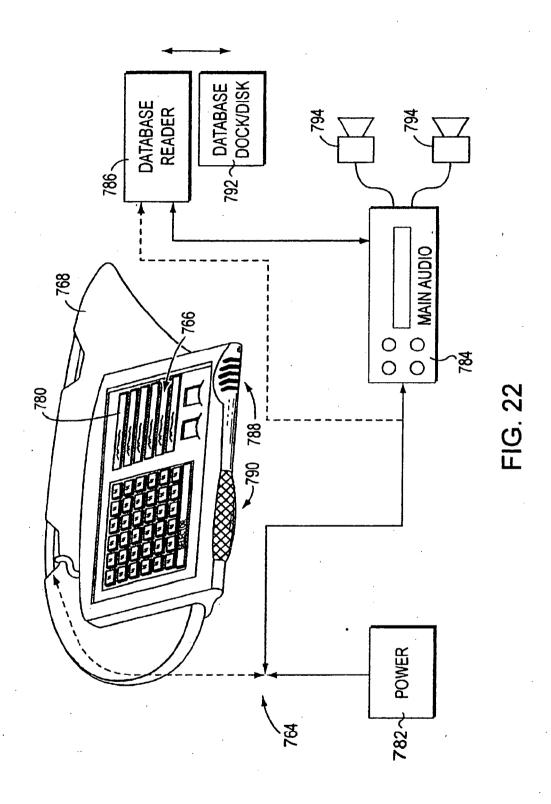
SONY Exhibit 1004 - Page 4613

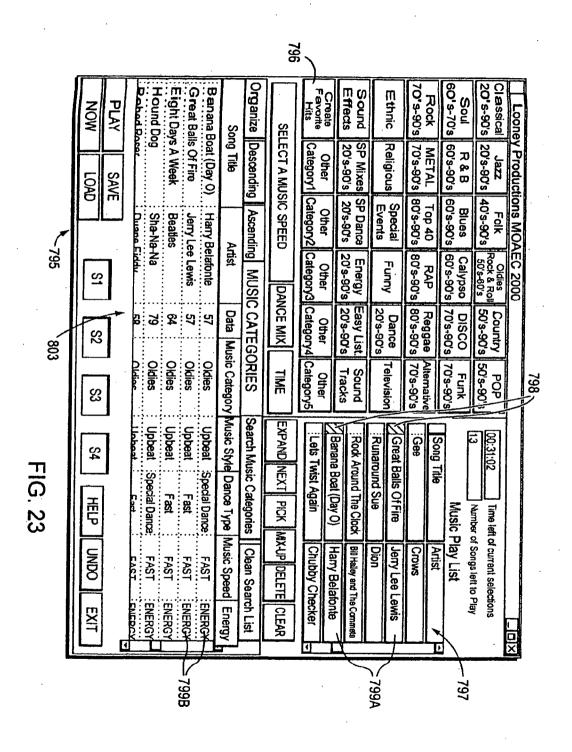


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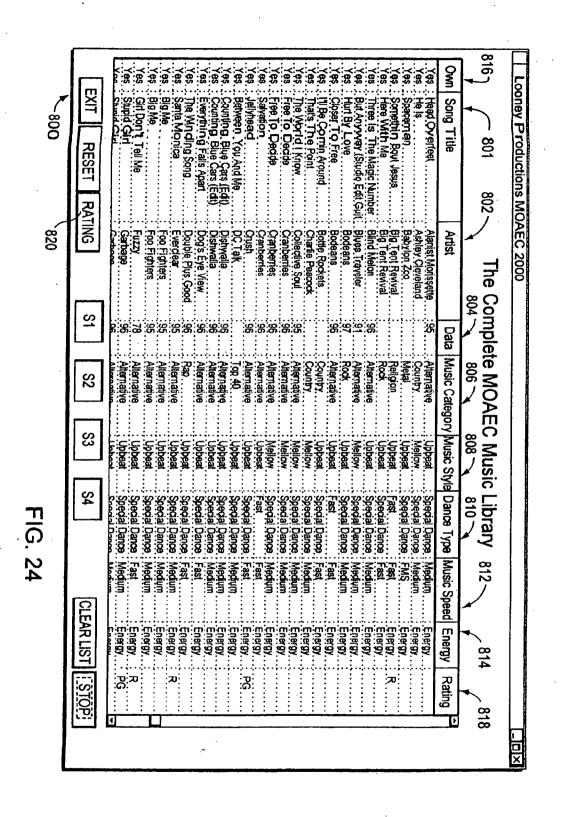
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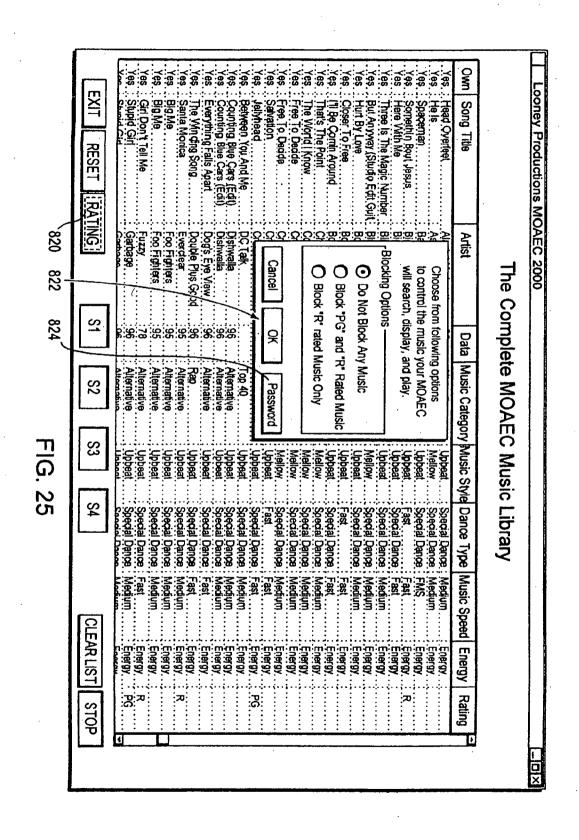
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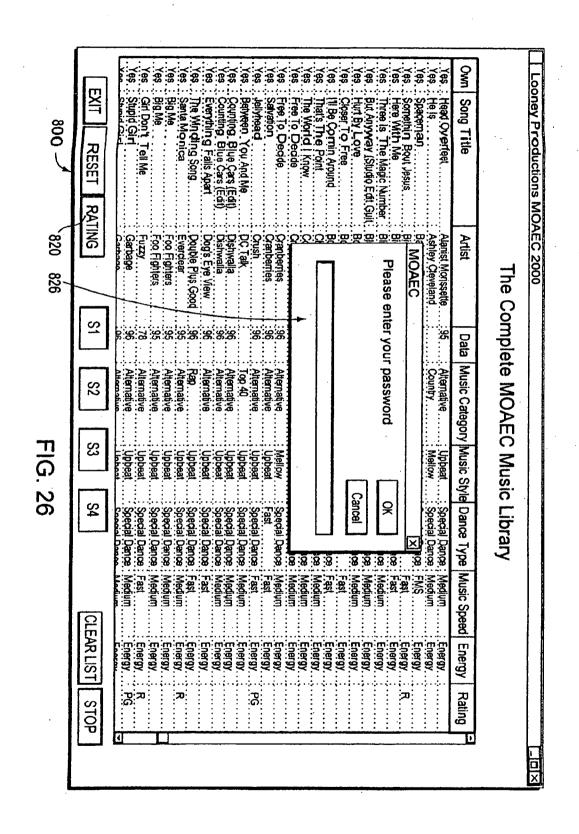
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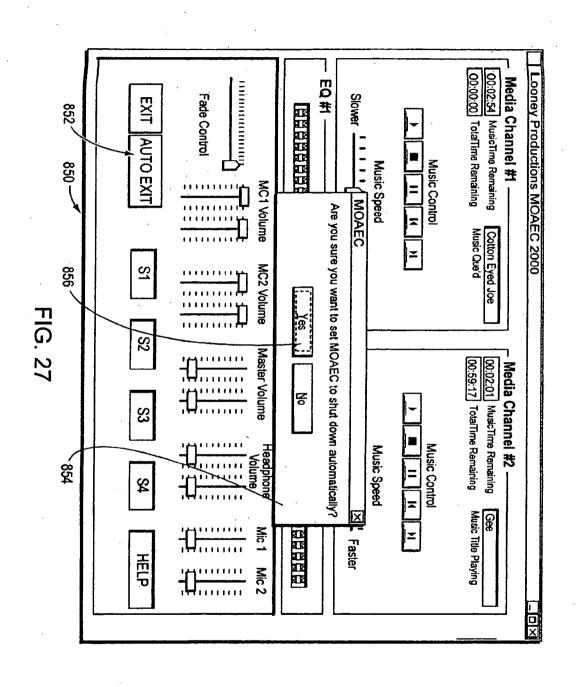
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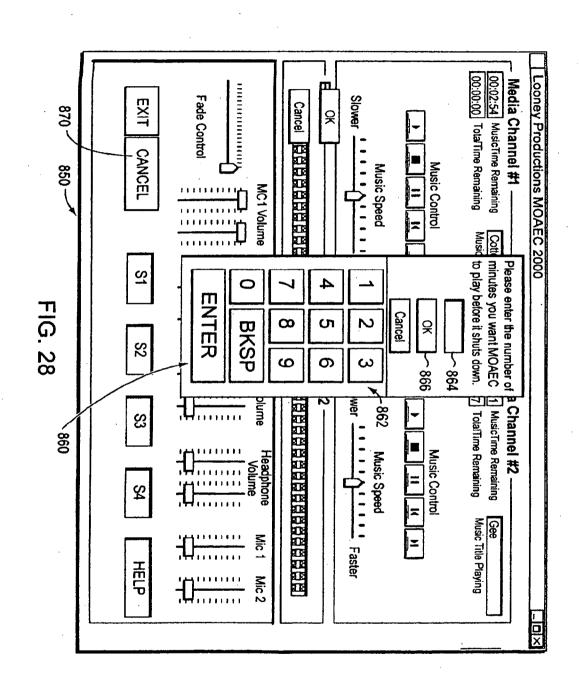


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U.S. Patent

# MUSIC ORGANIZER AND ENTERTAINMENT CENTER

This application includes a Microfiche Appendix pursuant to 37 CFR 1.96(c) that contains a computer program 5 listing of program commands in the commercially available Visual Basic language for implementing various functions of one embodiment of the center of the present invention described herein. The total number of microfiche and the total number of frames in the Microfiche Appendix are 2 and 10 103, respectively. A portion of the disclosure of this patent document or patent disclosure contains material, which is subject to copyright protection. The copyright owner has no objection to the facsimile reproduction by anyone of the patent document or the patent disclosure, as it appears in the 15 Patent and Trademark Office patent file or records, but otherwise reserves all copyright rights whatsoever.

## FIELD OF THE INVENTION

This invention relates to music recording and playback systems, and more particularly to a system that enables storage and playback of a wide range of individual music selections/songs according to a pre-programmed list of categories.

### BACKGROUND OF THE INVENTION

The storage of music on digital media has presented a number of opportunities to miniaturize storage devices for music, thus enabling larger amounts of music to be stored in 30 one place, and to radically alter the presentation of this music. In addition to the actual music sound data, new data related to certain characteristics of the music can now be overlaid in the storage media. This enables a listener to organize and playback music in a highly customized manner. 35 It is no longer strictly necessary to store music in one format (e.g., a single disc or record) and playback individual selections from this disc or record according to a strict organization scheme. Likewise, advances in data compression and storage technology have enabled much larger 40 quantities of digital data to be stored on magnetic disc and optical media than previously. The "Red Book" format common to music compact discs is somewhat inefficient due to its slow sample rate, and a much larger amount of data can be compressed on a standard data optical disc (CD-ROM), 45 and decompressed and replayed using any number of readily available playback software routines.

In addition, most computers and data processing devices are now equipped with multimedia programs and advanced high-fidelity sound.

It is, therefore, an object of this invention to provide a music organizer and entertainment center that takes advantage of the latest advances in music data compression, storage and data processing capabilities. It is a further object of this invention to provide a user with the ability to fully customize playback of music according to a variety of parameters including categories of music. The graphical presentation of playback and storage controls should be easy to use and learn, and should take advantage of color and other visual aids.

# SUMMARY OF THE INVENTION

This invention overcomes the disadvantages of the prior art by providing a music organizer and entertainment center 65 that enables customized playback of music having a variety of predetermined categories that are provided, typically,

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ahead of time by a service provider. Music is played back in any desired order based upon those categories from an onboard database that can include a large number of songs or titles.

The music organizer and entertainment center provides a center having a microprocessor, sound card functions and high-volume data storage and retrieval units for playing back music according to a variety of predetermined categories. Music can be played back in random form or can be played back according to a particular pre-selected order. The categories are provided by service provider who delivers selected titles and/or songs to the end user. The songs are typically loaded using a custom CD-ROM provided from the service provider. The music is provided in data-compressed form and is decompressed and processed through a sound card during playback. The categories can include a variety of parameters such as title, artists, date, speed, dance characteristics, energy level and music style.

The user selects between a variety of graphical user interface screens that are arranged on a display. The display can comprise a touch screen, or can include a variety of cursor-moving functions for operating different display "buttons" defined on the screen. Alternatively voice recognition software can be used to provide a voice operation capability to the user. Likewise, voice synthesis can be used to inform the user of various system operations.

The interface can be organized according to various music categories that each appear as buttons. Within each button can be contained sub-categories for further organization. All categories are cross indexed with categories that are predefined within various fields of the database, that stores the data for each song in an appropriate file having the various category flags appended thereto. Conventional database software such as Microsoft Access® can be used in forming the database for compressed music data and categories. The music is preferably compressed using MPEG3 and a standard sound card, typically having high-fidelity characteristies is used to playback the decompressed music. The music is stored in a hard drive or other high-volume storage medium on the system in compressed form. Compression of the music, as well as loading of appropriate category flags is accomplished at the service provider's facility based upon the user's orders. Orders can be taken and filled electronically, via the Internet. Alternatively, oral orders canbe made, that are filled by preparing a CD-ROM containing the selected songs in compressed form. A master list can be contained on the database of the users' system. This master list can be used to select the various songs from the service provider; the CD-ROM can include updates to the master list that are loaded along with the songs.

The CD-ROM and/or individual songs can include a special code or identification that is keyed to the user's system's code. In this manner only the user's system can load the songs on its hard drive. A docking mechanism can be provided to all or part of the system to allow songs to be moved to different playback devices. In this manner the user can have a library of songs to playback in a variety of portable and fixed base units including vehicles.

One of the categories provided to selections can be ratings. Ratings are typically provided ahead of time by the service provider and are appended to the overall database of categories. The user has, in the center, a facility for blocking out any songs from being listed or searched that exceed a predetermined rating category. A password is used to control the block-out function. This password is initially entered by the user or is provided ahead of time by the service provider. It must be entered in order to control the block-out function.

The center can also be provided with an auto exit function. When an initial screen is called, the user can indicate how many minutes he or she wishes the center to playback songs. When that number of minutes has elapsed, the center automatically shuts off.

It is contemplated that with appropriate data storage techniques and playback facilities, the center can organize video and image data as well as music data. Particular video data compression and playback hardware and software are typically required for such playback.

### BRIEF DESCRIPTION OF THE DRAWINGS

The foregoing and other objects and advantages of the invention will become more clear with reference to the following detailed description, as illustrated by the drawings in which:

- FIG. 1 is a perspective view of an exemplary music organizer and entertainment center according to an embodiment of this invention;
- FIG. 2 is a perspective view of an exemplary music organizer and entertainment center designed for portability according to an alternate embodiment of this invention;
- FIG. 3 is a schematic block diagram of the hardware architecture of an exemplary music organizer and entertain- 25 ment center:
- FIG. 4 is a schematic flow diagram illustrating a basic control data path for the music organizer and entertainment center of this invention;
- FIG. 5 is a schematic flow diagram illustrating the use of 30 a graphical user interface screen selected according to the flow diagram of FIG. 4;
- FIG. 6 is a schematic flow diagram showing the selection of a graphical user interface screen selected according to the flow diagram of FIG. 4;
- FIG. 7 is a schematic flow diagram showing the selection of a graphical user interface screen selected according to the flow diagram of FIG. 4;
- FIG. 8 is a schematic flow diagram of a graphical user interface screen selected according to the flow diagram of FIG. 4;
- FIG. 9 is a schematic flow diagram of the playback process using the graphical user interface screens selected according to the flow diagram in FIG. 4;
- FIG. 10 is a schematic flow diagram showing the saving and loading of play lists using the music organizer and entertainment center according to this invention;
- FIG. 11 is a plan view of a first graphical user interface screen:
- FIG. 12 is a plan view of a second graphical user interface screen:
- FIG. 13 is a more-detailed plan view of the second graphical user interface screen of FIG. 12;
- FIG. 14 is a more-detailed plan view showing the saving of music play list selections using the graphical user interface screen of FIG. 12;
- FIG. 15 is a more-detailed plan showing the loading of a music play list using the graphical user interface screen of FIG. 12:
- FIG. 16 is a plan view of a third graphical user interface screen;
- FIG. 17 is a plan view of a forth graphical user interface screen;
- FIGS. 18 and 19 are perspective views of an exemplary music organizer and entertainment center according to an

alternate embodiment of this invention utilizing a base unit and docking principle;

- FIG. 20 is yet another alternate embodiment of a music organizer and entertainment center utilizing a docking principle for a main hard drive;
- FIGS. 21 and 22 are perspective views of yet another exemplary music organizer and entertainment center for use in mobile environments including, for example, the docking element shown in FIG. 20:
- FIG. 23 is a plan view of the graphical user interface screen of FIG. 12 detailing a favorite hits function;
- FIG. 24 is a plan view of the fourth graphical user interface screen showing a display of the service provider's available library;
- FIG. 25 is a plan view of the graphical user interface screen of FIG. 24 showing the use of a rating category;
- FIG. 26 is a plan view of the graphical user interface screen of FIG. 24 showing a password entry window for 20 retrieving rated music;
  - FIG. 27 is a plan view of a modified first graphical user interface screen according to another embodiment of the invention, including an auto-exit function; and
  - FIG. 28 is a plan view of the graphical user interface screen of FIG. 27 showing a shut-down time control window.

# DETAILED DESCRIPTION OF ILLUSTRATIVE EMBODIMENTS

A generalized embodiment of a music organizer and entertainment center 50 is is detailed in FIG. 1. For the purposes of this description the term "center" will be used to describe any of the music organizer and entertainment center 35 systems described berein.

The center 50 is a stand-alone unit powered by household current using a conventional power cord 52. The chassis 54 of the center includes at least two integral speakers 56 to provide stereo sound. A variety of horn-folding and acoustic enhancement techniques can be used to increase the performance of the speakers. Alternatively, separable speakers can be used, placed at remote locations in a room. The front panel 58 of the center can include a variety of knobs, switches and displays. In this embodiment, a basic LCD display 60 is shown and a retractable tray mechanism for receiving an optical data or music compact disc is also provided 62. This tray 62 is conventional according to this embodiment, extending outwardly and retracting inwardly based upon a switch 64. The transport mechanism and reading mechanism can be conventional. The center includes a flip-up type display 70 according to this embodiment. The display is located on the top 72 of the center and is retractable into a recess 74. A large button 76 is provided to support the display 70 in an upright position. This button can be spring-loaded. When it is pushed downwardly, it allows the display to be adjusted into different position. A latch mechanism 78 can be provided to the display 70 and to the recess 74. The latch mechanism allows the display to be locked into a close position, or, alternatively, released for deployment as shown. The display, itself, includes a screen 80 having any acceptable size, format and display technology. For example, a color active-matrix screen, such as that found in a laptop computer can be used. The pixel dimensions are generally comparable to those of a laptop computer display. The display itself includes a graphically user interface with a series of displayed graphical user interface "buttons" 82 that can be actuated using a touch-screen layer

applied to the display 80. The touch-screen hardware and controller software are conventional and commercially available. Alternatively, a mouse or other cursor-moving mechanism, such as a track ball, can be provided to the chassis 54.

With reference to FIG. 2, an alternate embodiment of a center 90 is detailed. This is center comprises a laptop arrangement having a base 92 and a foldable display section 94. This center can comprise, in essence, a modified laptop computer with all the basic components of a modern multimedia computer system. Certain personal computer components not specifically required for the purposes of this embodiment can be omitted. For example, a display 96 having buttons 98 as described above can be provided. A 15 plurality of speakers 100 can also be provided representing base, midrange, tweeters, etc. Volume and screen display controls 102 can also be provided as well as a basic alphanumeric keyboard 104 of conventional design. A retracting compact disc tray and reader 106 can also be provided. An onboard battery (not shown) provides power while an AC/DC converter 108 recharges the unit based upon household current provided by a power cord 110. Note that automotive DC current can also be used.

The generalized architecture of a center is further detailed in FIG. 3, complete with optional components. The "heart" of the center is its central processing unit or CPU 130. The CPU, in a preferred embodiment comprises a Pentium® II microprocessor having an operating speed of 266 MHz or greater available from Intel. The architecture of this microprocessor is well-known. It is adapted to accept inputs from a variety of hardware components. These hardware components are, themselves, commercially available and can be interfaced with the CPU 130 by those of ordinary skill. In summary, the components involved in a complete center will now be described.

A random access memory (RAM) 132 is provided to support the CPU 130. This RAM typically provides twenty megabytes of storage or greater. A keyboard and/or cursormoving mouse interface is also provided. The keyboard 134 can be omitted in certain embodiments where a touch-screen is used for all onboard functions. For example, the touchscreen, shown as a touch-screen interface 136, and used in 45 conjunction with the monitor screen 140, can include a touch-keyboard thereon for entering alphanumeric characters. Where a monitor 140 is used, a video driver card 142 of conventional design is provided. A conventional television can also be utilized. Where a television screen is used for displaying data, a scan converter 146 can be provided. The scan converter 146 can be used for output 150 to the television screen and/or input 152 from, for example, a television remote control 154. In this manner both input and 55 output via a television and/or computer monitor can be accomplished. A microphone 160 and appropriate voice recognition card 162 can also be provided in conjunction with the CPU. Additionally, a CD-ROM, with appropriate driver card 170 can also be provided. For output, a sound card, available from a variety of commercial sources such as the Soundblaster® driver 180 can be employed and appropriate amplifiers and speakers 182 can be provided. The amplifiers and speakers are conventional and receive inputs 65 from the sound card in the form, typically, of analog audio signals.

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Input/output exchange of data is provided through a hard drive storage 190, also of conventional design. As will be described further below, the hard drive storage interacts with the CPU 130 using onboard software. This software includes a speech recognition software block 200 a sound decompression software block 210, a sound information database 220 the center's proprietary speech vocabulary 230 and the center's search and play interface 240.

A significant feature of the center, to be described in greater detail below, is the organization of individual songs or selections according to specific categories, that are determined ahead of time, on a partially subjective basis, by the service provider. These categories are carried in a database, along with the raw digital music data, and allow the user to playback each of the individual selections based upon specific categories in a random or ordered manner. The use of categories for storage and playback empowers the user in an entirely new way. Songs can be chosen based upon a specific desire or mood that relates to categories such as music age, energy, speed, style, dance, or rating. Experienced listeners can enjoy new convenience in music playback. Newer listeners typically find their use of the center to be highly educational, as they quickly learn to associate certain types of categories with specific selections, artists and songs, and can enjoy the benefit of a full display of the song data via the center's screen.

With reference to the above-described architecture, the procedure by which individual songs become categorized and eventually made available for a user to playback according to particular categories will be described in summary:

- Musical source material is first purchased or otherwise acquired by the service provider that services the music organizer and entertainment center of this invention. This music is typically obtained in standard Red Book compact disc format on individual music albums and singles.
- 2. A standard compact disc player, DAT or other audio playback medium is used by the service provider in conjunction with a main computer having a large database. A hard drive rated at five gigabytes or larger is used in conjunction with the database.
- 3. Music is played by the playback device into a data compression card commercially available from, for example, Dialog Four<sup>TM</sup>. This data compression card compresses the music into the commercially available MPEG3 format. A CPU, similar to that shown in FIG. 3 stores the music in the hard drive of the service provider in compressed form. Individual songs are each given their own file identifier for later processing.
- 4. Compressed music is subsequently catalogued using a conventional database program such as Microsoft Access® 2.0 in this embodiment. The following categories, among others can be used in conjunction with the database program to catalog each individual musical selection-song title, artist, date, main music category, sub-main music category, special music category, sub-music category, music style, dance type, music speed and a subjective music "energy level" determined by the service provider. These categories are used subsequently by the center's operating system as described below. All categories are stored in the service provider's hard drive for subsequent retrieval.
- 5. A master list of available music, in the form of individual selections or songs, is complied by the service provider. Individual customers or subscribers are solicited to select songs or groups of songs or selections from a service

provider. According to a preferred embodiment, the selected songs are copied from the service provider hard drive to a writable data compact disc in MPEG3 compressed format. The center operating system software and Access® 2.0 database program available from Microsoft, 5 Inc. of Redmond, Wash. can also be loaded unto this compact disc when the playback device does not already contain these software packages.

The package of data compressed songs and other software if applicable, is tagged with a distinct serial number or other 10 identifier and/or format that matches a pre-loaded serial number or format in the subscriber's particular center. This serial number or format has been pre-loaded in the center from software made available by the service provider. For example, a commercially private or public key encryption 15 algorithm can be provided to the subscriber. The data in the compact disc includes an appropriate encryption key that matches one already present in the center. Compressed data can be decrypted and "unlock" based upon a match between the key provided by the service provider and the key 20 provided by the center. In any case, a technique for locking information so that only a desired center can read the information and, hence, play the songs, is provided. This prevents copyright infringement and unauthorized playback of songs by other units that have not paid appropriate license 25 fees for receiving the music.

6. As noted above, a formatted, data-compressed disc is provided to the subscriber via a physical transfer of the disc. In other words, the disc is mailed or otherwise delivered to the subscriber. It should be noted that, while  $^{30}$ an optical disc is the preferred form of data transfer according to an embodiment of this invention, another form of storage media such as tape, circuit chips, removable hard drive, or any other acceptable high-volume data storage can be used to transfer song data. Likewise, the 35 formatted compressed data can be transferred via a radio or telephone network link, assuming that appropriately wide bandwidths is available to enable the transfer to occur in a sufficiently short period of time. All these techniques of transferring formatted, compressed, cus- 40 tomized song data are expressly contemplated according to this invention. It is desired primarily that the data include various categories as described above with reference to step 4.

When the subscriber receives the customized song data on 45 the disc or other medium, the customer installs the disc in his or her center by following conventional installation and instructions provided with the disc. As noted, the center either includes well known CD-ROM installer routines, such as those found in popular Windows( operating system available from Microsoft or, alternatively, specialized installation software is included with the disc transferred from the service provider. All data on the disc is typically transferred into the high-volume hard drive or other storage media provided with the center. The song data, therefore, resides in 55 the center formatted in the Access® 2.0 database as described above. The categories appended to each song as part of the database program also reside in the center's hard drive at this time.

- 7. The center's software loads data related to individual song 60 selections and categories into appropriate database locations.
- 8. The center polls data in the downloaded disc to determine whether the appropriate identification code and/or serial number, matching that of the center is present. If not, then 65 the downloading process in terminated, and the user is advised to contact the service provider.

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- 9. If downloading of song data is completed successfully, then the data becomes resident on the center's disc drive or other high-volume random access memory storage unit. New songs are appended to a list that contains any previous songs. This information is displayed in a manner to be described further below.
- 10. The CD-ROM is subsequently removed from the center and stored for backup purposes. At this time, the user can select various songs downloaded in the previous steps using various graphical user interface and/or voice commands to be described further below.
- 11. Upon playback, song data is decompressed from its stored format using MPEG3 data compression. The decompressed song data is then played in a standard "wave" format using, for example, Winplay 3® available from Microsoft, or another data-to-sound software procedure. It is contemplated that the software procedure ocmpatible with an appropriate sound card, as described above. Speakers and an amplifier are used to deliver music to the user, as also described above.

Reference will now be made to the flow diagrams illustrated in FIGS. 4-10, and corresponding graphical user interface display screen illustrations will also be referenced. These display screens are shown in FIGS. 11-17.

Referring first to FIG. 4, the user initializes the program in a program start step 300. A title screen, not shown, is displayed 302. Any acceptable title screen can be used. The title screen prompts the user to enter the program in step 304. If the user does not desire to enter the program, it ends in step 306. If the user enters the program, then Screen1 is entered in step 308. Screen1 is shown in the display 310 in FIG. 11. Note that the various screens, entitled Screen1, Screen2, Screen3 and Screen4 are denoted respectively by buttons S1 (312), S2 (314), S3 (316) and S4 (318). These buttons appear on the bottom of all display screens used herein so that a user can quickly select between different control screens. The blank control fields are displayed in step 320. Based upon these fields, a user selects between Screen1 controls in step 322, Screen2 controls in step 324, Screen3 controls in step 326 and Screen4 controls in step 328.

Note that the Screen2 display 330 is shown in FIGS. 12, 13, 14 and 15. Likewise, Screen3 displays 332 are shown in FIG. 16 and Screen4 displays 336 are shown in FIG. 17. These screen displays will be described further below.

With reference to Screen1, as shown in FIG. 11, various media channels for playing back music can be established. In this example, Channel1 340 and Channel2 342 are provided. Each channel includes an individual set of speed and playback buttons 344 having conventional control symbols allowing, for example, play, stop, pause, forward and reverse. Additional controls 346 can also be provided for the channels and can be used, for example, for specialized functions such as mixing of songs and overriding of songs using, for example, external microphone inputs. Note that, in particular, a fade control 348 is provided.

FIG. 5 details user operations utilizing Screen2 after branching from step 350. Screen2 is shown generally in FIG. 12, as noted above. By branching to the searching step 352, a user can search the main categories of music recognized by the system. The begin search button 354 (FIG. 12) controls the searching of main categories. As noted, a variety of categories such as artists, as shown in FIG. 12, can be searched. The selection of an appropriate category is noted in block 358. Various text can be entered using a keyboard 360 (FIG. 12) according to the block 362. The particular

element being searched as shown in the window 364 causes the system program to access a main song database entitled MyData in block 364. The request can be canceled in block 370, which causes a branching back to the initial screen block 350. The button 372 enables cancellation.

If no cancellation occurs, then block 374 determines whether the requested category and text within the category exists. In addition, categories and information can be characterized according to a variety of colors, as displayed in the partial window of categories 380 and the more complete window, as shown in FIG. 13 as window 382. If the particular category and/or text does not exists, then block 388 notes its absence and suggests ordering the desired music. This block then branches to the cancellation block 370. Conversely, if the particular categories and/or text exists, then the appropriately organized songs are displayed according to block 390 in the window 392.

Screen2 acts generally, as a main control screen for searching and playing any selections within the center. The illustrated window 382 in FIG. 13 shows some of the 20 possible categories that can be organized by the service provider and cross-referenced within the database with respect to each individual selection. "Other category" buttons 400 are provided for future expansion. If one of the main category buttons in the window 382 is selected, as 25 shown in block 410, then the routine determines whether a single or double "click" of the user interface has occurred. If a single click occurs as shown in block 412, then the system prompts the user to select a music "speed" in block 414 according to screen button 416. The user is then  $^{30}$ prompted to input an appropriate time duration within which music will be played in block 418 based upon button 420. Given these parameters, the system accesses the database in step 422 to determine music matching, the selected criteria 35 for time and category. Songs are entered in a play list according to the categories based upon blocks 424, 426 and 428. In particular, according to block 428, the songs can be randomized after the time and category criteria have been met to provide a "disc-jockey" type playback which is  $^{40}$ somewhat arbitrary. The play list for the given time is detailed in window 430. The number of songs in the play list currently remaining as shown in window 432 and the time remaining is shown in window 434. Time values are based 45 upon pre-entered time values provided by the service provider in the original database. Like other criteria, time of a song can be determined as an individual criteria. Conversely, the time of song can be measured based upon the size of the data file and upon other criteria well known to those of 50 ordinary skill.

At any time, a portion of the current search list 451 is displayed, showing the various depicted categories such as title, artist, publication date, music category music style, dance type, music speed and energy in row-and-column form. The search list represents the selections located by pressing one or more category buttons. Songs from the search list can be appended to the end of the play list 430 by, for example clicking on their entry in the search list 451.

Once a selected play list is created, the user has the option to load and/or save the play list using respective buttons 438 and 440. If the save button 440 is pressed, then a confirmation window 450 is displayed as shown in FIG. 14. This particular play list is assigned a name and can be replayed at any give time by calling up the particular play list from a menu.

A set of buttons of particular interest are used to organize the search list 451 so that the song titles therein are displayed in a desired manner. The organize button 453 allows displays to be refined. In particular, by pressing either ascending or descending buttons 455 and 457, respectively, the search results can be displayed in corresponding order.

Another button of interest as detailed in FIG. 13 is the "dance mix" button 452. This button is a default selection button that selects and searches for dance music having a particular speed. In a preferred embodiment, this function specifically selects, at random, from the MyData database three dance category songs with a fast speed category followed by two dance category songs having a slow speed category. These songs, the order three fast and then two slow are placed in the music play list for playback at the earliest available time.

FIG. 15 shows a file listing window 460 having a four separate play list files 462 that can be selected. The selected play list file 462 can be transferred to the main music play list window 430 by pressing the open button 464 within the window 460.

Before discussing the system procedure further, it is noted that pressing the category button as detailed in step 410 (FIG. 5) twice (e.g., "double click") as shown in block 470, causes the particular category button to display Screen3 480 (FIG. 16). The display of Screen3 is detailed in block 472. Screen3 provides a window 482 with subcategories that fall under a particular music category. The sub-categories are listed as individual buttons 484. These categories can comprise a variety of parameters such as time frame, special occasions, type of music, etc. In addition, the basic categories such as speed or "energy" can be included as subcategories under a particular category.

Further reference is made to FIG. 6. The controls for screens 2 and 3 will be described first, in further detail. When a particular song in a play list is selected by, for example, highlighting a song with the cursor as detailed in block 500, the song can be played immediately by pushing the Now button 502 as detailed generally in block 504. Any current song being played is interrupted in block 506 and the selected song is played instead. Subsequently, the play list begins playing songs in the prior order in block 508. Conversely, if the sort command is given in block 510, then songs are sorted in ascending or descending order according to a selected category in block 512. A song in the search list is selected in block 514. The song selected can be played according to the Now block 504. Alternatively, the pick block 516 can be used to put the searched song at the end of a given play list as shown in block 518. If the play list song is "clicked" twice as shown in block 519 then the search list song selected is placed to the top of the play list in block 520. In addition, a listing of favorite hits/selections can be requested by the user in block 524. This causes the search list to be filled that have been pre-selected in block 526 and a song from the search list is selected in block 514. Block 514 then branches to the now block 504 and continues as

Referring again to block 520, if a song is placed at the top of the play list the song is updated in Screen1 in block 530. The song is then played based upon the play block 532. If the mix up command is entered by the user in block 540, then songs in the play list are randomly mixed in block 542 and Screen1 is updated in block 530. As described above, the play command 532 causes songs to be played in the play list order selected in block 508.

The selection of Screen3, shown in block 560, then the system determines whether a main category was selected in block 562. If not, then an error message is displayed in block 564 and the original screen is re-displayed in block 566. If a main category is selected in block 562, then the system 5 accesses the MyData database of songs and categories in block 568. Any appropriate sub-categories are listed based upon that particular main category in block 570. Subcategories are sorted and displayed on appropriate default sub-category buttons 572 shown in the window 482 in FIG. 10 16. The user can select appropriate sub-category buttons by "clicking" on them as shown in block 574. The MyData database is accessed in block 576 based upon the selected sub-categories and all songs that match the main and subcategory selections are listed in block 578. This listing is shown in the search window 332. Note that the search window 332 displays various category information such as title, artist, date, music category, music is style, dance type, music speed and energy. Of course, this can also be included as desired by the service provider who originally formats 20 such categories. In addition, custom category information can be included based upon the user's desires.

FIG. 8 relates to the selection of Screen4 as shown in block 550. Screen4 is also illustrated generally as the display 336 in FIG. 17. The display is organized to display all songs 25 within the user's library and the broader service provider's library. The display 336 includes columns showing data test status 552, song identification number 554, disc number (e.g., the disc on the service provider on which the song resides 556) the catalog song number 558, the title 590, the artist 592, the music style 594, the dance type, if any, 596, the speed 598, the time in seconds 570, the energy level, if any, 572 and any other appropriate category.

The entire library of the service provider can be provided 35 in this format to the users, so that the user can select the songs that it wishes to order at later times. A series of buttons can be provided within Screen4. The first button, Button1, shown in block 580 instructs the user to insert an appropriate CD-ROM containing music and category data in block 582. 40 The user is then prompted to use Button2, shown in block 584. This button lists all compressed data files based on the particular disc and directory selected in block 586. The user is then prompted by Button3 in block 588. Activating this button causes the copying of all compressed files from the 45 disc over to the directory if these files are not already present in block 560. The user is then prompted by Button4 in block 562. Activating this button accesses the main database in block 564. Songs on the CD-ROM are compared to the data records within the center in block 566. The MyData database 50 is updated with new songs in block 567. At any time, the canceled button can be pressed as shown in block 598, which returns to the Button1 prompt of block 580.

Reference is now made to FIG. 9. If a Play (see button 601, FIG. 14) or Now button on the screen is selected in 55 block 600, Screen1 is displayed showing the various play-back controls in block 602. The MyData database is accessed in block 604. The file MID that matches the selected song is searched for by the system in block 606. The file is loaded from the disc in block 608. Again, this file is retrieved from the disc in MPEG3 data compressed format. A particular color for the song, which may correspond to a given set of categories, as well as a title and other data are provided to one of the media channels in Screen1 in block 610. The song begins playing in block 612 as soon as the data is ready. A time countdown for the song is initiated

using known techniques in block 614. If a pause, stop or mixed command is received in block 616 then these steps, is described above, are carried out. In particular, a pause or stop ends playing of the song either temporarily (e.g., until pause is pressed again) or permanently, in case of a stop command

Volume adjustment and other equalizer values can be provided according to block 618 and 620. These act upon the playback of a song using known techniques. When the particular song has ended in blocks 622 the system checks whether it has reached the end of the current play list in block 624 if not, media channels are switched in block 626 and the next song on the play list is located in block 628. This song information is transferred back to block 604 and the name of that new song is located in block 606. The process continues as described above.

If the end of the play list is reached in block 624, then Screen 1 controls are cleared in block 630. The system awaits further instructions at this time.

FIG. 10 describes the saving and loading of play list in more detail. If a save command is initiated by the user in block 650, then all song data and associated colored data for the display from the current play list is collected 652. The file save window is placed on the screen in block 654. The user can select an appropriate file name for saving the particular play list file in block 656. Again, the display for this procedure is detailed in FIG. 14

If a load command is entered by a user as shown in block 660, then the file load window is displayed in block 662. The display for this window in shown in FIG. 15.

Song and color data are read from the selected file in block 664 and the current play list is updated and/or replaced with all song in color data from the loaded file in block 666.

It is specifically noted that category information is provided by the service provider appended to each song in the database. The accessing of songs having such data appended thereto occurs according to applicant's unique graphical user interface based upon provider categories. The association of various database identifiers to each song is implemented using conventional database programs such as the abovedescribed Microsoft Access® 2.0. The association of category objects to song data should be conventional to those of ordinary skill. The storage of MPEG3 data compressed song files is accomplished in the same manner as other data stored as files in a database. The Microfiche Appendix included in the subject application pursuant to 37 CFR 1.96(c) contains a listing of program commands in the commercially available Visual Basic language for implementing various functions of the center according to this embodiment.

Using the hardware and software elements described above, FIGS. 18 and 19 detail a docking mechanism in which music is stored on a hard drive or other electronic medium in a main data handling unit 700 with a flip-up display 702 and associated keyboard 704 that can include playback controls 706 (e.g., play, stop, pause, forward and reverse). The unit 700 can be "docked" to a base unit 708 that includes a connector 710 for interfacing with an associated connector in the unit 700. A cable 712 can interconnect the base unit 708 with appropriate speakers or amplifiers. The unit 700, hence, can include the music data for the system and can be moved from location to location so that there is no need to purchase additional playback units to play music provided from the service provider with the particular code.

FIG. 20 illustrates and alternate embodiment for docking unit in which a base unit 730 includes speakers 732, a power coupling 734, a flip-up display 736 and a removable memory storage device, such as a compact hard drive 738. The hard drive is shown removed in phantom 740. A connector 742 5 can interface with an associated connector (shown in phantom) 744 on the base unit. The hard drive, itself, it moved from base unit to base unit so that, again, there is need to purchase music only once, and that music is identified to a particular hard drive. The base unit can also include a CD-ROM shelf 748 for reading music during the original loading process. In certain remote units, the CD-ROM may be omitted, since all music is contained on the hard drive and loading of music is accomplished with the 15 the specific search list song entry. base unit 730. A mother board 750 controls the operations of

FIGS. 21 and 22 illustrate a mobile playback system according to this invention. The above described docking  $_{20}$ units in FIGS. 19 and 20 can be utilized in conjunction with this unit. In other words, an entire hard drive or unit can be interfaced with an onboard automotive base unit to enable music in the hard drive or docking unit to be played within a car or other vehicle. In this embodiment, the automotive 25 interior 760 is provided with a main audio system 762. Various cords 764 interconnect the main system to a contact display unit 766 that, in this embodiment, is located on the sun visor 768 where the driver 770 can easily access it. It is contemplated that the display unit can be located at any acceptable location. Alternatively, the unit can be entirely operated by voice commands, with no display unit, and instead, a voice response system implementing conventional voice-generating software. With further reference to FIG. 35 22, the sun visor 768 is lowered to reveal the display 766 having a screen 780. The wires 764 interconnect the display with a power source 782, that can be part of the main audio systems 784 or can be separate. The wires also connect the display 780 with the main audio system 784, or alternatively, can be routed directly to the vehicle's onboard database reader 786. The database reader is any microprocessor-based system as described above. It can be exclusively a disc drive or other high-volume data reader or can include many of the 45 processing functions performed by the center. Alternatively the processor functions can be performed within the display 766. The display 766 includes a microphone 788 for voice activation. As described above, conventional voicerecognition software can be used in conjunction with the center. A hand grip 790 is provided for moving the display to an acceptable position. The database reader interfaces with an onboard docking unit or disc 792, as described above. This can be removed when not in use for placement 55 in another database reader, such as the base unit 730 shown in FIG. 20. Music is routed from the database reader 786 or the display 766 depending upon where the microprocessor are located, back to the main audio unit 784 where amplification occurs. The music is played back on appropriate 60 speakers 794.

Reference is now made to additional features that can be implemented according to certain embodiments of the invention. FIG. 23 details a favorite hits function that can be 65 applied to Screen2. The display 795 includes a favorite hits category creation button 796. Favorite hits, when identified

by a user on the current play list 797 can be flagged by "clicking" on the individual titles. A colored flag 798 appears next to flagged songs. Unflagging can involve a second click on a flagged song or a separate delete button on the screen. The flagged songs 799A appear as top selections 799B on the current search music categories list 803. By clicking on the create favorite hits button 796, these favorites can be saved, so that they always appear at the top of the search categories list 803. In this manner, they can be retrieved to place on the play list within seconds. Again, any song on the search categories list 803 can be transferred to the play list for playback in a desired order (typically first-in-first-out) by simply clicking or-double clicking on

FIGS. 24, 25 and 26 detail an alternate view of Screen4, as discussed above. The display 800 includes an overall listing of the selections available from the service provider. A list of over one hundred thousand titles can be included in the MyData database, as selections are delivered from the service provider. The category fields described above are provided for each title 801-namely, artist 802, date of publication 804, specific music category 806 (e.g. "rock," "jazz," "alternative," etc.), music style 808, dance type 810, music speed 812 and energy 814. In addition, an ownership column 816 is provided that indicates whether the music data accompanying the title is present in the users own database. If so, the entry states "yes," otherwise a "no" indication is provided to the column 816 next to the particular title. In addition a rating column 818 is now is provided with an appropriate entry field in the database. In this example songs that the service provider may not think are suitable for certain listeners due to content are appended with a rating, as appropriate. In this example, all songs not rates are acceptable to all. A specific rating letter such as "G" can also be placed next to such songs in the column 818. Higher rated songs can include the rating letter PG, or stronger rating letter R, on their particular title row. The depicted ratings are exemplary only. The actual song titles shown should not be taken to have these actual ratings. The music selection list of Screen2 would also display ratings when they are used. Note that a variety of levels of rating and rating criteria can be used. In general such ratings are defined and appended to individual songs be the service provider.

FIG. 25 illustrates the activation of Screen4's rating button 820. This button calls a window 822 that prompts the blocking of R and/or PG-rated songs. In this manner, higher rated song titles cannot be viewed or played. This function is enable and disabled using a password that is entered after striking the password button 824 in the window 822. This button calls a password-entry window 826, detailed in FIG. 26. Once an initial password is entered, it must be reentered to change the rating blocking function or to change the password itself.

FIGS. 27 and 28, finally, illustrate an auto-exit option appended to the display 850 of Screen1 in this embodiment. An auto-exit button 852 can be clicked to call an automatic shut-down window 854. By clicking a "yes" button 856 in this window, the center calls another window (FIG. 28) with an auto-shutdown keyboard 860. The window 860 includes a numeric keyboard 862 for entering shutdown time in minutes. A time box 864 indicates the selected time. Press-

ing the "OK" button 866 causes the shutdown time to be acted upon. Playback will occur until the time has been elapsed. At any time, the cancel button 870 can be activated to cause the shutdown routine to cease and/or the window 860 to be removed from Screen1.

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The architecture and database storage techniques, as well as the various graphical user interface functions described above can be readily adapted to handle images and full motion video as well. The primary addition to the abovedescribed embodiments would be a screen capable of playing back video of appropriate size interconnected to the center's processor by an appropriate video driver card that is typically commercially available. In addition, appropriate data compression/decompression routines applicable to full 15 motion video and/or images is desirable. In substance, the data for video packages is stored with various categories similar to or the same as those applicable to music described above. The graphical user interface is organized identically, as is control and manipulation of playback. In the case of 20 music videos, most or all of the same categories as music can be used, with the addition, perhaps of certain video-specific categories:

A sufficiently large hard-drive can be used to store a large database of movies and/or other video data. Where storage is problematic, one example contemplates that the center's processor can interface with a commercially available, multi-disc CD-ROM or DVD (Digital Versatile/Video Disc) drive. The drive is interfaced to the processor using commercially available interface hardware. The raw video data can be retrieved as needed from the play-ready optical discs according to a request by the user entered via the MyData database which carries the underlying video category data associated with each video title in its list. Any titles not currently held in the optical unit, can trigger a load-optical-

disc message, prompting the user to load-in the optical disc containing the desired date. Of course, this is only one example of a system that handles video data using the underlying interface and organizational structure of the present invention.

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Note that the graphical user interface herein has been described in terms of its primary functions. Any buttons on the display screens detailed herein not expressly described can be assumed to perform functions that are straightforward, and particularly noted on the buttons themselves, such as "OK" and "Cancel." All functions not specifically described should be clear to those of ordinary skill.

The foregoing has been a detailed description of a preferred embodiment of the invention. Various modifications and additions can be made without departing from the spirit and scope of this invention. For example, a variety of colors can be used for different keys and buttons, categories can be identified based on certain colors. Voice recognition and voice-playback functions can be provided to any of the embodiments described herein. Various interface devices can be used, such as touch screens, light pens and alike. In addition, the database, data compression and playback systems and software described herein can be substituted for any other acceptable system or software. The particular layout the graphical displays and content of various buttons in the display can also be varied. Again, it is expressly contemplated that particular category buttons on Screen2 are displayed in different colors, and that specific colors can be used to highlight certain windows or underlying selections in a display, as well as the status of various functions. Accordingly, this description is meant to be taken only by way of example and not to otherwise limit the scope of the

### APPENDIX

```
MOAEC CODE
  Updated 6/2/98
  Author: Dale McMullin
  Media: Microsoft Visual Basic V.5.0
  Total Lines: 5,245
  "Recorder.frm"
  Sub UpdateList()
  Dim i As Integer, final As Integer
  Dim color As Long
  Dim songdata(9) As Variant
  On Error GoTo Stoploop
    .MusicListing.Rows = 1
     Screen2.Data1.DatabaseName = App.Path & "\music.mdb"
    Screen2. Data2. DatabaseName = App. Path & "Unusic mdb"
Screen2. Data3. DatabaseName = App. Path & "Unusic mdb"
Screen2. Data3. RecordSource = "LP Complete Music Guide"
     Screen2.Data1.Refresh
    Screen2.Data2.Refresh
Screen2.Data1.Recordset.MoveLast
    Screen2. Data I. Recordset. Move First
final = Screen2.Data1.Recordset.RecordCount
    Do While Not Screen2.Data1.Recordset.EOF And StoplistingList - False
Do Whi
LoopTop:
DoEven
If Pau
Mous
    DoEvents
       If PauseList = True Then NewPauseStanTime = Timer() - TimeSoFar MousePointer = 11
       Screen2.Data3.RecordSource = "LP Complete Music Guide"
       Screen2.Data1.Recordset.MoveNext
       i = Screen2.Data1.Recordsct.AbsolutePosition
       If i < 0 Or Stoplisting List = True Then Exit Do
      songdata(1) = Screen2.Data1.Recordset.Fields("Title")
Screen2.Data3.Refresh
       Screen2.Data3.Recordset.FindFirst "Title = " & songdata(1) & ""
       If Screen2.Data3.Recordset.No.Match Then
         If Display Library = False Then GoTo LoopTop
       Else
      songdata(9) = "yes"
End If
      songdata(2) = Screen2.Data1.Recordset.Fields("artist")
      songdata(3) = Screen2.Data1.Recordset.Fields("date")
      songdata(4) = Screen2.Data1.Recordset.Fields("main1")
      songdata(5) = Screen2.Data1.Recordset.Fields("Mstyle")
      songdata(6) = Screen2.Data1.Recordset.Fields("Dtype")
      songdata(7) = Screen2. Data1.Recordset. Fields("Speed")
songdata(8) = Screen2. Data1.Recordset. Fields("Energy")
Screen2.Data2.RecordSource = "Music Colors"
Screen2.Data2.Refresh
      Screen2.Data2.Recordset.FindFirst "Main1 = " & songdata(4) & ""
      color = Val(Screen2.Data2.Recordset.Fields("color1D"))
      For X = 4 To 8
         DoEvents
         Screen2.Data2.RecordSource = X
```

MOAEC MASTER CODE (page 1) Sunspot Software and Graphics 303-805-7637

```
Screen2.Data2.Refresh
            Screen2.Data2.Recordset.FindFirst "tag = " & songdata(X) & """
           songdata(X) = Screen2.Data2.Recordset.Fields("Label")
         Next X
         If DisplayLibrary = True Or (DisplayLibrary = False And songdata(9) = "yes") Then
  Music Listing. Addliem songdata(9) & Chr(9) & songdata(1) & Chr(9) & songdata(2) & Chr(9) & songdata(3) & Chr(9) & songdata(4) & Chr(9) & songdata(5) & Chr(9) & songdata(6) & Chr(9) & songdata(7) & Chr(9) & songdata(8)
            MusicListing.row = MusicListing.Rows - 1
            For j = 0 To 9
              MusicListing.Col = j
MusicListing.CellBackColor = color
            Next i
           MusicListing.Col = 0
     If StoplistingList = True Then GoTo Stoploop
     DoEvents.
     Loop
  Stoploop.
If Screen I wp. Link Mode So Link NONE And Pause List = True Then
       Screen I wp.LinkExecute "pause"
PauseList = False
PauseList = False
End If
MousePointer = 0
Screen2.Datal.DatabaseName = App.Path & ".mydata.mdb"
Screen2.Data2.DatabaseName = App.Path & ".mydata.mdb"
Screen2.Data3.DatabaseName = App.Path & ".mydata.mdb"
Screen2.Data1.RecordSource = "LP Complete Music Guide"

Screen2.Data2.RecordSource = "LP Complete Music Guide"
    Screen2.Data3.RecordSource = "Music Colors"
Screen2.L

Exit Sub

End Sub
 Brivate Sub ClearList_Click()
MusicListing Rows = 1
Stoplisting List = True
    If RatingBox. Visible = True Then RatingBox. Visible = False
 Private Sub ExitSystem_Click()
tesponse = MsgBox("Are you sure you want to exit the system?", 4)
If response = vbNo Then
       Exit Sub
    Else
       ExitButtonPushed = True
      EndltAll
    End If
 End Sub
 Private Sub Form_Activate()
```

MOAEC MASTER CODE (page 2) Sunspot Software and Graphics 303-805-7637

```
If MusicListing.Rows > 2 Or Screen.ActiveForm.Name o "Recorder" Then Exit Sub If FirstLibrary = True Then
      answer = MsgBox("Are you sure you want to create the Library?" & Chr(13) & "Any music playing will be automatically
 paused.", 4)
      If answer = vbNo Then Exit Sub
       If SongPlaying = True And Screen 1.wp.LinkMode > LINK_NONE Then
         Screen I.wp.Link Execute "pause"
         PauseList = True
      End If
      Load choices
      choices. Show 1
      If CancelLibrary = True Then
CancelLibrary = False
         Screen2.Show
         Screen2.SetFocus
         Exit Sub
Else Fi End Upd
     Else
       FirstLibrary = False
     End If
     L'pdateList
Private Sub Form_Load()
Private Sub Form_Load()

Recorder.Window State = 2

FirstLibrary = True

StoplistingList = False
RatingBlock = "none"

RatingOption(0).Value = True

password = "MOAEC"
End Sub
Private Sub Form_Query Unload(Cancel As Integer, UnloadMode As Integer)
  Dim Msg Declare variable.
   If ExisButtonPushed = False Then
     Msg = "Do you really want to exit the application?"
     ExitButtonPushed = True
      EnditAll
   End If
End Sub
Private Sub Form_Resize()
On Error Resume Next
   If Window State = 2 Then
     For X = 1 To 3
```

MOAEC MASTER CODE (page 3) Sunspot Software and Graphics 303-805-7637

```
ScreenShow(X).Left = ScreenShow(X - 1).Left + 1200
         Next X
         For X = 0 To 3
            ScreenShow(X).Top = Screen.Height - 1155
         Next X
         MusicListing.Height = Screen.Height - 2300
         For X = 1 To 3
            ScreenShow(X).Left = ScreenShow(X - 1).Left + 1200
         Next X
         For X = 0 To 3
            ScreenShow(X).Top = Recorder.Height - 1155
         Next X
         MusicListing.Height = Recorder.Height - 2300
     Title.Left = (Recorder.Width / 2) - 3500
     Fine Lett (choose, William 3) - 300 ExitSystem. Top = ScreenShow(0). Top SearchAgain. Top = ScreenShow(0). Top Rating. Top = ScreenShow(0). Top SearchAgain. Height = ExitSystem. Height
SearchAgain.Height = ExitSystem.Height

MusicListing.Left = (Recorder.Width '2) - (MusicListing.Width '2)

StopListLpdate.Top = ScreenShow(0).Top

StopListUpdate.Left = Recorder.Width - 1560

ClearList.Top = ScreenShow(0).Top

ClearList.Left = StopListUpdate.Left - 1815

End Sub
  Frivate Sub Form_Unload(Cancel As Integer)
  W EnditAll
  End Sub
 Private Sub MusicListing_Click()
in If RatingBox. Visible = True Then RatingBox. Visible = False
  MusicListing.SelectionMode = flexSelectionFree
  MusicListing.Sort = 1-
 End Sub
 Private Sub MusicListing_DblClick()

If RatingBox.Visible = True Then RatingBox.Visible = False

MusicListing.SelectionMode = flexSelectionFree
     MusicListing.Sort = 1
  End Sub
  Private Sub Rating_Click()
     Dim answer As String
answer = InputBox("Please enter your password.")
     If answer opassword Then
        MsgBox "The password was incorrect,"
        Exit Sub
     Else
        RatingBox.Visible = True
                                                                   MOAEC MASTER CODE (page 4)
```

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```
End If
  End Sub
  Private Sub RatingCancel Click()
     RatingBox. Visible = False
     If RatingBlock = "none" Then
    RatingOption(0).Value = True
Elself RatingBlock = "PG" Then
RatingOption(1).Value = True
Elself RatingBlock = "R" Then
       RatingOption(2).Value = True
     End If
  End Sub
  Private Sub RatingOK_Click()
    Dim message As String
RatingBlock = RatingTemp
If RatingBlock = "none" Then
message = "No music"
     Elself RatingBlock = "PG" Then
message = "PG and R rated music"

Elself RatingBlock = "R" Then
       message = "R rated music"
    End If
    RatingBox. Visible = False
    MsgBox (message & "will be blocked from search, display, and play.")
Private Sub Rating Option_Click(Index As Integer)
If RatingOption(0). Value = True Then
RatingTemp = "none"
Elself RatingOption(1). Value = True Then
RatingTemp = "PG"
    Elself RatingOption(2). Value = True Then
       RatingTemp = "R"
ু Ra
্র Else
       Rating Temp = "none"
    End If
 End Sub
 Private Sub RatingPassword_Click()
    NewPassword1 = InputBox("Please type your new password.")

If NewPassword1 = "" Then Exit Sub
    NewPassword2 = InputBox("Please confirm you new password.")
If NewPassword2 = "" Then Exit Sub
If NewPassword2 = NewPassword1 Then
       password = New Password I
MsgBox "Password changed successfully."
      MsgBox "Error entering new password."
    End If
 End Sub
```

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```
Private Sub ScreenShow_Click(Index As Integer)
  Dim i As Integer
  On Error Resume Next
 If RatingBox. Visible = True Then RatingBox. Visible = False
If (SelCatl = "" And Index = 2) Then
    MsgBox ("Please select a main category from screen 2 before viewing this screen !!!")
  End If
 For i = 0 To 3
    Screen2.ScreenShow(i).BackColor = &H8000000F
    ScreenShow(i).BackColor = & H8000000F
    ScreenShow(i).ForeColor = &H80000012
 Select Case Index
    Case 0
      Screen2.DD.Group = "Screen1"
      Screen2.Hide
      Screen2.cat1screen.Visible = True
      Screen2.cat2screen.Visible = False
      Screen2.FavHitsScrn.Visible = False
      For i = 0 To 4
        Screen 1. Screen Show (i) Back Color = & H8000000F
        Screen 1. Screen Showt Index). ForeColor = &: H80000012
      Screen1.ScreenShow(Index).BackColor = &HCO&
Screen1.ScreenShow(Index).ForeColor = &H8000000E
      Screen J. Show
      If Screen I. Window State > 2 Then Screen I. Window State = 2
Exit!
      Screen2.DD.Group = "Screen2"
      Screen2.cat1screen.Visible = True
      Screen2.cat2screen.Visible = False
      Screen2.FavHitsScm.Visible = False
      For i = 0 Te 4
        Screen2.ScreenShow(i).BackColor = &H8000000F
        Screen2.ScreenShow(Index).ForeColor = &H80000012
      Nexti
      Screen2.ScreenShow(Index).BackColor = &HC0&
      Screen2.ScreenShow(Index).ForeColor = &H8000000E
      Screen2.Show
      If Screen2.WindowState > 2 Then Screen2.WindowState = 2
      Exit Sub
   Case 2
      Screen2.DD.Group = "Screen2"
SelCat1 = MemCat
      Screen2.cat1screen.Visible = False
      Screen2.cat2screen.Visible = True
      Screen2.FavHitsScm.Visible = False
     For i = 0 To 4
        Screen2.ScreenShow(i).BackColor = &:H8000000F
                                                MOAEC MASTER CODE (page 6)
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```

```
Screen2.ScreenShow(Index).ForeColor = &:H80000012
      Next i
      Screen2.ScreenShow(Index).BackColor = &:HC0&
      Screen2.ScreenShow(Index).ForeColor = & H8000000E
      Screen2.Show
      If Screen2, Window State > 2 Then Screen2, Window State = 2
      Exit Sub
    Case 3
      Screen2.DD.Group = "Screen4"
      Recorder.ScreenShow(Index).BackColor = &:HC0&:
      Recorder. Screen Show (Index). Fore Color = \& H8000000E
      Screen1.Hide
Screen2.Hide
      Recorder.Show
            If Recorder. Window State > 2 Then Recorder. Window State = 2
      Recorder.Refresh
      Screen2.cat1screen.Visible = True
      Screen2.cat2screen.Visible = False
      Screen2.FavHitsScrn.Visible = False
End Select
Frivate Sub Search Again_Click()

Tesponse = MsgBox("Are you sure you want to Reset the Library Display?" & Chr(13) & "Any music playing will be automatically
paused.", 4)

If response = vbNo Then
     Exit Sub
. Else
    If RatingBox.Visible = True Then RatingBox.Visible = False
If SongPlaying = True And Screen! wp.LinkMode 
LINK_NONE Then
Screen! wp.LinkExecute "pause"
PauseList = True
     End If
      Load choices
     choices.Show I
If CancelLibrary = True Then
CancelLibrary = False
        Screen2.Show
        Screen2.SetFocus
       Exit Sub
     End If
      StoplistingList = False
     UpdateList
   End If
End Sub
Private Sub StopListUpdate_Click()
   Stoplisting List = True
  If RatingBox Visible = True Then RatingBox. Visible = False
                                                     MOAEC MASTER CODE (page 7)
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```

```
If Screen I wp.LinkMode C LINK_NONE And PauseList = True Then
                     Screen 1.wp.LinkExecute "pause"
PauseList = False
              End If
      End Sub
       "Loader.frm"
       Private Sub Form_Activate()
            Dim filme, wilme As Integer
             Loader Refresh
             MousePointer = 11
             ftime = Timer()
              wtime = 0
             App.HelpFile = App.Path & "mohelp.hlp"
            Load titlefrm
           titlefrm.Animation1.AutoPlay = True
titlefrm.Animation2.AutoPlay = True
           titlefrm.Animation1.Open App.Path & "cdla.avi" titlefrm.Animation2.Open App.Path & "cdlb.avi"
titlefrm.Animation? Distribution 2 D
           titlefrm.MMControll.fiieName = App.Path & "Intro.wav"
            Call titlefrm.Main
 touchscreen = True

Do While wtime < 10
                wtime = Timer() - frime
                   DoEvents
 Loop

titlefrm.Show
Loader.Hide
                   MousePointer = 0
                   Unload Loader
  ∰ Unio
    "choices.frm"
   Private Sub Form_Load()
          Display Library = False
   End Sub
  Private Sub OKButton_Click(Index As Integer)
          If index = 1 Then
                 CancelLibrary = True
          End If
         Unload choices
  End Sub
 Private Sub Option?_Click()
DisplayLibrary = False
                                                                                                                                                            MOAEC MASTER CODE (page 8)
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```

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```
Recorder. Title. Caption = " Current Music You Own"
End Sub
Private Sub Option2_Click()
   DisplayLibrary = True
      Recorder.Title.Caption = "The Complete MOAEC Music Library"
End Sub
 "Screen1.frm"
Private Declare Function mciSendCommandA Lib "WinMM"
      (ByVal wDeviceID As Long, ByVal message As Long,_
       ByVal dwParami As Long, dwParam2 As Any) As Long
   Private Declare Function mciSendStringA Lib "WinMM" _
(ByVal mciCommand As String, ByVal returnStr As String, _
ByVal returnLength As Integer, ByVal callBack As Integer) As Long
Private Declare Function GetProfileString Lib "kernel32"
Alias "GetProfileStringA" (By Val IpAppName As String.

ByVal IpKeyName As String, ByVal IpDefault As String.

ByVal IpReturnedString As String. ByVal nSize As Long) As Long
有心心心的
Const MCI_OPEN = &H803

Const MCI_CLOSE = &H804

Const MCI_PLAY = &H806
• Const MCI_OPEN_TYPE = &H200&

Const MCI_OPEN_ELEMENT = &H200&

Const MCI_WAIT = &H2&
Private Type MCI_WANE_OPEN_PARMS

dwCallback As Long
      wDeviceID As Long
      ipsnDeviceType As String
      IpstrElementName As String
      IpstrAlias As String
      dw.BufferSeconds As Long
   End Type
   Private Type MCI_PLAY_PARMS
      dw Callback As Long
      dwFrom As Long
      dwTo As Long
   End Type
Private Function StartApp(appname As String) As Long
On Error Resume Next
   StartApp = (Shell(appname))
   DoEvents
                                                        MOAEC MASTER CODE (page 9)
```

```
If StartApp = 0 Then
MsgBox "Couldn't start " & appname
      StartApp = 0
      'End
    End If
 End Function
 Private Function CreateLink() As Integer
   On Error Resume Next
   'set DDE parameter
wp.LinkMode = NONE
wp.LinkItem = ""
   wp.LinkTopic = "WinPlo; 3 audio" wp.LinkMode = LINK_MANUAL
   tmp = Err
WinPlayConnected

WinPlayConnected

Else

WinPlayConnected

End If
   WinPlayConnected = 1
   WinPlayConnected = 0
 CreateLink = tmp
 End Function
© (Sub AdjustVolume(SliderNum As Integer)
 Dim newvolume As Long.
 Dim first As Integer
Dim other As Integer
 Dim left Vol As Lone
 Dim Right Vol As Long
 Dim fadevalue As Variant
 If ((SliderNum = 0 Or SliderNum = 1) And channel = 1) Or ((SliderNum = 2 Or SliderNum = 3) And channel = 2) Then
If (channel = 1 And mixerbar. Value < 0) Or (channel = 2 And mixerbar. Value > 0) Then
fadevalue = Abs(mixerbar. Value) / 100
    If fadevalue < 0.5 Then fadevalue = 0
 End If
 If SliderNum = 0 Or SliderNum = 1 Then
    first = 1
    other = 0
 Elself SliderNum = 2 Or SliderNum = 3 Then
    first = 3
    other = 2
 End If
 If SliderNum = first Or SliderNum = other Then
                                                          MOAEC MASTER CODE (page 10)
```

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```
Text2.Text = oldvolume
   leftVol = CLng(Val("&H" & Hex(volumes)dr(other). Value)) - 1)
  RightVol = CLng(Val("&H" & Hex(fadevalue * (65535 - volumesIdr(first). Value)) & Hex(fadevalue * (65535 -
volumes(dr(other), Value))))
  newvolume = RightVol
  Call waveOutSetVolume(VolumeID, newvolume)
End If
End If
End Sub
  Sub Playwave(WaveFile As Variant, songlength As Double)
     Dim Lime As Long
      Dim Y As Long
     'Dim X As Long
Dim errorCode As Integer
      Dim returnStr As Integer
      Dim errorStr As String * 255
      Dim MaxMsecs As Double
      Dim volumecode As Long
      Dim pitch As Long
     Dim mixine As Integer
Dim count As Double
     Dim PiggyBack As Double
     Dim checker As Integer
     On Error GoTo errorhandler
     play(channel).Enabled = True
     pause(channel). Enabled = True
     Screen 1. stop (channel). Enabled = True
     Screen 1.stop(OtherChannel).Enabled = False
     wp.LinkExecute "set PlayList " & WaveFile
    Ltime = Timer()

X = 0
     Do While X < 5 -
       X = Timer() - Ltime
     wp.LinkExecute "play"
StopList = False
     If channel = 1 Then other = 0
     If channel = 2 Then other = 3
     PlayLab(channel). Visible = True
Quelab(channel). Visible = False
     If channel = 1 Then mixerbar. Value = -100
If channel = 2 Then mixerbar. Value = 100
NewPauseStartTime = Timer()
     X = 0
     Do While X < TimeSerial(0, 0, songlength)
        DoEvents
        If Timer() > AutoExitTime - 30 And Timer() < AutoExitTime - 27 And AutoExitEvent = True Then

MsgBox ("MOAEC WILL SHUT DOWN IN 30 SECONDS !!!" & Chr(13) & "Press CANCEL to prevent auto exit.")
       End If
                                                   MOAEC MASTER CODE (page 11)
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```

```
If Timer() > AutoExitTime And AutoExitEvent = True Then
            'SendKey's "{enter}"
           EndltAll
            'Call ExitWindows(&H0, &H0)
         End If
         If PauseList = True Then
           NewPauseStartTime = Timer() - TimeSoFar
         End If
         If PauseList = False Then
           nextrack(1).Enabled = True
           prevtrack(1).Enabled = True
           nextrack(2).Enabled = True
           prevtrack(2). Enabled = True
TimeSoFar = Timer() - New PauseStartTime
           Let X = TimeSerial(0, 0, (TimeSoFar))
TimeElapsed(channel).Text = Format(TimeSerial(0, 0, SongsTime + songlength) - X, "hh:mm:ss")
           Text1(channel).Text = Format(TimeSerial(0, 0, songlength) - X, "hh:mm:ss")
           Screen2.timebox.Text = Format(TimeSerial(0, 0, SongsTime + songlength) - X, "hh:mm:ss")
If StopList = True Then

X = TimeSerial(0, 0, 0)

NewPauseStartTime = Timer()
          If PrevTrackVar = True Then
PrevTrackVar = False
              StopList = False
             wp LinkExecute "play"
          End if
        End If
。 四季县 军器协
        If NextTrackVar = True Then
          X = TimeSerial(0, 0, songlength)
           NextTrackVar = False
        End If
      Loop
      PlayLab(channel). Visible = False
      Quelab(channel).Visible = True
   Exit Sub
 enorhandler:
   MsgBox ("Sorry....There was a problem playing this music selection.")
  End Sub
 Private Sub eject_Click()
  Dim n As Integer
  If wp.LinkMode \Leftrightarrow LINK_NONE Then
   On Error Resume Next
  fileopendlg.Action = 1
  End If
```

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End Sub

```
Private Sub Command1_Click()
If wp_LinkMode > LINK_NONE Then
wp_LinkExecute "dialog options output"
End If
 End Sub
 Private Sub AutoExit_Click()
    On Error GoTo endsub
     If AutoExit.Caption = "CANCEL" Then
       response - MsgBox("Are you sure you want to cancel auto shutdown?", 4)
If response - vbNo Then
         Exit Sub
       Else
Ence
          AutoExitEvent = False
AutoExit.Caption = "AUTO EXIT"
       End If
      If SongPlaying = False Then Exit Sub
response = MsgBox("Are you sure you want to set MOAEC to shut down automatically?", 4)
If response = vbNo Then
Exit Sub
Else
          AutoEnit.Caption = "CANCEL"
TimeFrame.Visible = True
keyboard.Visible = True
          TimeInput SetFocus
 End It
 End If
endsub:
 End Sub
 Private Sub backup_Click()
If TimeInput.Visible = True Then
    TimeInput.SetFocus
    SendKeys "{end}"
SendKeys "{backspace}"
    SendKeys "{rab}"
 End If
 End Sub
 Private Sub CurrentSongExpanded_Click(Index As Integer)
    CurrentSongExpanded(Index). Visible = False
 Private Sub cursong_click(Index As Integer)
```

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```
CurrentSongExpanded(Index).Visible = True
  End Sub
  Private Sub ENTERKEY_Click()
  If TimeInput. Visible = True Then
     TimeOK.SetFocus
SendKeys "(enter)"
  End If
  End Sub
  Private Sub ExitSystem_Click()
response = MsgBox("Are you sure you want to exit the system?", 4)
      If response = vbNo Then
         Exit Sub
      Else
          ExitButtonPushed = True
          EndliAll
      End If
  End Sub
Private Sub Form_GotFocus()
On Error Resume Next
Screen2.DD.Group = "Screen1"
End Sub
Public Sub Form_Load()
Dim oldvolume As Long
Dim oldrate As Long
Dim newvolume As Long
 Dim VolumePoint As Long
Dim volumeID As Long
Dim tmp As String * 256
Dim WinPlay 3Name As String
Dim n As Integer
Stonlisting List = True
      StoplistingList = True
Screen1.WindowState = 2
automix = True
      NextTrackVar = False
      AutoExitEvent = False
      volinc(0) = Master(0). Value
volinc(1) = Master(1). Value
Open DDE connection with WinPlay3
     If CreateLink() NONE Then
      'get path to winplay3 from win.ini

n = GetProfileString("WinPlay3", "ProgramFile", "WinPlay3.Exe", tmp, 256)
WinPlay3Name = LeftS(tmp. n)
If StartApp(WinPlay3Name & "/DDE") Then
Select Case CreateLink()
            Case 0
                dde server started
                                                                        MOAEC MASTER CODE (page 14)
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```

```
Case NO_APP_RESPONDED

MsgBox "Sorry, still can't connect."
        End Select
      End If
   End If
    Call waveOutGetID(VolumeHandle, VolumeID)
    Call waveOutGetVolume(VolumeID, oldvolume)
    PlaySpeed(0). Value = oldvolume
    PlaySpeed(1).Value = oldvolume
    Master(0). Value = 49000
    Master(1).Value = 49000
volumesidr(8).Value = 49000
     volumesIdr(9). Value = 49000
    For i = 4 To 5
      volumesldr(i).Value = 49000
   Next i
For i = 0 To 3
      volumesidr(i). Value = 49000
   mixerbar. Value = 100
Call waveOutSetVolume(VolumeID, CLng(Val("&H" & Hex(16000))& Hex(16000))))
PlaySpeed(0) Value = 5
PlaySpeed(1).Value = 5
End Sub
Private Sub Form_Resize()
   On Error Resume Next
# If Window State = 2 Then
For X = 1 To 4
     For X = 1 To 4
        ScreenShow(X).Left = ScreenShow(X - 1).Left + 1200
      Next X
      For X = 0 To 4
        ScreenShow(X).Top = Screen.Height - 1155
      Next X
      ExitSystem.Top = Screen.Height - 1155
      Label10.Top = Screen.Height - 1155
   Else
      For X = 1 To 4
        ScreenShow(X).Left = ScreenShow(X - 1).Left + 1200
      Next X
      For X = 0 To 4
        ScreenShow(X).Top = Screen1.Height - 1155
     ExitSystem.Top = Screen1.Height - 1155
     Label10.Top = Screen1.Height - 1155
                                                MOAEC MASTER CODE (page 15)
                                                       Sunspot Software and Graphics
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```

```
End If
     Label10.Left = Screen1.Width - 1455
     ExitSystem.Left = 120
     Channell(1).Left = (Screen1.Width / 2) + 8
     Channell(3).Left = (Screen 1.Width / 2) + 8
     Picture 1. Width = Screen 1. Width - 460
     Picture 1. Top = Screen 1. Height - 3255
     For X = 0 To 3
        Channel1(X).Width = (Screen1.Width / 2) - 353
     Next X
     For X = 0 To 1
       Play Speed(X).Left = (Channel1(0).Width / 2) - 1200
     Label3(0).Left = PlaySpeed(0).Left + 720
     Label3(1).Left = PlaySpeed(0).Left - 600
     Label3(3).Left = PlaySpeed(0).Left + 720
     Label3(4).Left = PlaySpeed(0).Left - 600
Label3(2).Left = PlaySpeed(0).Left - 2520
    Label3(5).Left = PlaySpeed(0).Left + 2520
Label3(5).Left = PlaySpeed(0).Left + 720
Label4(1).Left = PlaySpeed(0).Left + 720
For X = 1 To 2
       play(X).Left = ((Channel1(0),Width | 2) - 1425)

Screen1.stop(X).Left = ((Channel1(0),Width | 2) - 1425) - 570

pause(X).Left = ((Channel1(0),Width | 2) - 1425) - 1140

prevtrack(X).Left = ((Channel1(0),Width | 2) - 1425) - 1710

nextrack(X).Left = ((Channel1(0),Width | 2) - 1425) - 2280
 Quelab(X).Left = Channell(1).Wij
Quelab(X).Left = cursong(1).Left
Play Lab(X).Left = cursong(1).Left
Next X
        cursong(X).Left = Channell(1).Width - 2175
 For X = 2 To 3
       Channell(X). Height = Screen 1. Height - Channell (0). Height - Picture 1. Height - 1600
     volumesIdr(0).Left = 0.209 * Picture I. Width
     volumesidr(1).Left = 0.267 * Picture1. Width
    volumesIdr(2),Left = 0.36 * Picture1. Width
volumesIdr(3),Left = 0.418 * Picture1. Width
    volumesIdr(4).Left = 0.6734 * Picture1. Width
volumesIdr(5).Left = 0.7315 * Picture1. Width
    volumesldr(8).Left = 0.8128 * Picture 1. Width
    volumesldr(9).Left = 0.894 * Picture I. Width
    Master(0) Left = 0.5225 Picture 1. Width
    Master(1).Left = 0.5806 Picture 1. Width
    Label1(1).Left = volumesldr(0).Left + 120
    Label1(2).Left = volumesIdr(2).Left + 120
   Label1(3).Left = volumesldr(4).Left + 120
Label1(5).Left = volumesldr(8).Left - 120
Label1(6).Left = volumesldr(9).Left - 120
Label1(3).Left = Master(0).Left - 120
```

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```
AutoExit.Top = ExitSystem.Top
     For X = 1 To 2
       CurrentSongExpanded(X).Left = (Screen).Width / 2) - 5408
    Rext A
EQ1(0).Top = (Channel1(2).Height / 2) - 100
EQ1(1).Top = (Channel1(2).Height / 2) - 100
EQ1(0).Left = (Channel1(2).Width / 2) - 2280
EQ1(1).Left = (Channel1(2).Width / 2) - 2280
  End Sub
  Private Sub Form_Unload(Cancel As Integer)
    If wp.LinkMode > LINK_NONE Then wp.LinkExecute "stop"
     wp.LinkExecute "exit"
     End If
     WinPlay3Connected = 0
     wp.LinkMode = LINK_NONE
     EnditAll
 End Sub
₹
Private Sub Label10_Click()
SendKeys "{FI}"

End Sub
Private Sub Letters_Click(Index As Integer)

type the letter pressed in the text field

If TimeInput.Visible = True Then

TimeInput.SetFocus
   TimeInput.SetFocus
Send
Send
Send
End If
    SendKeys LCase(Letters/Index).Caption1
    SendKeys "(tab)"
 End Sub
 Private Sub Master_Click(Index As Integer)
 volinc(0) = Master(0). Value
 volinc(1) = Master(1). Value
 End Sub
 Private Sub Master_Scroll(Index As Integer)
 Dim volinc2(2) As Long
 volinc2(Index) = Master(Index). Value - volinc(Index)
 Select Case Index
 Case 0
   volumesldr(0).Value = OrigVol(0) - volinc2(0)
volumesldr(2).Value = OrigVol(2) - volinc2(0)
   volumesldr(4).Value = OrigVol(4) + volinc2(0)
```

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```
Case I
     volumesldr(1).Value = OrigVol(1) + volinc2(1)
volumesldr(3).Value = OrigVol(3) + volinc2(1)
volumesldr(3).Value = OrigVol(5) + volinc2(1)
  End Select
  volinc(Index) = Master(Index). Value
  End Sub
  Private Sub mixerbar_Change()
     If (mixerbar. Value <= 0 And channel = 1) Then
     AdjustVolume (1)
Elself (mixerbar.Value >= 0 And channel = 2) Then
       AdjustVolume (2)
  End Sub
Private Sub mixerbar_Scroll()
If (mixerbar. Value <=
AdjustVolume (1)
Elself (mixerbar. Value
AdjustVolume (2)
End If
    If (mixerbar. Value <= 0 And channel = 1) Then
    Elself (mixerbar. Value >= 0 And channel = 2) Then
End Sub
Private Sub MixFade Click()
if MixFade.Caption = "AUTO MIX OFF" Then
MixFade.Caption = "AUTO MIX ON"
automix = True
∰ aut
∰ Else
       MixFade.Caption = "AUTO MIX OFF"
       automix = False
 End Sub
 Private Sub nextwack_Click(Index As Integer)
If Index = channel Then
    If wp.LinkMode OLINK_NONE Then
       response = MsgBox("Are you sure you want to skip to the next song?". 4)
If response = vbNo Then
         Exit Sub
        NextTrackVar # Truc
       End If
   End If
  End If
End Sub
                                                         MOAEC MASTER CODE (page 18)
                                                                 Sunspot Software and Graphics
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```

```
Private Sub pause_Click(Index As Integer)
 If channel = Index Then
 If StoplistingList = False Then
   MsgBox ("Your library is still updating!" & Chr(13) & "Please switch to Screen 4 to resume play.") Exit Sub
 End If
 If wp.LinkMode > LINK_NONE Then
    wp.LinkExecute "pause"
    If PauseList = True Then .
       PauseList = False
    Else
      PauseList = True
    End If
  End If
 End If
 End Sub
 Private Sub play_Click(Index As Integer)
If wp.LinkMode > LINK_NONE Then
Of Index = OtherChannel And StopList = True Then
Of Index = OtherChannel And

NextTrackVar = True

Elself Index = channel Then

PauseList = False

NextTrackExecute "play"

StopList = False

End If

End Sub

"End Sub
Private Sub PlaySpeed_Scroll(Index As Integer)
Dim oldrate As Long
Dim volumecode As Long
Dim newrate As Long
 End Sub
 Private Sub RestartMus_Click()
 Dim SoundCom As Long
 SoundCom = waveOutRestart(VolumeID)
 Text2.Text = SoundCom
 End Sub
 Private Sub prevtrack_Click(Index As Integer)
If channel = Index Then
If wp.LinkMode 	C LINK_NONE Then
       wp.LinkExecute "stop"
       StopList = True
       PauseList = False
       PrevTrackVar = True
                                                              MOAEC MASTER CODE (page 19)
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```

```
End If
    End If
  End Sub
   Private Sub ScreenShow_Click(Index As Integer)
  Dim i As Integer
  On Error Resume Next
If (SelCat) = "" And Index = 2) Then
    MsgBox ("Please select a main category from screen 2 before viewing this screen !!!")

Exit Sub
   End If
     Screen2.Category(1).Visible = False
     cat1count = 0
     'disable speed buttons since switching to screen 3
     For i = 0 To Screen2.SongSpeed.count - 1
Screen2.SongSpeed(i).Enabled = False
Screen2.SongSpeed(i).BackColor = &H8000000F
     Next i
     Screen2.Mix.Enabled = False
Screen2.PlayTime.Enabled = False
    Screen2.Mix.BackColor = &H8000000F
Screen2.PlayTime.BackColor = &H8000000F
For i = 0 To 4
ScreenShow(i).BackColor = &H8000000F
ScreenShow(i).ForeColor = &H80000012
     Screen2.ScreenShow(i) BackColor = &H8000000F
Nexui
Select Case Index
Case 0
       Screen2.DD Group = "Screen1"
       Screen2.Hide
       Screen2.cai2screen.Visible = False ·
Screen2.FavHitsScm.Visible = False
       Exit Sub
     Case I
        Screen2.DD.Group = "Screen2"
       Screen2.ca(2screen.Visible = False
Screen2.FavHitsScrn.Visible = False
      For i = 0 To 4
          Screen2.ScreenShow(i).BackColor = &H8000000F
          Screen2.ScreenShow(Index).ForeColor = &H80000012
       Next i
       Screen2.ScreenShow(index).BackColor = &HCO&
Screen2.ScreenShow(index).ForeColor = &H8000000E
       Screen2.Show
             If Screen2. WindowState > 2 Then Screen2. WindowState = 2
       Exit Sub
       If IsDDWinRunning() Then Screen2.DD.Group = "Screen2"
                                                        MOAEC MASTER CODE (page 20)
                                                                 Sunspot Software and Graphics
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```

```
SelCat1 = MemCat
       Screen2.cat2screen.Visible = True
       Screen2.FavHitsScm.Visible = False
       For i = 0 To 4
         Screen2.ScreenShow(i).BackColor = &H8000000F
         Screen 2. Screen Show (Index). Fore Color = \&H80000012
       Next i
       Screen2.ScreenShow(Index).BackColor = &HC0&
       Screen2.ScreenShow(Index).ForeColor = &H8000000E
       Screen2.Show
           If Screen2.WindowState > 2 Then Screen2.WindowState = 2
      Exit Sub
    Case 3
      Screen2.DD.Group = "Screen4"
Recorder.ScreenShow(Index).BackColor = & HCO&
Recorder.ScreenShow(Index).ForeColor = & H8000000E
      Screen 1. Hide
       Screen2.Hide
           If Recorder, Window State 2 Then Recorder, Window State = 2
      Recorder.Refresh
      Screen2.cat2screen.Visible = False
      Screen2.FavHitsScrn.Visible = False
្នាំ
<del>ដូ</del>End Select
make the button pressed the right color
End Sub
Private Sub stop_Click(Index As Integer)
If channel = Index Then
If wp.LinkMode > LINK_NONE Then
   wp.LinkExecute "stop"
StopList = True
    play(OtherChannel).Enabled = True
  End If
  End if
 End Sub
 Private Sub undo_Click()
 End Sub
 Private Sub TimeCancel_Click()
   TimeFrame.Visible = False
   keyboard. Visible = False
 End Sub
```

Private Sub TimeOK\_Click()
Dim Timer1 As Long

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```
Dim timer2 As Long
On Error GoTo endsub
     If Val(TimeInput. Text) 0 Then
        AutoExitStart = Timer()
         AutoExitTime = AutoExitStart + (Val(TimeInput.Text) * 60)
         AutoExitEvent = True
     End If
     TimeFrame.Visible = False
     keyboard. Visible = False
 End Sub
 Private Sub volumesIdr_Change(Index As Integer)
AdjustVolume (Index)
 OrigVol(Index) = volumesIdr(Index).Value
 Private Sub volumesIdr_Scroll(Index As Integer)
On Error Resume Next
AdjustVolume (Index)
End Sub
Private Sub wp_LinkClose()
If WinPlayConnected © 0 Then
#End If

wp.LinkMode = LINK_NONE
End Sub
Private Sub wp_LinkError(LinkErr As Integer)
MsgBox ("Link error")
 End Sub
 Screen2.frm"
 Sub DD_SpeechRecognized(Word As String, WordValue As String)
    Dim CurControl As Control
    Dim VoiceFlag As Boolean
    Dim SavedName As String
   On Error GoTo errorhandler
    If Word = "[classical]" Then Category 1(0). SetFocus
If Word = "[jazz]" Then Category 1(1). SetFocus
If Word = "[folk]" Then Category 1(2). SetFocus
If Word = "[oldies]" Then Category 1(3). SetFocus
If Word = "[country]" Then Category 1(4). SetFocus
If Word = "[pop]" Then Category 1(5). SetFocus
If Word = "[soul]" Then Category 1(6). SetFocus
If Word = "[R and B]" Then Category 1(7). SetFocus
                                                                     MOAEC MASTER CODE (page 22)
                                                                                Sunspot Software and Graphics
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```

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```
If Word = "[blues]" Then Category1(8).SetFocus
 If Word = "[calyso]" Then Category 1(9). SetFocus
If Word = "[disco]" Then Category 1(10). SetFocus
If Word = "[funk]" Then Category 1(11). SetFocus
If Word = "[rock]" Then Category 1(12). SetFocus
 If Word = "[rock]" Then Category [12]. Set Focus

If Word = "[netal]" Then Category [13]. Set Focus

If Word = "[top 40]" Then Category [15]. Set Focus

If Word = "[rap]" Then Category [15]. Set Focus

If Word = "[reggae]" Then Category [16]. Set Focus

If Word = "[alternative]" Then Category [17]. Set Focus

If Word = "[ethnic]" Then Category [18]. Set Focus

If Word = "[refigion]" Then Category [19]. Set Focus

If Word = "[refigion]" Then Category [10]. Set Focus
If Word = "freligion]" Then Category1(19).SetFocus
If Word = "[special events]" Then Category1(20).SetFocus
If Word = "[funny]" Then Category1(21).SetFocus
If Word = "[easy listening]" Then Category1(22).SetFocus
If Word = "[special dance]" Then Category1(23).SetFocus
If Word = "[special mixes]" Then Category1(24).SetFocus
If Word = "[special mixes]" Then Category1(25).SetFocus
If Word = "[dance]" Then Category1(27).SetFocus
If Word = "[energy]" Then Category1(27).SetFocus
If Word = "[sound effects]" Then Category1(28).SetFocus
If Word = "[sound racks]" Then Category1(29).SetFocus
If Word = "[elevision]" Then Category1(30).SetFocus
 If Word = "[Dance Mix]" Then Mix.SetFocus If Word = "[Clear]" Then ClrSrch.SetFocus If Word = "[Undo]" Then undo.SetFocus
 If Word = "[Search List]" Then searchlist.SetFocus

If Word = "[Play List]" Then Playlist(0).SetFocus

If Word = "[Search]" Then search.SetFocus

If Word = "[Expand]" And ExpandList.Caption = "EXPAND" Then
 ExpandList.SetFocus

Elself Word = "(Shrink)" And ExpandList.Caption = "SHRINK" Then
       ExpandList.SetFocus
  End If
 If Word = "[Load]" Then LoadPlay.SetFocus
If Word = "[Save]" Then SavePlay.SetFocus
If Word = "[Next]" Then AddList(0).SetFocus
If Word = "[Pick]" Then AddList(1).SetFocus
  If Word = "|Delete]" Then delete.SetFocus
 If Word = "[Title]" Then SearchCat(1).SetFocus
 If Word = "[Artist]" Then SearchCat(2).SetFocus
If Word = "[Date]" Then SearchCat(3).SetFocus
If Word = "[Song Category]" Then SearchCat(4).SetFocus
If Word = "[Dance Type]" Then SearchCat(6).SetFocus
If Word = "[Music Style]" Then SearchCat(5).SetFocus
 If Word = "[Speed]" And SearchCat(1). Enabled = True Then SearchCat(7). SetFocus
  If Word = "[Energy]" Then SearchCat(8) SetFocus
 If Word = "[Speed]" And AliSpeeds. Enabled = True Then AliSpeeds. SetFocus
 If Word = "[Fast]" And SongSpeed(0). Enabled = True Then SongSpeed(0). SetFocus
                                                                                                                  MOAEC MASTER CODE (page 23)
```

```
"If Word = "[Fast]" Then SongSpeed(0). SetFocus
       'If word = [Fast] Then SongSpeed(9).SetFocus
If Word = "[Medium]" And SongSpeed(1).SetFocus
If Word = "[Slow]" And SongSpeed(2).Enabled = True Then SongSpeed(2).SetFocus
If Word = "[Time]" And PlayTime.Enabled = True Then PlayTime.SetFocus
If Word = "[30]" Then
Truel SetFocus
            TimeInput.SetFocus
            TimeInput.Text = 30
        End If
        If Word = "[OK]" And timebox. Visible = True Then TimeOK. SetFocus
       If Word = "[OK]" And timebox. Visible = True Then TimeOK. SetFocus

If Word = "[Begin Search]" And SearchScreen. Visible = True Then BeginSearch. SetFocus

If Word = "[Cancel]" And timebox. Visible = True Then TimeCancel. SetFocus

If Word = "[Cancel]" And SearchScreen. Visible = True Then Cancel. SetFocus

If Word = "[Cancel]" And cat2screen. Visible = True Then Cancel SubScreen. SetFocus

'If word = "[minutes]" Then Text2. SetFocus

If Word = "[Play]" Then PlayButton. SetFocus

If Word = "[Now]" Then Now. SetFocus
      "If word = "[screen 1]" Then ScreenShow(0).SetFocus
"If word = "[screen 2]" Then ScreenShow(1).SetFocus
"If word = "[screen 3]" Then ScreenShow(2).SetFocus
"If word = "[screen 4]" Then ScreenShow(3).SetFocus
SendKeys ""
Errorhandler:
⊈End Sub
Sub Gray Out()

'disable and gray out speed, mix, and time buttons
      Mix.Enabled = False
AllSpeeds.Visible = True
       AllSpeeds.Enabled = False
       PlayTime.Enabled = False
      Mix.BackColor = &H8000000F
AllSpeeds.BackColor = &H8000000F
PlayTime.BackColor = &H8000000F
       For i = 0 To SongSpeed.count - 1
           SongSpeed(i).Enabled = False
           SongSpeed(i).BackColor = &:H8000000F
       Next i
   End Sub
   Sub LoadNewSong(Songfile As String)
       Dim memHandle As Long
       Dim memPointer As Long
       Dim fileName As String
       Dim retValue As Long
       Dim nBytes As Long
       Dim fileSize As Long
       Dim origStr As String
       Dim strSize As Long
       Dim textStr As String
```

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On Error GoTo noFilename

```
fileName = Sonefile
    FilePointer = CreateFile(fileName, GENERIC_READ Or GENERIC_WRITE, 0&, 0&, 0PEN_EXISTING,
  FILE_ATTRIBUTE_NORMAL, 0&)
fileSize = GetFileSize(FilePointer, 0)
    memHandle = GlobalAlloc(GMEM_MOVEABLE Or GMEM_ZEROINIT, fileSize)
    memPointer = GlobalLock(memHandle)
    retValue = ReadFile(FilePointer, ByVal memPointer, fileSize, nBytes, 0&)
    Call Screen 1. Playwave (file Name, songlength)
   CloseHandle (FilePointer)
GlobalUnlock (memHandle)
    GlobalFree (memHandle)
    Exit Sub
 noFilename:
  End Sub
 Sub StartPlay(row As Integer, list As Integer)
  Dim song. songlength? As String
 Dim i, j As Integer
 Dim CurControl As MSFlexGrid
 'Dim OtherChannel As Integer
On Error GoTo errorhandler
fiflist = 1 Then
(1)
(2) Set CurControl = searchlist
(3)
Elself list = 2 Then
   Set CurControl = Play list(0)
Exit Sub
     Else
       If channel = 1 Then
          channel = 2
OtherChannel = 1
       Elself channel = 2 Then
          channel = 1
          OtherChannel = 2
       End If
     End If
   End If
   Mix.Enabled = False
   'switch to s l
   Screen L.Show
                                           MOAEC MASTER CODE (page 25)
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```

```
Screen 1. Refresh
      Screen2.Hide
     If Playlist(0). Rows > 1 Then
        Playlist(0) Col = 1
        Playlist(1).Col = 1
        Playlist(0).ColSe! = 2
       Playlist(1).ColSel = 8
     Fnd If
   build the songlist array from the play list
   find the song from the play list
   'disable mix button
  If CurControl.Name = searchlist.Name Then
  If searchlist.RowSel > 0 Then searchlist.BackColorSel = searchlist.CellBackColor
     searchlist.ForeColorSel = searchlist.CellForeColor
       selsong(i) = searchlist.TextMatrix(searchlist.row, i)
     Play list(0). AddItem selsong(0) & Chr(9) & selsong(1) & Chr(9) & selsong(2)
     Play list(1). Addltem selsong(0) & Chr(9) & selsong(1) & Chr(9) & selsong(2)
    'Add a song to the total to be played
NumSongs.Text = PlaySongs
a 'Add the song time to the play time box
 ≟ End If
 ©End If

Thegin playing song list

↓Do Until Playlist(0).Rows < 2
ando.Enabled +
For j = 0 To 4

Screen
 undo.Enabled = False
          ScreenShow(j).BackColor = &H8000000F
ScreenShow(j).ForeColor = &H80000012
Screen1.ScreenShow(j).BackColor = &H8000000F
          Screen1.ScreenShow(j).ForeColor = &H80000012
       Next j
       Screen 1. Screen Show(0). BackColor = & HC0&
       Screen 1. Screen Show (0). ForeColor = &H8000000E
     Screen1.Refresh
    If Playlist(0). Rows > 1 Then
       CurControl.row = row
      If channel = 1 Then OtherChannel = 2
If channel = 2 Then OtherChannel = 1
Screen 1. PlayLab(OtherChannel). Visible = False
    Screen 1. Quelab (Other Channel). Visible = True
    'find the first song to be played
                                                         MOAEC MASTER CODE (page 26)
                                                                 Sunspot Software and Graphics
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```

```
if the song was already on deck then play it
  Data I. Refresh
  Data I. Recordset, Move Last
  Data L Recordset, MoveFirst
  Data 1. Recordset. Find First "Title = " & CurControl. Text Matrix (row, 1) & " and Artist = " & CurControl. Text Matrix (row, 2) &
     If Is Null(Data 1. Recordset. Fields ("ID")) Then
       MsgBox ("There was a problem finding your song file on disk.")
     Eise
        songlist = "c:\Progra-1\moaec\895.mpg"
       'songlist = "C: Progra-1\moaec\" & Data1.Recordset.Fields("ID") & ".mpg"
       'songlist = "c:iwindows\media\tada.wav"
       songlist = "e:." & Data1.Recordset.Fields("ID") & ".mpg"
     End If
     songlength = Val(CurControl TextMatrix(row, 0)) - 2
     Screen Loursong (channel). Text = CurControl. TextMatrix(row, 1)
     CurControl.Col = 1
     Screent.cursong(channel).BackColor = CurControl.CellBackColor
     Screen! Text! (channel).Text = Format(TimeSerial(0, 0, songlength), "hh:mm:ss")
     If CurControl Name = Playlist(0) Name Then
       For X = 0 To 8
          Screen 1. Current Song Expanded (channel). TextMatrix(1, X) = Playlist(1). TextMatrix(row, X)
          Screen! CurrentSong Expanded(channel). CellBackColor = Playlist(1). CellBackColor
          Screen I. Current Song Expanded (channel). Back Color Sel = Playlist (1). Cell Back Color
          Screen1.CurrentSongExpanded(channel).ForeColorSel = Playlist(1).CellForeColor
      Next X
    Else
       For X = 0 To 8
          Screen 1. Current Song Expanded (channel). TextMatrix(I, X) = CurControl. TextMatrix(row, X)
         Screen | . CurrentSongExpanded/channel). CellBackColor = CurControl. CellBackColor Screen | . CurrentSongExpanded(channel). BackColorSel = CurControl. CellBackColor Screen | . CurrentSongExpanded(channel). ForeColorSel = CurControl. CellForeColor
      Next X
    End If
    Data I . Recordset Close
If (CurControl.Name = Playlist(0).Name And Playlist(0).Rows > 2) Or CurControl.Name = searthlist.Name Then
   If (CurControl. Name = Playlist(0). Name And row > 1) Or CurControl. Name = searchlist, Name Then
      Playlist(0).row = 1
      Playlist(1).row = 1
    Else
      Playlist(0).row = 2
      Playlist(1).row = 2
    End If
      songlength2 = Val(Playlist(0), TextMatrix(Playlist(0).row, 0))
      Screen | .cursong(OtherChannel).Text = Playlist(0).TextMatrix(Playlist(0).row, 1)
      Playlist(0).Col = 1
      Screen | cursong(OtherChannel).BackColor = Playlist(0).CellBackColor
      Screen). TimeElapsed(OtherChannel). Text = Format(TimeScrial(0, 0, songlength2), "hh:mm:ss")

Screen!. TimeElapsed(OtherChannel). Text = Format(TimeScrial(0, 0, 0), "hh:mm:ss")
                                              MOAEC MASTER CODE (page 27)
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```

```
For X = 0 To 8
               Screen I. Current Song Expanded (Other Channel). Text Matrix (1, X) = Playlist (1). Text Matrix (Playlist (0). row, X)
               Screen | CurrentSong Expanded(OtherChannel).CellBackColor = Playlist(1).CellBackColor Screen | .CurrentSong Expanded(OtherChannel).BackColorSel = Playlist(1).CellBackColor
               Screen I. CurrentSongExpanded(OtherChannel).ForeColorSel = Playlist(1).CellForeColor
            Next X
    Else
         songlist2 = ""
         Screen Loursong (Other Channel). Text = ""
          Screen I. cursong(OtherChannel).BackColor = & H80000009
          Screen 1. Text 1 (Other Channel). Text = Format (Time Serial (0, 0, 0), "hh:mm:ss")
          Screen 1. TimeElapsed(OtherChannel). Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
    If CurControl.Name = searchlist.Name Then SongsTime = SongsTime + CLng(Val(CurControl.TextMatrix(row, 0)))
    Songs Time = Songs Time - CLng(Val(CurControl.TextMatrix(row, 0)))
    timebox. Text = Format(TimeSerial(0. 0. CLng(SongsTime)), "hh:mm:ss")
    If Playlist(0). Rows > 2 Then
建筑的是监禁事
      If CurControl.Name = Playlist(0).Name And row > 1 Then
         Playlist(0).row = row
         Playlist(1).row = row
      Elself CurControl. Name = searchlist. Name Then
         Playlist(0).row = Playlist(0).Rows - 1
         Playlist(1).row = Playlist(0).Rows - 1
      Else
11
         Playlist(0).row = 1
         Playlist(1).row = 1
      Playlist(1).RemoveItem (Playlist(0).row)
      Playlist(0).RemoveItem (Playlist(0).row)
      Playlist(0).Clear
Playlist(1).Clear
Playlist(0).Rows = 1
      Playlist(1).Rows = 1
      Playlist(0).Col = 1
      Playlist(1).Col = 1
      Playlist(0).ColSel = 2
      Playlist(1).ColSel = 8
      Playlist(0).CellBackColor = Playlist(0).BackColorFixed
      Call FormatHeaders
    End If
    If CurControl.Name = searchlist.Name Then PlaySongs = PlaySongs + 1
    PlaySongs = PlaySongs - 1
    NumSongs.Text = PlaySongs
   Playlist(0).Col = 1
    Playlist(1).Col = 1
   Playlist(0).ColSel = 2
   Playlist(1).ColScl = 8
                                                  MOAEC MASTER CODE (page 28)
```

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```
Playlist(0), BackColorSel = Playlist(0), CellBackColor
Playlist(0), ForeColorSel = Playlist(0), CellForeColor
Playlist(1), BackColorSel = Playlist(0), CellBackColor
     Playlist(1).ForeColorSel = Playlist(0).CellForeColor
     SongPlaying = True
     Call Screen I. Playwave (songlist, songlength)
     If CurControl Name = searchlist Name Then Set CurControl = Playlist(0)
    If channel = | Then
          channel = 2
          OtherChannel = 1
      Else
          channel = i
          OtherChannel = 2
       End If
     SongPlaying = False
  End If
  Loop
  Else
     StopList = True
End If
☐ Playlist(0).
☐ Playlist(0).
☐ Playlist(1).
☐ Playlist(1).
☐ Playlist(1).
☐ Limebox.Te
          Play list(0).Col = 1
          Playlist(1).Col = 1
          Playlist(0).ColSel = 2
          Playlist(1).ColSel = 8
          timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
          Playlist(0).Clear
Playlist(0).Rows = 1
          Call FormatHeaders
          Playlist(0) BackColorSel = Playlist(0) BackColorFixed
          Playlist(0).ForeColorSel = Playlist(0).ForeColorFixed
          Playlist(1).Clear
          Playlist(1).Rows = 1
          Playlist(1).BackColorSel = Playlist(1).BackColorFixed
          Playlist(1).ForeColorSel = Playlist(1).ForeColorFixed
          searchlist.BackColorSel = &H80000008
          searchlist.ForeColorSel = &H8000000E
          PlaySongs = 0
          NumSongs.Text = "0"
          Screen 1.cursong(channel). Text = ""
          Screen 1.cursong(channel).BackColor = &H80000009
          Screen I. Text1 (channel). Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
          Screen 1. TimeElapsed(channel). Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
Screen 1. cursong(OtherChannel). Text = ""
          Screen Loursong (Other Channel). Back Color = & H80000009
          Screen 1. Text) (Other Channel). Text = Format (Time Serial (0, 0, 0), "hh:mm:ss")
          Screen I. TimeElapsed(OtherChannel). Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
                                                       MOAEC MASTER CODE (page 29)
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```

Now.Enabled = False

```
PlayButton.Enabled = False
Now.BackColor = &H8000000F
PlayButton.BackColor = &H8000000F
 Exir Sub
 errorhandler:
   MsgBox "There was a problem finding your selected song file."
   SongPlaying = False
 End Sub
 Sub RestoreSearchList()
   CurRow2 = 1
CurRow1 = 1
   CurCol = 0
   undo.Enabled = False
      'clear the playlists
      SearchSongs = 0
searchlist.AllowBigSelection = True
      searchlist.Rows = numRows
     If numRows = 0 Then
        ClearSearchList
        CirSrch.Enabled = False
        ClrSrch.Enabled = True
     searchlist.row = 1
searchlist.Col = 0
      searchlist.RowSel = numRows - 1
     searchlist ColSel = 8
     searchlist.Clip = allCells1
      For i = 1 To numRows - 1
        searchlist.row = i
        For k = 0 To 8
           searchlist.Col = k
           searchlist.CellBackColor = FileColors(i)
        Next k
        SearchSongs = SearchSongs + 1
     Next i
     searchlist.AllowBigSelection = False
     searchlist.row = 1
     searchlist.Col = 0
     delete.Enabled = True
     End If
                                                MOAEC MASTER CODE (page 30)
```

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```
Exit Sub
   End Sub
   Sub RestorePlayList()
      If numRows = 0 Then
         ClearPlayList
       Else
         CurRow2 = 1
         CurRow1 = 1
CurCol = 0
undo.Enabled = False
          clear the playlists
         Play Songs = 0
          Songs Time = 0
          NumSongs.Text = 0
         timebox. Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
SinglePlayTime.Text = "00:00:00"
Playlist(0). Allow Big Selection = True
          Playlist(1). Allow Big Selection = True
         Playlist(0).Rows = numRows
Playlist(0).row = 1
         Playlist(0).Col = 0
Playlist(0).RowSel = numRows - 1
Playlist(0).ColSel = 2
         Playlist(1).Rows = numRows
         Playlist(1).row = 1
        Playlist(1).Col = 0
Playlist(1).Col = 0
Playlist(1).ColSel = 8
Playlist(0).Clip = allCells1
Playlist(1).Clip = allCells2
For i = 1 To numRows - 1
Playlist(0).Sep = 3
・ログはノロ語
            Playlist(0).row = i
            For j = 0 To 2
Play list(0).Col = j
Playlist(0).CellBackColor = FileColors(i)
            Nextj
            Playlist(1).row = i
            For k = 0 To 8
Playlist(1).Col = k
            Playlist(1).CellBackColor = FileColors(i)
Next k
            SongsTime = SongsTime + CLng(Val(Playlist(0).TextMatrix(i, 0)))
            timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
            PlaySongs = PlaySongs = 1
NumSongs.Text = PlaySongs
         Next i
         Playlist(0).AllowBigSelection = False
Playlist(1).AllowBigSelection ~ False
         Playlist(0).row = 1
         Playlist(1).row = 1
         Playlist(0).Col = 0
         Playlist(1).Col = 0
         ExpandList Enabled = True
```

```
delete.Enabled = True
Commandl.Enabled = True
Now.Enabled = True
Now.BackColor = &HFF&
PlayButton.Enabled = True
PlayButton.BackColor = &HFF8080
RndMix.Enabled = True
SavePlay.Enabled = True
Call CheckOnDeck
End If
Exit Sub
```

End Sub Sub SaveSearchList()

CurRow 1 = search!ist.row CurCol = 0 undo.Enabled = True On Error GoTo errorhandler

searchlist.AllowBigSelection = True
searchlist.col = 0
searchlist.Col = 0
searchlist.Col = 0
searchlist.ColSel = 8
allCells1 = searchlist.Clip
numRows = searchlist.Clip
numRows = searchlist.Rows
ReDim FileColors(searchlist.Rows - 1)
For i = 1 To searchlist.Rows - 1
searchlist.row = i
FileColors(i) = searchlist.CellBackColor
Write = FileNum. FileColors(i)
Next i
searchlist.AllowBigSelection = False
searchlist.Col = 0

Exit Sub

errorhandler: Exit Sub End Sub Sub SavePlayList()

CurRow2 = Playlist(1).row CurRow1 = Playlist(0).row CurCol = 0 undo.Enabled = True On Error GoTo errorhandler

> Playlist(0).AllowBigSelection = True Playlist(0).row = 1

> > MOAEC MASTER CODE (page 32) Sunspot Software and Graphics 303-805-7637

```
Playlist(0).Col = 0
       Playlist(0).Col = 0
Playlist(0).RowSel = Playlist(0).Rows - 1
Playlist(0).ColSel = 2
allCells1 = Playlist(0).Clip
Playlist(1).AllowBigSelection = True
Playlist(1).row = 1
Playlist(1).Col = 0
Playlist(1).RowSel = Playlist(1).Rows - 1
        Playlist(1).ColSel = 8
        allCells2 = Playlist(1).Clip
        numRows = Playlist(0). Rows
        ReDim FileColors(Playlist(0) Rows + 1)
        For i = 1 To Playlist(0) Rows - 1
           Playlist(0).row = i
           FileColors(i) = Playlist(0).CellBackColor
           Write #FileNum, FileColors(i)
        Next i
        Playlist(1). Allow Big Selection = False
        Playlist(0). Allow BigSelection = False
        Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
       Playlist(0).Col = 1
Playlist(1).Col = 1
Exit Sub
errorhandler:
Ænd Sub
☐ If PlayedSongs(1, 1, 1) 	☐ Then

☐ Organize Fanhlad = T
           For z = 1 To zed
              searchlist. Additem PlayedSongs(1, z, 0) & Chr(9) & PlayedSongs(1, z, 1) & Chr(9) & PlayedSongs(1, z, 2) & Chr(9) &
searchist. Additon PlayedSongs(1, z, 0) & Chr(9) & PlayedSongs(1, z, 1) & Chr(9) & PlayedSongs(1, z, 6) & Chr(9) & PlayedSongs(1, z, 8) SearchSongs = SearchSongs = SearchSongs
              For X = 0 To 8
                 searchlist.Col = X
                 searchlist.CellBackColor = PlayedSongs(1, z, 9)
              CirSrch.Enabled = True
              searchlist.BackColorSel = searchlist.CellBackColor
           Next z
        Fise
          MsgBox ("Sorry...You have no song selections defined as favorite hits.")
       End If
 End Sub
 Sub ClearPlayList()
    Dim i As Integer
    reset the song variables
                                                                MOAEC MASTER CODE (page 33)
```

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```
SongsTime = 0
    PlaySongs = 0
    'clear the fields associated with song count and time
    timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
    SinglePlay Time.Text = "00:00:00"
   NumSongs.Text = "0"
   'purge the contents of the playlist
For i = 0 To i
      Playlist(i).Clear
      Playlist(i).Rows = 1
      Playlist(i). BackColorSel = Playlist(0). BackColorFixed
      Playlist(i).ForeColorSel = Playlist(0).ForeColorFixed
   Next i
    reset column widths and make the smallest list visible
    Call FormatHeaders
   Playlist(0). Visible = True
    Playlist(1). Visible = False
    reset the buttons
    SavePlay.Enabled = False
    RndMix.Enabled = False
    Mix.Enabled = False
   Now.Enabled = False
Now.BackColor = & H8000000F
   PlayButton.BackColor = &H8000000F
   Play Button. Enabled = False
   AddList(0). Enabled = False
Command I. Enabled - False
ExpandList. Enabled - False
reset button colors and return selection to searchlist
Now.BackColor = &H8000000F
   Mix.BackColor = &H8000000F
searchlist.BackColorSel = &H8000000E

searchlist.ForeColorSel = &H8000000E
   searchlist.ForeColorSel = &H8000000E
End Sub
Sub Clear Search List()
💆 Dim i As Integer
Treset caption of main search button and text fields
   search.Caption = "Search Music Categories"
   For i = 0 To 9
     csearch(i).Caption = ""
   Next i
   'remove all rows of the list
   searchlist.Clear
   searchlist.Rows = 1
    Call Format Headers
   reset the searchlist colors
   searchlist.BackColorSel = searchlist.BackColorFixed
   searchlist.ForeColorSel = searchlist.ForeColorFixed
   searchlist.BackColor = &H8000000E
   'reset the main search flag and flag label
   csearch(0).Caption = "none"
   search flag = 0
   'reset searchlist variables and reset buttons
```

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```
SearchSongs = 0
    AddList(0).Enabled = False
    AddList(1).Enabled = False
    ClrSrch.Enabled = False
Organize Enabled = False
    Now.Enabled = False
    Now.BackColor = &H8000000F
  End Sub
 Sub DeletePlay(RowNum As Integer)
    If Playlist(0) Rows <= 2 Then
         Playlist(1).row = 1
          For i = 0 To 8
            UndoText(i) = Playlist(1).TextMatrix(1, i)
          Next i
         ClearPlayList
       Else
         PlaySongs = PlaySongs - 1
         SongsTime = SongsTime - CLng(Val(Playlist(0).TextMatrix(RowNum, 0)))
         timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
Pi
Pi
Pi
End Sub
         NumSongs.Text = PlaySongs
         Playlist(1).RemoveItem RowNum
Playlist(1).RemoveItem RowNum
       End If
Sub ExpandListButs()
On Error Resume Next
Dim X As Integer
Dim BurWidth(9) As Integer
Dim ButLeft(8) As Integer
Dim ButLeft(8) As Integer
5- But Width(1) = 2450
But Width(2) = 1960
ButWidth(5) = 690
ButWidth(4) = 1630
ButWidth(5) = 1000
    But Width(6) = 1450
    ButWidth(7) = 1150
    ButWidth(8) = 1080
   ButLeft(2) = 4410
    BurLeft(3) = 5100
   Builefi(4) = 6730
Builefi(5) = 7730
Builefi(6) = 9180
Builefi(7) = 10330
   ButLeft(8) = 11410
   For X = 1 To 8
      SearchCat(X). Width = ButWidth(X) + (HeadExpand = 44.5)
   For X = 2 To 8
     SearchCat(X).Left = SearchCat(X - 1).Left + SearchCat(X - 1).Width - 15
                                                    MOAEC MASTER CODE (page 35)
                                                            Sunspot Software and Graphics
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```

```
Next X
 End Sub
 Sub FormatHeaders()
   Expands the headers of the spreadsheets to match screen width
   On Error Resume Next
   Playlist(0).FormatString = "- Song Title
                                                      " & Space(5 * HeadExpand) & "|<Arrist
                                                                                                          ٠&
 Space(5 • HeadExpand)
                                                       Playlist(1).FormatString = " < Song Title
 Space(HeadExpand) & "|"Date " & Space(HeadExpand) & "|"Music Category
 & Space(HeadExpand) & "i^Dance Type
"& Space(HeadExpand)
                                        " & Space(HeadExpand) & "!^Music Speed " & Space(HeadExpand) & "|^Energy
End Sub
 Sub CheckSub(checker As String)
   If checker = "Sub1" Then
SubCol = "Sub2"
     SubCount = 0
   Elself checker = "Sub2" Then
     SubCol = "Sub3"
   Elself checker = "Sub3" Then
     SubCol = "Sub4"
   Elself checker = "Sub4" Then
     SubCol = "Sub5"
   Elself checker # "Sub5" Then
     SubCol = "Sub6"
   Elself checker = "Sub6" Then
    SubCol = "Sub?"
   Elself checker = "Sub?" Then
    SubCol = "Sub8"
्री Elseif checker = "Sub$" Then
    SubCol = "Sub9"
Elself checker = "Sub9" Then
    SubCol = "Sub10" ·
  Elself checker = "Sub10" Then
     SubCol = "Sub11"
   Elself checker = "Subl 1" Then
    SubCol = "Sub1"
SubCount = SubCount = 1
End Sub
'Option Compare Text
 Sub CheckMain(checker2 As String)
  If checker2 = "Main" Then
    Cat I = "Main I"
  Elself checker2 = "Main1" Then
    Cat1 = "Main2"
    MainCount = 0
  Elself checker2 = "Main2" Then
Cat1 = "Main3"
```

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```
ElseIf checker2 = "Main3" Then
Cat1 = "Main4"
    Elself checker2 = "Main4" Then
Carl = "Main5"
    Elself checker2 = "Main5" Then
       Cat1 = "Main6"
     Elself checker2 = "Main6" Then
       Cat1 = "Main7"
    Elself checker2 = "Main7" Then
Cat1 = "Main8"
    Elself checker2 = "Main8" Then
Catl = "Main1"
    End If
    MainCount = MainCount - 1
 End Sub
  Sub CheckOnDeck()
  Dim songlist2 As String
 Dim songlength? As Integer
 On Error GoTo errorhandier
 If Playlist(0). Rows > 1 Then
Course and the second
          songlength2 = Val(Playlist(0), TextMatrix(1, 0))
          Playlist(0).row = 1
          Playlist(1).row = 1
          Playlist(0).BackColorSel = Playlist(0).CellBackColor
         Play list(0). ForeColorSel = Play list(0). CellForeColor Play list(1). BackColorSel = Play list(1). CellBackColor
          Playlist(1).ForeColorSel = Playlist(1).CellForeColor
          Screen Leursong (Other Channel). Text = Playlist (0). TextMatrix (1, 1)
          Screen Leursong (Other Channel). Back Color = Playlist (0). Cell Back Color
          Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0. 0, songlength2), "hh:mm:ss")
          Screen 1. TimeElapsed(OtherChannel). Text = Format(TimeSerial(0, 0, 0), "hh:mm:55")
         For X = 0 To 8 -
            Screen | CurrentSongExpanded(OtherChannel), TextMatrix(1, X) = Playlist(1), TextMatrix(1, X) |
Screen | CurrentSongExpanded(OtherChannel), CellBackColor = Playlist(1), CellBackColor |
Screen | CurrentSongExpanded(OtherChannel), BackColorSel = Playlist(1), CellBackColor
             Screen! CurrentSongExpanded(OtherChannel).ForeColorSel = Playlist(1).CellForeColor
         Next X
         Data1.Recordset.Close
       Else
         Screen 1.cursong(OtherChannel).Text = ""
         Screen Leursong (Other Channel). Back Color = & H80000009
         Screen 1. Text1 (Other Channel). Text = Format (Time Serial (0, 0, 0), "hh:mm:ss")
         Screen 1. Time Elapsed (Other Channel). Text = Format (Time Serial (0, 0, 0), "hh:mm:ss")
       End If
       Screen1.PlayLab(OtherChannel).Visible = False
       Screen1.Quelab(OtherChannel).Visible = True
       Exit Sub
 errorhandler:
                                                       MOAEC MASTER CODE (page 37)
```

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```
Exit Sub
End Sub
Private Sub AllSpeeds_Click()
AllSpeeds.Visible = False
AllSpeeds.Enabled = False
End Sub
Private Sub CancelSubScreen_Click()
  CancelSearch = True
End Sub
Private Sub ENTERKEY_Click()
If searchfield. Visible = True Then
BeginSearch. SetFocus
   "SendKeys "{end!"
SendKeys "{enter}"
Else
   TimeOK.SetFocus
   SendKeys "{enter}"
End If
ੂੰ
<del>___</del>nd Sub
response = MsgBox("Are you sure you want to exit the system?", 4)

If response = v8No Then

Evir 6-16
     Exit Sub
Else
ExitB
Endlt
   ExitButtonPushed = True
EndItAll
End Sub
Private Sub Form_GotFocus()
On Error Resume Next
   Screen2.DD.Group = "Screen2"
Private Sub Form_QueryUnload(Cancel As Integer, UnloadMode As Integer)
  Dim Msg ' Declare variable.
   If ExitBunonPushed = False Then
      Msg = "Do you really want to exit the application?"
   Else
      EnditAll
     ExitButtonPushed = True
End Sub
Private Sub Form_Resize()
                                                       MOAEC MASTER CODE (page 38)
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```

```
If WindowState = 2 Then
Screen1.WindowState = 2
              Recorder.WindowState = 2
              HeadExpand = 0
              Call FormatHeaders
              Call ExpandListButs
             HeadExpand = (Screen2. Width - 11565) / 443
Call FormatHeaders
              Call ExpandListButs
              If ExpandList Caption = "EXPAND" Then
                Picture 1. Left = 6720
Picture 1. Width = Screen. Width - 6830
SinglePlayTime. Left = Screen. Width + 100
Label5. Left = Screen. Width + 100
                 Labell.Left = 1440
                Picture 1.Left = 0
                Picture I. Width = Screen 2. Width - 195
Playlist (1). Left = 0
                 SinglePlayTime.Left = 4800
                Label5.Left = 6240
               Label1.Left = 0.41 * Picture1.Width
End If
             Picture!.Top = 0
            Picture4. Height = Screen. Height - 6290
Picture4. Width = Screen2. Width - 195
searchlist. Width = Picture4. Width - 100
             searchlist Height = Picture 4. Height - 600
             For X = 0 To 4
               ScreenShow(X).Top = Screen.Height - 1155
             Next X
             undo. Top = Screen. Height - 1155
             Help. Top = Screen. Height - 1155
            Save Play. Top = Screen. Height - 1490
Play Bunon. Top = Screen. Height - 1490
Load Play. Top = Screen. Height - 995
            Now . Top = Screen. Height - 995
             ScreenShow(0).Left = 0.311 * Screen.Width
            For X = 1 To 4
ScreenShow(X).Left = ScreenShow(X - 1).Left = 1200
            Next X
            undo.Left = Screen.Width - 2025
            Union. Left = Screen. Width - 2985
Label2.Left = 0.4 * Screen. Width search.Left = Screen. Width - 4575
ClrSrch.Left = Screen. Width - 2175
            Playlist(0). Width = Picture 1. Width - 240
            Playlist(1). Width = Screen. Width
        Else
           HeadExpand = 0
            maxed - True
```

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```
Call FormatHeaders
             Call ExpandListButs
            HeadExpand = (Screen2.Width - 11565) / 340
Call ExpandListButs
             Call FormatHeaders
            FEXPAND Then Picture I. Left = 6720
Picture I. Left = 6720
Picture I. Width = 4815
Playlist(1). Left = 120
               Playlist(0).Left = 120
               Labell.Left = 1440
            Else
               Picture 1. Left = 0
Picture 1. Width = 11535
               Playlist(1).Left = 0
               Playlist(0).Left = 0
               Label1.Left = 4200
            End If
            SinglePlayT:me.Left = 4800
            Label5.Left = 6240
            Picture1.Top = 0
Picture4.Height = 2775
Picture4.Width = 11535
searchlist.Width = 11435
            searchlist.Top = 480
            searchlist.Height = 2175
            For X = 0 Te 4
              ScreenShow(X).Top = 7800
            Next X
            undo.Top = 7800
Help.Top = 7800
            LoadPlay.Top = 7560
           Now. Top = 8040
SavePlay. Top = 8040
PlayButton. Top = 7560
Label2. Left = 4080
            ScreenShow(0).Left = 3600
            For X = 1 To 4
              ScreenShow(X).Left = ScreenShow(X - 1).Left = 1200
            Next X
           undo.Left = 9540
Help.Left = 8580
            search.Left = 6840
            ClrSrch.Left = 9240
            Playlist(0).Width = Picture 1.Width + 240
            Playlist(1).Width = 11535
         End If
         ExitSystem.Left = undo.Left \pm 975
      ExitSystem. Top = undo. Top End Sub
      Private Sub AddList_Click(Index As Integer)
      Dim i As Integer
      Dim j As Integer
     Dim oldcolor, oldcolor3, oldcolor3 As Long
```

MOAEC MASTER CODE (page 40)
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```
Dim oldtime As Integer
      On Error GoTo errorhandier
      delete.Enabled = True
      ExpandList.Enabled = True
      SavePlay. Enabled = True
      Command I Enabled = True
RndMix.Enabled = True
      If IsNull(channel) Then
        channel = 1
        OtherChannel = 2
      End If
      MousePointer = 11
      'select the text from the search list
      Now.BackColor = &HFF&
      Now.Enabled = True
     PlayButton Enabled = True
      PlayBunon BackColor = &HFF8080
      undo Enabled = True
        UndoEvent = 0
        If Playlist(0). Rows = 1 Then
           numRows = 0
        Elsc
          SavePlayList
直發地重點 龍中子 四三月十二月 医马马
        End If
      If searchlist. Rows >= 1 Then
          if the PICK button is pushed
           If Index = 1 Then
              If SelList = 1 Then
                PlaySongs = PlaySongs = 1
zed = zed = 1
For i = 0 To 8
                   selsong(i) = searchlist.TextMatrix(searchlist.row, i)
                   PlayedSongs(1, zed. i) = searchlist.TextMatrix(searchlist.row, i)
                PlayedSongs(1, zed, 9) = searchlist.CeliBackColor
     Playlist(0). Additem selsong(0) & Chr(9) & selsong(1) & Chr(9) & selsong(2)
Playlist(1). Additem selsong(0) & Chr(9) & selsong(1) & Chr(9) & selsong(2) & Chr(9) & selsong(3) & Chr(9) & selsong(3)
                'add a song to the total to be played
                NumSongs. Text = PlaySongs
                Playlist(0).row = Playlist(0).Rows - 1
Playlist(1).row = Playlist(1).Rows - 1
                'add the song time to the play time box
                SongsTime = SongsTime + CLng(Val(searchlist.TextMatrix(searchlist.row, 0)))
                timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
                For z = 0 To 2
                   Playlist(0).Col = z
                   Play list(0). CellBackColor = searchlist. CellBackColor
                   Playlist(0).BackColorSel = searchlist.CellBackColor
                   Playlist(0).ForeColorSel = searchlist.CellForeColor
                                                           MOAEC MASTER CODE (page 41)
```

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```
For z = 0 To 8
        Playlist(1).Col = z
        Playlist(1).CellBackColor = searchlist.CellBackColor
        Playlist(1).BackColorSel = searchlist.CellBackColor
        Playlist(1).ForeColorSel = searchlist.CellForeColor
     Next z
   End If
   'if the NEXT button is pushed
Elself Index = 0 Then
  'if the searchlist is selected
If SelList = 1 Then
     zed = zed + 1
      For i = 0 To 8
        selsong(i) = searchlist.TextMatrix(searchlist.row, i)
        PlayedSongs(1. zed. i) = searchlist. TextMatrix(searchlist.row, i)
     Next i
     PlayedSongs(1, zed, 9) = searchlist.CellBackColor if the is only one row in the playlist (fixed top)
      If Playlist(0) Rows = 1 Then
        Playlist(0).Rows = Playlist(0).Rows = 1
Playlist(1).Rows = Playlist(1).Rows = 1
NumSongs.Text = PlaySongs
time = CLng(Val(searchlist.TextMatrix(searchlist.row; 0)))
        SongsTime = SongsTime + CLng(Val(searchlist.TextMatrix(searchlist.row, 0)))
        timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
        For j = 0 To 2
Playlist(0). TextMatrix(1, j) = selsong(j)
           Playlist(0).row = 1
           Playlist(0).Col = j
           Playlist(0).CellBackColor = searchlist.CellBackColor
           Playlist(0).BackColorSel = searchlist.CellBackColor
Playlist(0).ForeColorSel = searchlist.CellForeColor
        Nextj
Forj= 0 To 8
           Play list(1). TextMatrix(1, j) = selsong(j)
           Playlist(1).row = 1
           Playlist(1).Col = j
Playlist(1).CellBackColor = searchlist.CellBackColor
           Playlist(1).BackColorSel = searchlist.CellBackColor
           Playfist(1).ForeColorSel = searchlist.CellForeColor
     Else
        if the is more than one row in the playlist Playlist(0). Rows = Playlist(0). Rows + 1
        Playlist(1).Rows = Playlist(1).Rows = 1
        PlaySongs = PlaySongs + 1
        NumSongs.Text = PlaySongs
        For i = Playlist(0).Rows - 2 To 1 Step -1
          For X = 0 To 1
             Playlist(X).row = i
              oldcolor = Playlist(X).CellBackColor
              Playlist(X).RowPosition(i) = i + 1
                                                 MOAEC MASTER CODE (page 42)
                                                          Sunspot Software and Graphics
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```

```
Playlist(X).row = i + 1
      Next X
For j = 0 To 2
         Playlist(0).Col = j
'change color
         Playlist(0).CeliBackColor = oldcolor
Playlist(0).BackColorSel = searchlist.CeliBackColor
          Playlist(0).ForeColorSel = searchlist.CellForeColor
      Nexi j
For j = 0 To 8
Playfist(1).Col = j
'change color
         Playlist(1).CellBackColor = oldcolor
         Playlist(1).BackColorSel = searchlist.CellBackColor
         Playlist(1).ForeColorSel = searchlist.CellForeColor
      Next j
   Nexti
   For i = 0 To 8
      selsong(i) = searchlist.TextMatrix(searchlist.row, i)
  Next i
For j = 0 To 2
Playlist(0).TextMatrix(1, j) = selsong(j)
      Playlist(0).rou = 1
      Playlist(0).Col = j
     Playlist(0).CellBackColor = searchlist.CellBackColor
Playlist(0).BackColorSel = searchlist.CellBackColor
Playlist(0).ForeColorSel = searchlist.CellForeColor
   Nextj
   For j = 0 To 8
Playlist(1).TextMatrix(1, j) = selsong(j)
      Playlist(1).row = 1
      Playlist(1) Col = j
      Playlist(1).CellBackColor = searchlist.CellBackColor
      Playlist(1).BackColorSel = searchlist.CellBackColor
      Play list(1). ForeColorSel = searchlist. CellForeColor
   Nextj
  SongsTime = SongsTime - CLng(Val(searchlist.TextMatrix(searchlist.row, 0)))
timebox.Text = Format(TimeSerial(0. 0, SongsTime), "hh:mm:ss")
End If
'if the playlist is selected then just move the song to the top
If Playlist(0).Rows = 1 Then

MsgBox "the Song you want to move is already next!"
Else
   X = Playlist(0).row
   For Y = 0 To 8
     selsong(Y) = Playlist(1).Text:Matrix(X, Y)
   Next Y
  oldcolor2 = Playlist(0).CellBackColor
   oldcolor3 = Play list(0).CellForeColor
                                             MOAEC MASTER CODE (page 43)
```

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```
For i = X - 1 To 1 Step -1
                                                               Playlist(0).row = i
                                                                Playlist(1).rew = i
                                                              Playlist(0).CellBackColor
For j = 0 To 2
Playlist(0).TextMatrix(i + 1, j) = Playlist(0).TextMatrix(i, j)
Playlist(0).row = i + 1
Playlist(0).Col = j
                                                                       change color
                                                                       Playlist(0).CellBackColor = oldcolor
                                                              Next j
For j = 0 To 8
Playlist(1).TextMatrix(i + 1, j) = Playlist(1).TextMatrix(i, j)
                                                                       Playlist(1).row = i + 1
                                                                       Playlist(1).Col = j
                                                                       change color
                                                                       Playlist(1).CellBackColor = oldcolor
                                                              Next j
                                                       Next i
Far j = 0 To 2
                                                              Playlist(0) TextMatrix(1, j) = selsong(j)
                                                              Playlist(0).cot = j
Playlist(0).Cot = j
Playlist(0).Cot | playlist(0).Cot | playlist(0).Cot | playlist(0).BackCotorSet = oldcotor2
Playlist(0). ForeColorSel = oldcolor3
                                                          Fig. 184(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(), 185(
                                                              Playlist(1).CellBackColor = oldcolor2
                                                              Playinsh () BackColorSel = oldcolor2
Playlist(1) ForeColorSel = oldcolor3
                                                         Next j
                                              End If
                                      Endlf
                                      'searchlist.RemoveItem searchlist.RowPosition
                              End If
                      End If
                     MousePointer = 0
UndoRow = Playlist(0).row
                       Call CheckOnDeck
                      Exit Sub
                      MsgBox ("Sorry, there was a problem with the song data...unable to add to playlist")
                      MousePointer = 0
               End Sub
               Private Sub backup_Click()
               If searchfield, Visible = True Then
                     searchfield SetFocus
                      SendKeys "{end}"
                                                                                                                                                                   MOAEC MASTER CODE (page 44)
                                                                                                                                                                                          Sunspot Software and Graphics
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```

```
SendKeys "{backspace}"
SendKeys "{tab}"
       Else
          TimeInput.SetFocus
          SendKeys "{end}"
SendKeys "{backspace}"
SendKeys "{1ab}"
       End If
End Sub
       Private Sub BeginSearch_Click()
       loop to search the Access database
Dim position, final As Long
       Dim flag As Boolean
Dim selection As String
       Dim Meat I As String
       Dim string2 As String • 255
Dim SelTag As String
Dim tempfield(9) As String
       Dim finalfield(10) As String
        'SaveSearchList
      On Error GoTo errorhandle:
keyboard. Visible = False
delete. Enabled = False
AddList(1).Enabled = False
       AddList(0).Enabled = False
       | CancelSearch = False |
| If searchflag >= 10 Then |
| MsgBox "Sorry, you have already narrowed your search to ten categories !!!"
| MousePointer = 0
             searchfield.Text = ""
             search.Enabled = True
             For i = 1 To 8
                 SearchCai(i) Enabled = False
             Nexti
             AddLiss(0), Enabled = True
AddLiss(1), Enabled = True
              CIrSrch.Enabled = True
              Organize.Enabled = True
             Exit Sub
       End If
          UndoEvent = 1
          SaveSearchList
          undo.Enabled = True
          flag = True
          SearchCats(0, searchflag) = colnum
SearchCats(1, searchflag) = searchfield.Text
          csearch(searchflag).Caption = searchfield.Text
          MousePointer = 11
          'search data base for first search
          If searchflag = 0 Then
selection = """ & Trim(searchfield.Text) & """
If colnum >= 4 Then
                                                                     MOAEC MASTER CODE (page 45)
                                                                               Sunspot Software and Graphics
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```

```
Data2.RecordSource = Trim(Str(colnum))
            Data2.Refresh
            Data3.Refresh
            Data2.Recordset.MoveLast
            Data3.Recordset.MoveLast
            Data2.Recordset.MoveFirst
            Data3. Recordset. Move First
            Data?.Recordset.FindFirst "Label LIKE " & selection
            If Data2.Recordset.NoMatch Then
               MsgBox ("Sorry...Could not find that entry.")
               flag = False
              SelTag = Data2.Recordset.Fields("Tag")
selection = "" & SelTag & ""
            End If
         End If
    MainLoop:
         DoEvents
         Data 1. Record Source = "LP Complete Music Guide"
         Data I. Refresh
Data 2. Refresh
新型位置的基础
         Data 3. Refresh
         Data 1. Recordset. Move Last
         Data3.Recordset.MoveLast
         Data 1. Records et. Move First
         Data3.Recordset.MoveFirst
         Data 1. Recordset. Find Last Cat1 & "LIKE " & selection
         If Datal. Recordset. No Maich Then flag . False
         final = Data i. Recordset. Absolute Position
         Data 1. Recordset. MoveFirst
         If flag = True Then
SearchSongs = searchlist Rows - 1
         Do Until position = final
            DoEvents
            Datal. Recordset FindNext Cat1 & " LIKE " & selection
            If Data 1. Recordset. No Match Then
               position = Data I. Recordset. Absolute Position
            Else
               position = Data1 Recordset. Absolute Position
               assign song color to tracking array.
               Data3.Recordset.MoveFirst
               If is Null(Data1.Recordset.Fields("Main1")) Then
                 Meat1 = "none found"
                 MnCa:Color(SearchSongs) = & H80000005
              Else
                 Mcatl = Data1.Recordset.Fields("Main1")
Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
                 MnCarColor(SearchSongs) = Val(Data3.Recordset.Fields("colorID"))
              End If
                                                     MOAEC MASTER CODE (page 46)
                                                            Sunspot Software and Graphics
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```

```
'find the abbreviations for each category finalfield(9) = Val(Data3.Recordset.Fields("colorID"))
If Is Null(Data) . Recordset. Fields ("time")) Then
  finalfield(0) = 300
  finalfield(0) = Data1.Recordset.Fields("time")
End If
If 15Null(Data1.Recordset.Fields("Title")) Then
  finalfield(1) = "NL"
  finalfield(1) = Data1.Recordset.Fields("Title")
End If
# IsNull(Data).Recordset.Fields("Artist")) Then
finalfield(2) = "NL"
Else
  finalfield(2) = Data1.Recordset.Fields("Artist")
End If
If IsNull(Data).Recordset.Fields("Date")) Then finalfield(3) = "NL"
  finalfield(3) = Data1.Recordset.Fields("Date")
End If
If IsNull(Datal Recordset.Fields("Main1")) Then
  tempfield(4) = "NL"
  tempfield(4) = Data1.Recordset.Fields("Main1")
End If
If IsNull(Data1.Recordset.Fields("Mstyle")) Then
  tempfield(5) = "NL"
  tempfield(5) = Data1.Recordset.Fields("Mstyle")
End If
If IsNull(Data | Recordset.Fields("Dtype")) Then tempfield(6) = "NL"
  tempfield(6) = Datal .Recordset.Fields("Dtype")
If IsNull(Data1.Recordset.Fields("Speed")) Then
  tempfield(7) = "NL"
Else
  tempfield(?) = Data1.Recordset.Fields("Speed")
End If
If IsNull(Data I.Recordset.Fields("Energy")) Then
  tempfield(8) = "
  tempfield(8) = Data1.Recordset.Fields("Energy")
End If
  For X = 4 To 8
  Data2 RecordSource = X
  Data2.Refresh
  Data2.Recordset.MoveLast
  Data2.Recordset.MoveFirst
  Data2.Recordset.FindFirst "Tag = " & tempfield(X) & ""
  finalfield(X) = Data2.Recordset.Fields("Label")
                                      MOAEC MASTER CODE (page 47)
                                              Sunspot Software and Graphics
303-805-7637
```

```
searchlist.Additem finalfield(0) & Chr(9) & finalfield(1) & Chr(9) & finalfield(2) & Chr(9) & finalfield(3) & Chr(9) &
finalfield(4) & Chr(9) & finalfield(5) & Chr(9) & finalfield(6) & Chr(9) & finalfield(7) & Chr(9) & finalfield(8)
           If IsNull(finalfield(0)) Then
             searchlist.TextMatrix(searchlist.row, 0) = 300
           End If
           searchlist.row = SearchSongs + 1
For z = 0 To 8
             searchlist.Col = z
              searchlist.CellBackColor = MnCatColor(SearchSongs)
           searchlist.BackColorSel = MnCatColor(SearchSongs)
           searchlist.ForeColorSel = searchlist.ForeColor
          SearchSongs = SearchSongs + 1
search.Caption = "Narrow Search Results"
          searchflag = 1
        End If
        move to the next data row in data base
        If CancelSearch = True Then
           Date 1. Recordsct. Close
           Data2.Recordset.Close
          Data3.Recordset.Close
MousePointer = 0
SearchScreen.Visible = False
          searchfield.Text = ""
          search.Enabled = True
          For i = 1 To 8
            SearchCat(i).Enabled = False
          Next i
          AddList(0) Enabled = True
AddList(1) Enabled = True
          CirSrch Enabled = True
          Organize.Enabled = True
          Exit Sub
       End If
     Loop
     If colnum = 4 Then
       Call CheckMain(Carl)
       If MainCount < 8 Then GoTo MainLoop
     End If
     MainCount = 0
     End If
     If Search Songs > 0 Then flag = True
     If flag = False Then
       MsgBox "Your entry was either mispelled or is not found in your current Music Library, Please go to Screen 4 and review and
select music from the LP MOAEC Music Library."
       MousePointer = 0
       Data I. Recordset. Close
       Data2.Recordset.Close
                                                 MOAEC MASTER CODE (page 48)
Sunspot Software and Graphics
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```

```
Data 3. Recordset. Close
              keyboard.Visible = True
              searchfield.Text = ""
              searchfield.SetFocus
              Exit Sub
            End If
           Data I.Recordset.Close
           Data2.Recordset.Close
           Data3.Recordset.Close
         Elself searchflag < 10 And searchflag > 0 Then
           'if searchlist is already full, narrow the field
              For j = 1 To searchflag
              Do While i <= searchlist.Rows - 1
              If searchlist. Rows <= 2 Then Exit Do
                 If SearchCats(0, j) <> 9 Then
                   result = InStr(1, searchlist.TextMarrix(i, SearchCats(0, j)). SearchCats(1, j), 1)
                   If result = 0 Then
                      searchlist.row = i
                     searchlist.RemoveItem searchlist.row
SearchSongs = SearchSongs - 1
                   Else
                   End If
                Elself SearchCats(0, j) = 9 Then
result = InStr(1, searchlist.TextMatrix(i, SearchCats(0, j)), SearchCats(1, j), 1)
                   If result = 0 Then
- GBS PSE
                     searchlist.row = i
                      searchlist.Removeltem searchlist.row
                     SearchSongs = SearchSongs - 1
                    Else
j = j - 1
                   End If
                End If
             Loop
              searchflag = searchflag + 1
      once the search is complete, hide the screen
      MousePointer = 0
     SearchScreen.Visible = False
searchfield.Text = ""
      search.Enabled = True
        Fori = 1 To 8
          SearchCat(i).Enabled = False
                                                         MOAEC MASTER CODE (page 49)
Surspot Software and Graphics
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```

For i = 0 To 2

```
Next i
AddList(0).Enabled = True
AddList(1).Enabled = True
 CirSrch.Enabled = True
Organize. Enabled = True
Exit Sub
MsgBox "Sorry. There was an error accessing music database." & Chr(13) & "Please make sure the database is properly installed or" & Chr(13) & "contact Looney Productions."
  MousePointer = 0
SearchScreen.Visible = False
searchfield. Text = ""
search.Enabled = True
  For i = 1 To 8
    SearchCat(i).Enabled = False
  Nexti
AddList(0).Enabled = True
AddList(1).Enabled = True
ClrSrch.Enabled = True
Organize Enabled = True
Exit Sub
End Sub
Private Sub Cancel_Click()
keyboard.Visible = False
SearchScreen.Visible = False
  searchfield. Text = ""
  search Enabled = True
  For i = 1 To 8
    SearchCat(i).Enabled = False
  Nexti
  CancelSearch = True
End Sub
Private Sub Category 1_Click(Index As Integer)
Dim i As Integer
Dim j As Integer
Dim flag As Boolean
Dim TempCat. TempCat2 As String
Dim c As Integer
Mix.BackColor = &:H8000000F
Play Time. BackColor = & H8000000F
Mix.BackColor = &H8000000F
For i = 0 To 3
  SongSpeed(i).BackColor = &:H8000000F
  AllSpeeds.BackColor = &H8000000F
Next i
```

, MOAEC MASTER CODE (page 50) Sumspot Software and Graphics 303-805-7637

```
csearch(i).Caption = ""
       Next i csearch(0).Caption = "none"
        searchflag = 0
        SelList = 0
        SelCat1 = Category I (Index). Tag
       If Index = 24 Then
Catl = "Drype"
Elself Index = 25 Then
Catl = "Main!"
       Else
         Catl = "Main!"
       End If
       SubCol = "Sub1"
       if clicked twice, goto category 2 screen and clear time options
If Index = 23 Then
Call ListFavHits
         Exit Sub
       End If
       If (carl count = 1) And (Index = cliktrak) Then
          Call titlefrm.Mzin
         CatColor = Category I (Index). BackColor
日 中 经 社 公 日 年 日
         Category (0). BackColor = CatColor
         Category (1). BackColor = CatColor
         Cetegory (0) Caption = Category 1 (Index). Tag
FavHitsLab1. Caption = Category 1 (Index). Tag
        FavHitsLab1.BackColor = CatColor
FavHitsLab2.BackColor = CatColor
         Category(1) Visible = False
         caticount = 0
         For X = 0 To 23
            Category 2(X). Caption = ""
            Category 2(X). Back Color = & H8000000F
        i=i-]
Next X
         'disable speed buttons since switching to screen 3
         For i = 0 To SongSpeed.count - 1
            AllSpeeds.Enabled = False
            SongSpeed(i). Enabled = False
            SongSpeed(i) BackColor = &H8000000F
AllSpeeds BackColor = &H8000000F
        For i = 0 To 5
           FavHits(i).BackColor = CatColor
        Next i
        Mix.Enabled = False
PlayTime.Enabled = False
Mix.BackColor = & H8000000F
        PlayTime.BackColor = &H8000000F
        change screen lights to screen 3 red
            Screen2.ScreenShow(i).BackColor = & H8000000F
                                                              MOAEC MASTER CODE (page 51)
Sunspot Software and Graphics
303-805-7637
```

```
Screen2.ScreenShow(i).ForeColor = &H80000012
          Next i
          If Index \bigcirc 23 Then
             Screen2.ScreenShow(2).BackColor = &HC0&
             Screen2.ScreenShow(2).ForeColor = &H8000000E
            cat Iscreen. Visible = False
            FavHitsScm.Visible = False
         cat2screen.Visible = True
End If
         For i • 0 To 8
            searchdate(i).BackColor = CatColor
          Next i
          Make sure the static categories match the button
          If Index = 20 Then
            subcatcount = 9
subcanotal = 9
FinalCats(7) = StaticCats(9)
FinalCats(8) = StaticCats(10)
            FinalCats(9) = StaticCats(11)
         Elself Index = 18 Then
            subcatcount = 8
subcatotal = 8
のなるのである。
           FinalCats(8) = StaticCats(8)
FinalCats(8) = StaticCats(11)
         Elself Index = 1 Then
            subcatcount = 7
subcatotal = 7
            FinalCats(7) = StaticCats(7)
           subcateount = 6
            subcanotal = 6
T SEED OF
         End if
         make the temporary subcats array with tags
         For X = 1 To subcanota!
         DoEvenis
         If CancelSearch = True Then Go To stopme
           Data2.RecordSource = "Subs"
              Data2.Refresh
Data3.Refresh
              Data2.Recordset.MoveLast
              Data3. Recordset. Move Last
              Data2.Recordset.MoveFirst
              Data3.Recordset.MoveFirst
Data2.Recordset.FindFirst "Label = " & FinalCats(X) & ""
              If Data2.Recordset.NoMatch Then
                 flag = True
              Else
                 SubCats(X) = Data2.Recordset.Fields("Tag")
              End If
        Next X
```

MOAEC MASTER CODE (page 52) Sunspot Software and Graphics 303-805-7637

```
'FIND THE SONG CATEGORY TAG THAT MATCHES THE BUTTON
           For X = 1 To subcattotal
           DoEvents
           If CancelSearch = True Then GoTo stopme
If SelCail = "Energy" Then
SelCail = "EN"
              Else
                Data2.RecordSource = 4
                 Data2.Refresh
                 Data3 Refresh
                 Deta2.Recordset.MoveLast
                Data3.Recordset.MoveLast
Data2.Recordset.MoveFirst
                 Data3. Recordset. Move First
                 Data2.Recordset.FindFirst "Label = " & SelCat1 & ""
                Jf Data2.Recordset.NoMatch Then
                   flag = True
                   SelTag = Data2.Recordset.Fields("Tag")
SelCat1 = SelTag
MemCat = SelTag
聖司 八人在四十十五年 医原氏原
                End If
             End If
           Next X
           'fill secondary category buttons with text from data
          DoEvents
           If CancelSearch = True Then GoTo stopme
           Data1.Refresh
           Data1.Recordset MoveLast
          -Data1.Recordset.MoveFirst
MousePointer = 11
        LoopReset:
             For j = 1 To Data1.Recordset.RecordCount
                "if carl marches the first button, type cat2 in the screen3 buttons
                'that is if cat2 is not blank

If UCase(Data).Recordset.Fields("Main1")) = UCase(Trim(SelCat1)) And (Data1.Recordset.Fields(SubCol) > "") Then

If IsNull(Data1.Recordset.Fields(SubCol)) Then
                     j = j + 1
GoTo LoopReset
                   End If 'and if it isn't already on a button
                   flag = False
find new subcategories not default from database
                      subcatcount = subcattotal
                      For I = 1 To subcatcount
                        If Data1.Recordset.Fields(SubCol) = SubCats(1) Then
                         flag = True
End If
                                                             MOAEC MASTER CODE (page 53)
                                                                     Sunspot Software and Graphics
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```

```
If flag = False Then
              SubCats(subcatcount + 1) = Data 1.Recordset.Fields(SubCol)
subcatiotal = subcatiotal + 1
           End If
     End If
 Data I. Recordset. MoveNext
 Next j
 Call CheckSub(SubCol)
 If SubCount < 11 Then GoTo MainSubLoop
 SubCount = 0
For X = 1 To subcartotal
Data2.RecordSource = "Subs"
    Data2. Refresh
    Data3.Refresh
    Data2.Recordset.MoveLast
Data3.Recordset.MoveLast
Data2.Recordset.MoveFirst
    Data3. Recordset. Move First
    Daia?.Recordset.FindFirst "Tag = " & SubCats(X) & """
Next X
 'sort subcats array
 For r = subcattotal To 1 Step -1
   DoEvents
If CancelSearch = True Then GoTo stopme
TempCat = FinalCats(1 - 1)
TempCat2 = SubCats(1 - 1)
    c = StrComp(TempCat, FinalCats(t))
If c = 1 Then
FinalCats(t - 1) = FinalCats(t)
SubCats(t - 1) = SubCats(t)
FinalCats(t) = TempCat
          SubCaisit) = TempCai2
       t = subcattotal = 1
End If
Next
'fill buttons with the finalcats array
For X = 0 To subcanotal - 1

Category 2(X).Caption = FinalCats(X - 1)

Category 2(X).BackColor = Category I (Index).BackColor
Next X
make the last of the buttons (if any) blank Do While i \leq 23
   Category 2(i).Caption = " "
    Category 2(i) BackColor = & H8000000F
                                                           MOAEC MASTER CODE (page 54)
Sunspox Software and Graphics
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```

```
Loop
        stopme:
           Data2.Recordset.Close
           Data3.Recordset.Close
           cat I screen. Visible = False
           cat2screen. Visible = True
MousePointer = 0
           'reset color of speed buttons
           CancelSearch = False
           Exit Sub
        End If
        otherwise assign button caption to primary category variable
        cliktrak = Index
        'enable speed selection buttons
       CatColor = Category!(Index).BackColor
PlayTime.BackColor = CatColor
        PlayTune.Enabled = True
       Mix.Babled = True
Mix.BackColer = CatColor
For i = 0 To SongSpeed.count - 1
AllSpeeds.Enabled = True
SongSpeed(i).Enabled = True
             SongSpeed(i).BackColor = CatColor
AllSpeeds.BackColor = CatColor
          Next i
          caticount = 1
       End Sub
       Private Sub Category 2 Click(Index As Integer)
          Dim flag As Boolean
          Dim i As Integer
Dim tempfield(9) As String
Dim finalfield(10) As String
 If Category 2(Index). Caption = ButMem Then
            MsgBox ("You just picked that button...Please pick another.")
Exit Sub
          End If
          ButMem = Category 2(Index). Caption
          Carl = "Mainl"
          flag = False
          Category (1). Caption = Category 2 (Index). Caption
          Category(1). Visible = True
         If Category2(Index).Caption = "Favorite Hits" Then ListFavHits
         End If
If Category 2(Index).Caption = "ENERGY" Then SubCol = "Energy"
          'fill search screen with selections from the categories
          MousePointer = 11
                                                              MOAEC MASTER CODE (page 55)
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```

```
If SelCat1 = "SPMIX" Or SelCat1 = "Special Mixes" Then
Cat1 = "Main3"
                SelCat1 = "SPMIX"
             Elself SelCat1 = "EN" Or SelCat1 = "Energy" Then
               Cat1 - "Main2"
                SelCat1 = "EN"
             Elself SelCarl = "EL" Or SelCarl = "Easy Listening" Then
               Cat1 = "Mstyle"
SelCat1 = "EL"
             Elself SelCat1 = "Special Dance" Or SelCat1 = "SPD" Then
               Cat I = "Dtype"
SelCat I = "SPD"
             End If
       MainLoop:
             DoEvents
             Data 1. Refresh
            Data3.Refresh
            Data1.Recordset.MoveLast
            Data3.Recordset.MoveLast
            Data L. Recordset, Move First
            Data3 Recordse: MoveFirst
重要的基础的是2000年的,是一个是是一个的人的。2010年的是
          For i = 1 To Data1.Recordset.RecordCount
            "if the data base field matches search criteria, write it to the searchlist
            If UCase(Data I. Recordset. Fields(Cat1)) = SelCat1 And UCase(Data I. Recordset. Fields(SubCol)) = UCase(Trim(SubCats(Index
       - 1))) Then
                Data3.Recordset.MoveFirst
               If IsNull(Data). Recordset. Fields("Main1")) Then Meat1 = "none listed"
                  MnCarColor(SearchSongs) = & H800000005
                  Micat1 = Data1.Recordset.Fields("Main1")
Data3.Recordset.FindFirst "Main1 = " & Micat1 & "'"
MnCatColor(SearchSongs) = Val(Data3.Recordset.Fields("color1D"))
                  finalfield(9) = Val(Data3.Recordset.Fields("colorID"))
                  If IsNull(Data1.Recordset.Fields("time")) Then
                    finalfield(0) = 300
                  Else
                    finalfield(0) = Data1.Recordset.Fields("time")
                  End If
                  If IsNull(Data1.Recordset.Fields("Title")) Then
                    finalfield(1) = "NL"
                  Else
                    finelfield(1) = Data i. Recordset Fields("Title")
                  End if
                  If IsNull(Data1.Recordset.Fields("Artist")) Then
                    finalfield(2) = "NL"
                  Else
                    finalfield(2) = Data1.Recordset.Fields("Artist")
                  End If
                  If IsNull(Data).Recordset,Fields("Date")) Then
                   finalfield(3) = "NL"
                                                          MOAEC MASTER CODE (page 56)
```

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Else

```
经存储税 建筑物 医二甲酚 建丁烯苯
```

į

```
finalfield(3) = Data1.Recordset.Fields("Date")
           End If
           If Is Null(Data 1. Records et. Fields ("Main 1")) Then
             tempfield(4) = "NL"
           Else
             tempfield(4) = Data1.Recordset.Fields("Main1")
           End If
           If IsNull(Data1.Recordset.Fields("Msryle")) Then
             tempfield(5) = "NL"
          tempfield(5) = Data1.Recordset.Fields("Mstyle")
End If
           Else
           If IsNull(Data1.Recordset.Fields("Dtype")) Then
             tempfield(6) = "NL"
           Else
          tempfield(6) = Data L.Recordset.Fields("Drype")
End If
          If IsNull(Data I.Recordset.Fields("Speed")) Then
            tempfield(7) = "NL"
            tempfield(7) = Data1.Recordset.Fields("Speed")
          End If
          If IsNull(Data1.Recordset.Fields("Energy")) Then
            tempfield(\delta) =
          Eise
            tempfield(8) = Data1 Recordset.Fields("Energy")
          End If
            For X = 4 To 8
            Daia2.RecordSource = X
             Data2.Refresh
            Data2. Recordset. Move Last
            Data2 Recordset MoveFirst
            Data2.Recordset.FindFirst "Tag = " & tempfield(X) & """
            finalfield(X) = Data2.Recordset.Fields("Label")
            Data2 Recordset.Close
          Next X
searchlist. Addltem finalfield(0) & Chr(9) & finalfield(1) & Chr(9) & finalfield(2) & Chr(9) & finalfield(3) & Chr(9) & finalfield(4) & Chr(9) & finalfield(8)
       Stime(searchlist.row) = Data | . Recordset. Fields("time")
       SearchSongs = SearchSongs - 1
       search.Caption = "Narrow Search Results" searchflag = 1
       End If
          search!ist.row = SearchSongs
         For. z = 0 To 8
            searchlist.Col = z
            searchlist.CellBackColor = finalfield(9)
         Next z
         searchlist.BackColorSel = finalfield(9)
         searchlist.ForeColorSel = searchlist.ForeColor
```

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```
End If
            move to the next data row in data base
            Data1.Recordset.MoveNext
         If Category2(Index).Caption \Leftrightarrow "ENERGY" Then
         Call CheckSub(SubCol)

If SubCount < 11 Then GoTo MainLoop
End If
         SubCount = 0
         SubCol = "Sub1"
         Data).Recordset.Close
         Data3.Recordset.Close
         MousePointer = 0
         AddList(1) Enabled = True
AddList(1) Enabled = True
         ClrSrch.Enabled = True
         Organize.Enabled - True
         If flag = False Then
            MsgBox "No matches were found for your search. Please try again."
            Exit Sub
         End If
经过的基础设施的
      End Sub
      Private Sub ClrSrch_Click()
      'clear all items off the search list
         UndoEvent= 1
         SaveSearchList
         Call ClearSearchList
· 西野北 / 等
      End Sub
     Public Sub Command1_Click()
     Dim answer As Variant
answer = MsgBox("Are you sure you want to delete the current play list?", 4, "Clear Play List")
     If answer = vbNo Then
        Exit Sub
      Else
        UndoEvent = 0
         SavePlay List
        ClearPlayList
RndMix.Enabled = False
If maxed = True Then
Picture 1 Left = 6720
           Picture 1. Width = Screen 2. Width - 6830
            SinglePlayTime.Left = Screen.Width - 100
            Label5.Left = Screen.Width = 100
           Labell.Left = 1440
        Else
           Picture 1.Width = 4695
           Picture Left = 6720
                                                          NIOAEC MASTER CODE (page 58)
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```

```
SinglePlayTime.Left = 4680
      Label1.Left = 6240
Label1.Left = 1440
   End If
      ExpandList.Left = 120
      ExpandList.Caption = "EXPAND"
      AddList(0).Left = 1020
      AddList(1).Left = 1730
RndMix.Left = 2430
delete.Left = 3070
      Command1.Left = 3840
  Playlist(0) Width = Picture1 Width - 240
Playlist(0) Left = 120
Playlist(1) Visible = False
End If
  call screen. Visible = True
   Call CheckOnDeck
End Sub
Private Sub DataCreate Click()
user creates his own song lists and databases
'show a new form
End Sub
Private Sub datalock_Click()
Dim password As String
  password = InputBox("Piease enter the database access password:")
  Datalocked = False
End Sub
Private Sub delete_Click()
Dim answer As String
On Error GoTo errorhandler
If Song Selected = False Then
  MsgBox ("No song has been selected for deletion!!!")
  Exit Sub
End If
answer = MsgBoxt "Are you sure you want to delete the selected song?", 4, "Remove Song")
If answer = vbYes Then
  If SelList = 2 Then
     UndoEvent = 0
     SavePlayList
     For i = 0 To 8
       UndoText(i) = Playlist(1).TextMatrix(1, i)
     Next i
     If ExpandList.Caption = "EXPAND" Then
Playlist(1).row = Playlist(0).row
UndoRow = Playlist(0).row
        For i = 0 To 8
                                                    MOAEC MASTER CODE (page 59)
                                                                   ot Software and Grap
303-805-7637
```

```
UndoText(i) = Playlist(1).TextMatrix(Playlist(0).row, i)
                 Next i
                Call DeletePlay(Play list(0).row)
              Else
                Playlist(0).row = Playlist(1).row
                UndoRow = Playlist(1).row
For i = 0 To 8
                   UndoText(i) = Playlist(1).TextMatrix(Playlist(0).row, i)
                Next i
                Call DeletePlay(Playlist(1).row)
              End If
           SongSelected = False
Elself SelList = 1 Then
UndoEvent = 1
              Save Search List
              If searchlist.Rows <= 2 Then
                search.Caption = "Search Music Categories"
                Fori = O To 2
                   csearch(i).Caption = ""
                Next i
通知证明的证明,其是人义有多
                searchlist.Rows = 1
                Call FormatHeaders
                searchlist.BackColorSel = searchlist.BackColorFixed
               searchlist.ForeColorSel = searchlist.ForeColorFixed
csearch(0).Caption = "none"
               SearchSongs = 0
searchflag = 0
searchlist.Clear
searchlist.BackColor = &H8000000E
                searchlist.Rows = 1
                AddList(0).Enabled = False
                AddList(1). Enabled = False
                CirSrch.Enabled = False
                Organize.Enabled = False
             Else
                UndoEven: = 1
                X = searchlist.row
                For i = x To searchlist.Rows - 1
Stime(i) = Stime(i + 1)
               Next i
For i = 0 To 8
                  UndoText(i) = searchlist.TextMatrix(X, i)
               Next i
               searchlist.Removeltem searchlist.row
               SearchSongs = SearchSongs - 1
             End If
         End If
Call CheckOnDeck
          undo.Enabled = True
          Song Selected = False
          Exit Sub
       Elself answer = vbNo Then
```

MOAEC MASTER CODE (page 60) Sunspoi Software and Graphics 303-805-7637

MOAEC MASTER CODE (page 61) Sunspot Software and Graphics 303-805-7637

Exit Sub

```
End if
         errorhandler:
              Now.BackColor = &H8000000F
              Now.Enabled = False
             Now.Enabled = False
PlayButton.Enabled = False
PlayButton.BackColor = &H8000000F
MsgBox "You have no songs to delete!"
delete.Enabled = False
         End Sub
         Private Sub ExpandList_Click()
'expand the playlist to display all information
             If ExpandList.Caption = "EXPAND" Then
cat1screm.Visible = False
Playlist(1).Visible = True
ExpandList.Caption = "SHRINK"
                Expandist Capiton - SHRINK

If maxed = True Then
Picture1.Left = 0
Picture1.Width = Screen2.Width - 195
SinglePlayTime.Left = 4680
医生物医医生物
                     Label5.Left = 6240
                     Playlist(0).Left = 0
                    Playlist(1).Left = 0
Label1.Left = 0.41 * Picture1.Width
                 Else
                     Picture 1. Width = 11550
                     Picture).Left = 0
                     SinglePlay Time.Left = 4680
                    Label5.Left = 6240
Playlist(0).Left = 0
                    Playlist(1) Left = 0
                    Labell.Left = 4200
                ExpandList.Left = 120 - 6720
AddList(0).Left = 1020 + 6720
AddList(1).Left = 1730 + 6720
                RndMix.Left = 2430 - 6720
                delete.Left = 3070 + 6720
Command 1.Left = 3840 - 6720
Playlist(1).RowSel = Playlist(0).RowSel
                If maxed = True Then
                    Picture 1. Left = 6720
                    Picture 1. Width = Screen. Width - 6830
                    SinglePlayTime.Left = Screen.Width + 100
Label5.Left = Screen.Width + 100
```

```
Else
               Picture 1. Width = 4815
               Picture1.Left = 6720
                SinglePlayTime.Left = 4800
               LabelS.Left = 6500
            End If
            Playlia(0).Left = 120
            Playlin(1).Left = 120
            cat1screen.Visible = True
            Playlist(1) Visible = False
ExpandList Caption = "EXPAND"
ExpandList Left = 120
            AddList(0).Left = 1020
            AddList(1).Left = 1730
            RndMix.Left = 2430
           deleteLeft = 3070
Command1.Left = 3840
Playlist(0).RowSel = Playlist(1).RowSel
            Label1.Left = 1440
电流电话 医克克克
         AddList(0).Enabled = False
      AddList(1).Enabled = False
End Sub
      Private Sub Fav Hits_Click(Index As Integer)
        FavHitsLab2 Visible = True

FavHitsLab2 Visible = True

FavHitsLab2.BackColor = FavHitsLab1.BackColor
        FavHitsLab2.Caption = FavHits(Index).Caption
If PlayedSongs(1, 1, 1) 
Then
         Organize.Enabled = True
         For z = 1 To zed
           searchlist. Addltem PlayedSongs(1, z, 0) & Chr(9) & PlayedSongs(1, z, 1) & Chr(9) & PlayedSongs(1, z, 2) & Chr(9) &
      PlayedSongs(1, z, 3) & Chr(9) & PlayedSongs(1, z, 4) & Chr(9) & PlayedSongs(1, z, 5) & Chr(9) & PlayedSongs(1, z, 6) & Chr(9) &
      PlayedSongs(1, z, 7) & Chr(9) & PlayedSongs(1, z, 8)
           SearchSongs = SearchSongs + 1
searchlist.row = SearchSongs
For X = 0 To 8
             searchlist.Col = X
              searchlist.CellBackColor = PlayedSongs(1, z. 9)
           ClrSrch.Enabled = True
        Next z
        Else
        MsgBox ("Sony...You have no song selections defined as favorite hits.")
     End Sub
                                                           MOAEC MASTER CODE (page 62)
```

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```
Private Sub Form_Load()
              Dim i As Integer
             Dim running As Boolean
Screen2.WindowState = 2
                   maxed = True
                   Data 1. Database Name = App. Path & "Vmydata.mdb"
                  Data? Database Name = App. Path & "vnydata.mdb"
Data3. Database Name = App. Path & "vnydata.mdb"
                   Pori≃0To 9
                      csearch(i).Caption = ""
                  Next i
                  2ed = 0
                   Speed = ""
                   channel = 1
                   SearchSongs = 0
                 PlaySongs = 0
Speed = "Any"
                  Datalocked = True
                  SongSelected = False
                  ScreenShow(1).BackColor = &HC0&
                 'assign buttons to color array for reference
For i = 0 To 35
MnCarColor(i) = Category 1(i).BackColor
                 Next i
             If VoiceActivation = True Then
                If Not IsDDWinRunning() Then running = StartDDWin()
                     If Not running Then
MsgBox "Could not start dragon dictate", vbExclamation
                      End If
                 End If
                DD.Attach = True

If FindVocabulary ("Moaec") And Not FindGroup ("Moaec", "ver1.0") Then

On Error GoTo VocabAdd
                      DeleteVocabulary ("Moaec")
                 End If
               VocabAdd:

If Not FindVocabulary ("Moaec") Then
AddVocabulary "Moaec"

Call AddGroup("Moaec", "vert 0")

Call AddGroup("Moaec", "Screen2")

Call AddGroup("Moaec", "Screen3")

Call AddGroup("Moaec", "Screen4")

Call AddGroup("Moaec", "Screen4")

Call AddWord("Moaec", "Screen2", "[classical]", """)

Call AddWord("Moaec", "Screen2", "[jazz]", """)

Call AddWord("Moaec", "Screen2", "[oldies]", "")

Call AddWord("Moaec", "Screen2", "[country]", "")

Call AddWord("Moaec", "Screen2", "[pop]", "")

Call AddWord("Moaec", "Screen2", "[soul]", "")

MOAEC
             VocabAdd:
                                                                                                      MOAEC MASTER CODE (page 63)
                                                                                                                     Sunspot Software and Graphics
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```

```
原理 "安 農物"(GOA)语字语字语 " (A) 新 英田教育 (版) 20 高度
```

```
Call AddWord("Moaec", "Screen2", "[olues]", "")
Call AddWord("Moaec", "Screen2", "[calypso]", "")
Call AddWord("Moaec", "Screen2", "[funk]", "")
Call AddWord("Moaec", "Screen2", "[funk]", "")
Call AddWord("Moaec", "Screen2", "[rock]", "")
Call AddWord("Moaec", "Screen2", "[rop 40]", "")
Call AddWord("Moaec", "Screen2", "[rop 40]", "")
Call AddWord("Moaec", "Screen2", "[repgse]", "")
Call AddWord("Moaec", "Screen2", "[religion]", "")
Call AddWord("Moaec", "Screen2", "[religion]", "")
Call AddWord("Moaec", "Screen2", "[rigpecial events]", "")
Call AddWord("Moaec", "Screen2", "[funny]", "")
Call AddWord("Moaec", "Screen2", "[special events]", "")
Call AddWord("Moaec", "Screen2", "[special mixes]", "")
Call AddWord("Moaec", "Screen2", "[sound effects]", "")
        Call AddWord("Mosec", "Screen2", "[Dance Mix]", "")
Call AddWord("Mosec", "Screen2", "[Clear]", "")
Call AddWord("Mosec", "Screen2", "[Undo]", "")
       Call AddWord("Moacc", "Screen2", "[Search List]", "")
Call AddWord("Moacc", "Screen2", "[Play List]", "")
Call AddWord("Moacc", "Screen2", "[Search]", "")
Call AddWord("Moacc", "Screen2", "[Expand]", "")
        Call AddWord("Moaec", "Screen2", "(Shrink)", """)
     Call AddWord("Moaec", "Screen2", "[Load]", "")
Call AddWord("Moaec", "Screen2", "[Save]", "")
Call AddWord("Moaec", "Screen2", "[Next]", "")
Call AddWord("Moaec", "Screen2", "[Pick]", """)
Call AddWord("Moaec", "Screen2", "[Delete]", """)
 Call AddWord("Moace", "Screen2", "[Title]", """)
Call AddWord("Moace", "Screen2", "[Artist]", "")
Call AddWord("Moace", "Screen2", "[Date]", "")
Call AddWord("Moace", "Screen2", "[Dance Type]", "")
Call AddWord("Moace", "Screen2", "[Dance Type]", "")
Call AddWord("Moace", "Screen2", "[Music Style]", "")
Call AddWord("Moace", "Screen2", "[Speed]", "")
Call AddWord("Moace", "Screen2", "[Speed]", "")
Call AddWord("Moacc", "Screen2", "[Speed]", """)
Call AddWord("Moacc", "Screen2", "[Fast]", """)
Call AddWord("Moacc", "Screen2", "[Medium]", """)
Call AddWord("Moacc", "Screen2", "[Slow]", """)
                                                                                                                                                                                                                                                                        MOAEC MASTER CODE (page 64)
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```

```
Call AddWord("Moaec", "Screen2", "[Time]", """)
               Call AddWord("Moaec", "Screen2", "[OK]", "")
Call AddWord("Moaec", "Screen2", "[Begin Search]", "")
Call AddWord("Moaec", "Screen2", "[Cancel]", "")
Call AddWord("Moaec", "Screen2", "[Cancel]", "")
Call AddWord("Moaec", "Screen2", "[Cancel]", "")
Call AddWord("Moaec", "Screen2", "[minutes]", "")
Call AddWord("Moaec", "Screen2", "[Play]", "")
Call AddWord("Moaec", "Screen2", "[Now]", "")
               Call AddWord("Moaec", "Screen2", "[screen 1]", "")
Call AddWord("Moaec", "Screen2", "[screen 2]", "")
Call AddWord("Moaec", "Screen2", "[screen 3]", "")
Call AddWord("Moaec", "Screen2", "[screen 4]", "")
              End If
DD.Vocabulary = "Moaec"
               DD.Group = "Screen2"
           End If
          End Sub
          Private Sub Form_Unload(Cancel As Integer)
高温斯哈斯基基岛
              EndltA11
              End
          End Sub
          Private Sub Help_Click()
SendKeys "{F}}"
          End Sub
          Private Sub Letters_Click(Index As Integer)
         'type the letter pressed in the text field. If searchfield, Visible = True Then.
             searchfield.SetFocus
             SendKeys LCase(Leners(Index).Caption)
             SendKeys "{tab}"
              TimeInput.SetFocus
SendKeys LCase(Letters(Index).Caption)
SendKeys "{tab}"
         End If
          End Sub
          Private Sub LoadPlay Click()
          Dim allCells 1, allCells2 As String
          Dim FileNum As Integer
          Dim CurRow I, CurRow 2, CurCol As Integer
         Dim FileColors() As Variant
```

On Error GoTo errorhandler

GrayOut

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```
If Playlist(0). Rows > 1 Then
             CurRow2 = Playlist(1).row
CurRow1 = Playlist(0).row
             CurCol = 0
             response = MsgBox("Are you sure you want to replace the current Music Playlist?", 4, "Load Play List")
             If response = vbNo Then
Exit Sub
             Elself response = vbYes Then
                 'clear the playlists
                CommonDialog1.DefaultEx1 = "GDT"
CommonDialog1.ShowOpen
FileNum = FreeFile
                Open CommonDialog 1. fileName For Input As #FileNum
                Input #FileNum, numRows
                ReDim FileColors(numRows + 1)
Input #FileNum, allCells1
Input #FileNum, allCells2
                ClearPlay List
                PlaySongs = 0
                SongsTime = 0
NumSongs.Text = 0
timebox.Text = Format(TimeSerial(0.0, CLng(SongsTime)), "hh:mm:ss")
登場職事事務整等等。 日報等地 アラル
                timebox. Pext = romai() timeserial().
SinglePlayTime. Text = "00:00:00"
PlayIist(0). Allow BigSelection = True
PlayIist(1). Allow BigSelection = True
PlayIist(0). Rows = numRows
PlayIist(0).row = 1
                Playlist(0).Col = 0
                Playlist(0).RowSel = numRows - 1
Playlist(0).ColSel = 2
Playlist(1).Rows = numRows
Playlist(1).row = 1
                Playlist(1).Col = 0
                Playlist(1).RowSel = numRows - 1
Playlist(1).ColSel = 8
Playlist(0).Clip = allCells1
Playlist(1).Clip = allCells2
                For i = 1 To num.Rows - 1
                    Input #FileNum, FileColors(i)
                    Playlist(0).row = i
For j = 0 To 2
Playlist(0).Col = j
                        Playlist(0).CellBackColor = FileColors(i)
                    Playlist(1).row = i
                    For k = 0 To 8
Playlist(1).Col = k
                        Playlist(1).CellBackColor = FileColors(i)
                     SongsTime = SongsTime + CLng(Val(Playlist(0).TextMatrix(i, 0)))
                    timebox.Text = Format(TimeSerial(0, 0, SongsTime). "hh.mm:ss")
PlaySongs = PlaySongs - 1
NumSongs.Text = PlaySongs
                                                                               MOAEC MASTER CODE (page 66)
                                                                                          Sunspot Software and Graphics
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```

MOAEC MASTER CODE (page 67) Sumport Software and Graphics 303-805-7637

Close & FileNum
Playlist(0). Allow BigSelection = False
Playlist(1). Allow BigSelection = False
Playlist(0).row = CurRow 1
Playlist(1).row = CurRow 2

Nexti

End If

į

MixCount = 0

If SelList = 2 And Play list(0). Rows > 1 Then

Close #FileNum

```
Playlist(0).Col = 0
               Playlist(1).Col = 0
ExpandList.Enabled = True
               delete Enabled = True
               Command).Enabled = True
               RndMix.Enabled = True
               Now.Enabled = True
Now.BackColor = &:HFF&:
               PlayButton.Enabled = True
               PlayButton.BackColor = &HFF8080
               SavePlay.Enabled = True
If SongPlaying = True Then
Call CheckOnDeck
               End If
               CommonDialog1.fileName = ""
Exit Sub
            End If
         errorhandler:
           If Err.Number = cdlCancel Then
CommonDialog 1.fileName = ""
Exit Sub
            End If
           MsgBox "Unknown error while loading file " & CommonDialog I fileName
        End Sub
         Private Sub Mix_Click()
         Dim RanPlace, RanPlace2 As Integer
        Dim TempTime, TempTime2 As Integer
Dim MixCount As Integer
         Dim TestSpeed As String
         Dim LoopStop As Boolean
        Dim slowcount, midcount, fastcount As Boolean
Dim FirstMedCount, medcount As Integer
'mix up the selected song list by categories
        Mix.Enabled = False
        If Playlist(0). Rows > 1 Then
           Play list(0).Col = 0
           Playlist(1).Col = 0
Playlist(0).ColSel = 2
Playlist(1).ColSel = 8
```

```
medcount = 0
                                                                   'disable once clicked
                                                             'disable once clicked
Mix.Babled = False
Mix.BackColor = &H8000000F
AddList(1).Enabled = False
AddList(1).Enabled = False
FalsEpeed = "FAST"
MidSpeed = "MEDIUM"
Slow Speed = "SLOW"
fastcount = False
midcount = False
slowcount = False
False = False
                                                                    For i = 1 To Playlist(0).Rows - 1
                                                                              or i = 1 To Playlist(0).Rows - 1
TestSpeed = Playlist(1).TextMatrix(i, 7)
If TestSpeed = "FAST" Then
fastcount = True
Elself TestSpeed = "MEDIUM" Then
midcount = True
Elself TestSpeed = "SLOW" Then
                                                                                             slowcount = True
                                                                                  End If
                                                                   Next i
If slow count = False Then
自己 (基础 ) 19.15年 19.15年
                                                                                               | Siow Count = Paise Then
| If mideount = False Then
| MidSpeed = "FAST"
| Siow Speed = "FAST"
| Elself fastcount = False Then
| FastSpeed = "MEDIUM"
| MidSpeed = "MEDIUM"
                                                                                                                  SlowSpeed = "MEDIUM"
                                                                                                                FastSpeed = "FAST"
MidSpeed = "FAST"
SlowSpeed = "MEDIUM"
                                                                                                   End If
                                                                                    Elself midcount = False Then
                                                                                                 If fasicount = False Then
FastSpeed = "SLOW"
MidSpeed = "SLOW"
                                                                                                     End If
                                                                                  Eiself fasicount = False Then
If slowcount = False Then
FastSpeed = "MEDIUM"
SlowSpeed = "MEDIUM"
                                                                                                     End If
                                                                                      End If
                                                                   For i = 1 To Playlist(0), Rows - 1
TestSpeed = Playlist(1), TextMatrix(i, 7)
If TestSpeed = MidSpeed Then
                                                                                                     medcount = medcount = 1
                                                                                    End If
                                                                    Nexti
```

•

MOAEC MASTER CODE (page 68) Sunspot Software and Graphics 303-805-7637

```
Do Until LoopStop = True
            j = 1
            MixCount = 0
            LoopStop = True
            For i = 1 To Playlist(0). Rows - 1
               If MixCount > 4 Then MixCount = 0
                Playlist(1).row = i
               PlayIst(1):row = 1
TestSpeed = PlayIst(1):TextMatrix(i, 7)
If TestSpeed = FastSpeed And MixCoum < 3 Then
MixCount = MixCount + 1
ElseIf TestSpeed = SlowSpeed And MixCount >= 3 Then
                     MixCount = MixCount + 1
                     Playlist(0).RowPosition(i) = Playlist(0).Rows - 1
Playlist(1).RowPosition(i) = Playlist(1).Rows - 1
medcount = medcount - 1
                     LoopStop = False
                  If i>= Playlist(1).Rows - medcount Then
LoopStop = True
                  End If
            Next i
        Loop
For j = 0 To 1
Playlist(j).row = 1
               Playlist(j).BackColorSel = Playlist(j).CeliBackColor
HERY TOTAL
               Playlist(j).ForeColorSe! = Playlist(j).CellForeColor
            Next j
           delete.Enabled = False
        Else
           Speed = "MINED"
            Mix.Enabled = False
            Mix.BackColor = & H8000000F
            For i = 0 To 3
              SongSpeed(i).BackColor = &H8000000F
SongSpeed(i).Enabled = False
AllSpeeds.BackColor = &H8000000F
              AllSpeeds.Enabled = False
           Next i
        End If
        If SongPlaying = True Then
Call CheckOnDeck
        End If
        End Sub
        Private Sub Now_Click()
        Dim CurControl As Integer
```

MOAEC MASTER CODE (page 69) Sunspot Software and Graphics 303-805-7637

```
If SelList = 1 Then CurControl = searchlist.row
       If SelList = 2 Then CurControl = Playlist(0).row
       Call StartPlay(CurControl, SelList)
       End Sub
       Private Sub Organize_Click()
         'enable the sorting buttons
         sonstat = True
         search.Enabled = False
         For i = 1 To 8
           SearchCat(i).Enabled = True
         Next i
       End Sub
       Private Sub OrgLst_Click(Index As Integer)
       'sort the searchlist by category'
OrgLst(0). Enabled = Falsc
         OrgLst(1).Enabled = False
Organize.Enabled - True
         search.Enabled = True
        sonsiat = False
         searchlist.Sort = Index - I
         For i = 1 Tc 8
           SearchCat(i).Enabled = False
        Next i
      End Sub
      Private Sub PlayButton_Click()
        Call StartPlay(1, 2)
      End Sub
      Private Sub Play list Click(Index As Integer)
      If Playlist(Index). Rows > 1 Then
       SelList = 2
      SongSelected = True
If Playlist(0).Rows = 1 Then Exit Sub
      SinglePlayTime.Text = Format(TimeSerial(0, 0, Val(Playlist(Index).TextMatrix(Playlist(Index).row, 0))), "hh:mm:ss")
AddList(1).Enabled = False
      AddList(0).Enabled = True
      If Index = 0 Then
        Playlist(1).row = Playlist(0).row
Playlist(1).Col = Playlist(0).Col
      End If
      If Playlist(1).Col = 0 And Playlist(1).CellBackColor > &HCO& Then if the song is flagged add it to the top of the favhits list
        Playlist(0). Selection Mode = flex Selection Free
        Playlist(1). Selection Mode = flex Selection Free
        Playlist(0).CellBackColor = &H80000008
                                                        MOAEC MASTER CODE (page 70)
                                                                Sunspot Software and Graphics
303-805-7637
```

```
For i = 1 To zed
             If PlayedSongs(1, i, 1) = Playlist(Index). TextMatrix(Playlist(Index).row, 1) Then
               FavHitsFinder = i
             End If
          Next i
          For i = (FavHitsFinder - 1) To 1 Step -1
            Forj = 0 To 9
               PlayedSongs(1, i-1, j) = PlayedSongs(1, i, j)
            Nextj
         Next i
Playlist(0).Col = 1
          Playlist(0).BackColorSel = Playlist(0).CellBackColor
          Playlist(0).ForeColorSel = Playlist(0).CellForeColor
          Playlist(1).Col = 1
          Playlist(1).BackColorSel = Playlist(1).CellBackColor
          Playlist(1).ForeColorSel = Playlist(1).CellForeColor
         For i = 0 To 8
selsong(i) = Playlist(1).TextMatrix(Playlist(1).row, i)
PlayedSongs(1, 1, i) = Playlist(1).TextMatrix(Playlist(1).row, i)
          Next i
         Playlist(1).Col = 1
          Playlist(0).Col = 1
の表記を経生されるのと
         PlayedSongs(1, 1, 9) = Playlist(1).CellBackColor
      Else
Play list(Index).SetFocus
         delete.Enabled = True
         Playlist(0).Col = 1
         Playlist(0).ColSel = 2
         Playlist(1).Col = 1
         Playlist(1).ColSel = 8
         For i = 0 To 1
Playlist(i).BackColorSel = &H80000008
           Playlist(i).ForeColorSel = &H8000000E
           Playlist(0).row = Playlist(1).row
Playlist(0).RowSel = Playlist(1).RowSel
Playlist(0).Col = 1
Playlist(0).ColSel = 2
           Playlist(1).row = Playlist(0).row
            'Playlist(1).RowSel = Playlist(0).RowSel
           Playlist(1).Col = 1
         Playlist(1).ColSel = 8
End If
         Now.Enabled = True
        Now.BackColor = &HFF&
If searchlist.Rows = 1 Then
           Exit Sub
         searchlist.BackColorSel = searchlist.CellBackColor
         searchlist.ForeColorSel = searchlist.CellForeColor
        End If
```

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```
End If
End Sub
          Private Sub Playlist_DblClick(Index As Integer)
         Dim X As Integer
If Index = 0 Then
Playlist(1).row = Playlist(0).row
Playlist(1).Col = Playlist(0).Col
          If Playlist(1).Rows > 1 And Playlist(1).Col > 0 Then
          If Index = 1 Then
Playlist(0).row = Playlist(1).row
          If Playlist(0).row = 1 Then
             MsgBox "the Song you want to move is already next!"
                    X = Playlist(0).row
For Y = 0 To 8
西南北州 中国 中国 中国 中国 中国 中国
                       selsong(Y) = Playlist(1).TextMatrix(X, Y)
                    oldcolor2 = Playlist(0).CellBackColor
oldcolor3 = Playlist(0).CellForeColor
undo.Enabled = True
                    UndoEvent = 0
                    SavePlayList
                    For i = X - 1 To 1 Step -1
Playlist(0).row = i
Playlist(1).row = i
                       oldcolor = Playlist(0).CellBackColor
For j = 0 To 2
                        Playlist(0) TextMatrix(i = 1, j) = Playlist(0). TextMatrix(i, j) Playlist(0). TextMatrix(i, j) Playlist(0). Col = j
                           change color
                          Playlist(0).CellBackColor = oldcolor
                      Next j
For j = 0 To 8
Playlist(1).TextMatrix(i = 1, j) = Playlist(1).TextMatrix(i, j)
Playlist(1).row = i = 1
                          Playlist(1).Col = j
                          change color
                          Playlist(1).CellBackColor = oldcolor
                       Next j
                    Next i
For j = 0 To 2
                       Playlist(0). TextMatrix(1, j) = selsong(j)
                       Playlist(0).row = 1
                       Playlist(0).Col = j
                       Playlist(0).CellBackColor = oldcolor2
                                                                           MOAEC MASTER CODE (page 72)
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```

```
Playlist(0).BackColorSel = oldcolor2
                  Playlist(0) ForeColorSel = oldcolor3
                 For j = 0 To 8

Playlist(1).TextMatrix(1, j) = selsong(j)

Playlist(1).row = 1
                  Playlist(1).Col = j
                  Playlist(1).CellBackColor = oldcolor2
                  Playlist(1).BackColorSel = oldcolor2
                  Playlist(1).ForeColorSel = oldcolor3
            Next j
            Playlist(0).SelectionMode = flexSelectionFree
            Playlist(1). Selection Mode = flex Selection Free
            Call CheckOnDeck
       End If
       End Sub
       Private Sub Playlist Scroll(Index As Integer)
         make the playlists scroll equally
          Select Case Index
          Case 0
           Playlist(1).TopRow = Playlist(0).TopRow
          Case 1
           Playlist(0).TopRow = Playlist(1).TopRow
         End Select
      End Sub
      Private Sub PlayTime_Click()
Dim boxcaption As String
1:2
       On Error GoTo errorhandier
       show the keyboard
      TimeFrame. Visible = True
keyboard. Visible = True
AllSpeeds. Visible = True
      Gray Out
       pop up the time selection query box
         CurScreen = "Time"

If Speed ◇ "Any:" Then

boxcaption = "Please enter the number of minutes you would like " & Speed & " " & SelCat I & " " & "music to play:"
         Else
           boxcaption = "Please enter the number of minutes you would like " & SelCat! & "music to play."
         End If
         TimeLabel.Caption = boxcaption
         TimeInput.SetFocus
      Exit Sub
      write the variables to the play boxes with colors
      'disable button once clicked
      erromandler:
         MsgBox "You did not enter a valid time."
         Exit Sub
      End Sub
                                                          MOAEC MASTER CODE (page 73)
Suraspot Software and Graphics
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```

```
Private Sub RndMix_Click()
           Dim color As Long
If Playlist(0).Rows > 1 Then
            Randomize
            Playlist(0). Selection Mode = flex Selection Free
            For i = 1 To Playlist(0).Rows - 1
                 k = Rnd()
Y = Int(Playlist(0).Rows * k)
If Y > 0 Then
                     Playlist(0). RowPosition(i) = Y
                     Playlist(1).RowPosition(i) = Y
                  End If
            Next i
           Playlist(0).row = 1
Playlist(1).row = 1
            Play list(0).Col = 1
            Playlist(1).Col = 1
           Playlist(0).BackColorSel = Playlist(0).CellBackColor
Playlist(1).BackColorSel = Playlist(0).CellBackColor
CheckOnDeck
End If
        End Sub
        Private Sub SavePlay_Click()
Dim allCells1, allCells2, colors As String
Dim FileNum, numRows As Integer
        Dim CurRow1, CurRow2, CurCol As Integer
        Dim FileColors() As Variant
        CurRow2 = Playlist(1).row
CurRow1 = Playlist(0).row
        CurCol = 0
        On Error GoTo errorhandler
           response = MsgBox("Are you Sure you want to save the current Music Play List as a file", 4, "Save Play List")
           If response = vbNo Then
Exit Sub
           Elself response = vbYes Then
              Gray Out
               CommonDialog | . DefaultExt = "GDT"
              CommonDialog ). Show Save
Playlist (0). Allow Big Selection = True
Playlist (0). row = 1
               Playlist(0).Col = 0
               Playlist(0). RowSel = Playlist(0). Rows + 1
              Playlist(0).ColSel = 2
allCells1 = Playlist(0).Clip
Playlist(1).AllowBigSelection = True
              Playlist(1).row = 1
Playlist(1).Col = 0
               Playlist(1).RowSel = Playlist(1).Rows - 1
               Playlist(1).ColSel = 8
                                                                      MOAEC MASTER CODE (page 74)
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```

```
allCells2 = Playlist(1).Clip
                 numRows = Playlist(0). Rows
                 ReDim FileColors(Playlist(0).Rows + 1)
                 FileNum = FreeFile
                 Open CommonDialog1.fileName For Output As #FileNum
                 Write #FileNum, numRows
Write #FileNum, allCells1
                 Write #FileNum, allCells2
                For i = 1 To Playlist(0) Rows - 1
                    Playlist(0).row = i
                    FileColors(i) = Playlist(0).CellBackColor
                    Write #FileNum, FileColors(i)
                Nexti
                Close ≠FileNum
                Playlist(1).Allow BigSelection = False
                Play list(0) Allow Big Selection = False
               Playlist(0).Anow bigoerech
Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
Playlist(0).Col = 0
Playlist(1).Col = 0
                Exit Sub
是金属 化苯酚 医克勒氏
          errorhandler:
             If Err. Number = cdlCancel Then Exit Sub
             MsgBox "Unknow error white saving file " & CommonDialog I file Name
          Private Sub ScreenShow_Click(Index As Integer)
          Dim i As Integer
On Error Resume Next
If (SelCat1 = "" And Index = 2) Then
             MsgBox ("Please select a main category from screen 2 before viewing this screen !!!")
             Exit Sub
          End If
            Category(1).Visible = False caticount = 0
             'disable speed buttons since switching to screen 3
             For i = 0 To SongSpeed.count - 1
               AllSpeeds.Enabled - False
               SongSpeed(i).Enabled = False
SongSpeed(i).BackColor = &H8000000F
AllSpeeds.BackColor = &H8000000F
             Next i
             Mix.Enabled = False
             Play Time.Enabled = False
             Mix.BackColor = &H8000000F
            Play Time.BackColor = &H8000000F
          For i = 0 To 4
            Screen I. Screen Show(i). BackColor = & H8000000F
Screen Show(i). BackColor = & H8000000F
Screen Show(i). ForeColor = & H80000012
                                                                   MOAEC MASTER CODE (page 75)
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```

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If Index ○ 0 And Index ○ 3 Then

Recorder.Refresh
cat1screen.Visible = True
cat2screen.Visible = False
FavHitsScrn.Visible = False

Next i

```
ScreenShow(Index).BackColor = &HCO&
ScreenShow(Index).ForeColor = &H8000000E
        End If
        Select Case Index
          Case 0
            On Error Resume Next
Screen2.DD.Group = "Screen1"
             Screen 1. Show
                  If Screen1. Window State > 2 Then Screen1. Window State = 2
             Screen2.Hide
            cat I screen. Visible = True
            cat2screen Visible = False
For i = 0 To 4
               Screen I. Screen Show(i). BackColor = & H8000000F
               Screen1.ScreenShow(i).ForeColor = &:H80000012
            Screen 1. Screen Show (Index). BackColor = &HC0&
Screen 1. Screen Show (Index). ForeColor = &H8000000E
Exit Sub
          Case 1
            Screen2.DD.Group = "Screen2"
            Screen I. Hide
            Screen2.Show
                 If Screen2. Window State 2 Then Screen2. Window State = 2
            cat1screen.Visible = True
            cat2screen.Visible = False
            FavHitsScm.Visible = False
         Case 2
Screen2.DD.Group = "Screen2"
            SelCat1 = MemCat
            Screen I. Hide
            Screen2.Show
            cal2screen.Visible = True
            FavHitsScm.Visible = False
         Case 3
            Screen2.DD.Group = "Screen4"
Recorder.ScreenShow(Index).BackColor = &HC0&
Recorder.ScreenShow(Index).ForeColor = &H8000000E
            Screen1.Hide
            Screen2.Hide
            Recorder.Show
                 If Recorder Window State 2 Then Recorder Window State = 2
```

```
End Select
           make the button pressed the right color
           End Sub
          Private Sub search_Click()
search_Enabled = False
              GrayOut
             For i = 1 To 8
             SearchCat(i).Enabled = True
Next i
          End Sub
          Private Sub SearchCat_Click(Index As Integer)
          Dim QuestCat As String
If sortstat = False Then
             'assign the search button caption to the primary search variable
             colnum = Index
新型型を発送を 4. 20 Ta 2 Y
             keyboard.Visible = True
             Catl = SearchCat(Index).Tag
QuestCat = SearchCat Index).Caption
CurScreen = "SearchCat"
             Load search screen to begin search
             SearchScreen.Visible = True
SearchQuiry.Caption = "Please enter the " & QuestCat & " you would like to search for:"
searchfield.SetFocus
            searchlist.Col = Index
For i = 1 To 8
            SearchCat(i).Enabled = False
Next i
            OrgLst(6), Enabled = True
OrgLst(1), Enabled = True
            Organize.Enabled = False
          End If
          End Sub
          Private Sub searchdate_Click(Index As Integer)
          Dim finalfield(10) As String
         Dim tempfield(9) As String
If searchdate(Index).Caption = ButMem Then
MsgBox ("You just picked that button...Please pick another.")
                Exit Sub
             End If
             ButMem = searchdate(Index).Caption
          Casl = "Mainl"
         AddList(0).Enabled = True
```

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```
AddList(1).Enabled = True
CirSrch.Enabled = True
Organize.Enabled = True
     Category(1).Caption = searchdate(Index).Caption
     Category(1). Visible = True
      'fill search screen with selections from the categories
     MousePointer = 11
     SearchSongs = searchlist.Rows - I
     Data I. Refresh
Data 3. Refresh
Data 1. Recordset. Move Last
     Data 1. Recordset, Move First
     Data 3. Recordset. Move Last
      Data3.Recordset.MoveFirst
     If SelCat1 = "SPMIX" Or SelCat1 = "Special Mixes" Then
Cat1 = "Main3"
SelCat1 = "SPMIX"
     Elself SelCat1 = "EN" Or SelCat1 = "Energy" Then
        Cat1 = "Main2"
        SelCatl = "EN"
     Elself SelCatl = "EL" Or SelCat! = "Easy Listening" Then

Catl = "Msn,le"
        SelCatl = "EL"
     Elself SelCat1 = "Special Dance" Or SelCat1 = "SPD" Then
        Cat1 = "Dtype"
        SelCat1 = "SPD"
     End If
     For i = 1 To Datal.Recordset.RecordCount
        DoEvents
        if the data base field matches search criteria, write it to the searchlist
        If ( 'Case/Data I. Recordson Fields/Cat1)) = UCase/Trim(SelCat1)) And Data I. Recordson Fields("date") >=
searchdate(Index). Tag And Data1. Recordset. Fields("date") <= (searchdate(Index). Tag + 9) Then
           Data3.Recordset.MoveFirst
        If Is Null(Data1. Recordset. Fields ("Main1")) Then
          Mcat1 = "none listed"
           MnCarColor(SearchSongs) = &H80000005
        Else
          Meat) = Data1.Recordset.Fields("Main1")

Data3.Recordset.FindFirst "Main1 = " & Meat1 & ""

MnCatColor(SearchSongs) = Val(Data3.Recordset.Fields("colorID"))

finalfield(9) = Val(Data3.Recordset.Fields("colorID"))
          If IsNull(Data1.Recordset.Fields("time")) Then
             finalfield(0) = 300
          Else
             finalfield(0) = Data1.Recordset.Fields("time")
           End If
          If IsNull(Data1.Recordset.Fields("Title")) Then
             finalfield(1) = "NL"
             finalfield(1) = Data1.Recordset.Fields("Title")
          If IsNull(Data1.Recordset.Fields("Artist")) Then
                                                    MOAEC MASTER CODE (page 78)
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```

```
finalfield(2) = "NL"
            finalfield(2) = Data1.Recordset.Fields("Artist")
          End If
          If IsNull(Data1.Recordset.Fields("Date")) Then
           finalfield(3) = "NL"
           finalfield(3) = Data1.Recordset.Fields("Date")
          End If
          If IsNull(Data1.Recordset.Fields("Main1")) Then
            tempfield(4) = "NL"
           tempfield(4) = Data1.Recordset.Fields("Main1")
          End If
         If Is Null(Data I. Recordset. Fields ("Mstyle")) Then
            tempfield(5) = "NL"
           tempfield(5) = Data1.Recordset.Fields("Mstyle")
         End If
         If Is Nulli (Data I. Recordset. Fields ("Dtype")) Then
           tempfield(6) = "NL"
           tempfield(6) = Data1.Recordset.Fields("Drype")
          End If
         If IsNuli(Data! Recordset.Fields("Speed")) Then
            tempfield(7) = "NL"
           tempfield(7) = Data1.Recordset.Fields("Speed")
          End If
          If IsNull(Data1.Recordset.Fields("Energy")) Then
           tempfield(8) = "
         Else
           tempfield(8) = Data1.Recordset.Fields("Energy")
          End If
         For X = 4 To 8
            Data2.RecordSource = X
            Data2.Refresh
Data2.Recordset.MoveLast
            Data2.Recordset.MoveFirst
            Data2.Recordset.FindFirst "Tag = " & tempfield(X) & ""
            finalfield(X) = Data2.Recordset.Fields("Label")
            Data2.Recordset.Close
          Next X
         searchlist. Addltem finalfield(0) & Chr(9) & finalfield(1) & Chr(9) & finalfield(2) & Chr(9) & finalfield(3) & Chr(9) &
finalfield(4) & Chr(9) & finalfield(5) & Chr(9) & finalfield(6) & Chr(9) & finalfield(7) & Chr(9) & finalfield(8)
          SearchSongs = SearchSongs = 1
          Data3 Recordset MoveFirst
         searchlist.row = SearchSongs
         For z = 0 To 8
            searchlist.Col = z
            searchlist.CellBackColor = finalfield(9)
         searchlist.BackColorSel = finalfield(9)
                                             MOAEC MASTER CODE (page 79)
```

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```
searchlist.ForeColorSel = searchlist.ForeColor
                   search.Caption = "Narrow Search Results"
                searchflag = 1
End If
                flag = True
'move to the next data row in data base
                Data1.Recordset.MoveNext
             Nexti
             Data 1. Records et. Close
             Data3.Recordset.Close
             MousePointer = 0
        End Sub
        Private Sub searchfield_Change()
          'SendKeys "{tab}"
        End Sub
        Private Sub searchlist_Click()
       If searchlist.RowSel > 0 Then
Now.BackColor = &: HFF&:
美国市共和亚
        Now.Enabled = True
        SelList = 1
        SongSelected = True
       Fastickist.Rows = 1 Then Exit Sub
Fastickist.Bob.BackColor = searchlist.CellBackColor
FastitisLab2.BackColor = searchlist.CellBackColor
       For i = 0 To 5
          FavHits(i).BackColor = searchlist.CellBackColor
1. 建氯化
       If searchlist.Col = 0 And searchlist.CellBackColor & &HC0& Then 'if the song is flagged add it to the top of the favhits list
          searchlist.SelectionMode = flexSelectionFree
searchlist.CellBackColor = & H86000008
          For i = 1 To zed
            If PlayedSongs(1, i, 1) = searchlist.TextMatrix(searchlist.row, 1) Then
               FavHitsFinder = i
            End If
          Next i
          If FavHitsFinder = zed Then FavHitsFinder = FavHitsFinder + 1
          For i = (FavHitsFinder - 1) To 1 Step -1
            For j = 0 To 9
               PlayedSongs(1, i+1, j) = PlayedSongs(1, i, j)
             Next j
          Next i
          searchlist.Col = 1
          searchlist.BackColorSei = searchlist.CellBackColor
          searchlist.ForeColorSel = searchlist.CellForeColor
          For i = 0 To 8
            selsong(i) = searchlist.TextMatrix(searchlist.row.i)
            PlayedSongs(1, 1, i) = searchlist.TextMatrix(searchlist.row, i)
          Next i
          searchlist.Col = 1
                                                           MOAEC MASTER CODE (page 80)
```

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```
PlayedSongs(1, 1, 9) = searchlist.CellBackColor
        Else
          searchlist.SetFocus
          AddList(0).Enabled = True
          AddList(1).Enabled = True
          delete.Enabled = True
          searchlist.Col = 1
          searchlist.ColSel = 8
          searchlist.BackColorSel ~ &H80000008
          searchlist.ForeColorSel = &: H8000000E
          If Playlist(0). Rows > 1 Then
            Playlist(0).BackColorSel = Playlist(0).CellBackColor
            Playlist(0). ForeColorSel = Playlist(0). CellForeColor
Playlist(1). BackColorSel = Playlist(1). CellBackColor
            Playlist(1).ForeColorScl = Playlist(1).CellForeColor
       End If
End If
End If
       End Sub
       Private Sub searchlist_DolClick()
计数据系统数据
       Dim flag As Boolean
flag = False
       undo.Enabled = True
       UndoEvent = 0
       If Playlist(0). Rows = 1 Then
         numRows = 0
       Else
         SavePlay List
       End If
      If searchlist.Rows > 1 And searchlist.Col 		◆ 0 Then
         FavHitsLahl BackColor = searchlist.CellBackColor
          FavHits(1).BackColor = searchlist.CellBackColor
         Next i
         Play Songs = Play Songs + 1 .
         For i = 1 To zed '
           If searchlist. TextMatrix(searchlist.row, 1) = PlayedSongs(1, i, 1) Then
           flag = True
End If
         Next i
         If flag = False Then
zed = zed = 1
           For i = 0 To 8
             PlayedSongs(1, zed. i) = searchlist.TextMatrix(searchlist.row, i)
           Nexti
           PlayedSongs(1, zed. 9) = searchlist.CellBackColor
         End If
        For i = 0 To 8
                                                        MOAEC MASTER CODE (page 81)
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```

```
selsong(i) = searchlist.TextMatrix(searchlist.row, i)
            Nexti
            Playlist(0).Additem selsong(0) & Chr(9) & selsong(1) & Chr(9) & selsong(2)
            Play list (1). Additem selsong (0) & Chr(9) & selsong (1) & Chr(9) & selsong (2) & Chr(9) & selsong (3) & Chr(9) & selsong (4) &
         Chr(9) & selsong(5) & Chr(9) & selsong(6) & Chr(9) & selsong(7) & Chr(9) & selsong(8)
            'add a song to the total to be played
           NumSongs.Text = PlaySongs
           Playlist(1).row = Playlist(1).Rows - 1
Playlist(0).row = Playlist(0).Rows - 1
           'add the song time to the play time box
           SongsTime = SongsTime + CLng(Val(searchlist.TextMatrix(searchlist.row, 0)))
timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
           For z = 0 To 2
              Playlist(0).Col = z
              Playlist(0).CellBackColor = searchlist.CellBackColor
              Playlist(0).BackColorSel = searchlist.CellBackColor
              Playlist(0).ForeColorSel = searchlist,CellForeColor
           Next z
For z = 0 To 8
              Playlist(1).Col = z
              Playlist(1).CellBackColor = searchlist.CellBackColor
Playlist(1).BackColorSel = searchlist.CellBackColor
              Playlist(1).ForeColorSel = searchlist.CellForeColor
一年 聖けるのかの 日本
           Next z
        If Playlist(0).row = 1 Then CheckOnDeck
       delete.Enabled = True
RndMix.Enabled = True
ExpandList.Enabled = True
SavePlay.Enabled = True
        Command1.Enabled = True
        If IsNull(channel) Then
          channel = 1
          OtherChannel = 2
        End II
        Now BackColor = & HFF&
        Now Enabled = True
       PlayBunon.Enabled = True
       Play Button. BackColor = &HFF8080
End If
        End Sub
        Private Sub searchlist_MouseMove(Button As Integer, Shift As Integer, X As Single, Y As Single)
       Dim ScrollWidth As Integer
        Dim Button Width As Integer
        Button Width = 1080
        ScrollWidth = 400
         If (X > searchlist.Width - ScrollWidth) And (searchlist.Height / searchlist.RowHeightMin < searchlist.Rows) Then SearchCat(8).Width = ButtonWidth - ScrollWidth + 200 + (HeadExpand * 44)
            SearchCat(8).Width = ButtonWidth + (HeadExpand • 44)
          End If
       End Sub
                                                             MOAEC MASTER CODE (page 82)
```

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```
Private Sub SongSpeed_Click(Index As Integer)
'select speed category.
Speed = SongSpeed(Index).Caption
'disable speed buttons
For i = 0 To SongSpeed.count - 1
AllSpeeds.Visible = True
AllSpeeds.Enabled = False
SongSpeed(i).BackColor = &H8000000F
AllSpeeds.BackColor = &H8000000F
Next i
```

'enable time selection buttons
Mix.Enabled = False
Mix.BackColor = & H8000000F
PlayTime.Enabled = True
PlayTime.BackColor = CatColor
catIcount = 0
End Sub

Private Sub spacebar\_Click()

If searchfield. Visible = True Then searchfield. SetFocus searchfield. Text = searchfield. Text = "SendKeys" {end}" SendKeys" {tab}" Else TimeInput. SetFocus TimeInput. Text = "SendKeys" {end}" SendKeys" {tab}" End If End Sub

Private Sub Text1\_Change()

End Sub

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Private Sub TimeCancel\_Click()
TimeFrame. Visible = False
keyboard. Visible = False
CancelSearch = True
End Sub

Private Sub TimeInput\_Change()
'SendKeys" {tab}"
End Sub

Private Sub TimeOK\_Click()
Dim TempTime, TotalTime, TimeCount As Long
Dim selection, Mcatl As String
Dim timearray(3000, 10) As Variant

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```
Dim MixCount As Integer
Dim tempfield(9) As String
Dim position As Integer
Dim mdcount As Integer
               On Error GoTo errorhandler
             On Error GoTo errorhandi
MousePointer = 11
searchflag = 0
carlcount = 0
FastSpeed = "FAST"
SlowSpeed = "SLOW"
MidSpeed = "MEDIUM"
CancelSearch = False
For i = 0 To 3
                  SongSpeed(i).Enabled = False
                   SongSpeed(i).BackColor = &H8000000F
                  AllSpeeds.BackColor = &H8000000F
                  AllSpeeds.Enabled = False
              Next i
              MixCount = 0
              flag = True
              keyboard.Visible = False

If TimeInput.Text > "Then

TotalTime = CLng(Val(TimeInput Text) * 60)

PlayTime.Enabled = False

PlayTime.BackColor = &H8000000F
Mix.BackColor = &H$000000F
search the database for songs until the time is up
                      Datal Refresh
                      Data3.Refresh
                      FIND THE SONG CATEGORY TAG THAT MATCHES THE BUTTON
                      If Call = "Drype" Then
Data2.RecordSource = 6
                         Data2.RecordSource = 4
                      End If
                         Data2.Refresh
                         Data3. Refresh
                         Data2.Recordset.MoveLast
                         Data3.Recordset.MoveLast
                         Data2.Recordset.MoveFirst
Data3.Recordset.MoveFirst
Data2.Recordset.FindFirst "Label = " & SelCat1 & ""
                           Data2. Recordset. FindFirst "Label = " & Sel
SelTag = Data2. Recordset. Fields("Tag")
SelCat1 = "SelTag
If SelCat1 = "SPMIX" Then
Cat1 = "Main3"
MainCount = 4
Elself SelCat1 = "EN" Then
Cat1 = "Main2"
                                 MaipCount = 3
                             Elself SelCatl = "EL" Then
                                                                                          MOAEC MASTER CODE (page 84)
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```

```
Cat1 = "Mstyle"
                     End If
               If Speed 		○ "MIXED" And Speed 		○ "Any" Then
                  Data2.RecordSource = 7
                  Data2.Refresh
                  Data2.Recordset.MoveFirst
Data3.Recordset.MoveFirst
                  Data2.Recordset.FindFirst "Label LIKE "" & Speed & """
                  SelTag = Data2.Recordset.Fields("Tag")
                  Speed = SelTag
               End If
Data I Refresh
               Data I. Recordset. MoveLast
               Data I. Recordset. MoveFirst
               Data 1. Recordset. Find First Cat1 & "like " & SelCat1 & " and Speed = 'S"
               If Data1.Recordset.NoMatch Then
Data1.Refresh
                  Data 1. Recordset. Movel. ast
                  Data I. Recordset. MoveFirst
                  Data1.Recordset.FindFirst Cat1 & " like " & SelCat1 & "' and Speed = 'M'"

If Data1.Recordset.NoMatch Then

SlowSpeed = "FAST"
MidSpeed = "FAST"
                    SlowSpeed = "MEDIUM"
MidSpeed = "FAST"
                 End If
               End if
            undo.Enabled = True
UndoEvent = 0
            If Playlist(0). Rows = 1 Then
               numRows = 0
               SavePlayList
            End If
         MainLoop
               DoEvents
               position = 0
               Data I. Recordset. MoveLast
               Data3. Recordset. Move Last
               Data I. Recordset. Move First
               Data3.Recordset.MoveFirst
               If Speed \diamondsuit "Any." And Speed \diamondsuit "MIXED" Then

Data! Recordset. FindLast Cat! & " like " & SelCat! & " and Speed \Rightarrow " & Speed & ""
               Else
                 Data 1. Recordset, FindLast Cat 1 & " LIKE " & SelCat 1 & ""
              End If
               If Data1.Recordset.NoMatch Then flag = False
               final = Data1.Recordset.AbsolutePosition
               Data1.Recordset.MoveFirst
          If flag = True Then
               Do Until position = final
                                                             MOAEC MASTER CODE (page 85)
```

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```
If Speed . "Any" And Speed . "MIXED" Then
 Data I Recordset. FindNext Cat | & "LIKE "& SelCat I & " and Speed = " & Speed & ""
  Data I. Recordset. FindNext Cat1 & "LIKE " & SelCat1 & ""
End If
 If Is Null (Data ) . Recordset. Fields ("time")) Then
    timearray(i, 0) = 300
 Eisc
   timearray(i, 0) = Data1.Recordset.Fields("time")
  End If
 If IsNull(Data1.Recordset.Fields("Title")) Then
   timearray(i. 1) = "NL"
   timearray(i, 1) = Data1.Recordset.Fields("Title")
  End If
 If Is Null(Data 1. Recordset. Fields ("Artist")) Then
    timearray(i, 2) = "NL"
 Else
   timearra; (1, 2) = Data1.Recordset.Fields("Artist")
 End If
 If Is Null (Data 1. Recordset. Fields ("Date")) Then
   timearray(i, 3) = "NL"
   timezrray(i, 3) = Data1.Recordset.Fields("Date")
 End If
 If IsNull(Data).Recordset.Fields("Main1")) Then
   tempfield(4) = "NL"
   tempfield(4) = Data1 Recordset Fields("Main1")
 If IsNull(Data).Recordset.Fields("Mstyle")) Then
   tempfield(5) = "NL"
 Else
   tempfield(5) = Data 1.Recordset.Fields("Mstyle")
 End If
 If IsNull(Data I. Recordset. Fields("Dtype")) Then
   tempfield(6) = "NL"
   tempfield(6) = Data I.Recordset.Fields("Dtype")
 End If
 If Is Null(Data 1. Recordset. Fields ("Speed")) Then
   tempfield(7) = "NL"
   tempfield(7) = Data1.Recordset.Fields("Speed")
 End If
 If IsNull(Data I. Recordset. Fields("Energy")) Then tempfield(8) = ""
 Else
   tempfield(8) = Data1.Recordset.Fields("Energy")
 End If
 For X = 4 To 8
   Data2.RecordSource = X
                                     MOAEC MASTER CODE (page 86)
```

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Data2.Refresh
Data2.Recordset.MoveLast
Data2.Recordset.MoveFirst

TimeFrame.Visible = False Speed = "Any" TimeInput.Text = "" Exit Sub

Data2.Recordset.FindFirst "Tag = " & tempfield(X) & "" timearray(i, X) = Data2.Recordset.Fields("Label")

```
Next X ReDim timearray(i, 10)
position = Data1.Recordset.AbsolutePosition
                                                           assign song color to tracking array
                                                         Datai Recordset MoveFirst
                                                        Mcatl = Datal.Recordset.Fields("Mainl")
Data3.Recordset.FindFirst "Mainl = " & Mcatl & ""
                                                        timearray(i, 9) = Val(Data3.Recordset.Fields("colorID"))
                                                         If CancelSearch = True Then
                                                         MousePointer = 0
                                                         Data1. Recordsci. Close
Data2. Recordsci. Close
                                                           Data3.Recordset.Close
                                                           SavePlay.Enabled = False
                                                        TimeFrame.Visible = False
Speed = "Any"
TimeInput.Text = ""
一門中華以外の日本日本日本日、日本日本年、1981年 1982年 1
                                                        Exit Sub
                                                End If
                                       Loop
                                 End If
                                 If SelCat1 = "SPMIX" Then
                                        Call CheckMain(Cat))
                                       If MainCount < 8 Then GoTo MainLoop
                                 End If
                                 MainCount = 0
                                       Data L. Recordset. Close
                                       Data? Recordset.Close
                                       Data? Recordset.Close
                                 If IsEmpty(timearray(0, 1)) Then
                                  '= "" Then
                                               MsgBox "You do not have enough Music downloaded in the LP MOAEC Database to fill your request. Please Go To Screen
                        4 and Select the Button, Music Available to Download and place your orders with Looney Productions at T# 781-863-2203."

Speed = "Any"
                                                MousePointer = 0
                                               TimeFrame Visible = False
TimeInput. Text = ""
                                               Exit Sub
                                Elself Speed = "MIXED" And i < 4 Then
MigBox "Sorry, there are not enough speed variations to mix that style. Please try again."
MousePointer = 0
```

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Else

```
Now Enabled = True
     Now BackColor = &HFF&
     PlayButton.Enabled = True
     PlayButton BackColor = &HFF8080
     SavePlay.Enabled = True
    Command) .Enabled = True
     Now.BackColor = &HFF&
     TimeFrame. Visible = False
     RndMix.Enabled = True
    rndcount = 0
loopcount = 0
     Randomize
     Do While TimeCount < TotalTime
        'select random song selections from the song array and add them to the play list
LoopReset:
        k = Rnd()
Y = Int(i * k)
        AlreadyChosen = False
If timearray(Y, 0) 
Then
          If IsNoll(timearray(Y, 1)) Then GoTo LoopReset
If Speed = "MIXED" Then
             If MixCount > 4 Then MixCount = 0
             If loopcount > 500 Then GoTo DEFAULT
             If (timearray(Y, 7) = FastSpeed And MixCount < 3) Or (timearray(Y, 7) = SlowSpeed And MixCount >= 3) Then
                If radcount > 0 Then
                   For j = 0 To mdcount
                     If RndSongsCount(j) = timearray(Y, 1) Then
AlreadyChosen = True
                     End If
                Next j
End If
                if AlreadyChosen = False Then
                  Playlist(0). Addltem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2)
Playlist(1). Addltem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2) & Chr(9) &
timearray(Y, 3) & Chr(9) & timearray(Y, 4) & Chr(9) & timearray(Y, 5) & Chr(9) & timearray(Y, 6) & Chr(9) & timearray(Y, 7) &
Chr(9) & timearray(Y, 8)
                  RndSongsCount(rndcount) = timearray(Y, 1)
loopcount = 0
PlaySongs = PlaySongs + 1
                  rndcount = rndcount + 1
                  MixCount = MixCount - 1
                  loopcount = loopcount + 1
                  GoTo LoopReset
                                                   MOAEC MASTER CODE (page 88)
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```

```
loopcount = loopcount + 1
                                                            GoTo LoopReset
                                              Else
                    DEFAULT:
                                                                     If mdcount > 0 Then
                                                            For j = 0 To mdcount
                                                                 If RndSongsCount(j) = timearray(Y, 1) Then
                                                                           Already Chosen = True
                                                                  End If
                                                           Next j
                                                    End If
                                                   Playlist(0).Addltem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2)

Playlist(1).Addltem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2) & Chr(9) & 
                    3) & Chr(9) & timearray(Y, 4) & Chr(9) & timearray(Y, 5) & Chr(9) & timearray(Y, 6) & Chr(9) & timearray(Y, 7) & Chr(9) &
                    timearray(Y. 8)
                                                           RndSongsCount(mdcount) = timearray(Y, 1)
                                                         PlaySongs = PlaySongs = 1
mdcount = mdcount = 1
End If
                                              End If
                                             If Playlist(0). Rows > 1 And Already Chosen = False Then loopcount = 0
                                                   NumSongs.Text = PlaySongs
Playlist(0).row = Playlist(0).Rows - 1
Playlist(1).row = Playlist(1).Rows - 1
For z = 0 To 2
Playlist(0).Col = z
                                                                 Playlist(0).CellBackColor = timearray(Y, 9)
                                                                 Playlist(0).BackColorSel = timearray(Y, 9)
                                                                Playlist(0).ForeColorSel = Playlist(0).CellForeColor
                                                          Next z
                                                          For z = 0 To 8
Playlist(1).Col = z
                                                                 Playlist(1).CellBackColor = timearray(Y, 9)
                                                                Playlist(1).BackColorSel = timearray(Y, 9)
                                                                Playlist(1).ForeColorSel = Playlist(1).CellForeColor
                                                          Next z
                                                   TempTime = CLng(timearray(Y, 0))
                                                   SongsTime = SongsTime + TempTime
simebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh.mm:ss")
TimeCount = TimeCount + TempTime
                                                   zed = zed + 1
                                                   For j = 0 To 8
                                                           'selsong(j) = Playlist(1).TextMatrix(Playlist(1).Row, j)
                                                          PlayedSongs(1, zed. j) = Playlist(1). TextMatrix(Playlist(1).row, j)
                                                                                                                                               MOAEC MASTER CODE (page 89)
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```

```
PlayedSongs(1, zed, 9) = Playlist(1).CellBackColor
                       loopcount = loopcount = 1
If loopcount > 100 Then
                          MsgBox ("Sorry, there were not enough different music titles to fill your time request. Please try another category as
         well.") "
                    End If
                 End If
               Loop
               End If
              Speed = "Any"
TimeInput.Text = ""
               AddList(0) Enabled = True
               ExpandList.Enabled = True
的复数语言语言 医
              delete.Enabled ~ True
MousePointer = 0
              End If
            Call CheckOnDeck
            Exit Sub
1. 位数异义
        errorhandier:
Speed = "Any"
TimeInput.Text = ""
              AddList(0).Enabled = True
ExpandList.Enabled = True
delete.Enabled = True
              MousePointer = 0
           Exit Sub
        End Sub
        Private Sub undo_Click()
On Error GoTo errorhandler
        Select Case UndoEvent
           Case 0
             Call RestorePlayList
           Case 1
             Call RestoreSearchList
           End Select
                                                              MOAEC MASTER CODE (page 90)
```

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```
undo.Enabled = False
Exit Sub

errorhandler:
    MsgBox ("Sorry....Nothing to undo.")
    undo.Enabled = False
End Sub

"titlefrm.frm"
Sub Main()
'allocate initial subcategories
FinalCats(1) = "Dance"
FinalCats(2) = "ENERGY"
FinalCats(3) = "Favorite Hits"
FinalCats(4) = "Traditional"
FinalCats(5) = "Special Mixes"
FinalCats(5) = "Special Mixes"
FinalCats(6) = "Club"
StaticCats(7) = "Big Band"
StaticCats(8) = "Halloween"
StaticCats(1) = "School Dances"
StaticCats(1) = "Italian"
subcattotal = 6
CatColor = & H8000000E
CancelSearch = False
channel = 1
cued(1) = False
cued(2) = False
ExitBunonPushed = False
Speed = "Any"
```

End Sub

Private Sub Animation2\_Click()
enters the system if clicked
titlefm.Hide
Unload tilefrm
Unload Loader
Animation1.Close
Animation2.Close
Screen1.Show
End Sub

Private Sub EnterSystem\_Click(Index As Integer)
button click to enter the system
If Index = 0 Then
VoiceActivation = True
Elself Index = 1 Then
VoiceActivation = False
End If

MOAEC MASTER CODE (page 91) Sunspot Software and Graphics 303-805-7637

```
titlefrm.Hide
                 Unload titlefin
                 Unload Loader
                Animation 1 Close
Animation 2 Close
                 Load Screen1
                 Load Screen2
                 Screen 1. Show
                 End Sub
                Private Sub ExitSystem_Click()
                Dim response As String
                 'exit option
                response = MsgBox("Are you sure you want to exit?", 4, "Exit System")

If response = vbNo Then
                      Exit Sub
                    Else
                       Animation I. Close
                      Animation2.Close
EndItAll
End ...
End

End Sub

End Sub

Dim WaitTime. ftime As Integer titlefrm.Refresh
Call waveOutSetVolume(0, & H

"MControl I. Command = "ret"
I. Command = "p"

er()

SitTime
                  MControl 1. Command = "stop"

MMControl 1. Command = "reset"

MMControl 1. Command = "play"
                   Do While filme <= 2
                      DoEvents
                      ftime = Timer() - WaitTime
                   Loop
Animation2.Visible = True
                   Animation! Visible = False
                   play the theme music
                   Do While ftime <= 5
                      wait 9 seconds and then display title
                      ftime = Timer() - WaitTime
                      DoEvents
                      If ftime >= 3 Then
Title!(0).Visible = True
```

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201

```
Title1(1).Visible = True
End If
Loop
'play the welcome sound file
EnterSystem(0).Visible = True
EnterSystem(1).Visible = True
ExitSystem.Visible = True
```

End Sub

Private Sub Form\_Load()
MMControl1.Command = "open"
titlefrm. Window State = 2
End Sub

Private Sub Form\_Resize()
Dim ScreenHeight As Integer
Dim ScreenWidth As Integer

ScreenHeight = (titlefrm, Height / 2)
ScreenWidth = (titlefrm, Width / 2)
Title1(0), Width = titlefrm, Width - 105
Title1(1), Width = titlefrm, Width - 105
Animation1.Top = ScreenHeight - 1087
Animation2.Left = ScreenWidth - 1087
Animation2.Left = ScreenWidth - 1087
Animation2.Left = ScreenWidth - 1087
EnterSystem(1).Top = titlefrm, Height - 2880
EnterSystem(0).Top = EnterSystem(1).Top + 600
ExitSystem.Top = EnterSystem(1).Top + 1200
EnterSystem(1).Left = ScreenWidth - 1207
EnterSystem(0).Left = EnterSystem(1).Left
ExitSystem.Left = EnterSystem(1).Left

End Sub

Private Sub Form\_Unload(Cancel As Integer)
Animation I. Close
Animation 2. Close
MMControl I. Command = "stop"
MMControl I. Command = "close"

End Sub

"Module 1"
Option Explicit
Global Const NONE = 0

'Clipboard formats
Global Const CF\_LINK = &HBF00
Global Const CF\_TEXT = 1
Global Const CF\_B!TMAP = 2

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```
Global Const CF METAFILE = 3
Global Const CF_DIB = 8
```

Global Const MODAL = 1

'ErrNum (LinkError) Global Const WRONG\_FORMAT = 1
Global Const DDE\_SOURCE\_CLOSED = 6
Global Const TOO\_MANY\_LINKS = 7 Global Const DATA\_TRANSFER\_FAILED = 8

'MousePointer Global Const DEFAULT = 0 Global Const HOURGLASS = 11

'LinkMode (forms and controls) Global Const LINK\_NONE = 0
Global Const LINK\_SOURCE = 1
Global Const LINK\_AUTOMATIC = 1
Global Const LINK\_MANUAL = 2

Run time errors Global Const NO\_APP\_RESPONDED = 282 Global Const DDE\_REFUSED = 285

Button parameter masks Global Const LEFT\_BUTTON = 1
Global Const RIGHT\_BUTTON = 2

Global Const MB\_YESNO = 4
Global Const MB\_ICONQUESTION = 32 Global Const IDYES = 6

Global Const REP\_LIGHT = "1 - Light"
Global Const REP\_NORMAL = "2 - Normal"
Global Const REP\_INTENSE = "3 - Intense"

"Module2"

Global Const SEL\_DEFAULT = "0 - Default"
Global Const SEL\_MINIMAL = "1 - Minimal"
Global Const SEL\_AUTOMATIC = "2 - Automatic"
Global Const SEL\_ALLWORDS = "3 - All Words"

"Musicdat"

'constants

Constants
Public Const WAVECAPS\_LRVOLUME = &H8 support
Public Const WAVECAPS\_PITCH = &H1 support
Public Const WAVECAPS\_PLAYBACKRATE = &H2
Public Const WAVECAPS\_VOLUME = &H4 support
Public Const WAVE\_FORMAT\_IS16 = &H8
Public Const WAVE\_GOING = &H3 ' separate left-right volume control ' supports pitch control

E = &H2 ' supports playback rate control ' supports volume control' ' 11.025 kHz, Stereo, 16-bit

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```
Public Cons GMEM_MOVEABLE = &H2
Public Cons GMEM_ZEROINIT = &H40
Public Cons GENERIC_READ = &H80000000
Public Cons GENERIC_WITE = &H40000000
Public Cons GENERIC_WITE = &H40000000
Public Cons FILE_ATTRIBUTE_NORMAL = &H80
Public Cons CREATE_NEW = 1
Public Cons CREAT_ALWAYS = 2
```

```
'global variables
Public Catl As String
Public MemCat As String
Public SubCol As String
Public maxed As Boolean
Public SelCat 1 As String
Public Cat2 As String
Public ScreenIndex As Integer
Public letter As String
Public Speed As String
Public cat I count As Integer
Public CurScreen As String
Public SongsTime As Long, time As Long
Public selsong(8) As String
Public Datalocked As Boolean
Public touchscreen As Boolean
Public cliktrak As Integer
Public songlist As Variant, songlist2 As Variant
Public songlength As Double
Public sortstat As Boolean
Public SelList As Integer
Public CatColor As Variant
Public MinDate(36) As Integer
Public MaxDate(36) As Integer
Public SearchCats(2, 10) As Variant
Public searchflag As Integer
Public colnum As Integer
Public SearchSongs As Integer. PlaySongs As Integer
Public MnCatColor(3000) As Variant
Public subcatcount As Integer, subcattotal As Integer
Public Stime(3000) As String. Ptime(3000). RndSongsCount(3000) As String
Public SubCats(100) As String. FinalCats(100) As String
Public StaticCats(12) As String
Public Play Time As Integer
Public SongPlaying As Boolean
Public CancelSearch As Boolean
Public channel As Integer
Public HeadExpand As Integer
Public OtherChannel As Integer
Public cmd As String * 255
Public StopList As Boolean, PauseList As Boolean
Public cued(3) As Boolean
Public MainCount As Integer. SubCount As Integer
Public UndoEvent As Integer
Public UndoText(10) As String
```

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Public UndoRow As Integer

```
Public ButMem As String
    Public PlayedSongs(6, 3000, 10) As Variant
Public PlaylistsPlayed As Integer
    Public PlayedTemp(6) As Integer
Public SlowSpeed As String
     Public MidSpeed As String
     Public FastSpeed As String
     Public zed As Integer
     Public FavHitsFinder As Integer
     Public InitialFolder As String
     Public totalFiles As Integer
     Public NewSlidePos As Long
     Public OldSlidePos As Long
    Public volinc(2) As Long
Public RateInc As Long
     Public DevID As Long
     Public VolumeID As Long
     Public VolumeHandle As Long
     Public PitchHandle As Long
    Public CancelCopy As Boolean
Public allCells1 As String, allCells2 As String, colors As String
Public FileColors() As String, allCells2 As String, colors As String
Public FileNum As Integer, numRows As Integer
Public CurRow1 As Integer, CurRow2 As Integer, CurCol As Integer
Public FileColors() As Variant
Public Abs
    Public Already Chosen As Boolean
    Public automix As Boolean
Public FadePercent As Single
Public OldVolValue(2) As Long
    Public WinPlay Connected As Integer
Public Display Library As Boolean
Public AutoExitTimle As Long
Public AutoExitEvent As Boolean
Public ExitButtonPushed
    Public CancelLibrary: As Boolean
     Public VoiceActivation As Boolean
    Public SongSelected As Boolean
    Public FilePointer As Long
    Public Orig Vol(9) As Long
    Public RatingBlock As String
Public RatingBlock As String
Public RatingBlock As String
Public password As String
     Public New Password 1 As String
     Public New Password2 As String
     Public TimeSoFar As Long
    Public NewPauseStartTime As Long
```

Declare Function waveOutClose Lib "winmm.dll" (ByVal hWaveOut As Long) As Long

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Declare Function waveOutGetVolume Lib "winmm.dll" (ByVal uDeviceID As Long, lpdwVolume As Long) As Long

Declare Function waveOutSetVolume Lib "winmm.dll" (ByVal uDeviceID As Long, ByVal dwVolume As Long) As Long

Declare Function waveOutGetID Lib "winmm.dll" (ByVal hWaveOut As Long, lpuDeviceID As Long) As Long

Declare Function waveOutPause Lib "wimmm.dll" (ByVal hWaveOut As Long) As Long

Declare Function waveOutRestan Lib "winmm.dll" (ByVal hWaveOut As Long) As Long

Declare Function waveOutGetPlaybackRate Lib "wimmm.dll" (ByVal hWaveOut As Long, lpdwRate As Long) As Long

Declare Function waveOutSetPlaybackRate Lib "wimmm.dll" (ByVal hWaveOut As Long, ByVal dwRate As Long) As Long

Declare Function waveOutGetPitch Lib "winmm.dll" (ByVal hWaveOut As Long. lpdwPitch As Long) As Long Declare Function GlobalAlloc Lib "kernel32" (ByVal wFlags As Long, ByVal dwBytes As Long) As Long

Declare Function GlobalLock Lib "kernel32" (ByVal hMem As Long) As Long

Declare Function GlobalFree Lib "kernel32" (By Val hMem As Long) As Long

Declare Function GlobalUnlock Lib "kernel32" (ByVal hMem As Long) As Long

Declare Function CreateFile Lib "kernel32" Alias "CreateFileA" (ByVal lpFileName As String, ByVal dwDesiredAccess As Long, ByVal dwShareMode As Long, lpSecurityAttributes As Any, ByVal dwCreationDisposition As Long, ByVal dwFlagsAndAttributes As Long, ByVal hTemplateFile As Long) As Long

Declare Function ReadFile Lib "kernel32" (ByVal hFile As Long, lpBuffer As Any, ByVal nNumberOfBytesToRead As Long, lpNumberOfBytesRead As Long, lpOverlapped As Any) As Long

Declare Function WriteFile Lib "kernel32" (By Val hFile As Long, lpBuffer As Any, By Val nNumberOfBytesToWrite As Long, lpNumberOfBytesWriten As Long, lpOverlapped As Any) As Long

Declare Function GetFileSize Lib "kernel32" (ByVal hFile As Long, lpFileSizeHigh As Long) As Long

Declare Function CloseHandle Lib "kernel32" (ByVal hObject As Long) As Long

Declare Function ExitWindows Lib "user32" (ByVal dwReserved As Long, ByVal uReturnCode As Long) As Long Declare Function waveOutSetPitch Lib "winmm.dll" (ByVal hWaveOut As Long, ByVal dwPitch As Long) As Long

Public Sub EndltAll()
Unload Screen!
Unload Screen2

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Unload titlefrm Unload Updater Unload DriveScan Unload Main Unload Recorder End End Sub

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What is claimed is:

- 1. A music organizer and entertainment center compris-
- a storage device for storing encrypted, compressed data and an associated unique encryption key, the data 5 defining a plurality of individual music selections and associated category flags, the encryption key being associated with an authorized user of the data;
- a processor that retrieves selections and the associated category flags from the storage device based upon user selection of predetermined of the categories;
- a decompression device that translates the encrypted, compressed data stored in the storage device into playable digital music data if a decrytion key associated with the authorized user and corresponding to the encryption key has been provided to the decompression
- a sound card that converts the playable digital music data into audible music signals.
- 2. The center as set forth in claim 1 further comprising a data reading device that transfers data to the data storage device, the data reading device receiving data from a service provider that appends predetermined associated category flags to each of the plurality of individual music selections 25 as originally prepared by the service provider.
- 3. The center as set forth in claim 2 wherein the data reading device comprises an optical disc reader that reads an optical disc of individual music selections prepared by the service provider.
- 4. The center as set forth in claim 3 wherein the storage device includes a file having all individual music selections available from the service provider, constructed and arranged so that a user can identify each of the individual can be requested from the service provider.
- 5. The center as set forth in claim 4 wherein one of the category flags comprises an ownership category flag that indicates which music selections from the list of all music selections are currently resident in the storage device.
- 6. The center as set forth in claim 1 further comprising a graphical user interface display having a plurality of selectable screens, at least one of the selectable screens including a plurality of category buttons constructed and arranged so that when a predetermined of the category buttons is 45 activated, music selections having category flags matching the predetermined category of a respective of the buttons are selected and listed on the display.
- 7. The center as set forth in claim 6 wherein at least one of the displays includes a play list of music selections chosen 50 voice-activation mechanism. from the search list, the center being constructed and arranged to translate compressed data of each of the music

selections on the play list, in a predetermined order, and to convert the playable digital music data into audible music

- 8. The center as set forth in claim 7 further comprising a memory function constructed and arranged to memorize predetermined lists of music selections for subsequent playback based upon predetermined list identifier commands.
- 9. The center as set forth in claim 8 wherein at least one of the category flags comprises a rating flag and further comprising means for selectively blocking playback of songs associated with predetermined rating flags, the means for blocking including a password entry function to control the means for blocking.
- 10. The center as set forth in claim 1 further comprising a display screen having a plurality of graphical user interface displays, at least one of the displays including a plurality of buttons that, when activated, display a list of music selections on a search list having the associated category flags.
- 11. The center as set forth in claim 10 wherein each of the category buttons is constructed and arranged to display a plurality of sub-category buttons with other associated category flags whereby activation of the sub-category buttons further defines a selection of individual music selections so that the further defined music selections have each of the selected associated category flags.
- 12. The center as set forth in claim 1 further comprising a graphical user interface having a plurality of display screens, at least one of the screens showing thereon a plurality of buttons associated with individual of the associated category flags, a playback list showing music selections schedule for playback by the center and a search list showing current music selections retrieved based upon predetermined of the category buttons.
- 13. The center as set forth in claim 12 wherein the music selections whereby the individual music selections 35 graphical user interface comprises a further screen having a plurality of music playback control buttons for controlling sound levels of the audible music signals.
  - 14. The center as set forth in claim 13 wherein the graphical user interface includes a display screen having a 40 listing of all available music selections currently stored in the storage device.
    - 15. The center as set forth in claim 1 wherein the decryption key is stored in the center.
  - 16. The center as set forth in claim 1 wherein the keys comprise a public/private key pair.
  - 17. The center as set forth in claim 1 wherein the center comprises two separately housed units for being docked with each other.
  - 18. The center of claim 1 wherein the center includes a

## United States Patent [19]

Toriumi

[11] Patent Number:

6,062,868

[45] Date of Patent:

May 16, 2000

[54]	SING-ALONG DATA TRANSMITTING
	METHOD AND A SING-ALONG DATA
	TRANSMITTING/RECEIVING SYSTEM

[75] Inventor: Hiroshi Toriumi, Tokyo, Japan

[73] Assignce: Pioneer Electronic Corporation,

Tokyo, Japan

[21] Appl. No.: 08/732,716

[22] Filed: Oct. 18, 1996

[30] Foreign Application Priority Data

Oc	t. 31, 1995	[JP] Japan	7-284011
. ,			<b>G09B 15/06;</b> G10H 7/00
[52]	U.S. Cl.	***************************************	<b>434/307</b> A; 434/307 R;
		348/13; 8	34/609; 84/477 R; 340/825.07;

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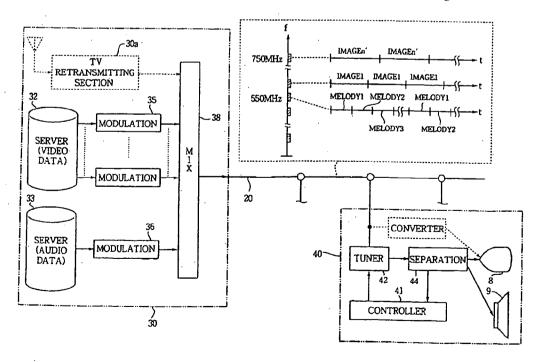
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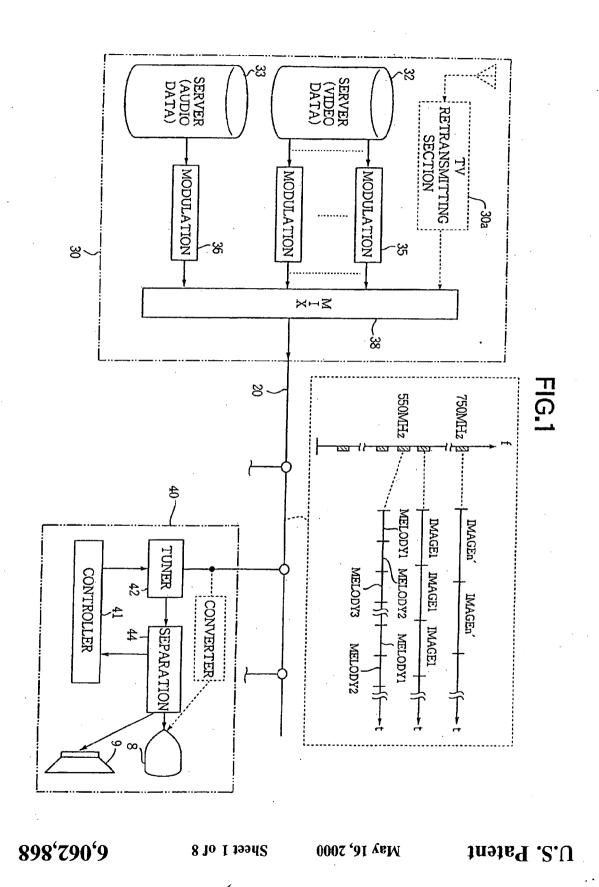
Primary Examiner—Joe H. Cheng Attorney, Agent, or Firm—Arent Fox Kinter Plotkin & Kahn PLLC

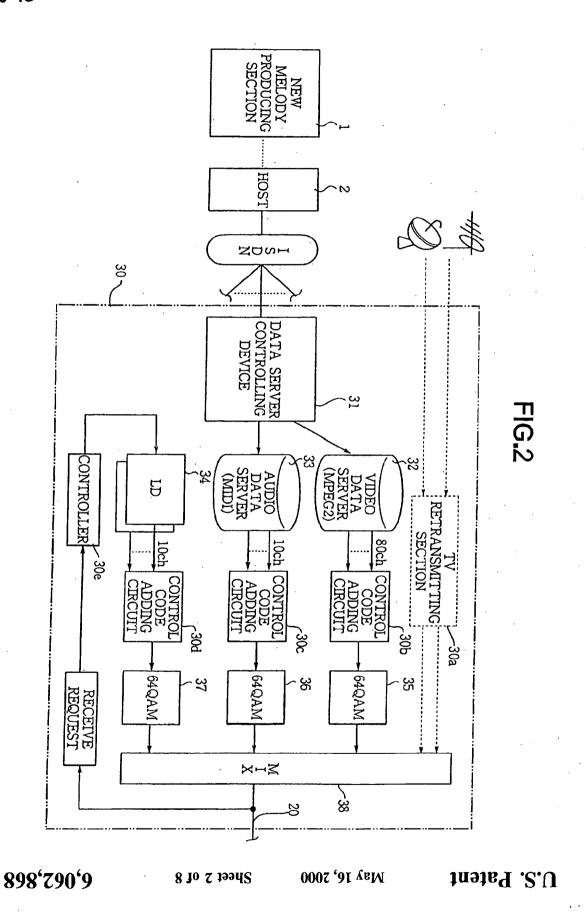
## [57] ABSTRACT

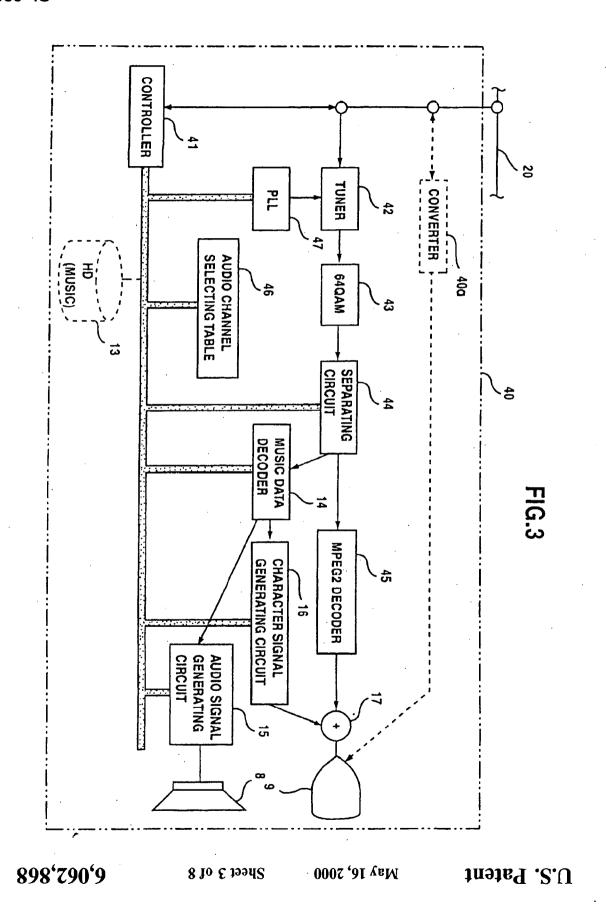
A sing-along data transmitting method includes the steps of providing a sing-along data center for supplying background video data and music data, and providing a plurality of sing-along data receiving terminals for receiving the background video data and music data fed from the sing-along data center. The next step is transmitting a plurality of background video data by way of a plurality of different channels, and transmitting music data of a plurality of melodies by way of at least one channel. The method further includes the step of transmitting a channel data indicating a channel through which said background video data corresponding to a selected music is being transmitted, with the channel data being transmitted together with music data. There is also provided a sing-along data transmitting/ receiving system for carrying out the above sing-along data transmitting method.

## 5 Claims, 8 Drawing Sheets



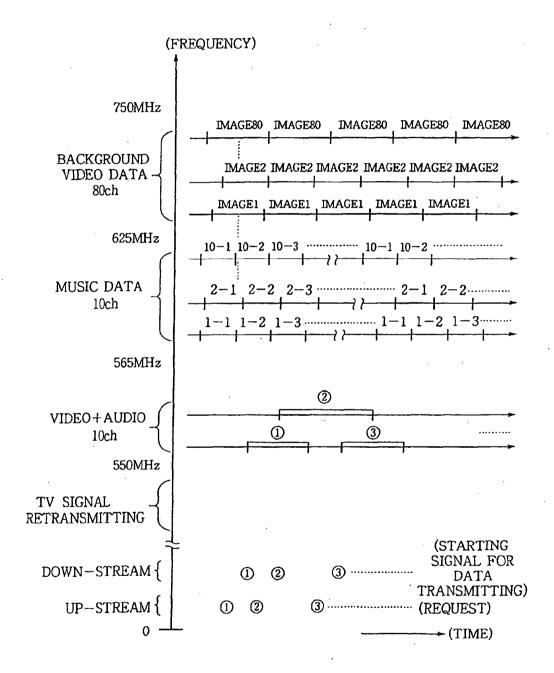




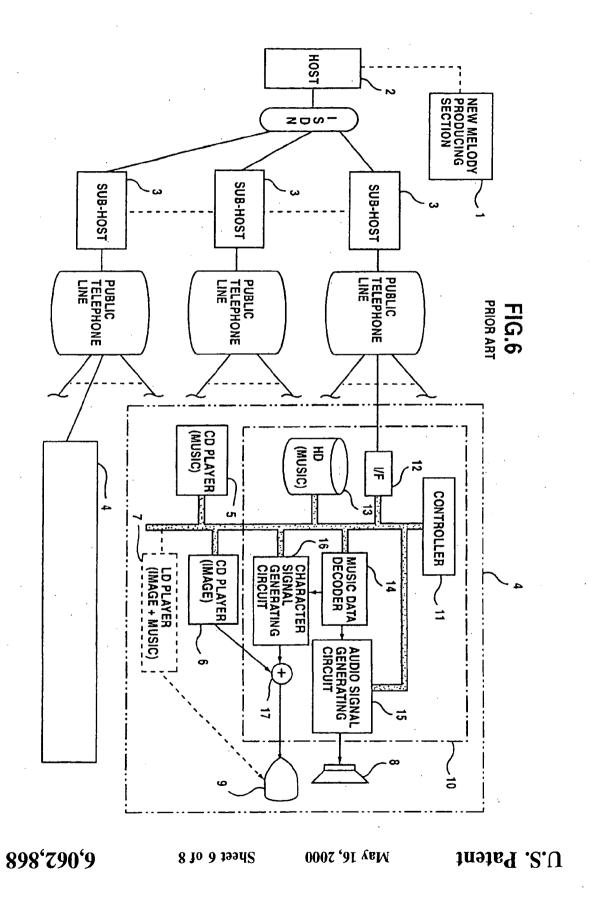


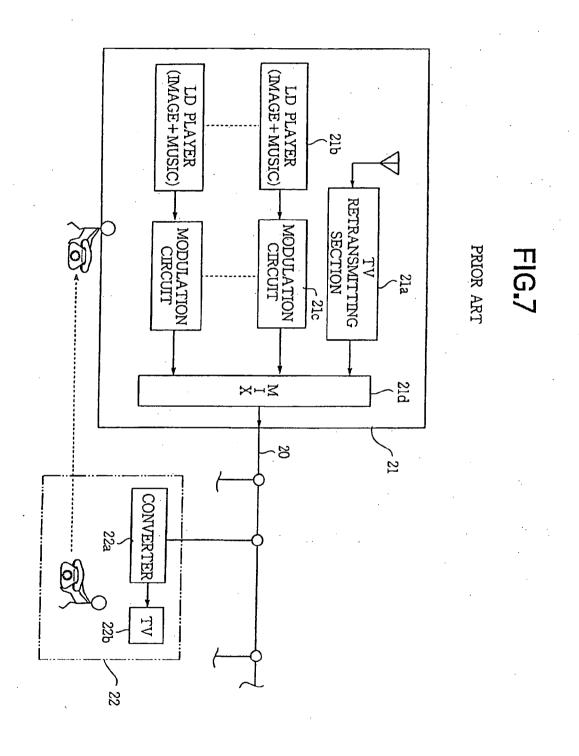
U.S. Patent

FIG.4



CL 000487



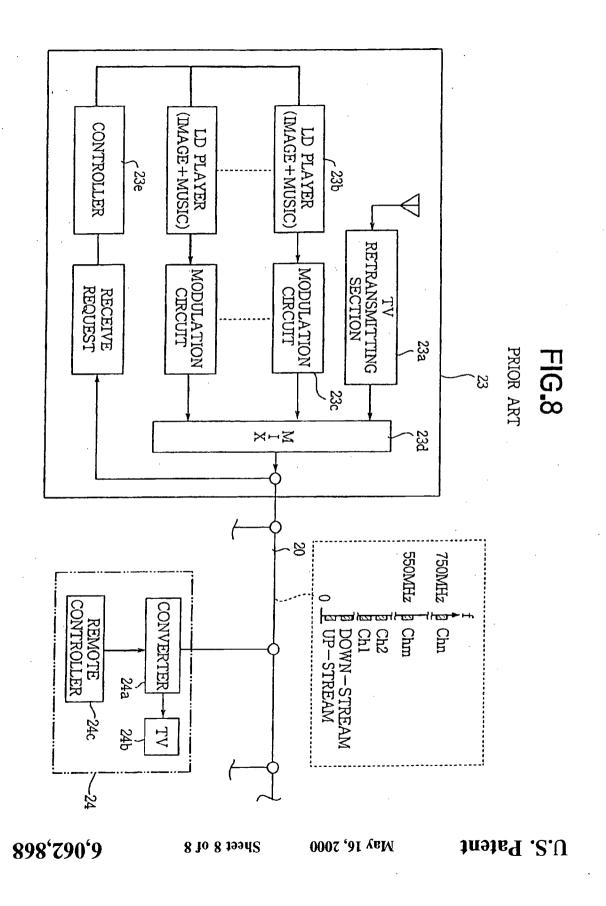


898'790'9

Sheet 7 of 8

May 16, 2000

U.S. Patent



## SING-ALONG DATA TRANSMITTING METHOD AND A SING-ALONG DATA TRANSMITTING/RECEIVING SYSTEM

## BACKGROUND OF THE INVENTION

The present invention relates to a sing-along (so-called Karaoke) data transmitting method and a sing-along data transmitting/receiving system.

FIG. 6 shows a conventional sing-along data transmitting/ 10 receiving system, where a plurality of sing-along data receiving terminals 4 are provided so that they can communicate with a host 2 and/or a plurality of sub-hosts 3 by way of ISDN (integrated service digital network) and/or public telephone lines.

As shown in FIG. 6, each sing-along data receiving terminal 4 has a main section 10 including a communication interface (hereinafter referred to as I/F) 12, a controller 11 capable of operating for the main section 10 to receive sing-along music data through the I/F 12 and to store the 20 data in a hard disc 13. The terminal 4 further has a speaker 8, a monitor 9, an audio player 5, either a background image video player 6 or a laser disc player 7, all of which are connected with the main section 10 on the outside thereof.

Referring to FIG. 6, the main section 10 further contains 25 a music data decoder 14 and an audio signal generating circuit 15 which are provided to produce audio signal in accordance with the music data read from either the audio player 5 or the hard disc 13. The audio signal fed from the audio signal generating circuit 15 is applied to the speaker 30 8. Moreover, the main section 10 contains a character signal generating circuit 16 and a synthesizing circuit 17. In this way, character signals are generated and mixed with the applied to the monitor 9.

In the conventional sing-along data transmitting system shown in FIG. 6, a new melody producing section 1 is provided to compose new melodies. The newly composed melody data are fed to the host 2, and further fed through ISDN to the sub-hosts 3 and stored there. When there is a request for obtaining new melodies, the new melody data may be supplied from the sub-hosts 3 through public telephone lines to the I/F 12, and stored in the hard disc 13 by the control of the controller 11. In this way, newly composed melodies can be supplied to respective terminals 4.

When there is a request for a desired melody, such a request may be input to the sing-along data receiving terminal 4. If the melody data are stored in a disc of the audio player 5, the desired melody data may be read out therefrom. On the other hand, if the desired melody data are stored in the hard disc 13, it can be read out from the hard disc 13. In both cases, read-out melodies are reproduced through the speaker 8. Meanwhile, background image data corresponding to the selected melody may be read out from a disc of the background image video player 6, and the background image is then displayed on the monitor 9.

FIG. 7 shows another conventional sing-along data transmitting/receiving system using a CATV system. As 60 illustrated in FIG. 7, the sing-along data transmitting/ receiving system includes a CATV center 21 and a CATV terminal 22, which are connected with each other through a CATV cable 20.

The CATV center 21 contains a re-transmitting section 65 21a for re-transmitting television broadcast signals, laser disc players 21b for reproducing background images and

corresponding melodies, modulation circuits 21c for modulating reproduced video and audio signal in a predetermined frequency band, a mixer 21d for mixing various signals and for transmitting the mixed signals through the CATV cable 20.

The CATV terminal 22 includes a converter 22a and a TV receiver 22b. Besides, it is also possible to include an audio stereo equipment to improve acoustic sound effect.

In the system shown in FIG. 7, if a sing-along shop (CATV terminal 22) has a request for a desired sing-along song, such a request may be transmitted by telephone to an operator of the CATV center 21. Then, the converter 22a of the CATV terminal 22 is operated to select a sing-along channel. After waiting for a while, the desired sing-along melody and image are reproduced in the CATV center 21 and are transmitted to the CATV terminal 22 through a selected sing-along channel by way of the CATV cable 20.

In order to eliminate the inconvenience of requesting a desired sing-along song by telephone, there has been suggested a further sing-along transmitting/receiving system using a two-way CATV system, as shown in FIG. 8. The system has a CATV terminal 24 including a converter 24a, a TV receiver 24b and a remote controller 24c. The converter 24a is used to transmit a signal requesting a desired sing-along song to the CATV center 23 by way of an up-stream channel of the CATV cable 20. Then, a controller 23e operates to control a laser disc player 23b so as to reproduce the desired melody and image. The reproduced data representing the desired song are transmitted to the terminal 24 through the CATV cable 20.

However, the above conventional sing-along systems have the following disadvantages.

In the system shown in FIG. 6, each sing-along data image video player 6. Finally, the synthesized signals are 35 receiving terminal 4 is required to include an audio data player 5 and a video data player 6. In detail, it is necessary to employ an audio player having a disc changer capable of receiving many audio discs containing the data of at least 10000 melodies. Further, it is also necessary to employ a video player having a disc changer capable of receiving many video discs containing the data of at least 80 patterns of background images. As a result, a sing-along shop has a high burden in equipment investment and daily manage-

> In the systems using CATV as shown in FIGS. 7 and 8, since there are only limited number of channels for data transmitting, it is merely allowed to have at most 10 terminals (22 or 24) for independently performing sing-along service at the same time. In particular, in the evening of a weekend when there are many customers for sing-along playing, it is often required to stop television retransmitting service in order to ensure sufficient sing-along services.

## SUMMARY OF THE INVENTION

It is an object of the present invention to provide an improved sing-along data transmitting method and an improved sing-along data transmitting/receiving system, so as to solve the above-mentioned problems peculiar to the above-mentioned prior arts.

According to one aspect of the present invention, there is provided a sing-along data transmitting method which comprises: providing a sing-along data center for supplying background video data and music data; providing a plurality of sing-along data receiving terminals for receiving the background video data and music data fed from the singalong data center; transmitting a plurality of background video data by way of a plurality of different channels; and

transmitting music data of a plurality of melodies by way of at least one channel.

The method further includes transmitting a channel data indicating a channel through which said background video data corresponding to a selected music is being transmitted, 5 said channel data being transmitted together with the selected music data. Here, said music data contain music melody data and lyrics data, and are repeatedly transmitted. Further, such music data are compressed so as to be transmitted in a sufficiently shortened time period less than real 10 time.

According to another aspect of the present invention, there is also provided a sing-along data transmitting/receiving system for carrying out the above sing-along data transmitting method.

The sing-along data transmitting/receiving system comprises: a sing-along data center for supplying background video data and music data; a plurality of sing-along data receiving terminals for receiving the background video data and music data fed from the sing-along data center; a data communication way for transmitting the background video data and music data from the sing-along data center to the plurality of sing-along data receiving terminals.

The sing-along data center comprises: a video data supplying means for repeatedly reproducing a plurality of background video data; a video data transmitting means for transmitting the reproduced background video data by way of respective video data transmitting channels; a music data supplying means for repeatedly reproducing music data of a plurality of melodies; a music data transmitting means for transmitting the reproduced music data by way of a predetermined music data transmitting channel.

Each of the sing-along data receiving terminals comprises: an input means for designating a sing-along melody; a music data receiving means for receiving the music data from the above predetermined music data transmitting channel; and a video data receiving means for receiving the video data from one of the above video dada transmitting channels.

The sing-along data transmitting/receiving system according to the present invention, further comprises a channel data producing means for producing a channel data indicating a channel through which a background video data corresponding to a music is being transmitted. In particular, the music data transmitting means is provided to transmit reproduced music data together with the produced respective channel data, and the music data receiving means is provided to extract music data of a sing-along melody designated by said input means and to extract channel data corresponding to the designated sing-along melody. Further, so the video data receiving means receives the video data from one of the video data transmitting channels, in accordance with the extracted channel data.

According a further aspect of the present invention, there is provided a sing-along data receiving system, adapted to 55 receive background video data transmitted through a plurality of video data transmitting channels, to receive music data of a plurality of melodies by way of at least one music data transmitting channel, to receive a channel data indicating a channel through which said background video data 60 corresponding to a selected music is being transmitted.

Said sing-along data receiving terminal comprises: an input means for designating a sing-along melody; a music data receiving means for selecting a music data transmitting channel to receive music data of a sing-along melody 65 designated by the input means and channel data corresponding to the sing-along melody, so as to output the sing-along

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melody; and a video data receiving means for selecting one of the video data transmitting channels in accordance with channel data received by the above music data receiving means, so as to receive the background video data, thereby outputting the background image.

The above objects and features of the present invention will become more understood from the following description with reference to the accompanying drawings.

### BRIEF DESCRIPTIONON OF DRAWINGS

FIG. 1 is a block diagram showing a preferred embodiment of a sing-along data transmitting/receiving system according to the present invention.

FIG. 2 is a block diagram indicating a sing-along data center involved in the system of FIG. 1.

FIG. 3 is a block diagram indicating a sing-along data receiving terminal involved in the system of FIG. 1.

FIG. 4 is a graphical diagram indicating an assignment of frequency bands for transmitting various signals.

FIG. 5 is an explanatory view illustrating another embodiment of a sing-along data transmitting/receiving system according to the present invention.

FIG. 6 is a block diagram showing a conventional singalong data transmitting/receiving system.

FIG. 7 is a block diagram showing another conventional sing-along data transmitting/receiving system using a CATV system.

FIG. 8 is a block diagram showing a further conventional sing-along data transmitting/receiving system using a two-way CATV system.

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring to FIG. 1, a sing-along data transmitting/ receiving system of the present invention includes a singalong data center 30 (hereinafter, simply referred to as center) for supplying and transmitting sing-along data, a plurality of sing-along data receiving terminals 40 (hereinafter, simply referred to as terminals), a CATV cable 20 for communication between the center 30 and the terminals 40

The center 30 includes a TV retransmitting section 30a for receiving and transmitting TV signal and performing two-way data communication, all using a frequency band below 550 MHz. The terminal 40 is connected to the CATV cable 20 in a manner similar to a conventional CATV terminal. Sing-along data (image and melody) are transmitted from the center 30 through the CATV cable 20 to the terminals 40 using a frequency band of 750 MHz-550 MHz.

Referring to FIG. 2, the center 30 has a data server controlling device 31 including a micro-computer and an I/F (interface) connecting with ISDN (integrated service digital network) circuit, and a video data server 32 which is under control of the controlling device 31 for storing and transmitting background image video data. There are 80 patterns of background images which are classified in accordance with their specific properties and stored in a form of digital data. Since the background video data are compressed in accordance with a MPEG (moving picture coding experts group)-2 method, the memory capacity of the video data server 32 and the transmitting capacity of the CATV cable 20 are allowed to be comparatively small.

The video data server 32 includes a storage memory such as hard disc, a read-out circuit and a controller for control-

ling the hard disc and the read-out circuit. Such a video data server 32 may be used to continuously read out the 80 patterns of background video data and to feed the same to a control code adding circuit 30b. The control code adding circuit 30b is provided to add a control code in the back- 5 ground video data so as to identify the data.

Then, an AM modulation circuit 35 is provided after the control code adding circuit 30b for modulating 80 patterns (80 channels) of background video data in accordance with a 64QAM (quadrature amplitude modulation) method. In this way, it becomes possible to transmit video data having a data amount corresponding to four channels, using only one channel having a frequency band of 6 MHz, which in prior art can only be used to transmit analogue data of one channel. Thus, the background video data of 80 channels, which have been frequency-multiplied and converted into signals in a frequency band of 625 MHz-750 MHz, are transmitted through a mixer 38 to the CATV cable 20.

Referring again to FIG. 2, the center 30 is further provided with an audio data server 33 which is also controlled by the data server controlling device 31 so as to store and transmit digital audio data. Such digital audio data include 10000-20000 melodies, of which musical instrument melody data have been compressed in accordance with MIDI (musical instrument digital interface) standard and back-chorus melody data have been compressed in accordance with MPEG method. Therefore, the memory capacity of the audio data server 33 and the transmitting capacity of the CATV cable 20 are allowed to be comparatively small.

In this embodiment according to the present invention, when a music data is being stored in the audio data server 33, the data server controlling device 31 produces a channel data containing a channel number representing a channel through which a desired background video data is being transmitted. For instance, after a melody is selected, and a background image corresponding to the melody is transmitted through channel 3, the data server controlling device 31 will produce a channel data containing a channel number (channel 3). Such a channel data will be added at the beginning of the melody data.

Similarly, the audio data server 33 includes a storage memory such as a hard disc, a read-out circuit and a controller for controlling the hard disc and the read-out circuit. The music audio data containing 10000-20000 melodies are divided in the audio data server 33 into ten groups and will be read out continuously from the hard disc so as to be fed to a control code adding circuit 30c. Similarly, the control code adding circuit 30c is provided to add a control code in the music data so as to identify the data.

Then, a similar AM modulation circuit 36 is provided after the control code adding circuit 30b for modulating 10 groups (10 channels) of melody audio data in accordance with a 64QAM (quadrature amplitude modulation) method. In this way, the melody audio data of 10 channels, which have been frequency-multiplied and converted into signals in a frequency band of 565 MHz-625 MHz, are transmitted through a mixer 38 to the CATV cable 20.

Referring further to FIG. 2, the center 30 has a controller 30e, a laser disc player 34, a further control code adding 60 circuit 30d and a further AM modulation circuit 37. The controller 30e is provided to receive a request from a terminal 40 for a melody not stored in the audio data server 33. The laser disc player 34 is provided to reproduce a requested melody and corresponding image recorded on a 65 laser disc (in the player 34) in accordance with a command from the controller 30e. The control code adding circuit 30d

and the AM modulation circuit 37 are respectively similar to the control code adding circuit 30c and the AM modulation

The data server controlling device 31 of the center 30, is provided not only to perform the operations described above, but also to receive data of new melodies composed in a new melody producing section 1. The data of new melodies are transmitted from a host 2 through the ISDN (integrated service digital network). In fact, the data server controlling device 31 is so provided that as soon as data of a new melody is received, a channel data will be added in the received melody data which will then be stored in one group of melody data having least data amount as compared with other nine groups of melody data in the audio data server 33.

Referring to FIG. 3, the terminal 40 includes a converter 40a connected with the CATV cable 20 for receiving TV signals retransmitted from the center 30 and for two-way communication using a frequency band below 550 MHz. Similar to a conventional sing-along data transmitting/receiving system, the terminal 40 also has a speaker 8, a monitor 9, a hard disc 13, an music data decoder 14, an audio signal generating circuit 15, a character signal generating circuit 16 and a synthesizing circuit 17. Further, the terminal 40 includes a controller 41, a tuner 42, 64QAM demodulation circuit 43, a separating circuit 44, a MPEG2 decoder 45, an audio channel selecting table 46, and a PLL (phase locked loop) circuit 47.

Since it is possible to dispense with an audio player 5, a background image data player 6 and a laser disc player 7, the terminal 40 may be made more compact in size and lower in cost.

The controller 41 mainly contains a micro-computer to control the PLL circuit 47 and the music data decoder 14 in accordance with a predetermined program. The controller further includes a circuit for receiving data from the center 30 and another circuit for sending a data (such as a request signal) to the center 30.

Moreover, the controller 41 is provided with a commander and a data receiving circuit for specific use with the commander. Accordingly, a customer may perform remote operation using the commander to input a number of his desired melody, so that the number data of desired melody may be stored in an inner memory provided in the controller 41. In this way, it is possible to send a customer's request from the terminal 40 to the center 30, so as to select and reserve a desired melody by operating the controller 41 in the terminal 40.

The tuner 42 is connected with the CATV cable 20, and is adapted to selectively perform tuning within a range of 550 MHz-750 MHz in accordance with an oscillating signal from the PLL circuit 47.

The 64QAM demodulation circuit 43 is a signal processing circuit for processing received signals selected by the tuner 42 in accordance with the QAM method, so as to restore sing-along data transmitted from a predetermined channel.

The separating circuit 44 mainly contains a DSP (digital signal processor), and is capable of identifying whether a sing-along data being transferred herein is a background video data or a music data, with reference to a control code added therein. If a sing-along data is a background video data, the data will be fed to MPEG2 decoder 45. On the other hand, if a sing-along data is music (song) data, the data will be processed so as to separate channel data therefrom. The separated data and remaining data will be in a condition under control by the controller 41.

The audio channel selecting table 46 is a table provided on a memory such as a ROM (read-only memory), in which all the melody numbers including uppermost and lowermost numbers have been recorded. With reference to these numbers, it is possible to know a channel number indicating 5 a channel for transmitting the desired melody.

Further, the controller 41, by referring to the audio channel selecting table 46, will obtain a channel number for a desired melody, so as to control the PLL circuit 47.in order that the tuner 42 will tune to a corresponding frequency band to select an appropriate channel.

In addition, the controller 41 is provided also to monitor the music (song) data passing through the separating circuit 44. When it is determined that a melody number contained in the music data is the same as a melody number of a requested melody, the separating circuit 44 will be controlled so that the music data will be fed to the music data decoder 14 which has a maintainable buffer for maintaining at least one piece of melody. Meanwhile, the controller 41 operates to control the PLL circuit 47 in order that the tuner 42 will tune to a frequency band corresponding to a channel (indicated by a channel data) for a desired background image, in accordance with the channel data separated from the music data in the separating circuit 44.

Furthermore, the controller 41 is provided such that, after 25 music data have been fed from the separating circuit 44 to the music data decoder 14, it will control the music data decoder 14 (mainly containing the DSP), the audio signal generating circuit 15 (mainly containing MIDI audio source and DSP), the character signal generating circuit 16 (mainly containing character generator). Accordingly, character information of the music data is fed from the music data decoder 14 to the character signal generating circuit 16 so as to produce character signal. Meanwhile, musical instrument performance data and chorus data are decoded in accordance with a corresponding standard, thereby producing an analogue audio signal from these decoded data by means of the audio signal generating circuit 15. In this manner, the character signal is added to the background video data in the synthesizing circuit 17, whilst the audio signal is fed to the speaker 8.

The MPEG2 decoder 45, consisting of a DSP and a frame memory etc., receives video data from the separating circuit 44 so as to perform expanding process on the video data in accordance with MPEG-2 method. The background video signals restored through the expanding process are converted into analogue video signals, and finally fed to the monitor 9 through the synthesizing circuit 17.

Referring again to FIG. 3, the hard disc 13 is also adapted to receive newly added and/or renewed data, in particular to store or maintain audio data of 1000 melodies requested by customers. When a melody stored in the hard disc 13 is requested by a customer, the controller 41, by using the music data of the hard disc 13, can immediately effect a desired tuning to a background video data transmitting channel. In this way, the terminal 40 can perform a quick sing-along service by providing a melody newly requested by a customer.

The operation of the above sing-along data transmitting/ 60 receiving system, which is the first embodiment of the present invention; will be described in detail below with reference to FIGS. 1-3, and further with reference to FIG. 4 showing various channels carried by the CATV cable 20 and an example of data flow therethrough.

Referring to FIGS. 1 and 4, at first, the background video data of 80 channels are transmitted with the use of a

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frequency band of 625 MHz-750 MHz (FIG. 4), by way of the data server controlling device 31, the video data server 32, the control code adding circuit 30b, the 64QAM modulation circuit 35 and the mixer 38. Thus, there have been established a plurality of channels for transmitting background video data. Therefore, a plurality of background video data, corresponding to a plurality of sing-along melodies, may be simultaneously, repeatedly and continuously transmitted through respective channels. For instance, one background image (image 1) is being transmitted by way of background image data transmitting channel 1, at the same time, another background image (image 2) is being transmitted by way of background image data transmitting channel 2.

Further referring to FIGS. 1 and 4, the melody data of 10 channels including 10000-20000 melodies divided into 10 groups each containing 1000-2000 of melodies, are transmitted with the use of a frequency band of 565 MHz-625 MHz (FIG. 4), by way of the data server controlling device 31, audio data server 32, the control code adding circuit 30c, the 64QAM modulation circuit 37 and the mixer 38. Thus, there have been established a plurality of channels for transmitting music audio data. Therefore, a plurality of audio melody data, corresponding to a plurality of singalong melodies, may be simultaneously, repeatedly and continuously transmitted through respective audio data transmitting channels. Meanwhile, channel data are continuously transmitted together with respective audio melody data in united form therewith. For instance, melodies 1-1, 1-2, 1-3, . . . of the first group (containing 1000-2000 melodies) are being successively and continuously transmitted by way of audio data transmitting channel 1. At the same time, melodies 2-1, 2-2, 2-3, . . . of the second group (containing 1000-2000 melodies) are being successively and continuously transmitted by way of audio data transmitting channel 2.

In the center 30, all the channels for transmitting singalong data are set above a frequency of 550 MHz, a plurality of background video data are transmitted through different channels, whilst a plurality of audio melody data together with channel data are transmitted through at least one channel. Thus, the sing-along service can be smoothly provided without causing any troubles (interference) to usual CATV service.

Referring again to FIG. 4, a frequency band of 550 MHz-565 MHz is reserved in order that the reproduced data from the laser disc player 34 (FIG. 2) may be transmitted, using such a frequency band which can form another 10 channels.

In the terminal 40, when a customer designates his desired melodies (for example, melody 1-1 and melody 1-2), it is checked whether his desired melodies have been stored in the hard disc 13. If a desired melody data is existing in the hard disc 13, the melody data will be fed to the music data decoder 14 so that a desired sing-along performance can be started immediately.

If a desired melody is not existing in the hard disc 13, the controller 41 makes an access to the audio channel selecting table 46, so that the channel number (for example, channel 1) of an audio data channel for transmitting a selected melody data may be known in accordance with a melody number (for example, melody 1-1). Then, with the PLL circuit 47 being controlled by the controller 41, the music data being transmitted through channel 1 can be received and monitorred by means of the tuner 42, 64QAM modulation circuit 43 and the separating circuit 44. In this way, the

music data of melody 1-1 and channel data can be obtained within 10-20 seconds.

In fact, the music data are fed to the music data decoder 14, whilst the channel data are fed to the controller 41. Thus, the controller 41 operates to control the PLL circuit 47 in 5 accordance with the channel data. Therefore, the desired background video data being transmitted through the background video data transmitting channel are fed to the MPEG2 decoder 45. For example, if the channel data indicates that channel 80 is a channel transmitting the desired background video data, the background video data of channel 80 will be applied to the MPEG2 decoder 45.

Thus, while background image (for example, image 80) is combined with the character data in the synthesizing circuit 17 and then displayed on the monitor 9, the sound of melody 1-1 is produced through the audio signal generating circuit 15 and the speaker 8.

Up to this, a sing-along service producing melody 1-1 can be provided to a customer in the terminal 40.

During the sing-along playing of melody 1-1, the controller 41 will continue to control the PLL circuit 47 and the separating circuit 44, so that the music data of another melody (for example, melody 2-2) and the channel data thereof may be obtained in the same manner with relation to melody 1-1. The music data of melody 2-2 and the channel data thereof are temporarily stopped and stored in the separating circuit 44. Then, as fast as the playing of melody 1-1 is over, the music data of melody 2-2 and channel data thereof are fed to music data decoder 14, so as to select a channel transmitting the background image data corresponding to melody 2-2. In this manner, it is possible to provide a customer with his desired melody (melody 2-2) and the corresponding background image in a shortest time period.

On the other hand, if 80 patterns of background image are found to be insufficient, a request may be fed from the terminal 40 through the up-stream channel to the center 30. Then, the laser disc player 34 reproduces a background video data and music data to be transmitted through a frequency band of 550 MHz-565 MHz (FIG. 4). Therefore, the requested and reproduced data may be transmitted from the center 30 to the terminal 40. However, at the beginning of the data transmitting, starting signals containing channel nember information are at first transmitted out through the downstream channel.

FIG. 5 shows a second embodiment of the present invention.

In the second embodiment shown in FIG. 5, a sing-along data center 300 has a transmitting section compatible with satellite communication. The center 300 transmits singalong data to many sing-along data receiving terminals 401 by means of a communication satellite 200. Further, the sing-along data may be transmitted to terminals 402 located far away, first through the satellite 200 and then through a CATV relay station 301 and a CATV cable 202. In the drawing, a communication line 203 is provided to send customer's request to the center 300 via a host 201.

As can be understood from the above description, according to the present invention, since the background video data transmitting channels and the music data transmitting channels will not be unfavourably affected by the number of sing-along data receiving terminals, it is allowed to establish as many sing-along terminals as needed.

Further, since a sing-along data receiving terminal is allowed to dispense with any audio disc player and video 65 disc player, the terminal can be made more compact than a conventional sing-along terminal. Therefore, such a sing-

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along data receiving terminal can be formed by its simple combination into an existing or new CATV system, with only a low cost as compared with a conventional sing-along terminal.

Moreover, with the use of the method and system according to the present invention, it is not necessary to maintain and manage many audio and video data in a sing-along terminal (which is unavoidable in a conventional system), thus simplifying the operation and management of the terminal

In addition, with the use of the method and system according to the present invention, it is easy to add new melodies to those existing in a audio data server, thereby obtaining a greatly increased amount of music data as compared with a conventional sing-along system.

While the presently preferred embodiments of the this invention have been shown and described above, it is to be understood that these disclosures are for the purpose of illustration and that various changes and modifications may be made without departing form the scope of the invention as set forth in the appended claims.

What is claimed is:

1. A sing-along data transmitting method, comprising:

providing a sing-along data center for supplying background video data and music data;

providing a plurality of sing-along data receiving terminals for receiving the background video data and music data fed from the sing-along data center;

continuously transmitting a plurality of background video data by way of a plurality of different channels without receiving a request from a specific data receiving terminal of said plurality of data receiving terminals;

transmitting music data of a plurality of melodies by way of at least one channel; and

transmitting a channel data indicating a channel through which said background video data corresponding to a selected music is being transmitted, said channel data being transmitted together with music data;

wherein the music data contains music melody data and lyrics data, and wherein the music data is repeatedly transmitted.

- The sing-along data transmitting method according to claim 1, wherein said music data are compressed so as to be transmitted in a sufficiently shortened time period less than real time.
  - 3. A sing-along data transmitting/receiving system, comprising:
  - a sing-along data center for supplying background video data and music data:
  - a plurality of sing-along data receiving terminals for receiving the background video data and music data fed from the sing-along data center;
  - a data communication way for continuously transmitting the background video data and music data from the sing-along data center to the plurality of sing-along data receiving terminals;

wherein the sing-along data center comprises:

- a video data supplying means for repeatedly reproducing a plurality of background video data;
- a video data transmitting means for continuously transmitting the reproduced background video data by way of respective video data transmitting channels without a specific request from one data terminal of the plurality of data terminals;

- a music data supplying means for repeatedly reproducing music data of a plurality of melodies;
- a music data transmitting means for transmitting the reproduced music data by way of a predetermined music data transmitting channel;
- wherein each of the sing-along data receiving terminals comprises:
- an input means for designating a sing-along melody;
- a music data receiving means for receiving the music data from the above predetermined music data transmitting channel; and
- wherein the system further comprises a channel data producing means for producing channel data indicating a channel through which background video data corresponding to a music is being transmitted,
- wherein each of the sing-along data receiving terminals further comprises a video data receiving means for receiving the video data from one of the above video data transmitting channels in accordance with the channel data transmitted together with the music data,
- wherein music data contains music melody data and lyrics data, and wherein the music data is repeatedly transmitted.
- 4. A sing-along data transmitting/receiving system <sup>25</sup> according to claim 3.
  - wherein the music data transmitting means is provided to transmit reproduced music data together with the produced respective channel data, and the music data receiving means is provided to extract music data of a sing-along melody designated by said input means and to extract channel data corresponding to the designated sing-along melody; and

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- wherein the video data receiving means receives the video data from one of the video data transmitting channels, in accordance with the extracted channel data.
- 5. A sing-along data receiving system, adapted to receive background video data continuously transmitted through a plurality of video data transmitting channels without receiving a request from a specific data receiving terminal, to receive music data of a plurality of melodies by way of at least one music data transmitting channel, to receive a channel data indicating a channel through which said background video data corresponding to a selected music is being transmitted, said sing-along data receiving terminal comprises:
- an input means for designating a sing-along melody;
- a music data receiving means for selecting a music data transmitting channel to receive music data of a singalong melody designated by the input means and channel data corresponding to the sing-along melody, so as to output the sing-along melody; and
- a video data receiving means for selecting one of the video data transmitting channels in accordance with channel data received by the above music data receiving means, so as to receive the background video data, thereby outputting the background image,
- wherein said channel data is transmitted together with said music data;
- wherein said music data contains music melody data and lyrics data, and wherein the music data is repeatedly transmitted.

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# (12) United States Patent

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## (54) MULTIMEDIA CONTENT DELIVERY SYSTEM AND METHOD

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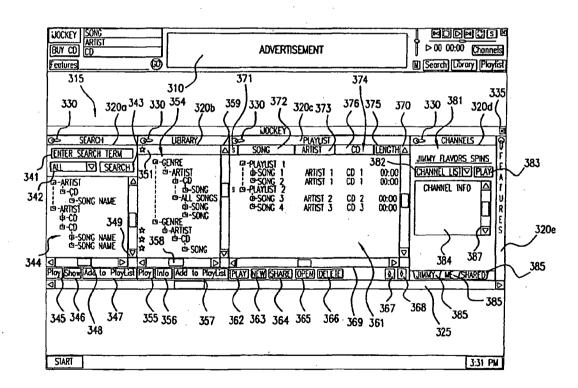
Primary Examiner-Stanley J. Witkowski

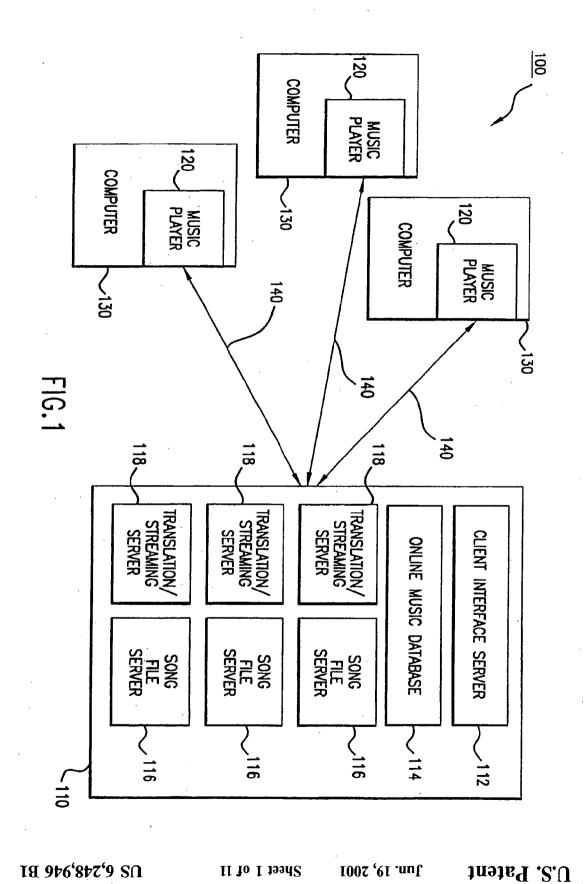
(74) Attorney, Agent, or Firm-Long Aldridge & Norman, LLP

#### (57)ABSTRACT

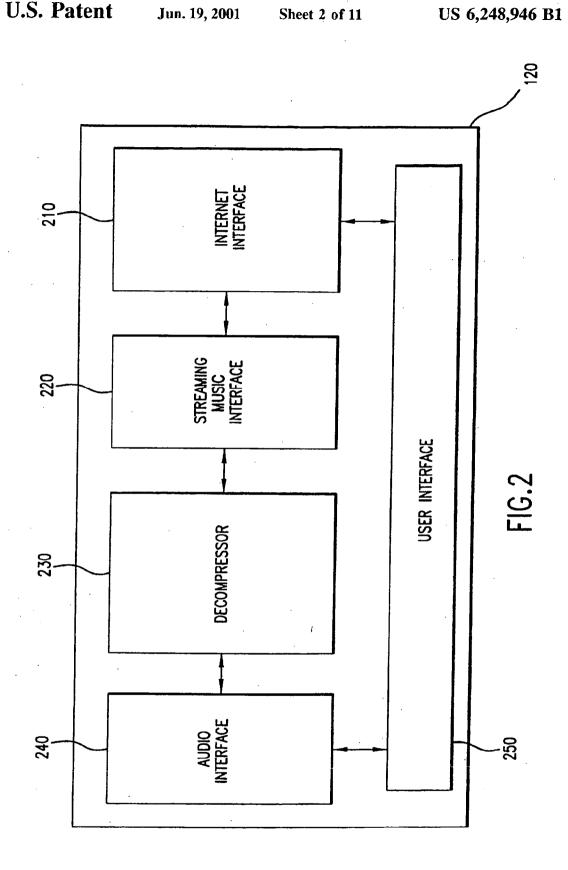
A system and method for delivering multimedia content to computers over a computer network, such as the Internet. includes a novel media player which may be downloaded onto a user's personal computer. The media player includes a user interface which allows a listener to search an online database of media selections and build a custom playlist of exactly the music selections desired by the listener. The multimedia content delivery system delivers advertisements which remain visible on a user's computer display screen at all times when the application is open, for example, while music selections are being delivered to the user. The advertisements are displayed in a window which always remains on a topmost level of windows on the user's computer display screen, even if the user is executing one or more other programs with the computer.

## 20 Claims, 11 Drawing Sheets

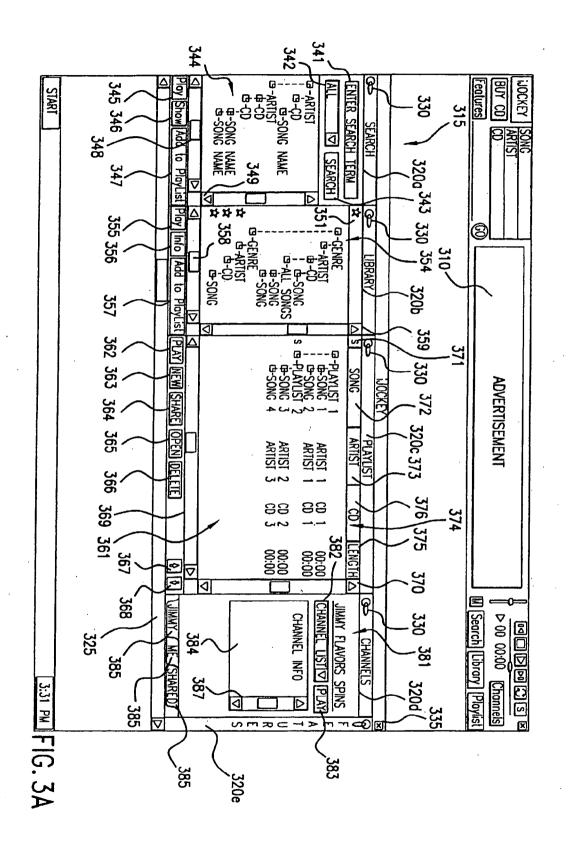




SONY Exhibit 1004 - Page 4746



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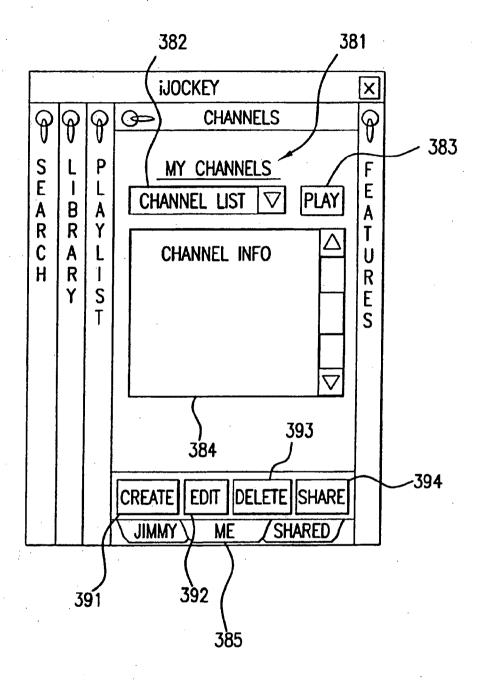
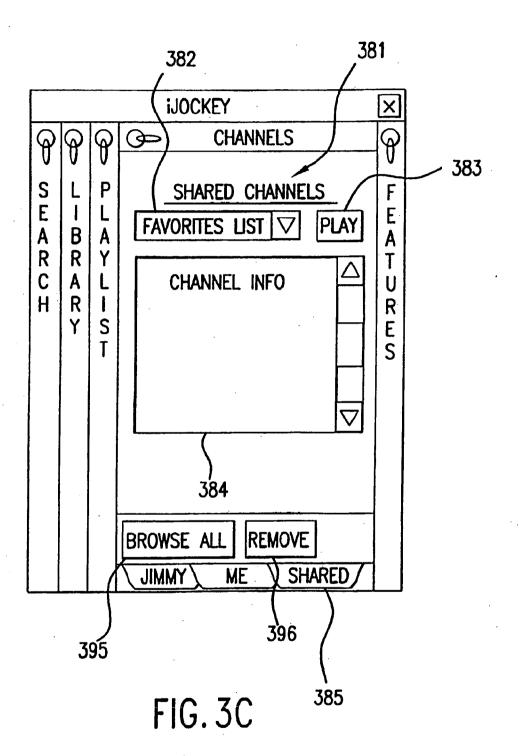


FIG. 3B

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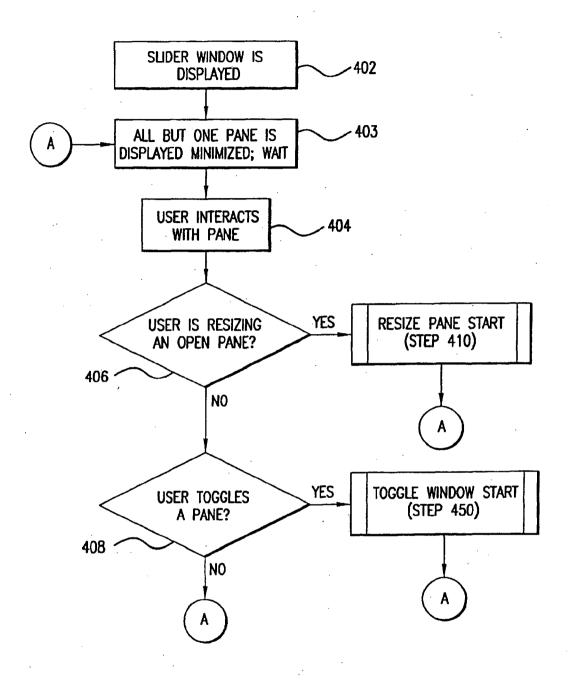
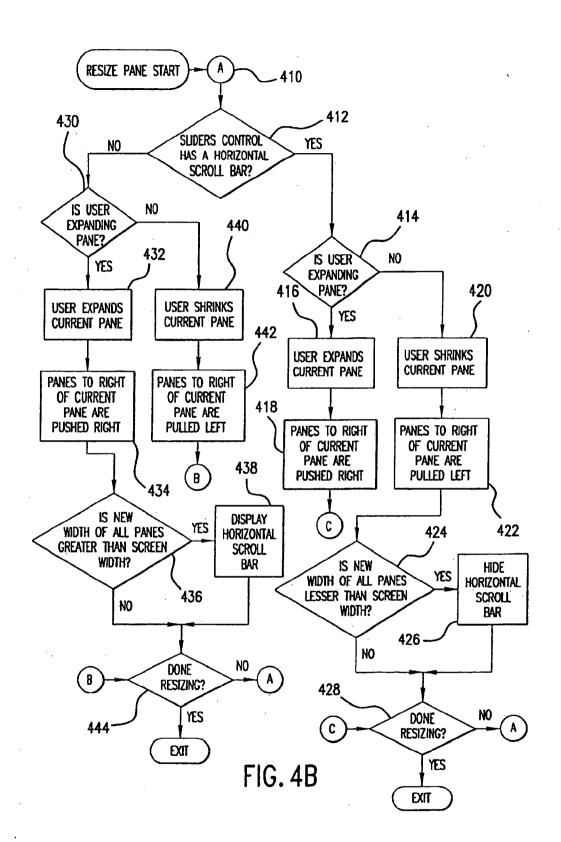
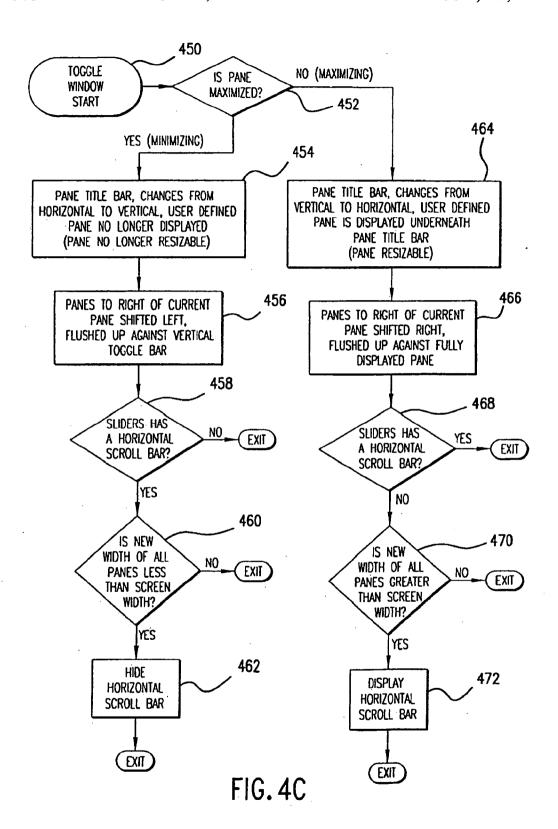


FIG. 4A

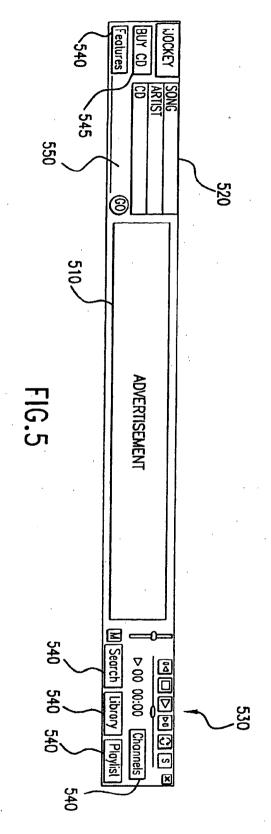


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**CL 000505** 



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Sheet 9 of 11

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U.S. Patent

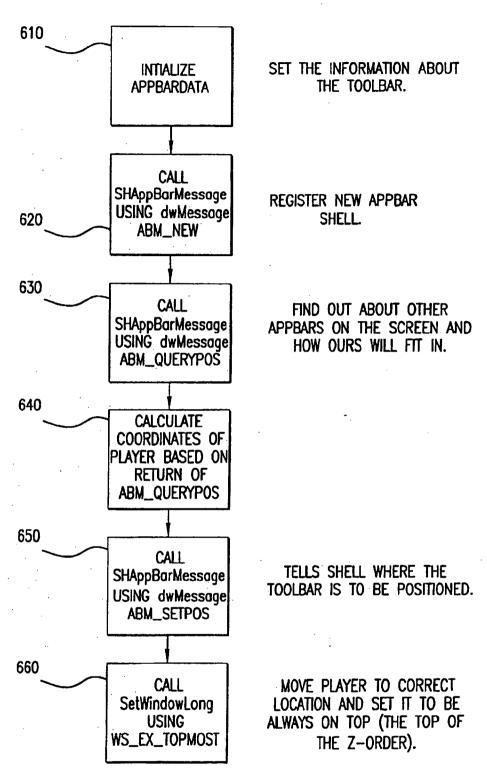
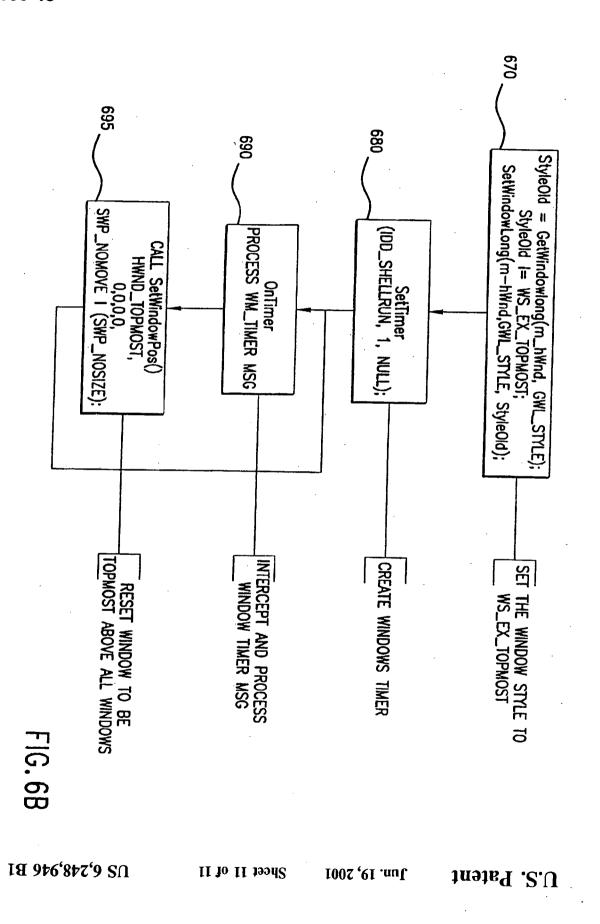


FIG. 6A



# MULTIMEDIA CONTENT DELIVERY SYSTEM AND METHOD

### BACKGROUND OF THE INVENTION

## 1) Field of the Invention

This invention pertains to the field of multimedia content distribution, and more particularly, to a system and method for delivering multimedia content from a central database or repository to remotely distributed users over a network, such 10 as the Internet.

## 2) Description of the Related Art

Multimedia applications have become an important driver for the growth of both the personal computer market and the Internet, indicating their popularity with users. It is apparent that many people enjoy listening to music or watching video programs via their computers, either in a standalone mode or, often, while performing other functions with the computer.

In the office environment, an increasing number of people work with a personal computer (PC). In that case, while working at their computers some workers may play music selections from a compact disc (CD), using the CD-ROM drive and audio processing components present in most new PCs. Also, someone working at home on their personal computer may listen to music while they work. Moreover, as more home computers are equipped and connected with hi-fidelity speaker systems, people may use a home computer as a audio music system, even when they are not using the computer for any other purposes.

However, it is sometimes the case that a person wants to hear one or more particular songs for which they do not presently have a copy of the recording. Also, it is often the case that a person wants to hear one or more music selections from a particular recording before making a purchase decision. And sometimes an individual may just want to hear a collection of songs from one particular artist. In other words, listeners desire the freedom and flexibility to choose exactly what songs they hear, in the order they choose, and at times of their own choosing.

Of course radio stations play music selections to which an individual may listen. Some PCs are equipped with radio tuners so that an individual may listen to broadcast radio stations via his or her PC. Moreover, many broadcast radio stations also transmit their broadcast audio signal over the Internet. And other specialized "Internet radio stations" have been developed which transmit a radio-like audio signal over the laternet only from a web site to which listeners connect. Thus, individuals may listen to many radio stations via a personal computer which is connected to the Internet.

For example, one advertisement-sponsored Internet web site known to the inventors, SPINNER.COM, allows a computer user to select from and listen to multiple Internet radio stations each of which is tailored to a particular 55 musical format. SPINNER.COM uses its own downloadable music player for listeners to connect over the Internet with streaming audio servers associated with the SPINNER COM radio stations. SPINNER.COM earns revenue to support its music service from Internet "banner ads" which appear in 60 the music player window. Although a user may set the SPINNER.COM music player to remain on a toprnost level of windows displayed on the user's computer display screen, the user may also allow the SPINNER.COM music player to be minimized or covered with other open windows on a 65 user's computer display screen, so that the advertisements may not actually be viewed by the listener. In other words,

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the display of advertisements on the user's computer display screen is fully within the user's control. So the value of the advertisements to the advertisers is diminished.

But with Internet radio stations, as with AM and FM radio stations, the songs which are played are chosen by a program director and can not be tailored to each individual listener's choices. Neither broadcast nor Internet radio stations meet the desire for total flexibility of music choice by a listener.

Other Internet music services have been developed which allow a listener more freedom to choose the music selections which he or she wants to hear. Internet music services such as RADIO SONICNET and RADIOMOLCOM allow a listener a limited capability to program his or her own "customized" radio station.

RADIO SONICNET allows a listener to select and rank musical artists and musical categories of interest to the listener to create a customized radio station. RADIO SON-ICNET then provides the listener with a list of musical artists whose music will be played on the radio station. Individual song selections, play frequency, and song order are all determined by the RADIO SONICNET music service without any direct listener control. To create a "custom" radio station, a listener interacts with musical preference forms supplied to his or her computer's existing Internet web browser over an Internet connection with the RADIO SONICNET web site. All songs are delivered from the RADIO SONICNET server(s) to the listener's computer over an Internet connection with the listener's web browser, and are played on the listener's computer by one or more plug-ins or helper applications associated with the web browser. RADIO SONICNET earns revenue to support its music service from Internet "banner ads" which are displayed in the listener's browser window on the user's computer display screen while music selections are streamed to his or her computer. However, the user's web browser may be minimized or covered with other open windows on the computer display screen, so that the ads may not be viewed by the user. So, once again, the value of the advertisements to the advertisers is diminished.

Meanwhile, RADIOMOI.COM allows a listener to search a database of available songs by song title, artist, etc., and to add particular songs to a playlist for a "custom" radio station for that listener. The database of songs is divided into non-interactive and interactive songs. Once the listener has completed his or her playlist, he or she must submit it to the RADIOMOI music service for approval. The music service then checks the playlist against a predetermined set of rules and informs the listener whether the playlist has been approved or rejected. A playlist of only interactive songs is automatically approved. If the playlist is approved, then the listener may request that the music service begin streaming the songs on the playlist to the listener's computer via the Internet. However, the playlist may be rejected by the music service for one or more reasons, such as having too many consecutive songs by a same artist or from a same album or CD recording. In that case, the listener must edit his or her playlist to conform to the RADIOMOI music service's rules or to contain only interactive songs.

To create a "custom" radio station with RADIOMOI, a listener interacts with song and artist selection forms supplied to his or her computer's existing Internet web browser over an Internet connection with the RADIOMOI.COM web site. All songs are delivered from the RADIOMOI.COM server(s) to the listener's computer over an Internet connection with the listener's Internet web browser, and are played on the listener's computer by one or more plug-ins or helper

applications associated with the web browser. RADIO-MOLCOM earns revenue to support its music service from Internet "banner ads" which are displayed in the Internet browser window on the user's computer display screen while music selections are streamed to his or her computer. 5 However, as with RADIO SONICNET, the user's web browser may be minimized or covered with other open windows on a user's computer display screen, so that the ads may not be viewed by the listener.

Accordingly, all of these previous multimedia delivery 10 systems and methods suffer from several disadvantages. For example, none of the previous systems is well adapted to providing an effective advertisement vehicle to support a free Internet music service. In these previous systems, the music player or Internet browser through which the music is 15 being delivered can be minimized or covered on a user's computer display screen by other windows which are open for other active programs. So any ads which are being delivered for display through the music player are not necessarily visible to the user and may not be viewed by the 20 user. This diminishes the value of the advertisements to sponsors, and therefore reduces the amount a sponsor will pay to have the advertisement delivered. In turn, the reduced advertising revenues limit the available funds for purchasing music licensing rights, distribution bandwidth, hardware, 25 and other resources for supporting a free Internet music

Accordingly, it would be advantageous to provide a system and method of multimedia content delivery over a computer network which provides increased value to adver- 30 tisers. It would also be advantageous to provide a system and method of multimedia content delivery over a computer network which provides increased flexibility to users. It would still further be advantageous to provide such a system and method which can deliver multimedia content over the 35 Internet. Other and further objects and advantages will appear hereinafter.

## SUMMARY OF THE INVENTION

The present invention comprises a system and method for delivering multimedia content to computers over a computer network, such as the Internet.

In one aspect of the invention, a multimedia content delivery system includes a novel media player which may be downloaded onto a user's personal computer. The media player comprises a user interface which allows a user to search an online database of media selections and build a custom playlist.

In another aspect of the invention, a multimedia content delivery system delivers advertisements which remain visible on a user's computer display screen at all times while a music player is open on a computer user's computer display screen. The advertisements are displayed in a window which computer display screen even if the user is executing one or more other programs with the computer.

## BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a functional block diagram of a preferred 60 embodiment of an online music delivery system;

FIG. 2 is a functional block diagram of a music player; FIGS. 3A-C show a preferred embodiment of a user interface for a music player;

FIGS. 4A-C are a flowchart of a process of opening, 65 closing, sizing and resizing user interface panes in a user interface of a music player;

FIG. 5 is a player toolbar for a music player;

FIGS. 6A-B show a flowchart of a process for establishing and maintaining a user interface at a topmost window on a computer display screen.

## DESCRIPTION OF THE PREFERRED **EMBODIMENTS**

For ease of explanation, the preferred embodiments described herein pertain to the delivery of musical content from a central music library to a plurality of users via the Internet. Nevertheless, it will be understood that the invention is not limited to the delivery of music, but could be used to deliver video or other streaming multimedia content. Also, delivery does not have to occur via the Internet but could also be accomplished over an intranet or a dedicated dial-up network.

A preferred embodiment of an online music delivery system 100 is shown in FIG. 1. The online music delivery system 100 may be used by an online music provider to provide an online music service delivering music selections to one or more users. The online music delivery system 100 includes an online music library 110 and one or more music players 120 operating on one or more personal computers 130 connected to the online music library 110 via Internet connections 140.

The online music library 110 preferably consists of a client interface server 112, an online music database 114 of available songs or music selections, a plurality of song file servers 116 and a plurality of translation/streaming servers 118.

The client interface server 112 provides an Internet home page through which a new user may establish a connection with the online music delivery system 100. For example, a new user may register with the online music service and download an installation file for installing a copy of the music player 120 onto the user's computer. Also, the client interface server 112 may allow a user to access the online music database 114 of available music selections. In that case, the client interface server 112 interfaces with the music player 120 for allowing the user to browse or search the online music database 114 and to implement various features of the online music delivery system 100 as described in more detail below.

The online music database 114 lists all of the songs or music selections available through the online music delivery system 100. Preferably, the online music database 114 indexes the music selections to allow users to access music in a variety of ways. For example, in a preferred embodiment, each music selection is indexed by song title, musical artist, album or compact disc (CD) title, one or more corresponding musical genres, and/or year the recording was made.

The song file servers 116 contain all of the song files available through the online music delivery system 100. always remains on a topmost level of windows on the user's 55 Preferably, each music selection is stored in an individual song file in a basic, uncompressed raw format. In that case, all translation, compression, and other formatting is performed by the translation/streaming servers 118 as described in more detail below.

> The translation/streaming servers 118 provide the interface points for one or more users to access the music selections of the song file servers 116 through the user's music player 120. The translation/streaming servers receive song files in a raw uncompressed format from the song file servers 116, then compress the song files, and stream the compressed song files across the Internet connection 140 to the user's music player 120.

FIG. 2 shows a preferred embodiment of a music player 120. Preferably, the music player 120 is downloaded from the online music library 110 across the Internet connection 140 to a user's computer when the user registers with the online music system 100. The music player 120 has several 5 components, including an Internet interface 210, a streaming music interface 220, a decompressor 230, an audio interface 240, and a user interface 250.

When a user opens or launches the music player 120 which is resident on his or her computer, the Internet interface 210 establishes an Internet connection 140 between the user's computer and the online music library 110. The Internet interface 210 may establish a connection with an online Internet service provider (ISP) through which the Internet interface 210 is connected by a TCP/IP or UDP 15 connection with the online music library 110. Preferably, the Internet interface 210 may include a dial-up dialog box to allow a user to specify his or her protocol, including for example an access number, for establishing an Internet connection 140 through an Internet Service Provider (ISP). 20

The streaming music interface 220 receives compressed song files as data packets from the Internet interface 210 and formats the data packets into a streaming compressed song file.

The decompressor 230 receives the streaming compressed song file from the streaming audio interface and decompresses the file on-the-fly to provide a song file in a general purpose format playable by the audio processing components of the personal computer.

The audio interface 240 interfaces the decompressed song file from the decompressor 230 to the audio processing components of the personal computer.

FIGS. 3A-C show a preferred embodiment of a user interface 250 for a music player 120. As shown in FIG. 3A, 35 the user interface 250 includes a player toolbar 310 and an interactive window 315 comprising one or more user interface panes 320, one or more toggles or handles 330 associated with the user interface panes 320, and a close panes box 335.

In one embodiment, the user interface 250 may have a "lego-like" structure, such that a user may rearrange the appearance of various components on the user's computer display screen. For example, the user may grab and drag various panes appearing in the user interface to various areas of the user's computer display screen as desired by the user.

The player toolbar 310 comprises one or more tools allowing a user to interact with aspects of the online music delivery system 100, preferably including user controls for controlling the audio playback of music selections delivered through the online music delivery system 100. Other features of the player toolbar 310 will be described in more detail below with respect to the preferred embodiment shown in FIG. 5.

The user interface panes 320 within the interactive window 315 display various information to the user and allow the user to affect the operation of the music player 120. In a preferred embodiment, the user interface panes 320 include a search pane 320a, a library pane 320b, a playlist pane 320c, a channels pane 320d, and a features pane 320e. 60 The user interface panes 320 may be closed by a user by selecting or "clicking" the close panes box 335.

One or more of the user interface panes 320 may be displayed at a given time, depending upon the state of the associated handles 330. A user interface pane 320 may be 65 displayed or hidden by a user selecting or "clicking" on the associated handle 330. Preferably, when the associated

handle 330 is in a first "open" position (i.e., when the lever icon is horizontal) then the corresponding user interface pane 320 is displayed to the user. When the handle is in a second "closed" position (i.e., when the lever icon is vertical) then the corresponding user interface pane 320 is minimized. Further details regarding the operation of the handles 330 and the display of the user interface panes 320 will be described below with respect to FIG. 5.

In a preferred embodiment, the search pane 320a includes a search terms entry box 341, a search parameter selection box 342, a search button 343, a search results display subpane 344, a play button 345, a show selection button 346, an add button 347, and horizontal and vertical scrollbars 348, 349.

The search pane 320a provides an interface with the client interface server 112 for allowing the user to browse or search the online music database 114 to locate a particular music selection which may be referenced by song title, artist, album or CD title, musical genre, etc. When the user wants to locate one or more music selections in the online music database 114, he or she enters the search criteria into the search terms entry box 341 and selects a search category through the search parameter selection box 342. Search criteria generally consist of keywords in a song's title, an artist's name, etc. Search parameters may include, for example, the song title, CD title, recording artist, or all of these parameters. The user activates the search by pressing, selecting or "clicking" on the search button 343, through depressing a mouse button, for example.

When the search button 343 is selected, the music player 120 communicates a search request across the Internet connection 140 to the online music library 110. The online music library 110 performs a search of the online music database 114 and returns search results across the Internet connection 140 to the music player 120. All music selections which satisfy the search criteria are displayed in the search results display subpane 344.

In a preferred embodiment, the search parameter selection box 342 includes an Internet search category for searching the Internet for song files. When the user selects the Internet search category and activates the search button 343, the music player 120 communicates a search request across the Internet connection 140 to the online music library 110. In that case, the online music library 110 includes or is linked to an Internet search engine which performs a search of the Internet for song files matching the search criteria. The online music library 110 returns the search results across the Internet connection 140 to the music player 120. All song files which are found by the search engine which the satisfy the search criteria are displayed in the search results display subpane 344.

At that point, the user may highlight a music selection in the search results display subpane 344 and select the play button 345. If the user selects the play button 345, then the music player 120 will transmit a request to the online music library 110 to begin streaming the corresponding compressed song file immediately across the Internet to the music player 120. Upon receiving the compressed streaming song file, the music player 120 will decompress the song file and play the music selection back through the user's computer.

Advantageously, in this way a listener may select any music selection available and play it at once, without any reference to any other music selections which are currently playing or which have previously been requested. That is, by searching for and playing music selections in an online

music delivery system 100 according to the present invention, a listener is provided the total flexibility to select any songs from the music database to be played in any order as desired by the user.

Alternatively, if the user highlights one or more music 5 selections in the search results display subpane 344 and selects the add button 347, then the highlighted music selection(s) may be added to a playlist of music selections to be delivered to the user's music player 120. At this point, the playlist pane 320c is opened (if it was closed) and the user 10 selects a playlist to which the highlighted music selection(s) will be added, as described in more detail below.

Advantageously, in this way a listener may select any music selections available via the online music delivery system 100 and add them to one or more playlists in any order, without any reference to any other music selections which are already included in the playlist. That is, a listener or user is provided the total flexibility to select a list of any songs, or entire compact disc recordings, from the music database to be played in any order as desired by the listener.

If the user highlights a music selection in the search results display subpane 344 and selects the show selection button 346, then the library pane 320b opens (if it was closed), displaying the highlighted music selection.

In a preferred embodiment, the library pane 320b includes a favorites button 351, a database display subpane 354, a play button 355, an information button 356, an add button 357, and horizontal and vertical scrollbars 358, 359. Via the database display subpane 354, the library pane 320b provides a hierarchical view into the online music database 114.

In a preferred embodiment, at a topmost hierarchical level a list of musical genres is provided in the database display subpane 354, for example, classical music, country music, show tunes, rock music, jazz music, etc. A list of subgenres may also be provided at a next topmost hierarchical level, for example, within the rock music genre, there may be several subgenres, such as oldies rock, classic rock, heavy metal, grunge rock, etc. At successive lower hierarchical levels, music selections may be classified by recording artist, 40 CD or album title, and song title. Auser may select or "click" on an expansion box to view or hide various hierarchical levels.

Upon browsing the online musical database 114 and locating one or more music selections of interest, a user may mark the music selection(s) for more easy retrieval in the future. In a preferred embodiment, the library pane 320b includes a favorites button 351 indicating the location of particular music selections which have been previously marked by the user.

In a preferred embodiment, the database display subpane 354 also shows a directory structure for one or more mass storage devices associated with the user's computer. Thus, the user may view and select one or more song files stored on the mass storage devices. Preferably, the music player 55 120 can retrieve and play music selections stored onto a mass storage device in a variety of compressed audio formats, such as MP3, REALAUDIO®, LIQUID AUDIO™ etc. Also, the music player 120 may retrieve and play music selections stored on a compact disc, or downloaded onto a 60 hard disk drive of a user's computer, in an uncompressed audio format.

Upon one or more music selections being displayed in the database display subpane 354, the user may highlight a music selection and select the play button 355. If the 65 highlighted music selection is stored on a mass storage device of the user's personal computer, then the music

player 120 will retrieve and play the music selection. However, if the highlighted music selection is stored in the online music library 110, then the music player 120 will transmit a request across the Internet 140 to the online music library 110 to begin streaming the corresponding compressed song file immediately across the Internet to the music player 120. Upon receiving the compressed streaming song file, the music player 120 will decompress the song file and play the music selection back through the user's computer.

Advantageously, a listener may select any music selection available in the online music delivery system 100 and play it immediately, without any reference to any other music selections which are currently playing or which have previously been requested. That is, by browsing for and playing music selections in this way, a listener is provided the total flexibility to select any songs from the online music database 114 to be played in any order as desired by the listener.

Alternatively, if the user highlights one or more music selections in the database display subpane 354 and selects the add button 357, then the highlighted music selection(s) may be added to a playlist of music selections to be delivered to the user's music player 120. At this point, the playlist pane 320c opens and the user selects a playlist to which the highlighted music selection(s) will be added, as described in more detail below.

Advantageously, a listener may browse and select any music selections available and add them to one or more playlists in any order, without any reference to any other music selections which are already included in the playlist. That is, a listener is provided the total flexibility to select a list of any songs from the online music database 114 to be played in any order as desired by the listener.

If the user highlights a music selection in the database display subpane 354 and selects the info button 356, then a dialog box appears on the computer display screen providing more information about the highlighted item. For example, if the highlighted item is a song title, the dialog box may reveal the song length, the year it was recorded, and/or other information of interest.

In a preferred embodiment, the playlist pane 320c includes a playlist display subpane 361, a play button 362, a new button 363, a share button 364, and open button 365, a delete button 366, up and down buttons 367, 368, and horizontal and vertical scrollbars 369, 370. The playlist pane 320c displays a list of all playlists which the user has saved, together with the music selections included in each playlist. The user may create, open, edit, delete, share, and play playlists via the playlist pane 320c.

The playlist display subpane 361 includes a shared column 371, a playlist column 372, and artist column 373, a CD column 374, and a length column 375. The widths of each column in the playlist display pane 361 can be adjusted by dragging the corresponding column separator bar 376. The playlist column 371 provides a hierarchical listing of all playlists which the user has saved. The upper hierarchical level includes a name for the playlist, and the lower hierarchical level includes a song title for each music selection included in the playlist. The music selections are shown in the order in which they will be played in the playlist, with the first music selection at the top and the last music selection at the bottom. For each music selection in the playlist, the artist column 373 provides the name of the recording artist, the CD column 374 provides the title of the CD or album which includes the music selection, and the length column 375 provides the time required for the music selection to play.

A user may add songs to a playlist through the search pane 320a or the library pane 320b as described above. Preferably, the user may reorder the music selection within a playlist by either highlighting a music selection in the playlist display subpane 361 and dragging it to its desired location within the playlist, or by using the up and down buttons 367, 368 to move the highlighted music selection up or down one place at a time. Preferably, the user may delete a music selection from a playlist by highlighting it in the playlist display subpane 361 and selecting the delete button 10

The user may play a highlighted playlist by selecting the play button 361. Alternatively, in an optional embodiment, when the play button is selected the user may be given the choice to play the highlighted playlist immediately, to sched- 15 ule a time for the playlist to be played in the future, or to create a queue of playlists to be played sequentially.

By creating and playing playlists of music selections in this way, a listener is provided the total flexibility to select any music selections from the online music database 114 to 20 be played in any order as desired by the listener. In particular, a listener may create and play playlists consisting of an entire CD by one artist, or even several CDs from a same artist, played consecutively.

The user may create a new playlist by selecting the new button 363. In that case, a dialog box is opened on the computer display screen and the user may enter a name for the new playlist. The user may delete a playlist by highlighting it in the playlist display subpane 361 and selecting 30 the delete button 366.

The user may also share a playlist by selecting the share button 364. A shared playlist is a playlist which is stored at the online music library 110 and is accessible to all registered users of the online music system 100. When the user 35 elects to share a playlist by selecting the share button, a dialog box is opened on the computer display screen for the user to provide information about the playlist to be shared. such as the user's name or alias, the total playtime, musical theme, etc. When the user closes the dialog box, the music 40 player 120 transmits the information together with the playlist across the Internet connection 140 to the online music library 110. The shared column 371 of the playlist display subpane 361 indicates whether or not a playlist is

Auser may open and save a shared playlist by pressing the open button 365. When the open button 365 is pressed, the music player 120 sends a request across the Internet connection 140 to the online music library 110 for all playlists which may be downloaded from the online music library 110. Then, a new window is opened on the computer display screen showing the shared playlists available from the online music library 110. At this point, the user may highlight a shared playlist to see the music selections included in the playlist. The user can save a shared playlist by selecting the 55 for the user to enter his or her musical preferences for the new button 363, or can play a shared playlist by selecting the play button 362.

In a preferred embodiment, the channels pane 320d includes a channel title subpane 381, a channel selection box 382, a play button 383, a channel display subpane 384, two 60 or more channel category tabs 385, a horizontal scrollbar (not shown), and a vertical scrollbar 387. Channels are analogous to radio stations, providing a continuous stream of music selections from the online music service system 100. For each channel, music selections are played from a 65 very long carousel. Although one or more music selections may repeat more frequently, the length of the total play cycle

may be several days or longer. Moreover, in some cases music selections matching certain target criteria for a channel may be randomly selected and played in a channel.

In a preferred embodiment, the online music system 100 includes three different types of channels, namely, preprogrammed channels, user-defined channels, and shared channels. Preprogrammed channels are channels which are programmed by the online music provider to fit popular musical formats such as might exist on conventional broadcast radio. Music selections may be continuously added or removed from each preprogrammed channel. Whenever a user "tunes" to a preprogrammed channel, the user hears the music already in progress, much as if he or she tuned to a radio station. User-defined channels are created in response to a user's particular musical preferences. Preferably, the online music system 100 automatically creates user-defined channels in response to information provided by a user. Shared channels are channels of music delivered to a user which were created and then shared in response to particular musical preferences supplied by one or more other users. Channels will be described in more detail below.

When the preprogrammed channel category tab 385 is selected, the channel title subpane 381 includes a title (e.g., "Jimmy Flavors Spins") indicating that the preprogrammed channel category is active. A list of all preprogrammed channels appears in the channel selection box 382. Information about the channel currently selected in the channel selection box 382 appears in the channel display subpane 384. If a user highlights a channel then selects the play button 383, then the music player 120 will send a request across the Internet connection 140 to the online music library 110 to begin immediately streaming the selected channel to the user's computer. The selected preprogrammed channel is played "in progress" as with a conventional broadcast radio program.

As shown in FIG. 3B, when the user-defined channel category tab 385 is selected, the channel title subpane 381 includes a title indicating that the user-defined channel category is active (e.g., "My Channels"). A list of all user-defined channels appears in the channel selection box 382. Information about the user-defined channel currently selected in the channel selection box 382 appears in the channel display subpane 384. If a user highlights a userdefined channel then selects the play button 383, then the music player 120 will send a request across the Internet connection 140 to the online music database 114 to begin immediately streaming the selected user-defined channel to the user's computer.

As shown in FIG. 3B, when the user-defined channel category tab 385 is selected, the channel title subpane 381 includes four additional buttons: a create button 391, an edit button 392, a delete button 393 and a share button 394.

A user may create a new user-defined channel by selecting the create button 391. When the user selects the create button 391, a dialog box is opened on the computer display screen channel, together with a channel name. The musical preferences are used to create parameters for the online music system 100 to automatically program the user-defined channel.

A user may edit an existing user-defined channel by selecting the edit button 392. When the user highlights a user-defined channel and selects the edit button 392, a dialog box is opened on the computer display screen showing the user-defined channel name and the musical preferences for the user-defined channel. The user may edit those preferences to change the musical format of the user-defined channel.

A user may delete a user-defined channel by selecting the delete button 393. When the user highlights a user-defined channel and selects the delete button 393, the highlighted channel is deleted from the user-defined channel list.

A user may share a user-defined channel by selecting the share button 394. A shared channel is a user-defined channel whose parameters are stored at the online music library 110 and which is accessible to all registered users of the online music system 100. When the user elects to share a channel, a dialog box is opened on the computer display screen for the user to provide information about the channel to be shared, such as a channel name, the user's name or alias, musical theme, etc. When the user closes the dialog box, the music player 120 transmits the information together with the channel parameters across the liternet connection 140 to the online music library 110.

The features pane 320e button to allow a user to rate online music database 114.

The features pane 320e button to allow a user to rate online music database 114.

As shown in FIG. 3C, when the shared channel category tab 385 is selected, the channel title subpane 381 includes a title indicating that the shared channel category is active. A list of a user's preselected favorite shared channels appears 20 in the channel selection box 382. Information about the shared channel currently selected in the channel selection box 382 appears in the channel display subpane 384. If a user highlights a shared channel then selects the play button 383, then the music player 120 will send a request to the 25 online music database 114 to begin immediately streaming the selected shared channel to the user's computer. If the shared channel is active, i.e., another user is already listening to the shared channel, then the selected channel begins "in progress" as with a conventional broadcast radio program. If no other users are currently listening to the shared channel, then the selected channel begins at the start of its

Preferably, when a channel is being streamed to a user, the user may mark a music selection that is currently playing from the channel as a favorite to be accessed through the library pane 320b. Also, the user may add a music selection that is currently playing from the channel to a playlist in the playlist pane 320c.

As shown in FIG. 3C, when the shared channel category tab 385 is selected, the channel title subpane 381 includes two additional buttons: a browse button 395 and a remove button 396. A user may add a shared channel to the favorite shared channels in the channel selection box 382 by selecting the browse all button 395. When the user selects the browse all button 395, a dialog box is opened on the computer display screen, listing all of the shared channels available through the online music system 100. The user may highlight one or more shared channels and add them to the favorite shared channels. Conversely, when the user highlights a shared channel in the channel selection box 382 and selects the remove button 396, the highlighted shared channel is removed from the favorite shared channels.

The features pane 320e preferably includes buttons which a user may select to implement a variety of special features of the online music delivery system 100. For example, the features pane 320e preferably includes a "chat" button to allow a user to connect to one or more chat rooms hosted by the online music library 110. The chat rooms may allow users listening to a same channel to discuss what they are hearing in real time. In that case, each preprogrammed channel may have an associated chat room. Shared channels may also have a chat room if so specified by the channel's originator.

The features pane 320e preferably includes a "skins" button to allow a user to create, or select a precreated, "skin"

or custom appearance template for the user interface 250 of the music player 120. By changing skins, a user can customize the size, shape, color, or other appearance features of the panes, handles, and buttons of the user interface 250.

The features pane 320e preferably includes an "instant messaging" button for a user to send an instant message via the Internet to one or more users currently connected with the online music delivery system 100. Preferably, the user may have a predefined list of users with which he or she may exchange instant messages.

The features pane 320e preferably includes a "ratings" button to allow a user to rate a music selection and/or to view the ratings of other users regarding music selections in the online music database 114.

The features pane 320e preferably includes a "pay-per-listen" button to allow a user to order special pay-per-listen events, such as new recording releases, concerts, etc. When the user selects the "pay-per-listen" button, a dialog box is opened on the computer display screen listing upcoming "pay-per-listen" events and allowing the user to purchase one or more of these events.

As can be seen, numerous user interface panes 320 exist within the interactive window 315 and may be opened on the computer display screen. If too many user interface panes 320 are opened, then the interactive window 315 cannot fit onto the user's computer display screen. In that case, a horizontal scroll bar 325 appears in the interactive window 315 below the user interface panes 320 to allow the user to scroll across the interactive window 315. Moreover, a user may not only open and close the user interface panes 320 with the handles 330, but may also resize each user interface pane 320.

FIGS. 4A-C show a flowchart of a preferred embodiment of a process which may be executed by a pane management computer program for opening, closing, sizing and resizing the display areas of the user interface panes 320 in the interactive window 315 for display on a computer display screen.

In a first step 402, an interactive window 315 is displayed. At that time, all but one user interface pane 320 are minimized. Then, in a step 403, the pane management program waits for user interaction.

Then, in a step 404, a user interacts with a user interface pane 320. In a step 406, the pane management program determines if the user is resizing the user interface pane 320. If so, then the pane management program executes a resize pane routine at a step 410. If not, then in a step 408, the pane management program determines if the user is toggling (opening or clossing) the user interface pane 320. If so, then the pane management program executes a toggle pane routine at a step 450. If not, then the pane management program returns to the step 403.

The resize pane routine begins at the step 410 as shown in FiG. 4B. In a next step 412, the pane management program determines if the interactive window 315 includes the online music delivery system 100. For example, the

If the interactive window 315 includes a horizontal scroll bar 325, then in a step 414, the pane management program determines if the user is expanding the user interface pane 320. If the user is expanding the user interface pane 320, then in a step 416 the pane management program allows the user to expand the current user interface pane 320. Then, in a step 418, all of the user interface panes 320 to the right of the user interface pane 320 to the right of the right. Then the pane management program proceeds to a step 428.

If interactive window 315 includes a horizontal scroll bar 325 and if the user is not expanding the user interface pane 320, then in a step 420 the pane management program allows the user to shrink the current user interface pane 320. Then, in a step 422, all of the user interface panes 320 to the right of the user interface pane 320 the user is expanding are pulled to the left. Then, in a step 424, the pane management program determines if the new width of all of the user interface panes 320 is less than the computer display screen width. If not, then the pane management program proceeds to the step 428. If so, then the pane management program hides the horizontal scroll bar 325 in a step 426 before proceeding to the step 428.

In the step 428, the pane management program determines if the user is done resizing the user interface pane 320. 15 If not, then the pane management program returns to the step 410. If so, then the pane management program exits the resize pane routine and returns to the step 403.

If in the step 412 the pane management program determines that interactive window 315 does not include a horizontal scroll bar 325, then in a step 430 the pane management program determines if the user is expanding the user interface pane 320. If the user is expanding the user interface pane 320, then in a step 432 the pane management program allows the user to expand the current user interface 25 pane 320. Then, in a step 434, all of the user interface panes 320 to the right of the user interface pane 320 the user is expanding are pushed to the right. Then, in a step 436, the pane management program determines if the new width of all of the user interface panes 320 is greater than the 30 computer display screen width. If not, then the pane management program proceeds to the step 444. If so, then the pane management program hides the horizontal scroll bar 325 in a step 438 before proceeding to the step 444.

If the interactive window 315 does not include a horizontal scroll bar 325 and if the user is not expanding the user interface pane 320, then in a step 440 the pane management program allows the user to shrink the current user interface pane 320. Then, in a step 442, all of the user interface panes 320 to the right of the user interface pane 320 the user is expanding are pulled to the left. Then the pane management program proceeds to a step 444.

In the step 444, the pane management program determines if the user is done resizing the user interface pane 320. If not, then the pane management program returns to the step 410. If so, then the pane management program exits the resize pane routine and returns to the step 403.

The toggle pane routine begins at the step 450. In a next step 452, the pane management program determines if the  $_{50}$  user interface pane 320 is maximized.

If the user interface pane 320 is maximized, then in a step 454 the user interface pane 320 title bar changes from horizontal to vertical and the user interface pane 320 is no longer displayed. Then, in a step 456, user interface panes 55 320 to the right of the current user interface pane 320 are shifted to the left against the vertical toggle bar or handle.

Next, in a step 458, the pane management program determines if the interactive window 315 includes a horizontal scroll bar 325. If not, then the pane management 60 program exits the toggle pane routine and returns to the step 403. If so, then the pane management program proceeds to a step 460 where it determines if the width of all of the user interface panes 320 is less than the computer display screen width. If the width of all of the user interface panes 320 is 65 not less than the computer display screen width, then the pane management program exits the toggle pane routine and

returns to the step 403. If the width of all of the user interface panes 320 is less than the computer display screen width, then the pane management program proceeds to a step 462 wherein it hides the horizontal scroll bar 325 and then exits the toggle pane routine and returns to the step 403.

If in the step 452, the pane management program determines that the user interface pane 320 is not maximized, then in a step 464 the user interface pane 320 title bar changes from vertical to horizontal and the user interface pane 320 is displayed underneath the user interface pane 320 title bar. Then, in a step 466, user interface panes 320 to the right of the current user interface pane 320 are shifted to the right.

Next, in a step 468, the pane management program determines if the user interface panes 320 include a horizontal scroll bar 325. If so, then the pane management program exits the toggle pane routine and returns to the step 403. If not, then the pane management program proceeds to a step 470 where it determines if the width of all of the user interface panes 320 is greater than the computer display screen width. If the width of all of the user interface panes 320 is not greater than the computer display screen width, then the pane management program exits the toggle pane routine and returns to the step 403. If the width of all of the user interface panes 320 is greater than the computer display screen width, then the pane management program proceeds to a step 472 wherein it displays the horizontal scroll bar 325 and then exits the toggle pane routine and returns to the step 403

FIG. 5 shows a preferred embodiment of a player toolbar 310 in the interactive window 315 of the music player 120. The player toolbar comprises an advertisement component of the user interface 250, as will be described in more detail below.

In a preferred embodiment, the player toolbar 310 is an application desktop toolbar according to the WINDOWS® operating system. In that case, the player toolbar 310 is automatically set to be a topmost desktop toolbar which remains on a user's computer display screen at all times regardless of other applications which may be open on the user's computer desktop. In other words, the player toolbar 310 is automatically set to be a topmost desktop toolbar on a z-order (z-axis) stack of desktop toolbars or windows on the display screen. Also, the player toolbar occupies a topmost or bottommost position (y-axis) on the user's computer display screen are then "resized," or pushed up or down, to fit within in the remaining available display area on the user's computer display screen.

Minimally, the player toolbar 310 comprises at least one pane for displaying an advertisement or other information to a user, and one or more player controls. In a preferred embodiment, the player toolbar 310 includes an advertisement pane 510, an information pane 520, a player control pane 530, and several user interface buttons 540.

The advertisement pane 510 includes and displays advertisements. Preferably, the advertisements are delivered across the Internet from the online music library 110 to the music player 120. The advertisements may be simple "banner ads" or may include picture images, animations, video, audio, or any combination thereof. Preferably, each advertisement had a display duration (e.g., 15 seconds, 30 seconds, etc.) after which it is replaced by a next advertisement. An advertisement display duration may be matched to the duration of a particular music selection which is played by the music player 120.

The advertisements may be targeted to a user or group of users, depending upon the music selections they choose to hear, and/or some combination of user demographics. Demographic information may be obtained from users when they subscribe to the online music delivery service. In a 5 preferred embodiment, the advertisements may include tieins to particular music selections being played by the music player 120. These may include concert tickets, albums, T-shirts, or other items associated with a particular artist whose music selection is being played. In that case, a user 10 may "click" on an advertisement to open a web browser window where he or she may purchase an advertised product over the Internet.

The information pane 520 preferably includes information about a music selection currently being delivered to the 15 user's computer via the online music delivery system 100. The information may include a song title, an artist name, a CD or album title, etc.

The player control pane 530 preferably includes several player controls for music selections being played by the music player 120. Preferably, the player controls include a play button, a stop button, a previous song button, a next song button, a repeat button, a shuffle button for randomly playing songs, a volume control bar, a balance control bar, an elapsed time/remaining time counter, an elapsed time bar, <sup>25</sup> and an equalizer.

In a preferred embodiment, the player toolbar 310 includes several user interface buttons 540, such as a search button, a library button, a playlist button, a channels button and a features button. If a user selects any of these user interface buttons 540, the corresponding user interface pane 320 is opened and displayed on the computer display screen in the interactive window 315.

Preferably, the player toolbar 310 includes a purchase button 545 to allow a user to purchase a CD or album which includes the music selection which is being played by the music player 120. Additionally, the user may purchase a downloadable copy of a music selection by selecting the purchase button 545 while the music selection is being streamed to the user's computer.

Also, preferably, the player toolbar 310 includes an Internet search button 550 for allowing a user to perform an Internet keyword search. In that case, the online music delivery system 100 may include an Internet search engine for searching the Internet for web sites matching a user's selected keywords. Alternatively, the Internet search button 550 may provide a link to another Internet web site featuring an Internet search engine. In another alternative embodiment, the search button 550 may search directly into the online music database 114.

In a preferred embodiment, the music player 120 operates on a computer with an operating system having a graphical user interface, for example the MACINTOSH® operating system or the WINDOWS® operating system. As is well 55 known, in such an operating system a number of computer programs or applications may have user interfaces which are simultaneously displayed in separate windows on the computer display screen. When two or more windows are open, they may typically be resized to various sizes desired by the 60 user. Also, a first window may be placed over a second window, thus covering or hiding some or all of the second window such that its contents are not displayed on the computer display screen and are therefore not visible to a computer user.

Advantageously, the player toolbar 310 and its associated advertisement pane 510 automatically remain visible on a

user's computer display screen whenever the music player 120 is open and executing on the computer. There is no user control provided in the user interface 250 for a user to minimize or hide the player toolbar 310 on the computer display screen.

In an alternative embodiment, an advertisement component of the user interface 250 may comprise a "floating window" instead of the player toolbar 310. In that case, a floating window remains visible on a user's computer display screen whenever the music player 120 is open. Unlike an application desktop toolbar, the floating window may be moved by a user to any position on the user's computer display screen, not just the topmost or bottommost position (y-axis) of the user's computer display screen. Also, unlike an application desktop toolbar, the floating window does not "resize" the screen for all other open windows. The floating window may therefore cover portions of other windows open on the user's computer display screen. Nevertheless, like the player toolbar, the floating window is automatically set to remain on a topmost z-order (z-axis) stack of windows displayed on the user's computer display screen, and cannot be minimized by a user or moved off of the user's computer display screen. There is no user control provided in the user interface 250 for a user to minimize or hide the floating window on the computer display screen.

Thus, the advertisement component of the user interface 250 insures that the advertisements always appear on the user's computer display screen as long as the music player 120 is open. This ensures that advertisements are always visible to a user while using the online music service. This in turn makes the advertisements more effective and valuable to advertisers, generating higher advertisement rates. The increased advertisement revenues allow the online music service provider sufficient revenue to procure rights to transmit music selections from many artists, to be played in any order desired by a user.

FIGS. 6A-B show a flowchart of a preferred embodiment of a process which may be executed by a player toolbar display program to create and automatically maintain a player toolbar 310 on a "topmost" level window (z-axis) of a computer display screen running under the WINDOWS® computer operating system. The process automatically places the player toolbar 310 on the "topmost" level window (z-axis) of a computer display screen without any user involvement, and also automatically ensures that the player toolbar 310 remains on the "topmost" level window (z-axis) of a computer display screen despite efforts by a user to remove it therefrom.

In a first step 610, the player toolbar display program initializes data regarding the player toolbar 310. Next, in a step 620, the player toolbar display program registers the player toolbar 310 with the shell of the computer's operating system program. Then, in a step 630, the player toolbar display program retrieves information from the shell regarding other application desktop toolbars for other computer programs which are open on the computer display screen.

From this information, in a step 640, the player toolbar display program calculates the coordinates (x/y axes) for the location of the player toolbar 310 to be displayed on the computer display screen. Then, in a step 650, the player toolbar display program informs the shell of the computer's operating system where the player toolbar 310 will be displayed on the computer display screen. Next, in a step 660, the player toolbar display program calls a subroutine to place the player toolbar 310 at the correct position (x/y axes) on the computer display screen and to make it the "topmost"

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window on the stack (2-axis) of windows displayed on the user's computer display screen. In other words, the player toolbar 310 is displayed such that it is not covered by any other window or application desktop toolbar on the computer display screen. The player toolbar display program displays the player toolbar 310 at either the very top or the very bottom position on the computer display screen. All other open windows on the user's computer display screen are resized, or pushed up or down, to fit within the remaining available area on the user's computer display screen.

In a step 670, the player toolbar display program sets the window style for the player toolbar to be at the topmost position (z-axis) on the "stack" of windows on the computer display screen. Then, to insure that the player toolbar 310 maintains the topmost position on the stack of windows on 15 the computer display screen, in a step 680 the player toolbar display program sets a timer to return a message when a predetermined time interval expires. Preferably, the predetermined time interval is set to a short enough duration to insure that the player toolbar 310 always appears to a user 20 to be the topmost window. In a step 690, the player toolbar display program sets a handle so that when the timer expires, the player toolbar display program will recognize the timer. Finally, in a step 695, when the player toolbar display program receives the timeout message, the player toolhar 25 display program calls a subroutine to again place the player toolbar 310 at the correct position on the computer display screen and to make it the "topmost" level window on the stack of windows displayed on the user's computer display screen. Then, the program returns to step 690 and repeats the 30 loop. In this way, the player toolbar display program ensures that the player toolbar 310 remains at the "topmost" window on the stack of windows displayed on the user's computer display screen so long as the music player 120 is open.

In one embodiment, the player toolbar display program 35 recognizes attempts by a user to cover the player toolbar 310 or to force the player toolbar 310 from being displayed on the "topmost" window on the stack of windows displayed on the user's computer display screen. In that case, the player toolbar display program displays a warning message to a 40 user that the player toolbar must remain on the computer display screen at all times in order for the user to continue receiving music selections from the online music service provider. Optionally, after repeated attempts by a user to force the player toolbar 310 from being displayed as the 45 "topmost" window on the stack (z-axis) of windows displayed on the user's computer display screen, the player toolbar display program may cause the music player to disconnect from the online music library, to stop playing music selections, and to close.

In an alternative embodiment where the user interface substitutes a floating window for the player toolbar, then the steps 670 through 695 of the above-described player toolbar display program may be used to create and automatically maintain the floating window on a "topmost" level window 55 (2-axis) of a computer display screen running under the WINDOWS® computer operating system. The process automatically places the floating window on the "topmost" level window (z-axis) of a computer display screen without any user involvement, and also automatically ensures that the floating window remains on the "topmost" level window (z-axis) of a computer display screen despite any efforts by a user to remove it therefrom.

The user interface 250 may include other desirable features. For example, when a music selection is being delivered from the online music library 110 to the music player 120 and is being played through the user's computer, a

special display scrolling window or "ticker" may be opened on the computer display screen wherein the song lyrics are scrolled. Also, the user interface 250 may include a control or button for allowing a user to "rip" a CD, that is, to copy music selections from a CD onto a hard disk drive in the user's computer.

While preferred embodiments are disclosed herein, many variations are possible which remain within the concept and scope of the invention. For example, although the preferred embodiment has been described in terms of an online music delivery system, the invention in its various aspects may be applied appropriately to an online video delivery system. Such variations would become clear to one of ordinary skill in the art after inspection of the specification, drawings and claims herein. The invention therefore is not to be restricted except within the spirit and scope of the appended claims. What is claimed is:

- 1. A multimedia content delivery system for delivering multimedia content across a computer network to a user computer having a display screen, audio processing components, and an operating system supporting graphical user interfaces, the system comprising:
  - on online music library, comprising, a song file server for storing song files, and an online database of the song files; and
  - a music player resident on the user computer for accessing the online database via the computer network and selecting therefrom selected song files to be delivered across the computer network to the user computer,
  - wherein said music player includes a user interface displaying an advertisement on a topmost level of windows on the display screen at all times even when other computer programs are being executed by the user computer.
- 2. The system of claim 1, wherein the online music library further comprises a translation/streaming server receiving the selected song files from the song file server and communicating the selected song files across the computer network to the user computer.
- 3. The system of claim 2, wherein the computer network is the Internet, and wherein the music player further comprises:
- an Internet interface for establishing an Internet connection between the user computer and the translation/ streaming server;
- a streaming music interface receiving the selected song files via the Internet; and
- an audio interface for providing the selected song files to the audio processing components of the user computer to be played by the audio processing components of the user computer.
- 4. The system of claim 1, wherein the user interface further comprises:
  - an interactive window comprising a plurality of user interface panes; and
  - a plurality of handles each associated with a corresponding one of the user interface panes for opening and minimizing the corresponding user interface panes.
- 5. The system of claim 4, further comprising a close box for closing all of the user interface panes.
- 6. The system of claim 4, wherein the interactive window comprises:
  - a search pane for a user to search the online database;
  - a library pane for providing a hierarchical view of the song files in the database;

- a playlist pane for providing a list of song file playlists to the user; and
- a channels pane providing a list of preprogrammed channels available through the online music library.
- 7. The system of claim 6, wherein the user interface 5 further comprises a horizontal scroll bar which is displayed to a user when a width of open user interface panes exceeds a width of the display screen and which is not displayed to a user when the width of open user interface panes is less than the width of the display screen.
- 8. A method of delivering music to a user via a personal computer having a display screen and audio processing components, the method comprising:
  - displaying an advertisement on a topmost level of windows on the display screen at all times even when other computer programs are being executed by the personal computer;

providing an online music database of music selections; displaying contents of the online music database to the 20 listener via the display screen;

receiving from the user a list of selected music selections in the online music database; and

delivering the selected music selections to the personal computer.

The method of claim 8, further comprising playing the selected music selections through the audio processing components.

10. The method of claim 8, further comprising delivering to the personal computer lyrics for the selected music <sup>30</sup> selections.

11. The method of claim 8, further comprising storing a playlist comprising the list of selected music selections.

- 12. The method of claim 8, further comprising receiving from the user a scheduled playtime for the selected music selections, and wherein the selected music selections are delivered to the personal computer at the scheduled playtime
- 13. A music player for a computer having a display screen, audio processing components, and an operating system supporting graphical user interfaces, the music player comprising:
  - an Internet interface for establishing an Internet connection between the computer and an online music library;
  - a streaming music interface for receiving a song file from the online music library via the Internet;
  - an audio interface for providing the song file to the audio processing components of the computer to be played by the audio processing components of the computer, and

- a user interface for user interaction with the music player, said user interface comprising,
  - an advertisement component for displaying an advertisement on the display screen, and
- a display program for automatically setting said advertisement component to displayed in a topmost level of windows on the display screen at all times even when other computer programs are being executed by the computer.
- 14. The music player of claim 13, wherein the advertisement component comprises a floating window.
- 15. The music player of claim 13, wherein the advertisement component comprises a player toolbar.
- 16. The music player of claim 15, wherein the player toolbar comprises:
- a player control pane including player controls for the song file being played by the music player; and
- an advertisement pane for displaying the advertisement.
- 17. The music player of claim 13, wherein the song file received by the streaming music interface is a compressed song file, and wherein the music player further comprises a decompressor for decompressing the compressed song file.
- 18. The music player of claim 13, wherein the user interface further comprises:
  - an interactive window comprising a plurality of user interface panes; and
- a plurality of handles each associated with a corresponding one of the user interface panes for opening and minimizing the corresponding user interface panes.
- 19. The music player of claim 18, wherein the interactive window comprises:
- a search pane for a user to search an online database of song files in the online music library;
- a library pane for providing a hierarchical view of the song files in the online database;
- a playlist pane for providing a list of playlists to the user;
- a channels pane providing a list of pre-programmed channels available from the online music library.
- 20. The music player of claim 13, wherein the user interface further comprises a scrolling window for displaying lyrics corresponding to a song file being played by the music player.

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## (12) United States Patent Burrows

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## (54) SYSTEM AND METHOD FOR PLAYING COMPRESSED AUDIO DATA

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32.01, 30.06, 47.1; 704/500, 501, 502; 84/609

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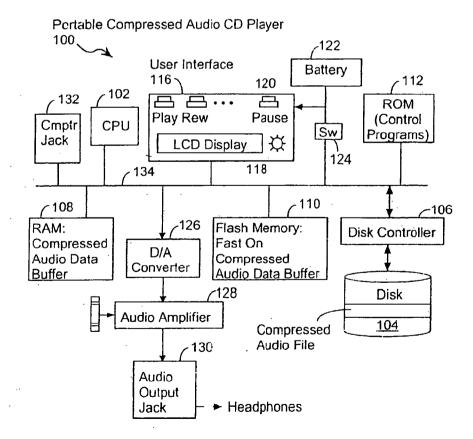
Primary Examiner—David Hudspeth Assistant Examiner—Kim-Kwok Chu

(74) Attorney, Agent, or Firm-Pennie & Edmonds LLP

(57) ABSTRACT

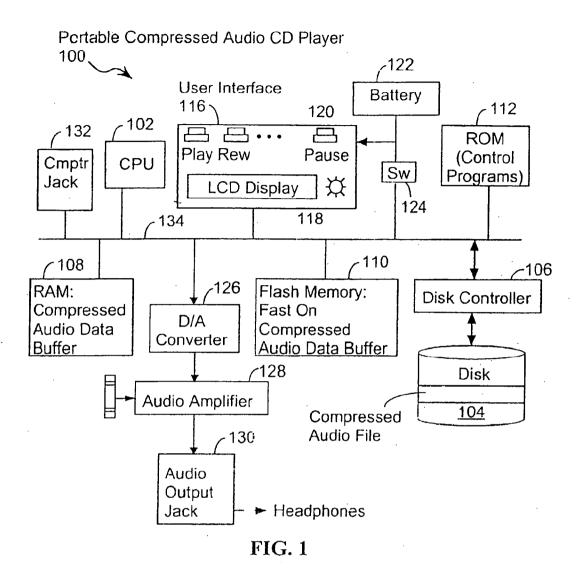
A portable audio player stores a large amount of compressed audio data on an internal disk drive, and loads a portion of this into an internal random access memory (RAM) which requires less power and less time to access. The audio player plays the data stored in RAM and monitors the amount of unplayed data. When the amount of unplayed data falls below a threshold, additional data is copied from the disk drive into RAM. When the portable audio player is turned off, a predetermined amount of audio data is stored in a fast-access non-volatile flash memory unit. When the audio player is turned back on, and play is resumed, a suitable portion of this data can be played while data is being loaded from the disk drive into RAM, thus reducing the amount of time a user must wait before receiving data in response to a play request.

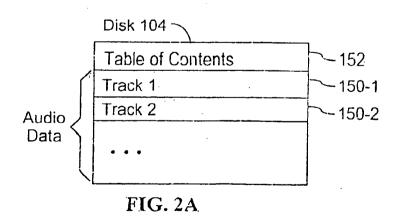
21 Claims, 4 Drawing Sheets



<sup>\*</sup> cited by examiner

Apr. 23, 2002





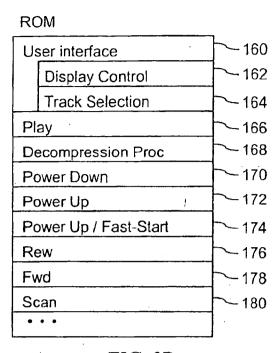
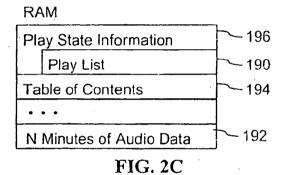


FIG. 2B



Flash Memory

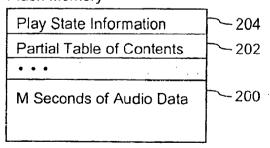


FIG. 2D

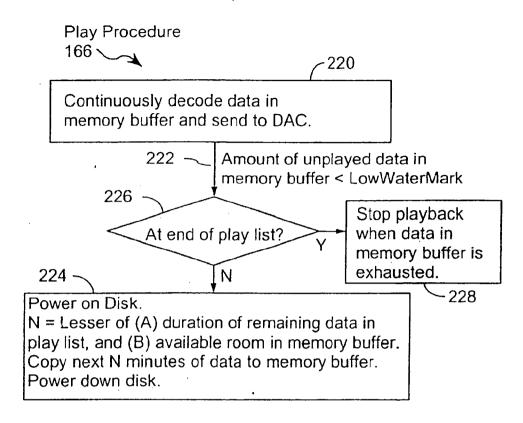
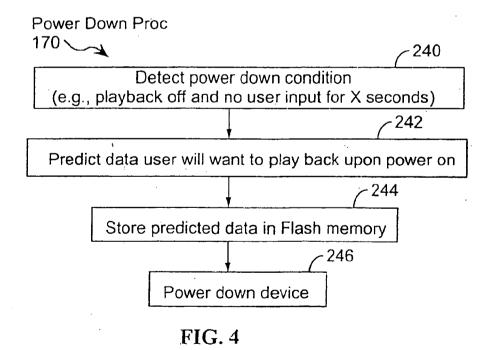


FIG. 3

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CL 000522

Power Up / Fast-Start Procedure 172-174

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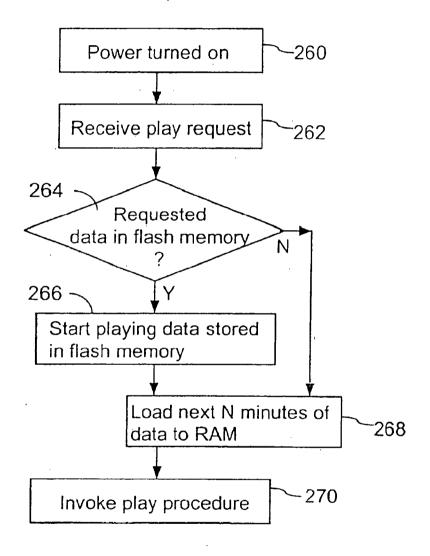


FIG. 5

#### SYSTEM AND METHOD FOR PLAYING COMPRESSED AUDIO DATA

The present invention relates generally to a system and method for decreasing the amount of time necessary to 5 resume playing audio data from a portable audio player following a play stoppage.

#### BACKGROUND OF THE INVENTION

Since the advent of the audio cassette, portable audio 10 players have enjoyed widespread popularity. Portable audio players allow a user to listen to audio data in virtually any setting by freeing the user from the mobility constraints imposed by bulky home-based stereo systems. Because portable audio players are often used in manner that makes connection to an external power supply impractical, portable audio players typically rely on batteries to provide power. Since such batteries have a limited lifetime, it is desirable for carried by the user, it is desirable to make the portable audio player's batteries small and lightweight.

Current portable audio players play digital audio data stored on a compact disk, or CD, which is manually loaded 25 into the player by the user. CDs are capable of storing more data than cassette tapes and are less susceptible to degradation resulting from repeated use. In addition, CDs allow the user to jump quickly and automatically to different tracks of data, unlike cassette tapes, which require a magnetic tape to 30 be physically spooled to the desired location, and typically do not contain indexing information to indicate where new tracks begin.

However, while CDs represent an improvement over audio cassette tapes, CDs still suffer from a limited amount 35 of storage. For example, most present-day CDs are capable of storing at most 70 to 75 minutes of audio data. Moreover, many of the CDs that a user owns will contain even less data than this, since separate CDs are typically used to record separate programs and events. Even with the advent of the 40 digital video disk, or DVD, with a much greater storage capacity than a traditional CD, it will typically be the case that a user will own a library of many different disks, each containing its own unique set of data. Thus, to listen to several hours of audio data, or to listen to a variety of programs, a user must carry several CDs and manually load the next CD into the player when the previous CD is finished playing. In addition, since CDs are relatively large, they require a relatively large portable unit to contain them. Another disadvantage of CDs is that the manner in which 50 data is read from the disks is sensitive to physical shocks, which can cause undesirable discontinuities, or skips, in the audio output. In addition, power is consumed by continuously spinning the compact disk to obtain data.

The development of effective compression techniques has 55 enabled a greater quantity of audio data to be stored in a much smaller amount of memory. For example, the MPEG audio layer 3 compression format, or MP3, is able to compress CD-quality digital audio data by a factor of about ten, and thus enables a CD-quality audio signal to be 60 delivered at a data rate of 128 kilobits per second. As a result, these compression techniques make it practical for a compressed audio player to use storage media other than traditional cassettes or disks-media that would otherwise be prohibitively expensive to use. For example, the Rio MP3 Software Player, made be Diamond Multimedia, stores data in a 32 megabyte flash memory, a type of non-volatile

electronic memory that allows for writing and erasing of data. By making use of compression techniques, a user can thus store approximately 30 minutes of audio data in the flash memory, whereas without compression, only about 3 minutes of audio data could be stored. However, current flash-memory-based portable audio players are only able to store about half as much data as a typical CD. As a result, whenever the user wants to listen to the data stored on a different CD, the user must manually copy that CD into the flash memory, a process which is much more timeconsuming and cumbersome than simply loading a new CD into a traditional portable CD player. Although a flash memory can store additional audio data if a higher compression rate is used, higher compression rates can cause 15 undesirable degradation of the audio data. In addition, flash memory is subject to fatigue, and will wear out after repeated write-erase cycles.

What is needed, then, is a portable player that makes use the audio player to consume as little power as possible. In thus allowing the user to listen to a virtually unlimited supply of audio data without having to physically insert or copy additional data into the portable player's memory. While non-volatile magnetic media, such as the hard disk drives used in portable computers, bave a large storage capacity, the amount of power that these hard disk drives consume makes them impractical for use in a portable audio player, which would either have to include an undesirably large battery, or have an undesirably short playtime. For example, while the 2.5" disk drives used in laptop computers are designed to consume relatively little power, their power consumption is still much greater than that which is acceptable in a typical CD-based portable audio player. Whereas a portable audio player may have a total battery weight of about 2 ounces, a laptop computer may have a battery weight of more than a pound. Thus, if a portable audio player were to use a hard disk in the same manner as a laptop computer, the battery life of the portable audio player would be prohibitively short.

> Moreover, if the hard disk were turned off to conserve power, it would take a relatively long time to access data at a random location on the hard disk in comparison to the time necessary to access random data on a flash memory or CD. More specifically, from a powered off state, it typically takes three to six seconds to "spin up" and begin accessing data at a specified disk location. As a result, powering off the hard disk to conserve power would cause an undesirable delay between a user's request for audio data and the actual delivery of that data to the user.

> Accordingly, it is an object of the present invention to provide a system and method for storing a large volume of audio data in a portable audio player. It is another object of the present invention to provide a system and method for reducing the power consumed by a portable audio player, while minimizing the delay between a user's request for audio data and the delivery of that audio data. Yet another object of the present invention is to provide a system and method for providing continuous, uninterrupted audio data to the listener.

#### SUMMARY OF THE INVENTION

A portable audio player includes a disk storage unit, a volatile memory buffer, and fast-access non-volatile memory buffer. Fast-start logic copies a predefined amount of compressed audio data from the disk storage unit or the volatile memory buffer into the non-volatile memory buffer when the portable audio player is commanded to stop

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playing or to power down. The fast-start logic plays the compressed audio data in the non-volatile memory buffer when the portable audio player is commanded to resume playing.

#### BRIEF DESCRIPTION OF THE DRAWINGS

Additional objects and features of the invention will be more readily apparent from the following detailed description and appended claims when taken in conjunction with the drawings, in which:

FIG. 1 is a block diagram of a portable audio player system in accordance with the present invention.

FIGS. 2A, 2B, 2C and 2D are block diagrams of the contents of the memory units contained in a system according to the present invention.

FIG. 3 is a flow chart of a method of playing data in one embodiment of the present invention.

FIG. 4 is a flow chart illustrating a method of powering down a portable audio player in accordance with an embodiment of the present invention.

FIG. 5 is a flow chart showing a method for powering up a portable audio player in accordance with an embodiment of the present invention.

## DESCRIPTION OF THE PREFERRED EMBODIMENTS

The following embodiments of the present invention will be described in the context of a portable audio player used to play compressed audio data, although those skilled in the art will recognize that the disclosed systems and methods are readily adaptable for broader application. For example, without limitation, the present invention could be readily applied in the context of a video, multimedia, or uncompressed audio player.

The present invention enables a portable audio player to store a large amount of data while maintaining an acceptable level of power consumption and an optimal data retrieval time. The portable audio player stores a large amount of compressed audio data on an internal, non-volatile storage medium, such as a bard disk drive, and loads a portion of this into a volatile storage medium, such as random-access memory (RAM) which requires less power and less time to access. The audio player plays the data stored in the volatile storage medium while keeping track of the amount of playtime associated with the remaining, unplayed data. Once the remaining playtime decreases to a predetermined level, additional data is copied from the non-volatile storage medium into the volatile storage medium. Because the time necessary to copy a block of data from the non-volatile storage medium to the volatile storage medium is much less than the amount of time it takes to play the same block of audio data, this approach minimizes the amount of time that the non-volatile storage medium must be operated, and thus 55 minimizes the amount of power consumed by the system.

In addition, when the portable audio player is turned off, a predetermined amount of audio data is stored in a fast-access non-volatile storage unit, such as flash memory. When the audio player is turned back on, and play is resumed, a suitable portion of this data can be played while data is being loaded from the main non-volatile storage unit into the volatile storage unit, thus reducing the amount of time a user must wait before receiving data in response to a play request.

FIG. 1 shows an implementation of the portable audio player 100 that preferably includes:

- a data processor 102;
- a main non-volatile storage unit 104, preferably a hard disk drive having an associated disk controller 106;
- a volatile storage unit 108, preferably random access memory (RAM);
- a fast-access non-volatile storage unit 110, preferably a flash memory array;
- a control memory module 112, preferably read only memory (ROM), which stores the control programs for the system:
- a user interface 116 that includes a display 118 and one or more buttons 120 or other user input devices;
- a power supply 122, preferably a battery;
- a switch 124 for delivering power from the battery to the system and for shutting power off when the system is powered down;
- a digital to analog data converter 126;
- an audio amplifier 128;
- an audio output jack 130 that can be used to deliver an analog audio signal to a pair of headphones or another audio output device;
- a jack 132 for coupling the system to a computer (not shown), such as for downloading compressed audio data onto the hard disk 104; and
- one or more internal buses 134 for interconnecting the aforementioned elements of the system.

To play audio data via the audio output jack 130, it is necessary for processing unit 102 to decompress a portion of the audio data stored in RAM 108. Once the compressed audio data has been decompressed, it is sent via bus 134 to the digital-to-analog converter 126 which converts the digital audio data to an analog audio signal. This audio signal is then sent to one or more audio amplifiers 128 before being delivered to the audio output jack 130.

In a preferred embodiment, the hard disk 104 is preferably a compact device, such as 2.5" diameter or smaller hard disk device, that includes at least four gigabytes of storage. Four gigabytes of non-volatile disk storage enables the system 100 to store over 65 hours of MP3 compressed audio data. The compressed audio data is preferably received, via the jack 132, from a host computer that compresses the audio data from audio CDs. One of ordinary skill in the art will recognize that any suitable non-volatile storage medium could be used in place of the hard disk used in the preferred embodiment.

Each "track" of each audio CD may be stored as a separate file 150 (FIG. 2A) on the hard disk 104. Referring to FIG. 2A, a table of contents 152 is stored on the hard disk 104. The table of contents, which is composed by the host computer, preferably organizes the compressed files in a hierarchy. For example, the top level could contain music genres such as classical, jazz, country, rock, light rock, and so on. Only music genres for which at least one CD or at least one track has been stored on the hard disk are included in the table of contents. At the second level, within each genre, is a listing of the CDs for which music is stored on the hard disk. At the third level is stored the names of the tracks for each CD stored on the hard disk. If the user has selected individual tracks for storage on the system 100, instead of entire CDs, the second level may reference user specified "pseudo-CDs." The table of contents also includes information about the disk storage location of each track.

The table of contents 152 can be viewed on the display 118, and the user can select CDs and/or individual tracks to be played. User selections are added to a "play list" 190 (FIG. 2B), which is a queue of tracks to be played by the system.

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The host computer, when coupled to the system 100 via the jack 132, can access the table of contents 152, delete entire CDs and/or tracks stored on the hard disk 104, download additional CDs and/or tracks onto the hard disk 104, and replace or update the table of contents 152.

Referring to FIGS. 1 and 2B, the control logic of the system 100 is implement primarily in the form of control programs that are executed by the system's data processor 102. The system's control programs may be stored in read-only memory (ROM) 112. In a typical implementation, the control programs stored in the ROM will include:

- a set of user interface procedures 160, including a display control procedure 162 for displaying user selected portions of the table of contents, and track selection procedures 164 for enabling the user to select audio 15 tracks to be played;
- a play procedure 166, discussed in more detail below, for controlling the playing of audio tracks;
- a decompression procedure 168 for decompressing compressed audio data;
- a power down procedure 170, discussed in more detail below, for powering down the system and enabling the fast-start feature of the present invention;
- a power up procedure 172 for turning on the system and for invoking the power up fast-start procedure 174 25 when appropriate; as well as
- other control procedures for implementing such features as fast forward 176, rewind 178, track scanning 180 and the like.

One of ordinary skill in the art will recognize that in an <sup>30</sup> alternate embodiment, the control logic could readily be implemented with a custom-made chip, rather than with software operating in conjunction with a general-purpose processor 102.

FIG. 2C shows a memory-map for RAM 108 in accordance with one embodiment of the present invention. A portion of RAM 108 is devoted to storing a predetermined amount of compressed audio data 192. In addition, RAM 108 preferably stores a copy 194 of the table of contents (copied from the hard disk) and play state information 196. The play state information 196 indicates the state of the portable audio player 100, for example, information regarding the amount of unplayed data stored in RAM, and the playing mode of the device (e.g., fast-forward, normal play, rewind, etc.). The play state 196 also includes a "play list" 45 190, which is a list of audio tracks to be played.

FIG. 2D shows a memory map for flash memory 110 in accordance with an embodiment of the present invention. Flash memory 110 stores a predetermined amount of compressed audio data 200. In addition, flash memory 110 preferably includes a table of contents 202 indicating the location and identity of data within flash memory, and a play state table 204 which stores, for example, information regarding the play state of the audio player just prior to the device being powered down.

#### Power Conserving Play Logic

The operation of the portable audio player 100 will now be described with reference to FIG. 3, which is a flow chart of a preferred method of playing audio data in accordance 60 with the present invention. Data is played by continuously reading it from RAM 108, decompressing it, converting it into an analog audio signal, and sending it to the output jack 130 (220). The rate at which the data is read from RAM 108 is dictated by the application. For example, MP3 compressed audio data is typically played at a rate of 128 Kilobits per second.

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Play control logic monitors (222) the amount of data that remains in RAM (or equivalently, it monitors the amount of playtime associated with the unplayed data in RAM). To ensure that there is no undesirable break in the audio output, when the playtime associated with the data stored in RAM falls below a predetermined threshold (sometimes called the low water mark), the play control logic determines whether, and how much, additional data will be required by RAM 108, and initiates the transfer of additional data from disk 104 to RAM 108 (224). To transfer data from disk 104 to RAM 108, the play control logic powers on the hard disk, copies data to RAM 108, then powers off the disk 104. The threshold at which data will be copied from disk 104 to RAM 108 will depend on the playtime of the data remaining in RAM 108 and the time required to access disk 104 and transfer data to RAM 108. To ensure that an undesirable break in the audio output does not occur, the threshold should be chosen so that RAM 108 does not run out of data to play before additional data is copied into it from the disk 104. In addition, by playing data directly from RAM 108, rather than from disk 104, undesirable skips in the audio output are avoided, since reading data from RAM 108 is typically not dependent on moving parts that are sensitive to physical jarring.

To minimize power consumption, the frequency and duration of accesses to disk 104 should be minimized. Thus, it is desirable to power on the disk just long enough to copy data into RAM 108, and to play as much of the data stored in RAM as is practical before copying additional data from disk 104. In addition, it is desirable for RAM 108 to contain a relatively large amount of memory. Preferably, the ratio of (a) the time necessary to play the data stored in RAM 108, to (b) the time necessary to copy data from disk 104 into RAM 108 will be greater than five-to-one, and in a preferred embodiment this ratio is approximately sixty-to-one. In any event, the ratio should be at least two-to-one, although any suitable ratio could be chosen in accordance with the principles of the present invention.

For example, in one embodiment of the present invention a 10 megabyte RAM is used in conjunction with a 4 gigabyte hard disk drive with an access time of 5 seconds. Thus, if 128 kilobits of compressed audio data are played every second, RAM will contain approximately 10 minutes of compressed audio data and disk 104 will contain approximately 65 hours of compressed audio data. Assuming it takes 5 seconds to power on the hard disk and an additional 5 seconds to copy 10 megabytes of compressed audio data from the hard disk to RAM, then the system must allow at least 10 seconds to access the disk and copy data to RAM in order to ensure that RAM does not run out of data to play. Thus, for example, a threshold of 20 or 30 seconds could be used in this embodiment. Since disk 104 is only powered on for 10 seconds every 10 minutes of play time, power consumption is minimized.

Of course, the play time associated with the stored audio data will be smaller if the portable audio player 100 is operated in a play mode such as fast-forward. However, this can readily be accounted for by simply initiating access to disk 104 sooner, thereby insuring that RAM 108 will not run out of data to play. In addition, in one embodiment, play control logic will not completely overwrite the data in RAM with data from disk 104 once the threshold is reached. Instead, the final portion of the previously-played data will be retained in case the user wishes to reverse the direction of play. Thus, in this embodiment, the amount of data comprising this final portion would be at least as great as the rewind speed multiplied by the amount of time it takes to access disk 104 and copy data from disk 104 to RAM 108.

When the amount of data remaining in RAM 108 falls below the threshold, but the play list is empty (226), the play procedure stops when the data in RAM 108 is exhausted (228). Further, the last transfer of data from disk 104 to RAM 108, when the play list is exhausted, may only 5 partially fill the RAM 108 with audio data (224).

#### Fast Start Logic

Referring now to FIGS. 4 and 5, a preferred method for reducing restart latency will be discussed. FIG. 4 is a flow chart of a preferred method for powering down the portable audio player 100. The power down sequence shown in FIG. 4 can be initiated in a variety of ways. For example, a user can command the system to power down by pressing appropriate buttons on the user interface. In addition, power down can be initiated when the control logic detects a predefined power down condition (240). In a preferred embodiment, one predefined power down condition is (A) data is not being played, and (B) no user input has been received for a predefined period of time (e.g., 30 seconds).

Once a power down command is received or generated, the power down method shown in FIG. 4 is initiated. First, the control logic makes a prediction regarding the data that the user will want to access once the unit is turned back on 25 (242). This prediction could be quite simple, consisting of, for example, the next portion of data starting from where the user left off, or could be more complex, consisting of several predictions regarding what the user may desire next, such as the beginning of the user's favorite tracks, as determined by 30 frequency of play. In addition, some or all of these predictions could be made at the time the player is turned off, or, alternatively, could be made in advance. Moreover, it should be understood that these exemplary predictions are provided for illustration only, as one of ordinary skill in the art will 35 recognize that any suitable prediction or group of predictions could be used in accordance with the present invention.

Once a prediction or group of predictions is obtained, the control logic copies blocks of data from the predicted areas of RAM 108 or disk 104 (or both) into flash memory 110 40 (244). Preferably, the size of these blocks will be large enough so that the playtime associated with each block will be greater than the amount of time it takes to copy data from disk 104 to RAM 108, thus preventing undesirable gaps in play when play is restarted. Once the desired blocks of data 45 have been copied into the flash memory 110, the audio player is powered down (246). In one embodiment, power is removed from the audio player by deactivating switch 118. When power is removed from the portable audio player 100, be lost. However, data stored in non-volatile memory, such as disk 104 and flash memory 110, will remain stored.

FIG. 5 is a flow chart of a procedure followed by an exemplary embodiment of the present invention when the audio player is turned back on. When power is turned on 55 (step 260), the audio player waits for the user to request data, such as by pressing the play button on user interface 116. When a command to resume play is received (step 262), the play control logic checks the table of contents stored in flash memory 110 to determine whether the beginning of the data 60 the user has requested to be played corresponds to the data stored in flash memory 110 (step 264). In some embodiments, the system may be turned on by pressing the system's play button, in which case the resume play command is received immediately. If the system was previously 65 in the middle of playing a track when it was shut down, the flash memory will contain data for a next portion of that

track. If the system was not playing a track when it was shut down, the flash memory may contain data for the track last shown on the user display, or other data.

If the beginning of the requested data is stored in the flash memory 110, then the play control logic plays that data (266) by reading it from the flash memory, decompressing it, and sending it to audio output jack 130 via digital-to-analog converter 126 and audio amplifier 128. In one embodiment, data in the flash memory 110 is copied to RAM before it is played. This copying step is fast and not noticeable to the end user.

Preferably, at the same time that the requested data is being played from flash memory 110, the next portion of data responsive to the user's request is copied from disk 104 to RAM 108 (268), so that once the requested data stored in flash memory 110 is finished playing, the audio player can begin playing data from RAM 108 using the procedure set forth in FIG. 3, thus preventing any interruption in play. If the requested data is not contained in flash memory 110, then the requested block is copied from disk 104 to RAM 108 (268) and played according to the play procedure shown in FIG. 3 (270).

Thus, the present invention minimizes the amount of time a user must wait to receive audio output after turning the system on. If the requested data is found in flash memory 110, it can be played immediately, while the remainder of the user's request is copied into RAM 108, thus rendering the step of copying data into RAM 108 transparent to the user.

In one embodiment, the present invention enables a user to skip to tracks of data that are not stored in RAM 108 and begin listening to them without waiting for data to be transferred from disk 104 to RAM 108. For example, in this embodiment, the system maintains a list of the N (e.g., 10 or 20 or 100) tracks last played by the user, and the flash memory 110 stores the first fifteen seconds of each track in that list. Accordingly, when the user asks to play a selected track of data, the play control logic can first check to see if that data is stored in the flash memory unit before copying data for the selected track from disk 104 to RAM 108. Thus, steps 242 and 244 of the power down procedure, for predicting data the user will want to play and storing it in the flash memory, may also be implemented in the play procedure or elsewhere in the system's control logic.

While the present invention has been described with reference to a few specific embodiments, the description is illustrative of the invention and is not to be construed as limiting the invention. Various modifications may occur to those skilled in the art without departing from the true spirit the data stored in volatile memory, such as RAM 108, will 50 and scope of the invention as defined by the appended claims.

What is claimed is:

- 1. An audio player, comprising:
- a first memory unit;
- a non-volatile memory buffer:

fast-start logic for copying a predefined amount of audio data from the first memory unit into the non-volatile memory buffer under predefined conditions before the audio player is turned off, and for playing the audio data stored in the non-volatile memory buffer when the audio player is commanded to resume playing;

wherein the first memory unit has a longer data access time than a data access time associated with the nonvolatile memory buffer:

whereby the fast-start logic enables the audio player to resume playing audio data within a time period corre-

sponding to the data access time associated with the non-volatile memory buffer upon receiving a command to resume playing after the audio player has been turned off.

2. The audio player of claim 1, wherein

the audio data is compressed; and

the audio player further includes:

- a compressed audio data converter for converting compressed audio data in the first memory unit into a decompressed audio signal; and
- a communications port for transmitting the decompressed audio signal to a user.
- 3. The audio player of claim 1, wherein the first memory unit has storage capacity greater than storage capacity of the non-volatile memory buffer, and the first memory unit comprises a hard disk drive that is powered off when the audio player is turned off and the non-volatile memory buffer comprises a flash EEPROM.
- 4. The audio player of claim 1, wherein said first memory unit comprises a non-volatile memory unit and a volatile memory unit.
  - 5. The audio player of claim 4 further comprising:
  - play control logic for copying audio data from the nonvolatile memory unit into the volatile memory unit while said fast start logic is playing the audio data stored in the non-volatile memory buffer, and for playing, without interruption, the audio data stored in the volatile memory unit when the fast start logic finishes playing the audio data stored in the nonvolatile memory buffer.
  - 6. The audio player of claim 1, further including:
  - play control logic for playing, without interruption, audio data stored in the first memory unit when the fast start logic finishes playing the audio data stored in the 35 non-volatile memory buffer.
  - 7. A multimedia player, comprising:
  - a first memory unit;
  - a non-volatile memory buffer,
  - fast-start logic for copying a predefined portion of multimedia data from said first memory unit into said non-volatile memory buffer upon the occurrence of a first predefined condition, and for playing the multimedia data stored in said non-volatile memory buffer upon the occurrence of a second predefined condition;
  - wherein the first memory unit has a longer data access time than a data access time associated with the nonvolatile memory buffer;
  - whereby the fast-start logic enables the multimedia player to resume playing multimedia data within a time period corresponding to the data access time associated with the non-volatile memory buffer upon the occurrence of the second predefined condition.
- 8. The multimedia player of claim 7, wherein said multimedia data comprises compressed audio data.
- 9. The multimedia player of claim 7, wherein said multimedia data comprises audio-visual data.
- 10. The multimedia player of claim 7, wherein said first predefined condition comprises a command to turn off the multimedia player, and wherein said second predefined condition comprises a command to resume playing multimedia data.
  - 11. The multimedia player of claim 7, further comprising: play control logic, wherein said first memory unit com- 65 prises a non-volatile memory unit and a volatile, memory unit, said play control logic for copying mul-

timedia data from the non-volatile memory unit into the volatile memory unit while said fast start logic is playing the multimedia data stored in the non-volatile memory buffer.

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12. A method of reducing data-retrieval latency in an audio player, comprising:

detecting a first predefined condition;

- copying a predefined portion of audio data from a first memory unit into a non-volatile memory buffer upon detection of the first predefined condition; the first memory unit having a longer data access time than a data access time associated with the non-volatile memory buffer:
- detecting a second predefined condition; and
  - playing the audio data stored in said non-volatile memory buffer upon detection of the second predefined condition:
  - whereby the audio player begins playing audio data within a time period corresponding to the data access time associated with the non-volatile memory buffer upon the occurrence of the second predefined condition.
- 13. The method of claim 12, wherein said first predefined condition comprises a command to turn off the audio player, and wherein said second predefined condition comprises a command to resume playing audio data.
  - 14. The method of claim 12, wherein said first predefined condition comprises an absence of user-input to the audio player for a predetermined time interval when said audio player is not playing audio data.
  - 15. The method of claim 12, wherein the predefined portion of audio data that is copied into the non-volatile memory buffer upon detection of said first predefined condition comprises a sequence of the next data to be played by the audio player, said sequence having a predetermined length.
    - 16. A data storage and transmission unit, comprising:
    - a non-volatile memory unit;
  - a volatile memory unit;
  - a non-volatile memory buffer; the non-volatile memory unit having a longer data access time than a data access time associated with the non-volatile memory buffer;
  - an output port for transmitting data from the volatile memory unit to an output device;
  - control logic for copying data from the non-volatile memory unit into the volatile memory unit, wherein the time required to transmit the copied data is greater than the time required to copy the data from the non-volatile memory unit into the volatile memory unit; and
  - fast-start logic for copying a predefined amount of data from the volatile memory unit into the non-volatile memory buffer under predefined conditions before the data storage and transmission unit is commanded to turn off, and for transmitting the predefined amount of data when the data storage and transmission unit is commanded to resume transmitting data.
  - 17. The data storage and transmission unit of claim 16, wherein the non-volatile memory buffer has a data access time that is less than a data access time of the non-volatile memory unit.
  - 18. A method of transmitting an audio signal with a compressed audio data player, comprising:
  - playing compressed audio data stored in a memory unit, including transmitting compressed audio data from a memory unit to a data converter, converting the com-

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pressed audio data into a decompressed audio signal, and transmitting the decompressed audio signal to an output port;

detecting a first predefined condition;

copying a predefined portion of compressed audio data from the memory unit into a non-volatile memory buffer upon detection of the first predefined condition;

detecting a second predefined condition; and

playing the compressed audio data stored in said non-volatile memory buffer upon detection of the second predefined condition, and then without interruption, playing compressed audio data stored in the memory unit.

19. The method of claim 18, wherein the step of playing 15 the compressed audio data stored in the non-volatile memory buffer further comprises:

copying the predefined portion of compressed audio data from the non-volatile memory buffer into the memory 20 unit:

transmitting the predefined portion of compressed audio data from the memory unit to the data converter;

converting the predefined portion of compressed audio data into a predefined decompressed audio signal;

transmitting the predefined decompressed audio signal to the output port.

20. A method of operating an audio player, comprising: playing audio data stored in a first memory unit;

copying a predefined amount of audio data from the first memory unit into a non-volatile memory buffer under predefined conditions before the audio player is powered down; and

after the audio player has powered down and upon receiving a resume play command, playing the audio data stored in the non-volatile memory buffer, and then without interruption, playing audio data stored in the first memory unit.

21. An audio player, comprising:

a first memory unit;

a non-volatile memory buffer;

fast-start logic for copying a predefined amount of audio data from the first memory unit into the non-volatile memory buffer under predefined conditions before the audio player is powered down, and for playing the audio data stored in the non-volatile memory buffer when the audio player is commanded to resume playing after being powered down; and

play control logic for playing, without interruption, audio data stored in the first memory unit when the fast start logic finishes playing the audio data stored in the non-volatile memory buffer.

## (19) United States

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#### (54) SINGLE USE MEDIA DEVICE

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(21) Appl. No.: 09/907,734

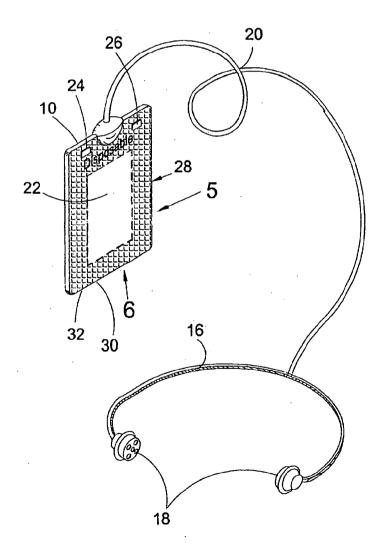
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(52)	HIC CL		26	ANIAS

#### (57) ABSTRACT

The present invention discloses an audio-visual retrieval and playback apparatus for a single use which has a housing having a viewing screen thereon 22 which can be sealed and packaged 14 having a headphone 16 with a pair of earpiecess 18 along with wiring 20 which connects the headphone to the housing. The present invention has a play button 24, along with a stop button 26 having slot 28 which accepts audiovisual cards along with a pair of ports 30, 32 for interfacing with another computer. Data can be retrieved from an external database having a phirality of audio video data for download. A user views the collection of audio video data and selects an audio video datafile for download to a disposable player that will retain the audio video datafile for later use.



Patent Application Publication Jan. 23, 2003 Sheet 1 of 10 US 2003/0016940 A1

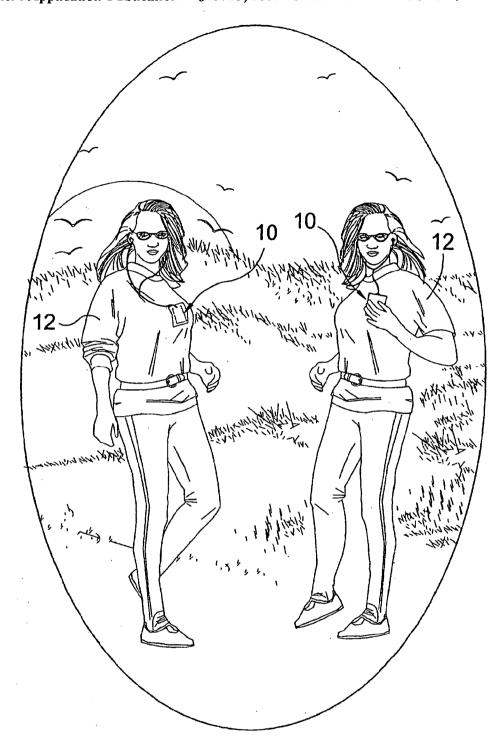
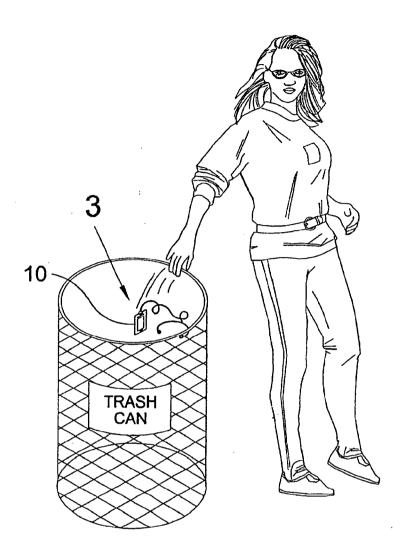
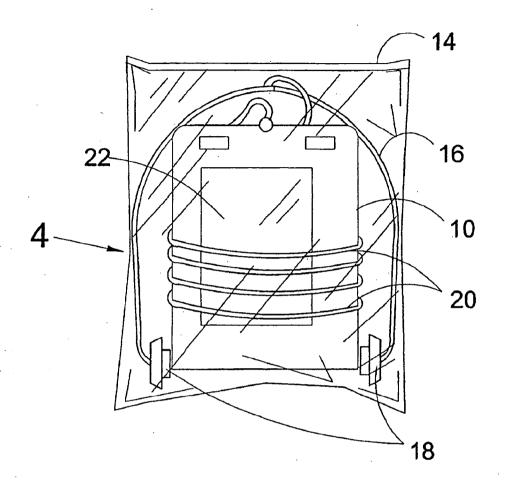
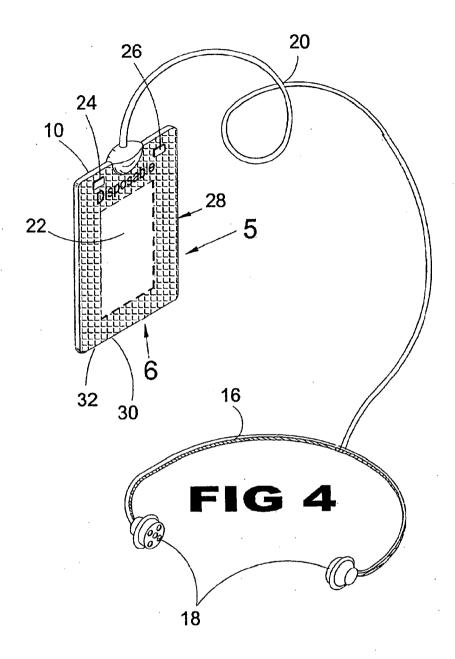


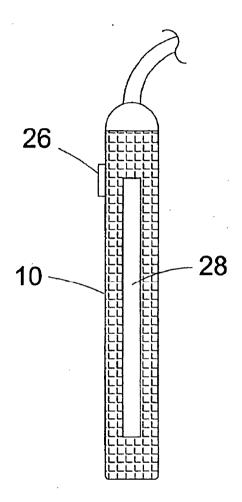
FIG 1

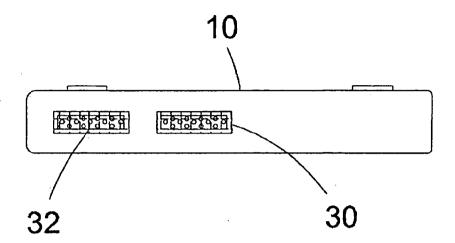


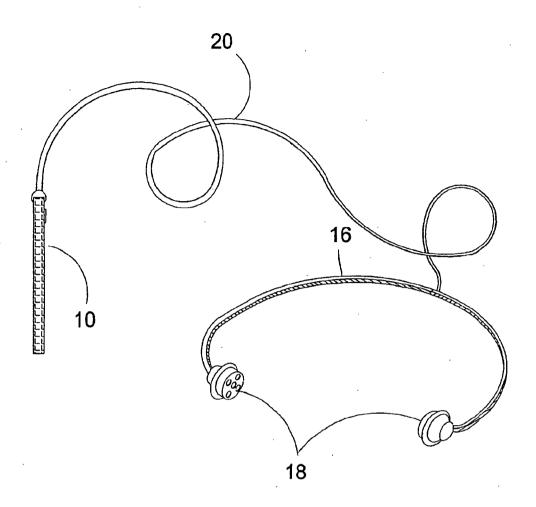
# FIG 2

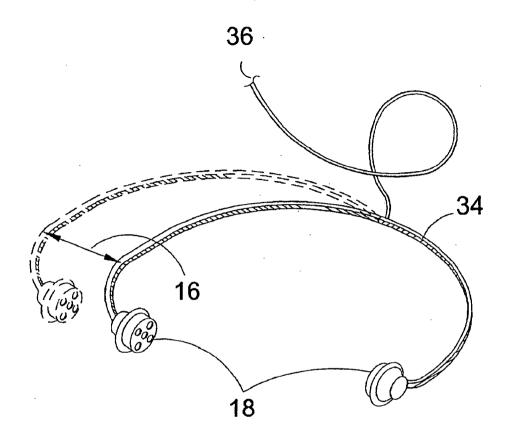




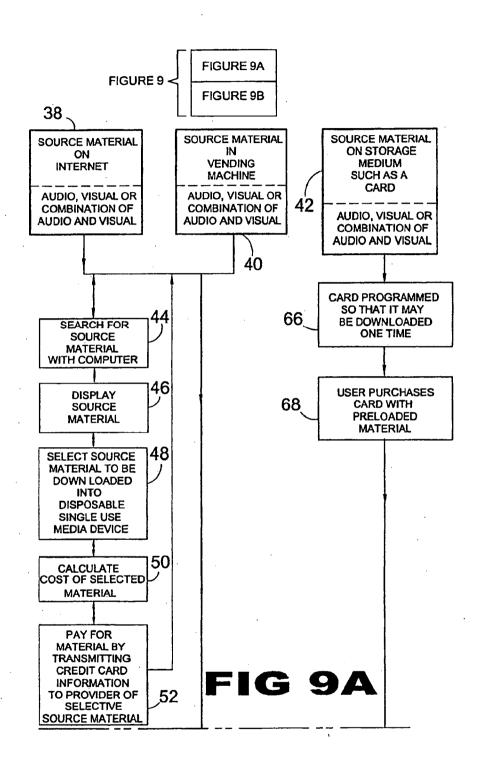




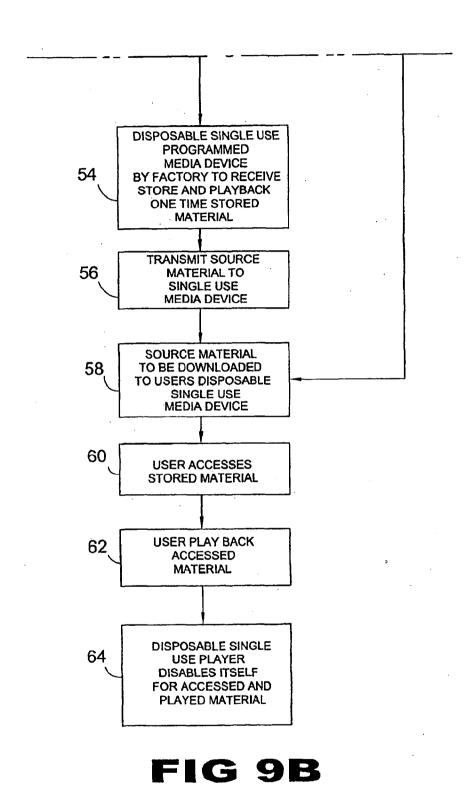




# FIG 8



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#### SINGLE USE MEDIA DEVICE

#### BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] The present invention relates generally to audio video equipment and, more specifically, to a disposable audio video player. The single use data to be played can be supplied with the audio video player when purchased or selectively downloaded from the Internet.

[0003] 2. Description of the Prior Art

[0004] There are other audio devices designed for audio/video playback. Typical of these is U.S. Pat. No. 4,587,643 issued to Monen et al. on May 6, 1986.

[0005] Another patent was issued to Suzuki on Aug. 28, 1990 as U.S. Pat. No. 4,953,153. Yet another U.S. Pat. No. 5,449,012 was issued to Friedman on Sep. 12, 1995 and still yet another was issued on Feb. 27, 1996 to Nakai et al. as U.S. Pat. No. 5,494,443.

[0006] Another patent was issued to Grewe on Sep. 23, 1997 as U.S. Pat. No. 5,670,730. Yet another U.S. Pat. No. 5,691,964 was issued to Niederlein on Nov. 25, 1997. Another was issued to Curtin on Nov. 16, 1999 as U.S. Pat. No. 5,986,200 and still yet another was issued on Dec. 14, 1999 to DeVito as U.S. Pat. No. 6,001,065.

[0007] Another patent was issued to Hoffmann on Apr. 20, 2000 as Deutschland Patent No. DE 19 943 306. Yet another U.S. Pat. No. 6,067,562 was issued to Goldman on May 23, 2000. Another was issued to Ansell et al. on Oct. 5, 2000 as W.I.P.O. Patent No. WO 00/58963 and still yet another was issued on Jan. 30, 2001 to Kelkar et al. as U.S. Pat. No. 6,182,128.

[0008] Apparatus permits the use of a known optical compact audio disc for providing a larger memory capacity so that data other than audio data can be reproduced therefrom while maintaining consistency with respect to signal format and signal processing, such as error correcting methods and recording data formats and the like, by providing write clock signals and read-out clock signals for reading into and out two memories the main digital data signal by using a subdigital data signal that is recorded on the disc along with the main digital data and which is reproduced from the disc at the same time as the main data in order to provide addressing of the main digital data on a more accurate level and with finer resolution, and a control system searches a playback location of the main digital data based upon the subdigital data as read out from the buffer memory. in which subdigital data has been written by the write clock signal.

[0009] A data reproducing device having a reading device for reading digitally recorded music data and image data from a data carrier, and data processing device for forming a music signal and an image signal according to the music data and image data thus read, and applying the music signal and image signal to a sound generating apparatus and display device, respectively, wherein the data processing device monitors time data recorded in the record carrier, and suspends, upon detection of the discontinuity of the time data, the image reproduction by the display device.

[0010] A hand-held umbrella with a mechanism for rotating the stem and dome of the umbrella relative to the handle

without manual rotation of the handle or umbrella. The rotation is created by a battery-operated motor forming a portion of the handle and adapted to receive the end of the stem opposite of the dome. The exterior surface of the dome may have a picture message imprinted thereon which has the appearance of animated movement when the dome is rotated. A speaker and mechanism for producing audible sound are also incorporated into the handle. In one embodiment, the music is contained on a sound synthesizer chip.

[0011] A karaoke system includes: reproduction unit for reproducing a MIDI sound source control information for karaoke song from a karaoke data recording medium, the MIDI sound source control information including playing time data of the karaoke songs; operation unit for inputting request of at least one desired karaoke song and karaoke playing time; calculation unit for obtaining playing time data of the requested karaoke songs and for calculating total playing time required for playing all of the requested karaoke songs; determination unit for comparing the total playing time with remaining playing time calculated on the basis of the karaoke playing time and for determining whether all of the requested songs can be played within the remaining playing time or not; and display unit for displaying a notice related to the result of the determination of the determination unit.

[0012] A protocol for labeling various types of data contained in a music chip. The protocol includes a hierarchical arrangement of headers for storing information about selections on the chip and the method in which they were coded in the memory of the chip. A global header located at the very start of memory will specify information needed to successfully decode the content of the music chip. This will include, for example, the necessary bit rate, as well as information pertaining to a specific PAC (Perceptual Audio Coding) algorithm employed in recording audio on the chip. In addition to the global header, each chip will have a section of memory allocated to a table of contents. The table of contents will include information on play times, song titles, music category and artist. Individual track selections will be listed as part of the table of contents by individual headers. The individual header contains a music field to which a track belongs, for example, classical, jazz, country, rock, etc., an artist field, and an address field which pertains to the information for addressing each track selection. Information from the headers is self-registered or automatically downloaded when a chip is loaded into a player/juke box device. The concept of self-registering general information included within the headers allows a user to select by type of music, artist, etc. for music selections made over a period of time. In addition, the present invention provides a method for segmenting memory in an integrated circuit chip wherein the integrated circuit chip is adapted for use in an audio player and the memory has pre-recorded audio stored therein. The method includes the steps of storing in a global header parameters corresponding to encoding techniques used in storing the pre-recorded audio in memory and coding in at least one individual header data fields indicative of general description information for individual tracks of the prerecorded audio.

[0013] A music playing system includes a number of music playback units with playback changer devices, coding units, and ISDN cards. Each of the music playback units is provided with playable pieces of music. There is at least one

input unit by means of which the pieces of music to be played on a playback unit are selected. In addition, there is a central computer with a memory in at least one playback unit, with the memory storing data about the pieces of music available in the playback units. The playback units can be connected between themselves and to the central computer via remote data transmission lines.

[0014] An interactive music playback device includes a sequencer for processing audio information corresponding to a song or other selected piece of music. The audio information may be retrieved from a PCMCIA card or other suitable solid state data storage cartridge which is inserted in a slot in the playback device. The sequencer arranges the audio information in a playback sequence based on one or more user-specified playback parameters, such as tempo, key and playback duration. Voice and instrument synthesizers receive the playback sequence and generate therefrom respective vocal and instrumental portions of the selected piece of music. The playback device may operate in a verse-shuffle mode of operation, in which the sequencer arranges the playback sequence to include randomly-selected verses of the selected piece of music interspersed with a chorus of the selected piece of music. The parameters of the playback sequence may also be varied in accordance with measures of external conditions as received from one or more environmental sensors. The playback device may also include a network connection for use in downloading the audio information from a network to the playback device.

[0015] A method and apparatus are disclosed for measuring and performing real-time FFT analysis of bioelectrical signals such as (EEG and EMG) for the control of systems. Passive and active interaction with various electronic media such as video games, movies, music, virtual reality, and computer animations is also discussed. A method and apparatus for detecting the presence of a subject in a controlled area and for controlling real or virtual spaces is also disclosed.

[0016] The tariff charging method has each digitized music title provided with inaudible tariff information, which is logged within an internal memory (6) of the mobile telephone (5) when the music title is played and transmitted to the telephone service provider, via the telephone network.

[0017] A digital radio broadcast station which includes a common digital database having stored therein a plurality of at least several hundred (preferably at least 1800) different selections of music to be played and broadcast by the radio station. A processor system is provided for programming the operation of the digital radio broadcast station with a sequence of music selections, which are subsequently retrieved in order from the common digital database and played over the digital radio broadcast station. The processor system preferably includes a main computer system for operating the radio station, and also a backup computer system for operating the radio station in the event of a failure of the main computer system. The processor system is preferably based upon reduced instruction set computing architecture, and preferably comprises an IBM RS/6000 system with an AIX operating system. The common digital database comprises a disk array storage, preferably a dual port RAID disk array. The digital radio broadcast station also includes a plurality of work station consoles for use by personnel responsible for operating the radio station such as disc jockeys and engineers.

[0018] Data such as a musical track is stored as a secure portable track (SPT) which can be bound to one or more players and can be bound to a particular storage medium, restricting playback of the SPT to the specific players and ensuring that playback is only from the original storage medium. The SPT is bound to a player by encrypting data of the SPT using a storage key which is unique to the player, is difficult to change, and is held in strict secrecy by the player. The SPT is bound to a particular storage medium by including data uniquely identifying the storage medium in a tamper-resistant form, e.g., cryptographically signed. The SPT can also be bound to the storage medium by embedding cryptographic logic circuitry, e.g., integrate circuitry, in the packaging of the storage medium. The SPT is bound by encrypting an encryption key using the embedded logic. By using unique cryptographic logic, only that particular storage medium can decrypt the encryption key and, therefore, the data of the SPT encrypted with the encryption key. To allow a user to playback the SPT on a number of players, players can share storage keys with one another. Such key sharing is done in a cryptographically secure manner. Before downloading an SPT to a particular external player, the ability of the external player to enforce restrictions placed upon the SPT is verified.

[0019] A music distribution system is divided into a plurality of regional networks each including a plurality of users. Each of the regional networks includes a distribution center to which the users of that region are connected. Each distribution center is provided with a library in which is stored a plurality of music titles. A user sends a request to the distribution center via an existing telephone network or cable network. Upon receiving the user's request, the distribution center locates and retrieves the requested data file stored in the regional library, and then transmits the requested file to the user via the existing cable service. At the user's destination, electronic equipment such as a television or a stereo receiver system may provide an audio/visual output of the requested data track.

[0020] While these audio may be suitable for the purposes for which they were designed, they would not be as suitable for the purposes of the present invention, as hereinafter described.

#### SUMMARY OF THE PRESENT INVENTION

[0021] The present invention discloses an audio video retrieval and playback apparatus for a single use. The present invention comprises a housing having a viewing screen thereon which can be sealed and packaged having a headphone with a pair of earpiecess along with wiring which connects the headphone to the housing. The present invention further comprises a play button, along with a stop button having a slot which accepts audio-visual cards along with a pair of ports for interfacing with a vending machine or another computer. The audio video data can be retrieved from an external database having a plurality of audio video data for download. A user views the collection of audio video data and selects an audio video datafile for download to a disposable player that will retain the audio video datafile until single use playback is engaged by the user. The datafile or storage device having the audio video datafile will be altered preventing any further playback after the single use playback is completed. While the datafile can be retrieved from any number of devices the preferred method would be

to retrieve the datafile from a database having a plurality of datafiles such as from the Internet or from a vending machine. The audio video player having a communication port therein is plugged into the download device whereupon the user selects the audio video datafile for download. The audio video player stores the downloaded datafile until the audio video player playback function is selected. The disposable audio video player can be stopped during playback and started again from the stopped position. Once playback is completed the datafile will be altered preventing any further playback of the downloaded audio video datafile.

[0022] A primary object of the present invention is to provide a single use disposable audio video player.

[0023] Another object of the present invention is to provide a single use audio video player having a housing for storing audio video data until such time as playback is desired.

[0024] Yet another object of the present invention is to provide an audio video player having a receptacle for inserting a storage device having audio video data stored thereon.

[0025] Still yet another object of the present invention is to provide an audio video player having a port for downloading an audio video data file from a storage device such as a computer or vending machine.

[0026] Another object of the present invention is to provide an audio video player having control buttons for selectively starting and stopping the player during single play usage.

[0027] Yet another object of the present invention is to provide an audio video player having control means for disabling the player after a single usage.

[0028] Additional objects of the present invention will appear as the description proceeds.

[0029] The present invention overcomes the shortcomings of the prior art by providing an audio video retrieval and playback apparatus for a single use. The audio video data can be retrieved from an external database having a plurality of audio video data for download. A user views the collection of audio video data and selects an audio video datafie for download to a disposable player that will retain the audio video datafile until single use playback is engaged by the user. The datafile or storage device having the audio video datafile will be altered preventing any further playback after the single use playback is completed.

[0030] Furthermore, the disposable audio video player can be stopped during playback and started again from the stopped position. Once playback is completed the datafile will be altered preventing any further playback of the downloaded audio video datafile.

[0031] The foregoing and other objects and advantages will appear from the description to follow. In the description reference is made to the accompanying drawings, which form a part hereof, and in which is shown by way of illustration specific embodiments in which the invention may be practiced. These embodiments will be described in sufficient detail to enable those skilled in the art to practice the invention, and it is to be understood that other embodiments may be utilized and that structural changes may be

made without departing from the scope of the invention. In the accompanying drawings, like reference characters designate the same or similar parts throughout the several views.

[0032] The following detailed description is, therefore, not to be taken in a limiting sense, and the scope of the present invention is best defined by the appended claims.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0033] In order that the invention may be more fully understood, it will now be described, by way of example, with reference to the accompanying drawings in which:

[0034] FIG. 1 is a perspective view of the single use media device.

[0035] FIG. 2 is a perspective view of the single use media device.

[0036] FIG. 3 is a front view of the packaged invention.

[0037] FIG. 4 is an isometric view of the invention.

[0038] FIG. 5 is a side view of the invention.

[0039] FIG. 6 is a bottom view of the invention.

[0040] FIG. 7 is a side view of the single use media device.

[0041] FIG. 8 is a detail view of the headphone of the present invention.

[0042] FIG. 9 is a block diagram of the method and apparatus of the present invention.

#### LIST OF REFERENCE NUMERALS

[0043] With regard to reference numerals used, the following numbering is used throughout the drawings.

[0044] 10 present invention

[0045] 12 user

[0046] 14 sealed package

[0047] 16 headphone

[0048] 18 earpiece

[0049] 20 wiring

[0050] 22 viewing screen

[0051] 24 play button

[0052] 26 stop button

[0053] 28 slot

[0054] 30 vending machine port

[0055] 32 computer port

[0056] 34 wire frame

[0057] 36 cut

[0058] 38 source material

[0059] 40 source material

[0060] 42 source material

[0061] 44 search

[0062] 46 display

[0063] 48 select

[0064] 50 calculate

[0065] 52 pay for material

[0066] 54 program device

[0067] 56 transmit

[0068] 58 download

[0069] 60 access

[0070] 62 playback

[0071] 64 disable

[0072] 66 card programmed

[0073] 68 user purchases card

## DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0074] Turning now descriptively to the drawings, in which similar reference characters denote similar elements throughout the several views, FIGS. 1 through 9 illustrate the present invention wherein a single-use media device is disclosed.

[0075] Turning to FIG. 1, shown therein is a perspective view of the single use media device of the present invention 10 being carried about by a user 12. The present invention 10 is a self-contained, single use media device that on user demand will search, retrieve and play back a single time stored audio, visual or audiovisual files.

[0076] Turning to FIG. 2, shown therein is a perspective view of the single use media device of the present invention 10. The present invention 10 is a self-contained, disposable, single use media device that on demand will retrieve and play back a single time stored audio, visual or audiovisual files. After use, the present invention 10 may be disposed.

[0077] Turning to FIG. 3, shown therein is a front view of a sealed package 14 containing the present invention 10. The present invention 10 is shown wrapped and sealed in packaging 14. Also shown is the one-piece headphone 16 with a pair of earpieces 18 having the earphone wiring 20 wrapped around the housing unit along with the viewing screen 22 of the present invention.

[0078] Turning to FIG. 4, shown therein is an isometric view of the present invention 10. The present invention 10 is designed to accommodate a selected number of sound tracks. After the tracks have been listened to, the source material may not be reused. Shown therein is the one-piece adjustable headphones 16 having a pair of earpieces 18 thereon along with the wiring 20 for attaching the earphones to the present invention 10. Also shown is the viewing screen 22 of the present invention. Also shown is a play button 24 along with a stop button 26 disposed on the housing face of the present invention. Also shown is a slot 28 to accept pre-recorded audio, visual, or audio-visual cards, a port 30 to interface with a vending machine and a port 32 to interface with a computer which is connectable to the internet. The ports 30, 32 and slot 28 could be any conventional type of port such as would be provided by one skilled in the art.

[0079] Turning to FIG. 5, shown therein is a side view of the present invention 10. The present invention will save audio, visual or audiovisual files for on demand one-time playback. Also shown are the stop button 26 and side slot 28 for accepting pre-recorded cards.

[0080] Turning to FIG. 6, shown therein is a bottom view of the present invention 10. The present invention will save audio, visual or audiovisual files for on demand one-time playback. Also shown are the vending machine port 30 and computer port 32.

[0081] Turning to FIG. 7, shown therein is a side view of the single use media device 10. The present invention is wafer thin and may be carried in a pocket. The compact housing may be constructed of a durable, inexpensive plastic. Also shown are the headphones 16, earpieces 18 and wiring 20.

[0082] Turning to FIG. 8, shown therein is a detail view of the expandable, disposable headphone 16 of the present invention 10. Depicted is the head phone set 16 of the present invention which can be adjusted to fit any size head by pulling outwardly on the wire frame 34. It is also sealed within the packing to prevent contamination. Also shown are the earpieces 18 and wiring 20 cut at 36 to lead to the housing of the present invention.

[0083] Turning to FIGS. 9A and 9B, shown therein is block diagram illustrating the method and apparatus for using the audio video playback device of the present invention. Shown therein is the source material on the Internet 38 and the source material in vending machines 40 along with source material on the storage medium 42, such as a card. The present invention will then perform a search for the source material or information with the computer 44, display the source material 46, select the source material to be downloaded into the disposable single-use media device 48, calculate the cost of the selected material 50, and pay for the material by transmitting credit card information to the provider of selected source material 52. Also shown at 54 is the disposable, single-use programmed media device by the factory to receive, store, and playback one-time stored material, transmit source material to the single-use media device 56, the source material to be downloaded to the user's disposable, single-use media device 58, the user accesses the stored material 60, the user plays back the access material 62, and the disposable, single-use player disables itself for accessed to played material 64. Also shown is a card programmed so that it may be downloaded one time at 66, along with the user purchases card with the preloaded

[0084] What is claimed to be new and desired to be protected by letters patent is set forth in the appended claims.

#### I claim:

- 1. An apparatus for an audio-visual device, comprising:
- a) a housing for containing the apparatus, said housing being generally rectangular shaped having a front and rear surface;
- b) means for a computer disposed internal said housing whereby data may be retrieved, stored, played back and manipulated by the computer;
- c) means for controlling said means for a computer;

- d) means for a visual display disposed on said front surface of said housing;
- e) means for an audio output disposed on said housing; and.
- f) means for inputting data disposed on said housing.
- 2. The apparatus of claim 1, wherein said means for controlling said means for a computer further comprises a play button.
- 3. The apparatus of claim 2, wherein said means for controlling said means for a computer further comprises a stop button.
- 4. The apparatus of claim 3, wherein said means for a visual display further comprises a view screen disposed on said front surface of said housing.
- 5. The apparatus of claim 4, wherein said means for an audio output further comprises at least one earphone.
- 6. The apparatus of claim 5, wherein said means for an audio output further comprises a pair of earphones.
- 7. The apparatus of claim 6, wherein said means for inputting data further comprises a slot to accept pre-recorded media.
- 8. The apparatus of claim 7, wherein said means for inputting data further comprises an input port for connection of an external data source.
- 9. A method for an audio-visual device, comprising the steps of:
  - a) providing a housing for containing the device;
  - b) placing a computer internal the housing;
  - c) searching for source material;
  - d) displaying the source material;

- e) selecting the source material to be downloaded to the device;
- f) calculating the cost of the selected source material;
- g) paying for the selected source material by transmitting credit card information to the provider of the selected source material.
- 10. The method of claim 9, further comprising the steps of:
  - a) initially programming the device to receive, store and play back one time stored material;
  - b) transmitting source material to the device;
  - c) downloading source material to the device;
  - d) having a user access the stored material;
  - e) having a user play back the stored material; and,
  - having the device disable itself for accessed and played material.
- 11. The method of claim 9, further comprising the step of using the Internet for the source material.
- 12. The method of claim 9, further comprising the step of using a vending machine for the source material.
- 13. The method of claim 10, further comprising the steps of using a storage media for the source material.
- 14. The method of claim 13, further comprising the step of programming the storage media for a single download.
- 15. The method of claim 14, further comprising the step of a user purchasing the storage media with the preloaded material.

## MP3 newswire.net



## 1200 Song MP3 Portable is a Milestone Player

By Richard Menta- 01/11/00

Remote Solutions Personal Jukebox is a milestone product. By that we mean any product whose breakthrough innovations are so significant, they influence the future course of its industry. The iMac, which presently has PC manufacturers scrambling to breakout of the beige box routine, is a recent example of a milestone product.



Remote Solutions Personal Jukebox holds 1200 songs in its 4.8G hard drive

Personal Jukebox raises the bar in several areas and there is no doubt the leaders in MP3 portables are re-evaluating their future product releases. The most obvious element is Personal Jukebox's huge storage ability.

Up until now, all MP3 portables came with either 32MB or 64MB of memory, capable of holding anywhere of 9 to 20 song files at the standard 128k compression. This is the most limiting factor of MP3 players (many manufacturers advertise player capacity using songs compressed at a lower quality 56k setting. This stretches the limit of 64MB units to two hours), but promises of 300MB units using expensive flash memory or IBM's pricey, but tiny, micro drive litter manufacturer press releases.

The Personal Jukebox uses a 4.8G laptop hard drive, larger than the IBM's but far cheaper per MB of storage. This translates to a whopping 81 hours of music or 1200 songs and that is measured using the the higher 128k compression.

Think about this for a second. Right now, the largest capacity flash memory on the market is a 224MB CompactFlash card which Delkin started shipping Dec 99. The only player using that particular card to date is the RCA Lyra. The cost of the 224MB card is a very steep \$800. Add to that the \$200 cost of the Lyra costs and your up to \$1,000. The Personal Jukebox offers more that

http://www.pjbox.com/newswire/

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20 times that capacity and does it for \$799.

And that is another area where the Personal Jukebox will affect the industry price. Think about S3's (formerly Diamond's) Rio. The next generation of players is to include a unit using IBM's 300+MB micro drive. While this drive obviously has a size and weight advantage over the Jukebox's, how much can they actually sell it for now that its MP3 capacity, in a span of a few months, has gone from huge to modest. The player hasn't even come out yet! Indeed, these new Rio's may possibly be scrapped because market forces might not allow them to sell at prices that would cover the costs of those expensive micro drives.

The good news for consumers is that Remote Solution has provided shoppers with a choice. A choice that puts pressure on the companies supplying the storage cards and micro drives to drop prices, less they watch the MP3 portable industry shift to laptop drives - a seasoned, and far more competitive, arena.

### The Hardware

The Personal Jukebox is a large an heavy unit for an MP3 player, closer in size and weight to a portable CD player. That's still a pretty reasonable size, especially since you can tote far more music along. It may not be the first choice of joggers for whom the smaller the better, but everywhere else it was a blessing

Real Jukebox uses a rechargeable Lithium Ion battery which give the unit a very long life considering the power needs of the hard drive, about 10 hours. This battery is another feature that makes this unit a candidate for milestone kudos. The battery charges inside the unit which comes with a power adapter.

The unit, which comes with both a cassette and cigarette lighter adapter, was ideally suited for the car. We didn't even bother to use the lighter adapter, we just attached the cassette adapter, popped it in the cassette bay of our radio, closed the player in the glove compartment, and ran tunes the whole day on just the battery. No CD changer in the trunk, no miles of speaker wire to lay.

We also hooked our player up to the stereo system. At this point we had a dozen CD's worth of music and if the Personal Jukebox seems big when

http://www.pjbox.com/newswire/

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compared to other MP3 portables, it is sleek and petite when compared to the bulky 100 CD carousels that equals it's music capacity.

### Getting started: A

The unit includes Jukebox Manager, an intuitive drag-and-drop interface that easily allowed us to rip and download files to the player. We had no problem loading the software to our PC. A key (and another milestone) feature is the user has the ability to rip and encode MP3 files directly to the players hard drive, bypassing the need to load these files on your computers hard drive first. This is a major convenience in both time and system space.

The player connects to your PC through a USB cable, the only way to go when you have the power to download hundreds of megs of MP3 files in a shot. Downloads were quick and simple.

#### Controls: A

Big and easy. The unit doesn't have some of the nice features in other units, like the ability to scan within a song, but it did the job well and that is what's most important. The controls were precise and effective.

#### The Display: A

Excellent. The display on the Personal Jukebox is twice the size of the nearest competitor and they put it to good use. The unit shows no less than six categories of information simultaneously, avoiding the need to navigate through various sub-menus to display the info you need. This includes CD and folder titles (the player can separate music by genre or album title) track name, tone and bass settings, battery consumption, volume, bit rate of the music, a counter, and more.

While the unit does not come with a backlight, the letters were big and clear and were very readable in all but the lowest light conditions.

#### Sound: A

Again, excellent.

The Personal Jukebox comes with a fine set of Koss headphones. Some may

http://www.pjbox.com/newswire/

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choose to go with low profile earbuds - the Sennheiser MX-4 earbuds are our recommendation - but there was no need to upgrade for the sound quality, the Koss's did the job well

### Conclusion

The reason MP3 player's will eventually send the cassette the way of the 8 track is convenience and the ability to store large amounts of music without taking up physical space. The biggest complaint of 32MB and 64MB portables is that they simply are not there yet, requiring you to constantly run back to your PC to swap music. The Personal Jukebox IS there right now as Jukebox owners can hold most (if not their entire) CD library, leveraging the advantages of the format today.

The industry seemed ready to bring larger capacity units by 64MB increments, thereby using capacity as a continual upgrading point, similar to how PC's use chip speed to get you to upgrade your system every few years. Personal Jukebox jumped over all that malarchy and now stands alone as the preeminent machine. The \$799 pricetag should cause ripples in an industry that would have today priced this much capacity in the thousands.

The unit is not a perfect instrument. It's a tad heavy for the exercise minded, you can feel the hard drive mildly vibrate when it changes tunes, it doesn't have some useful scan and backlight features. So what? We'll take four-and-a-half gigs of extra space over a backlight anyday. In other words, the advantages this portable offers far outbalances the couple of minor niceties it may be missing. This unit is more expensive than the \$150-\$200 portables on the market, but it offers far more bang to the buck.

BUT - and this is important - this does NOT mean that every other portable on the market is ready for the dustbin. The reason is the memory expansion slots most have, the saving grace of the industry. Right now a 32MB flash card sells for about \$100, quite a bit of money. Those prices will go down!

As mentioned above, what makes the Personal Jukebox so significant to the industry is that it pressures memory manufacturers to drop those prices quicker. In a couple of years, 32MB cards will sell for around five bucks and 300 MB cards will sell for about \$50. At those prices, these flash cards will essentially become the new cassettes. Heck, we might be able to buy them

http://www.pjbox.com/newswire/

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pre-programmed with music from the record store like any other album (the Rio people saw this early and added sleeves to the carrying case of the Rio 500 that holds 8 flash cards).

When that happens, users will get that bang for the buck, even on units that already been on the market for a year. They also get the size and weight advantages not offered by the large Remote Solutions machine.

Bottom line, not everyone has \$800 to spend right now for the Personal Jukebox. For a fraction of that cost, the better of the 64MB players like the Rio 500 and the RaveMP can do just fine till memory card prices drop. Hopefully that will be sooner rather than later.

Final Score: A+ (a Milestone Player)

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Order The New Rio PMP 500 from Amazon for \$289.

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## MusicMatch Jukebox 4.0: Screen Shot 2

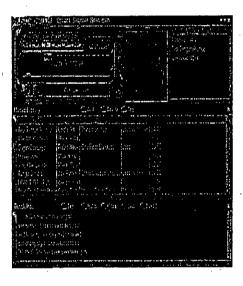
From PC Magazine

June 17, 1999



Find Local Retallers on Microsoft Sidewalk





Via support for ID3v2, Jukebox lets you add graphics or text to your encoded music and view the information

http://web.archive.org/web/19991112205926/www.zdnet.com/products/stories/reviews/0,4161,2277816,00.html

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included on MP3 files downloaded from the Internet.

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Return to Regular View

#### MusicMatch Jukebox 4.1, the Ultimate MP3 Utility

\*\*\*\*

By Patrick Norton

Before RealJukebox jumped into the MP3 scene this summer, MusicMatch's Jukebox was the first such product. The latest version of MusicMatch Jukebox, 4.1 delivers nifty database and playlist tweaks, a graphic equalizer, and settings to help record from analog sources. As far as we're concerned, MusicMatch Jukebox (free to download, \$29.99 for high bit encoding), is the best MP3 tool out there for managing, playing, and creating MP3 audio

MusicMatch divvies the Jukebox interface across four windows: one each for the player, library, recorder, and track information such as title or cover information from the CDDB database. The latter info automatically gets downloaded if your system has a connection to the Net. All we did was drop in a CD, check the songs we wanted to encode, and hit the start button. MusicMatch then plays and records the songs in real time. Unfortunately, this product doesn't offer RealJukebox's speedy "read-ahead" encoding.

Both MusicMatch Jukebox and RealJukebox use our favorite encoder: Xing Technologies In blind testing, we couldn't tell the difference between MP3s encoded (or played back) over either app. Both sounded as good as MP3 gets. Jukebox's AutoDJ, which maps types of music to a specific program time gives it a lead over RealJukebox. We also found its Interface more intuitive.

Summary, Pros, Cons

Summary: MusicMatch Jukebox 4.1 delivers the best MP3 utility for encoding, organizing, and playing back, at least for our dollar.

Pros: Solid interface, Xing encoder delivers great audio quality; nifty AutoDJ settings.

Cons: \$29.99 upgrade if you want the best encoding; doesn't offer RealJukebox's speed in

Company: MusicMatch Inc. Phone: 619,385.8360

Price: Free; \$22.99 for high quality encoding

Available: Now

Category: MP3, Audio

Platform: Windows 95, 98, NT 4.0

Specs: NA

Requirements: Pentium/166 or better PC; 16MB RAM (32MB for Windows NT); 30MB hard

disk space; sound card; speakers

Originally posted September 17, 1999

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http://www.techtv.com/freshgear/print/0,23102,2324631,00.html

TechTV | MusicMatch Jukebo '.1, the Ultimate MP3 Utility

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# (4)

# Can you carry your CD collection in your pocket?

# Yes, you can.

The Personal Jukebox, or PJB, was created as a prototype personal audio appliance by Compaq's Systems Research Center (SRC) and Palo Alto Advanced Development group (PAAD). The PJB project started in May 1998, and the PJB-100 product shipped in November 1999.

The PJB is a portable music player built around a small disk drive. A 30 GByte PJB will hold 550 hours of CD-quality audio. The battery lasts 10 to 11 hours on a single charge. The player weighs 9.5 ounces and can fit your jacket pocket. The audio quality is generally regarded as excellent, and the user interface is remarkably easy to learn and use. A 20 GByte PJB currently sells for around \$550; the 6 GByte version is under \$500.

Stereo Review's Sound & Vision magazine said:

In my 20 years of covering audio and video equipment, I can count on the fingers of one hand those products that gave me a spine-tingling "this changes everything" feeling. Now I can add the PJB-100 to the list.

The PJB is being shipped as a product by our partner, HanGo Electronics (dba Remote Solutions). You can see their product specifications on their web site. You can also read several product reviews.

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You can try out our <u>Java emulation of the PJB User Interface</u>. Or, of course, you could just buy a real one: try <u>Hammacher-Schlemmer</u> (U.S. mail and web order catalog), <u>MP3FactoryDirect</u> (U.S. distributor), or <u>Uhu</u> (European distributor).

For a slightly more detailed description of the PJB, see our <u>PowerPoint presentation</u> about it.

For information about the research project that created the PJB, please contact <u>Andrew Birrell</u>, <u>Dave Redell</u>, or <u>Ted Wobber</u>.

Opening up the covers, you'll find that the PJB is a fairly powerful special-purpose computer. It contains a Motorola 56309 digital signal processor (DSP), a 6.5 GByte hard disk, 12 MB of memory, 1 MB of flash memory, a USB port, a high quality digital-toanalog converter, and a small LCD display. We currently use MPEG-2 layer-3 encoding technology (MP3) from Fraunhofer IIS to store compressed CDquality digital audio on the hard disk. This results in a 11:1 size reduction over raw digital audio with little noticeable difference in sound quality (even when you play it over your home stereo). Because the PJB uses flash ROM and a general-purpose DSP, it's quite easy to upgrade it to use other compression algorithms, or even to use different algorithms for different tracks.

You download music into a PJB using a PC program called the Jukebox Manager. This program communicates with the PJB using a proprietary RPC protocol over the USB. It reads digital audio from a CD in a local CD-ROM drive, compresses the bit stream, and stores the result on the PJB hard disk.

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Personal Jukebox

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The Jukebox manager can also copy MP3 files from your PC into your PJB. The Jukebox Manager creates and manages a hierarchical table-of-contents (TOC), stored on the PJB, that makes it easy to find material in the PJB. The manager makes use of the Internet CDDB database to attach names to sets (categories), disks and tracks. Using the Jukebox Manager, it's easy to create personal playlists, to adjust the set/disk/track names to suit your personal tastes, and to move or copy items around within a TOC.

COMPAQ

Legal Statement Privacy Statement

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# F2

Reference cited in Substitute PTO Form 1449 Attorney Docket No. 380786-108980 Reexam Control No. 95/001,274

# UNITED STATES INTERNATIONAL TRADE COMMISSION WASHINGTON, D.C. Before the Honorable Paul J. Luckern

In the Matter of

CERTAIN PORTABLE DIGITAL MEDIA PLAYERS

Investigation No. 337-TA-573

# RESPONSE OF APPLE COMPUTER, INC. TO THE COMPLAINT OF CREATIVE LABS, INC. AND CREATIVE TECHNOLOGY LTD.

Dated: July 6, 2006

Respectfully submitted,

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Counsel for Respondent Apple Computer, Inc.

Pursuant to Commission Rule of Practice 210.13 (19 C.F.R. § 210.13), Respondent Apple Computer, Inc. ("Apple" or "Respondent") hereby responds to the Complaint under Section 337 of the Tariff Act of 1930, filed by Creative Labs, Inc. and Creative Technology Ltd. (collectively "Creative" or "Complainants") on May 15, 2006, pursuant to which an investigation was instituted by the Commission on June 14, 2006 (79 Fed. Reg. 34930, June 14, 2006).

Except as specifically admitted herein, Apple denies all allegations of the Complaint. Most importantly, Apple denies that it has engaged in acts of unfair competition or violated Section 337 by importing, selling for importation, and/or selling within the United States after importation any products that infringe, directly, contributorily, and/or by inducement, any valid and enforceable claim of United States Patent No. 6,928,433 entitled "Automatic Hierarchical Categorization of Music by Metadata" ("the File Hierarchy Patent" or "the '433 patent").

#### ADMISSIONS AND DENIALS OF CREATIVE'S SPECIFIC ALLEGATIONS

#### I. <u>INTRODUCTION</u>

- 1. Apple admits that Creative has requested that the United States International Trade Commission (the "ITC") commence an investigation pursuant to Section 337 of the Tariff Act of 1930, as amended, 19 U.S.C. § 1337. Apple denies each and every allegation in paragraph 1 to the extent that it alleges, directly or by implication, that any acts of Apple constitute infringement of the File Hierarchy Patent.
- 2. Apple admits that it manufactures, imports, and sells the products accused of infringement. Further responding to paragraph 2, Apple denies each and every allegation to the extent that it alleges, directly or by implication, that any acts of Apple or its customers constitute infringement of the File Hierarchy Patent.
- 3. Apple admits that Exhibit 1 to the Complaint purports to be a certified copy of the File Hierarchy Patent.

- 4. Apple admits that Exhibit 2 to the Complaint purports to be copies of assignments for the File Hierarchy Patent. Apple is without sufficient knowledge or information to form a belief as to the truth of the remaining allegations contained in paragraph 4, and therefore denies them.
- 5. Apple is without sufficient knowledge or information to form a belief as to the allegations contained in paragraph 5, and therefore denies them.
- 6. In response to paragraph 6, Apple admits that Creative seeks relief from the ITC in the form of a limited exclusion order concerning the importation into the United States of Apple products which Creative alleges violate the File Hierarchy Patent. Apple also admits that Creative seeks from the ITC a cease and desist order prohibiting the "importation, sale after importation, marketing, advertising, demonstrating, warehousing inventory for distribution, offering for sale, selling, distributing, licensing, or use" of certain Apple products that Creative alleges infringe the File Hierarchy Patent. As to the balance of the allegations related to Apple contained therein, Apple denies each and every allegation, and specifically denies that it has infringed any valid and enforceable claim of the File Hierarchy Patent.

#### II. COMPLAINANT

7. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 7, and therefore denies them.

#### III. PROPOSED RESPONDENT

8. Apple denies each and every allegation contained in paragraph 8, except it admits that it is a corporation formed under the laws of California, and that its principal place of business is located at 1 Infinite Loop, Cupertino, CA 95014.

#### IV. THE TECHNOLOGY AND PRODUCTS AT ISSUE

- 9. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 9, and therefore denies same. Further answering, assuming that "conveniently organiz[ing] and access[ing] the ever growing number of songs stored on these devices in view of their small display screens and limited controls ... presented a significant and pressing challenge," that challenge had been met and addressed by Apple and third parties before Creative.
- 10. In response to paragraph 10, Apple specifically denies that (1) "Creative seized the opportunity to invent a solution a way to manage a large amount of music in a manner that allows end users to access songs in a logical and user-friendly manner through sequential steps displayed on the small screen of a player," (2) "a team of Creative's engineers in Scotts Valley, California invented a user-friendly interface that simplified navigation on portable digital media players" and (3) "[t]his now-patented invention is directed to methods of accessing media tracks (e.g. music) stored on a portable digital media player by navigating through a hierarchical categorization such as artist, artist name and song title or genre, genre type and song title." Apple is without sufficient knowledge or information to form a belief as to the truth of the remaining allegations of paragraph 10, and therefore denies them.
- 11. In response to paragraph 11, Apple specifically denies that the '433 patent "set the standard for this new industry of portable digital players." Apple is without knowledge or information sufficient to form a belief as to the truth of the remaining allegations of paragraph 11, and therefore denies the same.
- 12. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 12, and therefore denies them.

- 13. In response to paragraph 13, Apple admits that certain Apple products were compatible with Creative products in 2001. Apple specifically denies that, "[i]n January 2001, Steve Jobs, the co-founder and CEO of Apple, approached a Creative employee, at the MacWorld tradeshow to extol the virtues of the NOMAD Jukebox" and that "Mr. Jobs indicated that Apple wanted a smaller version of the NOMAD jukebox digital music player." Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 13, and therefore denies them.
- 14. Apple admits that a meeting took place at some time between Creative and Apple representatives including Steve Jobs. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 14, and therefore denies them.
- 15. Apple denies each and every allegation contained in paragraph 15 including any allegations concerning Creative's state of mind, except that Apple admits that a meeting took place at some time between Creative and Apple representatives including Steve Jobs.
- 16. Apple admits that it announced the introduction of its first iPod® on October 23, 2001. Apple admits that its press release contains the words as quoted in paragraph 16. Apple denies the characterization of its press release as set forth in the last sentence of paragraph 16.
- 17. Apple admits (1) that it sells the iPod® and iPod® nano; (2) that it has retail stores in the United States; (3) that Exhibit 3 to the Complaint is a copy of Apple's 2005 Form 10-K; and (4) that Exhibit 4 to the Complaint purports to be a claim chart but specifically denies the allegations contained therein. Apple specifically denies the remaining allegations of paragraph 17.
- 18. Apple admits that Creative has asserted that the accused products are those specifically identified in paragraph 18 and that Apple products may be viewed on its website,

which may be found at www.apple.com/ipod. Apple is without sufficient knowledge or information to form a belief as to the truth of the remaining allegations contained in paragraph 18, and therefore denies them.

## V. THE PATENT-IN-SUIT AND NON-TECHNICAL DESCRIPTION OF THE INVENTION

#### A. Overview and Ownership of the Asserted Patent

- 19. Apple admits that Exhibit 2 attached to the Complaint appears to be a copy of assignments for the File Hierarchy Patent and other patents/patent applications. Apple is without sufficient knowledge or information to form a belief as to the truth of the remaining allegations contained in paragraph 19, and therefore denies them.
- 20. Apple admits that Appendix A to the Complaint purports to be the prosecution history of the File Hierarchy Patent. Apple further admits that Appendix B purports to contain the references mentioned in the File Hierarchy Patent and/or its prosecution history.

#### B. The '433 Patent

#### 1. Identification of the '433 Patent and Asserted Claims

- 21. In response to paragraph 21, Apple admits that the File Hierarchy Patent is entitled "Automatic Hierarchical Categorization of Music Metadata" and was issued on August 9, 2005. As to the balance of the allegations contained therein, Apple is without sufficient knowledge or information to form a belief as to the truth thereof, and therefore denies them.
- 22. Apple admits that the File Hierarchy Patent has one (1) independent claim and fifteen (15) dependent claims.

#### 2. Non-Technical Description of '433 Patent

23. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 23, and therefore denies them.

- 24. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 24, and therefore denies them.
- 25. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 25, and therefore denies them.

#### C. Foreign Counterparts to the Asserted Patent

26. In response to paragraph 26, Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations, and therefore denies them.

#### D. Licenses

27. In response to paragraph 27, Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations, and therefore denies them.

#### VI. UNLAWFUL AND UNFAIR ACTS OF RESPONDENT--PATENT INFRINGEMENT

- 28. Apple denies each and every allegation contained in paragraph 28, and specifically denies that it has infringed any valid and enforceable claim of the File Hierarchy Patent.
- 29. Apple admits that Exhibit 4 to the Complaint purports to be a claim chart but specifically denies the allegations contained therein or the application of Exhibit 4 to any of Apple's products.

#### A. <u>Direct Infringement</u>

30. In response to paragraph 30, Apple denies the allegations contained therein.

#### B. Contributory Infringement

- 31. In response to paragraph 31, Apple denies the allegations contained therein.
- 32. In response to paragraph 32, Apple denies the allegations contained therein.

#### C. <u>Inducement of Infringement</u>

33. Apple specifically denies the allegations contained in paragraph 33.

- 34. Apple admits that Exhibit 5 to the Complaint purports to be a version of an iPod® User Manual and that Exhibit 6 to the Complaint purports to be a version of an iPod® nano User Manual. Apple specifically denies the remainder of the allegations contained in paragraph 34.
  - 35. Apple specifically denies the allegations contained in paragraph 35.

#### VII. SPECIFIC INSTANCE OF UNFAIR IMPORTATION AND SALE

- 36. Apple admits that it imports and sells within the United States after importation the iPod® and iPod® nano. Further responding to paragraph 36, Apple specifically denies that it imports, sells for importation into the United States, and/or sells within the United States after importation, any products, including but not limited to the iPod® and iPod® nano, that infringe any valid and enforceable claim of the File Hierarchy Patent.
- Apple admits that Exhibit 3 purports to be a copy of Apple's December 1, 2005, 10-K filing. Apple further admits that the December 1, 2005 10-K filing states: "Currently, manufacture of many of the components used in the Company's products and final assembly of substantially all of the Company's portable products including PowerBooks, iBooks, and iPods are performed by third-party vendors in China." Apple admits that Exhibits 5 and 6, respectively, purport to be copies of versions of iPod® and iPod® nano user manuals. Apple admits that information about its products may be found at www.apple.com. Apple is without sufficient knowledge or information to form a belief as to the truth of the remaining allegations contained in paragraph 37, and therefore denies them.

#### VIII. HARMONIZED TARIFF SCHEDULE ITEM NUMBERS

38. Apple admits that Apple's accused products are imported under section 8519 (inclusive of subsections) of the United States Harmonized Tariff Schedule. Apple specifically denies the remaining allegations contained in paragraph 38.

#### IX. RELATED LITIGATION

39. Apple admits that Creative filed an action alleging infringement of the File Hierarchy Patent in United States District Court. Pursuant to 35 U.S.C. § 1659, Apple and Creative have stipulated to a stay of the District Court action. Apple is without sufficient knowledge or information to form a belief as to the truth of the remaining allegations contained in paragraph 39, and therefore denies them.

#### X. THE DOMESTIC INDUSTRY

40. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 40, and therefore denies them.

#### A. United States Investment in Plant And Equipment, Labor and Capital

41. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in paragraph 41, and therefore denies them.

### B. Representative Claim Chart for the Creative Zen Vision:M<sup>TM</sup> Portable MP3 Player

42. Apple admits that Exhibit 9 to the Complaint is entitled "Non-Exclusive List of Creative Products That Practice One o[r] [sic] More of the Asserted Claims." Apple admits that Exhibit 10 to the Complaint purports to be a claim chart. Apple is without sufficient knowledge or information to form a belief as to the truth of the allegations contained in Exhibits 9 and 10 or in the remaining allegations contained in paragraph 42, and therefore denies them.

#### XI. RELIEF REQUESTED

43. In its Complaint, Creative requests certain relief from the ITC. Apple does not believe that any response to this prayer for relief is required. If a response is required, however, Apple specifically denies that it currently infringes or has ever infringed any valid claim of the File Hierarchy Patent and further denies that Creative is entitled to any relief from the ITC

whether or not requested. Apple further denies each and every factual allegation in this prayer for relief, including subparagraphs thereof.

#### RESPONSE TO THE NOTICE OF INVESTIGATION

Pursuant to Commission Rule of Practice and Procedure 210.13 (19 C.F.R. § 210.13), Apple hereby responds to the Notice of Investigation ("Notice") issued by the ITC on June 17, 2006, and published in the Federal Register on June 14, 2006 (79 Fed. Reg. 34930, June 14, 2006).

Apple admits that the initial Complaint was filed by Creative on May 15, 2006. Apple also admits that the Complaint sets forth the allegations referenced in the first paragraph of the Summary section, and that Creative has requested the institution of an investigation and the issuance of a limited permanent exclusion order and permanent cease and desist orders as referenced in the second paragraph of the Summary section.

Apple denies that there has been any violation of Section 337 of the Tariff Act of 1930, as amended, 19 U.S.C. § 1337, by reason of any importation into the United States, the sale for importation or sale within the United States after importation of any article allegedly infringing any valid claim of the File Hierarchy Patent. Subject to further investigation, Apple further contends that the claims of the File Hierarchy patent are invalid and unenforceable and therefore cannot support any remedy for alleged infringement. Apple is without knowledge or information sufficient to form a belief as to the truth of the allegation that a domestic industry exists with respect to the File Hierarchy Patent, and on that ground denies each and every such allegation. Apple specifically denies that any Apple product practices any claim under the File Hierarchy Patent. Apple denies that Creative is entitled to any relief in this investigation, including, but not limited to, any exclusion order or cease and desist order.

#### ADDITIONAL INFORMATION REQUIRED UNDER RULE 210.13(b)

By providing the following information, Apple intends only to supply data required by 19 C.F.R. § 210.13(b). Apple specifically denies that any of the information or data supplied below relates to or supports any allegation of infringement against Apple or any violation of 19 U.S.C. § 1337.

Pursuant to Rule 210.13(b), Apple provides the following additional information:

- 1. The quantity and value of Apple's products accused of infringement to the United States in calendar year 2005 is 14.043 million units costing \$2.906 billion.
- 2. The Harmonized Tariff Schedule item number for the Apple products accused of infringement is 8519 and subsections thereof.
- 3. Apple's capacity to manufacture the products accused of infringement in calendar year 2005 is provided in Confidential Exhibit 1 to this response. In calendar year 2005, purchasers in the United States accounted for a substantial percentage of the products accused of infringement that Apple sold worldwide.

#### **AFFIRMATIVE DEFENSES**

The ITC instituted the present investigation on June 14, 2006, and Apple served its First Sets of Request for Production and Interrogatories on Creative on June 16, 2006. Creative has not yet responded to Apple's requests for discovery, and, after an opportunity to conduct reasonable discovery, Apple expects to further develop (1) invalidity defenses pursuant to 35 U.S.C. §§ 102, 103 and 112 and (2) unenforceability defenses.

At a minimum, Apple's accused products do not infringe any asserted claim of the File Hierarchy Patent. Creative's representations and actions before the USPTO cast light upon the flaws in Creative's infringement theory, and Apple thus first summarizes the file history of the File Hierarchy Patent. In that light, the only reading of the claims that makes sense, viewed in

light of the specification of which they are a part and the proceedings before the USPTO, is that Creative's claims are limited to portable media players that organize media in a hierarchical file structure. Apple's accused products, however, organize and store media in a flat list structure. For reasons discussed below, Apple's non-infringing method, which was disclosed in prior art Creative unequivocally disclaimed, is more efficient than Creative's alleged invention.

#### The Prosecution History of the File Hierarchy Patent

On January 5, 2001, Creative filed U.S. Patent Application No. 09/755,723 ("the '723 application"), entitled "Automatic Hierarchical Categorization Of Music By Metadata," naming Ron Goodman and Howard Egan as inventors. (Ex. 1.) On the same day, Creative also filed U.S. Patent Application No. 09/755,629 ("the '629 application"), entitled "System For Selecting And Playing Songs In A Playback Device With A Limited User Interface," naming Ron Goodman, Howard Egan, David Bristow and Maria Ayon as inventors. (Ex. 2.) As the titles of the two applications specify, the '629 application was directed at navigation of media through the user interface, the alleged invention that Creative hopes to convince the ITC is the subject matter of the File Hierarchy Patent. On the other hand, the '723 application was directed at a method of storing media files according to a hierarchical file structure.

#### The '629 application

During prosecution of the '629 application, Creative pursued claims that are nearly identical to those now asserted against Apple. (Ex. 2, '629 application, at 11-14; Ex. 2, 12/26/01 Amendment, at 2-6.) Repeatedly unconvinced that navigating media on the basis of categories such as genre, artist and album was inventive, the examiner rejected all '629 application claims as anticipated by or rendered obvious by U.S. Patent Nos. 5,616,876 ("Cluts"), 5,969, 283 ("Looney"), 5,918,303 ("Yamaura") and 6,062,868 ("Toriumi"). (Ex. 2, 9/24/01 Office Action, at 3-4; Ex. 2, 2/9/02 Office Action, at 3-4.) With respect to Cluts, Looney and Yamaura, the

examiner found that "each patent discloses the grouping of songs into categories such as album, artist, style and title. The categories overlap and are displayed." (Ex. 2, 2/9/02 Office Action, at 4.) Unable to overcome the prior art, on September 19, 2002, Creative abandoned claims directed at its alleged user interface invention. (Ex. 2, 9/19/02 Notice of Abandonment.)

#### The '723 application

The prosecution of the '723 application proceeded concurrently with the prosecution of the '629 application. During prosecution, the examiner — different from the examiner of the '629 application — did not initially believe that the use of a hierarchical tree in the software of a media player to organize and store data was an invention. (Ex. 1; 1/15/03 Office Action, at 2-7.) More specifically, the examiner found that U.S. Patent No. 5,670,730 ("Grewe"), media player prior art, which disclosed storing music data and identifying metadata in a flat list, anticipated Creative's alleged file hierarchy invention. (Id.)

To distinguish Grewe, Creative unequivocally argued to the USPTO that "the current invention provides a hierarchical definition file that has a tree structure, including category names that name the branch under which tracks are listed. For each track, each branch in which the track belongs is determined, and the track is filed in the appropriate location in the branch." (Ex. 1, 5/20/03 Amendment and Response to Office Action, at 7.) Despite Creative's argument, the examiner finally rejected Creative's application claims. (Ex. 1, 7/29/03 Office Action, at 2-8.) Creative then filed on November 3, 2003 a Notice of Appeal of the final rejection to the Board of Patent Appeals and Interferences. (Ex. 1, 11/3/03 Notice of Appeal.)

<sup>&</sup>lt;sup>1</sup> As discussed in Exhibit 5, Apple's accused products also store data according to a flat list.

Instead of presenting its argument to the Board of Patent Appeals and Interferences, Creative then filed a Request for Continued Examination on February 3, 2004. (Ex. 1, 2/3/04 Request for Continued Examination.) In its Request, Creative first amended the pending applications claims in an attempt to overcome Grewe, and second added two new claims directed at a "method of displaying media information on a display screen." (Id., at 6-7.)

On March 29, 2004, the examiner issued an Office Action indicating that Creative had to elect whether to pursue either the claims it had amended in the Request for Continued Examination or its two new claims. (Ex. 1, 3/29/04 Office Action, at 2-3.) On May 4, 2004, Creative in response (1) cancelled all pending claims including the two new claims it had added; (2) filed thirteen new claims; and (3) amended the specification of the '723 application to include substantially all of the written description of the '629 application. (Ex. 1, 5/4/04 Amendment and Response to Restriction Requirement.) On June 9, 2004, the USPTO issued a Notice of Allowance for the thirteen new claims Creative had filed. (Ex. 1.)

On July 27, 2004, Creative filed an "Amendment After Notice of Allowance, pursuant to 37 C.F.R. 1.312." (Ex. 1.) 37 C.F.R. § 1.312 provides: "No amendment may be made as a matter of right in any application after the mailing of the notice of allowance. Any amendment filed pursuant to this section must be filed before or with the payment of the issue fee, and may be entered on the recommendation of the primary examiner, approved by the Director, without withdrawing the application from issue." The Manual of Patent Examining Procedure interprets section 1.312 to mean: "Amendments other than those which merely embody the correction of formal matters without changing the scope of the claims require approval by the supervisory patent examiner." (Ex. 3, Manual of Patent Examining Procedure § 714.16 (emphasis added).)

Amended independent claim, which corresponds with claim 1 of the File Hierarchy

Patent recited in pertinent part:

A method of selecting at least one track from a plurality of tracks stored in a computer-readable medium of a portable media player configured to present sequentially a first, second and third display screen on the display of the media player, the plurality of tracks accessed organized according to a file hierarchy, the file hierarchy having a plurality of categories, subcategories and items respectively in a first, second and third level of the hierarchy, the method comprising[.]

(Ex. 1, 7/27/04 Amendment After Notice of Allowance, at 2 (underlining reflecting new language and strikethrough reflecting deleted language from the original.) On February 8, 2005, the examiner entered the requested amendment without receiving approval by the supervisory patent examiner, noting that the proposed amendment was "directed to matters of form not affecting the scope of the invention." (Ex. 1, 2/8/05 Response to Rule 312 Communication.) The File Hierarchy Patent then issued on August 9, 2005.

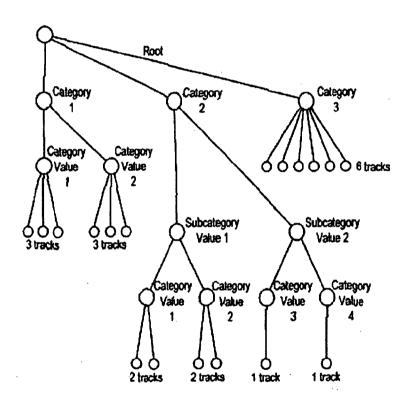
## FIRST AFFIRMATIVE DEFENSE (Non-Infringement)

Apple has not infringed any asserted claims of the File Hierarchy Patent because its accused products do not organize a plurality of tracks according to a file hierarchy, the hierarchy having a plurality of categories, subcategories, and items respectively in a first, second, and third level of the hierarchy, as required by independent claim 1 of the File Hierarchy Patent.

### 1. Apple's Accused Products Do Not Use A Hierarchy <u>To Organize Media Files</u>

The problem that the alleged inventors of the File Hierarchy Patent sought to solve was how to organize a relatively large amount of data in the memory of a media player. The solution the alleged inventors chose was to create a tree structure in the software of the media player that organized and stored the data and associated metadata. (Ex. 4, at col. 2:64-3:16.) As the name suggests, the tree had a root node, branches and leaf nodes. The root node — in logical terms the top of the tree — represented the highest level category for organizational purposes. (Ex. 4, at

col. 5:23-56.) In the case of music, the highest level might be music genre. (*Id.*) Branches belonging to the root would connect to leaf nodes for a subcategory such as artists. (*Id.*) That leaf node also could have branches leading to another leaf node for a subcategory such as albums. (*Id.*) The tree can shrink or grow depending upon the specificity of the organizational scheme. Figure 1 of the File Hierarchy Patent, reproduced immediately below, illustrates the hierarchical file structure that Creative allegedly invented for use in the software of a portable media player.



In the File Hierarchy Patent, upon downloading of a media file, the software running on the media player would interpret metadata information associated with the media ("such as title, genre, artist name, type, etc.") to determine in what location(s) to file the metadata. (Ex. 4, at col. 6:6-15.) In addition to the metadata, a copy of the media file would be placed in every applicable node of the tree. An analogy to the File Hierarchy Patent's alleged invention is filing

cabinets at the ITC used to store pleadings in categories such as (1) matter type; (2) case; (3) party; and (4) pleading type. After a pleading was filed, each pleading would need to be filed/stored at least four times. Each cabinet would also contain additional information specifying its contents. The ITC would then be well organized, but the file cabinets would take up substantial space. Likewise in Creative's portable media player, the hierarchical file structure consumes a substantial amount of memory.

Apple's accused products, however, do not use a hierarchical file structure for organizing media. Rather, the iPod product software simply stores data in arbitrary files one item of data after another in no logical order. With the iPod, whenever a user wants to play a particular song, the processor of the iPod looks to a separate flat file database of metadata to locate that song. Applying the preceding analogy, once a pleading was received by the ITC, a single copy of the pleading would be placed in whatever cabinet was available, and the ITC would have a single growing list of each piece of paper received at the ITC to enable future location of the pleading. In comparison with Creative's alleged invention, Apple's chosen method of organizing data consumes substantially less memory.

# 2. The Intrinsic Record Dictates That Apple's Products <u>Do Not Literally Infringe The File Hierarchy Patent</u>

The claims, specification and prosecution history of the File Hierarchy Patent reveal that Apple does not infringe. Independent claim 1 of the File Hierarchy Patent recites:

A method selecting at least one track from a plurality of tracks stored in a computer-readable medium of a portable media player configured to present sequentially a first, second, and third display screen on the display of the media player, the plurality of tracks accessed according to a hierarchy, the hierarchy having a plurality of categories, subcategories, and items respectively in a first, second and third level of the hierarchy, the method comprising:

selecting a category in the first display screen of the portable media player;

displaying the subcategories *belonging* to the selected category in a listing presented in the second display screen;

selecting a subcategory in the second display screen;

displaying the items *belonging* to the selected subcategory in a listing presented in the third display screen; and

accessing at least one track based on a selection made in one of the display screens.

(Ex. 4, File Hierarchy Patent, at col. 11:39-57 (emphasis added).)

To reach a proper construction of the claims, it is appropriate that the ITC read the claims in view of the written description. See Phillips v. AWH Corp., 415 F.3d 1303, 1315 (Fed. Cir. 2005) (en banc). The specification makes it clear that File Hierarchy Patent is directed at organizing media files in a hierarchical tree:

- "A method, performed by software executing on the processor of a portable music playback device, that automatically files tracks according to hierarchical structure of categories to organize tracks in a logical order." (Ex. 4, at Abstract.)
- "According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks." (Ex. 4, at col. 2:64-67.)
- "[U]sers are able to see the tracks on their player in some organized fashion other than as a single list of tracks .... [I]n one embodiment tracks are sorted utilizing a tree structure having branches labeled according to types of metadata associated with the tracks." (Ex. 4, col. 3:57-62.)
- "FIG. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized." (Ex. 4, at col. 5:23-25.)
- "The metadata for each track is utilized to file each track, using the categories defined
  in the hierarchical structure as described above, without any input from the user."
  (Ex. 4, at col. 6:38-40.)

Any claim construction adopted by the ITC must thus appropriately take into account what Creative told the public that it had allegedly invented in its specification — a particular hierarchical file structure for organizing and storing data in a portable media player.

The prosecution history of the File Hierarchy Patent likewise supports an ITC finding that Apple does not infringe. As discussed above, the original claims were repeatedly rejected in light of Grewe, prior art that organized media similar to how Apple organizes media in its accused products. Creative responded by repeatedly and unequivocally arguing:

In Grewe, the tracks are not sorted according to category names that are provided in a branch but rather in sequential blocks of memory locations. There is no <u>hierarchical relationship</u> between category field 40 or the artist field 42 with a particular track and any hierarchy in Grewe.

(See Ex. 1, 1/29/04 Amendment, at 9 (emphasis in original); see also Ex. 1, 5/15/03 Amendment, at 6-7.) Creative's clear and unmistakable disclaimer during prosecution should preclude its attempt to recapture a flat list organizational structure.<sup>2</sup> See Omega Engineering Inc. v. Raytek Corp., 334 F.3d 1314, 1326 (Fed. Cir. 2003).

Moreover, as originally allowed, independent claim 1 read, *inter alia*, "the plurality of tracks *organized* according to a *file* hierarchy, the *file* hierarchy having a plurality of categories, subcategories, and items respectively." (Ex. 1, at 5/4/2004 Amendment (emphasized text subsequently amended or deleted).) For reasons discussed above, the word "accessed" must not be a substantive change from the word "organized" with respect to the claimed <u>file</u> hierarchy, and, if so, Apple does not infringe. A non-infringement chart is attached as Exhibit 5.3

<sup>&</sup>lt;sup>2</sup> Creative's arguments regarding Grewe preclude any assertion that Apple has infringed under the doctrine of equivalents. Creative does not mention the doctrine of equivalents in its Complaint.

<sup>&</sup>lt;sup>3</sup> Creative has asserted that Apple has contributorily infringed the File Hierarchy Patent. Even if Creative could persuade the ITC that Apple's accused products sometimes infringe the File Hierarchy Patent, it remains Creative's burden to prove that there are no substantial non infringing uses of Apple's products. 35 U.S.C. § 271(c). Aside from playing music, Apple's products are regularly used as portable hard drives to, for example, transport electronic files from one location to another. Creative thus cannot sustain a contributory infringement claim.

#### SECOND DEFENSE (Invalidity)

Subject to further investigation, upon information and belief, all asserted claims of the File Hierarchy Patent are invalid. After conducting discovery, Apple at least intends to prove that (1) each and every asserted claim of the File Hierarchy Patent is anticipated by one or more prior art references pursuant to 35 U.S.C. § 102; (2) to the extent that there exist any arguable differences between the asserted claims of the File Hierarchy Patent and the prior art, all such differences would have been obvious to one of ordinary skill in the art pursuant to 35 U.S.C. § 103; and (3) the asserted claims of the File Hierarchy Patent are not supported by adequate written description or an enabling disclosure pursuant to 35 U.S.C. § 112.

#### THIRD AFFIRMATIVE DEFENSE (Unenforceability)

Subject to further investigation, all asserted claims of the File Hierarchy Patent are unenforceable.

#### FOURTH DEFENSE (Public Interest)

The exclusion order and the cease and desist order requested by Creative would not further the public interest but would adversely affect the public welfare, competitive conditions and the U.S. consumer.

#### REQUEST FOR RELIEF

WHEREFORE, Apple respectfully requests that the ITC:

- 1. Deny all relief requested by Complainant Creative;
- 2. Find that Apple has not infringed any asserted claims of any of the Creative patents;
- 3. Find that no violation of Section 337 of the Tariff Act of 1930, as amended, exists by reason of the importation, sale for importation, or sale after importation in the United States of any Apple product;

- 4. Find that Apple has not infringed the File Hierarchy Patent;
- 5. Find that the File Hierarchy Patent is invalid pursuant to 35 U.S.C. § 102;
- 6. Find that the File Hierarchy Patent is invalid pursuant to 35 U.S.C. § 103;
- 7. Find that the File Hierarchy Patent is invalid pursuant to 35 U.S.C. § 112;
- 8. Find that the File Hierarchy Patent is unenforceable;
- 9. Issue an Order terminating the instant investigation with prejudice; and
- 10. Award Apple such other and further relief as the Commission deems appropriate.

Dated: July 6, 2006

Respectfully submitted,

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Counsel for Respondent Apple Computer, Inc.

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## VERIFICATION OF RESPONSE TO THE COMPLAINT AND NOTICE OF INVESTIGATION, INCLUDING AFFIRMATIVE DEFENSES

I, Richard J. Lutton, Jr., declare, in accordance with 19 C.F.R. §§ 210.4 and 210.13, under penalty of perjury under the laws of the United States of America, that the following statements are true:

- 1. I am the Director of Patents, of Apple Computer, Inc., and am duly authorized to sign this Response on behalf of Apple Computer, Inc.;
  - 2. I have read the foregoing Response;
- 3. To the best of my knowledge, information, and belief, based upon reasonable inquiry, the foregoing is well founded in fact and is warranted by existing law or a non-frivolous argument for the extension, modification, or reversal of existing law or the establishment of new law; and
- 4. The foregoing Response is not being filed for an improper purpose, such as to harass or to cause unnecessary delay or needless increase in the cost of litigation.

I declare under penalty of perjury under the laws of the United States of America that the foregoing is true and correct.

Executed this 6 th day of July, 2006.

Richard/J. Lutton, Jr.

#### **CERTIFICATE OF SERVICE**

I hereby certify that a copy of the foregoing RESPONSE OF APPLE COMPUTER, INC. TO THE COMPLAINT OF CREATIVE LABS, INC. AND CREATIVE TECHNOLOGY LTD.(PUBLIC) was served as indicated, to the parties listed below, this 6th day of July 2006:

The Honorable Marilyn R. Abbott
SECRETARY
U.S. INTERNATIONAL TRADE COMMISSION
500 E Street, S.W., Room 112A
Washington, DC 20436
(VIA HAND DELIVERY – Original + 6 copies)

The Honorable Paul J. Luckern ADMINISTRATIVE LAW JUDGE U.S. INTERNATIONAL TRADE COMMISSION 500 E Street, S.W., Room 317 Washington, DC 20436 (VIA HAND DELIVERY – 2 copies)

Erin D.E. Joffre, Esq.
INVESTIGATIVE ATTORNEY
OFFICE OF UNFAIR IMPORT INVESTIGATIONS
U.S. INTERNATIONAL TRADE COMMISSION
500 E Street, S.W., Room 401
Washington, D.C. 20436
(VIA HAND DELIVERY)

ON BEHALF OF COMPLAINANTS CREATIVE LABS, INC. AND CREATIVE TECHNOLOGY LTD.

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John R. Fuisz
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Washington, D.C. 20036

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(12) United States Patent Goodman et al.

(10) Patent No.:

US 6,928,433 B2

(45) Date of Patent:

Aug. 9, 2005

(54) AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

(75) Inventors: Ron Goodman, Santa Cruz, CA (US); Howard N. Egan, Capitola, CA (US)

(73) Assignee: Creative Technology LTD, Singapore (SG)

Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 323 days. (\*) Notice:

(21) Appl. No.: 09/755,723

(22) Filed: Jan. 5, 2001

Prior Publication Data

US 2002/0147728 A1 Oct 10: 2002 .. G06F 17/30 (51) Int. Cl. 7 ..... 

84/609, 601, 602, (58) Field of Search . 84/611-614; 707/104.1, 3, 4, 102; 386/46

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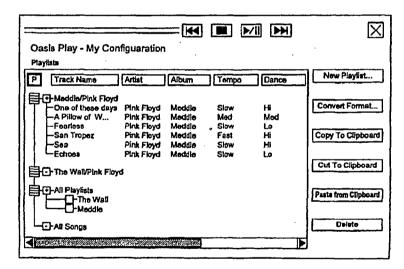
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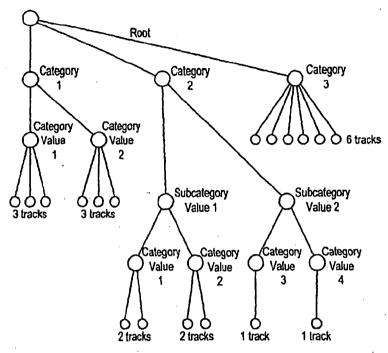
Primary Examiner-Charles Rones (74) Attorney, Agent, or Firm—Russell N. Swerdon; Creative Technology LTD

**ABSTRACT** 

A method, performed by software executing on the processor of a portable music playback device, that automatically files tracks according to hierarchical structure of categories to organize tracks in a logical order. A user interface is utilized to change the hierarchy, view track names, and select tracks for playback or other operations.

16 Claims, 12 Drawing Sheets





For example:

Category 1 = Album Name

Category Value 1 = Abbey Road

Category Value 2 = Hits from the 60's

Category 2 = Artist Name

Subcategory Value 1 = British Artists

Subcategory Value 2 = American Artists

Category Value 1 = The Beatles

Category Value 2 = Petula Clark
Category Value 3 = Mamas and the Papas

Category Value 4 = Nick Drake

Category 3 = All tracks

FIG. 1.

V1.0 Albums|0x01|BLBN Artists|0x01|BCBMBN All Tracks|0x01|BN

FIG. 2.

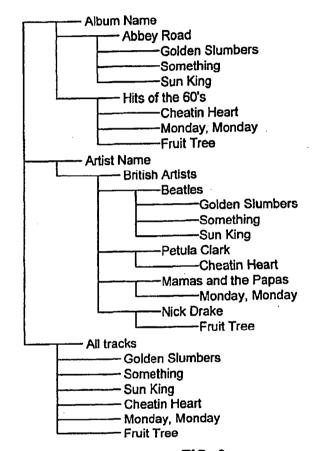


FIG. 3.

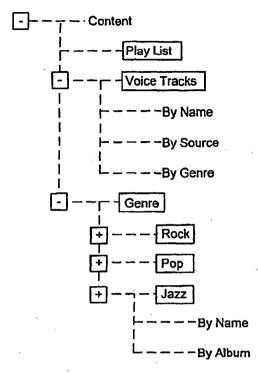


FIG. 4.

	file data	album	name	genre	type	
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FIG. 5.

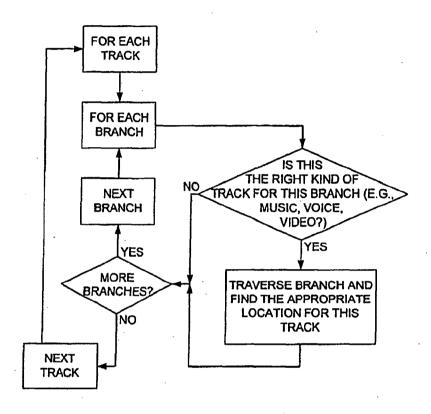


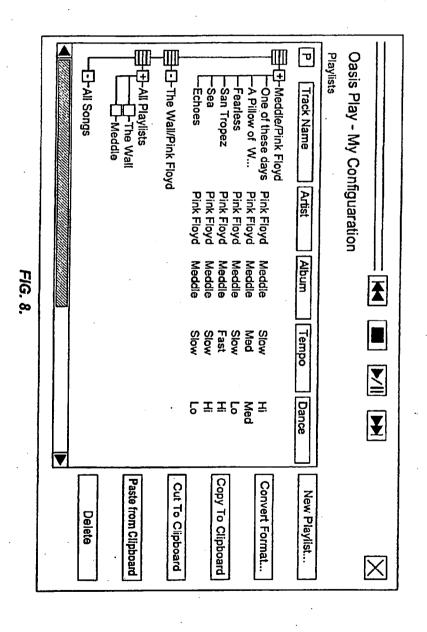
FIG. 6.

Tom Petty Unknown (Created for Items | Track 1 without Album attribute) Hotel California Full Moon Fever

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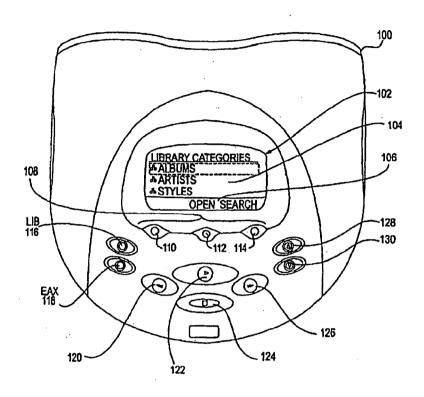
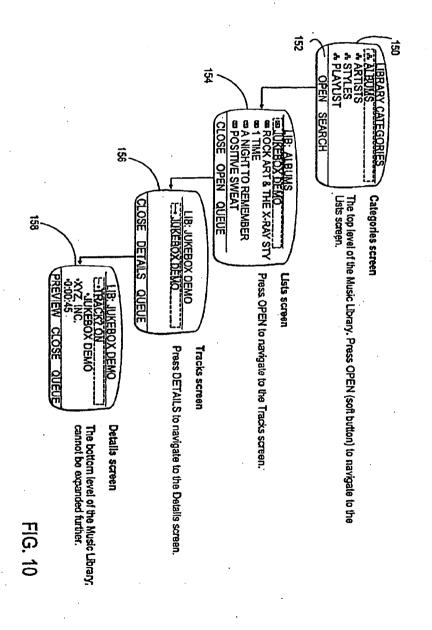


FIG. 9

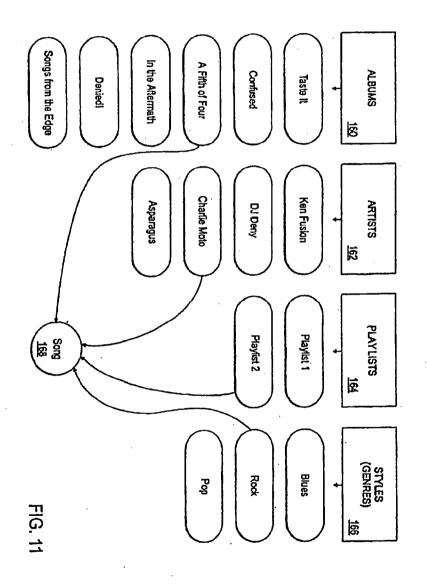


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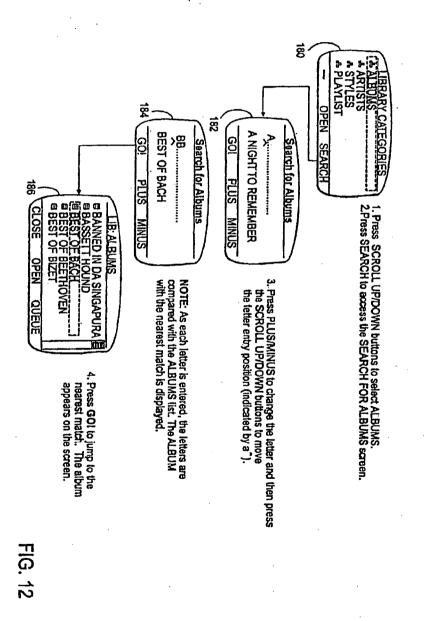
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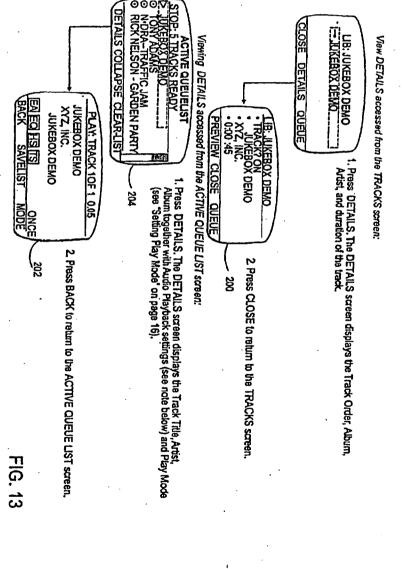


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Sheet 10 of 12

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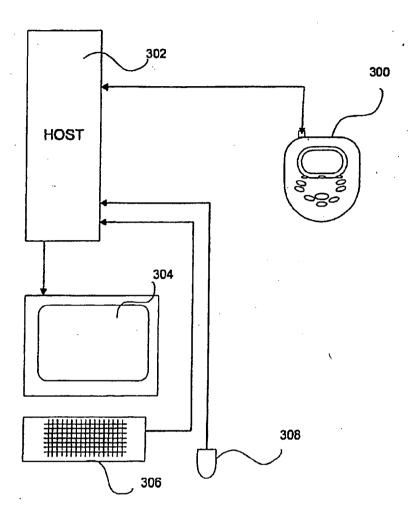


FIG. 14

## AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

#### CROSS-REFERENCES TO RELATED APPLICATIONS

This application is related to Application Ser. No. 09/755, 629, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," now abandoned and Application Ser. No. 09/755,367, entitled "Audioplayback Device with Power Savings Storage Access Mode," issued as U.S. Pat. No. 6,590,730, all filed Jan. 5, 2001, the disclosures of which are incorporated herein by reference

### BACKGROUND OF THE INVENTION

Today, portable consumer electronic devices are more powerful than ever. For example, small, portable music playback devices can store hundreds, even thousands, of 20 compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

Music jukeboxes implemented in software executed by a 2 Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the OOZIC player, distributed by the assignee of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

Typically, portable devices have a user interface including a small screen and buttons. Such a display screen might be, e.g., 1"x2". This small display size is necessary because of the physical size of the device which is typically carried in the band. The small size also limits the number, size, shape, and types of user input controls that can be mounted on the device. For example, a few pushbuttons are usually provided to perform all of the device's control functions. Using such a compact user interface to navigate and select among bundreds of songs is inefficient and often frustrating. The display screen can only show a few song titles at one time, and the limited controls make it difficult for a user to arbitrarily select, or move among, the songs.

The creation of playlists is one technique to organize the playing of songs. A set of songs can be included in a playlist which is given a name and stored. When the playlist is accessed, the set of songs can be played utilizing various formats such as sequential play or shuffle.

However, the creation of playlists itself becomes prob- 55 lematic as the number of songs increases, since the user often arbitrarily selects songs from a large number of tracks to form a playlist. This selection mechanism: can be fairly tedious; does not necessarily produce playlists that are interest to the user over the course of time; may not remain up-to-date if new songs are added that logically fit into a previously created playlist (e.g. "Favorites by Band X" might become out of date if a new favorite by Band X is added after the playlist was created); and leads to "lost" songs that are not members of any playlist.

Accordingly, improved techniques for organizing and grouping tracks useful in a portable music player are needed.

Further, it is desirable to provide a user interface suitable for a small device. The user interface should allow a user to efficiently navigate among, and select from, many items stored in the device.

SUMMARY OF THE INVENTION

SUMMARY OF THE INVENTION

The present invention provides an efficient user interface for a small portable music player. The invention is suitable for use with a limited display area and small number of controls to allow a user to efficiently and intuitively navigate among, and select, songs to be played. By using the invention, very large numbers of songs can be easily accessed and played.

One aspect of the invention includes an overlapping hierarchy of categories. Categories include items that can also be included in other categories so that the categories "overlap" with each other. Thus, a song title can be accessed in multiple different ways by starting with different categories. For example, a preferred embodiment of the invention uses the top-level categories. "Albums", "Artists", "Geores" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Similarly, the Artists category includes with that album. Similarly, the Artists category includes names of artists which are, in turn, associated with their albums and songs. The Genre category includes types of categories of music such as "Rock", "Hip Hop", "Rap", "Easy Listening", etc. Within these sub-categories are found associated songs. Finally, the "Play Lists" category includes collections of albums and/or songs which are typically defined by the user.

Advantageous use is made of the overlapping hierarchy to allow the user to quickly designate a song for playback. The device uses three "soft" pushbuttons that have assignable functions. The interface maintains consistent button functionality whenever possible and uses uniform command names and operations in different types of items so that the interface is more intuitive. For example, the user can open and queue both albums and songs with predictable results.

The interface also provides for multiple functions for a ingle control. For example, a "Play" button can act, in a first function, to play a currently-selected song. The Play button can act, in a second function, to cycle through different playback modes. The modes can be, e.g., (1) playback of songs from a hard disk; (2) playback of music from a radio receiver built into the device; and (3) playback of voice messages. The first function for the Play button can be activated by momentarily depressing the Play button for a short period of time. The second function is invoked by depressing the Play button for a longer period of time whereupon the device cycles through the different modes. Other ways of invoking the functions are possible such as where the second function is automatically entered from a powered-down state.

In one embodiment, the invention provides a method for selecting songs to be played in an electronic audio device. wherein the device includes a display and one or more user input controls, wherein sougs are organized into categories, albums, wherein sougs and albums are associated with artist oames. The method includes ateps of displaying categories on the display; accepting signals from a user input control to select a category, displaying one or more songs in the selected category on the display; accepting signals from a user input control to select a displayed song, and entering

user input control to select a displayed song and entening selected songs into a playlist queue, wherein the device plays back songs in the playlist queue.

According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks.

According to another aspect of the invention, metadata is associated with each track that is used to automatically

define the track's appropriate place in the hierarchy.

According to another aspect of the invention, the hierarchy is displayed on the portable music player so that a user can traverse the organizational hierarchy to find individual tracks or find playlists composed of logical groups of tracks.

According to another aspect of the invention, the hierarchy is derived by using metadata associated with the audio content that was obtained through any source of metadata 10 (e.g. CDDB metadata, id3v2 metadata, other obtainable metadata) and subsequently stored with or alongside the file that stores the track.

According to another aspect of the invention, a file is

formatted so that an unaftered track is stored as file data and 15 information about the track is stored in file attribute files.

Other features and advantages of the invention will be apparent in view of the following detailed description and appended drawings.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a schematic diagram of a tree structure for hierarchical filing of tracks;

FIG. 2 is a definition file that specifies the hierarchy 25 depicted in FIG. 1;

FIG. 3 is a user's view of the hierarchy;

FIG. 4 is a schematic diagram of a user interface display ing the hierarchical category structure;

FIG. 5 is a diagram of a file format for storing filed data 30 and file attributes;

FIG. 6 is a flow chart depicting steps for filing tracks according to the hierarchical tree structure;

FIG. 7 depicts a tree resulting from searching the tracks; 35 and

FIG. 8 depicts a format for a user interface;

FIG. 9 illustrates the NOMAD Jukebox and its user interface controls:

FIG. 10 illustrates a sequence of display screens describing how to navigate to lower levels;

FIG. 11 illustrates associations among items;

FIG. 12 shows display screens used to search for a sone or other item:

FIG. 13 illustrates details of different items; and FIG. 14 illustrates a playback device coupled to a host

computer system.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of the invention will now b described in the context of a portable personal player that plays audio files stored in memory. The files may be in MP3, way, or other digital formats.

In the presently described embodiment, users are see the tracks on their player in some organized fashion other than as a single list of tracks. As will be described in more detail below, in one embodiment tracks are sorted 60 utilizing a tree structure having branches labeled according to types of metadata associated with the tracks

For example, a track recorded as "Golden Slumbers" by the Beatles that appears on their album "Hey Jude" might appear as a track under the album "Abbey Road" as well as 65 a track under the list of tracks by the Beatles. It might appear as a track under the genre "Pop Rock" as well as "Songs

from the 60's." Furthermore, the organization can have more complex hierarchies. For example, the category of "Pop Rock" might contain subcategories "British Musicians,"
"American Musicians" and "Other Musicians", in all cases, the track is automatically filed into all appropriate locations without requiring user interaction.

In the currently defined embodiment, a tree structure is defined by a file baving the following structure.

The first line of a TreeDeLinf file contains a version number:

Each subsequent line (at least in v1.0) contains lines of the following format:

CATEGORY\_NAME|TRACK\_TYPE MASKICATEGORY\_STRUCTURE

CATEGORY\_NAMEs are the top-level names of the branch under which tracks are sorted. They include things like "Album," "Artist," "Voice Tracks," "All Tracks," etc.

TRACK\_TYPE\_MASKs tell which types of tracks are to be filed under this particular branch. The actual value is a hexadecimal numerical value (in 'OX' format, e.g. 0X01) generated by ORing the following flags together as appropriate:

```
emin (TrackType
{
        YTTNothing-0x0
YTTSong-0x01,
YTTVoice-0x02,
YTTBook-0x04,
          kTTMscro-0x08,
kTTPlaylist-0x10
```

So, for example, the "Album" branch has a TRACK TYPE\_MASK of KITSong, because only songs are filed under that branch, but the "All Tracks" branch has a TRACK\_TYPE\_MASK of (kTTSongkTTVoice|KTTBook).

Other elements might be added to (TrackType (e.g. kTTVideo) as appropriate.

CATEGORY\_STRUCTURES tell how to file the sougs based on their metadata information. The CATEGORY\_ STRUCTURE is a string of characters that tell, from left to right, the order of hierarchy. The characters come from the following crum constants:

```
emm iFileThg
       kPTNone-'@',
kPTTnekType-'T',
kPTAttle-'N',
kPTAstist-'M',
kPTAstist-'M',
kPTAstist-'L',
         LPTOcare-'O',
         kFTYear-'Y',
kFTArtistCountry-'C'
```

Thus, a CATEGORY\_STRUCTURE of LN tells to create a subcategory that is a list of Albums, each of which contains a list of Tracks.

Says to create a branch called "Album" which contains tracks of type KTTSoog organized first by album name, and

then by truck name.

The following is an example of a tree definition file similar (though not identical) to the hierarchy presented in the Normad Jukebox product (the 'B' before each File Tag was used to identify that these are basic tags so that we wouldn't run out of letters in the alphabet as we included more complex metadata—thus each group of two letters represents a level in the hierarchy):

> V1.0 AlbumitettiBLBN Albumponijblen Artischnolibmen Gearejonoliboen Volca Trecksjonolibseoen Phyticsjonolibn Macrosjonolibn All Trecksjonolibn

FIG. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized. Example values for nodes in 2 the tree are shown as well. The same track may appear more than once as a leaf in the tree, as described above, if it fits into multiple categories (e.g. a song that appears on the Abbey Road branch would also appear in the Beatles branch). In the example shown, the first branch contains tracks organized by album. As shown in the example, this music collection contains three tracks from "Abbey Road" and three tracks from "Hits from the 60's". The second branch contains tracks organized by artist, and sub organized by where the artist is from. Thus, a user browsing would first select the "Artists" branch and then choose between "British Artists" and "American Artists". Finally, they would select the particular artist. In the third branch, all tracks are shown.

The tree definition file that would specify the hierarchy shown in FIG. 1 is shown in FIG. 2.

The first line identifies the version of the tree definition

The second line defines the "Albums" branch. The first part of the line, "Albums" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BLBN," defines that the branch lists first the names of all

albums (BL) and then tracks on those albums (BN).

The third line defines the "Artists" branch. The first part of the line "Artists" defines the name of the branch. The so second part, "0x01, " defines that all musical tracks should be categorized on this branch. The third part, "BCBMBN," defines that the branch lists first the names of all countries where artists in this collection come from (BC) and under those items, the artists' names (BM), and then tracks by

FIG. 3 shows what a user's view of this hierarchy might be if he/she were shown a fully expanded view of the 6-song tree. Notice that each song appears three times, once in each

in consumer products the tree define file is not edited directly but through a user interface, one example of which is depicted in FIG. 4. An example of a user interface for viewing songs by category and editing the tree structure is depicted in FIG. 4.

An embodiment of the invention is utilized in the Nomad® Jukebox, manufactured by the assignee of the

present invention, and described more fully in the copending application, filed on the same date as the present application, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Altny. Docket No. 17002-020800).

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In a preferred embodiment, metadata is associated with each track and includes such information as title, genre, each track saw includes such mhormation as unit, genre, artist name, type, etc. In the preferred embodiment, software stored in a portable player and executed by the onboard processor automatically files each track in the correct cat-egory utilizing the associated metadata and the tree define file. The program code can be stored in any computer readable medium including magnetic storage, CD ROM, optical media, or digital data encoded on an electromagnetic

Thus, the user is automatically provided with a powerful and flexible tool for organizing and categorizing the tracks stored on the portable player.

If the tracks are formatted in MP3 format the metadata can be stored in iD3 tags included in the MP3 file. In one embodiment of the invention, the tracks are stored in alternate file format including file data and file attributes. The file data is the music track itself and the file attributes part of the file includes fields of arbitrary size which are used to store metadata characterizing the track stored as the file data. metadata characterizing the track stored as the file data. Again this metadata includes information about the track

Again tots mentata increases information about the stack such as tille, genre, artist name, type, etc.

There are several advantages to using the alternate file format. Metadata of types not easily included in an ID3 tag can be utilized. Further, the original track format is not changed, so that error correction data such as checksums are changed, so that error correction data such as checksims are valid. Finally, any file format can be used (e.g. WAV, WMA, etc.) because the metadata is stored separately, and thus audio formats that have limited support for metadata can still be stored on the portable player in native format without transcoding. The formatted files are formed by software stored in the portable music player and executed by an

on-board processor.

The metadata for each track is utilized to file each track, using the categories defined in the hierarchical structure as 40 described above, without any imput from the user.

FIG. 5 is a schematic diagram of the alternative file format including file data in the form of an MP3 track, and metadata

fields for holding data indicating the name of the album the track is from, the name of the song, the genre of the song, and the type of track.

A particular embodiment of a file format will now be described. All tracks are created with some set of attributes as shown below

		Definitio	ckinio Data Field	
	Field	Office	Sizo	Description
55	Attribute Count	0	2	The number of suribute follow for the track
	Attr 1 type	2	2	Binary = 0, ASCII = 1
	Attr I name los	4	2	Length of attribute name string
	Attr1 data len	6	4	Leagth of attribute data
	Attr1 Name	10	N	Attribute name string
0	Attr 1 Data	10 + M	М	Alinibule data
	Alls N type Alls 1 mame les Alls 1 data les Alls 1 Name			
5	Attr 1 Data			

### -continued

Required Attributes					
Attribute Name	Walter(s)	Remerks			
TITLE	ASCII sries	RemindBylukebox			
CODEC	"MP3", "WMA", "WAV"	RemindBylukebox			
TRACK ID	DWORD	Set By Askebox			
ALBUM	ASCII string	Optional			
ARTIST	ASCII string	Optional			
GENGE	ASCII string	Optional			
LENGTH	la seconds	Optional			
TRACK SIZE	la bytes	Optional			
TRACK NUM	1-n (track within afborn)	Optional			

These attributes can be subsequently changeable via a host application, running on a personal computer connected to the portable music player.

FIG. 6 shows a flow chart of an embodiment the process used to build the hierarchical database of tracks. It starts by

iterating through each track, and, for each track, iterating through each branch to find if the track belongs on the branch, and, if so, where. In this case, the term track could refer to any content, e.g. a music track, a spoken word track, or even a video track.

Also, the hierarchical catalog of tracks can be used to 25 form playlists in a structured manner. For example, if a user wants to bear Jazz and Blues the entire sub-categories can be

selected to form one playlist.

An alternative hierarchical catalog generation technique will now be described. In this alternative embodiment, at system startup and as tracks are added or changed, the bierarchy is generated as an in-memory tree structure. Each track is added to the tree using the categories ALBUM, ARTIST and GENRE.

The following example shows the algorithm for adding a track. For clarity, only the attributes used by the tree are

TITLE	"Free Falling"
ALBUM	"Pull Moon Fever"
ARILST	Tom Pelly
OENRE	"Rock"
TRACK NUM	1 '

The following function is executed to build the in-memory memory tree.

> Build Tree() For each treck Add Track To Category(Album, Track)
> Add Track To Category(Artist, Track)
> Add Track To Category(Genre,Track)
> End of Build Tree

FIG. 7 depicts a tree which could result from implementing Build Tree() function. Note that "Stardust" does not have any entries for Album or Artist. The host software player could be utilized to add missing attributes to the "Stardust" track and, optionally, edit the title attribute. The Build Tree() function would then reinsert this track in the correct location in the tree.

FIG. 8 is an embodiment of a user interface according to 65 items. another embodiment of the invention. In this example the root node is labeled "My Configuration" and the Playlist

category has been selected and the Playlist subcategory "Meddle" has been selected. Note that the types of Metadata, in this example, Track Name, Artist, Album, Tempo and Dance, are listed across the top of the screen, and the attribute values for each track are listed in a row across the screen. Various control buttons are displayed to the right of configuration window that facilitate quickly involving selected processing on a selected track.

As noted above, a preferred embodiment of the present invention is incorporated into a product manufactured and distributed by Creative Technology, Ltd. The product is called the "NOMAD Jukebox." The following description describes further details of the display screens and interface controls.

FIG. 9 illustrates the NOMAD Jukebox and its user

In FIG. 9, electronic audio device 100 measures about 5.5" wide by 5.5" tall by 1" thick. Display screen 102 is about 2" wide by 1" tall. Display screen 102 includes different regions such as main region 104 and soft button function description region 106.

Three soft buttons are located at 108; including buttons 110, 112 and 114. The specific command, or function, that any of the soft buttons perform when depressed is indicated by the label in soft button function description region 106. Thus, the function of soft button 112 (as shown in FIG. 9) is "open," the function of soft button 114 is "search" while soft button 110 is currently not assigned a function.

The other eight buttons on device 100 perform essentially the same functions at all times. In other words, they are not subject to function changes according to soft button function description area 106. These button include Library button 116. PAX and System button 118, Skip Backward button 120, Play button 122. Stop button 124, Skip Forward Button 126, Scroll Up button 128 and Scroll Down button 130. However, as discussed below, these buttons (or any type of controls used with the device) can include alternate functionality that is invoked in different ways.

The device uses visual cues, or indicators, in the display. When an item is highlighted it indicates that the item is the "current" item, or currenty-selected item, which is susceptible to be operated on by a subsequent user action—such as playback, or expansion of the item. In FIG. 1, screen 102 shows that the item, "ALBUMS," is highlighted. The highlighted item can be acted upon by using the soft buttons, or another button, as decribed below. The current item can be changed by using Scroll Up button 128 and Scroll Down button 130 to move the highlight up or down, respectively, throughout a list of displayed items.

loons are used to provide additional visual cues for an

so item. In FIG. 1, each of the categories has a category iron to the left of it. The category iron, which may not be distinctly visible in the Figure, illustrates a first box connected by lines to additional boxes below the first box. The icon depicts a hierarchy and illustrates the pro-55 categories, i.e., that categories can contain additional categories, songs or other items.

FIG. 10 illustrates a sequence of display screens describ-

ing how to navigate to lower levels.

In FIG. 10, library category screen 150 shows the display running on a computer connected to the portable music so as it appears when the user depresses library button 116 of FIG. 9. A preferred embodiment of the device uses 4 first-level categories. These are "Albums", "Artists," "Styles" and "Play Lists". Each of these categories can "contain," or be associated with, other categories, songs, or

Note that in library category screen 150 ALBUMS is currently highlighted. By depressing soft button 112 of FIG.

9, the "open" command is performed on the highlighted category, as indicated by the labeling of soft button 112 and soft button function description area 152 of FIG. 10.

Lists screen 154 is displayed as a result of a user opening Album category of library category screen 150. Lists screen 154 shows items within the Albums category such as commercial albums of multiple songs from a record label, pre-made lists or collections created by a user, or other medicined lists or collections of songs or recordings.

predefined lists or collections of songs or recordings.

In FIG. 10, lists screen 134 shows each item as a list of 10 songs. This is shown visually by the icen to the left of each item which depicts a miniature list. Possible soft button commands are "Close", "Open" and "Queue". These commands correspond to soft button 110, 112 and 114, respectively. If the user selects the Close command, the display reverts to library category screen 150. If the user selects the Open command, the display shows tracks screen 156. Alternatively, the user can select the Queue command to instruct the device to place all the songs from the selected (i.e., highlighted) list into the play list for eventual playback. 27 Yet amother option allows the user to press play button 122 of FIG. 9 to cause any currently-selected songs or a list of songs (e.g., an album) to immediately be played.

songs (e.g., an album) to immediately be played.

Returning to FIG. 10, tracks screen 156 shows that a single song called "lukeBox Demo" is in the list. The list is 23 also called JukeBox Demo as shown in lists screen 154. Tracks screen 156 shows possible soft commands assigned to buttons, namely "Close". "Details" and "Queue." The Close button performs the same function as before—literturns the user to the previous screen which, in this case, is 30 lists screen 154. The user can also select the Details command to cause details of the song JukeBox Demo to be displayed in details screen 158 as shown in FIG. 10. The user can select the Queue command by soft butto 114 to enter the selected song into the play list queue. As before, the user can also depress play button 122 of FIG. 9 to cause immediate playback of the selected song.

Details screen 138 shows information about the selected song including the name of the song, album (or list) name containing the song; the track number, if applicable, and 40 track duration. Note that other information can be included. The user can preview the song, close the Details screen to return to the Tracks screen or queue the song on the play list

queue.

The device provides the ability to "preview" audio files even while a current soog, or playlist, is being played. When a user chooses to preview an audio file, the audio file is played for about 10 seconds while any currently-played file or playlist is suspended. After previewing is complete, the suspended file or playlist resumes playback. In other embodiment, the preview duration can vary, or be stopped by user selection.

FIG. 11 illustrates associations among items.

In Fig. 11, song 168 is one of many songs stored in the device. Categories such as albums 160, arists 162, play lists 55 164 and genres 166 each include sub-categories. For example, albums 160 includes the names of various albums. Songs are associated with albums, genres and playlists. Such association can be by using pointers, a data structure including items to be associated, etc. "Association" as used herein, 60 includes a first item associated with a second item; and the second item associated with the first item. In other words, albums can be associated with one or more songs in the database of the device so that an utomated search to find all songs associated with an album is easier. The direction of 65 arrow pointers in Fig. 11 is not intended to limit the manner of associations among items in the present invention.

Similar to albums, the category of artists 162 includes names of artists, or performers, of songs. Each artist name is associated with one or more songs in the database. Playlists 164 includes names of playlists. These are collections of songs that can be defined by the user, the device manufacturer, or others. Each playlist can be associated with one or more songs. Genres 166 includes various styles of music which are associated with one or more songs in the database. Note that items can exist without being associated with a song. Also, items can be associated with other items as where an artist name is associated with the albums containing the songs that the artist has created.

Although not shown in FIG. 11, items can have additional information, such as properties, details, etc., associated with the item. For example, a song can have information such a play time, artist name, artist album, copyright owner, etc., associated with the song.

FIG. 12 illustrates display screens used to search for a song or other item.

In FIO. 12, screen 180 is the initial library screen, as discussed above. If the user invokes the Search command (via the appropriate soft button) with Albums selected then screen 182 is displayed. Note that the search function can be applied to any of the categories. The user can depress the Phas or Minus soft buttons to cycle through the alphabet and change the character in the current location as indicated by the cursor. The cursor position is changed by using the scroll up/scroll down buttons 128 and 130, respectively, of FIG. 9. As each letter is entered the letters are compared and the nearest match of the stored albums' names is displayed as shown in screen 184. When the desired match is displayed the user selects the Gol command. Screen 186 shows the result of selecting the Gol command. A list of albums is displayed with the matched album centered and selected. The user can close, open or quene the album as discussed above.

FIG. 13 illustrates details of different items.

In FIG. 13, screen 200 illustrates details displayed as a result of selecting the "Details" command from soft button 1A track is selected. Screen 200 shows that details of the track "huleBox Demo" shows the name of the album that the track resides on, the creator, or copyright owner, of the track, and the playing time of the track.

Screen 202 illustrates details of an item on the active

Screen 202 illustrates details of an item on the active queue list. Items are placed onto the active queue list be selecting the "Queue" command when an album, song, track, or other item is selected, as discussed above. For example, screen 204 shows the active queuelist where the track "JukeBox Demo" is selected. By invoking the "Details" command screen 202 is brought up to show details of the Jukebox Demo track.

As shown in screen 202, the Detail screen shows what track number the selected track is, which album the track is from; the creator, or copyright owner, of the track, and the title of the track. Additionally, the details for an item on the queue list also show playback settings. These are shown by two-letter abbreviations at the bottom of the screen. The settings are as shown in Table 1, below.

### TABLE I

	IABLE
ÊA	Environmental Preset
EQ	Parametric EQ
HS	Headphone Spatialization
_	

### TABLE I-continued

Four Channel Speaker Sound (only if speakers are connected)

These settings have their common meanings, as is known in the art. Note that the setting 4S is not shown in screen 202 as it is not currently active.

FIG. 14 illustrates the Nomad Jukebox coupled to a host

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In FIG. 14, device 300 (e.g., the Nomad Jukebox) is coupled to host system 302. In a preferred embodiment host system 302 is a personal computer, such as an IBM-PC compatible computer. Host system 302 includes a user interface baving display 304 and user input devices such as keyboard 306 and mouse 308. In other embodiments the bost system need not be a full computer system. Any type of processing system having a user interface is possible. For example, it is possible to couple the device to a laptop computer, game console, web-enabled television, or any consumer electronic device or digital platform, in general. The bost user interface need not provide a display and can be much more minimal than the keyboard and mouse shown in FIG. 14. A preferred embodiment of the invention uses a Universal Synchronous Bus (USB) connection but any type of connection such as IEEE 1394 (FireWire), Ethernet, Serial Port, etc. can be used. A wireless (i.e., optical or radio frequency) connection can be used.

Once device 300 is coupled to bost system 302, a user of

host system 302 can launch a bridge interface to allow for the transfer of files between device 300 and host system 302. In a preferred embodiment, once the bridge interface is launched, the controls of device 300 are inoperable. The user interface of host sytem 302 is used to operate the bridge interface to transfer files.

The invention has now been described with reference to the preferred embodiments. Alternatives and substitutions will now be apparent to persons of skill in the art.

What is claimed is:

1. A method of selecting at least one track from a plurality of tracks stored in a computer-readable medium of a portable media player configured to present sequentially a first, second, and third display screen on the display of the media player, the plurality of tracks accessed according to a hierarchy, the bierarchy having a plurality of categories, subcategories, and items respectively in a first, second, and third level of the hierarchy, the method comprising:

selecting a category in the first display screen of the portable media player.

displaying the subcategories belonging to the selected so category in a listing presented in the second display

selecting a subcategory in the second display screen;

- displaying the items belonging to the selected subcategory in a listing presented in the third display screen; and accessing at least one track based on a selection made in one of the display screens.
- 2. The method of selecting a track as recited in claim 1 wherein the accessing at least one track comprises selecting a subcategory in the second display screen and playing a 60 plurality of tracks associated with the selected subcategory.
- 3. The method of selecting a track as recited in claim wherein the accessing at least one track comprises selection a subcategory and adding the tracks associated with the
- selected subcategory in a playlist.

  4. The method of selecting a track as recited in claim 1 wherein the accessing at least one track comprises selecting

an item in the third display screen and playing at least one track associated with the selected item.

5. The method of selecting a track as recited in claim 1 wherein the accessing at least one track comprises selecting an item in the third display screen and adding at least one track associated with the selected item to a playlist.

6. The method of selecting a track as recited in claim 1 wherein the accessing at least one track comprises one of playing or adding to a playlist at least one track associated with a selected one of the category, subcategory, and item.

7. The method of selecting a track as recited in claim 1 wherein the accessing at least one track is made after the presentation of the third display screen by reverting back to one of the second and first display screens, the second display screen presented sequentially after the third display SCTCCD.

8. The method of selecting a track as recited in claim 1 further comprising selecting one of the items displayed in the third display screen and presenting a listing of items associated with the selected item in a fourth sequentially presented display screen.

9. The method of selecting a track as recited in claim 1 wherein the category genre is selected in the first display screen from available categories that include at least artist. album, and genre; and the subcategories listed in the second

display screen comprise a listing of at least one genre type and one of the at least one genre type is selected.

10. The method of selecting a track as recited in claim 9

further comprising displaying in the third display screen at least one album associated with the selected genre type and selecting one of the at least one albums displayed in the third display screen and presenting a listing of tracks associated with the selected album in a fourth sequentially presented

11. The method of selecting a track as recited in claim 1 wherein the category artist is selected in the first display screen from available categories that include at least artist, album, and genre; the subcategories listed in the second display screen comprise a listing of names of artists and a first artist name is selected; and the items displayed in the third display screen comprises at least one album associated with the first artist name.

12. The method of selecting a track as recited in claim 1 wherein the track is a music track, accessing at least one track comprises accessing a track title in the third display

screen, and the track is played in response to the access.

13. The method of selecting a track as recited in claim 1 wherein receipt of the selection in the first display screen results in an automatic transition of the first display screen into the second display screen and receipt of the selection in the second display screen results in an automatic transition of the second display screen into the third display screen.

14. The method of selecting a track as recited in claim I wherein the category selected in the first display screen is from a top level of the hierarchy.

15. The method of selecting a track as recited in claim 1 wherein the category selected in the first display screen is a category from a level at least one level below the top level

16. The method of selecting a track as recited in claim 1 wherein the plurality of categories comprise a list of anist names, the plurality of subcategories comprise a list of album names and the plurality of items comprise a list of track names.

Exhibit 1

PATENT APPLICATION SERIAL NO.

# U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE FEE RECORD SHEET

01/10/2001 EEKUBAY1 00600001 201430 69755723

01 (C:101 02 FC:102

160.00 CI

PTO-1556 (5/87)

"U.S. GPO: 1999-459-082/19144



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## HID Deta Sheet

**CONFIRMATION NO. 3728** 

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Phylip Roy

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

### PATENT APPLICATION

## AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

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## AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY **METADATA**

## ABSTRACT OF THE DISCLOSURE

A method, performed by software executing on the processor of a portable music playback device, that automatically files tracks according to hierarchical structure of categories to organize tracks in a logical order. A user interface is utilized to change the hierarchy, view track names, and select tracks for playback or other operations.

SF 1174925 v2

09755763.010504

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

## AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

TUBAI

CROSS-REFERENCES TO RELATED APPLICATIONS

This application is related to Application No. \_\_/\_\_\_, \_\_\_, entitled "System fo

Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Atty.

Decket No. 17002-020800), and Application No. \_\_/\_\_\_, entitled "Audioplayback-Device with Power Savings Storage Access Mode," (Atty. Docket No. 17002-022400), all-

filed Innuary 5, 2001, the disclosures of which are incorporated herein by reference.

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BACKGROUND OF THE INVENTION

Today, portable consumer electronic devices are more powerful than ever

For example, small, portable music playback devices can store hundreds, even thousands, of compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the OOZIC player, distributed by the assignee of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

Typically, portable devices have a user interface including a small screen and buttons. Using such a compact user interface to navigate and select among hundreds of songs is inefficient and often frustrating. The display screen can only show a few song titles at one time, and the limited controls make it difficult for a user to arbitrarily select, or move among, the songs.

The creation of playlists is one technique to organize the playing of songs. A set of songs can be included in a playlist which is given a name and stored. When the playlist is accessed, the set of songs can be played utilizing various formats such as sequential play or shuffle.

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tracks;

However, the creation of playlists itself becomes problematic as the number of songs increases, since the user often arbitrarily selects songs from a large number of tracks to form a playlist. This selection mechanism: can be fairly tedious; does not necessarily produce playlists that are of interest to the user over the course of time; may not remain up-to-date if new songs are added that logically fit into a previously created playlist (e.g. "Favorites by Band X" might become out of date if a new favorite by Band X is added after the playlist was created); and leads to "lost" songs that are not members of any playlist.

Accordingly, improved techniques for organizing and grouping tracks useful in a portable music player are needed.

SUMMARY OF THE INVENTION

According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks.

According to another aspect of the invention, metadata is associated with each track that is used to automatically define the track's appropriate place in the hierarchy.

According to another aspect of the invention, the hierarchy is displayed on the portable music player so that a user can traverse the organizational hierarchy to find individual tracks or find playlists composed of logical groups of tracks.

According to another aspect of the invention, the hierarchy is derived by using metadata associated with the audio content that was obtained through any source of metadata (e.g. CDDB metadata, id3v2 metadata, other obtainable metadata) and subsequently stored with or alongside the file that stores the track.

According to another aspect of the invention, a file is formatted so that an unaltered track is stored as file data and information about the track is stored in file attribute files.

Other features and advantages of the invention will be apparent in view of the following detailed description and appended drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a schematic diagram of a tree structure for hierarchical filing of

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Fig. 2 is a definition file that specifies the hierarchy depicted in Fig. 1;

Fig. 3 is a user's view of the hierarchy,

Fig. 4 is a schematic diagram of a user interface displaying the hierarchical category structure;

Fig. 5 is a diagram of a file format for storing filed data and file attributes;

Fig. 6 is a flow chart depicting steps for filing tracks according to the hierarchical tree structure;

Fig. 7 depicts a tree resulting from searching the tracks; and Fig. 8 depicts a format for a user interface.

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### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of the invention will now be described in the context of a portable personal player that plays audio files stored in memory. The files may be in MP3, way, or other digital formats.

In the presently described embodiment, users are able to see the tracks on their player in some organized fashion other than as a single list of tracks. As will be described in more detail below, in one embodiment tracks are sorted utilizing a tree structure having branches labeled according to types of metadata associated with the tracks

For example, a track recorded as "Golden Slumbers" by the Beatles that appears on their album "Hey Jude" might appear as a track under the album "Abbey Road" as well as a track under the list of tracks by the Beatles. It might appear as a track under the genre "Pop Rock" as well as "Songs from the 60's." Furthermore, the organization can have more complex hierarchies. For example, the category of "Pop Rock" might contain subcategories "British Musicians," "American Musicians" and "Other Musicians". In all cases, the track is automatically filed into all appropriate locations without requiring user interaction.

In the currently defined embodiment, a tree structure is defined by a file having the following structure.

The first line of a TreeDef.inf file contains a version number:

V1.0

Each subsequent line (at least in v1.0) contains lines of the following format: CATEGORY\_NAME/TRACK\_TYPE\_MASK/CATEGORY\_STRUCTURE

CATEGORY\_NAMEs are the top-level names of the branch under which tracks are sorted. They include things like "Album," "Artist," "Voice Tracks," "All Tracks," etc.

TRACK\_TYPE\_MASKs tell which types of tracks are to be filed under this

particular branch. The actual value is a hexadecimal numerical value (in '0x' format, e.g.

0x01) generated by ORing the following flags together as appropriate:

```
enum tTrackType
                                                                                                                kTTNothing=0x00,
                  10
                                                                                                                kTTSong=0x01,
                                                                                                                kTTVoice=0x02,
いないのでは、これのこれのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは、これのことは
                                                                                                                kTTBook=0x04,
                                                                                                                 kTTMacro=0x08,
                 15
                                                                                                                kTTPlaylist=0x10
                                                                                      };
    Ų)
   יסוסוסו
                                                                                       So, for example, the "Album" branch has a TRACK_TYPE_MASK of
                                     kTTSong, because only songs are filed under that branch, but the "All Tracks" branch has a
               20
                                     TRACK_TYPE_MASK of (kTTSong | kTTVoice | kTTBook).
                                                                                       Other elements might be added to tTrackType (e.g. kTTVideo) as appropriate.
                                                                                       CATEGORY STRUCTUREs tell how to file the songs based on their
                                      metadata information. The CATEGORY_STRUCTURE is a string of characters that tell,
                                      from left to right, the order of hierarchy. The characters come from the following enum
                 25
                                     constants:
                                                                                      enum tFileTag .
                                                                                        {
                                                                                                                kFTNonc='@',
                                                                                                                kFTTrackType='T',
                 30
                                                                                                                kFTTitle=N,
                                                                                                                kFTAudioFile='F',
                                                                                                                kFTArtist='M',
                                                                                                                kFTAlbum='L',
```

kFTGenre='G',
kFTSource='S',
kFTYear='Y',
kFTArtistCountry='C'

**}**;

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Thus, a CATEGORY\_STRUCTURE of LN tells to create a subcategory that is a list of Albums, each of which contains a list of Tracks.

In total, a line like:

10 Album|0x01|LN

Says to create a branch called "Album" which contains tracks of type kTTSong organized first by album name, and then by track name.

The following is an example of a tree definition file similar (though not identical) to the hierarchy presented in the Nomad Jukebox product (the 'B' before each FileTag was used to identify that these are basic tags so that we wouldn't run out of letters in the alphabet as we included more complex metadata – thus each group of two letters represents a level in the hierarchy):

V1.0
Album|0x01|BLBN
Artist|0x01|BMBN
Genre|0x01|BGBN
Voice Tracks|0x02|BSBGBN
Playlists|0x10|BN

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Macros|0x08|BN All Tracks|0x07|BN

Fig. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized. Example values for nodes in the tree are shown as well. The same track may appear more than once as a leaf in the tree, as described above, if it fits into multiple categories (e.g. a song that appears on the Abbey Road branch would also appear in the Beatles branch). In the example shown, the first branch contains tracks organized by album. As shown in the example, this music collection contains three tracks from "Abbey Road" and three tracks from "Hits from the

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60's". The second branch contains tracks organized by artist, and sub organized by where the artist is from. Thus, a user browsing would first select the "Artists" branch and then choose between "British Artists" and "American Artists". Finally, they would select the particular artist. In the third branch, all tracks are shown.

The tree definition file that would specify the hierarchy shown in Figure 1 is shown in Figure 2.

The first line identifies the version of the tree definition file.

The second line defines the "Albums" branch. The first part of the line, "Albums" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BLBN," defines that the branch lists first the names of all albums (BL) and then tracks on those albums (BN).

The third line defines the "Artists" branch. The first part of the line "Artists" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BCBMBN," defines that the branch lists first the names of all countries where artists in this collection come from (BC) and under those items, the artists' names (BM), and then tracks by those artists (BN).

Fig. 3 shows what a user's view of this hierarchy might be if he/she were shown a fully expanded view of the 6-song tree. Notice that each song appears three times, once in each branch.

In consumer products the tree define file is not edited directly but through a user interface, one example of which is depicted in Fig. 4. An example of a user interface for viewing songs by category and editing the tree structure is depicted in Fig. 4.

An embodiment of the invention is utilized in the Nomad® Jukebox, manufactured by the assignee of the present invention, and described more fully in the copending application, filed on the same date as the present application, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Attny. Docket No. 17002-020800).

In a preferred embodiment, metadata is associated with each track and includes such information as title, genre, artist name, type, etc. In the preferred embodiment, software stored in a portable player and executed by the onboard processor automatically files each track in the correct category utilizing the associated metadata and the tree define file. The program code can be stored in any computer readable medium including magnetic storage, CD ROM, optical media, or digital data encoded on an electromagnetic signal.

Thus, the user is automatically provided with a powerful and flexible tool for organizing and categorizing the tracks stored on the portable player.

If the tracks are formatted in MP3 format the metadata can be stored in ID3 tags included in the MP3 file. In one embodiment of the invention, the tracks are stored in alternate file format including file data and file attributes. The file data is the music track itself and the file attributes part of the file includes fields of arbitrary size which are used to store metadata characterizing the track stored as the file data. Again this metadata includes information about the track such as title, genre, artist name, type, etc.

There are several advantages to using the alternate file format. Metadata of types not easily included in an ID3 tag can be utilized. Further, the original track format is not changed, so that error correction data such as checksums are valid. Finally, any file format can be used (e.g. WAV, WMA, etc.) because the metadata is stored separately, and thus audio formats that have limited support for metadata can still be stored on the portable player in native format without transcoding. The formatted files are formed by software stored in the portable music player and executed by an on-board processor.

The metadata for each track is utilized to file each track, using the categories defined in the hierarchical structure as described above, without any input from the user.

Fig. 5 is a schematic diagram of the alternative file format including file data in the form of an MP3 track, and metadata fields for holding data indicating the name of the album the track is from, the name of the song, the genre of the song, and the type of track.

A particular embodiment of a file format will now be described. All tracks are created with some set of attributes as shown below:

Definition o	t Track	Jointo L	ata Fi	eld
				_

Field	Offset	Size	Description
Attribute Count	0	2	The number of attribute follow for the track
Attr 1 type	2	2	Binary = 0, ASCII = 1
Attr 1 name len	4	2	Length of attribute name string
Attrl data len	6	4	Length of attribute data
Attrl Name	10	N	Attribute name string
Attr i Data	10+N	M	Attribute data

		,			
····	<del></del>				
Attr N type		<del></del>		· · · · · · · · · · · · · · · · · · ·	 
Attr 1 name len-					
Attrl data len		,			 
Attrl Name			·		
Attr 1 Data					

Required Attributes						
Attribute Name	Value(s)	Remarks				
TITLE	ASCII string	Required By Jukebox				
CODEC	"MP3", "WMA", "WAV"	Required By Jukebox				
TRACK ID	DWORD	Set By Jukebox				
ALBUM	ASCII string	Optional				
ARTIST	ASCII string	Optional				
GENRE	ASCII string	Optional				
LENGTH	In seconds	Optional				
TRACK SIZE	In bytes	Optional				
TRACK NUM	I-n (track within album)	Optional				

These attributes can be subsequently changeable via a host application,

5 running on a personal computer connected to the portable music player.

Fig. 6 shows a flow chart of an embodiment the process used to build the hierarchical database of tracks. It starts by iterating through each track, and, for each track, iterating through each branch to find if the track belongs on the branch, and, if so, where. In this case, the term track could refer to any content, e.g. a music track, a spoken word track, or

10 even a video track.

Also, the hierarchical catalog of tracks can be used to form playlists in a structured manner. For example, if a user wants to hear Jazz and Blues the entire subcategories can be selected to form one playlist.

An alternative hierarchical catalog generation technique will now be described. In this alternative embodiment, at system startup and as tracks are added or changed, the hierarchy is generated as an in-memory tree structure. Each track is added to the tree using the categories ALBUM, ARTIST and GENRE.

The following example shows the algorithm for adding a track. For clarity, only the attributes used by the tree are shown.

10

TITLE "Free Falling"

ALBUM "Full Moon Fever"

4)
ARTIST "Tom Petty"

UI
GENRE "Rock"

TRACK NUM 1

The following function is executed to build the in-memory memory tree.

Build Tree ()

15 For each track,

Add Track To Category(Album, Track)

Add Track To Category(Artist, Track)

Add Track To Category(Genre, Track)

End of Build Tree

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\*01000H

Fig. 7 depicts a tree which could result from implementing Build Tree() function. Note that "Stardust" does not have any entries for Album or Artist. The host software running on a computer connected to the portable music player could be utilized to add missing attributes to the "Stardust" track and, optionally, edit the title attribute. The Build Tree() function would then reinsert this track in the correct location in the tree.

Fig. 8 is an embodiment of a user interface according to another embodiment of the invention. In this example the root node is labeled "My Configuration" and the Playlist category has been selected and the Playlist subcategory "Meddle" has been selected.

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Note that the types of Metadata, in this example, Track Name, Artist, Album, Tempo and Dance, are listed across the top of the screen, and the attribute values for each track are listed in a row across the screen. Various control buttons are displayed to the right of configuration window that facilitate quickly invoking selected processing on a selected track.

The invention has now been described with reference to the preferred embodiments. Alternatives and substitutions will now be apparent to persons of skill in the art.

### WHAT IS CLAIMED IS:

	4.1	A method, performed by a processor in a portable digital music player									
	الاتلا	1. A method, performed by a processor in a portable digital music player									
	` 2	for filing audio tracks stored on a computer readable media, with each audio track having									
	3	metadata associated therewith including category value data for naming attributes of the trace									
	4	and type data indicating the type of track, said method comprising the acts of:									
	5	reading a definition file that defines an ordered hierarchical tree structure, with									
	6	the file including category names for naming the branch under which tracks are sorted, track									
	7	type information specifying which type of tracks are to be sorted under the branch, and									
	8	structure information defining how to file tracks based on associated metadata;									
	9	for each track, iteratively determining, base on metadata describing the track,									
	10	if the track belongs in the branch, and, for each branch in which the track belongs, traversing									
١	11	the branch to determine the appropriate location to file the track.									
1											
1											
1	1	2. The method of claim 1, where said act of searching further comprises									
Ì	2	the acts of:									
ş	3	utilizing track type information to file only tracks of a specified type under a									
)	4	particular branch.									
)											
)											
•	1	3. The method of claim 1 further comprising the acts of:									
	2	for each branch, utilizing category structure information to file tracks in a									
:	3	specified attribute order.									
	1	4. The method of claim 1, where said portable digital music player									
	2	includes a display screen and a user interface for interacting with the display, further									
	3	comprising the acts of:									
	4	displaying the categories and subcategories on the display in a hierarchical									
	5										
		order;									
	6	displaying all names of tracks associated with a dategory or sub-category									
	7	when a user utilizes the interface to select a category or sub-category;									

selected category to form a hierarchical track filing scheme.

track, and the name of the artist that recorded the track.

name through the user interface, and

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097557E3.010501

utilizing the pointer to access and play a track when a user selects a track

or subcategory when a user selects a category or subcategory through the user interface.

utilizing the pointer to access and play a collection of tracks within a category

7. The method of claim 6 further comprising the act of: selecting the categories to be the Album including the track, the title of the

\	8.	The method of claim 6, where said portable digital music player
includes a dis	play sc	reen and a user interface for interacting with the display, further
comprising th	e acts o	of:
\	displa	ying the categories on the display in a hierarchical order;
	displa	lying all names of tracks associated with a category when a user utilizes
the interface	o selec	t a category;
	acces	sing and playing a track when a user selects a track name through the
user interface	. and	
•	acces	sing and playing a collection of tracks within a category when a user
selects a cate	gory th	ough the user interface.
		<b>\</b>

### 9. A computer program product comprising:

a computer readable medium having program code embodied therein for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track, said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata;

program code, executed by a processor, for each track, for iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track.

## 10. A computer program product comprising:

a computer readable medium for having program code embodied therein for filing audio tracks, stored on a computer readable media, under categories in an in-memory tree structure, with each audio track having metadata associated therewith including category name data for naming, said program code comprising:

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program code, executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track; and program code, executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a hierarchical track filing scheme.

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ADD DIT

.tomey Docket No.: 17002-022500US Client Reference No.: CT-1139

	DECLARATION AND POWER OF ATTORNEY						
As a b	elow named in	ventor, I declare th	at:				
invent	or (if only one which is cla GORIZATIO	name is listed belo imed and for wi N OF MUSIC B	ow) or an original, f hich a patent is Y METADATA th	irst and joint invent sought on the inv e specification of v	o my name; I believe I am the ori or (if plural inventors are named be ention entitled: AUTOMATIC which is attached hereto or (if applicable).	elow) of the subject HIERARCHICAL	
amend Code of foreign	ment referred to of Federal Regi application(s)	o above. I acknow ulations, Section I for patent or inver	ledge the duty to di .56. I claim foreign ator's certificate list	isclose information on priority benefits used below and have a	ification, including the claims, a which is material to patentability as nder Title 35, United States Code, also identified below any foreign a ich priority is claimed.	defined in Title 37, Section 119 of any	
subject the firs Title 3	t matter of each st paragraph of 7, Code of Fed	of the claims of the Title 35, United S	nis application is no tates Code, Section Section 1.56 which o	t disclosed in the pri 112, I acknowledge	ed States application(s) listed below or United States application in the the duty to disclose material infor- e filing date of the prior application	manner provided by nation as defined in	
į	An	plication No.	Date of Filin	g	Status		
į		unknown	January 5, 20	01	pending		
]		unknown	January 5, 200	01	pending		
			he Patent and Trade Charles E. Paul C. H Charles J	reby appoint the formark Office connect Krueger, Reg. No. 3 aughey, Reg. No. 35 Kulas, Reg. No. 35 agliaferri, Reg. No.	1,836 1,809	) to prosecute this	
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	Charles E. Kru			(Name, Reg. 1 Name:	No., Telephone No.) Charles E. Krueger	}	
		ind TOWNSEND tero Center, 8 <sup>th</sup> Fi	and CREW LLP	Reg. No.:	30,077		
		California 94111		Telephone			
_	ull Name of	Last Name:	-	First Name:	Middle Name or Initia	ii:	

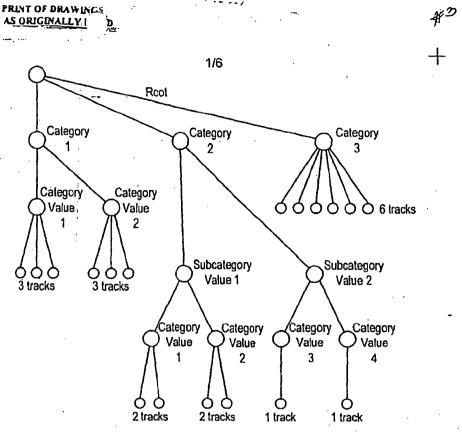
Laventor 1:	GOODMAN	RON	Micale Marie of	unqan.
Residence & Citizenship:	City: Santa Cruz	State/Foreign Country: California	Country of Citize United States	
Post Office Address:	Post Office Address: 226 Jeter Street	City: Santa Cruz	State/Country: California	Postal Code: 95060

Attorney Docket No. 17822-022500 Client Reference No.: CT-1139

Full Name of Inventor 2:	Last Name: EGAN	First Name: HOWARD	Middle Name or In	itial:
Residence & Citizenship:	City: Capitola	State/Foreign Country: Callfornia	Country of Citizens United States	ship: .
Post Office Address:	Post Office Address: 219 Elinor Street	City: Capitola	State/Country: California	Postal Code: 95010

I further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Signature of Inventor 1	Signature of Inventor 2
RON GOODMAN	HOWARD N. EGAN
Date	Date



For example:

Category 1 = Album Name

Category Value 1 = Abbey Road

Category Value 2 = Hits from the 60's

# Category 2 = Artist Name

Subcategory Value 1 = British Artists

Subcategory Value 2 = American Artists

Category Value 1 = The Beatles

Category Value 2 = Petula Clark

Category Value 3 = Mamas and the Papas

Category Value 4 = Nick Drake

Category 3 = All tracks

FIG. 1.

ロウアちらファラ・ロいきさつよ

V1.0 Albums|0x01|BLBN Artists|0x01|BCBMBN All Tracks|0x01|BN

FIG. 2.

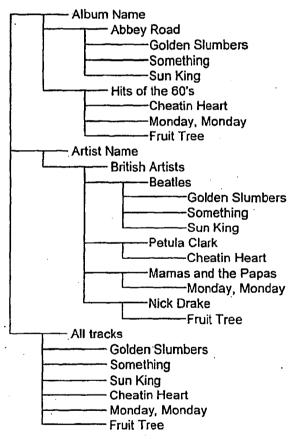
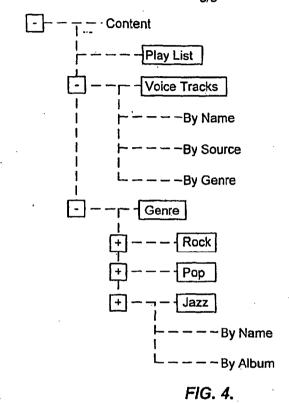


FIG. 3.

00755723.042301



file data album name genre type

FIG. 5.

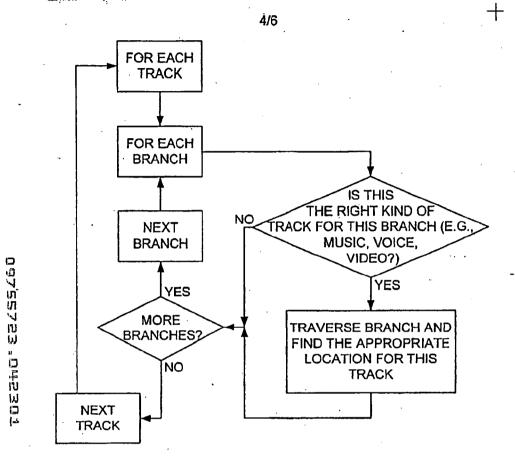


FIG. 6.

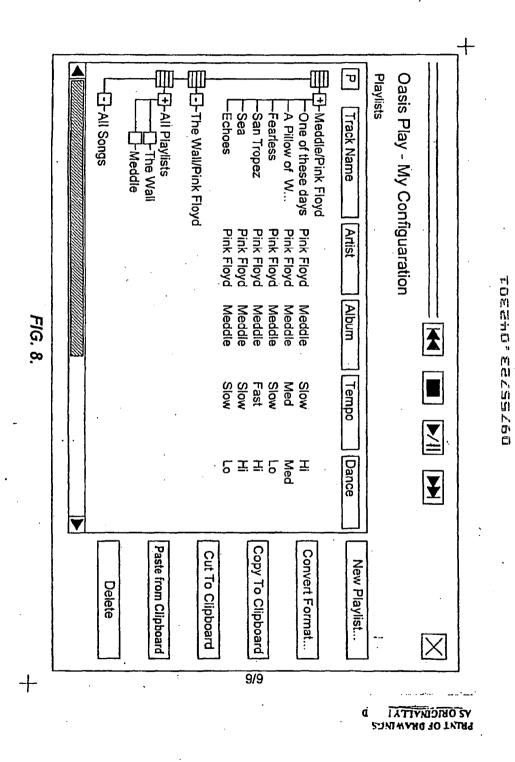
106240 2222560

Albums	Full Moon Fever	Free Falling	
		I Won't Back Down	
		10	
	Graceland	The Boy In The Bubble	
		Giaccialia	
	Hotel California	Hotel California	
		New Kid In Town	
	Unknown (Created for items	Track 1	
	without Album attribute)		
		Stardust	
Artist	Tom Petty	Full Moon Fever	Free Falling
			LOVE IS A LOUIS KORD
	Eagles	Hotel California	Hotel California
			New Kid In Town
	Paul Simon	Graceland	The Boy in The Bubble
			Graceland
Genre	XOCK	rull Moon rever	TWon't Back Down
			Town is A long Board
			Cove is 5 Folly Load
		Hotel California	Hotel California
			New Kid In Town
		, , , , , , , , , , , , , , , , , , ,	
		Graceland	The Boy in The Bubble
			Graceland

FIG. 7.

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PRIAT OF DRAWINGS



SONY Exhibit 1004 - Page 4881

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

### ASSIGNMENT OF PATENT APPLICATION

WHEREAS, RON GOODMAN, of 226 Jeter Street, Santa Cruz, CA 95060; HOWARD N. EGAN, of 219 Elinor Street, Capitola, CA 95010; hereinafter referred to as "Assignors," are the inventors of the invention described and set forth in the below-identified application for United States Letters Patent:

Title of Invention:

AUTOMATIC HIERARCHICAL CATEGORIZATION OF

MUSIC BY METADATA

Date(s) of Execution:

Filing Date:

January 5, 2001

Application No.:

09/755.723; and

WHEREAS, CREATIVE TECHNOLOGY LTD., located at 31 International Business Park, Creative Resource, Singapore, 609921, hereinafter referred to as "ASSIGNEE," is desirous of acquiring ASSIGNORS' interest in the said invention and application and in any U.S. Letters Patent which may be granted on the same:

NOW, THEREFORE, TO ALL WHOM IT MAY CONCERN: Be it known that, for good and valuable consideration, receipt of which is hereby acknowledged by Assignors, Assignors have sold, assigned and transferred, and by these presents do sell, assign and transfer unto the said Assignees, and Assignees' successors and assigns, all their right, title and interest in and to the said invention and application, and in and to any Letters Patent which may bereafter be granted on the same in the United States, the said interest to be held and enjoyed by said Assignees as fully and exclusively as it would have been held and enjoyed by said Assignors had this Assignment and transfer not been made, to the full end and term of any Letters Patent which may be granted thereon, or of any division, renewal, continuation in whole or in part, substitution, conversion, reissue, prolongation or extension thereof.

Assignors further agree that they will, without charge to Assignee, but at Assignee's expense, cooperate with Assignee in the prosecution of said application and/or applications, execute, verify, acknowledge and deliver all such further papers, including applications for Letters Patent and for the reissue thereof, and instruments of assignment and transfer thereof, and will perform such other acts as Assignee lawfully may request, to obtain or maintain Letters Patent for said invention and improvement, and to vest title thereto in Assignee, or Assignee's successors and assigns.

Assignors hereby authorize and request Townsend and Townsend and Crew LLP, Two Embarcadero Center, 8th Floor, San Francisco, CA 94111-3834, to insert herein above the application number and filling date of said application when known.

IN TESTIMONY WHEREOF, Assignors have signed their names on the dates indicated.

		ne Paperwork Red	tuction Act of 1995. no	nersions en	e receded to	U.S	Patent and Tr	:U.S نسسن: U.S	ough 10/31/2002, OMB 065 . DEPARTMENT OF COMM Isplays a valid OMB control n
			JTILITY		7424		y Docket No.	17002-022500	2
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70	only for n	ew nonprovision:	al applications under :	37 C.F.R.	1.63(b))	Expres	a Mail Label No	EL7899917010	JS C
Г	-	APP	LICATION ELE	MENT	S	ADDRESS TO  Assistant Commissioner for Pelents Box Patent Application Washington, 20 20231			
_			erning design patent		contents.				
2.	1. See Transmittal Form (e.g., PT0/SB/17) (Submit an original and a duplicate for fee processing) 2. Applicant claims small entity status. See 37 CFR 1.27. 3. Specification (ITotal Pages 14 preferred arrangement set forth below) - Descriptive tills of the Invention - Crass References to Related Applications - Statement Regarding Fed sponsored R & D - Reference to sequence listing, a table,					7. CD-ROM or CD-R In duplicate, targe table or Computer Program (Appendix)  8. Nucleotide and/or Amino Add Sequence Submission (if applicable, all necessary)  2. Computer Readable Form (CRF)  b. Specification Sequence Listing on:  1. CD-ROM or CD-R (2 coptes); or  1. Daper			
3. (					: [14] ]				
						_	c. Statem	ents verliying ide	ntity of above copies
		· Background of t	he invention	the	•	$\vdash$			PLICATIONS PARTS
	or a computer program futing appendix - Background of the Invention - Brief Summary of the Invention - Brief Description of the Drawlings ( if Bird) - Detailed Description - Claim(s)				10	. 37 C.I		ver sheet & document(s) ement Power of nee) Attorney	
ĺ	Abstract of the Disclosure  4.    Drawling(s) (35 U.S.C. 113)   Total Sheets 7  5. Oath or Declaration   Total Pages   Tota					11. English Translation Document (if applicable)  1 12. Information Disclosure Copies of IDS Statement (IDS)/PTO-1449 Citations  13. Pretiminary Amendment			
1									
5.4									
	Newly executed (original or copy)     Copy from a prior application (37 CFR 1.63 (d)) (for a continuation/divisional with Box 18 complete			3 (41)	14. Return Receipt Postcard (MPEP 503)				
1					(Should be specifically itemized)				
	١Ē	DELETION	OF INVENTOR	(S)		15. ☐ Cortilled Copy of Priority Document(s) (if foraling priority is cialmed)  18. ☐ Request and Certification under 35 U.S.C. 122(b)(2)(B)(f). Applicant must attach form PTO/SB/35 or its equivalent.  17. ☒ Other: Unsigned Declaration/Power of Attorney, Fee Transmittel Sheet			
		Signed statem named in the p	ent stlached deleting nior epplication, see :	inventor(s) 37 CFR	)				
6.1	. Apt	1.63(d)(2) and	1,33(b). Sheet. See 37 CFF						
18.	If a CON	TINUING APPL	CATION, check app	vooriate b	ox, and sup				
	18. If a CONTINUING APPLICATION, check appropriate box, and supply the requisite information below and in a preliminary amendment, or in an Application Data Sheet under 37 CFR 1,76:								
	Continuation Divisional Continuation-In-part (CIP) of prior epplication No:/								
und									
L	researcs. The incorporation Earn only be relied upon when a portion has been indivertently dimitted in the submitted apparation parts.  19. CORRESPONDENCE ADDRESS								
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Na	то	Townsend ar	nd Townsend and	Crew LLP					
		Two Embarc	adero enter						
Add	dress	Eighth Floor		cio onax					
City	y	San Francisc	:o	1	Stete	CA		Zip Code	94111-3834
Co	untry	USA		Teleph	eno	(415	576-0200	Fax	(415) 576-0300
(N	ame (Pr	int/Type)	Charles E. Krue	ger	2 .	Regis	tretion No. (A	ttomey/Agent)	30,077
SI	gnature		1 9/11	7.5	, /	us		Date	1/5/01

SONY Exhibit 1004 - Page 4884

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Large Fee Code 103

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original patent
\*\* Relayue claims in excess of 20 and

SUBTOTAL (2) (3) 160

Complete If Known **FEE TRANSMITTAL** Application Number for FY 2001 Filing Date First Named Inventor RON GOODMAN Patent fees are subject to annual revision. Examiner Name TOTAL AMOUNT OF PAYMENT (S) 870 17002-022500 METHOD OF PAYMENT (check one) FEE CALCULATION (continued) 1, 🛛 Small Entity Fee (3) Large Entity Fee (1) 130 Fee Code 105 127 Fee Paid 20-1430 25 50 227 Surcharge - late provisional filling (se Deposit Account 139 130 139 Townsend and Townsend and Crew LLP 147 2,520 147 2.520 For filling a request for reexamination Charge Any Additional Fee Required Under 37 CFR 1.18 and 1.17 112 Applicant claims small antity status. 113 1.840\* 113 Requesting publication of SIR after Examiner action See 37 CFR 1.27

Payment Enclosed: 115 110 215 Check Credit card Money
Order 195 115 390 218 Extension for raply within second Other 445 695 217 1,390 118 218 Extension for reply within fourth BASIC FILING FEE 945 155 128 226 Entity Small 310 219 119 Notice of Appeals Fee (5) Fee (\$) Fee Description 120 121 Fiting a brief in support of an 710 320 201 205 355 160 270 221 Utility filing fee 710 135 Request for oral hearing Petition to institute a public use proceeding Design fiting fee 138 1,510 138 1,510 490 710 207 245 355 Relseue Ning foe 140 110 240 55 Pelillon to revive - unavoidable 1,240 75 112 1,240 242 820 UilDy Issue fee (or reissue) (3)710 SUBTOTAL (1) 243 Design Issue fee 600 130 244 300 Plant Issue fee 2. EXTRA CLAIM FEES 122 122 130 Petitions to the Commissioner 123 50 123 50 Submission of Information Disclosure Strat 126 126 160 per property properties) 40 581 248 Filing a submission after final rejector (37 CFR § 1.129(a)) Entity Small Fee Fee (6) Code 16 203 Pee (\$) 149 246 For each additional invention to examined (37 CFR § 1.129(b)) Fee Description Claims in excess of 20 278 Independent claims in excess of 3 Multiple dependent claim, if not paid \*\* Relissre independent claims over 80 270

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SUBTOTAL (3) (5)

Exhibit 2



#### United States Patent and Trademark Office

#2

COMMISSIONER FOR PATEN UNITED STATES PATENT AND TRADEMARK OFFIC VARHINGTON, D.C. 202

APPLICATION NUMBER

FILING/RECEIPT DATE

FIRST NAMED APPLICANT

ATTORNEY DAN KIET MANIOER

09/755.723

01/05/2001

Ron Goodman

17002-022500

20350
TOWNSEND AND TOWNSEND AND CREW
TWO EMBARCADERO CENTER
EIGHTH FLOOR
SAN FRANCISCO, CA 94111-3834

CONFIRMATION NO. 3728
FORMALITIES LETTER
THE TOTAL PROPERTY OF THE PROPERTY OF

Date Mailed: 02/21/2001

### NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

### FILED UNDER 37 CFR 1.53(b)

### Filing Date Granted

An application number and filing date have been accorded to this application. The item(s) indicated below, however, are missing. Applicant is given TWO MONTHS from the date of this Notice within which to file all required items and pay any fees required below to avoid abandonment. Extensions of time may be obtained by filing a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

- The oath or declaration is unsigned.
- To avoid abandonment, a late filling fee or oath or declaration surcharge as set forth in 37 CFR 1.16(e) of \$130 for a non-small entity, must be submitted with the missing items identified in this letter.
- The balance due by applicant is \$ 130.

The application is informal since it does not comply with the regulations for the reason(s) indicated below. Applicant is given TWO MONTHS from the date of this Notice within which to correct the informalities indicated below.

The required item(s) identified below must be timely submitted to avoid abandonment:

- Substitute drawings in compliance with 37 CFR 1.84 because:
  - drawing sheets do not have the appropriate margin(s) (see 37 CFR 1.84(g)). Each
    sheet must include a top margin of at least 2.5 cm. (1 inch), a left side margin of at
    least 2.5 cm. (1 inch), a right side margin of at least 1.5 cm. (5/8 inch), and a
    bottom margin of at least 1.0 cm. (3/8 inch);

A copy of this notice MUST be returned with the reply.

Page 2 of 2

Customer Service Center
Initial Patent Examination Division (703) 308-1202
PART 3 - OFFICE COPY

Exhibit 3



Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139



## DECLARATION AND POWER OF ATTORNEY

My residence, post office address and citizenship are as stated below next to my name; I believe I am the original, first and sole
inventor (if only one name is listed below) or an original, first and joint inventor (if plural inventors are named below) of the subject
matter which is claimed and for which a patent is sought on the invention entitled: AUTOMATIC HIERARCHICAL
CATEGORIZATION OF MUSIC BY METADATA the specification of which is attached hereto or was filed on
as Application No and was amended on (if applicable).
I have reviewed and understand the contents of the phase identified execification, including the claims as amended by anyone

amendment referred to above. I acknowledge the duty to disclose information which is material to patentability as defined in Title 37, Code of Federal Regulations, Section 1.56. I claim foreign priority benefits under Title 35, United States Code, Section 119 of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed.

I claim the benefit under Title 35, United States Code, Section 120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code, Section 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, Section 1.56 which occurred between the filing date of the prior application and the national or PCT international filing date of this application:

Application No.	Date of Filing	Status
unknown	January 5, 2001	pending
unknown	January 5, 2001	pending

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith.

Charles E. Krueger, Reg. No. 30,077 Paul C. Haughey, Reg. No. 31,836 Charles J. Kulas, Reg. No. 35,809 Daniel D. Tagliaferri, Reg. No. 43,178

Send Correspondence to:	Direct Telephone Calls to:
Charles E. Krueger	(Name, Reg. No., Telephone No.)
TOWNSEND and TOWNSEND and CREW LLP	Nome: Charles E. Krueger
Two Embarcadero Center, 8th Floor	Reg. No.: 30,077
San Francisco, California 94111-3834	Telephone: 415-576-0200

Full Name of Inventor 1:	Last Name: GOODMAN	First Name: RON	Middle Name or I	nitial:
Residence & Citizenship:	City: Santa Cruz	State/Poreign Country: California	Country of Citizen United States	
Post Office Address:	Post Office Address: 226 Jeter Street	City: Santa Cruz	State/Country: California	Postal Code: 95060

Attorney Docket No. 17822-022500 Client Reference No.: CT-1139

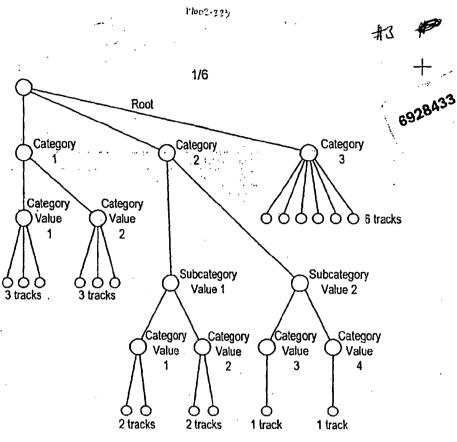
Full Name of Inventor 2:	Last Name: EGAN	First Name: HOWARD	Middle Name or I	nitial:
Residence & Citizenship:	City: Capitola	State/Foreign Country: California	Country of Citizes United States	nship:
Post Office Address:	Post Office Address: 219 Ellnor Street	City: Capitola	State/Country: California	Postal Code: 95010

I further declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Signature of Inventor 1	Signature of Inventor 2
Pron Booking	All E
RŐN GOODMAN	HOWARD N. EGAN
Date 3/14/2001	Date 3-22-200/

SF 1175410 v1

+



For example:

Category 1 = Album Name

Category Value 1 = Abbey Road

Category Value 2 = Hits from the 60's

Category 2 = Artist Name

Subcategory Value 1 = British Artists

Subcategory Value 2 = American Artists

Category Value 1 = The Beatles

Category Value 2 = Petula Clark

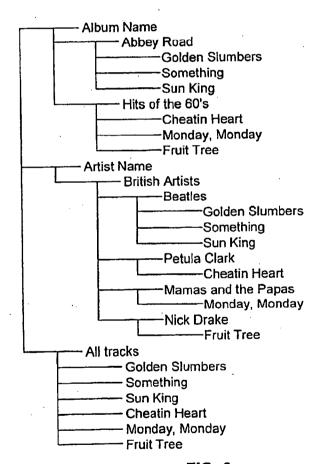
Category Value 3 = Mamas and the Papas

Category Value 4 = Nick Drake

Category 3 = All tracks

FIG. 1.

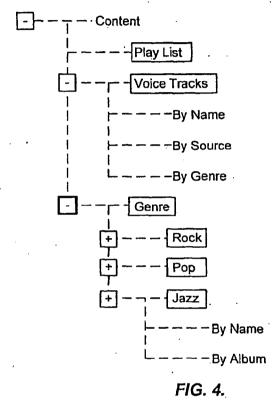
FIG. 2.



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FIG. 3.

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file data album name genre type

FIG. 5.

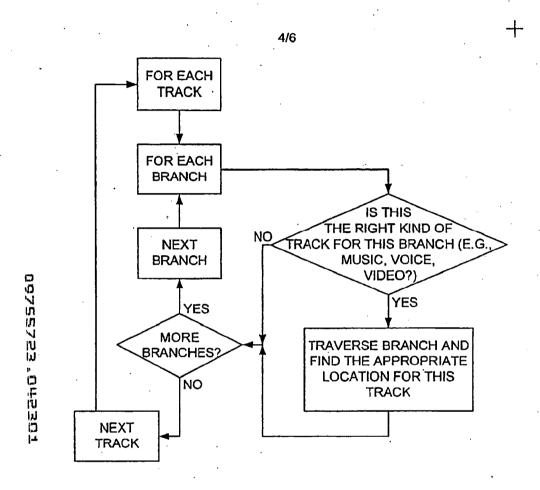
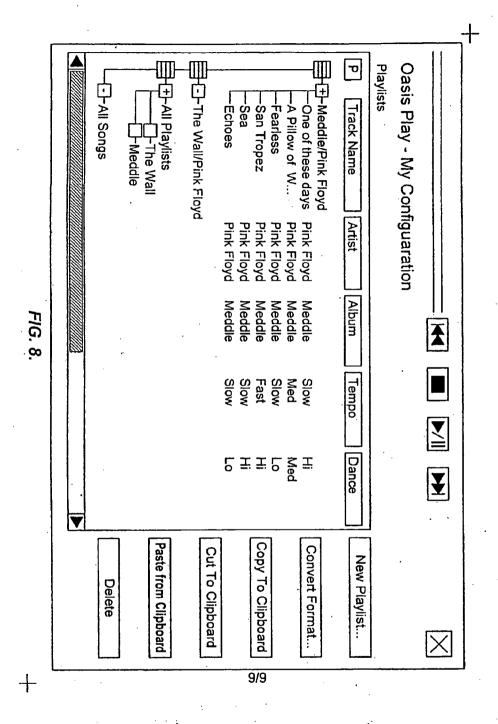


FIG. 6.

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Albums	Full Moon Fever	Free Falling	
		Love s A Long Road	
	Graceland	The Boy in The Bubble	
		Graceland	
	Hotel California	Hotel California	
		New Kid In Town	
	Unknown (Created for items	Track 1	
	without Album attribute)		
		Stardust	
Artist	Tom Petty	Full Moon Fever	Free Falling
			Won't Back Down
			Love Is A Long Road
	Eagles	Hotel California	Hotel California
			New Kid In Town
	Paul Simon	Graceland	The Boy in The Bubble
			Graceland
Genre	Dock	Eill Moon Eaver	
			I Won't Back Down
			Love Is A Long Road
		Hotel California	Hotel California
·			New Kid In Town
		Graceland	The Boy In The Bubble
			Graceland

FIG. 7.



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<b>CATENTS</b>	TDANOMITTAL		Application Number	09/755,723		
	TRANSMITTAL	•	Filing Date	January 5, 2001		
	FORM		First Named inventor	GOODMAN, RON, et. al.		
	(lo be used for all correspondence after l	nillat filing)	Group Art Unit	2185		
			Examiner Name			
,	Total Number of Pages in This Submission	1	Attorney Docket Number	017002022500		
		ENCL	SURES (chack all that apply	)		
	Fee Transmittal Form		ment Papers Application)	After Allowance Communication to Group		
	Fee Attached Drawi		O(a) <sub>.</sub>	Appeal Communication to Board of Appeals and Interferences		
	Amendment / Response	Licensi	ng-related Papers	Appeal Communication to Group (Appeal Notice, Brief, Repty Brief)		
	After Final		Routing Silp (PTO/S8/69) companying Patition	Proprietary Information		
	. Affidavits/declaration(s)		to Convert to a onal Application	Status Letter		
	Extension of Time Request .		of Altomey, Revocation of Correspondence Address	Other Enclosure(s) (please identify below):		
	Express Abandonment Request	1 = "	al Disclaimer It for Refund	Copy of PTO Notice, Recordation Cover Sheet, ADS		
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,	Certified Copy of Priority Document(s)	Remar		is authorized to charge any additional fees to -1430.		
	Response to Missing Parts/					
	Response to Missing Parts under 37 CFR 1.52 or 1.53					
	SIGNA	TURE OF A	PPLICANT, ATTORNEY,	OR AGENT		
ļ	Firm Townsend and Tow		Crew LLP			
	Individual name Charles E Kruege	' 	Regi	No. 30,077		
	Signature .	12	18-7			
	Date 4/17	101				
	<del></del>	CER	TIFICATE OF MAILING			
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	I heraby carify that this correspondence is class mall in an envelope addressed to: As	being depos ssistant Com	ited with the United States Po missioner for Patents, Washin	stal Service with sufficient postage as first gron, D.C. 20231 on this date:  \[ \forall - / \mathcal{Q} - O \]		

Signature

Burden Hour Statement: This form is estimated to take 0.2 hours to complete. Time will vary depending upon the needs of the individual case. Any comments on the amount of time you are required to complete this form should be send to the Chief Information Officer, U.S. Patent and Trademark Office, Washington, DC 20211, DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Assistant Commissioner for Patents, Washington, DC 20231.

SF 1210973 v1

SONY Exhibit 1004 - Page 4898

FEE TRANSMITTAL	<u> </u>				Complete If Known	
4) E	Applic	alion Nu	mber	09/70	55,723	
for FY 2001	Filling	Dale		Janu	ary 5, 2001	
3 2001 (2)	Flist N	lamed in	ventor	GOO	DMAN, RON, et. al.	
Palent fees are subject to annual revision.	Exam	ner Nam	6	<u> </u>		
THE STATE OF THE S	Group	Art Unit		2185		
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METHOD OF PAYMENT				FEE C	ALCULATION (continued)	
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1. indicated fees and credit any over payments to:	Large	Entity		Entity	•	
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Account 20-1430	103	120	205	65	Surcharge - late filing fee or path	130
	127	50	227	25	Surcharge - late provisional filing fee or cover sheet.	- 1
Deposit Account Townsend and Townsend and Crow LLP	139	130	139	130	Non-English specification	
Name	147	2,520	147	2,520	For filing a request for reexamination	
Charge Any Additional Fee Required Under 37 CFR 1.16 and 1.17	112	650.	112	920°	Requesting publication of SIR prior to Examiner action	
Applicant cizime small entity status, See 37 CFR 1.27	113	1,640*	113	1,840*	Requesting publication of SIR after Examiner action	
2. Payment Enclosed;	115	110	215	55	Extension for reply within first month	
Check C Credit card Money Other	110	390	218	195	Extension for raply within second month	$\neg$
Order FEE CALCULATION	117	690	217	445	Extension for reply within third month	
BASIC FILING FEE	118	1,390	218	695	Extension for reply within fourth	
Large Entity Small Entity	128	1,890	228	945	Extension for reply within 19th month	
Fee Fee Pee Fee Fee Description Code (\$) Code (\$) Fee Paid	119	310	219	155	Notice of Appeal	
Code (\$) Code (\$) Fee Paid	120	310 270	220 221	155	Filing a brief in support of an appeal	
108 320 206 180 Design filting fee					Request for oral hearing Petition to institute a public use	!
107 490 207 245, Plant flang fee	138	1,510	138	1,510	proceeding	
108 710 208 353 Relative filing fee	140	110 1,240	240 241	\$5 620 ·	Polition to revive – unavoidable	
114 150 214 75 Provisional filing fee	142	1,240	242	620	Petition to revive - unintentional Utility issue fee (or reissue)	— .
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Fotal Claims X below Petd	123	50	123	50	Petitions related to provisional applications	
Independent States X	126	180	128	180	Submission of Information Disclosure Stret	!
Multiple X	501	40 .	581	40	Recording each patent assignment per property (times number of properties)	
Large Entity Small Entity	146	710	248	355	Filing a submission after final rejection (37 CFR § 1,129(a))	[
Code   (8)   Code   (8)   Pee Description   103   18   203   9   Ctaims in success of 20	149	710	249	355	For each additional invention to be examined (37 CFR § 1.129(b))	
102 60 202 40 Independent claims in excess of 3	179	710	278	355 1	Request for Continued Examination (RCE)	
104 270 204 135 Multiple dependent claim, if not paid	169	200	160		Request for expedied exemination	
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110 18 210 9 West street claims in excess of 20 and over original patent					L	<u>••</u> ] }
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"or number previously paid, if greater, For Retssues, see above	Reduc	ed by Bas	de Filing	Fee Pa	d SUBTOTAL (1) (8)170	
SUBMITTED BY					Complete (d'applicable)	=
Name (Print/Type) Charles E. Kruygd)   Registration No. Inflore	y/Agent)	30,0	77	_	Telephone 415-578-0290	
Signature Cliffy					Date 4/17/0	ot

Burden Hour Statement: This form is estimated to take 0.2 hours to complete. Time will very depending upon the needs of the individual case. Any comments on the amount of time you are required to complete this form should be sent to the Chief Information Officer, Patent and Trademark Officer, Weshington, DC 20231. DO
. NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Assistant Commissioner for Patents, Westington, DC 20231. SF 1210958 v1



Page 1 of 2

TATES PATENT AND TRADEMARK OFFICE

APPLICATION NUMBER

FILINO/RECEIPT DATE

FIRST NAMED APPLICANT

ATTORNEY DISCRET MANUER

09/755,723

01/05/2001

Ron Goodman

17002-022500

20350 TOWNSEND AND TOWNSEND AND CREW TWO EMBARCADERO CENTER EIGHTH FLOOR **SAN FRANCISCO, CA 94111-3834** 

**CONFIRMATION NO. 3728 FORMALITIES LETTER** 

Date Mailed; 02/21/2001

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## NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

FILED UNDER 37 CFR 1.53(b)

### Filing Date Granted

An application number and filing date have been accorded to this application. The item(s) indicated below, however, are missing. Applicant is given TWO MONTHS from the date of this Notice within which to file all required items and pay any fees required below to avoid abandonment. Extensions of time may be obtained by filling a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

- · The oath or declaration is unsigned.
- To avoid abandonment, a late filing fee or oath or declaration surcharge as set forth in 37 CFR 1.16(e) of \$130 for a non-small entity, must be submitted with the missing Items identified in this letter.
- The balance due by applicant is \$ 130.

The application is informal since it does not comply with the regulations for the reason(s) indicated below. Applicant is given TWO MONTHS from the date of this Notice within which to correct the informalities indicated below.

The required item(s) identified below must be timely submitted to avoid abandonment:

- · Substitute drawings in compliance with 37 CFR 1.84 because:
  - drawing sheets do not have the appropriate margin(s) (see 37 CFR 1.84(g)). Elich 🤤 sheet must include a top margin of at least 2.5 cm. (1 Inch), a left side margin of at least 2.5 cm. (1 inch), a right side margin of at least 1.5 cm. (5/8 inch), and a

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150.60 (3)

A copy of this notice MUST be returned with the reply.

Page 2 of 2

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Initial Patent Examination Division (703) 308-1202
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E .	<u> </u>	Application Number	09/755,723		
****		Filing Date	January 5, 2001		
	ATTORNEY OR	First Named Inventor	Ron Goodman		
AUTHORIZA	ATION OF AGENT	Group Art Unit	2185	2185	
		Examiner Name			
		Attorney Docket Numbe	r 017002-022500US	017002-022500US	
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SF 1197815 v1

SONY Exhibit 1004 - Page 4903

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STATEMENT UNDER 37 CFR 3.73(b) Applicant/Patent Owner: Creative Technology LTD.							
Applicant/Patent Owner: Creative Technology LTD.							
Application No./Patent No.: 09/755,723 Filed/Issue Date: January 5, 2001							
Entitled: Automatic Hierarchical Categorization of Music by Metadata							
Creative Technology LTD. , a Corporation							
(Name of Assignee) (Type of Assignee, e.g., corporation, partnership, university, government agency, etc.)							
states that it is:							
1. It is assigned of the entire right, title, and interest; or							
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Additional documents in the chain of title are listed on a supplemental sheet.							
Copies of assignments or other documents in the chain of title are attached.  [NOTE: A separate copy (i.e., the original assignment document or a true copy of the original document) must be submitted to Assignment Division in accordance with 37 CFR Part 3, if the assignment is to be recorded in the records of the USPTO. See MPEP 302.8]							
The undersigned (whose title is supplied below) is empowered to sign this statement on behalf of the assignee.							
april 10, 2001 yearlowf Signature							
Ng Keh Long							
Typed or printed name							
<u>Chief Financial Officer</u>							

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Total Number of Pages in This Submission	4	Attom	ey Docket Number	017002022500		
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Response to Missing Parts/ Incomplete Application						
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SONY Exhibit 1004 - Page 4905

Exhibit 5



Inventor One Given Name::

Family Name:: Name Suffix::

Postal Address Line One::

City::

State or Province:: Postal or Zip Code:: Citizenship Country::

Inventor Two Given Name::

Family Name:: Name Suffix::

Postal Address Line One::

City::

State or Province:: Postal or Zip Code:: Citizenship Country:: RON

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CA 95060 US

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**EGAN** 

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Correspondence Information

Correspondence Customer Number::

20350

Application Information

Title Line One:: Title Line Two:: Title Line Three:: Total Drawing Sheets:: Formal Drawings7::

Application Type:: Docket Number::

Secrecy Order in Patent Appl.?::

MUSIC BY METADATA Yes Utility

017002022500

**AUTOMATIC HIERARCHICAL** 

**CATEGORIZATION OF** 

No

Exhibit 6

Attorney Docket No.: 017002-022500US States Postal Service as first class mail in an envelope addressed to: Client Reference No.: CT-1139 stant Commissioner for Patents Asyington, D.C. 20231 IN THE UNITED STATES PATENT AND TRADEMARK OFFICE In re application of: Art Unit: 2185 GOODMAN et al. PRELIMINARY AMENDMENT Application No.: 09/755,723 Filed: January 5, 2001 For: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY **METADATA** TOESTO Assistant Commissioner for Patents Washington, D.C. 20231 Prior to examination of the above-referenced application, please enter the following amendments and remarks. IN THE SPECIFICATION: Please substitute the following for the paragraph apearing on page 1 under the CROSS-REFERENCES TO RELATED APPLICATIONS heading. A marked up version of the paragraph is appended to this amendment. This application is related to Application No. 99.755, 629, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Atty Docket-No. 17002-020800); and Appliestion No. 09/755,367, entitled "Audioplayback Device with Power Savings Storage Access Mode," (Alty, Docket No. 17002-022400), both filed January 5, 2001, the disclosures of which are incorporated herein by reference.~

GOODMAN et al. Application No.: 09/755,723 Page 2

PATENT

# REMARKS

By this amendment information regarding related applications that was not available at the time of filing has been added. Entrance of the amendment is respectfully requested.

If the Examiner believes a telephone conference would expedite prosecution of this application, please telephone the undersigned at 415-576-0200.

Respectfully submitted

Charles E. Kruege Reg. No. 30,077

TOWNSEND and TOWNSEND and CREW LLP Two Embarcadero Center, 8th Floor San Francisco, California 94111-3834 Tel: (415) 576-0200 Fax: (415) 576-0300 CEK:deb SF 1210990 v1

# Marked Up Version of Amended Paragraph 09/755.723

This application is related to Application No. [\_/\_\_\_, \_\_] 09/755,629, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Atty. Docket No. 17002-020800); and Application No. [\_/\_\_\_, \_\_] 09/755,367, entitled "Audioplayback Device with Power Savings Storage Access Mode," (Atty. Docket No. 17002-022400), [all] both filed January 5, 2001, the disclosures of which are incorporated herein by reference.

Exhibit 7



#### United States Patent and Trademark Office

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ſ	APPLICATION NO.	FILING DATE	. FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.	١.
٦	09/735,723	01/05/2001	Ron Goodman	017002022500	3728	•
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	SAN FRANC	ISCO, CA 94111-3834	•	ART UNIT	PAPER NUMBER	]
				2175		-

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 07-01)

		Application No.	Applicant(s)				
	Office Action Comment	09/755,723	GOODMAN ET AL.				
]	Office Action Summary	Examiner	Art Unit				
<u> </u>		Prakash C Punit	2175				
Period fo	– The MAILING DATE of this communication ap r Reply	pears on the cover sheet with the c	correspondence address '				
THE N - Exten - after ( - if the - if NO - Fallur - Any re	A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.  Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.  If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered limely.  If NO period for reply is specified above, the maximum statution practice will apply and will expire SIX (6) MONTHS from the mailing date of this communication.  Feature to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (33 U.S.C. § 133).  Any reply recovered by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned palent term adjustment. See 37 CFR 1.74(b).						
1)[]	Responsive to communication(s) filed on						
,	···	nis action is non-final.					
3)□	·		rosecution as to the merits is				
/	closed in accordance with the practice under on of Claims	Ex parte Quayle, 1935 C.D. 11, 4	153 O.G. 213.				
4)⊠	Claim(s) 1-10 is/are pending in the application	١,					
	4a) Of the above claim(s)is/are withdra	wn from consideration.	•				
5)□	Claim(s) is/are allowed.	•					
6)⊠	Claim(s) 1-10 is/are rejected.	•					
7)	Claim(s) is/are objected to.						
, ,—	Claim(s) are subject to restriction and/o	or election requirement.	•				
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•s	<ul> <li>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)).</li> <li>See the attached detailed Office action for a list of the certified copies not received.</li> </ul>						
14) 🗆 A	cknowledgment is made of a claim for domest	ic priority under 35 U.S.C. § 119(	e) (to a provisional application).				
15)□ A	a) The translation of the foreign language provisional application has been received.  15) Acknowledgment is made of a claim for domestic priority under 35 U.S.C. §§ 120 apg/PER/ISORY PATENT EXAMINET Attachment(s)  TECHNOLOGY CENTER 210:)						
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3) 🔲 Inform	e of Draftsperson's Palent Drawing Review (PTO-948) nation Disclosure Statement(s) (PTO-1449) Paper No(8)	<del></del>	Patent Application (PTO-152)				
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Page 2

## DETAILED ACTION

1. This action is in response to application dated 01/05/2001. Claims 1-10 are pending in this office action.

## Claim Objections

2. Claims 1-4 and 9 are objected to because of the following informalities:

In claim 1, line 9: the claim recitation "base" should be --based--. Appropriate correction is required.

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Claims 2-4 are objects to because claims 2-4 are dependent from objected independent claim 1.

In claim 9, line 12: the claim recitation "base" should be --based--. Appropriate correction is required.

# Claim Rejections - 35 USC § 102

3. 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 -

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

- 4. Claims 1-10 are rejected under 35 U.S.C. 102(b) as being anticipated by Grewe et al. (U.
- S. Patent No.5,670,730.)

7755,723

Page 3

Art Unit: 2175

As to claim 1, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track (see Abstract, see Fig. 3, and see column 1, lines 6-21), said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure (see Fig. 2, see column 1, lines 47-49), with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata (see column 1, lines 49-67);

for each track, iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Abstract, see Fig. 3, also see column 3, lines 45-49.)

As to claim 2, Grewe et al. teaches a method, where said act of searching further comprises the acts of:

utilizing track type information to file only tracks of a specified type under a particular branch (see Abstract, see column 3, lines 47-53.)

As to claim 3, Grewe et al. teaches a method further comprising the acts of:

Page 4

for each branch, utilizing category structure information to file tracks in a specified attribute order (see column 4, lines 19-35.)

As to claim 4, <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 1, lines 13-21), further comprising the acts of:

displaying the categories and subcategories on the display in a hierarchical order (see column 2, lines 49-51, also see column 3, lines 38-44);

displaying all names of tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category (see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53);

utilizing the pointer to access and play a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19) and

utilizing the pointer to access and play a collection of tracks within a category or subcategory when a user selects a category or subcategory through the user interface (see column 3, lines 55-57.)

As to claim 5, Grewe et al. teaches a method, implemented by a processor in a portable digital music player, for associating metadata with audio tracks (see Abstract) comprising the acts of:

Page 5

opening a formatted file for each track comprising a file data portion and a file attributes portion, with the file attributes portion including a plurality of fields corresponding to category types and file types (see column 3, lines 45-49);

storing an unmodified audio track in the file data portion of the formatted file (see column 4, lines 19-21);

and

storing category type and file type information about the unmodified track in corresponding fields (see column 2, line 37 through column 3, line 28.)

As to claim 6, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks, stored on a computer readable media, under categories in an in memory tree structure, with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata of each track (see column 1, lines 58-65); and

for each track, automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

As to claim 7, Grewe et al. teaches a method further comprising the act of:

selecting the categories to be the Album including the track, the title of the track, and the
name of the artist that recorded the track (see column 3, lines 45-53.)

Page 6

As to claim 8, <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 2, lines 49-51), further comprising the acts of:

displaying the categories on the display in a hierarchical order see column 2, lines 49-51, also see column 3, lines 38-44);

displaying all names of tracks associated with a category when a user utilizes the interface to select a category (see column 3, lines 49-53);

accessing and playing a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19); and

accessing and playing a collection of tracks within a category when a user selects a category through the user interface ((see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53.)

As to claim 9, Grewe et al. teaches a computer program product comprising:

a computer readable medium having program code embodied therein for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track (see Abstract), said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be

Page 7

sorted under the branch, and structure information defining how to file tracks based on associated metadata (see Abstract, see summary);

program code, executed by a processor, for each track, for iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch inwhich the track belongs, traversing the branch to determine the appropriate location to file the track (see Fig. 3, see column 3, lines 45-49, also see column 4, lines 10-14.)

As to claim 10, Grewe et al. teaches a computer program product comprising: a computer readable medium for having program code embodied therein for filing audio tracks, stored on a computer readable media, under categories in an in-memory tree structure,

with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said program code comprising: program code, executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track (see column 1, lines 58-65); and program code, executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

#### Conclusion

5. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Art Unit: 2175

Page 8

The following patents are cited to further show the state of art with respect to method of organizing music in general:

U.S. Patent No. 5,670,730 to Grewe et al.

U.S. Patent No. 5,616,876 to Cluts.

U.S. Patent No. 5,918,303 to Yamaura et al.

U.S. Patent No. 5,969,283 to Looney et al.

U.S. Patent No. 5,062,868 to Toriumi.

U.S. Patent No. 5,248,946 to Dwek.

6. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Prakash Punit whose telephone number is (703) 305-5914. The examiner can normally be reached on Mondays – Fridays from 9:45 am to 6:15 pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dov Popovici, can be reached on (703) 305-3830. The fax numbers of the group is (703) 746-7239.

Any inquiry of a general nature or relating to the status of this application should be directed to the Group receptionist whose telephone number is (703) 305-9600.

Prakash Punit Patent Examiner Art Unit 2175 DOV POPOVIOL SUPERVISORY PATENT EXAMINER TECHNOLOGY CENTER 2100

January 10, 2003

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		Document Number	Date	U.S. PATEN POCUM	MENTS		
*	<u> </u>	Country Code-Number-Kind Code	WW-AAAA		Nama		Classification
	A	US-5,670,730	09-1997	Grewe et al.			84/609
	В	US-5,616,876	04-1997	Cluts, Jonathan C.			84/609
L	С	US-5,918,303	06-1999	Yamaura et al.			84/609
L	D	US-5,969,283	10-1999	Looney et al.			84/609
	Ε	US-6,062,868	05-2000	Torium!, Hiroshi			434/307A
	F	US-6,248,946	06-2001	Dwek, Norman Scott	l		84/609
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Exhibit 8



Docket No.: 6407P212

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In Re the Application of:

RON GOODMAN, ET AL.

Application No.: 09/755,723

Filed: January 5, 2001

AUTOMATIC HIERARCHICAL

CATEGORIZATION OF MUSIC BY **METADATA** 

Art Group: 2175

Examiner: Punit, Prakash C

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MAY 2 2 2003

Technology Center 2100

PETITION FOR EXTENSION OF TIME PURSUANT TO 37 C.F.R. § 1.136(a)

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

12400 Wilshire Blvd., 7th Floor

Los Angeles, California 90025 Telephone: (408) 947-8200

05/21/2003 HEQUICHEL 00000022 09755723

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Sir:

In accordance with 37 C.F. R. § 1.136(a), Applicants for the above-identified application respectfully Petition the Commissioner for a one (1) month extension of time, extending the period for response to May 15, 2003, from the Office Action dated January 15, 2003. The petition filing fee of \$110.00 and a Response to Office Action are attached.

If it should be determined that a longer extension of time is required to prevent this application from being abandoned, please charge any additional fees to Deposit Account No. 02-2666. A copy of the Fee Transmittal is enclosed for deposit account charging purposes.

Respectfully submitted,

BLAKELY, SOKOLOFF, PAYLOR & ZAFMAN LLP

Mark R. Vatuone, Reg. No. 53,719

CERTIFICATE OF MAILING/TRANSMISSION I hereby certify that this correspondence is being deposited with the United States Postal Service on the date shown below with sufficient postage as first class mail in an envelope addressed to: Mail Stop Not-fee Amendment, Commissioner for Patents, P.O. Box 1450,

Sarah M. Montgomery

Exhibit 9



Attorney's Docket No. 6407P212

Patent Patent

# IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re of Application of:

Ron Goodman et al.

Application No.: 09/755,723

Filing Date: January 5, 2001

For: AUTOMATIC HIERARCHICAL

CATEGORIZATION OF MUSIC BY

METADATA

Examiner: Punit, Prakash C.

Art Group: 2175

I hereby certify that this correspondence is boing deposited with the United States Postal Service as first class mail with sufficient postage in an envelope addressed to the Assistant Commissioner for Patents, Washington, D.C. 2023)

on May 15, 2003\_\_\_\_ Date of Deposit

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Commissioner for Patents Washington, D.C. 20231

# AMENDMENT AND RESPONSE TO THE OFFICE ACTION

Şir:

In response to the Office Action of January 15, 2003 please enter the following amendments and consider the following remarks.

# **AMENDMENT**

IN THE CLAIMS

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Please cancel claim 5, without prejudice.

Please amend the claims as follows:

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1. (Currently Amended) A method, performed by a processor in a portable digital music media player, for filing audio-media tracks stored on a computer readable media, with each audio-media track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track, said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata;

for each track, iteratively determining, base <u>based</u> on metadata describing the track if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track.

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2. (Original) The method of claim 1, where said act of searching further comprises the acts of:

utilizing track type information to file only tracks of a specified type under a particular branch.

- (Original) The method of claim 1 further comprising the acts of: for each branch, utilizing category structure information to file tracks in a specified attribute order.
- 4. (Currently Amended) The method of claim 1, where said <del>portable</del> digital music-media player includes a display screen and a user interface for interacting with the display, further comprising the acts of:

displaying the categories and subcategories on the display in a hierarchical order;

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displaying all names of tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category;

utilizing the pointer to access and play a track when a user selects a track name through the user interface; and

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utilizing the pointer to access and play a collection of tracks within a category or subcategory when a user selects a category or subcategory through the user interface.

#### 5. (Canceled)

6. (Currently Amended) A method, performed by a processor in a portable digital music media player, for filing audio-media tracks, stored on a computer readable media, under categories in an in memory tree structure, with each audio-media track having metadata associated therewith including category name data for naming, said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata of each track; and

for each track, automatically filing the track by category name under each selected category to form a hierarchical track filing scheme.

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- 7. (Original) The method of claim 6 further comprising the act of: selecting the categories to be the Album including the track, the title of the track, and the name of the artist that recorded the track.
- 8. (Currently Amended) The method of claim 6, where said <del>portable</del> digital music media player includes a display screen and user interface for interacting with the display, further comprising the acts of:

displaying the categories on the display in a hierarchical order;

displaying all names of tracks associated with a category when a user utilizes the interface to select a category;

accessing and playing a track when a user selects a track name through the user interface; and

accessing and playing a collection of tracks within a category when a user selects a category through the user interface.

9. (Currently Amended) A computer program product comprising: a computer readable medium having program code embodied therein for filing audio-media tracks stored on a computer readable media, with each audio media track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track, said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata;

program code, executed by a processor, for each track, for iteratively determining, base based on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track.

10. (Currently Amended) A computer program product comprising: a computer readable medium for having program code embodied therein for filing audio media tracks, stored on a computer readable media, under categories in an in-memory tree structure, with each audio media track having

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metadata associated therewith including category name data for naming, said program code comprising:

program code, execute executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track; and

program code executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a hierarchical track filing scheme.

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## REMARKS

Reconsideration of this application, as amended, is earnestly requested.

Claims 1, 4, 6 and 8 – 10 have been amended as shown above. Claim 5 has been cancelled without prejudice.

Claims 1-4 and 9 were objected to because of certain informalities. These informalities have been corrected as shown above, and it is submitted that the objections to these claims have been overcome.

Claims 1 - 10 stand rejected under 35 U.S.C. 102(b) as being anticipated by Grewe et al., U.S. Patent 5,670,730 (hereinafter referred to as "Grewe"). This rejection is respectfully traversed.

Grewe teaches a system in which music files are provided with individual headers 36 that include category, artist, and track address information (Fig. 3, col. 3 from ln. 45). The track address information is used to identify the start and/or end location of the file, so that the music player can locate and play the file.

A global header 22 and a table of contents 34 are maintained separate from the individual music files. The global header 22 includes general information about the selections on the chip and how they were encoded, for example the distributor of the music and the bit rate at which the tracks have been encoded. Track selections are listed as part of the table of contents by individual headers 36. (Col. 3 ln. 23, Fig. 3). That is, as can be seen from the description and in particular Figs. 3 and 4, the "table of contents" is nothing more than a sequential list of the individual headers, appended one after another to the table of contents. The table of contents does not appear to be hierarchical at all.

<sup>&</sup>lt;sup>1</sup> Based on Applicants' understanding, Grewe's use of the term "hierarchical" appears to refer only to the predefined format of the individual headers and/or the global header.

Although it is not clearly stated how this is accomplished, it is a goal of Grewe to permit selection of tracks by category or artist. From the description of Grewe's "table of contents", it appears that such selections can only be made by searching serially through the sequential list of headers in the "table of contents" to identify the individual tracks meeting the criteria. While this may be an acceptable solution for small numbers of tracks, this method is going to be cumbersome when large numbers of tracks are involved or when the database is updated frequently.

Unlike Grewe, the current invention provides a hierarchical definition file that has a tree structure, including category names that name the branch under which tracks are listed. For each track, each branch in which the track belongs is determined, and the track is filed in the appropriate location in the branch. These limitations, found in claims 1 and 10, are not taught or suggested by Grewe.

Similarly, Grewe does not teach or suggest the method of claim 4. While Grewe does mention that music can be selected using the information in the headers (col. 3 lns. 50 – 57), there is little disclosure as to how this is accomplished. Similarly, while Grewe does mention that information can be presented on a display, there is no mention of displaying categories, subcategories and tracks in an hierarchical order for selection as defined in claim 4. Grewe does not even appear to contemplate subcategories at all. In particular, Grewe does not teach or disclose any of the specific displaying or utilizing steps in claim 4.

Similarly, Grewe does not teach the limitations of claims 6 and 9. The filing system of Grewe merely appends each individual header to the last individual header in the "table of contents," which thus is merely an elementary list of track headers (See Figs. 3 and 4). Grewe does not teach automatically filing a track by category name under each selected category, to form a hierarchical track filing scheme, as claimed in claims 6 and 9.

As set forth in MPEP 2131, to anticipate a claim the reference must teach every element of the claim. Since, as discussed above, every element of independent claims 1, 6, 9 and 10 is not taught by Grewe, Applicants submit that these claims are not anticipated by Grewe and are thus allowable.

Further, it is submitted that claims 2-4, 7 and 8 are allowable as being dependent on allowable base claims.

From at least the foregoing reasons, it is respectfully submitted that claims 1 - 4 and 6 –10 are allowable and allowance of the application is earnestly requested.

If there are any additional fees associated with this communication, please charge our Deposit Account No. 02-2666.

Respectfully submitted

BLAKELY SOKOLOFF TAYLOR & ZAFMAN LLP

Date: May 15, 2003

Mark R. Vatuone Reg. No. 53,719

12400 Wilshire Boulevard Seventh Floor Los Angeles, California 90025 (408) 947-8200 OVPE COM PART OF THE PROPERTY

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		Application No.	09/755,723		
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(to be used for all correspondence of	er initial filing)	First Named Inventor	Ron Goodman		
		Group Art Unit	2175 MAY 2 2 10C		
		Examiner Name	Punit, Prakash C Technology Cente		
Total Number of Pages In This Submiss	don 11	Attorney Docket Number	6407P212		
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or Individual name BLAKELY,	SOKOLOFF,	TAYLOR & ZAFM	AN LLP		
Signature Mark K.	Palune				
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I hereby certify that this correspondence is being deposited with the United States Postal Service on the date shown below with sufficient postage as first class hall in an envelope addressed to: Mall Stop Non-Fee Amendment, Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22318 1450.					
Typed or printed name   Salah Mi Montgomory					
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SONY Exhibit 1004 - Page 4934

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for FY 2003	057.700,725		
Effective 01/01/2003, Patent less are subject to ennual revision.	January 5, 2001		
Applicant claims small entity status. See 37 CFR 1.27.	First Named Inventor Ron Goodman RECEIVED		
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SUBMITTED BY Complete (if applicable)			
Name (Print/Type) Mark R. Vatuone	Registration No. 53,719 Telephone (408) 947-8200		
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Bused on PTO/SB/17 (01-03) as modified by Blakely, Solchoff, Taylor & Zefman (see) 05/02/200 SENO TO: Commissions for Princip. P.O. Box 1450, Managine VA 22222 4440.

Exhibit 10



#### United States Patent and Trademark Office

UNITED STATES DEPARTMENT OF COMMERCY United States Patent and Trademark Office Address COMMISSIONES FOR PATENTS F.O. Bez 1430 Alexandra, Vegins 7311-1439

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/755,723	01/05/2001	· Ron Goodman	017002022500	3728
20350	7590 07/79/2003	•		
TOWNSEND AND TOWNSEND AND CREW, LLP		EXAMINER		
TWO EMBA EIGHTH FL	RCADERO CENTER OOR		RONES, C	HARLES
SAN FRANC	CISCO, CA 94111-3834	1	ART UNIT	PAPER NUMBER
			2175	10
	•		DATE MAIT ED-07/20/2003	

Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 07-0)

	,•••	·	PRC					
_		Application No.	Applicant(s)					
	· Office A-41 Comment	09/755,723	GOODMAN ET AL.					
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		Charles L. Rones	2175					
	The MAILING DATE of this communication appears on the cover sheet with the correspondence address Period for Reply							
THE II - Exter after - II the - II NO - Failur - Any r	A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.  - Extensions of time may be avoilable under the provisions of 37 CFR 1,135(a). In no event, however, may a reply be timely filled after SIX (6) MONTHS from the medling date of this communication.  - If the period for reply a pecified above is less than thirty (30) days, a reply width the statutory minimum of thirty (30) days will be considered timely.  - If NO period for reply is a posified above to maximum statutory period will apply and will expire SIX (6) MONTHS from the mailting date of this communication to poly width the set or extended period for reply will by statutic, cause the application to become ABANDONED (35 U.S.C. § 133).  - Any reply received by the Office later than three months after the mailting date of this communication, even if timely filled, may reduce any earned patent term adjustment. See 37 CFR 1,704(b).							
Status								
1)⊠	Responsive to communication(s) filed on 20	May 2003 .	•					
2a)⊠	This action is FINAL. 2b) The Triangle	nis action Is non-final.						
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4)⊠	Claim(s) 1-10 is/are pending in the application	n.	•					
	4a) Of the above claim(s) is/are withdra	wn from consideration.						
5)□	Claim(s) is/are allowed.							
6)⊠	Claim(s) 1-10 is/are rejected.		•					
7)□	Claim(s) is/ere objected to.							
-	Claim(s) are subject to restriction and/o	or election requirement.						
9)□	The specification is objected to by the Examina	er.						
10)[	The drawing(s) filed on is/are: a) acce	pled or b) objected to by the Exa	miner.					
	Applicant may not request that any objection to the	ne drawing(s) be held in abeyance. S	See 37 CFR 1.85(a).					
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13)□	Acknowledgment is made of a claim for foreig	n priority under 35 U.S.C. § 119(a	a)-(d) or (f).					
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1. Certified copies of the priority documents have been received.								
	2. Certified copies of the priority documents have been received in Application No							
<ul> <li>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)).</li> <li>See the attached detailed Office action for a list of the certified copies not received.</li> </ul>								
14) Acknowledgment is made of a claim for domestic priority under 35 U.S.C. § 119(e) (to a provisional application).								
•	a) The translation of the foreign language provisional application has been received.  15) Acknowledgment is made of a claim for domestic priority under 35 U.S.C. §§ 120 and/or 121.							
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Page 2

Application/Control Number: 09/755,723
Art Unit: 2175

## **DETAILED ACTION**

The amendment timely filed May 20, 2003. Claims 1-10 are pending in this office action.

#### Claim Rejections - 35 USC § 102

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 -

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1-10 are rejected under 35 U.S.C. 102(b) as being anticipated by <u>Grewe</u> et al. (U. S. Patent No. 5,670,730.)

As to claim 1, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks stored on a computer readable media, with each audio track having metadata associated therewith including category value data for naming attributes of the track and type data indicating the type of track (see Abstract, see Fig. 3, and see column 1, lines 6-21), said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure (see Fig. 2, see column 1, lines 47-49), with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata (see column 1, lines 49-67);

for each track, iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Abstract, see Fig. 3, also see column 3, lines 45-49.)

As to claim 2, <u>Grewe et al</u>, teaches a method, where said act of searching further comprises the acts of:

utilizing track type information to file only tracks of a specified type under a particular branch (see Abstract, see column 3, lines 47-53.)

As to claim 3, <u>Grewe et al</u>. teaches a method further comprising the acts of: for each branch, utilizing category structure information to file tracks in a specified attribute order (see column 4, lines 19-35.)

As to claim 4. <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 1, lines 13-21), further comprising the acts of:

displaying the categories and subcategories on the display in a hierarchical order (see column 2, lines 49-51, also see column 3, lines 38-44);

Page 4

displaying all names of tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category (see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53);

utilizing the pointer to access and play a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19) and

utilizing the pointer to access and play a collection of tracks within a category or subcategory when a user selects a category or subcategory through the user interface (see column 3, lines 55-57.)

As to claim 5, <u>Grewe et al.</u> teaches a method, implemented by a processor in a portable digital music player, for associating metadata with audio tracks (see Abstract) comprising the acts of:

opening a formatted file for each track comprising a file data portion and a file attributes portion, with the file attributes portion including a plurality of fields corresponding to category types and file types (see column 3, lines 45-49);

storing an unmodified audio track in the file data portion of the formatted file (see column 4, lines 19-21);

and

storing category type and file type information about the unmodified track in corresponding fields (see column 2, line 37 through column 3, line 28.)

Application/Control Number: 09/755,723
Art Unit: 2175

Page 5

As to claim 6, <u>Grewe et al.</u> teaches a method, performed by a processor in a portable digital music player, for filing audio tracks, stored on a computer readable media, under categories in an in memory tree structure, with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said method comprising the acts of:

upon startup or when a track is added or changed, searching the metadata of each track (see column 1, lines 58-65); and

for each track, automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

As to claim 7, <u>Grewe et al.</u> teaches a method further comprising the act of: selecting the categories to be the Album including the track, the title of the track, and the name of the artist that recorded the track (see column 3, lines 45-53.)

As to claim 8, <u>Grewe et al.</u> teaches a method, where said portable digital music player includes a display screen and a user interface for interacting with the display (see column 2, lines 49-51), further comprising the acts of:

displaying the categories on the display in a hierarchical order see column 2, lines 49-51, also see column 3, lines 38-44);

displaying all names of tracks associated with a category when a user utilizes the interface to select a category (see column 3, lines 49-53);

accessing and playing a track when a user selects a track name through the user interface (see column 3, lines 53-57, also see column 3, lines 17-19); and

Page 6

Art Unit: 2175

accessing and playing a collection of tracks within a category when a user selects a category through the user interface ((see column 1 line 65 through column 2, line 3, also see column 3, lines 49-53.)

As to claim 9, <u>Grewe et al.</u> teaches a computer program product comprising:
a computer readable medium having program code embodied therein for filing
audio tracks stored on a computer readable media, with each audio track having
metadata associated therewith including category value data for naming attributes of the
track and type data indicating the type of track (see Abstract), said program code
comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure, with the file including category names for naming the branch under which tracks are sorted, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata (see Abstract, see summary);

program code, executed by a processor, for each track, for iteratively determining, base on metadata describing the track, if the track belongs in the branch, and, for each branch in which the track belongs, traversing the branch to determine the appropriate location to file the track (see Fig. 3, see column 3, lines 45-49, also see column 4, lines 10-14.)

As to claim 10, Grewe et al. teaches a computer program product comprising:

Art Unit: 2175

Page 7

a computer readable medium for having program code embodied therein for filling audio tracks, stored on a computer readable media, under categories in an in-memory tree structure.

with each audio track having metadata associated therewith including category name data for naming (see Abstract, see column 1, lines 46-56), said program code comprising:

program code, executed by a processor, upon startup or when a track is added or changed, for searching the metadata of each track (see column 1, lines 58-65); and program code, executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a hierarchical track filing scheme (see column 5, lines 34-54.)

# Response to Arguments

Applicant's arguments filed May 20, 2003 have been fully considered but they are not persuasive.

Firstly, Applicant argues that Grewe does not disclose using a hierarchical definition file as stated in the claim.

In response, Examiner maintains that Grewe discloses such as stated above in the rejection of the claim wherein the hierarchical arrangement of headers and the table of contents are deemed to be hierarchical.

Application/Control Number: 09/755,723 Art Unit: 2175 Page 8

Secondly, Applicant argues that Grewe does not disclose display categories or subcategories and tracks in an hierarchical order for selection.

In response, Examiner maintains that Grewe discloses such wherein Grewe discloses that the Information is displayable. See 2:36-54.

Lastly, Applicant argues that Grewe does not disclose automatically filing a track by category name under a selected category to form a hierarchical track filing scheme.

In response, Examiner maintains that Grewe discloses such wherein Grewe discloses that the headers are arranged hierarchically and that the headers contains a music filed to which the track of music belongs, such as Jazz, classical, country, etc. which are deemed to be categories of music arranged hierarchically.

### Conclusion

THIS ACTION IS MADE FINAL. Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

Application/Control Number: 09/755,723 Art Unit: 2175 Page 9

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Charles L. Rones whose telephone number is (703-306-3030. The examiner can normally be reached on Mondays – Fridays from Monday-Thursday 8am-4pm pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dov Popovici, can be reached on (703-305-3830. The fax numbers of the group is (703) 746-7239.

Any inquiry of a general nature or relating to the status of this application should be directed to the Group receptionist whose telephone number is (703) 305-9600.

Charles L. Rones
Primary Examiner
Art Unit 2175

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Exhibit 11

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# **REVOCATION OF POWER OF** ATTORNEY OR AUTHORIZATION OF AGENT

Application No.	09/755,723
Filing Date	January 5, 2001
First Named Inventor	Ren Goodman
Group Art Unit	2175
Examiner Name	Punit, Prakash C
Attorney Docket Number	64077212

Attorney Docket Number 6407P212										
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Address	12400 Wilst	ire Bouley	ard, Seve	nth Floor		· · · · · · · · · · · · · · · · · · ·				
Address						-				
City	Los Angeles	1	State	California	Zip Code	90025				
Country	U.S.A.	Telephone	,	(408) 947-8200	Fex	(408) 947-8280				
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Docket No.: 6407P212

# IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In Re the Application of:

RON GOODMAN, HT AL.

Application No.: 09/755,723

Filed: January 5, 2001

For: AUTOMATIC HIERARCHICAL

CATEGORIZATION OF MUSIC BY

METADATA

Art Group: 2175

Examiner: Put

Punit, Prakash C

POWER OF ATTORNEY

RECEIVED

MAY 2 2 2003

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Technology Center 2100

Sir:

Applicant of the above-identified Application, hereby appoints the persons listed on Appendix A attached hereto (which is incorporated by reference and a part of this document), with full power of substitution and revocation, to prosecute this Application and to transact all business in the Patent and Trademark Office connected herewith.

Please direct all future communications concerning this Application to:

André L. Marais, Rog. No. 48,095
BLAKELY, SOKOLOFF, TAYLOR & ZAFMAN LLP
12400 Withire Boulevard, Seventh Floor
Los Angeles, CA 90025
(714) 557-3800

Creative Technology Ltd.

6407P212

#### Appendix A

I heraby appoint with full power of substitution and revocation, to prosecute this application and to transact all business in the Patent and Trademark Office connected herewith, BLAKELY SCKOLOFF TAYLOR & ZAFMAN LLP, a firm including: Ramin Aghevit, Reg. No. 43,462; William E. Attord, Reg. No. 37,764; Fazzad E. Amint, Reg. No. 42,201; W. Thomas Babbit, Reg. No. 39,501; dorsin M. Backer, Reg. No. 9,502; Michael A. Bernaddou, Reg. No. 35,904; Roger W. Baketly, Ur. Reg. No. 25,501; R. Atan Burnett, Reg. No. 46,145; Gregory D. Caldwell, Reg. No. 38,926; Corry Q. Classeen, Reg. No. 50,296; Thomas M. Cocater, Reg. No. 38,937; Mart D. Dao, Reg. No. 45,621; Stephen M. De North, Reg. No. 46,003; Darlel M. De Vota, Reg. No. 37,813; Sanjeet Dutile, Reg. No. 48,145; Tarth, N. Fahril, Reg. No. 40,2707; Andre M. Gibbo, Reg. No. 37,813; Sanjeet Dutile, Reg. No. 48,145; Tarth, N. Fahril, Reg. No. 41,5907; Andre M. Gibbo, Reg. No. 47,533; Jemse Y. Go, Reg. No. 40,621; Jeffory B. Halisson, Reg. No. 40,765; James A. Herry, Reg. No. 41,064; William E. Hickman, Reg. No. 46,771; William F. Hickman, Reg. No. 48,771; William F. Hobrow III, Reg. No. 41,845; Sheryl Bus Holowey, Reg. No. 40,050; George VI Holower II, Reg. No. 30, 139; Astern A. Jaffery, Reg. No. 51,841; Walter T. Kim, Reg. No. 42,731; Eric T. King, Reg. No. 44,185; Jeseph Lutz, Reg. No. 43,718; Learner E. Lycke, Reg. No. 47,745; Sud S. Lea, Reg. No. 47,745; Gordon R. Lindsen III, Reg. No. 33,152; Len C. Little, Reg. No. 44,181; Jesaph Lutz, Reg. No. 43,785; Learner E. Lycke, Reg. No. 44,066; Real D. Martinez, Reg. No. 49,069; Paul A. Mandonss, Reg. No. 42,677; Jorosthan S. Miller, Reg. No. 43,031; Richard A. Nakashirra, Reg. No. 42,021; Thinh V. Nguyen, Reg. No. 42,034; Robert B. O'Rourke, No. 31,305; Bahne B. Shamallov, Reg. No. 41,236; Prilip A. Pedigo, Reg. No. 52,107; Marine G. Porthova, Reg. No. 43,750; Joseph A. Pugh, Reg. No. 50,432; Richard A. Nakashirra, Reg. No. 14,236; Prilip A. Pedigo, Reg. No. 52,107; Marine G. Porthova, Reg. No. 45,750; Joseph A. Pugh, Reg.

Docket No. 6407P212 -

OTP E 49

STATEMENT UNDER	Docket No. 6407P212
Applicant/Patent Owner: Creative Technology Ltd.	
Application No./Patent No.:09/755.723	Filing/Issue Date:
Entitled: ALITOMATIC HIERARCHICAL CATEGORIZ	ATION OF MUSIC BY METADATA
Creative Technology Ltd a Limited Liability	y Corporation ,
(Name of Assignee) (Type of Assignee, of Singapore,	e.g., corporation, pertnership, university, government agency, etc.)
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states that it is:	
1. the assignee of the entire right, title and interes	t; or
2. an assignee of an undivided part interest	
in the patent application/patent identified above by virtue	of either:
A. An assignment from the inventor(s) of the patent	t application/patent identified above. The demark Office at Reel 011788, Frame 0174, or for
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<ol> <li>A chain of title from the inventor(s), of the pater current assignee as shown below:</li> </ol>	и аррисавогурацент коепштео вроуе, то тре
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Copies of assignments or other documents in the character (NOTE: A separate copy (i.e., the original assignments)	nain of title are attached.
document) must be submitted to Assignm	ent Division in accordance with 37 CFR Part 3, if
the assignment is to be recorded in the re-	cords of the PTO. See MPEP 302-302.8]
The undersigned (whose title is supplied below) is empowered to s	ign this statement on behalf of assignee.
	CHT Ces
O5/09/03_ Date	Signature
·	André L. Marais, Reg. No. 48,095
·	Typed or printed name
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	Title

Exhibit 12





NOTICE OF APPEAL FROM THE EXAMINI BOARD OF PATENT APPEALS AND INTE	Docket Number (Optional) 6407P212				
hereby certify that this correspondence is being deposited	In re Application o	1			
with the United States Postal Service on the date shown below					
with sufficient postage as first class mail in an envelope addressed to: Mail Stop AF, Commissioner for Patents, P.O.	Application Numb				
30x 1450, Alexandria, VA 22313-1450. 1029/13	09/755,723	01/05/2001			
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Typed or printed name Dawn Shaw	Art Unit	Examiner			
	2175	Charles Rones.			
Applicant hereby appeals to the Board of Patent Apple examiner.	eals and Interference	es from the last decision of the			
The fee for this Notice of Appeal is (37 CFR 1.17(b))					
Applicant claims small entity status under 37 CFR 1 shown above is reduced by half, and the resulting for					
A check in the amount of the fee is enclosed.		RECEIVED			
Payment by credit card. Form PTO-2038 is attached		NOV 0 6 2003			
The Director has already been authorized to charge fees to have enclosed a duplicate copy of the fee transmittal.	n this application to a E	Technology Center 21			
The Director is hereby authorized to charge any feet overpayment to Deposit Account No. <u>02-2666</u> . I has transmittal.					
A petition for an extension of time under 37 CFR 1.	136(a) (PTO/SB/22)	is enclosed.			
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assignee of record of the entire interest.  See 37 CFR 3.71. Statement under 37 CFR 3.73(b) is enclosed. (Form PTO/SB/98)	A	André L. Marais, Reg. No. 48,095 Typed or printed name			
☑ attorney or agent of record.					
etiomey or agent acting under 37 CFR 1.34(a).  Registration number if acting under 37 CFR 1.34(a).	*	Date			
NOTE: Signatures of all the inventors or assignees of record of the of it more than one signature is required, see below".	antire interest or their repre	esentativo(s) are required. Submit multiple forms			
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			Filing Date	January 5, 2001 Ron Goodman			
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		•	Art Unit	2175			
			Examiner Name	Charles Rones			
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Name (Рим/Туре)	André L. Marais	. /		egistration		48	8,095	Telephone	(408) 947	
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Page 1 of 1



#### United States Patent and Trademark Office

UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Tradises of Office Adem COMMENCER OF PATENTS AND TRADEMARKS FO. Co. 149 Administry Notice 1283-149

APPLICATION NUMBER | FILING OR 371 (c) DATE | FRIST NAMED APPLICANT | ATTY. DOCKET NO/TITLE | 09/755,723 | 01/05/2001 | Ron Goodman | 017002022500

08791 BLAKELY SOKOLOFF TAYLOR & ZAFMAN 12400 WILSHIRE BOULEVARD, SEVENTH FLOOR LOS ANGELES, CA 90025 CONFIRMATION NO. 3728

Date Mailed: 08/01/2003

#### NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 05/20/2003.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

ANGELA S WHITE 2100 (703) 308-8264

OFFICE COPY



#### United States Patent and Trademark Office

UNITED STATES DEPARTMENT OF COMMERCE United States Patent and Tradesmark Office Address COMMISSIONER OF PATENTS AND TRADEMARKS

APPLICATION NUMBER
09/755,723

FILING OR 371 (e) DATE 01/05/2001 FIRST NAMED APPLICANT
Ron Goodman

017002022500

20350 TOWNSEND AND TOWNSEND AND CREW, LLP TWO EMBARCADERO CENTER EIGHTH FLOOR SAN FRANCISCO, CA 94111-3834

Date Mailed: 08/01/2003

# NOTICE REGARDING CHANGE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 05/20/2003.

 The Power of Attorney to you in this application has been revoked by the assignee who has intervened as provided by 37 CFR 3.71. Future correspondence will be mailed to the new address of record(37 CFR·1.33).

ANOELA S WHITE 2100 (703) 308-8264

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Exhibit 13



# United States Patent and Trademark Office

UNITED STATES DEPARTMENT OF COMMERCY United States Patrol and Trademark Office Albese CommissionNer FOR PATENTS F.O. Bras 1420 Alexandria, Veglais 22313-1459

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.			
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Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

	Application No.	Applicant(s)	
	]	GOODMAN ET AL.	5
Advisory Action	09/755,723	Art Unit	<del></del>
	Examiner		١ ٠.
	Charles L. Rones	2175	
-The MAILING DATE of this communication appe	ears on the cover sheet with the	correspondence add	ress -
THE REPLY FILED FAILS TO PLACE THIS APP Therefore, further action by the applicant is required to at final rejection under 37 CFR 1.113 may only be either. (1 condition for allowance; (2) a timely filed Notice of Appea Examination (RCE) in compliance with 37 CFR 1.114.	) a timely filed amendment which	ation. A proper repl h places the applica	itlon in
PERIOD FOR RI	EPLY [check either a) or b)]		
a) The period for reply expires 1 months from the mailing dat b) The period for reply expires on: (1) the mailing date of this, no event, however, will the statutory period for reply expire ONLY CHECK THIS BOX WHEN THE FIRST REPLY WAY 706.07(f). Extensions of time may be obtained under 37 CFR 1.138(a). The fee have been filed is the date for purposes of determining the period fee under 37 CFR 1.17(a) is calculated from: (1) the expiration date of (2) as set forth in (b) above, if checked. Any reply received by the Offi timely filed, may reduce any earned patent term adjustment. See 37 CFR	Advisory Action, or (2) the date set forth later than SIX MONTHS from the mailst SFILED WITHIN TWO MONTHS OF TI date on which the petition under 37 CF of extension and the corresponding am the shortened statutory period for reply ce later than three months after the ma	ig date of the final reject HE FINAL REJECTION. R 1.136(a) and the appi ount of the fee. The app originally set in the final	on. See MPEP  opriate extension optiate extension Office action; or
A Notice of Appeal was filed on <u>03 November 2003</u> 37 CFR 1.192(a), or any extension thereof (37 CF)			t forth in
2. The proposed amendment(s) will not be entered b	ecause:	٠.	
(a) They raise new Issues that would require furth	er consideration and/or search (	see NOTE below);	
(b) They raise the issue of new matter (see Note t	below);		
(c) they are not deemed to place the application in issues for appeal; and/or	in better form for appeal by mate	erially reducing or st	mplifying the
(d) they present additional claims without cancel NOTE:	ing a corresponding number of	finally rejected claim	13.
3. Applicant's reply has overcome the following reject	tion(s):		
Newly proposed or amended claim(s) would canceling the non-allowable claim(s).	i be allowable if submitted in a s	eparate, timely filed	amendment
5. The a) affidavil, b) exhibit, or c) request to application in condition for allowance because:		ldered but does NO	T place the
6. The affidavit or exhibit will NOT be considered bed raised by the Examiner in the final rejection.	cause it is not directed SOLELY	to issues which wer	e newly
7. For purposes of Appeal, the proposed amendmen explanation of how the new or amended claims w			and an
The status of the claim(s) is (or will be) as follows:			
Claim(s) allowed:			
Claim(s) objected to:			
Claim(s) rejected:			
Claim(s) withdrawn from consideration:			
8. The drawing correction filed on is a) app	proved or b) disapproved by	the Exeminer.	
9. Note the attached Information Disclosure Stateme	nt(s)( PTO-1449) Paper No(s).		
10. ☐ Other:	, , , , , , , , , , , , , , , , , , ,	<del></del>	
10	(	Charles L. Rones Primary Examiner Art Unit; 2175	? .ones
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SONY Exhibit 1004 - Page 4961

Exhibit 14

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Docket No.: 6407P212

2110104

In Re the Application of:

RON GOODMAN, ET AL.

Application No.: 09/755,723

Filed: January 5, 2001

For.

AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

Art Group: 2175

Examiner: Rones, Charles

RECEIVED

FEB 0 5 2004

Technology Center 2100

#### PETITION FOR EXTENSION OF TIME PURSUANT TO 37 C.F.R. § 1.136(a)

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Sir.

In accordance with 37 C.F. R. § 1.136(a), Applicants for the above-identified application respectfully Petition the Commissioner for a one (1) month extension of time, extending the period for response to February 03, 2004, from the Advisory Action dated November 17, 2003. The petition filing fee of \$110.00 and a Request for Continued Examination are attached.

If it should be determined that a longer extension of time is required to prevent this application from being abandoned, please charge any additional fees to Deposit Account No. 02-2666. A copy of the Fee Transmittal is enclosed for deposit account charging purposes.

Respectfully submitted,

Mark R. Vamone, Reg. No. 53,719

12400 Wilshire Boulevard, 7th Floor Los Angeles, CA 90025

Telephone: (408) 947-8200

02/04/2004 EFLORES 00000157 09755723

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CERTIFICATE OF MAILING/TRANSMISSION I hereby certify that this correspondence is being deposited with the United States Postal Service on the date shown below with sufficient postage as first class mail in an envelope addressed to: Mail Stop RCE, Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

Exhibit 15

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Alexandria, VA 22313-1450	Attorney Docket Number	6407P212
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Name (Print/Type) Daws Shaw		
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Signature Dawn Shaw	Date	29/04

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SONY Exhibit 1004 - Page 4965

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Exhibit 16



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No. 6407P212 Patent
Response Under 37 CFR 1.116 — Expedited Procedure

Examining Group 2175

#### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:

Ron Goodman et al.

Application No.: 09/755,723

Filed: January 5, 2001

For:

AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

**RECEIVED** 

Examiner: Rones, Charles

FEB 0 5 2004

Art Group: 2175

Technology Center 2100

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i	first class mail with sufficient postage in an envelope addressed to the Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450
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Signature Date

Mail Stop RCE Commissioner of Patents P.O. Box 1450 Alexandria, VA 22313-1450

# AMENDMENT ACCOMPANYING REQUEST FOR CONTINUING EXAMINATION

Sir:

Further to the Notice of Appeal of November 3, 2003 and to the Final Office Action mailed July 29, 2003, Applicants respectfully request the Examiner to enter the following amendment and reconsider the present application in view of the submission below.

Amendments to the Claims are reflected in the listing of claims which begin on page 2 of this paper.

Remarks/Arguments begin on page 8 of this paper.

# Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of the claims in the application:

# Listing of Claims:

6/

1. (Currently Amended) A method, performed by a processor in a digital media player, for filing media tracks stored on a computer\_readable media media media track having metadata associated therewith including category value attribute data for naming identifying attributes of the track and type data indicating the type of track, said method comprising the acts of:

reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure file-including category names for naming the branch-branches under which tracks are sorted, subcategory names for defining subcategories within the branches, track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata the hierarchy of branch names and subcategory names; and

for each track, determining, based on metadata describing the attribute data associated with the track if the track belongs in the branchone or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories traversing the branch to determine the appropriate location to file the track.

 (Currently Amended) The method of claim 1, where said act of searthing further comprises the acts of comprising:

utilizing track type information to file only tracks of a specified type under a particular branch.

(Currently Amended) The method of claim 1, further-comprising-the acts of:
 for each branch, utilizing category structure information to file tracks in a specified attribute order.

(Currently Amended) The method of claim 1, where said digital media player includes a display screen and a user interface for interacting with the display screen, further the method comprising the note of:

displaying the categories and subcategories on the display <u>screen</u> in a hierarchical order; displaying all-names of at least some tracks associated with a category or sub-category when a user utilizes the interface to select a category or sub-category;

monitoring selection of a track name by the user and, in response to the selection, playing the track utilizing the pointer to access and play a track when a user selects a track name through the user interface; and

monitoring selection of a category or subcategory by the user and, in response to the selection, playing utilizing the pointer to access and play a collection of tracks within a-the selected category or subcategory when a user selects a category or subcategory through the user interface.

- 5. (Canceled)
- 6. (Currently Amended) A method, performed by a processor in a digital media player, for filing media tracks, stored on a computer-readable mediamedium, under categories in an in memory a tree structure, with each media track having metadata attribute data identifying attributes of the track associated therewith, the attribute data including category name data for naming, said method comprising the acts of:

upon startup or when a track is added or changed, searching the motadata-attributes of each track; and

for each track, automatically filing the track by category name under each selected category associated with the attributes to form an interarchical track filing scheme.

7. (Currently Amended) The method of claim 6, further comprising the net of: selecting the categories to be the -album Album-including the track, the title of the track, and the name of the artist that recorded the track.

8. (Currently Amended) The method of claim 6, where said digital media player includes a display screen and a user interface for interacting with the display screen, further the method comprising the acts of:

displaying the categories on the display screen in a hierarchical order,

displaying all names of tracks associated with a category when a user utilizes the <u>user</u> interface to select a category;

accessing and playing a track when a user selects a track name through the user interface;

accessing and playing a collection of tracks within a category when a user selects a category through the user interface.

9. (Currently Amended) A computer program product comprising:

a computer readable medium having program code embodied therein for filing media tracks stored on a computer readable mediamedium, with each media track having metadata associated therewith including category value attribute data for naming identifying attributes of the track and type data indicating the type of track, said program code comprising:

program code, executed by a processor, for reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure file including category names for defining subcategories within the branches track type information specifying which type of tracks are to be sorted under the branch, and structure information defining how to file tracks based on associated metadata the hierarchy of branch names and subcategory names within the branches;

program code, executed by a processor, for each track, for determining, based on motadata describing the attribute data associated with the track, if the track belongs in one or more of the branch branches, and, for each branch in which the track belongs, filing the track under one or more subcategories traversing the branch to determine the appropriate location to file the track.

10. (Currently Amended) A computer program product comprising:

4

a computer readable medium for having program code embodied therein for filing media tracks; stored on a computer\_readable mediamedium, under categories in an in-memorya tree structure, with each media track having metadate attribute data identifying attributes of the track associated therewith, the attribute data including category name data-for naming, said program code comprising:

program code, execute by a processor, upon startup or when a track is added or changed, for searching the metadata attributes of each track; and

program code, executed by a processor, for each track, for automatically filing the track by category name under each selected category to form a an hierarchical track filing scheme.

11. (New) A method of arranging media information relating to media tracks stored on a computer-readable medium, the method comprising:

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reading a media definition file that includes a plurality of categories, wherein each category groups tracks having corresponding attributes associated with the media tracks; and for each track,

identifying a plurality of auributes associated with the track; identifying a category associated with each attribute; and grouping the track within each category that has been identified.

- 12. (New) The method of claim 11, wherein each track is grouped within at least two categories of the media definition file and each category includes a list of tracks having corresponding attributes.
- 13. (New) The method of claim 11, wherein a plurality of track identifiers are provided in each category, each track identifier being to identify a track associated with the category.
- 14. (New) The method of claim 11, wherein the plurality of categories relates to music and the categories comprise one of an album name category, an artist name category, and a genre category.

- 15 (New) The method of claim 11, wherein the at least one category comprises a plurality of subcategories associated with further attributes of the media tracks, the categories and the subcategories being arranged in a hierarchical tree structure.
- 16. (New) The method of claim 15, wherein the category comprises an artist name category that includes at least one subcategory identifying a group with which the artist is associated.
- 17. (New) The method of claim 15, wherein the category comprises a genre category that includes at least one subcategory identifying a group or artist associated with the genre category.
- 18. (New) The method of claim 11, wherein at least one category of the plurality of categories comprises a list of all tracks associated with the media definition file irrespective of their associated attributes

6 (

- 19. (New) The method of claim 1, wherein a link to the same media track is provided in more than one category.
- 20. (New) The method of claim 1, wherein said grouping the track within each category comprises providing an identifier within each category that has been identified, the identifier identifying the track associated with the category.
- 21. (New) A method of displaying media information on a display screen, the media information relating to media tracks stored on a computer-readable medium, the method comprising:

retrieving display data for display on the display acreen from a media definition file that includes a plurality of categories, each category corresponding to an attribute associated with the media tracks, the display screen layout being based on the plarality of categories; and

for each track, displaying the track under each category with which it is associated.

6

- 22. (New) The method of claim 21, wherein the categories comprise at least one of an artist name category an album name category and a genre category, the display screen layout identifying the at least one category.
- 23. (New) A method of arranging media information relating to media tracks stored on a computer-readable median, the method comprising:

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identifying a pturality of attributes associated with a media track; identifying at least two categories, each identified category corresponding to an attribute; and

providing a link to the track in each of the categories identified to provide a plurality of links in each category that identify a plurality of tracks associated with the category.

#### REMARKS

#### 1. Summary of the Office Action

Claims 1-4 and 6-10 stand rejected under 35 U.S.C.§ 102(b) as allegedly being anticipated by U.S. patent no. 5,670,730 (hereinafter "Grewe et al.").

#### 2. Response to § 102 Rejections

Applicants respectfully traverse this rejection for the reasons set out below, and ask the Examiner for reconsideration.

To anticipate a claim, the reference must teach every element of the claim. "A claim is anticipated only if each and every element as set forth in the claim is found, either expressly or inherently described, in a single prior art reference." <u>Verdegaal Bros. v. Union Oil Co. of California</u>, 814 F.2d 628, 631, 2 USPQ2d 1051, 1053 (Fed. Cir. 1987).

Grewe teaches a system in which music files are arranged track-by-track. Each file is provided with individual headers 36 that include category, artist, and track address information (Figures 2-4 and col. 3 from ln. 29 onwards) associated with the particular track. The track address information is used to identify the start and/or end location of the file, so that the music player can locate and play the file. Clearly, the tracks are arranged in a track-by-track fashion and not based on the individual header 36. As can be seen from the description and in particular Figs. 3 and 4, the table of contents 34 is nothing more than a sequential list of the individual headers, ordered track-by-track, one after the other. The category information (see category field 40) and the artist information (see artist field 42) are thus dispersed. Thus, it is not readily apparent which set of tracks is in which genre or which set of tracks is performed by one particular artist.

Claim 1, as amended, reads as follows:

"1. A method, performed by a processor in a digital media player, for filing media tracks stored on a computer-readable medium, with each media track having attribute data for identifying attributes of the track, said method comprising:

reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming branches <u>under which tracks are sorted</u>, subcategory names for defining subcategories within the branches, and structure information defining the hierarchy of branch names and subcategory names; and

for each track, determining, based on the attribute data associated with the track if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories"

Claim 1 includes the limitation of a "hierarchical tree structure including category names for naming branches under which tracks are sorted"

Firstly, Grewe does not teach or suggest "reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming branches <u>under which tracks are sorted</u>, subcategory names for defining subcategories within the branches, and structure information defining the hierarchy of branch names and subcategory names." In Grewe, the tracks are not sorted according to category names that are provided in a branch but rather in sequential blocks of memory locations. There is no <u>hierarchical relationship</u> between the category field 40 or the artist field 42 with a particular track and any hierarchy in Grewe.

Secondly, as the tracks in Grewe are filed sequentially in memory according to track number, the limitation of claim 1 of "for each track, determining, based on the attribute data associated with the track if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filling the track under one or more subcategories" is also not described or even suggested in Grewe.

In view of the above, it is submitted that Grewe does not describe or even suggest all the limitations of claim 1. Accordingly, claim 1 is allowable and, as claims 1-4 are dependent upon claim 1, they are also allowable.

Claim 9, as amended, also includes the limitation of "reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming branches <u>under which tracks are sorted.</u>" Claim 9 also includes the limitation wherein, for each track, "determining, based on the attribute data associated with the track, if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories."

Accordingly, in view of the remarks above, it is submitted that claim 9 is also allowable.

Claim 6, as amended, reads as follows:

"6. A method, performed by a processor in a digital media player, for filing media tracks, stored on a computer-readable medium, under categories in a tree structure, with each media track having attribute data identifying attributes of the track associated therewith, the attribute data including category name data, said method comprising:

upon startup or when a track is added or changed, searching the attributes of each track; and

for each track, automatically filing the track by category name under each selected category associated with the attributes to form an hierarchical track filing scheme."

Claim 6 includes the limitation of "for each track, automatically filing the track by category name under each selected category associated with the attributes to form an hierarchical track filing scheme." This limitation is also not described or even suggested in Grewe that files tracks sequentially track-by-track. The filing system of Grewe merely appends each individual header 36 to the last individual header 36 in the table of contents 34 so that tracks having a common category field 40 or a common artist field 42 are dispersed (see

Figures 3 and 4). Grewe does not describe, or even suggest, "for each track, filing the track by category name under each selected category" as claimed in claim 6.

In view of the above it is submitted that claim 6 is allowable and, as claims 7 and 8 are dependent upon claim 6, they are also allowable.

Claim 10, as amended, also includes the limitation of, for each track, "automatically filing the track by category name under each selected category to form an hierarchical track filing scheme." Accordingly, in view of the remarks above, it is submitted that claim 10 is also allowable.

Claim 11 reads as follows:

"11. A method of arranging media information relating to media tracks stored on a computerreadable medium, the method comprising:

reading a media definition file that includes a plurality of categories, wherein each category groups tracks having corresponding attributes associated with the media tracks; and for each track,

identifying a plurality of attributes associated with the track; identifying a category associated with each attribute; and

grouping the track within each category that has been identified."

Claim 11 includes the limitation of "reading a media definition file that includes a plurality of categories, wherein each category groups tracks having corresponding attributes associated with the media tracks." This limitation is also not disclosed in Grewe that merely arranges tracks in a sequential order resulting category fields 40 and artist fields 42 that are dispersed and not grouped as claimed in claim 11.

The above limitation in claim 11 must also be read in conjunction with the grouping operation performed for each track. In particular, claim 11 includes the limitation of, for each track, "grouping the track within each category that has been identified." Grewe does not

group tracks within a category but merely identifies a category associated with the track. Further, the category field 40 and artist field 42 are dispersed in Grewe.

In view of the above it is submitted that claim 11 is allowable. As claims 12-20 are dependent upon claim 11, they are also allowable.

Claim 21 reads as follows:

"21. A method of displaying media information on a display screen, the media information relating to media tracks stored on a computer-readable medium, the method comprising:

retrieving display data for display on the display screen from a media definition file that includes a plurality of categories, each category corresponding to an attribute associated with the media tracks, the display screen layout being based on the plurality of categories; and

for each track, displaying the track under each category with which it is associated."

Grewe does not even mention that information can be displayed on a display screen. Accordingly, Grewe does not describe or even suggest the limitations of a "display screen layout being based on the plurality of categories; and for each track, displaying the track under each category with which it is associated."

In view of the above it is submitted that claim 21 is allowable and, as claim 22 is dependent upon claim 21, it is also allowable.

Claim 23 reads as follows:

"23. A method of arranging media information relating to media tracks stored on a computer-readable medium, the method comprising:

identifying a plurality of attributes associated with a media track;

identifying at least two categories, each identify category corresponding to an attribute; and

providing a link to the track in each of the categories identified to provide a plurality of links in each category that identifies a plurality of tracks associated with the category."

The limitation of "providing a link to the track in each of the categories identified to provide a plurality of links in each category that identify a plurality of tracks associated with the category" is not described or even suggested in Grewe. Accordingly, claim 22 is also allowable.

In light of the above, Applicants respectfully submit that the rejection under 35 U.S.C. § 102 has been also been overcome, and withdrawal of this rejection is therefore respectfully requested.

#### 3. Conclusion

Having tendered the above remarks and amended the claims as indicated herein.

Applicants respectfully submit that all rejections have been addressed and that the claims are now in a condition for allowance, which is earnestly solicited.

If there are any additional charges, please charge Deposit Account No. 02-2666. If a telephone interview would in any way expedite the prosecution of the present application, the Examiner is invited to contact Garth Vivier at (408) 947-8200 ext. 245.

Respectfully submitted,

BLAKELY, SOKOLOFF, TAYLOR & ZAPMAN LLP

nated: 1/29

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Exhibit 17



### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

PATENT

In re application of: Goodman, et al

Application No.: 09/755,723

Filed: January 5, 2001

Title: AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

**METADATA** 

Attorney Docket No.:

6407P212

Examiner: Rones, Charle

Group: 2175

MAY 0 6 2004

**Technology Center 2100** 

CERTIFICATE OF MAILING
I hereby certify that this correspondence is being deposited
with the United States Postal Service as First Class Mail to:
Commissioner for Patents, Alexandria, VA 22313 on April
30, 2004.

Amendment and Response to Restriction Requirement

Mail Stop Amendment Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Dear Sir:

The enclosed remarks and amendments are submitted in response to the to the Office Action mailed on March 30, 2004 wherein a restriction requirement was imposed. Applicants respectfully request reconsideration of the captioned application in view of the following remarks and amendments. A listing of the claims commences on page 2. Remarks begin on page 6 of this paper.

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#### Listing of Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (withdrawn) A method, performed by a processor in a digital media player, for filling media tracks stored on a computer-readable medium, with each media track having attribute data for identifying attributes of the track, said method comprising:

reading a definition file that defines an ordered hierarchical tree structure having a plurality of branches, with the hierarchical tree structure including category names for naming-branches under which tracks are sorted, subcategory names for defining subcategories within the branches, and structure information defining the hierarchy of branch names and subcategory names; and

for each track, determining, based on the attribute data associated with the track if the track belongs in one or more of the branches, and, for each branch in which the track belongs, filing the track under one or more subcategories.

2-23. (cancelled)



24. (new) A method of selecting at least one track from a plurality of tracks stored in a computer-readable medium of a portable media player configured to present sequentially a first, second, and third display screen on the display of the media player, the plurality of tracks organized according to a file hierarchy, the file hierarchy having a plurality of categories, subcategories, and items respectively in a first, second, and third level of the hierarchy, the method comprising:

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selecting a category in the first display screen of the portable media player; displaying the subcategories belonging to the selected category in a listing presented in the second display screen;

selecting a subcategory in the second display screen;

displaying the itoms belonging to the selected subcategory in a listing presented in the third display screen; and

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accessing at least one track based on a selection made in one of the display screens.

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26. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting a subcategory in the second display screen and playing a plurality of tracks associated with the selected subcategory.

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26. (new) The method of selecting a track at recited in claim 24 wherein the accessing at least one track comprises selecting a subcategory and adding the tracks associated with the selected subcategory to a playlist.

27. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting an item in the third display screen and playing at least one track associated with the selected item.

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28. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises selecting an item in the third display screen and adding at least one track associated with the selected item to a playlist.

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29. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track comprises one of playing or adding to a playlist at least one track associated with a selected one of the category, subcategory, and item.

30. (new) The method of selecting a track as recited in claim 24 wherein the accessing at least one track is made after the presentation of the third display screen by reverting back to one of the second and first display screens, the second display screen presented sequentially after the third display screen.

31. (new) The method of selecting a track as recited in claim 24 further comprising selecting one of the items displayed in the third display screen and presenting

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a listing of items associated with the selected item in a fourth sequentially presented display screen.

72. (new) The method of selecting a track as recited in claim ? A wherein the category genre is selected in the first display screen from available categories that include at least artist, album, and genre; and the subcategories listed in the second display screen comprise a listing of at least one genre type and one of the at least one genre type is

selected.

33. (new) The method of selecting a track as recited in claim 32 further comprising displaying in the third display screen at least one album associated with the selected genre type and selecting one of the at least one albums displayed in the third

display screen and presenting a listing of tracks associated with the selected album in a fourth sequentially presented display screen.

34. (new) The method of selecting a track as recited in claim 24 wherein the category artist is selected in the first display screen from available categories that include at least artist, album, and gence; the subcategories listed in the second display screen comprise a listing of names of artists and a first artist name is selected; and the items displayed in the third display screen comprises at least one album associated with the first artist name.

35. (new) The method of selecting a track as recited in claim 24 wherein the track is a music track the item accessed in the third display screen is a track title, and the track is played in response to the access.

of the selection in the first display screen results in an automatic transition of the first display screen into the second display screen and receipt of the selection in the second display screen and receipt of the selection in the second display screen into the second display screen into the third display screen.

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## Amendments to the Specification:

The changes to the specification are included in the attached substitute specification, submitted pursuant to 37 CFR 1.125. Both a marked up version and a clean version are attached. The substitute specification does not include the currently pending claims, which are listed directly in a listing of claims in this paper.

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### Amendments to the Drawings:

New Drawings for Figures 9-14 are added. These are attached and correspond to drawings from patent application serial number 09/755.629, "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface", said application disclosure having been incorporated by reference in the original specification.

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#### REMARKS

Claims 1-4 and 6-23 are pending in the application. The examiner had required restriction to one of the Group I and Group II inventions under 35 U.S.C. 121. In particular, the Examiner had indicated that the Group I inventions included claims 1-4, 6-20, and 23, drawn to a method/computer program for filing media tracks. The Examiner had further indicated that the Group II invention included claims 21-22, drawn to a method of displaying on a display screen.

Applicants hereby elect without traverse the claims of Group II, claims 21-22. The claims to the Group I invention have been either cancelled or withdrawn. In particular, claim I has been withdrawn and the remainder of the claims identified by the examiner to be associated with Group I, i.e., claims 2-4, 6-20, and 23 have been cancelled. Applicants reserve the right to submit the nonelected claims in a continuation or divisional application.

Further, Group II claims 21-22 have been cancelled. New claims 24-39 have been added, consistent with applicants' election of Group II. No new matter has been added. Applicants respectfully submit that new claims 24-36 fall within the classification of the elected Group II. Support for the new claims may be found throughout the original specification, including the matter incorporated by reference.

Applicants have further amended the specification to directly include matter from patent application serial number 09/755.629, "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface", said application disclosure having been incorporated by reference in the original specification. This matter is added via a substitute specification. The substitute specification adds no new matter. Clean and marked up copies are attached to this amendment. Applicants respectfully request that the substitute specification be entered pursuant to the provisions of 37 CFR 1.125.

Applicants have also submitted replacement drawings, FIGS. 9-14, attached hereto. Applicants respectfully request entry of the replacement drawings (new drawings). These drawings correspond to drawings which were a part of patent application serial number 09/755.629, "System for Selecting and Playing Songs in a

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Playback Device with a Limited User Interface", said application disclosure having been incorporated by reference in the original specification.

Applicants respectfully request entry of the amendments to the claims. The new claims correspond to the election to the invention of Group II in response to the restriction required by the Examiner in the office action of March 30, 2004. Support for the amendments may be found in the previous versions of the claims and the new drawings submitted including Figures 9 and 10 as well as the accompanying text, for example in pages 13-15 of the description. Applicants submit that the amended claims, including independent claim 24 and dependent claims 25-36, are patentable over the art of record for at least the reason that Grewe doesn't teach or suggest displaying categories or subcategories in a display screen.

#### Conclusion

Accordingly, it is submitted that all issues in the Office Action have been addressed. Applicants believe that this application is in condition for allowance, and respectfully request a prompt passage to issuance. If the Examiner believes that a telephone conference would expedite the prosecution of this application, he is invited to contact the Applicants' undersigned attorney at the telephone number set out below.

Respectfully submitted

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Atty Dkt No.:

SUBSTITUTE SPECIFICATION- CLEAN VERSION

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

# PATENT APPLICATION

TUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY
METADATA

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PATENT Attorney Docket No.: 17002-022500US

Client Reference No.: CT-1139
AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY

# METADATA

#### CROSS-REFERENCES TO RELATED APPLICATIONS

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This application is related to Application No. 09/755,629, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," now abandoned (Atty. Docket No. 17002-020800); and Application No. 09/755,367, entitled "Audioplayback Device with Power Savings Storage Access Mode," issued as U.S. Patent No. 6,590,730 (Atty. Docket No. 17002-022400), all filed January 5, 2001, the disclosures of which are incorporated herein by reference.

#### BACKGROUND OF THE INVENTION

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Today, portable consumer electronic devices are more powerful than ever. For example, small, portable music playback devices can store hundreds, even thousands, of compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

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Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the OOZIC player, distributed by the assignce of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

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As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

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Typically, portable devices have a user interface including a small screen and buttons. Such a display screen might be, e.g., 1" x 2". This small display size is necessary because of the physical size of the device which is typically carried in the hand. The small size

also limits the number, size, shape, and types of user input controls that can be mounted on the device. For example, a few pushbuttons are usually provided to perform all of the device's control functions. Using such a compact user interface to navigate and select among hundreds of songs is inefficient and often frustrating. The display screen can only show a few song titles at one time, and the limited controls make it difficult for a user to arbitrarily select, or move among, the songs.

The creation of playlists is one technique to organize the playing of songs. A set of songs can be included in a playlist which is given a name and stored. When the playlist is accessed, the set of songs can be played utilizing various formats such as sequential play or shuffle.

However, the creation of playlists itself becomes problematic as the number of songs increases, since the user often arbitrarily selects songs from a large number of tracks to form a playlist. This selection mechanism: can be fairly tedious; does not necessarily produce playlists that are of interest to the user over the course of time; may not remain up-to-date if new songs are added that logically fit into a previously created playlist (c.g. "Favorites by Band X" might become out of date if a new favorite by Band X is added after the playlist was created); and leads to "lost" songs that are not members of any playlist.

Accordingly, improved techniques for organizing and grouping tracks useful in a portable music player are needed. Further, it is desirable to provide a user interface suitable for a small device. The user interface should allow a user to efficiently navigate among, and select from, many items stored in the device.

#### SUMMARY OF THE INVENTION

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The present invention provides an efficient user interface for a small portable music player. The invention is suitable for use with a limited display area and small number of controls to allow a user to efficiently and intuitively navigate among, and select, songs to be played. By using the invention, very large numbers of songs can be easily accessed and played.

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One aspect of the invention includes an overlapping hierarchy of categories. Categories include items that can also be included in other categories so that the categories

"overlap" with each other. Thus, a song title can be accessed in multiple different ways by starting with different categories. For example, a preferred embodiment of the invention uses the top-level categories "Albums", "Artists", "Genres" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Similarly, the Artists category includes names of artists which are, in turn, associated with their albums and songs. The Genre category includes types of categories of music such as "Rock", "Hip Hop", "Rap", "Easy Listening", etc. Within these sub-categories are found associated songs. Finally, the "Play Lists" category includes collections of albums and/or songs which are typically defined by the user.

Advantageous use is made of the overlapping hierarchy to allow the user to quickly designate a song for playback. The device uses three "soft" pushbuttons that have assignable functions. The interface maintains consistent button functionality whenever possible and uses uniform command names and operations on different types of items so that the interface is more intuitive. For example, the user can open and queue both albums and songs with predictable results.

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The interface also provides for multiple functions for a single control. For example, a "Play" button can act, in a first function, to play a currently-selected song. The Play button can act, in a second function, to cycle through different playback modes. The modes can be, e.g., (1) playback of songs from a hard disk; (2) playback of music from a radio receiver built into the device; and (3) playback of voice messages. The first function for the Play button can be activated by momentarily depressing the Play button for a short period of time. The second function is invoked by depressing the Play button for a longer period of time whereupon the device cycles through the different modes. Other ways of invoking the functions are possible such as where the second function is automatically entered from a powered-down state.

In one embodiment, the invention provides a method for selecting songs to be played in an electronic audio device, wherein the device includes a display and one or more user input controls, wherein songs are organized into categories, albums, wherein songs and albums are associated with artist names. The method includes steps of displaying categories on the display; accepting signals from a user input control to select a category; displaying one or more songs in the selected category on the display; accepting signals from a user input control to select

a displayed song; and entering selected songs into a playlist queue, wherein the device plays back songs in the playlist queue.

According to one aspect of the present invention, a technique is provided for organizing tracks on a portable music player by automatically filing tracks in a hierarchical order based on attributes of the tracks.

According to another aspect of the invention, metadata is associated with each track that is used to automatically define the track's appropriate place in the hierarchy.

According to another aspect of the invention, the hierarchy is displayed on the portable music player so that a user can traverse the organizational hierarchy to find individual tracks or find playlists composed of logical groups of tracks.

According to another aspect of the invention, the hierarchy is derived by using metadata associated with the audio content that was obtained through any source of metadata (e.g. CDDB metadata, id3v2 metadata, other obtainable metadata) and subsequently stored with or alongside the file that stores the track.

According to another aspect of the invention, a file is formatted so that an unaltered track is stored as file data and information about the track is stored in file attribute files.

Other features and advantages of the invention will be apparent in view of the following detailed description and appended drawings.

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#### BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a schematic diagram of a tree structure for hierarchical filing of tracks;

Fig. 2 is a definition file that specifies the hierarchy depicted in Fig. 1;

Fig. 3 is a user's view of the hierarchy;

Fig. 4 is a schematic diagram of a user interface displaying the hierarchical category structure;

Fig. 5 is a diagram of a file format for storing filed data and file attributes;

Fig. 6 is a flow chart depicting steps for filing tracks according to the hierarchical

30 tree structure;

Fig. 7 depicts a tree resulting from searching the tracks;

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Fig. 8 depicts a format for a user interface;

Fig. 9 illustrates the NOMAD Jukebox and its user interface controls;

Fig. 10 illustrates a sequence of display screens describing how to navigate to

#### lower levels;

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Fig. 11 illustrates associations among items;

Fig. 12 shows display screens used to search for a song or other item;

Fig. 13 illustrates details of different items; and

Fig. 14 illustrates a playback device coupled to a host computer system.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

A preferred embodiment of the invention will now be described in the context of a portable personal player that plays audio files stored in memory. The files may be in MP3, wav. or other digital formats.

In the presently described embodiment, users are able to see the tracks on their player in some organized fashion other than as a single list of tracks. As will be described in more detail below, in one embodiment tracks are sorted utilizing a tree structure having branches labeled according to types of metadata associated with the tracks

For example, a track recorded as "Golden Slumbers" by the Beatles that appears on their album "Hey Jude" might appear as a track under the album "Abbey Road" as well as a track under the list of tracks by the Beatles. It might appear as a track under the genre "Pop Rock" as well as "Songs from the 60's." Furthermore, the organization can have more complex hierarchies. For example, the category of "Pop Rock" might contain subcategories "British Musicians," "American Musicians" and "Other Musicians". In all cases, the track is automatically filed into all appropriate locations without requiring user interaction.

In the currently defined embodiment, a tree structure is defined by a file having the following structure.

The first line of a TreeDef.inf file contains a version number:

V1.0

Each subsequent line (at least in v1.0) contains lines of the following format: CATEGORY\_NAME|TRACK\_TYPE\_MASK|CATEGORY\_STRUCTURE

CATEGORY\_NAMEs are the top-level names of the branch under which tracks are sorted. They include things like "Album," "Artist," "Voice Tracks," "All Tracks," etc.

TRACK\_TYPE\_MASKs tell which types of tracks are to be filed under this particular branch. The actual value is a hexadecimal numerical value (in '0x' format, e.g. 0x01) generated by ORing the following flags together as appropriate:

enum tTrackType

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kTTNothing=0x00,
                         kTTSong=0x01,
                         kTTVoice=0x02,
                         kTTBook=0x04,
 5
                         kTTMacro=0x08,
                         kTTPlaylist=0x10
                  };
             So, for example, the "Album" branch has a TRACK_TYPE_MASK of kTTSong,
     because only songs are filed under that branch, but the "All Tracks" branch has a
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     TRACK_TYPE_MASK of (kTTSong | kTTVoice | kTTBook).
                   Other elements might be added to tTrackType (e.g. kTTVideo) as appropriate.
                  CATEGORY_STRUCTUREs tell how to file the songs based on their metadata
     information. The CATEGORY_STRUCTURE is a string of characters that tell, from left to
     right, the order of hierarchy. The characters come from the following enum constants:
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                  enum tFileTag
                   {
                         kFTNone='@',
20
                         kFTTrackType=T',
                         kFTTitle='N',
                         kFTAudioFile='F',
                         kFTArtist='M',
                         kFTAlbum='L',
25
                         kFTGenre='G',
                         kFTSource='S',
                         kFTYear='Y',
                         kFTArtistCountry='C'
```

**}**;

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Thus, a CATEGORY\_STRUCTURE of LN tells to create a subcategory that is a list of Albums, each of which contains a list of Tracks.

In total, a line like:

Album|0x01|LN

Says to create a branch called "Album" which contains tracks of type kTTSong organized first by album name, and then by track name.

The following is an example of a tree definition file similar (though not identical) to the hierarchy presented in the Nomad Jukebox product (the 'B' before each FileTag was used to identify that these are basic tags so that we wouldn't run out of letters in the alphabet as we included more complex metadata – thus each group of two letters represents a level in the hierarchy):

V1.0

Album|0x01|BLBN

15 Artist|0x01|BMBN

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Genrel0x01|BGBN

Voice Tracks|0x02|BSBGBN

Playlists 0x10 BN

Macros|0x08|BN

20 Ali Tracks|0x07|BN

Fig. 1 depicts a hypothetical organization hierarchy. The tree shows how tracks might be listed (as leaves in the tree) after having been organized. Example values for nodes in the tree are shown as well. The same track may appear more than once as a leaf in the tree, as described above, if it fits into multiple categories (e.g. a song that appears on the Abbey Road branch would also appear in the Beatles branch). In the example shown, the first branch contains tracks organized by album. As shown in the example, this music collection contains three tracks from "Abbey Road" and three tracks from "Hits from the 60's". The second branch contains tracks organized by artist, and sub organized by where the artist is from. Thus, a user browsing would first select the "Artists" branch and then choose between "British Artists" and "American Artists". Finally, they would select the particular artist. In the third branch, all tracks are shown.

The tree definition file that would specify the hierarchy shown in Figure 1 is shown in Figure 2.

The first line identifies the version of the tree definition file.

The second line defines the "Albums" branch. The first part of the line, "Albums" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BLBN," defines that the branch lists first the names of all albums (BL) and then tracks on those albums (BN).

The third line defines the "Artists" branch. The first part of the line "Artists" defines the name of the branch. The second part, "0x01," defines that all musical tracks should be categorized on this branch. The third part, "BCBMBN," defines that the branch lists first the names of all countries where artists in this collection come from (BC) and under those items, the artists' names (BM), and then tracks by those artists (BN).

Fig. 3 shows what a user's view of this hierarchy might be if he/she were shown a fully expanded view of the 6-song tree. Notice that each song appears three times, once in each branch.

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In consumer products the tree define file is not edited directly but through a user interface, one example of which is depicted in Fig. 4. An example of a user interface for viewing songs by category and editing the tree structure is depicted in Fig. 4.

An embodiment of the invention is utilized in the Nomad® Jukebox, manufactured by the assignce of the present invention, and described more fully in the copending application, filed on the same date as the present application, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," (Attny. Docket No. 17002-020800).

In a preferred embodiment, metadata is associated with each track and includes such information as title, genre, artist name, type, etc. In the preferred embodiment, software stored in a portable player and executed by the onboard processor automatically files each track in the correct category utilizing the associated metadata and the tree define file. The program code can be stored in any computer readable medium including magnetic storage, CD ROM, optical media, or digital data encoded on an electromagnetic signal.

Thus, the user is automatically provided with a powerful and flexible tool for organizing and categorizing the tracks stored on the portable player.

If the tracks are formatted in MP3 format the metadata can be stored in ID3 tags included in the MP3 file. In one embodiment of the invention, the tracks are stored in alternate file format including file data and file attributes. The file data is the music track itself and the file attributes part of the file includes fields of arbitrary size which are used to store metadata characterizing the track stored as the file data. Again this metadata includes information about the track such as title, genre, artist name, type, etc.

There are several advantages to using the alternate file format. Metadata of types not easily included in an ID3 tag can be utilized. Further, the original track format is not changed, so that error correction data such as checksums are valid. Finally, any file format can be used (e.g. WAV, WMA, etc.) because the metadata is stored separately, and thus audio formats that have limited support for metadata can still be stored on the portable player in native format without transcoding. The formatted files are formed by software stored in the portable music player and executed by an on-board processor.

The metadata for each track is utilized to file each track, using the categories defined in the hierarchical structure as described above, without any input from the user.

Fig. 5 is a schematic diagram of the alternative file format including file data in the form of an MP3 track, and metadata fields for holding data indicating the name of the album the track is from, the name of the song, the genre of the song, and the type of track.

A particular embodiment of a file format will now be described. All tracks are created with some set of attributes as shown below:

Definition of TrackInfo Data Field

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Field	Offset	Size	Description
Attribute Count	0	2	The number of attribute follow for the track
Attr 1 type	2	2	Binary = 0, ASCII = 1
Attr I name len	4	2	Length of attribute name string
Attrl data len	6	4	Length of attribute data
Attr1 Name	10	N	Attribute name string
Attr 1 Data	10+N	М	Attribute data

			 ·
Attr N type			 
Attr 1 name len		,	 <del>-</del>
Attrl data len			
Attrl Name			*
Attr 1 Data ·			

Required Attributes		·
Attribute Name	Value(s)	Remarks
TITLE	ASCII string	Required By Jukebox
CODEC	"MP3", "WMA", "WAV"	Required By Jukebox
TRACK ID	DWORD	Set By Jukebox
ALBUM	ASCII string	Optional
ARTIST	ASCII string	Optional
GENRE	ASCII string	Optional
LENGTH	In seconds	Optional
TRACK SIZE	In bytes	Optional
TRACK NUM	1-n (track within album)	Optional

These attributes can be subsequently changeable via a host application,

5 running on a personal computer connected to the portable music player.

Fig. 6 shows a flow chart of an embodiment the process used to build the hierarchical database of tracks. It starts by iterating through each track, and, for each track, iterating through each branch to find if the track belongs on the branch, and, if so, where. In this

case, the term track could refer to any content, e.g. a music track, a spoken word track, or even a video track.

Also, the hierarchical catalog of tracks can be used to form playlists in a structured manner. For example, if a user wants to hear Jazz and Blues the entire sub-categories can be selected to form one playlist.

An alternative hierarchical catalog generation technique will now be described. In this alternative embodiment, at system startup and as tracks are added or changed, the hierarchy is generated as an in-memory tree structure. Each track is added to the tree using the categories ALBUM, ARTIST and GENRE.

The following example shows the algorithm for adding a track. For clarity, only the attributes used by the tree are shown.

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TITLE	"Free Falling"
ALBUM	"Full Moon Fever"
ARTIST	"Tom Petty"
GENRE	"Rock"
TRACK NUM	1

The following function is executed to build the in-memory memory tree.

Build Tree ()

20 For each track,

Add Track To Category(Album, Track)

Add Track To Category(Artist, Track)

Add Track To Category(Genre, Track)

End of Build Tree

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Fig. 7 depicts a tree which could result from implementing Build Tree() function.

Note that "Stardust" does not have any entries for Album or Artist. The host software running

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on a computer connected to the portable music player could be utilized to add missing attributes to the "Stardust" track and, optionally, edit the title attribute. The Build Tree() function would then reinsert this track in the correct location in the tree.

Fig. 8 is an embodiment of a user interface according to another embodiment of the invention. In this example the root node is labeled "My Configuration" and the Playlist category has been selected and the Playlist subcategory "Meddle" has been selected. Note that the types of Metadata, in this example, Track Name, Artist, Album, Tempo and Dance, are listed across the top of the screen, and the attribute values for each track are listed in a row across the screen. Various control buttons are displayed to the right of configuration window that facilitate quickly invoking selected processing on a selected track.

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As noted above, a preferred embodiment of the present invention is incorporated into a product manufactured and distributed by Creative Technology, Ltd. The product is called the "NOMAD Jukebox." The following description describes further details of the display screens and interface controls.

Fig. 9 illustrates the NOMAD Jukebox and its user interface controls.

In Fig. 9, electronic audio device 100 measures about 5.5" wide by 5.5" tall by 1" thick. Display screen 102 is about 2" wide by 1" tall. Display screen 102 includes different regions such as main region 104 and soft button function description region 106.

Three soft buttons are located at 108; including buttons 110, 112 and 114. The specific command, or function, that any of the soft buttons perform when depressed is indicated by the label in soft button function description region 106. Thus, the function of soft button 112 (as shown in Fig. 9) is "open," the function of soft button 114 is "search" while soft button 110 is currently not assigned a function.

The other eight buttons on device 100 perform essentially the same functions at all times. In other words, they are not subject to function changes according to soft button function description area 106. These buttons include Library button 116, EAX and System button 118, Skip Backward button 120, Play button 122, Stop button 124, Skip Forward button 126, Scroll Up button 128 and Scroll Down button 130. However, as discussed below, these buttons (or any type of controls used with the device) can include alternate functionality that is invoked in different ways.

The device uses visual cues, or indicators, in the display. When an item is highlighted it indicates that the item is the "current" item, or currently-selected item, which is susceptible to be operated on by a subsequent user action – such as playback, or expansion of the item. In Fig. 1, screen 102 shows that the item, "ALBUMS," is highlighted. The highlighted item can be acted upon by using the soft buttons, or another button, as discussed below. The current item can be changed by using Scroll Up button 128 and Scroll Down button 130 to move the highlight up or down, respectively, throughout a list of displayed items.

Icons are used to provide additional visual cues for an item. In Fig. 1, each of the categories has a category icon to the left of it. The category icon, which may not be distinctly visible in the Figure, illustrates a first box connected by lines to additional boxes below the first box. The icon depicts a hierarchy and illustrates the property of categories, i.e., that categories can contain additional categories, songs or other items.

Fig. 10 illustrates a sequence of display screens describing how to navigate to lower levels.

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In Fig. 10, library category screen 150 shows the display as it appears when the user depresses library button 116 of Fig. 9. A preferred embodiment of the device uses 4 first-level categories. These are "Albums", "Artists," "Styles" and "Play Lists". Each of these categories can "contain," or be associated with, other categories, songs, or items.

Note that in library category screen 150 ALBUMS is currently highlighted. By depressing soft button 112 of Fig. 9, the "open" command is performed on the highlighted category, as indicated by the labeling of soft button 112 and soft button function description area 152 of Fig. 10.

Lists screen 154 is displayed as a result of a user opening the Albums category of library category screen 150. Lists screen 154 shows items within the Albums category such as commercial albums of multiple songs from a record label, pre-made lists or collections created by a user, or other predefined lists or collections of songs or recordings.

In Fig. 10, lists screen 154 shows each item as a list of songs. This is shown visually by the icon to the left of each item which depicts a miniature list. Possible soft button commands are "Close", "Open" and "Queue". These commands correspond to soft buttons 110, 112 and 114, respectively. If the user selects the Close command, the display reverts to library category screen 150. If the user selects the Open command, the display shows tracks screen 156.

Alternatively, the user can select the Queue command to instruct the device to place all the songs from the selected (i.e., highlighted) list into the play list for eventual playback. Yet another option allows the user to press play button 122 of Fig. 9 to cause any currently-selected songs or a list of songs (e.g., an album) to immediately be played.

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Returning to Fig. 10, tracks screen 156 shows that a single song called "JukeBox Demo" is in the list. The list is also called JukeBox Demo as shown in lists screen 154. Tracks screen 156 shows possible soft commands assigned to buttons, namely "Close", "Details" and "Queue." The Close button performs the same function as before — it returns the user to the previous screen which, in this case, is lists screen 154. The user can also select the Details command to cause details of the song JukeBox Demo to be displayed in details screen 158 as shown in Fig. 10. The user can select the Queue command by soft button 114 to enter the selected song into the play list queue. As before, the user can also depress play button 122 of Fig. 9 to cause immediate playback of the selected song.

Details screen 158 shows information about the selected song including the name of the song, album (or list) name containing the song; the track number, if applicable, and track duration. Note that other information can be included. The user can preview the song, close the Details screen to return to the Tracks screen or queue the song on the play list queue.

The device provides the ability to "preview" audio files even while a current song, or playlist, is being played. When a user chooses to preview an audio file, the audio file is played for about 10 seconds while any currently-played file or playlist is suspended. After previewing is complete, the suspended file or playlist resumes playback. In other embodiment, the preview duration can vary, or be stopped by user selection.

Fig. 11 illustrates associations among items.

In Fig. 11, song 168 is one of many songs stored in the device. Categories such as albums 160, artists 162, play lists 164 and genres 166 each include sub-categories. For example, albums 160 includes the names of various albums. Songs are associated with albums, genres and playlists. Such association can be by using pointers, a data structure including items to be associated, etc. "Association" as used herein, includes a first item associated with a second item; and the second item associated with the first item. In other words, albums can be associated with one or more songs in the database of the device so that an automated search to find all songs

associated with an album is easier. The direction of arrow pointers in Fig. 11 is not intended to limit the manner of associations among items in the present invention.

Similar to albums, the category of artists 162 includes names of artists, or performers, of songs. Each artist name is associated with one or more songs in the database. Playlists 164 includes names of playlists. These are collections of songs that can be defined by the user, the device manufacturer, or others. Each playlist can be associated with one or more songs. Genres 166 includes various styles of music which are associated with one or more songs in the database. Note that items can exist without being associated with a song. Also, items can be associated with other items as where an artist name is associated with the albums containing the songs that the artist has created.

Although not shown in Fig. 11, items can have additional information, such as properties, details, etc., associated with the item. For example, a song can have information such as play time, artist name, artist album, copyright owner, etc., associated with the song.

Fig. 12 illustrates display screens used to search for a song or other item.

In Fig. 12, screen 180 is the initial library screen, as discussed above. If the user invokes the Search command (via the appropriate soft button) with Albums selected then screen 182 is displayed. Note that the search function can be applied to any of the categories. The user can depress the Plus or Minus soft buttons to cycle through the alphabet and change the character in the current location as indicated by the cursor. The cursor position is changed by using the scroll up/scroll down buttons 128 and 130, respectively, of Fig. 9. As each letter is entered the letters are compared and the nearest match of the stored albums' names is displayed as shown in screen 184. When the desired match is displayed the user selects the Go! command.

Screen 186 shows the result of selecting the Gol command. A list of albums is displayed with the matched album centered and selected. The user can close, open or queue the album as discussed above.

Fig. 13 illustrates details of different items.

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In Fig. 13, screen 200 illustrates details displayed as a result of selecting the "Details" command from soft button 1A track is selected. Screen 200 shows that details of the track "Jukebox Demo" shows the name of the album that the track resides on, the creator, or copyright owner, of the track, and the playing time of the track.

Screen 202 illustrates details of an item on the active queue list. Items are placed onto the active queue list by selecting the "Queue" command when an album, song, track, or other item is selected, as discussed above. For example, screen 204 shows the active queuelist where the track "Jukebox Demo" is selected. By invoking the "Details" command screen 202 is brought up to show details of the Jukebox Demo track.

As shown in screen 202, the Detail screen shows what track number the selected track is, which album the track is from; the creator, or copyright owner, of the track, and the title of the track. Additionally, the details for an item on the queue list also show playback settings. These are shown by two-letter abbreviations at the bottom of the screen. The settings are as show in Table I, below.

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	Environmental Preset
EA	
	Parametric EQ
EQ	
	Headphone Spatialization
HS -	•
	Time Scaling
TS	
	Four Channel Speaker Sound
48	(only if speakers are connected)

TABLE I

These settings have their common meanings, as is known in the art. Note that the setting 4S is not shown in screen 202 as it is not currently active.

Fig. 14 illustrates the Nomad Jukebox coupled to a host computer system.

In Fig. 14, device 300 (e.g., the Nomad Jukebox) is coupled to host system 302.

In a preferred embodiment host system 302 is a personal computer, such as an IBM-PC compatible computer. Host system 302 includes a user interface having display 304 and user input devices such as keyboard 306 and mouse 308. In other embodiments the host system need not be a full computer system. Any type of processing system having a user interface is possible. For example, it is possible to couple the device to a laptop computer, game console, web-enabled television, or any consumer electronic device or digital platform, in general. The host user interface need not provide a display and can be much more minimal than the keyboard and mouse shown in Fig. 14. A preferred embodiment of the invention uses a Universal Synchronous Bus (USB) connection but any type of connection such as IEEE 1394 (FireWire), Ethernet, Serial Port, etc. can be used. A wireless (i.e., optical or radio frequency) connection

Once device 300 is coupled to host system 302, a user of host system 302 can launch a bridge interface to allow for the transfer of files between device 300 and host system 302. In a preferred embodiment, once the bridge interface is launched, the controls of device 300 are inoperable. The user interface of host system 302 is used to operate the bridge interface to transfer files.

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can be used.

The invention has now been described with reference to the preferred embodiments. Alternatives and substitutions will now be apparent to persons of skill in the art.

WHAT IS CLAIMED IS:

PATENT

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

# AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA ABSTRACT OF THE DISCLOSURE

A method, performed by software executing on the processor of a portable music playback device, that automatically files tracks according to hierarchical structure of categories to organize tracks in a logical order. A user interface is utilized to change the hierarchy, view track names, and select tracks for playback or other operations. The user interface uses an overlapping hierarchy of categories. A song title can be accessed in multiple different ways by starting with different categories. A preferred embodiment of the invention uses the top-level categories "Albums", "Artists", "Genres" (or styles), and "Play Lists". Within the Albums category are names of different albums of songs stored in the device. Within each album are the album tracks, or songs, associated with that album. Navigation is performed by presenting a sequence of display screens for each level of the hierarchy.

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SHESTITUTE SPECIFICATION- MARKED UP VERSION

Attorney Docket No.: 17002-022500US Client Reference No.: CT-1139

# PATENT APPLICATION

# AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

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PATENT
Attorney Docket No.: 17002-022500US
Client Reference No.: CT-1139

# AUTOMATIC HIERARCHICAL CATEGORIZATION OF MUSIC BY METADATA

OBUENES

#### CROSS-REFERENCES TO RELATED APPLICATIONS

This application is related to Application No. <u>09/755,629</u>, entitled "System for Selecting and Playing Songs in a Playback Device with a Limited User Interface," <u>now abandoned (Atty-Docket No. 17002-020800)</u>, and Application No. <u>09/755,367</u>, entitled "Audioplayback Device with Power Savings Storage Access Mode," <u>issued as U.S. Patent No. 6,590,730 (Atty-Docket No. 17002-032400)</u>, all filed January 5, 2001, the disclosures of which are incorporated herein by reference.

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Today, portable consumer electronic devices are more powerful than ever. For example, small, portable music playback devices can store hundreds, even thousands, of compressed songs and can play back the songs at high quality. With the capacity for so many songs, a playback device can store many songs from different albums, artists, styles of music, etc.

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Music jukeboxes implemented in software executed by a digital computer and portable MP3 and CD players both provide facilities for forming playlists. For example, the OOZIC player, distributed by the assignee of the present application, runs on a host PC and has a playlist feature that allows selection of tracks from the PC's hard disk to be included in the playlist.

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As storage capacity increases and songs are compressed to shorter file lengths the number of songs that can be stored increases rapidly. Major problems facing the consumer are organizing and accessing the tracks.

Typically, portable devices have a user interface including a small screen and buttons. Such a display screen might be, e.g., 1" x 2". This small display size is necessary because of the physical size of the device which is typically carried in the hand. The small size also limits the number, size, shape, and types of user input controls that can be mounted on the