

TO: <b>Mail Stop 8</b> <b>Director of the U.S. Patent and Trademark Office</b> P.O. Box 1450 Alexandria, VA 22313-1450	<b>REPORT ON THE</b> <b>FILING OR DETERMINATION OF AN</b> <b>ACTION REGARDING PATENT OR</b> <b>TRADEMARK</b>
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In Compliance with 35 U.S.C. § 290 and/or 15 U.S.C. § 1116 you are hereby advised that a court action has been filed in the U.S. District Court Western District of Wisconsin on the following  Patents or  Trademarks:  
**THEHERSA M. OWENS, CLERK**

DOCKET NO.	DATE FILED <b>11/16/2007</b>	U.S. DISTRICT COURT Western District of Wisconsin	CASE #
PLAINTIFF MOAEC, Inc.		DEFENDANT MusicIP Corporation; Imation Enterprises Corporation; Pandora Media, Inc.; National Radio Holdings, L.L.C.; J. River Inc.; All Media Guide L.L.C.; and Napster, L.L.C.	
<b>07 G 0654</b>		<b>S</b>	
PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK	
1 U.S. Pat. 5,969,283	10/19/1999	MOAEC, Inc.	
2 U.S. Pat. 6,232,539	5/15/2001	MOAEC, Inc.	
3 U.S. Pat. 6,953,886	10/11/2005	MOAEC, Inc.	
4 U.S. Pat. 7,205,471	4/17/2007	MOAEC, Inc.	
5		<b>SOLICITOR</b>	

**NOV 23 2007**

In the above—entitled case, the following patent(s)/ trademark(s) have been included: **U.S. PATENT & TRADEMARK OFFICE**

DATE INCLUDED	INCLUDED BY			
	<input checked="" type="checkbox"/> Amendment	<input checked="" type="checkbox"/> Answer	<input checked="" type="checkbox"/> Cross Bill	<input checked="" type="checkbox"/> Other Pleading
PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK		
1				
2				
3				
4				
5				

In the above—entitled case, the following decision has been rendered or judgement issued:

DECISION/JUDGEMENT

CLERK <b>HERESA M. OWENS</b>	(BY) DEPUTY CLERK <i>[Signature]</i>	DATE <b>11-19-07</b>
---------------------------------	---	-------------------------

Copy 1—Upon initiation of action, mail this copy to Director Copy 3—Upon termination of action, mail this copy to Director  
 Copy 2—Upon filing document adding patent(s), mail this copy to Director Copy 4—Case file copy

**SONY Exhibit 1010**  
**SONY v. Creative**



**UNITED STATES DEPARTMENT OF COMMERCE  
Patent and Trademark Office**

Address: COMMISSIONER OF PATENTS AND TRADEMARKS  
Washington, D.C. 20231

SERIAL NUMBER	FILING DATE	FIRST NAMED APPLICANT	B	ARTICLE 150 DRAWING NO.
097090-043	06/17/90	LOONEY		104130-0001

MM41/0826

WILLIAM A LOGINOV  
CESARI AND MCKENNA  
30 ROWES WHARF  
BOSTON MA 02110

WITKOWSKI

ARTICLE 150	PAPER NUMBER
2835	7

DATE MAILED: 08/26/99

A.  The petition filed \_\_\_\_\_ under 37 CFR 1.312(b) is granted.  
The paper has been forwarded to the examiner for consideration on the merits.

B. The amendment filed 5-21-99 under 37 CFR 1.312 has been considered, and has been:

- 1.  entered
- 2.  entered as directed to matters of form not affecting the scope of the invention (0.3311).
- 3.  disapproved. A report appears below.
- 4.  entered in part. A report appears below.

Report:

**Stanley Witkowski  
Primary Examiner**

PLEASE FURNISH YOUR ZIP CODE IN ALL CORRESPONDENCE

**PART B—ISSUE FEE TRANSMITTAL**  
Best Available Copy

Complete and mail this form, together with the applicable fees, to: **Box ISSUE FEE**  
**Assistant Commissioner for Patents**  
**Washington, D.C. 20231**

**MAILING INSTRUCTIONS:** This form should be used for transmitting the ISSUE FEE. Blocks 1 through 4 should be completed where appropriate. All further correspondence including the Issue Fee Receipt, 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.

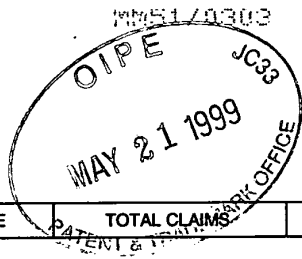
Note: The certificate of mailing below can only be used for domestic mailings of the Issue Fee Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing.

**Certificate of Mailing**

I hereby certify that this Issue Fee Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Box Issue Fee address above on the date indicated below.

CURRENT CORRESPONDENCE ADDRESS (Note: Legibly mark-up with any corrections or use Block 1)

WILLIAM A LOGINDV  
CESARI AND MCKENNA  
30 ROWES WHARF  
BOSTON MA 02110



(Depositor's name)

(Signature)

(Date)

APPLICATION NO.	FILING DATE	TOTAL CLAIMS	EXAMINER AND GROUP ART UNIT	DATE MAILED
09/098,943	06/17/98	018	WIJKOWSKI, S 2837	03/03/99
First Named Applicant: LOONEY,		35 USC 154(b) term ext. = 0 Days.		

TITLE OF INVENTION: **MUSIC ORGANIZER AND ENTERTAINMENT CENTER**

ATTY'S DOCKET NO.	CLASS-SUBCLASS	BATCH NO.	APPLN. TYPE	SMALL ENTITY	FEE DUE	DATE DUE
3	104130-0001	084-609.000	P28 UTILITY	YES	\$605.00	06/03/99

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363). Use of PTO form(s) and Customer Number are recommended, but not required.

- Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.
- "Fee Address" indication (or "Fee Address" indication form PTO/SB/47) attached.

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 agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.

- 1 Cesari and McKenna LLP
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_

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 PTO or is being submitted under separate cover. Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE: **Looney Productions, LLC**

(B) RESIDENCE: (CITY & STATE OR COUNTRY)  
**Lexington, Massachusetts**

Please check the appropriate assignee category indicated below (will not be printed on the patent)

- Individual
- Corporation or other private group entity
- government

4a. The following fees are enclosed (make check payable to Commissioner of Patents and Trademarks):

- Issue Fee
- Advance Order - # of Copies 10

4b. The following fees or deficiency in these fees should be charged to:

DEPOSIT ACCOUNT NUMBER 03-1237  
(ENCLOSE AN EXTRA COPY OF THIS FORM)

- Issue Fee
- Advance Order - # of Copies 10

The COMMISSIONER OF PATENTS AND TRADEMARKS IS requested to apply the Issue Fee to the application identified above.

Authorized Signature: *Joseph J. Reg. No. 36,142*

(Date) **5/21/99**

NOTE: The Issue Fee will not be accepted from anyone other than the applicant; a registered attorney or agent; or the assignee or other party in interest as shown by the records of the Patent and Trademark Office.

**Burden Hour Statement:** This form is estimated to take 0.2 hours to complete. Time will vary depending on the needs of the individual case. Any comments on the amount of time required to complete this form should be sent to the Chief Information Officer, Patent and Trademark Office, Washington, D.C. 20231. **DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND FEES AND THIS FORM TO: Box Issue Fee, Assistant Commissioner for Patents, Washington D.C. 20231**

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.

05/26/1999 RTSEGAY1 00000039 09098843

01 FC:242  
02 FC:561

605.00 OP  
30.00 OP

MAY 27 1999

TRANSMIT THIS FORM WITH FEE

OIPE  
 MAY 21 1999  
 PATENT & TRADEMARK OFFICE  
 JC33

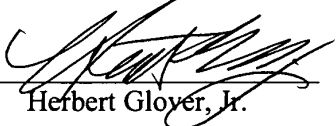
PATENTS  
 104130-0001

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

In Re The Application of:	)	
Brian M. Looney et al.	)	
	)	Batch No.: P88
Serial No.: 09/098,843	)	
	)	
Filed: June 17, 1998	)	Examiner: S. Witkowski
	)	
For: MUSIC ORGANIZER AND EN-	)	
TERTAINMENT CENTER	)	Art Unit: 2837
	)	
	)	Cesari and McKenna, LLP
	)	30 Rowes Wharf
	)	Boston, MA 02110
	)	May 21, 1999

**CERTIFICATE OF EXPRESS MAILING**

“Express Mail” Mailing-Label Number: EL310200398US  
 I hereby certify that the following Issue-Fee Transmittal is being deposited with the United States Postal Service “Express Mail Post Office to Addressee” service pursuant to 37 C.F.R. §1.10 in an envelope addressed to Box Issue Fee, Assistant Commissioner for Patents, Washington, D.C. 20231, on May 21, 1999.

  
 \_\_\_\_\_  
 Herbert Glover, Jr.

Honorable Commissioner of Patents and Trademarks  
 Washington, D.C. 20231

Sir:

**ISSUE-FEE TRANSMITTAL**

In response to the Notice of Allowance and Issue Fee Due mailed March 3, 1999, for the above-identified application, enclosed are the following documents:

- Microfiche Appendix
- Amendment Under 37 CFR 1.312 (a)

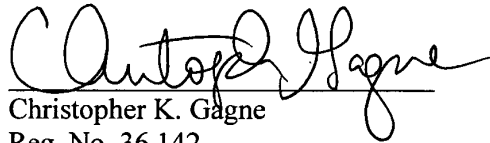


- Issue Fee Transmittal Form PTOL-85b;
- a Letter To Official Draftsman accompanied by formal drawings of Figures 1-28 (27 sheets);
- a check for \$635 to cover the issue fee the advance order of soft copies of the Letters Patent.

Please charge any additional fee occasioned by this paper to our Deposit Account

No. 03-1237.

Respectfully submitted,



Christopher K. Gagne  
Reg. No. 36,142  
CESARI AND MCKENNA, LLP  
30 Rowes Wharf  
Boston, MA 02110-2699  
(617) 951-2500

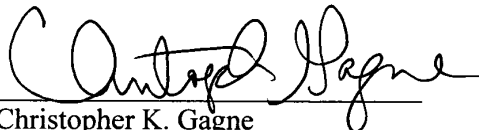


PATENTS  
104130-0001

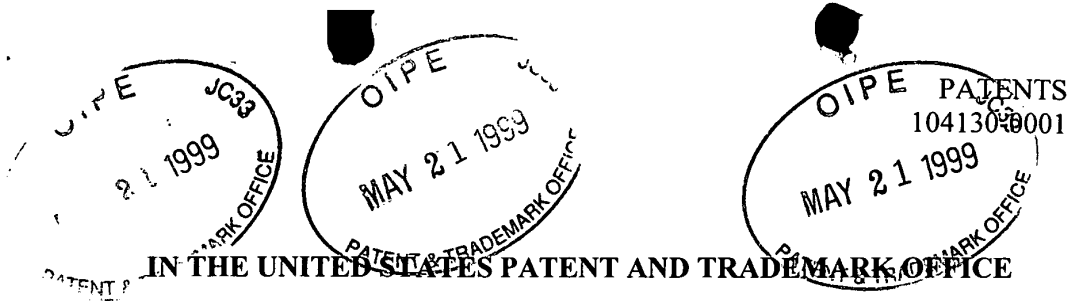
Please charge any additional fee occasioned by this paper to our Deposit Account

No. 03-1237.

Respectfully submitted,



Christopher K. Gagne  
Reg. No. 36,142  
CESARI AND MCKENNA, LLP  
30 Rowes Wharf  
Boston, MA 02110-2699  
(617) 951-2500



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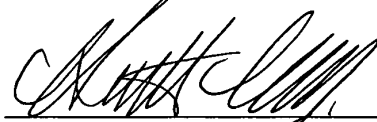
In Re The Application of:	)	Batch No.: P88
Brian M. Looney et al.	)	
	)	Examiner: S. Witkowski
Serial No.: 09/098,843	)	
	)	
Filed: June 17, 1998	)	Art Unit: 2837
	)	
For: MUSIC ORGANIZER AND EN-	)	
TERTAINMENT CENTER	)	

Cesari and McKenna, LLP  
 30 Rowes Wharf  
 Boston, MA 02110  
 May 21, 1999

**CERTIFICATE OF EXPRESS MAILING**

“Express Mail” Mailing-Label Number: EL310200398US

I hereby certify that the following Amendment Under 37 CFR 1.312(a) (4 pages), Issue Fee Transmittal, Issue Fee Transmittal Form PTOL-85B (1 page), Microfiche Appendix, Letter to Official Draftsman (2 pages), formal drawings (27 sheets), and check for \$635 are being deposited with the United States Postal Service “Express Mail Post Office to Addressee” service pursuant to 37 C.F.R. §1.10 in an envelope addressed to Box Issue Fee, Assistant Commissioner for Patents, Washington, D.C. 20231, on May 21, 1999.

  
 \_\_\_\_\_  
 Herbert Glover, Jr.

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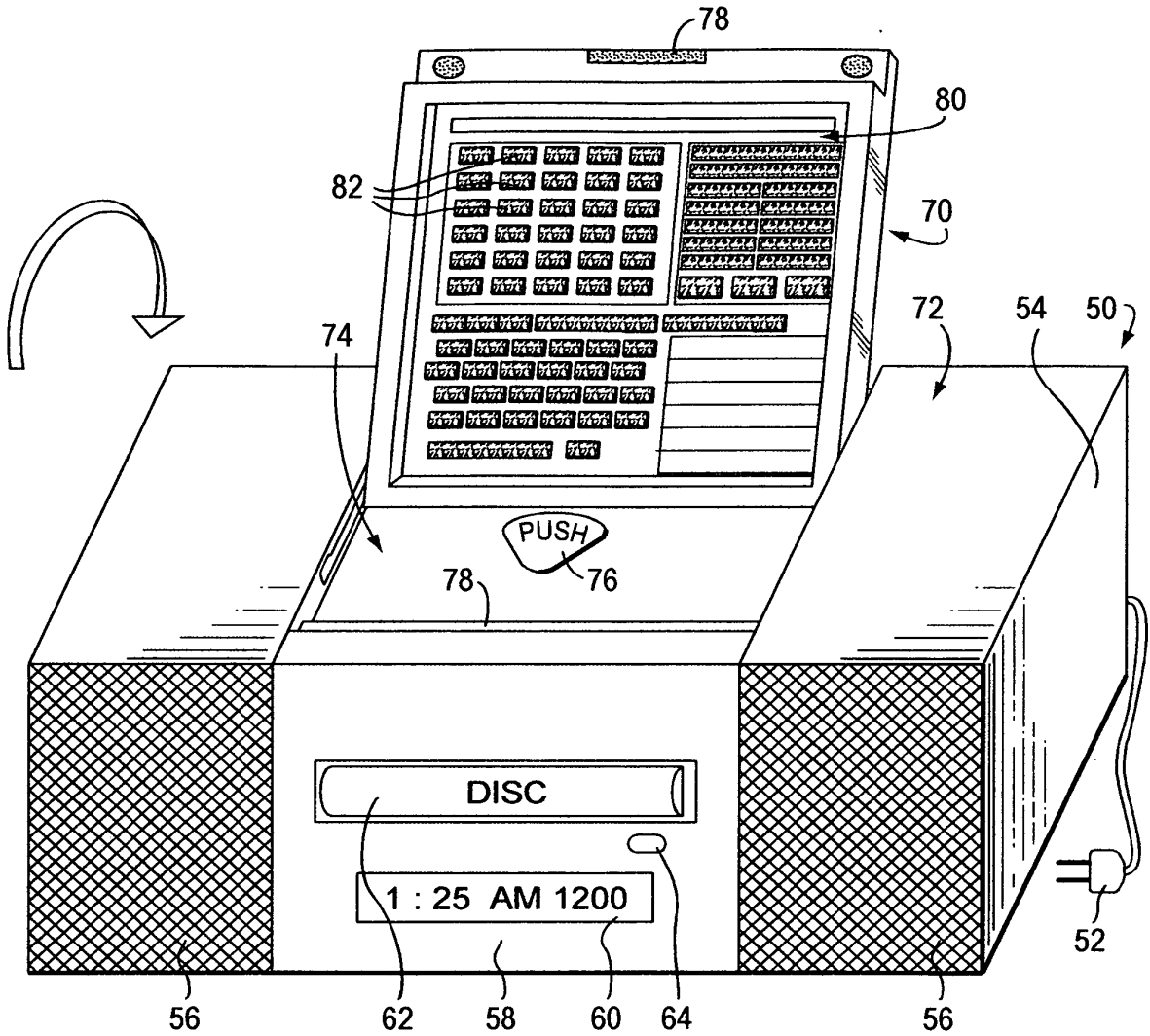


FIG. 1

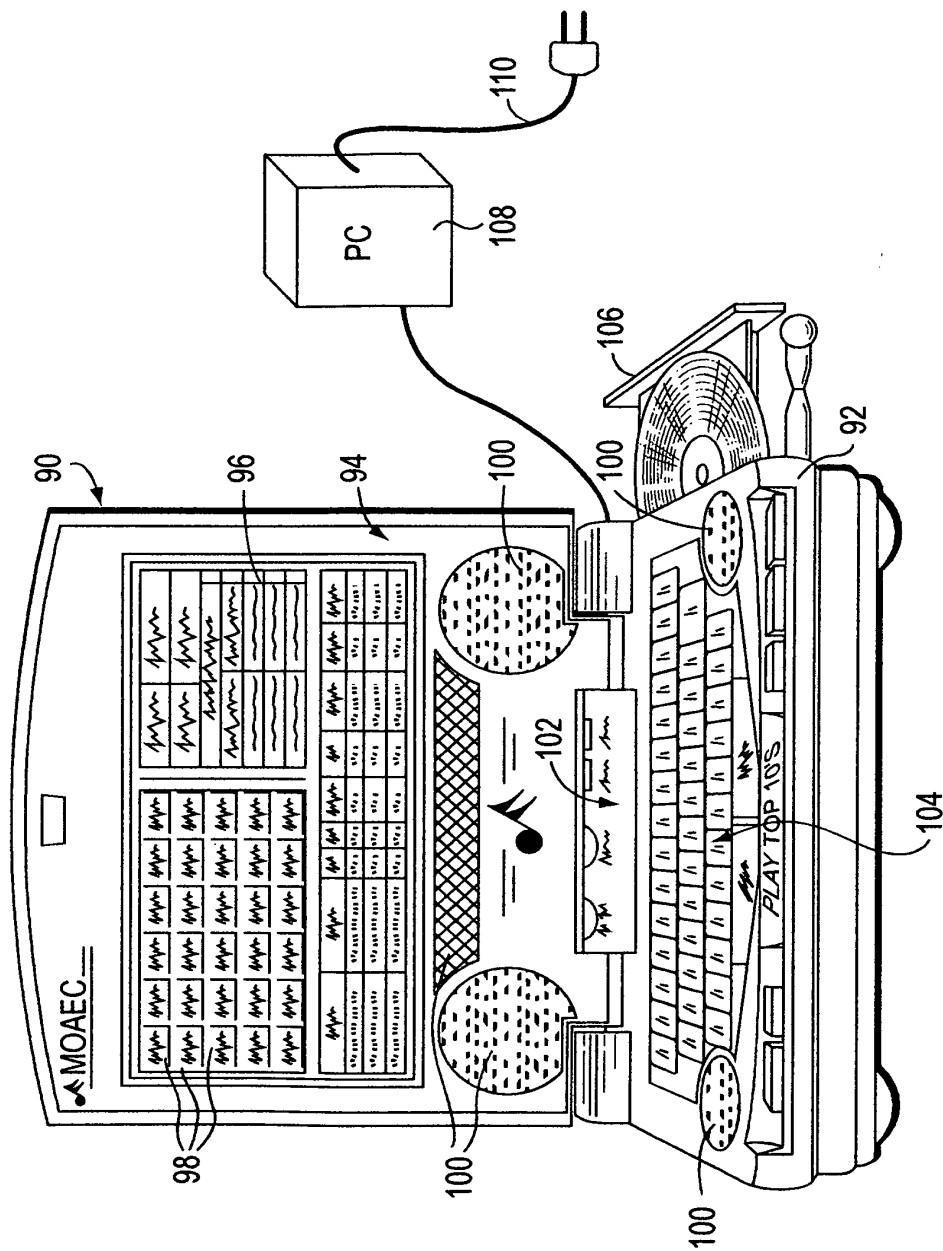


FIG. 2

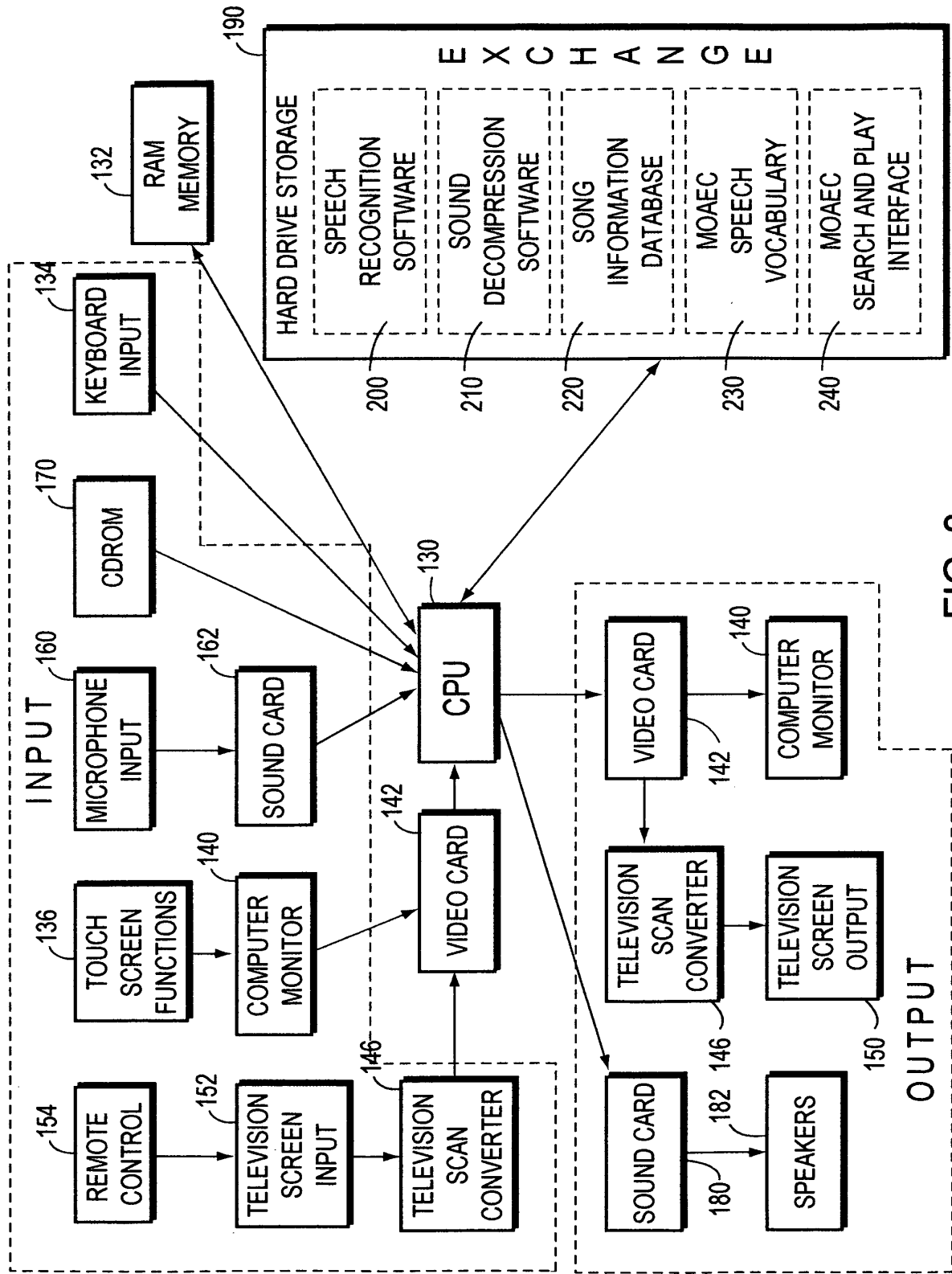


FIG. 3

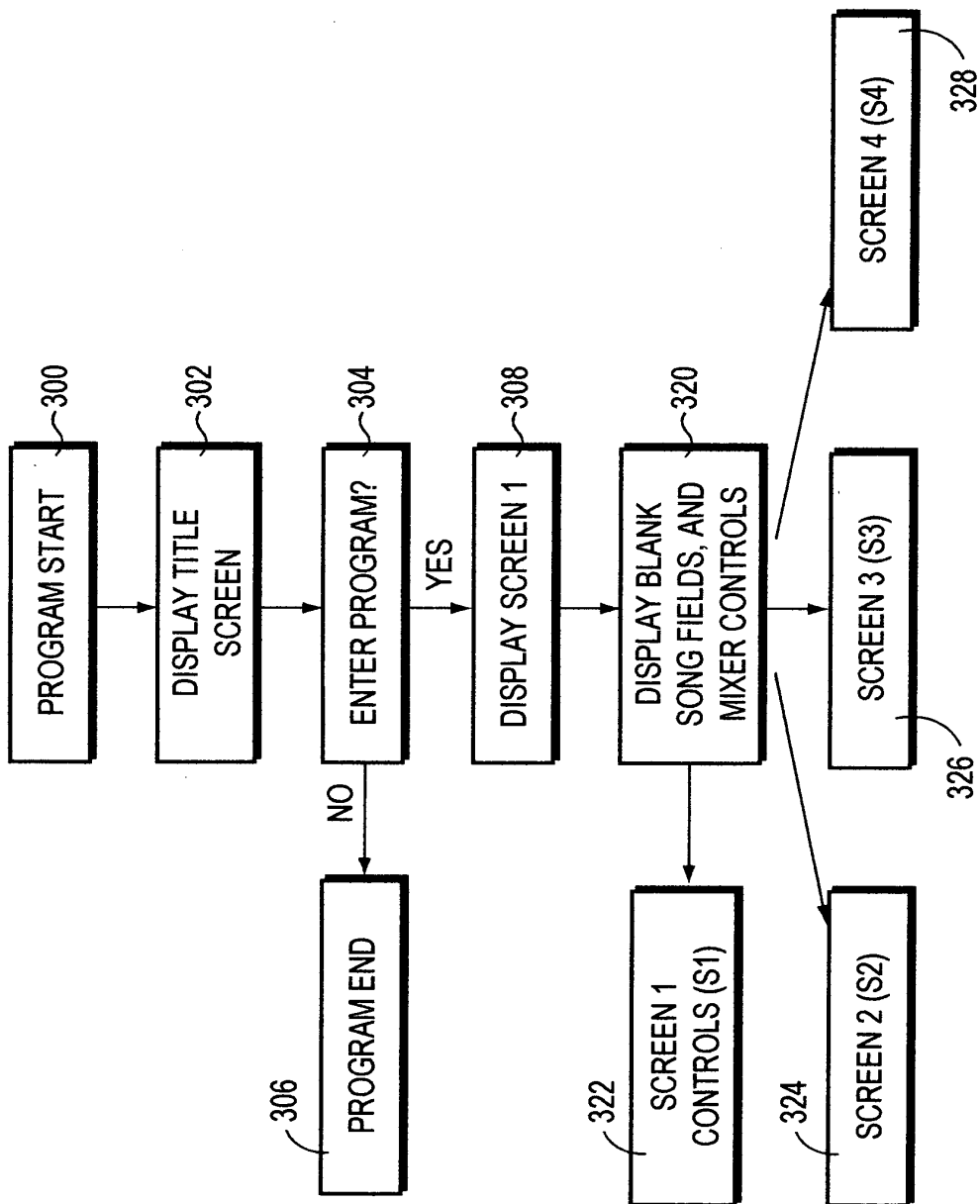


FIG. 4



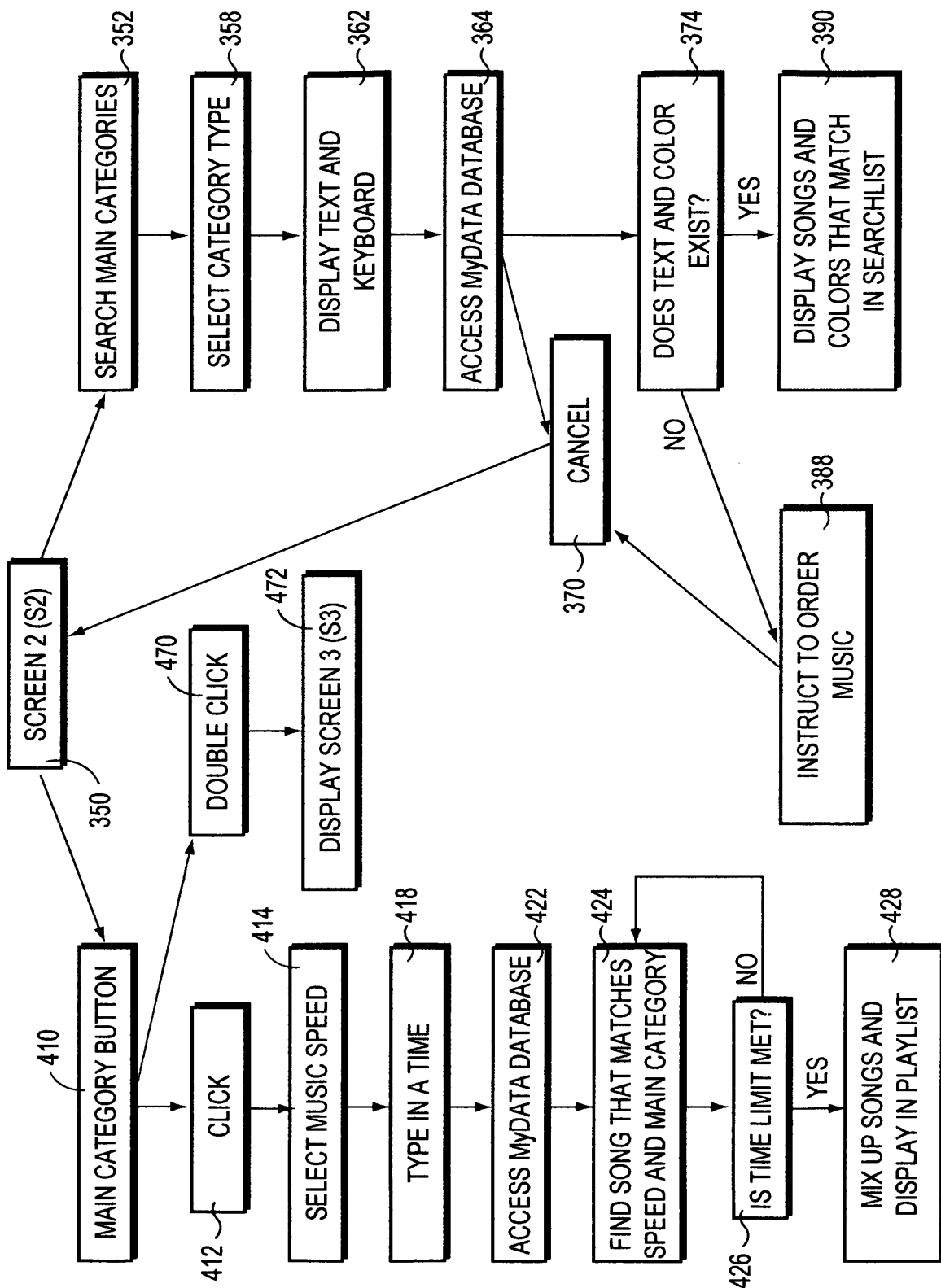


FIG. 5

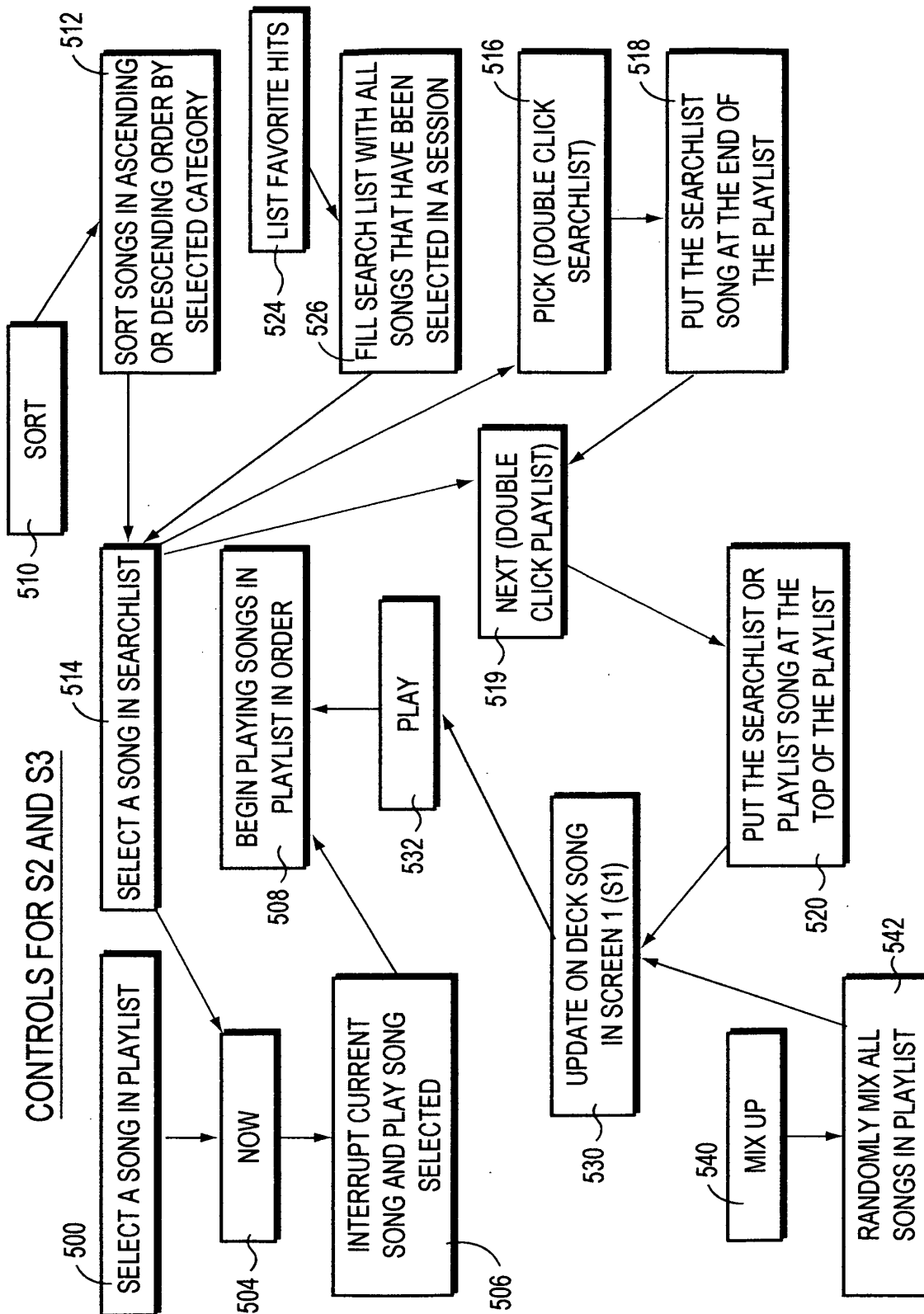


FIG. 6

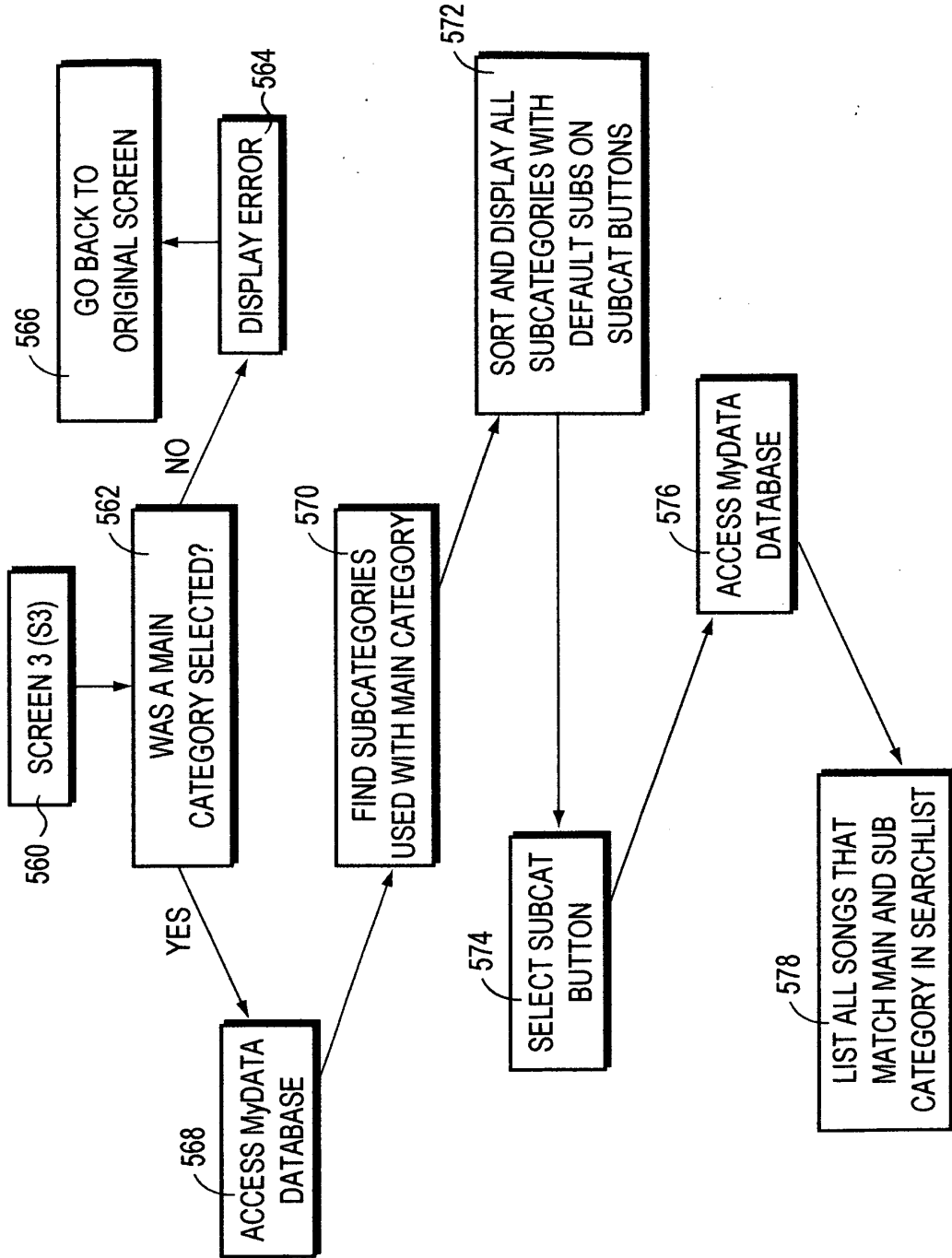


FIG. 7

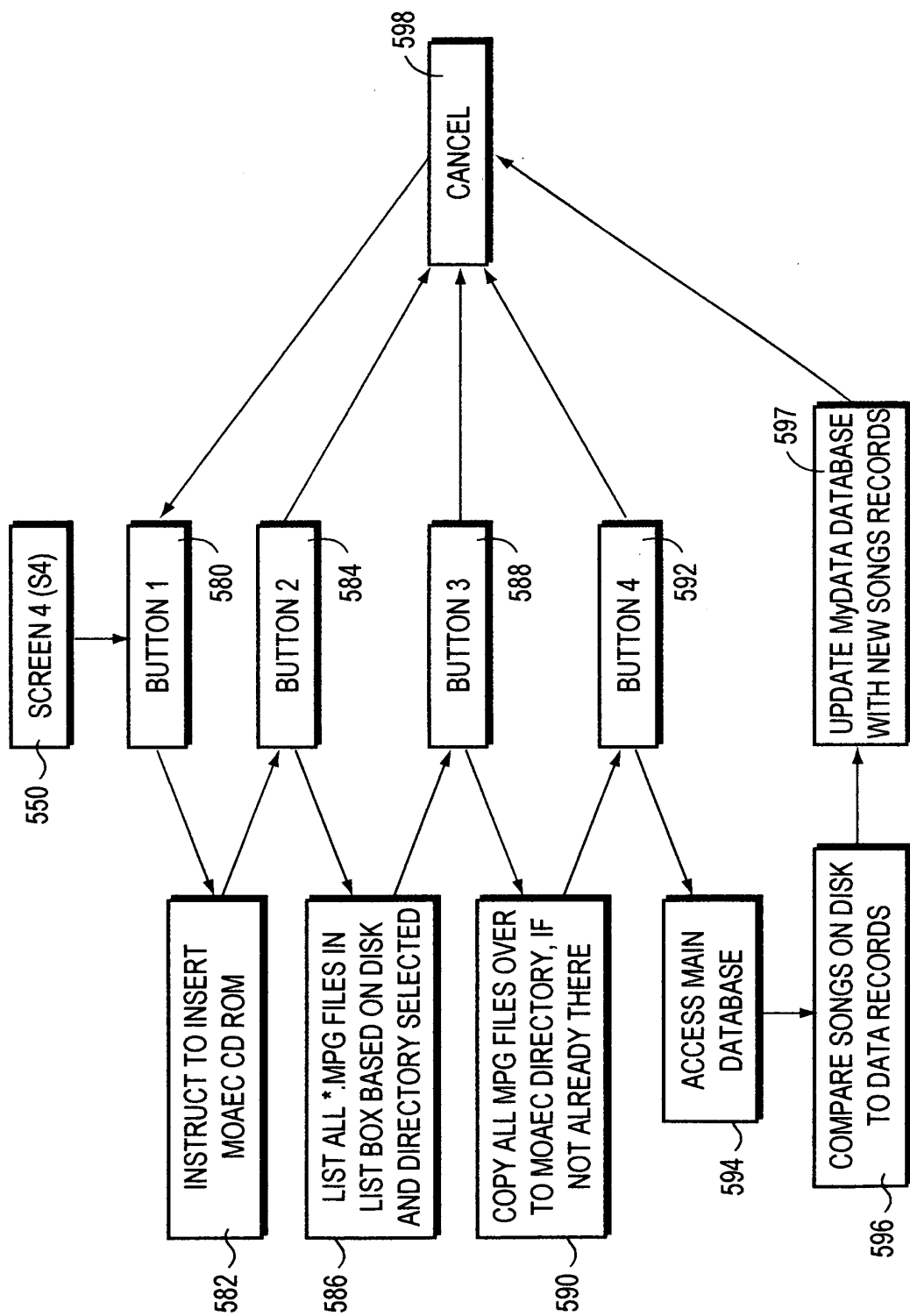


FIG. 8

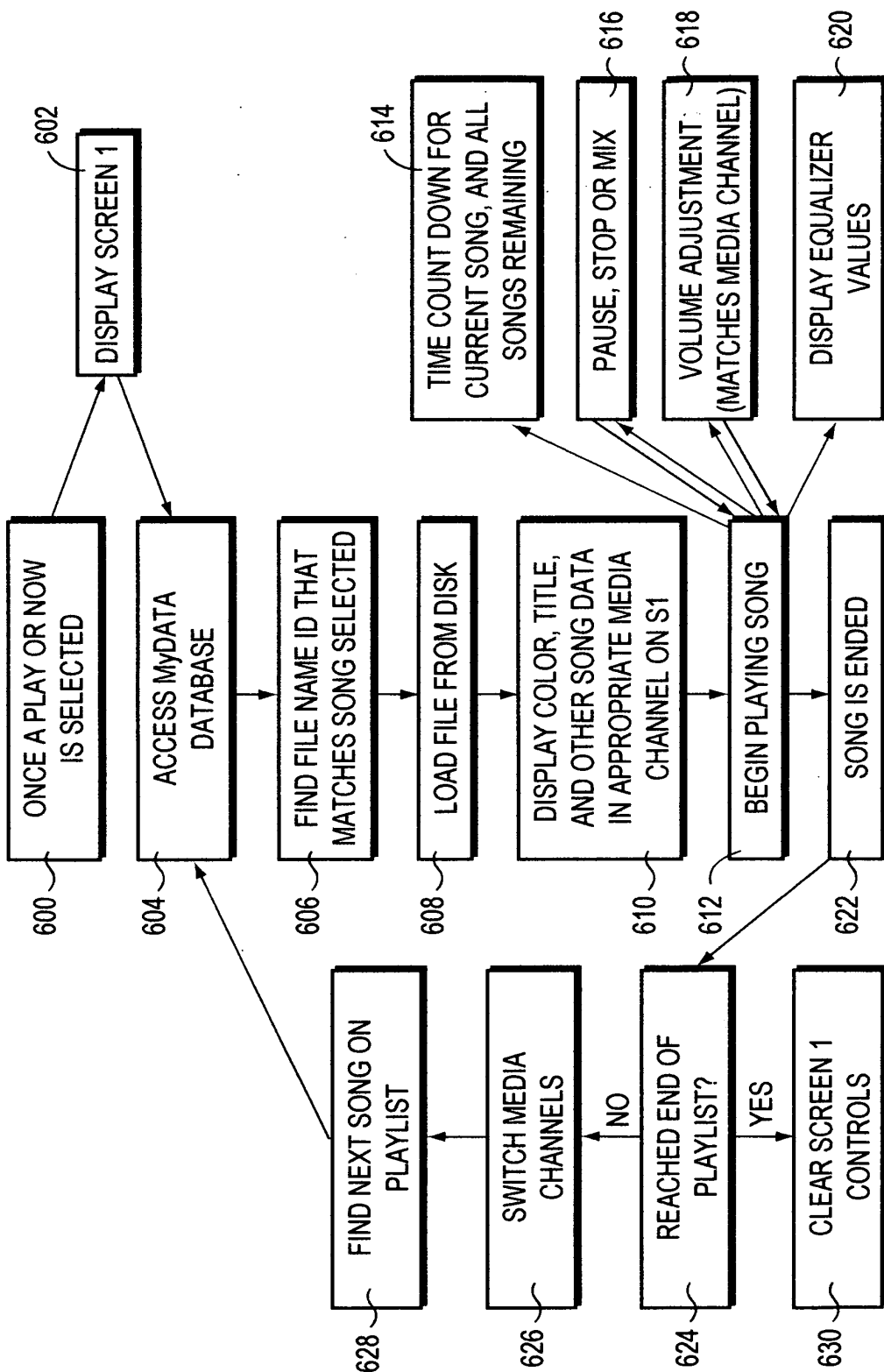


FIG. 9

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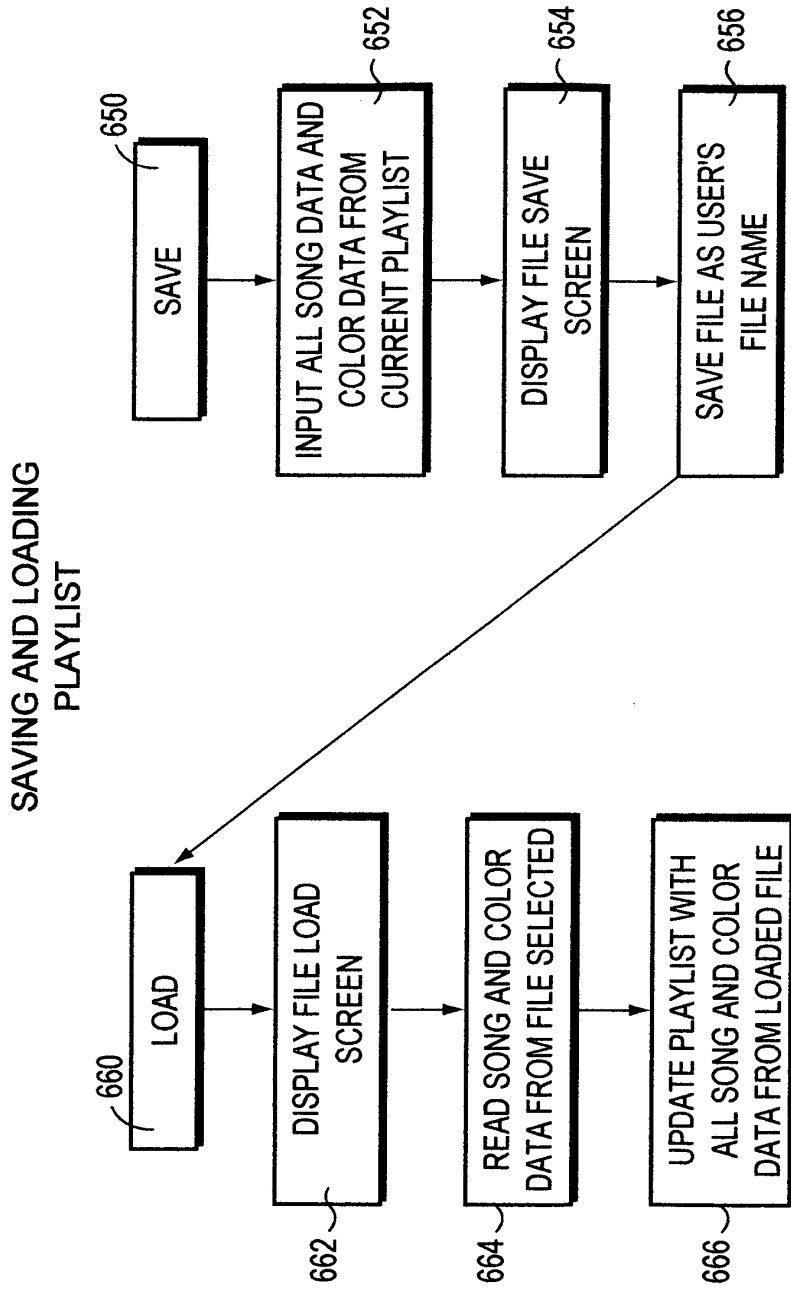


FIG. 10

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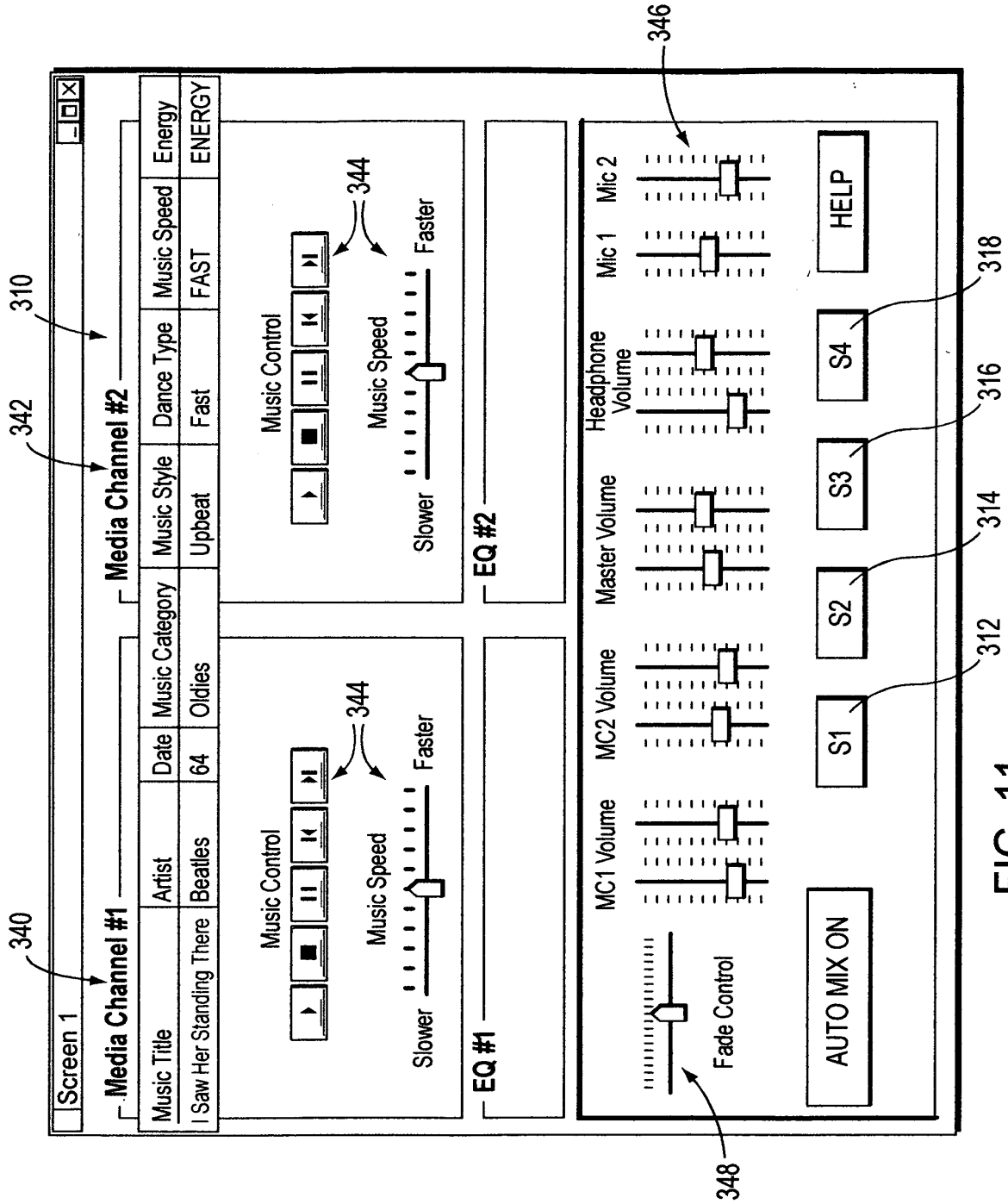


FIG. 11

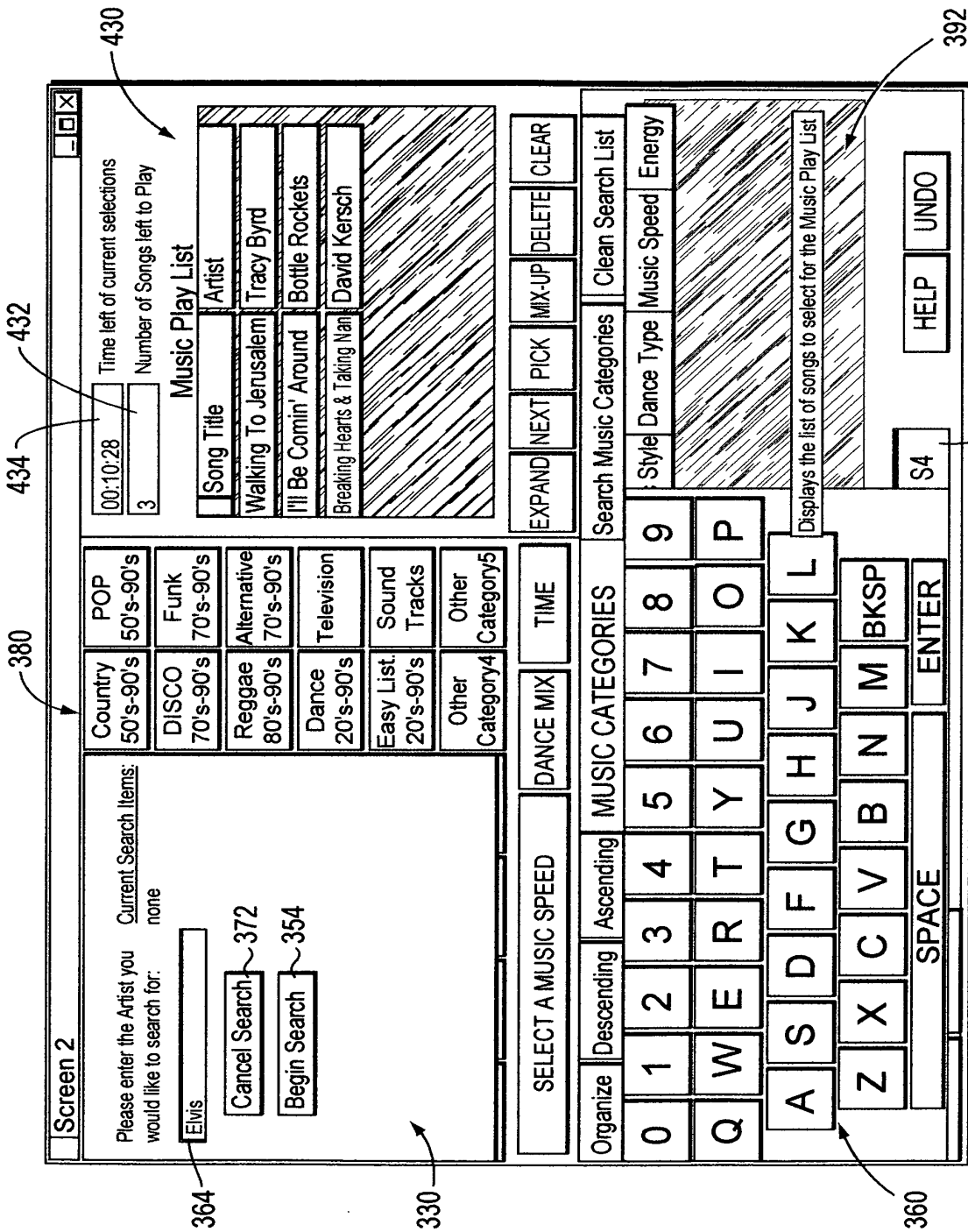


FIG. 12



Screen 2

Time left of current selections: 00:23:20  
 Number of Songs left to Play: 6

432

434

430

Song Title	Artist
The Freeze	Albert Collins And His Right
Pride And Joy	Sterlie Vaughan And Doubt
Ask me	Louvette
Sea of Love	Honey Drippers
I Don't Want to Be Alone	Shai
In The Summertime	Shaggy F/ Rayvon

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Screen 2

434 432 430

Time left of current selections: 00:21:02  
 Number of Songs left to Play: 5

Song Title	Artist
Sea of Love	Honey Drippers
I Don't Want to Be Alone	Shai
Hip Hop Hopray	Naughly By Nature
Cotton-Eyed Joe	Queen Ida
Breaking Hearts & Taking Man	David Kersch

451

MIX-UP DELETE CLEAR

Save Play List

Are you Sure you want to save the current Music Play List as a file

Yes No

Organize	Descending	Ascend	Song Title	Artist	Data	Music Category	Music Style	Dance Type	Music Speed	Energy
Ten Thousand Angels			Mindy McCready	96	Country	Upbeat	Special Dance	FAST	ENERGY	
That Girl			Maxi Priest	96	Reggae	Upbeat	Fast	FAST	ENERGY	
That Girl			Maxi Priest	96	Reggae	Upbeat	Fast	FAST	ENERGY	
Give Me One Reason			Tracy Chapman	96	Top 40	Mellow	Special Dance	MEDIUM	ENERGY	
Give Me One Reason			Tracy Chapman	96	Top 40	Mellow	Special Dance	MEDIUM	ENERGY	

330 453 455 457

312 314 316 318 450

440 438

601 502

PLAY NOW LOAD SAVE S1 S2 S3 S4 HELP UNDO

FIG. 14

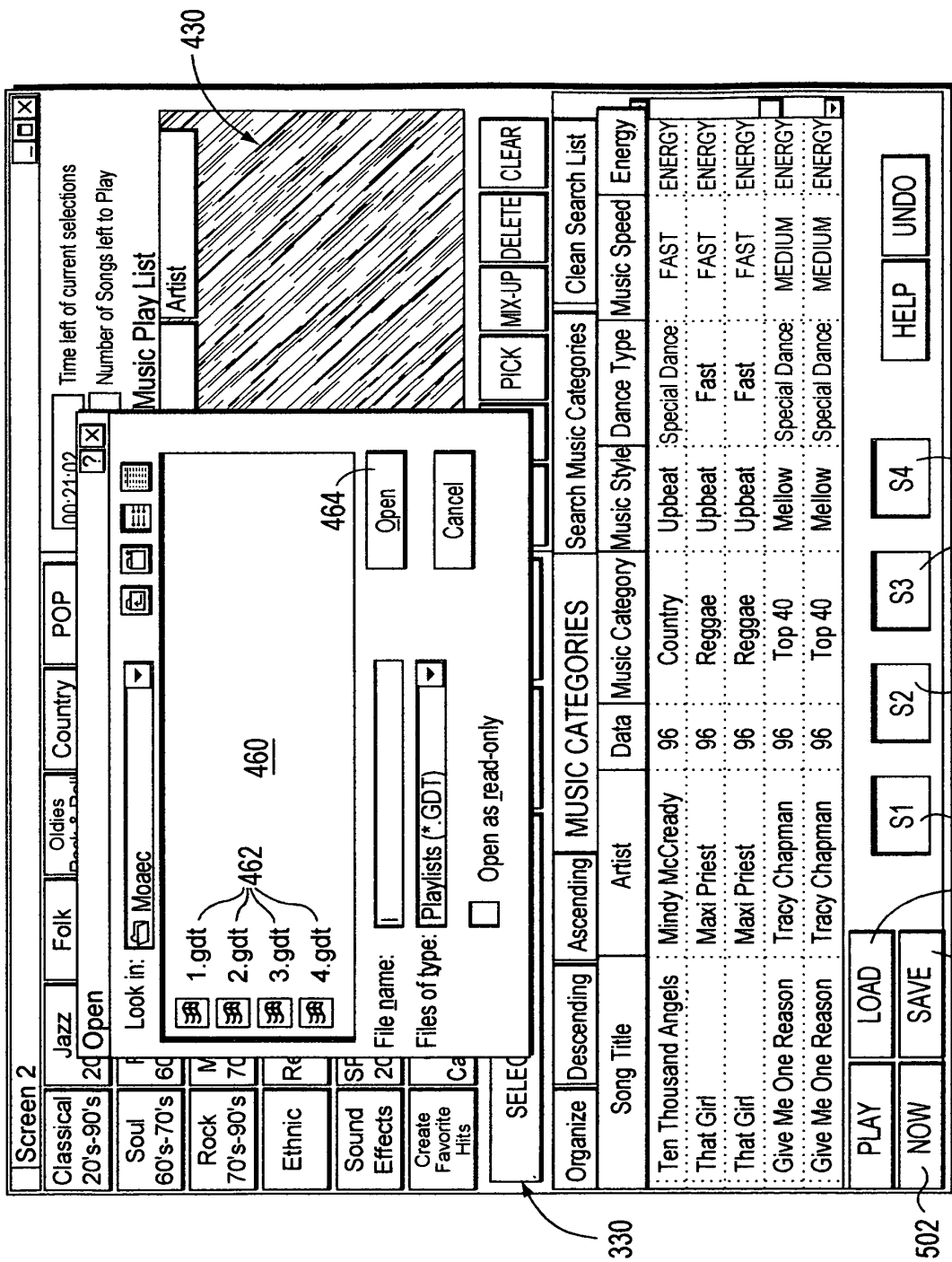


FIG. 15

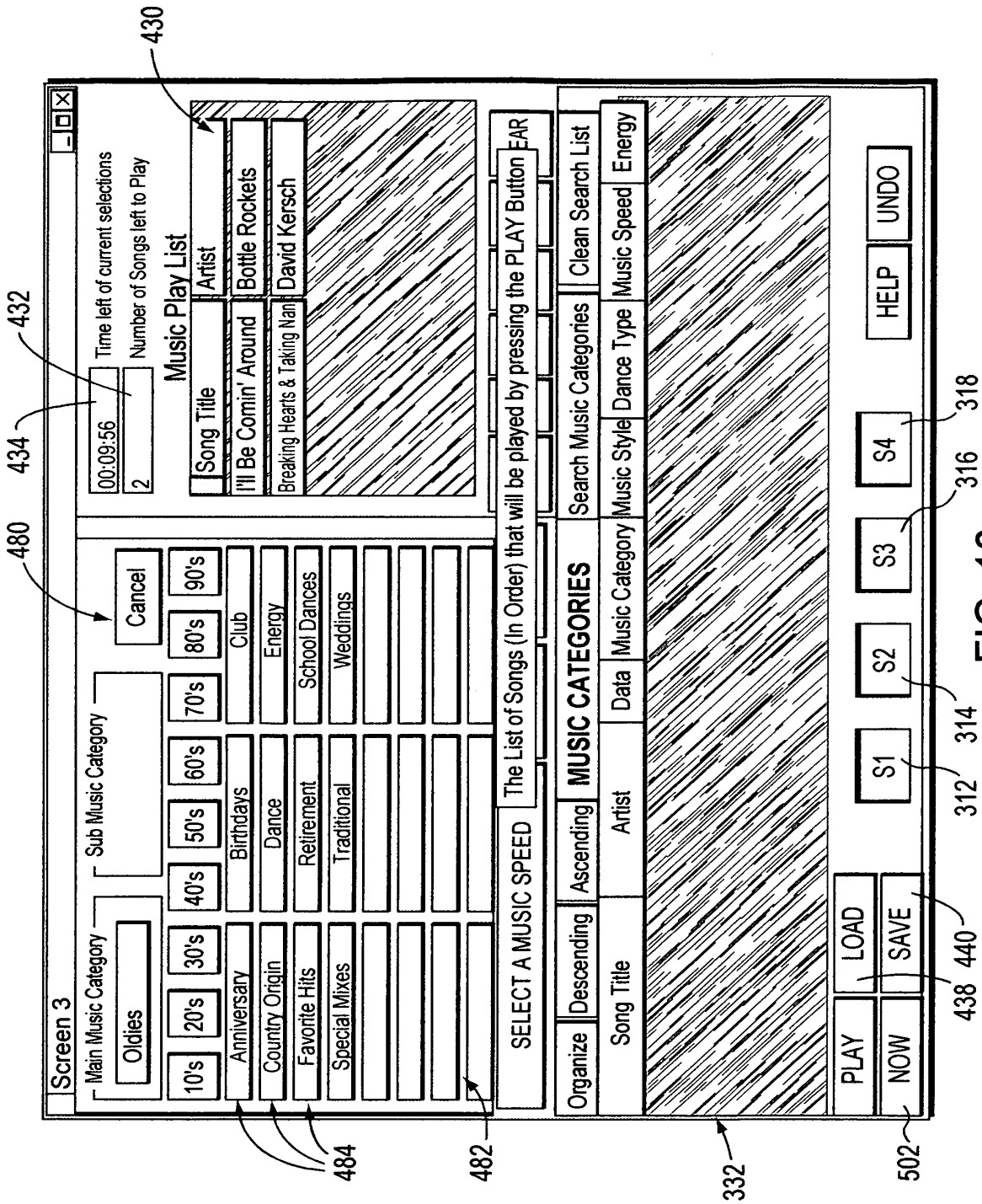


FIG. 16

LP Complete Music Guide: Table										
Test ID	DiskN	SongNum	Title	Artist	Mstyle	Dtype	Spe	Time	En	
[OK]	2:RH34	3416	1979	Smashing Pumpkin	UP		M	260	A	
OK	3:RU14	10	1979 (Vocal Mix)	Smashing Pumpkin	UP		M	310	A	
OK	5:T327	11	A Little Bit Me, A Little Specials		UP		M	211	F	
OK	6:T317	11	Aeroplane	Red Hot Chili Peppers	UP	FAST D	F	251	A	
OK	11:RH36	3607	Big Me	Foo Fighters	UP	MELLO	UP	133	A	
OK	12:T319	13	Big Me	Foo Fighters	UP	MELLO	UP	133	A	
OK	13:T319	10	Bing Bang Baby	Stone Temple Pilots	UP		F	203	A	
OK	15:T320	15	Bluster	Salt	UP		M	194	C	
OK	16:T314	16	Brother	Toad The Wet Spro	MEL		M	237	A	
OK	17:RH38	06	But Anyway (Studio E Blues Traveler		MEL		M	179	A	
OK	19:RH36	3618	Champagne Super No. Oasis		MEL		M	304	A	
OK	20:T317	13	Champagne Super No. Oasis		MEL		M	301	A	
OK	22:T322	04	Charms (Radio Remix) Philosopher Kings		UP		M	247	A	
OK	23:RH35	3508	Closer to Free	Bodeans	UP	FAST D	F	191	EN:A	
OK	24:T322	13	Common People (7 E Pulp		UP	FAST D	F	249	A	
OK	25:RH37	3702	Counting Blue Cars	Dishwalla	UP		M	263	EN:A	
OK	26:T319	15	Counting Blue Cars (E Dishwalla		UP		M	263	EN:A	
OK	28:T325	17	Dangerous Type	Letters To Cleo	UP	FAST D	F	194	A	
OK	31:T350	14	Don't Speak	No Doubt	UP		M	252	A	
OK	34:RH35	3502	Everything Falls Apart	Dog's Eye View	UP		F	227	EN:A	
F:OK	35:T318	17	Flood	Jars Of Clay	UP		F	196	A	
F:OK	36:RH36	3614	Flood	Jars Of Clay	UP		F	197	A	
OK	37:RH35	3513	Follow You Down	Gin Blossoms	UP		F	226	EN:A	
OK	38:T313	11	Follow You Down	Gin Blossoms	UP		F	225	EN:A	
OK	40:T334	11	Free To Decide	Cranberries	MEL		M	265	EN:A	
OK	41:RH38	03	Free To Decide	Cranberries	MEL		M	265	EN:A	
F:OK	43:T323	18	Girl Don't Tell Me	Fuzzy	UP		F	148	A	
F:OK	44:T324	03	God Only Knows	Nylons	UP		M	211	EN:A	

336

FIG. 17

+

18/27

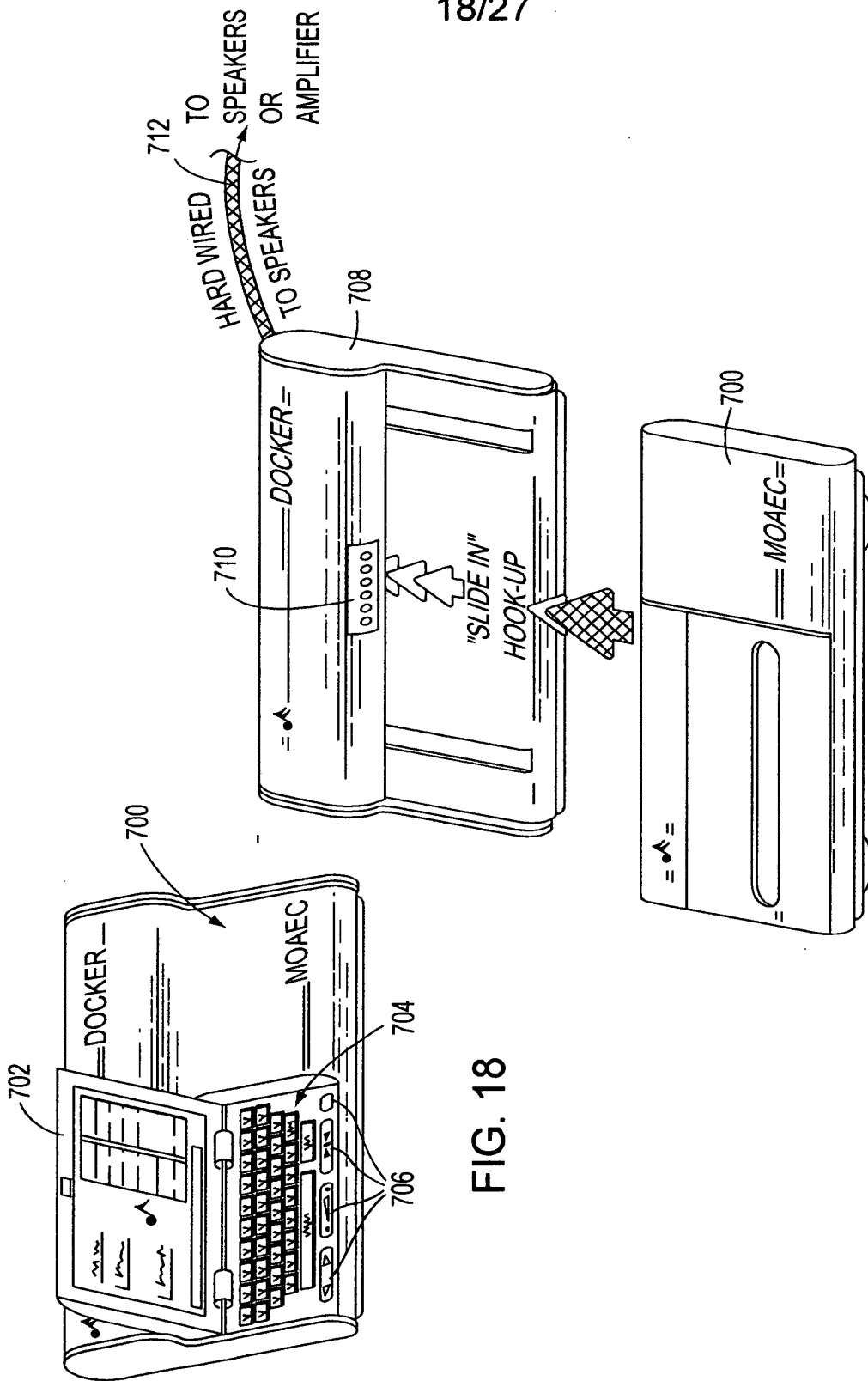


FIG. 18

FIG. 19

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+

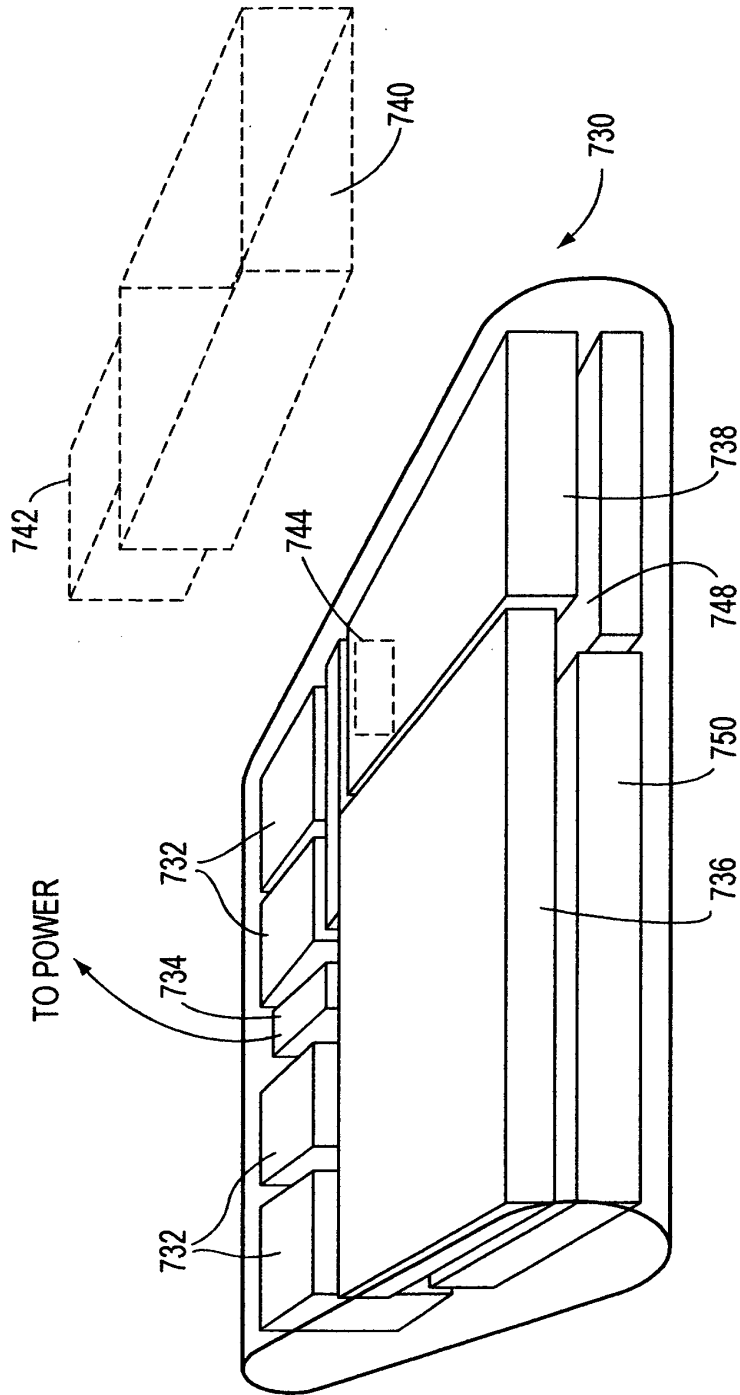


FIG. 20

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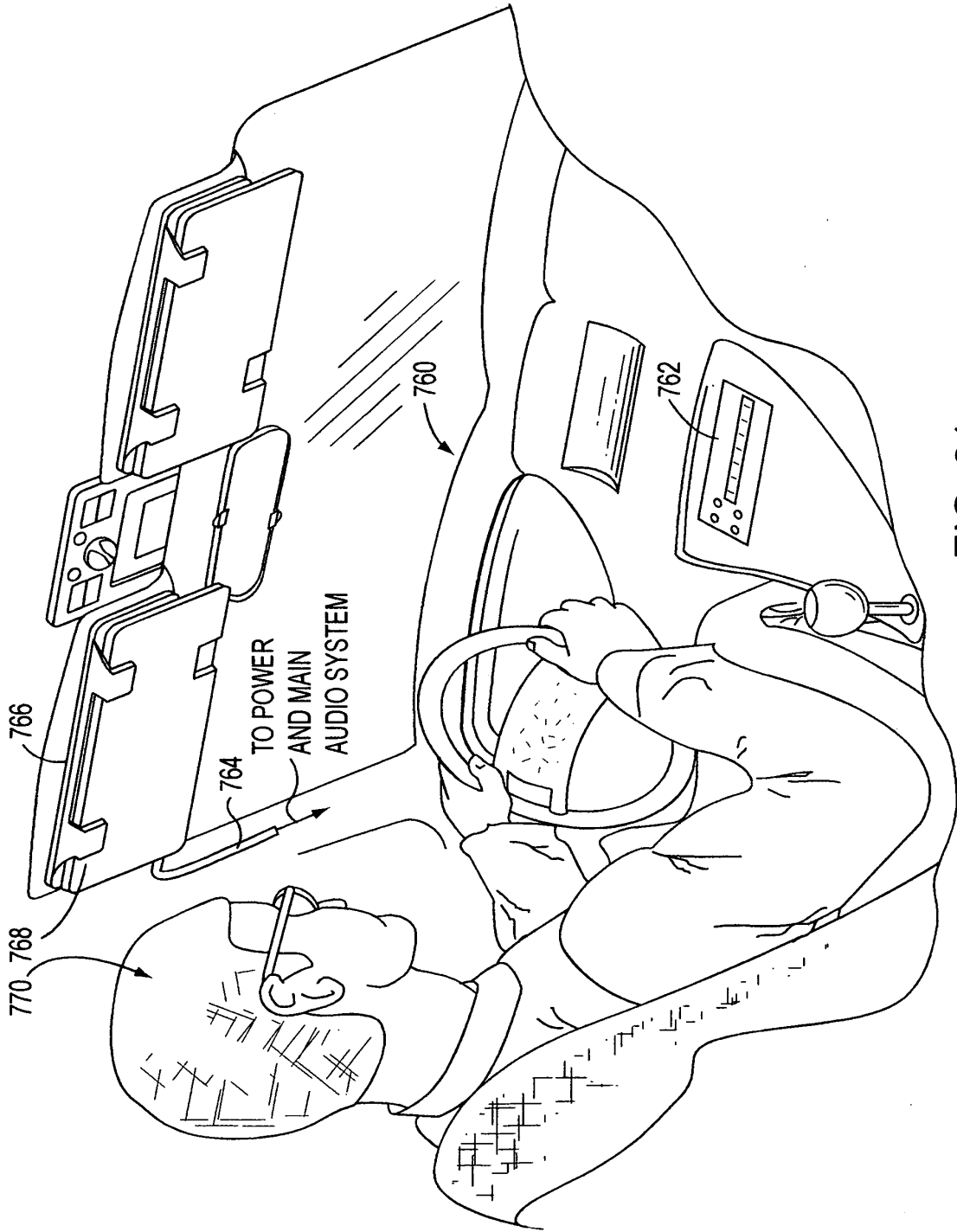


FIG. 21



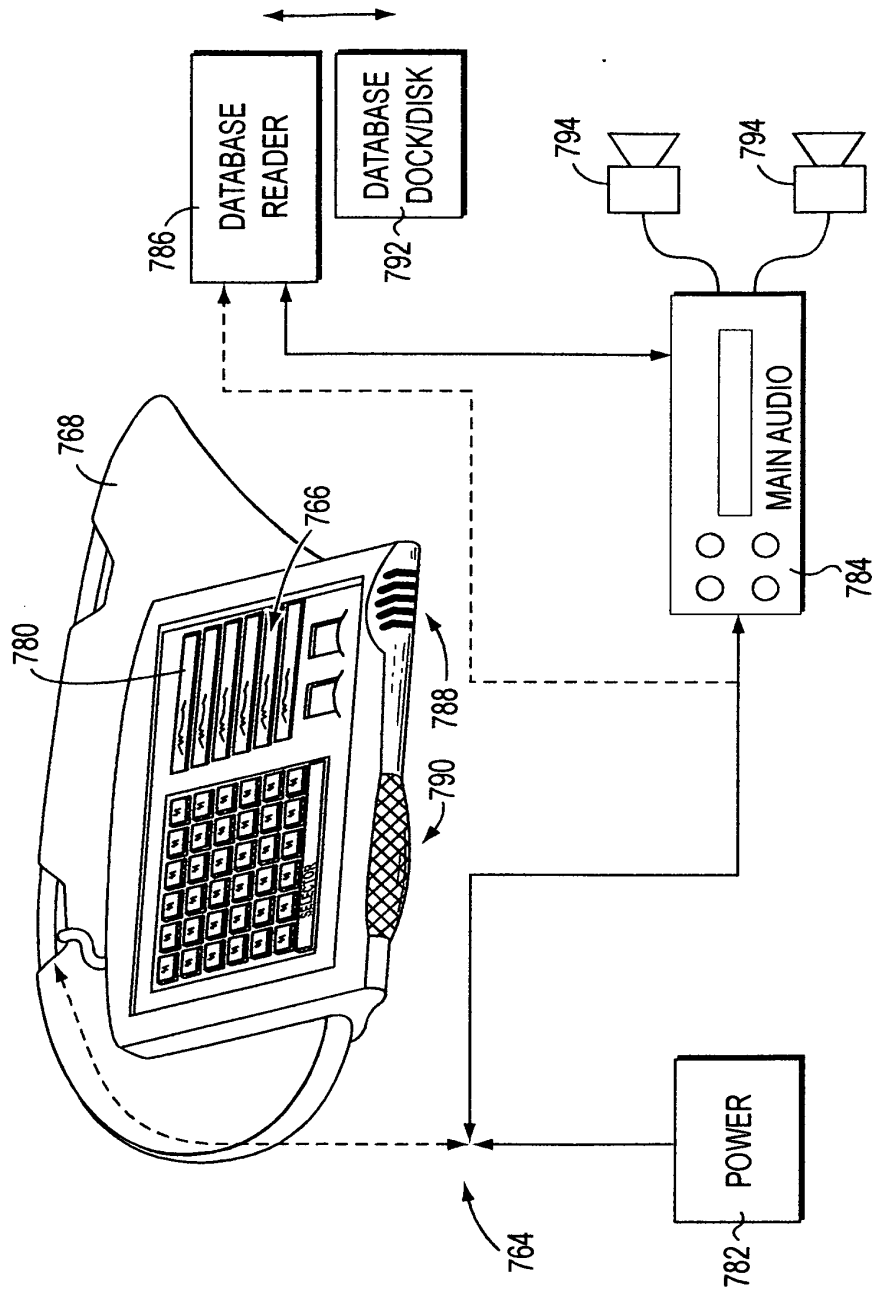


FIG. 22

Looney Productions MOAEC 2000

00:31:02 Time left of current selections  
13 Number of Songs left to Play

797 Music Play List

Song Title	Artist
Gee	Crows
Great Balls Of Fire	Jerry Lee Lewis
Runaround Sue	Dion
Rock Around The Clock	Bill Haley and The Comets
Banana Boat (Day O)	Harry Belafonte
Lets Twist Again	Chubby Checker

799A

EXPAND NEXT PICK MIX-UP DELETE CLEAR

796

Classical	Jazz	Folk	Oldies Rock & Roll	Country	POP
20's-90's	20's-90's	40's-90's	50's-60's	50's-90's	50's-90's
Soul	R & B	Blues	Calypso	DISCO	Funk
60's-70's	60's-90's	60's-90's	60's-90's	70's-90's	70's-90's
Rock	METAL	Top 40	RAP	Reggae	Alternative
70's-90's	70's-90's	80's-90's	80's-90's	80's-90's	70's-90's
Ethnic	Religious	Special Events	Funny	Dance	Television
70's-90's	70's-90's	70's-90's	70's-90's	20's-90's	70's-90's
Sound Effects	SP Mixes	SP Dance	Energy	Easy List.	Sound Tracks
	20's-90's	20's-90's	20's-90's	20's-90's	
Create Favorite Hits	Other Category1	Other Category2	Other Category3	Other Category4	Other Category5

SELECT A MUSIC SPEED DANCE MIX TIME

798

Organize Descending Ascending MUSIC CATEGORIES Clean Search List

Song Title	Artist	Data	Music Category	Music Style	Dance Type	Music Speed	Energy
Banana Boat (Day O)	Harry Belafonte	57	Oldies	Upbeat	Special Dance	FAST	ENERGY
Great Balls Of Fire	Jerry Lee Lewis	57	Oldies	Upbeat	Fast	FAST	ENERGY
Eight Days A Week	Beatles	64	Oldies	Upbeat	Fast	FAST	ENERGY
Hound Dog	Sha-Na-Na	79	Oldies	Upbeat	Special Dance	FAST	ENERGY
Bahad Bazar	Duane Eddy	58	Oldies	Upbeat	Fast	FAST	ENERGY

799B

PLAY SAVE NOW LOAD

S1 S2 S3 S4

HELP UNDO EXIT

803

795

FIG. 23

Looney Productions MOAEC 2000

The Complete MOAEC Music Library

816	801	802	804	806	808	810	812	814	818
Own	Song Title	Artist	Data	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
Yes	Head Overfeet	Alanis Morissette	95	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	He Is	Ashley Cleveland		Country	Mellow	Special Dance	Medium	Energy	
Yes	Spaceman	Babylon Zoo		Metal	Upbeat	Special Dance	FMS	Energy	R
Yes	Someh'n Bout Jesus	Big Tent Revival		Religion	Upbeat	Fast	Fast	Energy	
Yes	Here With Me	Big Tent Revival		Rock	Upbeat	Special Dance	Medium	Energy	
Yes	Three Is The Magic Number	Blind Melon	96	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	But Anyway (Studio Edit)	Blues Traveler	91	Alternative	Mellow	Special Dance	Medium	Energy	
Yes	Hurt By Love	Bodeans	97	Rock	Upbeat	Special Dance	Medium	Energy	
Yes	Closer To Free	Bodeans	96	Alternative	Upbeat	Fast	Fast	Energy	
Yes	I'll Be Comin' Around	Bottle Rockets		Country	Upbeat	Special Dance	Fast	Energy	
Yes	That's The Point	Charlie Peacock		Country	Upbeat	Special Dance	Medium	Energy	
Yes	The World I Know	Collective Soul	95	Alternative	Mellow	Special Dance	Medium	Energy	
Yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
Yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
Yes	Salvation	Cranberries	96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
Yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	
Yes	Between You And Me	DC Talk		Top 40	Upbeat	Special Dance	Medium	Energy	
Yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
Yes	The Winding Song	Double Plus Good	96	Rap	Upbeat	Special Dance	Fast	Energy	
Yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
Yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	R
Yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	PG
Yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

800

820

EXIT RESET RATING

S1 S2 S3 S4

CLEAR LIST STOP

FIG. 24

Looney Productions MOAEC 2000

## The Complete MOAEC Music Library

Own	Song Title	Artist	Data	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
Yes	Head Overfeet	Al		Upbeat	Upbeat	Special Dance	Medium	Energy	
Yes	He Is	As		Mellow	Mellow	Special Dance	Medium	Energy	
Yes	Spaceman	Be		Upbeat	Upbeat	Special Dance	FMS	Energy	
Yes	Somethin Bout Jesus	Bl		Upbeat	Upbeat	Fast	Fast	Energy	R
Yes	Here With Me	Bl		Upbeat	Upbeat	Special Dance	Fast	Energy	
Yes	Three Is The Magic Number	Bl		Upbeat	Upbeat	Special Dance	Medium	Energy	
Yes	But Anyway (Studio Edit)	Bl		Mellow	Mellow	Special Dance	Medium	Energy	
Yes	Hurt By Love	Bd		Upbeat	Upbeat	Special Dance	Medium	Energy	
Yes	Closer To Free	Bd		Upbeat	Upbeat	Fast	Fast	Energy	
Yes	I'll Be Comin Around	Bd		Upbeat	Upbeat	Special Dance	Fast	Energy	
Yes	That's The Point	Cr		Upbeat	Upbeat	Special Dance	Medium	Energy	
Yes	The World I Know	Cr		Mellow	Mellow	Special Dance	Medium	Energy	
Yes	Free To Decide	Cr		Mellow	Mellow	Special Dance	Medium	Energy	
Yes	Free To Decide	Cr		Mellow	Mellow	Special Dance	Medium	Energy	
Yes	Salvation	Cr		Upbeat	Upbeat	Fast	Fast	Energy	
Yes	Jellyhead	Cr		Upbeat	Upbeat	Special Dance	Fast	Energy	PG
Yes	Between You And Me	DC Talk		Upbeat	Upbeat	Special Dance	Medium	Energy	
Yes	Counting Blue Cars (Edit)	Dishwalla	:96	Alternative	Alternative	Special Dance	Medium	Energy	
Yes	Counting Blue Cars (Edit)	Dishwalla	:96	Alternative	Alternative	Special Dance	Medium	Energy	
Yes	Everything Falls Apart	Dog's Eye View	:96	Alternative	Alternative	Special Dance	Medium	Energy	
Yes	The Winding Song	Double Plus Good	:96	Rap	Rap	Special Dance	Fast	Energy	
Yes	Santa Monica	Everclear	:95	Alternative	Alternative	Special Dance	Medium	Energy	R
Yes	Big Me	Foo Fighters	:95	Alternative	Alternative	Special Dance	Medium	Energy	
Yes	Big Me	Foo Fighters	:95	Alternative	Alternative	Special Dance	Medium	Energy	
Yes	Girl Don't Tell Me	Fuzzy	:78	Alternative	Alternative	Special Dance	Fast	Energy	R
Yes	Stupid Girl	Garbage	:96	Alternative	Alternative	Special Dance	Medium	Energy	PG
Yes	Stupid Girl	Garbage	:96	Alternative	Alternative	Special Dance	Medium	Energy	

Choose from following options to control the music your MOAEC will search, display, and play.

Blocking Options

Do Not Block Any Music

Block "PG" and "R" Rated Music

Block "R" rated Music Only

Cancel    OK    Password

EXIT

RESET

RATING

S1

S2

S3

S4

CLEAR LIST

STOP

820 822 824

FIG. 25

Looney Productions MOAEC 2000

## The Complete MOAEC Music Library

Own	Song Title	Artist	Data	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
Yes	Head Overfeet	Alanis Morissette	:95	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	He Is	Ashley Cleveland		Country	Mellow	Special Dance	Medium	Energy	
Yes	Spaceman	Blind Meloy		MOAEC		Special Dance	FMS	Energy	R
Yes	Something Bout Jesus	Blind Meloy				Special Dance	Fast	Energy	
Yes	Here With Me	Blind Meloy				Special Dance	Fast	Energy	
Yes	Three Is The Magic Number	Blind Meloy				Special Dance	Medium	Energy	
Yes	But Anyway (Studio Edit)	Blind Meloy				Special Dance	Medium	Energy	
Yes	Hurt By Love	Blind Meloy				Special Dance	Medium	Energy	
Yes	Closer To Free	Blind Meloy				Special Dance	Fast	Energy	
Yes	I'll Be Comin Around	Blind Meloy				Special Dance	Fast	Energy	
Yes	That's The Point	Blind Meloy				Special Dance	Medium	Energy	
Yes	The World I Know	Blind Meloy				Special Dance	Medium	Energy	
Yes	Free To Decide	Blind Meloy				Special Dance	Medium	Energy	
Yes	Free To Decide	Cranberries	:96	Alternative	Mellow	Special Dance	Medium	Energy	
Yes	Salvation	Cranberries	:96	Alternative	Upbeat	Fast	Fast	Energy	
Yes	Jellyhead	Crush	:96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
Yes	Between You And Me	DC Talk		Top 40	Upbeat	Special Dance	Medium	Energy	
Yes	Counting Blue Cars (Edit)	Dishwalla	:96	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Counting Blue Cars (Edit)	Dishwalla	:96	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Everything Falls Apart	Dog's Eye View	:96	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	The Winding Song	Double Plus Good	:96	Rap	Upbeat	Special Dance	Fast	Energy	
Yes	Santa Monica	Everclear	:95	Alternative	Upbeat	Special Dance	Fast	Energy	R
Yes	Big Me	Foo Fighters	:95	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Big Me	Foo Fighters	:95	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Girl Don't Tell Me	Fuzzy	:78	Alternative	Upbeat	Special Dance	Medium	Energy	
Yes	Stupid Girl	Garbage	:96	Alternative	Upbeat	Special Dance	Fast	Energy	R
Yes	Stupid Girl	Garbage	:96	Alternative	Upbeat	Special Dance	Medium	Energy	PG

Please enter your password

OK

Cancel

EXIT

RESET

RATING

S1

S2

S3

S4

CLEAR LIST

STOP

800 820 826

FIG. 26

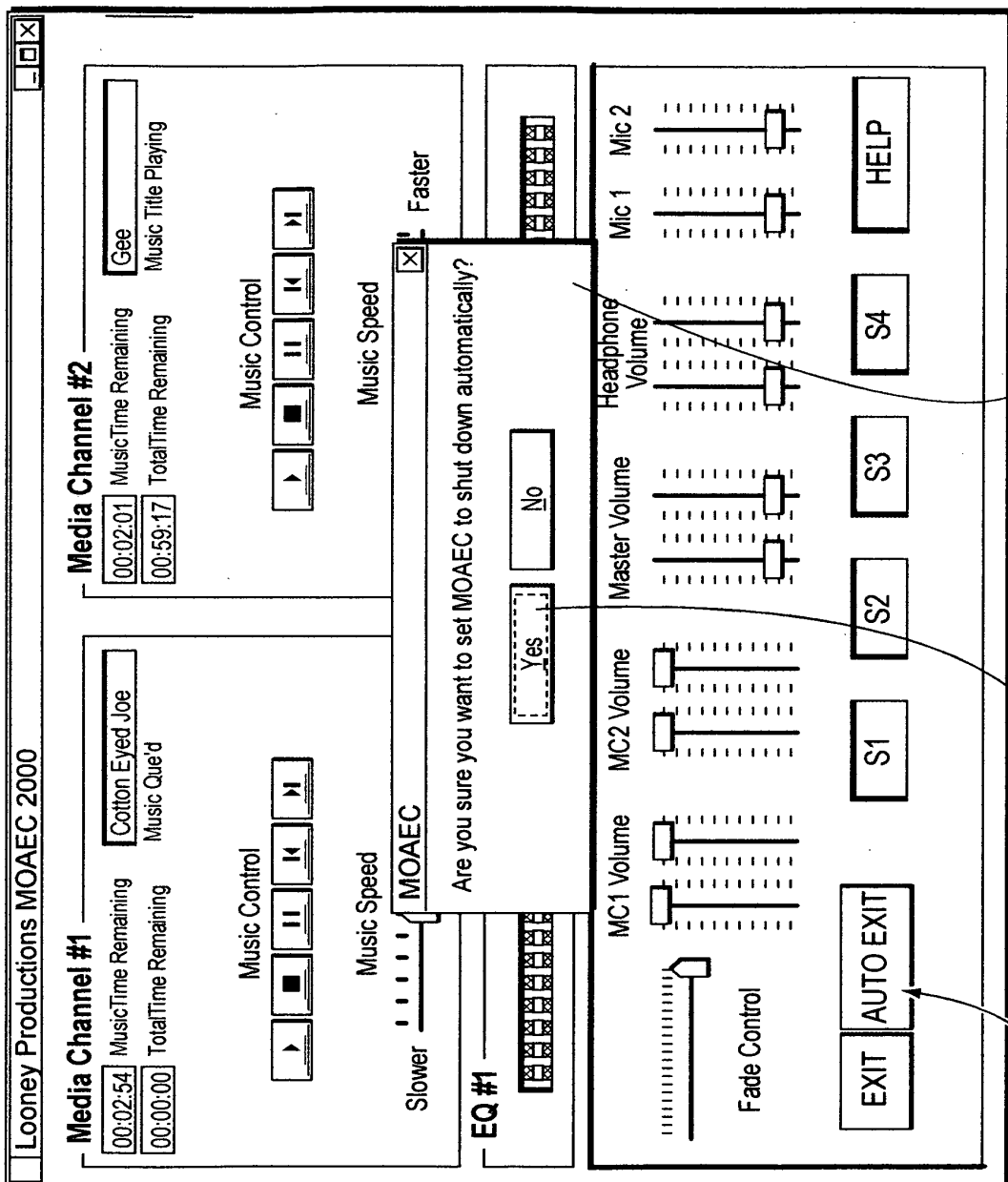


FIG. 27

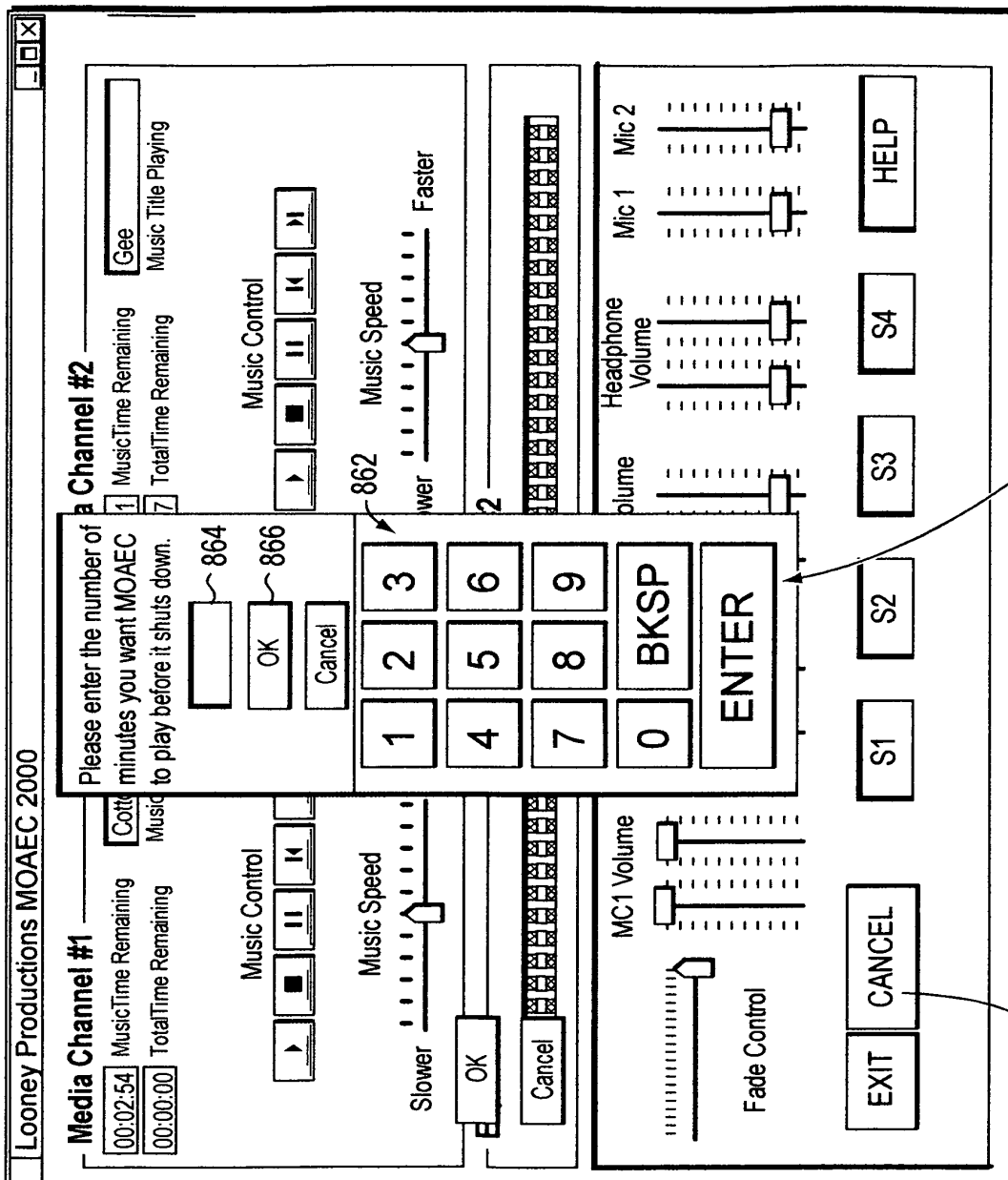


FIG. 28

PATENTS  
104130-0001

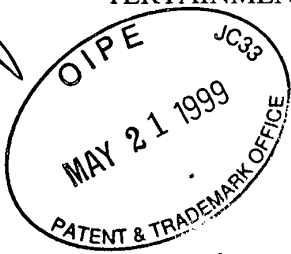
*6/B  
rule 312  
Sherman  
8/25/99*

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

*Enter Formed Matters Only*

In Re The Application of: )  
Brian M. Looney et al. )  
Serial No.: 09/098,843 )  
Filed: June 17, 1998 )  
For: MUSIC ORGANIZER AND EN- )  
TERTAINMENT CENTER )

Batch No.: P88  
Examiner: S. Witkowski  
Art Unit: 2837



Cesari and McKenna, LLP  
30 Rowes Wharf  
Boston, MA 02110  
May 21, 1999

**CERTIFICATE OF EXPRESS MAILING**

“Express Mail” Mailing-Label Number: EL310200398US

I hereby certify that the following Amendment Under 37 CFR 1.312 (a) and Microfiche Appendix are being deposited with the United States Postal Service “Express Mail Post Office to Addressee” service pursuant to 37 C.F.R. §1.10 in an envelope addressed to Box Issue Fee, Assistant Commissioner for Patents, Washington, D.C. 20231, on May 21, 1999.

*[Signature]*  
Herbert Glover, Jr

Honorable Assistant Commissioner for Patents  
Washington, D.C. 20231

Sir:

**AMENDMENT UNDER 37 CFR 1.312(a)**

This Amendment is being submitted pursuant to 37 CFR 1.312(a) together with payment of the issue fee in the above-captioned application. A Microfiche Appendix containing a computer program listing is being submitted with this Amendment, pursuant

RECEIVED

MAY 27 1999

Publishing Division

RECEIVED

MAY 28 1999

FILED  
COMMUNICATIONS SECTION



to 37 CFR 1.96(c), for inclusion in the file wrapper of the subject application. Applicants respectfully propose to amend the subject application, as follows:

In the Specification:

Please amend the Specification, as follows:

✓ Page 1, before line 2, please insert the following:

---

B  
✧ This application includes a Microfiche Appendix pursuant to 37 CFR 1.96(c) that contains a computer program 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 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 Patent and Trademark Office patent file or records, but otherwise reserves all copyright rights whatsoever. ✧

---

✓ Page 19, line 24, please change "Appended hereto in the attached APPENDIX is" to

---

B2  
The Microfiche Appendix included in the subject application pursuant to 37 CFR 1.96(c) contains--.

---

In the Appendix to the Specification:

NE

Please cancel the current written Appendix to the Specification, which Appendix contains a total of ninety-eight pages, and substitute in place of the cancelled written Appendix the Microfiche Appendix submitted with this Amendment.

REMARKS

This Amendment is being filed pursuant to 37 CFR 1.312(a) together with the payment of the issue fee in the subject application.

As required by the Examiner in the Notice of Allowability mailed March 3, 1999 and the Office Action mailed November 6, 1998, the Specification has been amended to cancel the computer program listing that was submitted as a written Appendix to the Specification, as originally filed. Pursuant to 37 CFR 1.96(c), a Microfiche Appendix containing the listing is being submitted with this Amendment for inclusion in the file wrapper of the subject application, and pursuant to 37 CFR 1.77(a)(6), the Specification has been amended to reference the Microfiche Appendix. No new matter is believed to have been added to subject application as a result of the changes being made thereto.

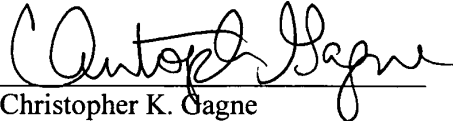
It is respectfully submitted that this Amendment should be entered, since this Amendment is directed solely to formal matters that are unrelated to claim scope. In the event the Examiner deems further personal contact desirable in disposition of this case, the Examiner is invited to telephone the unsigned attorney or Attorney William A. Loginov, at (617) 951-2500.

PATENTS  
104130-0001

Please charge any additional fee occasioned by this paper to our Deposit Account

No. 03-1237.

Respectfully submitted,



Christopher K. Gagne  
Reg. No. 36,142  
CESARI AND MCKENNA, LLP  
30 Rowes Wharf  
Boston, MA 02110-2699  
(617) 951-2500



UNITED STATES DEPARTMENT OF COMMERCE  
Patent and Trademark Office

**NOTICE OF ALLOWANCE AND ISSUE FEE DUE**

MM51/0303

WILLIAM A. LOBINOV  
CESARI AND MCKENNA  
30 ROWES WHARF  
BOSTON MA 02110

APPLICATION NO.	FILING DATE	TOTAL CLAIMS	EXAMINER AND GROUP ART UNIT	DATE MAILED
09/098,843	06/17/98	018	WITKOWSKI, S 2837	03/09/99
First Named Applicant	LUONEY,		35 USC 154(b) term ext. =	0 Days.

TITLE OF INVENTION: MUSIC ORGANIZER AND ENTERTAINMENT CENTER

ATTY'S DOCKET NO.	CLASS-SUBCLASS	BATCH NO.	APPLN. TYPE	SMALL ENTITY	FEE DUE	DATE DUE
3 104130-0001	084-809.000	P88	UTILITY	YES	\$605.00	06/03/99

**THE APPLICATION IDENTIFIED ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED.**

**THE ISSUE FEE 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.**

**HOW TO RESPOND 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:

- A. If the status is changed, pay twice the amount of the FEE DUE shown above and notify the Patent and Trademark Office of the change in status, or
- B. If the status is the same, pay the FEE DUE shown above.

If the SMALL ENTITY is shown as NO:

- A. Pay FEE DUE shown above, or
- B. File verified statement of Small Entity Status before, or with, payment of 1/2 the FEE DUE shown above.

II. Part B-Issue Fee Transmittal should be completed and returned to the Patent and Trademark Office (PTO) with your ISSUE FEE. Even if the ISSUE FEE has already been paid by charge to deposit account, Part B Issue Fee Transmittal should be completed and returned. If you are charging the ISSUE FEE to your deposit account, section "4b" of Part B-Issue Fee Transmittal should be completed and an extra copy of the form should be submitted.

III. All communications regarding this application must give application number and batch number.  
Please direct all communications prior to issuance to Box 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.**

PATENT AND TRADEMARK OFFICE COPY

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UNITED STATES DEPARTMENT OF COMMERCE  
Patent and Trademark Office

Address: COMMISSIONER OF PATENTS AND TRADEMARKS  
Washington, D.C. 20231

APPLICATION NUMBER	FILING DATE	FIRST NAMED APPLICANT	ATTORNEY DOCKET NO.
09/098,843	06/17/98	LOGNEY	B 104130-0001

MMS1/0303

WILLIAM A LOGINOV  
CESARI AND MCKENNA  
30 ROWES WHARF  
BOSTON MA 02110

EXAMINER

WITKOWSKI, S

ART UNIT PAPER NUMBER

2837

A

DATE MAILED: 03/03/99

This is a communication from the examiner in charge of your application.  
COMMISSIONER OF PATENTS AND TRADEMARKS

NOTICE OF ALLOWABILITY

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance and Issue Fee Due or other appropriate communication will be mailed in due course.

This communication is responsive to the amendment filed 1-22-99

The allowed claim(s) is/are 1-18

- The drawings filed on \_\_\_\_\_ are acceptable.
- Acknowledgement is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d).
  - All  Some\*  None of the CERTIFIED copies of the priority documents have been
    - received.
    - received in Application No. (Series Code/Serial Number) \_\_\_\_\_
    - received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

\*Certified copies not received: \_\_\_\_\_

- Acknowledgement is made of a claim for domestic priority under 35 U.S.C. § 119(e).

A SHORTENED STATUTORY PERIOD FOR RESPONSE to comply with the requirements noted below is set to EXPIRE THREE MONTHS FROM THE "DATE MAILED" of this Office action. Failure to timely comply will result in ABANDONMENT of this application. Extensions of time may be obtained under the provisions of 37 CFR 1.136(a).

- Note the attached EXAMINER'S AMENDMENT or NOTICE OF INFORMAL APPLICATION, PTO-152, which discloses that the oath or declaration is deficient. A SUBSTITUTE OATH OR DECLARATION IS REQUIRED.

Applicant MUST submit NEW FORMAL DRAWINGS

- because the originally filed drawings were declared by applicant to be informal.
- including changes required by the Notice of Draftperson's Patent Drawing Review, PTO-948, attached hereto or to Paper No. 2
- including changes required by the proposed drawing correction filed on \_\_\_\_\_, which has been approved by the examiner.
- including changes required by the attached Examiner's Amendment/Comment.

Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the reverse side of the drawings. The drawings should be filed as a separate paper with a transmittal letter addressed to the Official Draftperson.

- Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Any response to this letter should include, in the upper right hand corner, the APPLICATION NUMBER (SERIES CODE/SERIAL NUMBER). If applicant has received a Notice of Allowance and Issue Fee Due, the ISSUE BATCH NUMBER and DATE of the NOTICE OF ALLOWANCE should also be included.

Attachment(s)

- Notice of References Cited, PTO-892
- Information Disclosure Statement(s), PTO-1449, Paper No(s) \_\_\_\_\_
- Notice of Draftperson's Patent Drawing Review, PTO-948
- Notice of Informal Patent Application, PTO-152
- Interview Summary, PTO-413
- Examiner's ~~Amendment~~ Comment; Note paragraph 1 of the previous Office action of 11/6/98.
- Examiner's Comment Regarding Requirement for Deposit of Biological Material
- Examiner's Statement of Reasons for Allowance

Stanley Witkowski  
Primary Examiner



RECEIVED  
JAN 27 1999  
GROUP 2100

GAU 2837

PATENTS  
104130-0001

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

# 3/A  
Revised  
1/29/99

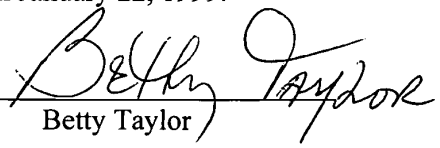
In Re The Application of: )  
Brian M. Looney et al. )  
Serial No.: 09/098,843 )  
Filed: June 17, 1998 )  
For: MUSIC ORGANIZER AND EN- )  
TERTAINMENT CENTER )

Examiner: S. Witkowski ✓  
Art Unit: 2837 ✓

Cesari and McKenna, LLP  
30 Rowes Wharf  
Boston, MA 02110  
January 22, 1999

**CERTIFICATE OF EXPRESS MAILING**

“Express Mail” Mailing-Label Number: EL024702207US  
I hereby certify that the following Amendment is being deposited with the United States Postal Service “Express Mail Post Office to Addressee” service pursuant to 37 C.F.R. §1.10 in an envelope addressed to the Assistant Commissioner for Patents, Box Amendment, Washington, D.C. 20231, on January 22, 1999.

  
Betty Taylor

Honorable Assistant Commissioner for Patents  
Washington, D.C. 20231

Sir:

**AMENDMENT**

This is in response to the Official Action mailed November 6, 1998. Please amend the above-identified application, as follows:

In The Specification:

Please amend the Specification, as follows:

Page 3, line 17, please change "." to --;--.

Page 6, line 13, please change the heading "DETAILED DESCRIPTION OF" to  
-- DETAILED DESCRIPTION OF ILLUSTRATIVE EMBODIMENTS--.

Page 6, line 14, please change "as" to -- is --.

Page 10, line 18, please insert --, Inc.-- after "Microsoft".

Page 12, line 22, please change "fist" to -- first --.

Page 15, line 20, please delete "having".

Page 20, line 27, please change "chords" to -- cords --.

In The Claims:

Please amend the claims, as follows:

1. (Amended) A music organizer and entertainment center comprising:

A1  
a storage device for storing encrypted, compressed data and an associated unique encryption key, the data 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;

*Conceded  
A1*

a decompression device that translates the encrypted, compressed data stored in the storage device into playable digital music data if a decryption key associated with the authorized user and corresponding to the encryption key has been provided to the decompression device; and

a sound card that converts the playable digital music data into audible music signals.

---

Please add the following new claims 15-18:

---

*A2*

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 voice-activation mechanism.

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**REMARKS**

The Official Action mailed November 6, 1998 has been carefully considered. Reconsideration and allowance of the subject application, as amended, are respectfully requested.

*31*



The Specification has been amended to correct minor errors. The claims have been amended to better distinguish the claimed invention over the prior art. No new matter is believed to have been added to the subject application as a result the changes made thereto.<sup>1</sup>

In the Official Action, the Examiner has rejected the claims under 35 U.S.C. §102 as being anticipated by Grewe et al (U.S. Patent No. 5,670,730), Moriyama et al (U.S. Patent No. 5,679,911), Cluts (U.S. Patent No. 5,616,876), Suh et al (U.S. Patent No 5,486,645), Cho et al (U.S. Patent No. 5,510,573), and Funahashi et al (U.S. Patent No. 5,619,425).

As the Examiner is well aware, "Anticipation can only be established by a single prior art reference which discloses each and every element of the claimed invention." Structural Rubber Products Company v. Park Rubber Company, 749 F2d 707, 223 USPQ 1264 (Fed. Cir. 1984). Further, "absence from a cited reference of any element of a claim of a patent negates anticipation of that claim by the reference." Kloster Speed Steel A.B. v. Crucible Inc., 793 F2d 1565, 230 USPQ 81 (Fed Cir. 1986), on rehearing, 231 USPQ 160 (Fed. Cir. 1986). Thus, if even a single element found in the amended claims rejected under 35 U.S. C §102 is not identically and exactly disclosed in the prior art the Examiner's rejections of the claims, as amended, under 35 USC §102 are improper.

---

<sup>1</sup> The Examiner's objection to the subject application at Ciper 1 of the Official Action is noted. Applicants will file a microfiche Appendix and appropriately amend the Specification to reference same, after the subject application has been indicated as being otherwise allowable by the Examiner.

Grewe et al discloses a music chip 10 for use with a particular data protocol. The chip 10 is a memory component that is adapted to be received into a solid state audio player for playing music stored on the chip. The data protocol includes a hierarchical arrangement of headers for storing information about selections on the chip. A global header located at the very start of the memory specifies the information that is needed to successfully decode the contents of the music chip. This information includes, for example, the necessary byte rate, and the specific encoding algorithm employed in recording audio on the chip. A table of contents is also stored in the chip.

Moriyama et al discloses a karaoke apparatus which utilizes data stored on a recording medium to make the apparatus more user friendly. The apparatus has a memory in which music title name information is stored.

Cluts discloses:

“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.” (Clut’s Abstract).

Suh et al discloses a television with a karaoke player which has a video function accompanied with music. A microcomputer controls display of song-related items in response to a user's selection.

Cho et al discloses a karaoke television that includes functionality for randomly selecting songs from a class of songs having similar forms or themes. A user may set a minimum reference mark and the target number of challenging songs. Each song performed is graded, and the singer is allowed to proceed to a next song only if the graded mark exceeds the reference mark.

Funahashi et al discloses a multimedia data transmission system having a memory device that stores information data of a plurality of genres. A terminal permits selection of, and receives desired information data and reproduces the desired information when the desired information is of genres for which the terminal is contracted.

In contrast to the aforesaid prior art, the music organizer and entertainment center of Applicants' claim 1 comprises:

“a storage device for storing encrypted, compressed data and an associated unique encryption key, the data defining a plurality of individual music selections and associated category flags, the encryption key being associated with an authorized user of the data;

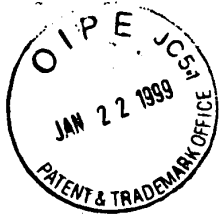
a processor that retrieves selections and the associated category flags from the storage device based upon user selection of predetermined of the categories;

a decompression device that translates the encrypted, compressed data stored in the storage device into playable digital music data if a decryption key associated with the authorized user and corresponding to the encryption key has been provided to the decompression device;  
and

a sound card that converts the playable digital music data into audible music signals.” (Instant claim 1, as amended)

This specific combination of features of Applicants' Claim 1 is nowhere disclosed or suggested in the aforesaid prior art, and permits the invention of Applicants' Claim 1 to achieve advantages that cannot be achieved by said prior art. (See, e.g., Specification, Page 10, line 21 to Page 11, line 4). Thus, since this advantageous combination of features of Applicants' claim 1, as amended, is nowhere disclosed or suggested in the aforesaid prior art, it is respectfully submitted that none of said prior art anticipates or renders obvious Applicants' claims, as amended. Thus, as respectfully submitted that the Examiner's rejections of the claims, as amended, under 35 USC §102 as being anticipated by Grewe et al, Moriyama et al, Cluts, Suh et al, Cho et al, Funahashi et al have been overcome.

In the event the Examiner deems personal contact desirable in further disposition of this case, the Examiner is invited to call the undersigned attorney at (617) 951-3050.



PATENTS  
104130-0001

Please charge any additional fee occasioned by this paper to our Deposit Account

No. 03-1237.

Respectfully submitted,

Christopher K. Gagne  
Reg. No. 36,142  
CESARI AND MCKENNA, LLP  
30 Rowes Wharf  
Boston, MA 02110-2699  
(617) 951-2500



**UNITED STATES DEPARTMENT OF COMMERCE  
Patent and Trademark Office**

Address: COMMISSIONER OF PATENTS AND TRADEMARKS  
Washington, D.C. 20231

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.
09/098,843	06/17/98	LOONEY	B 104130-0001

WILLIAM A LOGINOV  
CESARI AND MCKENNA  
30 ROWES WHARF  
BOSTON MA 02110

MM51/1106

EXAMINER  
WITKOWSKI, S

ART UNIT	PAPER NUMBER
2837	

DATE MAILED: 11/06/98

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

**Commissioner of Patents and Trademarks**

**Office Action Summary**

Application No. <u>09/098843</u>	Applicant(s) <u>Looney et al</u>
Examiner <u>Witkowski</u>	Group Art Unit <u>2837</u>

—The MAILING DATE of this communication appears on the cover sheet beneath the correspondence address—

**Period for Response**

A SHORTENED STATUTORY PERIOD FOR RESPONSE 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 response be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for response specified above is less than thirty (30) days, a response within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for response is specified above, such period shall, by default, expire SIX (6) MONTHS from the mailing date of this communication .
- Failure to respond within the set or extended period for response will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).

**Status**

- Responsive to communication(s) filed on \_\_\_\_\_.
- This action is **FINAL**.
- Since this application is in condition for allowance except for formal matters, **prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 1 1; 453 O.G. 213.**

**Disposition of Claims**

- Claim(s) 1-14 is/are pending in the application.  
Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- Claim(s) \_\_\_\_\_ is/are allowed.
- Claim(s) 1-14 is/are rejected.
- Claim(s) \_\_\_\_\_ is/are objected to.
- Claim(s) \_\_\_\_\_ are subject to restriction or election requirement.

**Application Papers**

- See the attached Notice of Draftsperson's Patent Drawing Review, PTO-948.
- The proposed drawing correction, filed on \_\_\_\_\_ is  approved  disapproved.
- The drawing(s) filed on \_\_\_\_\_ is/are objected to by the Examiner.
- The specification is objected to by the Examiner.
- The oath or declaration is objected to by the Examiner.

**Priority under 35 U.S.C. § 119 (a)-(d)**

- Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d).
  - All  Some\*  None of the CERTIFIED copies of the priority documents have been received.
  - received in Application No. (Series Code/Serial Number) \_\_\_\_\_.
  - received in this national stage application from the International Bureau (PCT Rule 1 7.2(a)).
- \*Certified copies not received: \_\_\_\_\_.

**Attachment(s)**

- Information Disclosure Statement(s), PTO-1449, Paper No(s). \_\_\_\_\_
- Interview Summary, PTO-413
- Notice of References Cited, PTO-892
- Notice of Informal Patent Application, PTO-152
- Notice of Draftsperson's Patent Drawing Review, PTO-948
- Other \_\_\_\_\_

**Office Action Summary**

Art Unit: 2837

1. This application contains an appendix consisting of a computer program listing of more than ten (10) pages. In accordance with 37 CFR 1.96(c), a computer program listing contained on more than ten (10) pages, must be submitted as a "microfiche appendix" conforming to the standards set forth in 37 CFR 1.96(c)(2) and must be appropriately referenced in the specification (see 37 CFR 1.77(a)(6)). Accordingly, applicant is required to cancel the computer program listing appearing in the current appendix to the specification, file a "microfiche appendix" in compliance with 37 CFR 1.96(c), and insert an appropriate reference to the newly added "microfiche appendix" at the beginning of the specification.

2. The lengthy specification has not been checked to the extent necessary to determine the presence of all possible minor errors. Applicant's cooperation is requested in correcting any errors of which applicant may become aware in the specification.

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 --

(a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.

(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 1-14 are rejected under 35 U.S.C. 102(a) as being fully met by either of Grewe et al alii or Moriyama et al.

Each patent discloses the storage of a plurality of individual music selections and associated category flags. Categories are selected for music play.



Art Unit: 2837


5. Claims 1-14 are rejected under 35 U.S.C. 102(b) as being fully met by either of Cluts, Suh et alii, Cho et alii or Funahashi et al.

Each patent discloses the storage of a plurality of individual music selections and associated category flags. Categories are selected for music play.

6. Any inquiry concerning this communication should be directed to Stanley J. Witkowski at telephone number (703) 308-1782.

Witkowski/ds

10/28/98



**Stanley Witkowski**  
**Primary Examiner**

**Notice of References Cited**

Application No.

09/098843

Applicant(s)

Looney et al.

Examiner

Witkowski

Group Art Unit

2837

Page 1 of 1

**U.S. PATENT DOCUMENTS**

*	DOCUMENT NO.	DATE	NAME	CLASS	SUBCLASS
A	5,486,645	1-1996	Sub et al.	84	610
B	5,510,573	4-1996	Cho et al.	84	610
C	5,616,876	4-1997	Cluts	84	609
D	5,619,425	4-1997	Funahashi et al.	43A	307AX
E	5,670,730	9-1997	Grewe et al.	84	609
F	5,679,911	10-1997	Moriyama et al.	84	601
G					
H					
I					
J					
K					
L					
M					

**FOREIGN PATENT DOCUMENTS**

*	DOCUMENT NO.	DATE	COUNTRY	NAME	CLASS	SUBCLASS
N						
O						
P						
Q						
R						
S						
T						

**NON-PATENT DOCUMENTS**

*	DOCUMENT (Including Author, Title, Source, and Pertinent Pages)	DATE
U		
V		
W		
X		

\* A copy of this reference is not being furnished with this Office action.  
(See Manual of Patent Examining Procedure, Section 707.05(a).)

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FORM PTO 948 (REV. 11-97)

U.S. DEPARTMENT OF COMMERCE-Patent and Trademark Office

Application No.

9/098843

NOTICE OF DRAFTERPERSON'S PATENT DRAWING REVIEW

The drawing filed (insert date) 6/17/98

- A. not objected to by the Draftperson under 37 CFR 1.84 or 1.152.
B. objected to by the Draftperson under 37 CFR 1.84 or 1.152 as indicated below. The Examiner will require submission of new, corrected drawings where necessary. Corrected drawings must be submitted according to the instructions on the back of this notice.

- 1. DRAWINGS. 37 CFR 1.84(a): Acceptable categories of drawings: Black ink. Color. Color drawing are not acceptable until petition is granted. Fig.(s)
2. PHOTOGRAPHS. 37 CFR 1.84(b) Photographs are not acceptable until petition is granted. 3 full-tone sets are required. Fig(s)
3. TYPE OF PAPER. 37 CFR 1.84(e) Paper not flexible, strong, white and durable. Fig.(s)
4. SIZE OF PAPER. 37 CFR 1.84(f): Acceptable sizes: 21.0 cm by 29.7 cm (DIN size A4)
5. MARGINS. 37 CFR 1.84(g): Acceptable margins: Top 2.5 cm Left 2.5 cm Right 1.5 cm Bottom 1.0 cm SIZE: A4 Size
6. VIEWS. CFR 1.84(h) REMINDER: Specification may require revision to correspond to drawing changes. Views connected by projection lines or lead lines. Fig.(s)
7. SECTIONAL VIEWS. 37 CFR 1.84(h)(3) Hatching not indicated for sectional portions of an object. Fig.(s)
8. ARRANGEMENT OF VIEWS. 37 CFR 1.84(i) Words do not appear on a horizontal, left-to-right fashion when page is either upright or turned, so that the top becomes the right side, except for graphs. Fig.(s)
9. SCALE. 37 CFR 1.84(k) Scale not large enough to show mechanism without crowding when drawing is reduced in size to two-thirds in reproduction. Fig.(s)
10. CHARACTER OF LINES, NUMBERS, & LETTERS. 37 CFR 1.84(l) Lines, numbers & letters not uniformly thick and well defined, clean, durable and black (poor line quality). Fig.(s)
11. SHADING. 37 CFR 1.84(m) Solid black areas pale. Fig.(s) Solid black shading not permitted. Fig.(s) Shading not too rough and blurred. Fig.(s)
12. NUMBERS, LETTERS, & REFERENCE CHARACTERS. 37 CFR 1.48(p) Numbers and reference characters not plain and legible. Fig.(s) Figure legends are poor. Fig.(s) Numbers and reference characters not oriented in the same direction as the view. 37 CFR 1.84(p)(3) Fig.(s) English alphabet not used. 37 CFR 1.84(p)(3) Fig.(s) Numbers, letters and reference characters must be at least .32 cm (1/8 inch) in height. 37 CFR 1.84(p)(3) Fig.(s)
13. LEAD LINES. 37 CFR 1.84(q) Lead lines cross each other. Fig.(s) Lead lines missing. Fig.(s)
14. NUMBERING OF SHEETS OF DRAWINGS. 37 CFR 1.48(t) Sheets not numbered consecutively, and in Arabic numerals beginning with number 1. Fig.(s)
15. NUMBERING OF VIEWS. 37 CFR 1.84(u) Views not numbered consecutively, and in Arabic numerals, beginning with number 1. Fig.(s)
16. CORRECTIONS. 37 CFR 1.84(w) Corrections not made from PTO-948 dated
17. DESIGN DRAWINGS. 37 CFR 1.152 Surface shading shown not appropriate. Fig.(s) Solid black shading not used for color contrast. Fig.(s)

COMMENTS

REVIEWER

DATE 7/7/98

TELEPHONE NO.

7033058404

ATTACHMENT TO PAPER NO. 2

PTO COPY

## Best Available Copy

### REMINDER

Drawing changes may also require changes in the specification, e.g., if Fig. I is changed to Fig. IA, Fig. IB, Fig. IC, etc., the specification, at the Brief Description of the Drawings, must likewise be changed. Please make such changes by 37 CFR 1.312 Amendment at the time of submitting drawing changes.

### INFORMATION ON HOW TO EFFECT DRAWING CHANGES

#### 1. Correction of Informalities--37 CFR 1.85

File new drawings with the changes incorporated therein. The application number or the title of the invention, inventor's name, docket number (if any), and the name and telephone number of a person to call if the Office is unable to match the drawings to the proper application, should be placed on the back of each sheet of drawings in accordance with 37 CFR 1.84(c). Applicant may delay filing of the new drawings until receipt of the Notice of Allowability (PTOL-37). Extensions of time may be obtained under the provisions of 37 CFR 1.136. The drawing should be filed as a separate paper with a transmittal letter addressed to the Drawing Review Branch.

#### 2. Timing of Corrections

Applicant is required to submit **acceptable** corrected drawings within the three-month shortened statutory period set in the Notice of Allowability (PTOL-37). If a correction is determined to be unacceptable by the Office, applicant must arrange to have **acceptable** correction resubmitted within the original three-month period to avoid the necessity of obtaining an extension of time and paying the extension fee. Therefore, applicant should file corrected drawings as soon as possible.

Failure to take corrective action within set (or extended) period will result in **ABANDONMENT** of the Application.

#### 3. Corrections other than Informalities Noted by the Drawing Review Branch on the Form PTO 948

All changes to the drawings, other than informalities noted by the Drawing Review Branch, **MUST** be approved by the examiner before the application will be allowed. No changes will be permitted to be made, other than correction of informalities, unless the examiner has approved the proposed changes.

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PTO

<b>UTILITY PATENT APPLICATION TRANSMITTAL</b> <small>(Only for new nonprovisional applications under 37 C.F.R. § 1.53(b))</small>	Attorney Docket No.	104130-0001
	First Inventor or Application Identifier	Brian M. Looney et al.
	Title	MUSIC ORGANIZER AND ENTERTAINMENT CENTER
	Express Mail Label No.	EL024422989US

<b>APPLICATION ELEMENTS</b> <small>See MPEP chapter 600 concerning utility application contents</small>	ADDRESS TO: Assistant Commissioner for Patents Box Patent Application Washington, DC 20231
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1. <input checked="" type="checkbox"/> *Fee Transmittal Form (e.g., PTO/SB/17) <small>(Submit an original and a duplicate for fee processing)</small> 2. <input checked="" type="checkbox"/> Specification [Total Pages <input type="text" value="28"/> ] <small>(preferred arrangement set forth below)</small> <ul style="list-style-type: none"> <li>- Descriptive title of the invention</li> <li>- Cross References to Related Applications</li> <li>- Statement Regarding Fed sponsored R &amp; D</li> <li>- Reference to Microfiche Appendix</li> <li>- Background of the Invention</li> <li>- Brief Summary of the Invention</li> <li>- Brief Description of the Drawings (if filed)</li> <li>- Detailed Description</li> <li>- Claim(s)</li> <li>- Abstract of the Disclosure</li> </ul> 3. <input checked="" type="checkbox"/> Drawing(s) [Total Sheets <input type="text" value="27"/> ] 4. Oath or Declaration [Total Pages <input type="text" value=""/> ] <ul style="list-style-type: none"> <li>a. <input checked="" type="checkbox"/> Newly executed (original copy)</li> <li>b. <input type="checkbox"/> Copy from a prior application (37 C.F.R. § 1.63(d))  <small>(for continuation/divisional with Box 17 completed)</small>  <small>[Note Box 5 below]</small></li> <li>i. <input type="checkbox"/> <b>DELETION OF INVENTOR(S)</b>  <small>Signed statement attached deleting inventor(s) named in the prior application, see 37 C.F.R. §§ 1.63(d)(2) and 1.33(b)</small></li> </ul> 5. <input type="checkbox"/> Incorporation By Reference (useable if Box 4b is checked) <small>The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under Box 4b, is considered to be part of the disclosure of the accompanying application and is hereby incorporated by reference therein</small>	6. <input type="checkbox"/> Microfiche Computer Program (Appendix) 7. Nucleotide and/or Amino Acid Sequence Sequence Submission <small>((if applicable, all necessary))</small> <ul style="list-style-type: none"> <li>a. <input type="checkbox"/> Computer Readable Copy</li> <li>b. <input type="checkbox"/> Paper Copy (Identical to computer copy)</li> <li>c. <input type="checkbox"/> Statement verifying identity of above copies</li> </ul> <div style="border: 1px solid black; padding: 5px;"> <b>ACCOMPANYING APPLICATION PARTS</b> </div> 8. <input checked="" type="checkbox"/> Assignment Papers (cover sheet & document(s)) 9. <input type="checkbox"/> 37 C.F.R. §3.73(b) Statement (when there is an assignee) <input checked="" type="checkbox"/> Power of Attorney 10. <input type="checkbox"/> English Translation Document (if applicable) 11. <input type="checkbox"/> Information Disclosure Statement (IDS)/PTO-1449 <input type="checkbox"/> Copies of IDS Citations 12. <input type="checkbox"/> Preliminary Amendment 13. <input checked="" type="checkbox"/> Return Receipt Postcard (MPEP 503) <small>(Should be specifically itemized)</small> *Small Entity Statement(s) <input type="checkbox"/> Statement filed in prior application, Status still proper and desired <small>((PTO/SB/09-12))</small> 15. <input type="checkbox"/> Certified Copy of Priority Document(s) <small>(if foreign priority is claimed)</small> 16. <input type="checkbox"/> Other:
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\*NOTE FOR ITEMS 1 & 14: IN ORDER TO BE ENTITLED TO PAY SMALL ENTITY FEES, A SMALL ENTITY STATEMENT IS REQUIRED (37 C.F.R. §1.27), EXCEPT IF ONE FILED IN A PRIOR APPLICATION IS RELIED UPON (37 C.F.R. § 1.28).

17. If a CONTINUING APPLICATION, check appropriate box and supply the requisite information below and in a preliminary amendment

Continuation  Divisional  Continuation-in-part (CIP) of prior application No. /

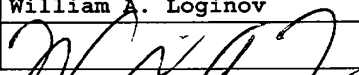
Prior application Information Examiner Group/Art Unit:

**18. CORRESPONDENCE ADDRESS**

Customer Number or Bar Code Label  Correspondence address below

(Insert Customer No. or Attach bar code label here)

Name	William A. Loginov				
Address	Cesari and McKenna 30 Rowes Wharf				
City	Boston	State	MA	Zip Code	02110
Country	U. S. A.	Telephone	(617) 951-2500	Fax	(617) 951-3927

Name (Print/Type)	William A. Loginov	Registration No. (Attorney/Agent)	34,863
Signature		Date	June 17, 1998

05092303 "061798"

## FEE TRANSMITTAL

*Patent fees are subject to annual revision on October 1.  
These are the fees effective October 1, 1997.*

*Small Entity payments must be supported by a small entity statement,  
otherwise large entity fees must be paid. See Forms PTO/SB/09-12.  
See 37 C.F.R. §§ 1.27 and 1.28.*

<b>TOTAL AMOUNT OF PAYMENT</b>	(\$)	555
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Complete If Known	
Application Number	Not Yet Assigned
Filing Date	June 17, 1998
First Named Inventor	Brian M. Looney et al.
Examiner Name	Not Yet Assigned
Group / Art Unit	Not Yet Assigned
Attorney Docket No.	104130-0001

**METHOD OF PAYMENT (check one)**

1.  The Commissioner is hereby authorized to charge indicated fees and credit any over payments to:

Deposit Account Number: 03-1237

Deposit Account Name: Cesari and McKenna, LLP

Charge Any Additional Fee Required Under 37 C.F.R. §§1 16 and 1 17  Charge the Issue Fee Set in 37 C.F.R. §§1 18 at the Mailing of the Notice of Allowance

2.  Payment Enclosed:

Check  Money Order  Other

FEE CALCULATION (continued)					
3. ADDITIONAL FEES				Fee Description	Fee Paid
Large Entity Code	Small Entity Code	Fee (\$)	Fee (\$)		
105	130	205	65	Fee Surcharge - late filing fee or oath	
127	50	227	25	Surcharge - late provisional filing fee or cover sheet	
139	130	139	130	Non-English Specification	
147	2,520	147	2,520	For filing a request for reexamination	
112	920	112	920*	Requesting publication of SIR prior to Examiner action	
113	1,840	113	1,840*	Requesting publication of SIR after Examiner action	
115	110	215	55	Extension for reply within first month	
116	400	216	200	Extension for reply within second month	
117	950	217	475	Extension for reply within third month	
118	1,510	218	755	Extension for reply within fourth month	
128	2,060	128	1,030	Extension for reply within fifth month	
119	310	219	155	Notice of Appeal	
120	310	220	155	Filing a brief in support of an appeal	
121	270	221	135	Request for oral hearing	
138	1,510	138	1,510	Petition to institute a public use proceeding	
140	110	240	55	Petition to revive - unavoidable	
141	1,320	241	660	Petition to revive - unintentional	
142	1,320	242	660	Utility Issue fee (or reissue)	
143	450	243	225	Design Issue fee	
144	670	244	335	Plant Issue fee	
122	130	122	130	Petitions to the Commissioner	
123	50	123	50	Petitions related to provisional applications	
126	240	126	240	Submission of Information Disclosure Stmt	
581	40	581	40	Recording each patent assignment per property (times number of properties)	160
146	790	246	395	Filing a submission after final rejection (37 CFR 1.129(a))	
149	790	249	395	For each additional invention to be examined (37 CFR 1.129(b))	
				Other (specify)	
				Other fee (specify)	
<b>SUBTOTAL (3)</b>					(\$) 160

\*Reduced by Basic Filing Fee Paid

**FEE CALCULATION**

**1. BASIC FILING FEE**

Large Entity Code	Small Entity Code	Fee (\$)	Fee (\$)	Fee Description	Fee Paid
101	790	201	395	Utility filing fee	395
106	330	206	165	Design filing fee	
107	540	207	270	Plant filing fee	
108	790	208	395	Reissue filing fee	
114	150	214	75	Provisional filing fee	
<b>SUBTOTAL (1)</b>					(\$) 395

**2. EXTRA CLAIM FEES**

Total Claims	14	-	20**	=	0	×	11	=	0
Independent Claims	1	-	3**	=	0	×	41	=	0
Multiple Dependent				=	0			=	0

\*\*or number previously paid, if greater. For Reissues, see below

Large Entity Code	Small Entity Code	Fee (\$)	Fee (\$)	Fee Description	Fee Paid
103	22	203	11	Claims in excess of 20	
102	82	202	41	Independent claims in excess of 3	
104	270	204	135	Multiple dependent claim, if not paid	
109	82	209	41	**Reissue independent claims over original patent	
110	22	210	11	**Reissue claims in excess of 20 and over original patent	
<b>SUBTOTAL (2)</b>					(\$) 0

SUBMITTED BY		Complete (if applicable)	
Typed or Printed Name	William A. Loginov	Reg. Number	34,863
Signature		Date	June 17, 1998
		Deposit Account User ID	

00000000000000000000000000000000

UNITED STATES PATENT APPLICATION

*of*

**Brian M. Looney**

**Dale R. McMullin**

**Joseph Pasciuto**

**and**

**Edward T. Doyle**

*for a*

**MUSIC ORGANIZER AND ENTERTAINMENT CENTER**

# MUSIC ORGANIZER AND ENTERTAINMENT CENTER

## 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 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. 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 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), 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 that enables customized playback of music having a variety of predetermined categories that are provided, typically, 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 characteristics 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 can be 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.

5           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  
10 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  
15 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;

20           Fig. 3 is a schematic block diagram of the hardware architecture of an exemplary music organizer and entertainment 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 a graphical user interface  
25 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;

5 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;

10 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;

15 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;

20 Fig. 17 is a plan view of a fourth 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;

25 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;

5 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 retrieving rated music;

10 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

15 A generalized embodiment of a music organizer and entertainment center 50 as 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 systems described herein. 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  
20 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  
25 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

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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 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 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<sup>®</sup> 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  
5 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  
cursor-moving 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  
10 example, the touch-screen, shown as a touch-screen interface 136, and used in  
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  
15 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 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  
20 can also be provided. For output, a sound card, available from a variety of commercial  
sources such as the Soundblaster<sup>®</sup> driver 180 can be employed and appropriate amplifiers  
and speakers 182 can be provided. The amplifiers and speakers are conventional and  
receive inputs from the sound card in the form, typically, of analog audio signals.

Input/output exchange of data is provided through a hard drive storage 190, also  
25 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.

5 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  
10 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.

15 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:

1. Musical source material is first purchased or otherwise acquired by the service provider that services the music organizer and entertainment center of this invention.  
20 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.

25 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.

5           4. Compressed music is subsequently catalogued using a conventional database program such as Microsoft Access<sup>®</sup> 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  
10 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 compiled by the service provider. Individual customers or subscribers are solicited to  
15 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<sup>®</sup> 2.0 database program available from Microsoft of Redmond, Washington can also be loaded unto this compact disc when the playback  
20 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 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.  
25 For example, a commercially private or public key encryption 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 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 fees for receiving the music.

5           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 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  
10 acceptable high-volume data storage can be used to transfer song data. Likewise, the 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, customized song data are expressly contemplated according to this  
15 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 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  
20 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 the center formatted in the  
25 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 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 the downloading process is terminated, and the user is advised to contact the service provider.

5           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           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.

15           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<sup>®</sup> available from Microsoft, or another data-to-sound software procedure. It is contemplated that the software procedure be compatible with an appropriate sound card, as described above. Speakers and an amplifier are used to deliver music to the user, as also described above.

20           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.

25           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. Screen 1 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  
5 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.

10 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  
15 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. Screen 2 is shown generally in Fig. 12, as noted above. By branching to the searching  
20 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  
25 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 exist, 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 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 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 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 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 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 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 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  
5 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  
10 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  
15 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  
20 random, from the MyData database three dance category songs having 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  
25 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. Screen 3 provides a window 482 with sub-categories 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 sub-categories 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 described.

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 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. Sub-categories are sorted and displayed on appropriate default sub-category buttons 572 shown in the window 482 in Fig. 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 sub-category 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 style, dance type, music speed and energy. Of course, this can also be included as desired by the service provider who originally formats 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. Screen 4 is also illustrated generally as the display 336 in Fig. 17. The display is organized to display all songs 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 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. 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  
5 the copying of all compressed files from the 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 is updated with new songs in block 567. At any time, the canceled button can be pressed as  
10 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 block 600, Screen1 is displayed showing the various playback 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  
15 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  
20 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  
25 618 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 Screen1 controls are cleared in block 630. The system awaits further instructions at this time.

5 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  
10 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 is 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  
15 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  
20 implemented using conventional database programs such as the above-described Microsoft Access<sup>®</sup> 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. Appended hereto in the attached **APPENDIX** is a listing of program commands in the  
25 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 an 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 can interface with an associated connector (shown in phantom) 744 on the base unit. The hard drive, itself, is moved from base unit to base unit so that, again, there is no 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 base unit 730. A mother board 750 controls the operations of the unit.

Figs. 21 and 22 illustrate a mobile playback system according to this invention. The above described docking 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 interior 760 is provided with a main audio system 762. Various chords 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. 22, the sun visor 768 is  
5 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  
10 exclusively a disc drive or other high-volume data reader or can include many of the 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 voice-recognition software can be used in conjunction with the center. A hand grip 790 is provided for moving the display  
15 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 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  
20 back on appropriate 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 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  
25 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 the specific search list song entry.

5 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  
10 804, 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  
15 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  
20 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.

25 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.

5 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. Pressing the "OK" button 866 causes the shutdown time  
10 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.

15 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 above-described 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 motion video and/or images is desirable. In substance, the data for video packages  
20 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 music videos, most or all of the same categories as music can be used, with the addition, perhaps of certain video-specific categories.

25 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  
5 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.

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  
10 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  
15 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  
20 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  
25 not to otherwise limit the scope of the invention.

What is claimed is:

**CLAIMS**

- 1 1. A music organizer and entertainment center comprising:  
2 a storage device for storing compressed data defining a plurality of individual  
3 music selections and associated category flags;  
4 a processor that retrieves selections and the associated category flags from the  
5 storage device based upon user selection of predetermined of the categories;  
6 a decompression device that translates the compressed data into playable digital  
7 music data; and  
8 a sound card that converts the playable digital music data into audible music  
9 signals.
- 1 2. The center as set forth in claim 1 further comprising a data reading device that  
2 transfers data to the data storage device, the data reading device receiving data from a  
3 service provider that appends predetermined associated category flags to each of the  
4 plurality of individual music selections as originally prepared by the service provider.
- 1 3. The center as set forth in claim 2 wherein the data reading device comprises an  
2 optical disc reader that reads an optical disc of individual music selections prepared by  
3 the service provider.
- 1 4. The center as set forth in claim 3 wherein the storage device includes a file having  
2 all individual music selections available from the service provider, constructed and  
3 arranged so that a user can identify each of the individual music selections whereby the  
4 individual music selections can be requested from the service provider.
- 1 5. The center as set forth in claim 4 wherein one of the category flags comprises an  
2 ownership category flag that indicates which music selections from the list of all music  
3 selections are currently resident in the storage device.



1 6. The center as set forth in claim 1 further comprising a graphical user interface  
2 display having a plurality of selectable screens, at least one of the selectable screens  
3 including a plurality of category buttons constructed and arranged so that when a  
4 predetermined of the category buttons is activated, music selections having category flags  
5 matching the predetermined category of a respective of the buttons are selected and listed  
6 on the display.

1 7. The center as set forth in claim 6 wherein at least one of the displays includes a  
2 play list of music selections chosen from the search list, the center being constructed and  
3 arranged to translate compressed data of each of the music selections on the play list, in a  
4 predetermined order, and to convert the playable digital music data into audible music  
5 signals.

1 8. The center as set forth in claim 7 further comprising a memory function  
2 constructed and arranged to memorize predetermined lists of music selections for  
3 subsequent playback based upon predetermined list identifier commands.

1 9. The center as set forth in claim 8 wherein at least one of the category flags  
2 comprises a rating flag and further comprising means for selectively blocking playback of  
3 songs associated with predetermined rating flags, the means for blocking including a  
4 password entry function to control the means for blocking.

1 10. The center as set forth in claim 1 further comprising a display screen having a  
2 plurality of graphical user interface displays, at least one of the displays including a  
3 plurality of buttons that, when activated, display a list of music selections on a search list  
4 having the associated category flags.

1 11. The center as set forth in claim 10 wherein each of the category buttons is  
2 constructed and arranged to display a plurality of sub-category buttons with other

3 associated category flags whereby activation of the sub-category buttons further defines a  
4 selection of individual music selections so that the further defined music selections have  
5 each of the selected associated category flags.

1 12. The center as set forth in claim 1 further comprising a graphical user interface  
2 having a plurality of display screens, at least one of the screens showing thereon a  
3 plurality of buttons associated with individual of the associated category flags, a playback  
4 list showing music selections schedule for playback by the center and a search list  
5 showing current music selections retrieved based upon predetermined of the category  
6 buttons.

1 13. The center as set forth in claim 12 wherein the graphical user interface comprises  
2 a further screen having a plurality of music playback control buttons for controlling  
3 sound levels of the audible music signals.

1 14. The center as set forth in claim 13 wherein the graphical user interface includes a  
2 display screen having a listing of all available music selections currently stored in the  
3 storage device.

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**ABSTRACT OF THE DISCLOSURE**

5           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  
10   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.

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APPENDIX

MOAEC CODE

Updated 6/2/98

Author: Dale McMullin

Media: Microsoft Visual Basic V.5.0

Total Lines: 5,245



002450" E7486060

```
"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 & "\music.mdb"
Screen2.Data3.DatabaseName = App.Path & "\mydata.mdb"
Screen2.Data3.RecordSource = "LP Complete Music Guide"
Screen2.Data1.Refresh
Screen2.Data2.Refresh
Screen2.Data1.Recordset.MoveLast
Screen2.Data1.Recordset.MoveFirst
final = Screen2.Data1.Recordset.RecordCount
Do While Not Screen2.Data1.Recordset.EOF And StoplistingList = False
LoopTop:
DoEvents
If PauseList = True Then NewPauseStartTime = Timer() - TimeSoFar
MousePointer = 11
Screen2.Data3.RecordSource = "LP Complete Music Guide"
Screen2.Data1.Recordset.MoveNext
i = Screen2.Data1.Recordset.AbsolutePosition
If i < 0 Or StoplistingList = 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.NoMatch Then
songdata(9) = " "
If DisplayLibrary = 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("colorID"))
For X = 4 To 8
DoEvents
Screen2.Data2.RecordSource = X
```

```

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
    MusicListing.AddItem 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 j
    MusicListing.Col = 0
End If

If StoplistingList = True Then GoTo Stoploop
DoEvents
Loop
Stoploop
If Screen1.wp.LinkMode <> LINK_NONE And PauseList = True Then
    Screen1.wp.LinkExecute "pause"
    PauseList = False
End If
MousePointer = 0
Screen2.Data1.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"
Exit Sub
End Sub

Private Sub ClearList_Click()
    MusicListing.Rows = 1
    StoplistingList = True
    If RatingBox.Visible = True Then RatingBox.Visible = False

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
        EndItAll
    End If
End Sub

Private Sub Form_Activate()

```

```

If MusicListing.Rows > 2 Or Screen.ActiveForm.Name <> "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 Screen1.wp.LinkMode <> LINK_NONE Then
        Screen1.wp.LinkExecute "pause"
        PauseList = True
    End If

    Load choices
    choices.Show 1

End If
If CancelLibrary = True Then
    CancelLibrary = False
    Screen2.Show
    Screen2.SetFocus
    Exit Sub
Else
    FirstLibrary = False
End If
UpdateList
End Sub

Private Sub Form_Load()
# Recorder WindowState = 2
FirstLibrary = True
StoplistingList = False
RatingBlock = "none"
RatingOption(0) Value = True
password = "MOAEC"
End Sub

Private Sub Form_QueryUnload(Cancel As Integer, UnloadMode As Integer)
Dim Msg ' Declare variable.

If ExitButtonPushed = False Then
    Msg = "Do you really want to exit the application?"
Else
    ExitButtonPushed = True
EndIfAll
End If

End Sub

Private Sub Form_Resize()
On Error Resume Next
If WindowState = 2 Then
    For X = 1 To 3

```

```

        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
Else
    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
End If
Title.Left = (Recorder.Width / 2) - 3500
ExitSystem.Top = ScreenShow(0).Top
SearchAgain.Top = ScreenShow(0).Top
Rating.Top = ScreenShow(0).Top
SearchAgain.Height = ExitSystem.Height
MusicListing.Left = (Recorder.Width / 2) - (MusicListing.Width / 2)
StopListUpdate.Top = ScreenShow(0).Top
StopListUpdate.Left = Recorder.Width - 1560
ClearList.Top = ScreenShow(0).Top
ClearList.Left = StopListUpdate.Left - 1815
End Sub
Private Sub Form_Unload(Cancel As Integer)
    EndItAll
End Sub
Private Sub MusicListing_Click()
    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 <> password Then
        MsgBox "The password was incorrect."
        Exit Sub
    Else
        RatingBox.Visible = True
    End If
End Sub

```

```

End If

End Sub

Private Sub RatingCancel_Click()
    RatingBox.Visible = False
    If RatingBlock = "none" Then
        RatingOption(0).Value = True
    ElseIf RatingBlock = "PG" Then
        RatingOption(1).Value = True
    ElseIf 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 "
    ElseIf RatingBlock = "PG" Then
        message = "PG and R rated music "
    ElseIf RatingBlock = "R" Then
        message = "R rated music "
    End If
    RatingBox.Visible = False
    MsgBox (message & " will be blocked from search, display, and play.")
End Sub

Private Sub RatingOption_Click(Index As Integer)
    If RatingOption(0).Value = True Then
        RatingTemp = "none"
    ElseIf RatingOption(1).Value = True Then
        RatingTemp = "PG"
    ElseIf RatingOption(2).Value = True Then
        RatingTemp = "R"
    Else
        RatingTemp = "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 your new password.")
    If NewPassword2 = "" Then Exit Sub
    If NewPassword2 = NewPassword1 Then
        password = NewPassword1
        MsgBox "Password changed successfully."
    Else
        MsgBox "Error entering new password."
    End If
End Sub

```



```
Private Sub ScreenShow_Click(Index As Integer)

Dim i As Integer
On Error Resume Next
If RatingBox.Visible = True Then RatingBox.Visible = False
If (SelCat1 = "" And Index = 2) Then
MsgBox ("Please select a main category from screen 2 before viewing this screen !!!")
Exit Sub
End If

For i = 0 To 3
Screen2.ScreenShow(i).BackColor = &H8000000F
ScreenShow(i).BackColor = &H8000000F
ScreenShow(i).ForeColor = &H80000012
Next i

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
Screen1.ScreenShow(i).BackColor = &H8000000F
Screen1.ScreenShow(Index).ForeColor = &H80000012
Next i
Screen1.ScreenShow(Index).BackColor = &HC0&
Screen1.ScreenShow(Index).ForeColor = &H8000000E
Screen1.Show
If Screen1.WindowState <> 2 Then Screen1.WindowState = 2
Exit Sub
Case 1
Screen2.DD.Group = "Screen2"
Screen2.cat1screen.Visible = True
Screen2.cat2screen.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 = &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.FavHitsScrn.Visible = False
For i = 0 To 4
Screen2.ScreenShow(i).BackColor = &H8000000F
```

```

        Screen2.ScreenShow(Index).ForeColor = &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 = &HC0&
    Recorder.ScreenShow(Index).ForeColor = &H8000000E
    Screen1.Hide
    Screen2.Hide
    Recorder.Show
        If Recorder.WindowState <> 2 Then Recorder.WindowState = 2

    Recorder.Refresh
    Screen2.cat1screen.Visible = True
    Screen2.cat2screen.Visible = False
    Screen2.FavHitsScrn.Visible = False

End Select
End Sub

Private Sub SearchAgain_Click()
    response = 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 Screen1.wp.LinkMode <> LINK_NONE Then
            Screen1.wp.LinkExecute "pause"
            PauseList = True
        End If
        Load choices
        choices.Show 1
        If CancellLibrary = True Then
            CancellLibrary = False
            Screen2.Show
            Screen2.SetFocus
            Exit Sub
        End If
        StoplistingList = False
        UpdateList
    End If
End Sub

Private Sub StopListUpdate_Click()
    StoplistingList = True
    If RatingBox.Visible = True Then RatingBox.Visible = False

```

```

If Screen1.wp.LinkMode <> LINK_NONE And PauseList = True Then
    Screen1.wp.LinkExecute "pause"
    PauseList = False
End If

```

```
End Sub
```

```
“Loader.frm”
```

```
Private Sub Form_Activate()
    Dim ftime, wtime 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 & "\cd1a.avi"
    titlefrm.Animation2.Open App.Path & "\cd1b.avi"
    titlefrm.Animation1.Play
    titlefrm.Animation2.Play
    titlefrm.MMControl1.FileName = App.Path & "\Intro.wav"
    Call titlefrm.Main

```

```
touchscreen = True
```

```

Do While wtime < 10
    wtime = Timer() - ftime
    DoEvents

```

```

Loop
    titlefrm.Show
    Loader.Hide
    MousePointer = 0
    Unload Loader

```

```
End Sub
```

```
“choices.frm”
```

```
Private Sub Form_Load()
    DisplayLibrary = False

```

```
End Sub
```

```
Private Sub OKButton_Click(Index As Integer)
```

```

    If Index = 1 Then
        CancelLibrary = True
    End If

```

```
Unload choices
```

```
End Sub
```

```
Private Sub Option1_Click()
    DisplayLibrary = False

```

```
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 dwParam1 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" (ByVal lpAppName As String, _  
    ByVal lpKeyName As String, ByVal lpDefault As String, _  
    ByVal lpReturnedString As String, ByVal nSize As Long) As Long
```

2002-09-03 15:48:00

```
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_WAVE_OPEN_PARMS  
    dwCallback As Long  
    wDeviceID As Long  
    lpstrDeviceType As String  
    lpstrElementName As String  
    lpstrAlias As String  
    dwBufferSeconds As Long  
End Type
```

```
Private Type MCI_PLAY_PARMS  
    dwCallback 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
```

```

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.Link.Mode = NONE
wp.Link.Item = ""

```

```

wp.Link.Topic = "WinPlay3'audio"
wp.Link.Mode = LINK_MANUAL
tmp = Err

```

```

If (tmp = 0) Then
  WinPlayConnected = 1
Else
  WinPlayConnected = 0
End If

```

```

CreateLink = tmp

```

```

End Function

```

```

Sub AdjustVolume(SliderNum As Integer)

```

```

Dim newvolume As Long
Dim first As Integer
Dim other As Integer
Dim leftVol As Long
Dim RightVol 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

```

```

ElseIf SliderNum = 2 Or SliderNum = 3 Then
  first = 3
  other = 2

```

```

End If

```

```

If SliderNum = first Or SliderNum = other Then

```

```

Text2.Text = oldvolume
leftVol = CLng(Val("&H" & Hex(volumesldr(other).Value)) - 1)
RightVol = CLng(Val("&H" & Hex(fadevalue * (65535 - volumesldr(first).Value) & Hex(fadevalue * (65535 -
volumesldr(other).Value))))
newvolume = RightVol
Call waveOutSetVolume(VolumeID, newvolume)
End If
End If
End Sub

```

```

Sub Playwave(WaveFile As Variant, songlength As Double)

```

```

Dim Ltime 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 mixinc 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
Screen1.stop(channel).Enabled = True
Screen1.stop(OtherChannel).Enabled = False
wp.LinkExecute "set PlayList " & WaveFile
Ltime = Timer()
X = 0
Do While X < 5
    X = Timer() - Ltime
Loop
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)

Sunspot Software and Graphics  
303-805-7637

SONY 1010 - Page 99

```
If Timer() > AutoExitTime And AutoExitEvent = True Then
    'SendKeys "{enter}"
    EndItAll
    'Call ExitWindows(&H0, &H0)
End If
If PauseList = True Then
    NewPauseStartTime = Timer() - TimeSoFar
End If
If PauseList = False Then
    nexttrack(1).Enabled = True
    prevtrack(1).Enabled = True
    nexttrack(2).Enabled = True
    prevtrack(2).Enabled = True
    TimeSoFar = Timer() - NewPauseStartTime
    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")
End If
```

```
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
If NextTrackVar = True Then
    X = TimeSerial(0, 0, songlength)
    NextTrackVar = False
End If
```

Loop

```
PlayLab(channel) Visible = False
QueLab(channel).Visible = True
```

Exit Sub

errorhandler:

```
MsgBox ("Sorry....There was a problem playing this music selection.")
End Sub
```

Private Sub eject\_Click()

Dim files As String

Dim n As Integer

If wp.LinkMode <> LINK\_NONE Then

On Error Resume Next

fileopendlg.Action = 1

End If

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
```

```
        AutoExitEvent = False  
        AutoExit.Caption = "AUTO EXIT"  
    End If  
Else  
    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  
        AutoExit.Caption = "CANCEL"  
        TimeFrame.Visible = True  
        keyboard.Visible = True  
        TimeInput.SetFocus  
    End If  
End If  
endsub:  
End Sub
```

```
Private Sub backup_Click()  
If TimeInput.Visible = True Then
```

```
    TimeInput.SetFocus  
    .SendKeys "{end}"  
    SendKeys "{backspace}"  
    SendKeys "{tab}"
```

```
End If  
End Sub
```

```
Private Sub CurrentSongExpanded_Click(Index As Integer)  
    CurrentSongExpanded(Index).Visible = False  
End Sub
```

```
Private Sub cursong_click(Index As Integer)
```



```
    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
        EndItAll
    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 volumecode As Long

    Dim tmp As String * 256
    Dim WinPlay3Name As String
    Dim n As Integer
    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 = Left$(tmp, n)
        If StartApp(WinPlay3Name & "/DDE") Then
            Select Case CreateLink()
            Case 0
                ' dde server started
```

```

    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
```

```
volumesldr(8).Value = 49000
```

```
volumesldr(9).Value = 49000
```

```
For i = 4 To 5
```

```
    volumesldr(i).Value = 49000
```

```
Next i
```

```
For i = 0 To 3
```

```
    volumesldr(i).Value = 49000
```

```
Next i
```

```
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 WindowState = 2 Then
```

```
        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
```

```
        Next X
```

```
        ExitSystem.Top = Screen1.Height - 1155
```

```
        Label10.Top = Screen1.Height - 1155
```

**MOAEC MASTER CODE (page 15)**

Sunspot Software and Graphics  
303-805-7637

```

End If
Label10.Left = Screen1.Width - 1455
ExitSystem.Left = 120
Channel1(1).Left = (Screen1.Width / 2) + 8
Channel1(3).Left = (Screen1.Width / 2) + 8
Picture1.Width = Screen1.Width - 460
Picture1.Top = Screen1.Height - 3255
For X = 0 To 3
    Channel1(X).Width = (Screen1.Width / 2) - 353
Next X
For X = 0 To 1
    PlaySpeed(X).Left = (Channel1(0).Width / 2) - 1200
Next X
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
Label4(0).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
    nexttrack(X).Left = ((Channel1(0).Width / 2) - 1425) + 2280
    cursong(X).Left = Channel1(1).Width - 2175
    Quelab(X).Left = cursong(1).Left
    PlayLab(X).Left = cursong(1).Left
Next X
For X = 2 To 3
    Channel1(X).Height = Screen1.Height - Channel1(0).Height - Picture1.Height - 1600
Next X
volumesldr(0).Left = 0.209 * Picture1.Width
volumesldr(1).Left = 0.267 * Picture1.Width
volumesldr(2).Left = 0.36 * Picture1.Width
volumesldr(3).Left = 0.418 * Picture1.Width
volumesldr(4).Left = 0.6734 * Picture1.Width
volumesldr(5).Left = 0.7315 * Picture1.Width
volumesldr(8).Left = 0.8128 * Picture1.Width
volumesldr(9).Left = 0.894 * Picture1.Width
Master(0).Left = 0.5225 * Picture1.Width
Master(1).Left = 0.5806 * Picture1.Width
Label1(1).Left = volumesldr(0).Left + 120
Label1(2).Left = volumesldr(2).Left + 120
Label1(4).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

```

```

AutoExit.Top = ExitSystem.Top
For X = 1 To 2
    CurrentSongExpanded(X).Left = (Screen1.Width / 2) - 5408
Next X
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 "{F1}"
End Sub

```

```

Private Sub Letters_Click(Index As Integer)
    'type the letter pressed in the text field
    If TimeInput.Visible = True Then
        TimeInput.SetFocus
        SendKeys LCase(Letters(Index).Caption)
        SendKeys "{tab}"
    End If
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)

```

```

Case 1
    volumesldr(1).Value = OrigVol(1) + volinc2(1)
    volumesldr(3).Value = OrigVol(3) + volinc2(1)
    volumesldr(5).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)
    ElseIf (mixerbar.Value >= 0 And channel = 2) Then
        AdjustVolume (2)
    End If

End Sub

Private Sub mixerbar_Scroll()

    If (mixerbar.Value <= 0 And channel = 1) Then
        AdjustVolume (1)
    ElseIf (mixerbar.Value >= 0 And channel = 2) Then
        AdjustVolume (2)
    End If

End Sub

Private Sub MixFade_Click()
    If MixFade.Caption = "AUTO MIX OFF" Then
        MixFade.Caption = "AUTO MIX ON"
        automix = True
    Else
        MixFade.Caption = "AUTO MIX OFF"
        automix = False
    End If
End Sub

Private Sub nexttrack_Click(Index As Integer)
    If index = channel Then
        If wp.LinkMode <> LINK_NONE Then
            response = MsgBox("Are you sure you want to skip to the next song?", 4)
            If response = vbNo Then
                Exit Sub
            Else
                NextTrackVar = True
            End If
        End If
    End If
End Sub

```

```

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
If Index = OtherChannel And StopList = True Then
NextTrackVar = True
ElseIf Index = channel Then
PauseList = False
wp.LinkExecute "play"
StopList = False
End If
End If
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 <> LINK_NONE Then
wp.LinkExecute "stop"
StopList = True
PauseList = False
PrevTrackVar = True

```

```
End If
End If
End Sub
```

```
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
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
Screen2.ScreenShow(i).BackColor = &H8000000F
ScreenShow(j).BackColor = &H8000000F
ScreenShow(i).ForeColor = &H80000012
Next i
Select Case Index
Case 0
Screen2.DD.Group = "Screen1"
Screen2.Hide
Screen2.cat2screen.Visible = False
Screen2.FavHitsScrn.Visible = False
Exit Sub
Case 1
Screen2.DD.Group = "Screen2"
Screen2.cat2screen.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 = &HC0&
Screen2.ScreenShow(Index).ForeColor = &H8000000E
Screen2.Show
If Screen2.WindowState <> 2 Then Screen2.WindowState = 2
Exit Sub
Case 2
If IsDDWinRunning() Then Screen2.DD.Group = "Screen2"
```

**MOAEC MASTER CODE** (page 20)

Sunspot Software and Graphics  
303-805-7637

```

SelCat1 = MemCat
Screen2.cat2screen.Visible = True
Screen2.FavHitsScrn.Visible = False
For i = 0 To 4
    Screen2.ScreenShow(i).BackColor = &H800000F
    Screen2.ScreenShow(Index).ForeColor = &H8000012
Next i
Screen2.ScreenShow(Index).BackColor = &HC0&
Screen2.ScreenShow(Index).ForeColor = &H800000E
Screen2.Show
    If Screen2.WindowState <> 2 Then Screen2.WindowState = 2

```

```

Exit Sub
Case 3
Screen2.DD.Group = "Screen4"
Recorder.ScreenShow(Index).BackColor = &HC0&
Recorder.ScreenShow(Index).ForeColor = &H800000E
Screen1.Hide
Screen2.Hide
Recorder.Show
    If Recorder.WindowState <> 2 Then Recorder.WindowState = 2

```

```

Recorder.Refresh
Screen2.cat2screen.Visible = False
Screen2.FavHitsScrn.Visible = False

```

```
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

```



```

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

```

```

endsub:
End Sub

```

```

Private Sub volumesldr_Change(Index As Integer)
AdjustVolume (Index)
OrigVol(Index) = volumesldr(Index).Value

```

```

End Sub

```

```

Private Sub volumesldr_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 Category1(0).SetFocus
If Word = "[jazz]" Then Category1(1).SetFocus
If Word = "[folk]" Then Category1(2).SetFocus
If Word = "[oldies]" Then Category1(3).SetFocus
If Word = "[country]" Then Category1(4).SetFocus
If Word = "[pop]" Then Category1(5).SetFocus
If Word = "[soul]" Then Category1(6).SetFocus
If Word = "[R and B]" Then Category1(7).SetFocus

```

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```

If Word = "[blues]" Then Category1(8).SetFocus
If Word = "[calypso]" Then Category1(9).SetFocus
If Word = "[disco]" Then Category1(10).SetFocus
If Word = "[funk]" Then Category1(11).SetFocus
If Word = "[rock]" Then Category1(12).SetFocus
If Word = "[metal]" Then Category1(13).SetFocus
If Word = "[top 40]" Then Category1(14).SetFocus
If Word = "[rap]" Then Category1(15).SetFocus
If Word = "[reggae]" Then Category1(16).SetFocus
If Word = "[alternative]" Then Category1(17).SetFocus
If Word = "[ethnic]" Then Category1(18).SetFocus
If Word = "[religion]" 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 = "[favorite hits]" Then Category1(23).SetFocus
If Word = "[special dance]" Then Category1(24).SetFocus
If Word = "[special mixes]" Then Category1(25).SetFocus
If Word = "[dance]" Then Category1(26).SetFocus
If Word = "[energy]" Then Category1(27).SetFocus
If Word = "[sound effects]" Then Category1(28).SetFocus
If Word = "[sound tracks]" Then Category1(29).SetFocus
If Word = "[television]" 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
ElseIf 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 AllSpeeds.Enabled = True Then AllSpeeds.SetFocus
If Word = "[Fast]" And SongSpeed(0).Enabled = True Then SongSpeed(0).SetFocus

```

```

    'If Word = "[Fast]" Then SongSpeed(0).SetFocus
    If Word = "[Medium]" And SongSpeed(1).Enabled = True Then 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
        TimeInput.SetFocus
        TimeInput.Text = 30
    End If
    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 CancelSubScreen.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.
    Exit Sub
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

On Error GoTo noFilename

```

```

fileName = Songfile
FilePointer = CreateFile(fileName, GENERIC_READ Or GENERIC_WRITE, 0&, 0&, OPEN_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 Screen1.Playwave(fileName, songlength)
CloseHandle (FilePointer)
GlobalUnlock (memHandle)
GlobalFree (memHandle)
Exit Sub

```

noFilename:

End Sub

Sub StartPlay(row As Integer, list As Integer)

Dim song, songlength2 As String

Dim i, j As Integer

Dim CurControl As MSFlexGrid

'Dim OtherChannel As Integer

On Error GoTo errorhandler

If list = 1 Then

Set CurControl = searchlist

ElseIf list = 2 Then

Set CurControl = Play list(0)

End If

StopList = False

If (CurControl Name = Play list(0).Name And Playlist(0).Rows > 1) Or CurControl.Name = searchlist.Name Then

If SongPlaying = True Then

answer = MsgBox("Are you sure you want to interrupt the current song ?", 4, "Interrupt Song Playing")

If answer = vb.No Then

Exit Sub

Else

If channel = 1 Then

channel = 2

OtherChannel = 1

ElseIf channel = 2 Then

channel = 1

OtherChannel = 2

End If

End If

End If

Mix.Enabled = False

'switch to s1

Screen1.Show

**MOAEC MASTER CODE (page 25)**

Sunspot Software and Graphics

303-805-7637

```
Screen1.Refresh
Screen2.Hide
```

```
If Playlist(0) Rows > 1 Then
  Playlist(0).Col = 1
  Playlist(1).Col = 1
  Playlist(0).ColSel = 2
  Playlist(1).ColSel = 8
End 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
```

```
  For i = 0 To 8
```

```
    selsong(i) = searchlist.TextMatrix(searchlist.row, i)
```

```
  Next i
```

```
  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)
```

```
'Add a song to the total to be played
```

```
NumSongs Text = PlaySongs
```

```
'Add the song time to the play time box
```

```
End If
```

```
End If
```

```
begin playing song list
```

```
Do Until Playlist(0).Rows < 2
```

```
  undo.Enabled = False
```

```
  For j = 0 To 4
```

```
    ScreenShow(j).BackColor = &H8000000F
```

```
    ScreenShow(j).ForeColor = &H80000012
```

```
    Screen1.ScreenShow(j).BackColor = &H8000000F
```

```
    Screen1.ScreenShow(j).ForeColor = &H80000012
```

```
  Next j
```

```
  Screen1.ScreenShow(0).BackColor = &HC0&
```

```
  Screen1.ScreenShow(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
```

```
  Screen1.PlayLab(OtherChannel).Visible = False
```

```
Screen1.Quelab(OtherChannel).Visible = True
```

```
'find the first song to be played
```

MOAEC MASTER CODE (page 26)

Sunspot Software and Graphics  
303-805-7637

```

'if the song was already on deck then play it
  Data1.Refresh
  Data1.Recordset.MoveLast
  Data1.Recordset.MoveFirst
  Data1.Recordset.FindFirst "Title = '" & CurControl.TextMatrix(row, 1) & "' and Artist = '" & CurControl.TextMatrix(row, 2) &

```

```

If IsNull(Data1.Recordset.Fields("ID")) Then
  MsgBox ("There was a problem finding your song file on disk.")

```

```

Else
  songlist = "c:\Progra~1\moaec\895.mpg"
  'songlist = "C:\Progra~1\moaec\" & Data1.Recordset.Fields("ID") & ".mpg"
  'songlist = "c:\windows\media\tada.wav"
  songlist = "e:\\" & Data1.Recordset.Fields("ID") & ".mpg"

```

```

End If

```

```

songlength = Val(CurControl.TextMatrix(row, 0)) - 2
Screen1.cursong(channel).Text = CurControl.TextMatrix(row, 1)
CurControl.Col = 1
Screen1.cursong(channel).BackColor = CurControl.CellBackColor
Screen1.Text1(channel).Text = Format(TimeSerial(0, 0, songlength), "hh:mm:ss")
If CurControl.Name = Playlist(0).Name Then

```

```

  For X = 0 To 8
    Screen1.CurrentSongExpanded(channel).TextMatrix(1, X) = Playlist(1).TextMatrix(row, X)
    Screen1.CurrentSongExpanded(channel).CellBackColor = Playlist(1).CellBackColor
    Screen1.CurrentSongExpanded(channel).BackColorSel = Playlist(1).CellBackColor
    Screen1.CurrentSongExpanded(channel).ForeColorSel = Playlist(1).CellForeColor

```

```

  Next X

```

```

Else

```

```

  For X = 0 To 8
    Screen1.CurrentSongExpanded(channel).TextMatrix(1, X) = CurControl.TextMatrix(row, X)
    Screen1.CurrentSongExpanded(channel).CellBackColor = CurControl.CellBackColor
    Screen1.CurrentSongExpanded(channel).BackColorSel = CurControl.CellBackColor
    Screen1.CurrentSongExpanded(channel).ForeColorSel = CurControl.CellForeColor

```

```

  Next X

```

```

End If

```

```

Data1.Recordset.Close

```

```

If (CurControl.Name = Playlist(0).Name And Playlist(0).Rows > 2) Or CurControl.Name = searchlist.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))

```

```

  Screen1.cursong(OtherChannel).Text = Playlist(0).TextMatrix(Playlist(0).row, 1)

```

```

  Playlist(0).Col = 1

```

```

  Screen1.cursong(OtherChannel).BackColor = Playlist(0).CellBackColor

```

```

  Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, songlength2), "hh:mm:ss")

```

```

  Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")

```

**MOAEC MASTER CODE** (page 27)

Sunspot Software and Graphics

303-805-7637

SONY EXHIBIT 1010 - PAGE 114

```

For X = 0 To 8
  Screen1.CurrentSongExpanded(OtherChannel).TextMatrix(1, X) = Playlist(1).TextMatrix(Playlist(0).row, X)
  Screen1.CurrentSongExpanded(OtherChannel).CellBackColor = Playlist(1).CellBackColor
  Screen1.CurrentSongExpanded(OtherChannel).BackColorSel = Playlist(1).CellBackColor
  Screen1.CurrentSongExpanded(OtherChannel).ForeColorSel = Playlist(1).CellForeColor
Next X

```

```

Else
  songlist2 = ""
  Screen1.cursong(OtherChannel).Text = ""
  Screen1.cursong(OtherChannel).BackColor = &H80000009
  Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
  Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
End If

```

```

If CurControl Name = searchlist.Name Then SongsTime = SongsTime + CLng(Val(CurControl.TextMatrix(row, 0)))
SongsTime = SongsTime - CLng(Val(CurControl.TextMatrix(row, 0)))
timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")

```

```

If Playlist(0).Rows > 2 Then
  If CurControl.Name = Playlist(0) Name And row <> 1 Then
    Playlist(0).row = row
    Playlist(1).row = row
  ElseIf CurControl.Name = searchlist Name Then
    Playlist(0).row = Playlist(0).Rows - 1
    Playlist(1).row = Playlist(0) Rows - 1
  Else
    Playlist(0).row = 1
    Playlist(1) row = 1
  End If
  Playlist(1) RemoveItem (Playlist(0).row)
  Playlist(0).RemoveItem (Playlist(0) row)

```

```

Else
  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).ColSel = 8

```

```

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 Screen1.Playwave(songlist, songlength)
If CurControl.Name = searchlist.Name Then Set CurControl = Playlist(0)
row = 1

If channel = 1 Then
    channel = 2
    OtherChannel = 1
Else
    channel = 1
    OtherChannel = 2
End If
SongPlaying = False

End If
Loop
Else
    StopList = True
End If

clearall:
SongsTime = 0
    Playlist(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"
    Screen1.cursong(channel).Text = ""
    Screen1.cursong(channel).BackColor = &H80000009

    Screen1.Text1(channel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
    Screen1.TimeElapsed(channel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
    Screen1.cursong(OtherChannel).Text = ""
    Screen1.cursong(OtherChannel).BackColor = &H80000009

    Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
    Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")

```



```
Now.Enabled = False
PlayButton.Enabled = False
Now.BackColor = &H8000000F
PlayButton.BackColor = &H8000000F
```

```
Exit 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
```

```
ClrSrch.Enabled = False
```

```
Else
```

```
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)**

Sunspot Software and Graphics  
303-805-7637

Exit Sub

End Sub

Sub RestorePlayList()

If numRows = 0 Then

ClearPlayList

Else

CurRow2 = 1

CurRow1 = 1

CurCol = 0

undo.Enabled = False

'clear the playlists

PlaySongs = 0

SongsTime = 0

NumSongs.Text = 0

timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")

SinglePlayTime.Text = "00:00:00"

Playlist(0).AllowBigSelection = True

Playlist(1).AllowBigSelection = 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).RowSel = numRows - 1

Playlist(1).ColSel = 8

Playlist(0).Clip = allCells1

Playlist(1).Clip = allCells2

For i = 1 To numRows - 1

    Playlist(0).row = i

    For j = 0 To 2

        Playlist(0).Col = j

        Playlist(0).CellBackColor = FileColors(i)

    Next j

    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

**MOAEC MASTER CODE** (page 31)

Sunspot Software and Graphics  
303-805-7637

```
delete.Enabled = True
Command1.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()
```

```
    CurRow1 = searchlist.row
    CurCol = 0
    undo.Enabled = True
    On Error GoTo errorhandler
```

```
    searchlist.AllowBigSelection = True
    searchlist.row = 1
    searchlist.Col = 0
    searchlist.RowSel = searchlist.Rows - 1
    searchlist.ColSel = 8
    allCells1 = 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.row = CurRow1
    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
```

```

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).AllowBigSelection = False
Playlist(0).AllowBigSelection = False
Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
Playlist(0).Col = 1
Playlist(1).Col = 1
Exit Sub

ErrorHandler.
Exit Sub
End Sub

Sub ListFavHits()
If PlayedSongs(1, 1, 1) <> "" Then
    Organize.Enabled = True
    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) &
        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)
        Next X
        ClrSrch.Enabled = True
        searchlist.BackColorSel = searchlist.CellBackColor
    Next z
Else

    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)

Sunspot Software and Graphics  
303-805-7637

```

SongsTime = 0
PlaySongs = 0
'clear the fields associated with song count and time
timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
SinglePlayTime.Text = "00:00:00"
NumSongs.Text = "0"
'purge the contents of the playlist
For i = 0 To 1
    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
PlayButton.Enabled = False
AddList(0).Enabled = False
Command1.Enabled = False
ExpandList.Enabled = False
'reset button colors and return selection to searchlist
Now.BackColor = &H8000000F
Mix.BackColor = &H8000000F
searchlist.BackColorSel = &H80000008
searchlist.ForeColorSel = &H8000000E
End Sub
Sub ClearSearchList()
    Dim i As Integer
'reset 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 FormatHeaders
'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"
searchflag = 0
'reset searchlist variables and reset buttons

```

```

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")
    NumSongs.Text = PlaySongs
    Playlist(0).RemoveItem RowNum
    Playlist(1).RemoveItem RowNum

  End If
End Sub
Sub ExpandListButs()
  On Error Resume Next
  Dim X As Integer
  Dim ButWidth(9) As Integer
  Dim ButLeft(8) As Integer
  ButWidth(1) = 2450
  ButWidth(2) = 1960
  ButWidth(3) = 690
  ButWidth(4) = 1630
  ButWidth(5) = 1000
  ButWidth(6) = 1450
  ButWidth(7) = 1150
  ButWidth(8) = 1080
  ButLeft(2) = 4410
  ButLeft(3) = 5100
  ButLeft(4) = 6730
  ButLeft(5) = 7730
  ButLeft(6) = 9180
  ButLeft(7) = 10330
  ButLeft(8) = 11410

  For X = 1 To 8
    SearchCat(X).Width = ButWidth(X) + (HeadExpand * 44.5)
  Next X
  For X = 2 To 8
    SearchCat(X).Left = SearchCat(X - 1).Left + SearchCat(X - 1).Width - 15
  
```

```

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) & "|<Artist                " &
Space(5 * HeadExpand)
Playlist(1).FormatString = "|<Song Title                " & Space(HeadExpand) & "|<Artist                " &
Space(HeadExpand) & "|^Date    " & Space(HeadExpand) & "|^Music Category    " & Space(HeadExpand) & "|^Music Style "
& Space(HeadExpand) & "|^Dance Type    " & Space(HeadExpand) & "|^Music Speed  " & Space(HeadExpand) & "|^Energy
" & Space(HeadExpand)
searchlist.FormatString = "|<Song Title                " & Space(HeadExpand) & "|<Artist                " &
Space(HeadExpand) & "|^Date    " & Space(HeadExpand) & "|^Music Category    " & Space(HeadExpand) & "|^Music Style "
& Space(HeadExpand) & "|^Dance Type    " & Space(HeadExpand) & "|^Music Speed  " & Space(HeadExpand) & "|^Energy
" & Space(HeadExpand)
End Sub
Sub CheckSub(checker As String)
If checker = "Sub1" Then
SubCol = "Sub2"
SubCount = 0
ElseIf checker = "Sub2" Then
SubCol = "Sub3"
ElseIf checker = "Sub3" Then
SubCol = "Sub4"
ElseIf checker = "Sub4" Then
SubCol = "Sub5"
ElseIf checker = "Sub5" Then
SubCol = "Sub6"
ElseIf checker = "Sub6" Then
SubCol = "Sub7"
ElseIf checker = "Sub7" Then
SubCol = "Sub8"
ElseIf checker = "Sub8" Then
SubCol = "Sub9"
ElseIf checker = "Sub9" Then
SubCol = "Sub10" -
ElseIf checker = "Sub10" Then
SubCol = "Sub11"
ElseIf checker = "Sub11" Then
SubCol = "Sub1"

End If
SubCount = SubCount + 1
End Sub

'Option Compare Text
Sub CheckMain(checker2 As String)
If checker2 = "Main" Then
Cat1 = "Main1"
ElseIf checker2 = "Main1" Then
Cat1 = "Main2"
MainCount = 0
ElseIf checker2 = "Main2" Then
Cat1 = "Main3"

```

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```

ElseIf checker2 = "Main3" Then
  Cat1 = "Main4"
ElseIf checker2 = "Main4" Then
  Cat1 = "Main5"
ElseIf checker2 = "Main5" Then
  Cat1 = "Main6"
ElseIf checker2 = "Main6" Then
  Cat1 = "Main7"
ElseIf checker2 = "Main7" Then
  Cat1 = "Main8"
ElseIf checker2 = "Main8" Then
  Cat1 = "Main1"

```

```
End If
```

```
MainCount = MainCount + 1
```

```
End Sub
```

```
Sub CheckOnDeck()
```

```
Dim songlist2 As String
```

```
Dim songlength2 As Integer
```

```
On Error GoTo errorhandler
```

```
If Playlist(0).Rows > 1 Then
```

```
    songlength2 = Val(Playlist(0).TextMatrix(1, 0))
```

```
    Playlist(0).row = 1
```

```
    Playlist(1).row = 1
```

```
    Playlist(0).BackColorSel = Playlist(0).CellBackColor
```

```
    Playlist(0).ForeColorSel = Playlist(0).CellForeColor
```

```
    Playlist(1).BackColorSel = Playlist(1).CellBackColor
```

```
    Playlist(1).ForeColorSel = Playlist(1).CellForeColor
```

```
    Screen1.cursong(OtherChannel).Text = Playlist(0).TextMatrix(1, 1)
```

```
    Screen1.cursong(OtherChannel).BackColor = Playlist(0).CellBackColor
```

```
    Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, songlength2), "hh:mm:ss")
```

```
    Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
```

```
    For X = 0 To 8
```

```
        Screen1.CurrentSongExpanded(OtherChannel).TextMatrix(1, X) = Playlist(1).TextMatrix(1, X)
```

```
        Screen1.CurrentSongExpanded(OtherChannel).CellBackColor = Playlist(1).CellBackColor
```

```
        Screen1.CurrentSongExpanded(OtherChannel).BackColorSel = Playlist(1).CellBackColor
```

```
        Screen1.CurrentSongExpanded(OtherChannel).ForeColorSel = Playlist(1).CellForeColor
```

```
    Next X
```

```
    Data1.Recordset.Close
```

```
Else
```

```
    Screen1.cursong(OtherChannel).Text = ""
```

```
    Screen1.cursong(OtherChannel).BackColor = &H80000009
```

```
    Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
```

```
    Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(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)

Sunspot Software and Graphics

303-805-7637



```

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
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
        EndItAll
    End If
End Sub

Private Sub Form_GotFocus()
    On Error Resume Next
    Screen2.DD.Group = "Screen2"
End Sub

Private Sub Form_QueryUnload(Cancel As Integer, UnloadMode As Integer)
    Dim Msg ' Declare variable.
    If ExitButtonPushed = False Then
        Msg = "Do you really want to exit the application?"

    Else
        EndItAll
        ExitButtonPushed = True
    End If
End Sub

Private Sub Form_Resize()

```

```

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
    Picture1.Left = 6720
    Picture1.Width = Screen.Width - 6830
    SinglePlayTime.Left = Screen.Width + 100
    Label5.Left = Screen.Width + 100
    Label1.Left = 1440
  Else
    Picture1.Left = 0
    Picture1.Width = Screen2.Width - 195
    Playlist(1).Left = 0
    SinglePlayTime.Left = 4800
    Label5.Left = 6240
    Label1.Left = 0.41 * Picture1.Width
  End If
  Picture1.Top = 0

  Picture4.Height = Screen.Height - 6290
  Picture4.Width = Screen2.Width - 195
  searchlist.Width = Picture4.Width - 100
  searchlist.Height = Picture4.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
  SavePlay.Top = Screen.Height - 1490
  PlayButton.Top = Screen.Height - 1490
  LoadPlay.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
  Help.Left = Screen.Width - 2985
  Label2.Left = 0.4 * Screen.Width
  search.Left = Screen.Width - 4575
  ClrSrch.Left = Screen.Width - 2175
  Playlist(0).Width = Picture1.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
If ExpandList.Caption = "EXPAND" Then
    Picture1.Left = 6720
    Picture1.Width = 4815
    Playlist(1).Left = 120
    Playlist(0).Left = 120
    Label1.Left = 1440
Else
    Picture1.Left = 0
    Picture1.Width = 11535
    Playlist(1).Left = 0
    Playlist(0).Left = 0
    Label1.Left = 4200
End If
SinglePlay Time 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 To 4
    ScreenShow(X) Top = 7800
Next X
undo.Top = 7800
Help.Top = 7800
LoadPlay.Top = 7560
Now.Top = 8040
SavePlay.Top = 8040
PlayBurton.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 = Picture1.Width - 240
Playlist(1).Width = 11535
End If
ExitSystem.Left = undo.Left - 975
ExitSystem.Top = undo.Top
End Sub
Private Sub AddList_Click(Index As Integer)
Dim i As Integer
Dim j As Integer
Dim oldcolor, oldcolor2, oldcolor3 As Long
```

```

Dim oldtime As Integer
On Error GoTo errorhandler
delete.Enabled = True
ExpandList.Enabled = True
SavePlay.Enabled = True
Command1.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
PlayButton.BackColor = &HFF8080
undo.Enabled = True
    UndoEvent = 0
    If Playlist(0).Rows = 1 Then
        numRows = 0
    Else
        SavePlayList
    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)
            Next i
            PlayedSongs(1, zed, 9) = searchlist.CellBackColor
            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(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(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
                Playlist(0).CellBackColor = searchlist.CellBackColor
                Playlist(0).BackColorSel = searchlist.CellBackColor
                Playlist(0).ForeColorSel = searchlist.CellForeColor
            Next z

```

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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
Elseif 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)))
    textbox.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
    Next j
    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
      Playlist(1).ForeColorSel = searchlist.CellForeColor
    Next j
  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
      Next X
    Next i
  End If
End If

```

```

        Playlist(X).row = i + 1
    Next X
    For j = 0 To 2
        Playlist(0).Col = j
        'change color
        Playlist(0).CellBackColor = oldcolor
        Playlist(0).BackColorSel = searchlist.CellBackColor
        Playlist(0).ForeColorSel = searchlist.CellForeColor
    Next j
    For j = 0 To 8
        Playlist(1).Col = j
        'change color
        Playlist(1).CellBackColor = oldcolor
        Playlist(1).BackColorSel = searchlist.CellBackColor
        Playlist(1).ForeColorSel = searchlist.CellForeColor
    Next j

Next i
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).row = 1
    Playlist(0).Col = j
    Playlist(0).CellBackColor = searchlist.CellBackColor
    Playlist(0).BackColorSel = searchlist.CellBackColor
    Playlist(0).ForeColorSel = searchlist.CellForeColor
Next j
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
    Playlist(1).ForeColorSel = searchlist.CellForeColor
Next j
SongsTime = SongsTime - CLng(Val(searchlist.TextMatrix(searchlist.row, 0)))
timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
End If
Else
    '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).TextMatrix(X, Y)
        Next Y
        oldcolor2 = Playlist(0).CellBackColor
        oldcolor3 = Playlist(0).CellForeColor

```

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```
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).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
For j = 0 To 2
  Playlist(0).TextMatrix(1, j) = selsong(j)
  Playlist(0).row = 1
  Playlist(0).Col = j
  Playlist(0).CellBackColor = oldcolor2
  Playlist(0).BackColorSel = oldcolor2
  Playlist(0).ForeColorSel = oldcolor3
Next j
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
End If
End If
'searchlist.RemoveItem searchlist.Row Position
End If
End If
MousePointer = 0
UndoRow = Playlist(0).row
Call CheckOnDeck
Exit Sub

errorhandler.
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}"
```

```

    SendKeys "{backspace}"
    SendKeys "{tab}"
Else
    TimeInput.SetFocus
    SendKeys "{end}"
    SendKeys "{backspace}"
    SendKeys "{tab}"
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 Mcat1 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 errorhandler
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
        SearchCat(i).Enabled = False
    Next i
    AddList(0).Enabled = True
    AddList(1).Enabled = True
    ClrSrch.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

```

S62F90" E4B5B5B5



```

Data2.RecordSource = Trim(Str(colnum))
Data2.Refresh
Data3.Refresh
Data2.Recordset.MoveLast
Data3.Recordset.MoveLast
Data2.Recordset.MoveFirst
Data3.Recordset.MoveFirst
Data2.Recordset.FindFirst "Label LIKE " & selection
If Data2.Recordset.NoMatch Then
  MsgBox ("Sorry...Could not find that entry.")
  flag = False
Else
  SelTag = Data2.Recordset.Fields("Tag")
  selection = "" & SelTag & ""
End If
End If

```

MainLoop:

```

DoEvents
Data1.RecordSource = "LP Complete Music Guide"
Data1.Refresh
Data2.Refresh
Data3.Refresh
Data1.Recordset.MoveLast
Data3.Recordset.MoveLast
Data1.Recordset.MoveFirst
Data3.Recordset.MoveFirst

Data1.Recordset.FindLast Cat1 & " LIKE " & selection
If Data1.Recordset.NoMatch Then flag = False
final = Data1.Recordset.AbsolutePosition
Data1.Recordset.MoveFirst
If flag = True Then
  SearchSongs = searchlist Rows - 1
  Do Until position = final
    DoEvents
    Data1.Recordset.FindNext Cat1 & " LIKE " & selection
    If Data1.Recordset.NoMatch Then

      position = Data1.Recordset.AbsolutePosition

  Else
    position = Data1.Recordset.AbsolutePosition
    'assign song color to tracking array
    Data3.Recordset.MoveFirst
    If IsNull(Data1.Recordset.Fields("Main1")) Then
      Mcat1 = "none found"
      MnCatColor(SearchSongs) = &H80000005
    Else
      Mcat1 = Data1.Recordset.Fields("Main1")
      Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
      MnCatColor(SearchSongs) = Val(Data3.Recordset.Fields("colorID"))
    End If

```

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```
'find the abbreviations for each category
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
    finalfield(1) = Data1.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(Data1.Recordset.Fields("Date")) Then
    finalfield(3) = "NL"
Else
    finalfield(3) = Data1.Recordset.Fields("Date")
End If
If IsNull(Data1.Recordset.Fields("Main1")) Then
    tempfield(4) = "NL"
Else
    tempfield(4) = Data1.Recordset.Fields("Main1")
End If
If IsNull(Data1.Recordset.Fields("Mstyle")) Then
    tempfield(5) = "NL"
Else
    tempfield(5) = Data1.Recordset.Fields("Mstyle")
End If
If IsNull(Data1.Recordset.Fields("Dtype")) Then
    tempfield(6) = "NL"
Else
    tempfield(6) = Data1.Recordset.Fields("Dtype")
End If
If IsNull(Data1.Recordset.Fields("Speed")) Then
    tempfield(7) = "NL"
Else
    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")

```

```

Next X
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)
Next z
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
    Data1.Recordset.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
    ClrSrch.Enabled = True
    Organize.Enabled = True
    Exit Sub

```

```

End If
Loop
If colnum = 4 Then
    Call CheckMain(Cat1)
    If MainCount < 8 Then GoTo MainLoop
End If
MainCount = 0

```

```

End If
If SearchSongs > 0 Then flag = True
stoppoint:
If flag = False Then
    MsgBox "Your entry was either misspelled 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
    Data1.Recordset.Close
    Data2.Recordset.Close

```

```

Data3.Recordset.Close
keyboard.Visible = True
searchfield.Text = ""
searchfield.SetFocus
Exit Sub
End If
Data1.Recordset.Close
Data2.Recordset.Close
Data3.Recordset.Close

```

```

ElseIf searchflag < 10 And searchflag <> 0 Then
'if searchlist is already full, narrow the field

```

```

For j = 1 To searchflag
j = 1
Do While i <= searchlist.Rows - 1
If searchlist.Rows <= 2 Then Exit Do
If SearchCats(0, j) <> 9 Then
result = InStr(1, searchlist.TextMatrix(i, SearchCats(0, j)), SearchCats(1, j), 1)
If result = 0 Then
searchlist.row = i
searchlist.RemoveItem searchlist.row
SearchSongs = SearchSongs - 1

Else
i = j - 1
End If
ElseIf SearchCats(0, j) = 9 Then
result = InStr(1, searchlist.TextMatrix(i, SearchCats(0, j)), SearchCats(1, j), 1)
If result = 0 Then
searchlist.row = i
searchlist.RemoveItem searchlist.row
SearchSongs = SearchSongs - 1

Else
i = i + 1
End If
End If

```

```

Loop
Next j
searchflag = searchflag + 1

```

```

End If

```

```

'once the search is complete, hide the screen

```

```

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
ClrSrch.Enabled = True
Organize.Enabled = True
Exit Sub
```

errorhandler:

```
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
Next i
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
    Next i
    CancelSearch = True
End Sub
```

```
Private Sub Category1_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
PlayTime.BackColor = &H8000000F
Mix.BackColor = &H8000000F
For i = 0 To 3
    SongSpeed(i).BackColor = &H8000000F
    AllSpeeds.BackColor = &H8000000F
```

```
Next i
```

```
For i = 0 To 2
```

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```
    csearch(i).Caption = ""
Next i
csearch(0).Caption = "none"
searchflag = 0
SelList = 0
SelCat1 = Category1(Index).Tag
If Index = 24 Then
    Cat1 = "Dtype"
Elseif Index = 25 Then
    Cat1 = "Main1"
Else
    Cat1 = "Main1"
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 (cat1count = 1) And (Index = cliktrak) Then
    Call titlefrm.Main
    CatColor = Category1(Index).BackColor

    Category(0).BackColor = CatColor
    Category(1).BackColor = CatColor
    Category(0).Caption = Category1(Index).Tag
    FavHitsLab1.Caption = Category1(Index).Tag
    FavHitsLab1.BackColor = CatColor
    FavHitsLab2.BackColor = CatColor
    Category(1).Visible = False
    cat1count = 0
    For X = 0 To 23
        Category2(X).Caption = ""
        Category2(X).BackColor = &H8000000F
        i = i + 1
    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

    Next i
    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
    For i = 0 To 4
        Screen2.ScreenShow(i).BackColor = &H8000000F
```

```

Screen2.ScreenShow(i).ForeColor = &H80000012
Next i
If Index <> 23 Then
    Screen2.ScreenShow(2).BackColor = &HC0&
    Screen2.ScreenShow(2).ForeColor = &H8000000E
    cat1screen.Visible = False
    FavHitsScrn.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
    subcattotal = 9
    FinalCats(7) = StaticCats(9)
    FinalCats(8) = StaticCats(10)
    FinalCats(9) = StaticCats(11)
ElseIf Index = 18 Then
    subcatcount = 8
    subcattotal = 8
    FinalCats(7) = StaticCats(8)
    FinalCats(8) = StaticCats(11)
ElseIf Index = 1 Then
    subcatcount = 7
    subcattotal = 7
    FinalCats(7) = StaticCats(7)
Else
    subcatcount = 6
    subcattotal = 6
End If
'make the temporary subcats array with tags
For X = 1 To subcattotal
    DoEvents
    If CancelSearch = True Then GoTo stopme
    Data2.RecordSource = "Subs"
    Data2.Refresh
    Data3.Refresh
    Data2.Recordset.MoveLast
    Data3.Recordset.MoveLast
    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

```

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```
'FIND THE SONG CATEGORY TAG THAT MATCHES THE BUTTON
For X = 1 To subcattotal
DoEvents
If CancelSearch = True Then GoTo stopme
  If SelCat1 = "Energy" Then
    SelCat1 = "EN"
  Else
    Data2.RecordSource = 4
    Data2.Refresh
    Data3.Refresh
    Data2.Recordset.MoveLast
    Data3.Recordset.MoveLast
    Data2.Recordset.MoveFirst
    Data3.Recordset.MoveFirst
    Data2.Recordset.FindFirst "Label = "" & SelCat1 & ""
    If Data2.Recordset.NoMatch Then
      flag = True
    Else
      SelTag = Data2.Recordset.Fields("Tag")
      SelCat1 = SelTag
      MemCat = SelTag
    End If
  End If
Next X

'fill secondary category buttons with text from data
MainSubLoop:
DoEvents
If CancelSearch = True Then GoTo stopme
Data1.Refresh
Data1.Recordset.MoveLast
Data1.Recordset.MoveFirst
MousePointer = 11
LoopReset

i = 0
For j = 1 To Data1.Recordset.RecordCount
  'if cat1 matches the first button, type cat2 in the screen3 buttons

  'that is if cat2 is not blank
  If UCase(Data1.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 l = 1 To subcatcount
      If Data1.Recordset.Fields(SubCol) = SubCats(l) Then
        flag = True
      End If
    End If
  End If
Next j
```



```

Next I
If flag = False Then
    SubCats(subcatcount + 1) = Data1.Recordset.Fields(SubCol)
    subcattotal = subcattotal + 1
End If
End If
Data1.Recordset.MoveNext
Next j

```

```

Call CheckSub(SubCol)
If SubCount < 11 Then GoTo MainSubLoop
SubCount = 0
For X = 1 To subcattotal
    Data2.RecordSource = "Subs"
    Data2.Refresh
    Data3.Refresh
    Data2.Recordset.MoveLast
    Data3.Recordset.MoveLast
    Data2.Recordset.MoveFirst
    Data3.Recordset.MoveFirst
    Data2.Recordset.FindFirst "Tag = " & SubCats(X) & ""

```

```

Next X
'sort subcats array
For t = subcattotal To 1 Step -1
    DoEvents
    If CancelSearch = True Then GoTo stopme
    TempCat = FinalCats(t - 1)
    TempCat2 = SubCats(t - 1)
    c = StrComp(TempCat, FinalCats(t))
    If c = 1 Then
        FinalCats(t - 1) = FinalCats(t)
        SubCats(t - 1) = SubCats(t)
        FinalCats(t) = TempCat
        SubCats(t) = TempCat2
        t = subcattotal + 1
    End If
Next t

```

```

'fill buttons with the finalcats array
For X = 0 To subcattotal - 1
    Category2(X).Caption = FinalCats(X + 1)
    Category2(X).BackColor = Category1(Index).BackColor
    i = i - 1
Next X

```

```

'make the last of the buttons (if any) blank
Do While i <= 23
    Category2(i).Caption = " "
    Category2(i).BackColor = &H8000000F
    i = i + 1

```

Loop  
stopme:

```
Data2.Recordset.Close  
Data3.Recordset.Close  
cat1screen.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 = Category1(Index).BackColor  
PlayTime.BackColor = CatColor  
PlayTime.Enabled = True  
Mix.Enabled = True  
Mix.BackColor = CatColor  
For i = 0 To SongSpeed.count - 1  
    AllSpeeds.Enabled = True  
    SongSpeed(i).Enabled = True  
    SongSpeed(i).BackColor = CatColor  
    AllSpeeds.BackColor = CatColor
```

Next i

cat1count = 1

End Sub

Private Sub Category2\_Click(Index As Integer)

```
Dim flag As Boolean  
Dim i As Integer  
Dim tempfield(9) As String  
Dim finalfield(10) As String
```

```
If Category2(Index).Caption = ButMem Then  
    MsgBox ("You just picked that button...Please pick another.")  
    Exit Sub
```

End If

ButMem = Category2(Index).Caption

Cat1 = "Main1"

flag = False

Category(1).Caption = Category2(Index).Caption

Category(1).Visible = True

If Category2(Index).Caption = "Favorite Hits" Then

ListFavHits

Exit Sub

End If

If Category2(Index).Caption = "ENERGY" Then SubCol = "Energy"

'fill search screen with selections from the categories

MousePointer = 11

If SelCat1 = "SPMIX" Or SelCat1 = "Special Mixes" Then

    Cat1 = "Main3"

    SelCat1 = "SPMIX"

ElseIf SelCat1 = "EN" Or SelCat1 = "Energy" Then

    Cat1 = "Main2"

    SelCat1 = "EN"

ElseIf SelCat1 = "EL" Or SelCat1 = "Easy Listening" Then

    Cat1 = "Mstyle"

    SelCat1 = "EL"

ElseIf SelCat1 = "Special Dance" Or SelCat1 = "SPD" Then

    Cat1 = "Dtype"

    SelCat1 = "SPD"

End If

MainLoop:

    DoEvents

    Data1.Refresh

    Data3.Refresh

    Data1.Recordset.MoveLast

    Data3.Recordset.MoveLast

    Data1.Recordset.MoveFirst

    Data3.Recordset.MoveFirst

For i = 1 To Data1.Recordset.RecordCount

    'if the data base field matches search criteria, write it to the searchlist

    If UCase(Data1.Recordset.Fields(Cat1)) = SelCat1 And UCase(Data1.Recordset.Fields(SubCol)) = UCase(Trim(SubCats(Index  
    + 1))) Then

        Data3.Recordset.MoveFirst

        If IsNull(Data1.Recordset.Fields("Main1")) Then

            Mcat1 = "none listed"

            MnCatColor(SearchSongs) = &H80000005

        Else

            Mcat1 = Data1.Recordset.Fields("Main1")

            Data3.Recordset.FindFirst "Main1 = '" & Mcat1 & "'"

            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"

            Else

                finalfield(1) = Data1.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(Data1.Recordset.Fields("Date")) Then

                finalfield(3) = "NL"

**MOAEC MASTER CODE** (page 56)

Sunspot Software and Graphics

303-805-7637



```

End If

'move to the next data row in data base
Data1.Recordset.MoveNext
Next i
If Category2(Index).Caption <> "ENERGY" Then
    Call CheckSub(SubCol)
    If SubCount < 11 Then GoTo MainLoop
End If
SubCount = 0
SubCol = "Sub1"
Data1.Recordset.Close
Data3.Recordset.Close
MousePointer = 0
AddList(0).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
End Sub

Private Sub ClrSrch_Click()
'clear all items off the search list
    UndoEvent = 1
    SaveSearchList
    Call ClearSearchList
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
    SavePlayList
    ClearPlayList
    RndMix.Enabled = False
    If maxed = True Then
        Picture1.Left = 6720
        Picture1.Width = Screen2.Width - 6830
        SinglePlayTime.Left = Screen.Width - 100
        Label5.Left = Screen.Width - 100
        Label1.Left = 1440
    Else
        Picture1.Width = 4695
        Picture1.Left = 6720
    End If
End Sub

```

```
SinglePlayTime.Left = 4680
Label5.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
cat1screen.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("Please enter the database access password:")
Datalocked = False
End Sub
```

```
Private Sub delete_Click()
Dim answer As String
On Error GoTo errorhandler
If SongSelected = False Then
MsgBox ("No song has been selected for deletion!!!")
Exit Sub
End If
answer = MsgBox("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
```

```

        UndoText(i) = Playlist(1).TextMatrix(Playlist(0).row, i)
    Next i
    Call DeletePlay(Playlist(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
ElseIf SellList = 1 Then
    UndoEvent = 1
    SaveSearchList
    If searchlist.Rows <= 2 Then
        search.Caption = "Search Music Categories"
        For i = 0 To 2
            csearch(i).Caption = ""
        Next i
        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
        ClrSrch.Enabled = False
        Organize.Enabled = False
    Else
        UndoEvent = 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.RemoveItem searchlist.row
        SearchSongs = SearchSongs - 1
    End If
End If
Call CheckOnDeck
undo.Enabled = True
SongSelected = False
Exit Sub
ElseIf answer = vbNo Then

```

Exit Sub  
End If

errorhandler:  
Now.BackColor = &H800000F  
Now.Enabled = False  
PlayButton.Enabled = False  
PlayButton.BackColor = &H800000F  
MsgBox "You have no songs to delete!"  
delete.Enabled = False  
End Sub

Private Sub ExpandList\_Click()  
'expand the play list to display all information

If ExpandList.Caption = "EXPAND" Then  
cat1screen.Visible = False  
Playlist(1).Visible = True  
ExpandList.Caption = "SHRINK"  
If maxed = True Then  
Picture1.Left = 0  
Picture1.Width = Screen2.Width - 195  
SinglePlayTime.Left = 4680  
Label5.Left = 6240  
Playlist(0).Left = 0  
Playlist(1).Left = 0  
Label1.Left = 0.41 \* Picture1.Width  
Else  
Picture1.Width = 11550  
Picture1.Left = 0  
SinglePlayTime.Left = 4680  
Label5.Left = 6240  
Playlist(0).Left = 0  
Playlist(1).Left = 0  
Label1.Left = 4200  
End If

ExpandList.Left = 120 + 6720  
AddList(0).Left = 1020 + 6720  
AddList(1).Left = 1730 + 6720  
RndMix.Left = 2430 + 6720  
delete.Left = 3070 + 6720  
Command1.Left = 3840 + 6720  
Playlist(1).RowSel = Playlist(0).RowSel

Else  
If maxed = True Then  
Picture1.Left = 6720  
Picture1.Width = Screen.Width - 6830  
SinglePlayTime.Left = Screen.Width - 100  
Label5.Left = Screen.Width + 100

MOAEC MASTER CODE (page 61)  
Sunspot Software and Graphics  
303-805-7637



```

Else
    Picture1.Width = 4815
    Picture1.Left = 6720
    SinglePlayTime.Left = 4800
    Label5.Left = 6500

End If
Playlist(0).Left = 120
Playlist(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
delete.Left = 3070
Command1.Left = 3840
Playlist(0).RowSel = Playlist(1).RowSel
Label1.Left = 1440
End If

AddList(0).Enabled = False
AddList(1).Enabled = False
End Sub

Private Sub FavHits_Click(Index As Integer)
    ButMem = FavHits(Index) Caption
    FavHitsFrm2.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.AddItem 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)
            Next X

            ClrSrch.Enabled = True
        Next z
    Else
        MsgBox ("Sorry...You have no song selections defined as favorite hits.")
    End If
End Sub

```

```

Private Sub Form_Load()
Dim i As Integer
Dim running As Boolean
    Screen2.WindowState = 2
    maxed = True
    Data1.DatabaseName = App.Path & "\mydata.mdb"
    Data2.DatabaseName = App.Path & "\mydata.mdb"
    Data3.DatabaseName = App.Path & "\mydata.mdb"
    For j = 0 To 9
        csearch(i).Caption = ""
    Next i
    zed = 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
        MnCatColor(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
        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", "ver1.0")
        Call AddGroup("Moaec", "Screen1")
        Call AddGroup("Moaec", "Screen2")
        Call AddGroup("Moaec", "Screen3")
        Call AddGroup("Moaec", "Screen4")
        Call AddWord("Moaec", "Screen2", "[classical]", "")
        Call AddWord("Moaec", "Screen2", "[jazz]", "")
        Call AddWord("Moaec", "Screen2", "[folk]", "")
        Call AddWord("Moaec", "Screen2", "[oldies]", "")
        Call AddWord("Moaec", "Screen2", "[country]", "")
        Call AddWord("Moaec", "Screen2", "[pop]", "")
        Call AddWord("Moaec", "Screen2", "[soul]", "")
        Call AddWord("Moaec", "Screen2", "[R and B]", "")
    End If

```

**MOAEC MASTER CODE** (page 63)

Sunspot Software and Graphics  
303-805-7637

```

Call AddWord("Moaec", "Screen2", "[blues]", "")
Call AddWord("Moaec", "Screen2", "[calypso]", "")
Call AddWord("Moaec", "Screen2", "[disco]", "")
Call AddWord("Moaec", "Screen2", "[funk]", "")
Call AddWord("Moaec", "Screen2", "[rock]", "")
Call AddWord("Moaec", "Screen2", "[metal]", "")
Call AddWord("Moaec", "Screen2", "[top 40]", "")
Call AddWord("Moaec", "Screen2", "[rap]", "")
Call AddWord("Moaec", "Screen2", "[reggae]", "")
Call AddWord("Moaec", "Screen2", "[alternative]", "")
Call AddWord("Moaec", "Screen2", "[ethnic]", "")
Call AddWord("Moaec", "Screen2", "[religion]", "")
Call AddWord("Moaec", "Screen2", "[special events]", "")
Call AddWord("Moaec", "Screen2", "[funny]", "")
Call AddWord("Moaec", "Screen2", "[easy listening]", "")
Call AddWord("Moaec", "Screen2", "[favorite hits]", "")
Call AddWord("Moaec", "Screen2", "[special dance]", "")
Call AddWord("Moaec", "Screen2", "[special mixes]", "")
Call AddWord("Moaec", "Screen2", "[dance]", "")
Call AddWord("Moaec", "Screen2", "[energy]", "")
Call AddWord("Moaec", "Screen2", "[sound effects]", "")
Call AddWord("Moaec", "Screen2", "[sound tracks]", "")
Call AddWord("Moaec", "Screen2", "[television]", "")

Call AddWord("Moaec", "Screen2", "[Dance Mix]", "")
Call AddWord("Moaec", "Screen2", "[Clear]", "")
Call AddWord("Moaec", "Screen2", "[Undo]", "")

Call AddWord("Moaec", "Screen2", "[Search List]", "")
Call AddWord("Moaec", "Screen2", "[Play List]", "")
Call AddWord("Moaec", "Screen2", "[Search]", "")
Call AddWord("Moaec", "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("Moaec", "Screen2", "[Title]", "")
Call AddWord("Moaec", "Screen2", "[Artist]", "")
Call AddWord("Moaec", "Screen2", "[Date]", "")
Call AddWord("Moaec", "Screen2", "[Song Category]", "")
Call AddWord("Moaec", "Screen2", "[Dance Type]", "")
Call AddWord("Moaec", "Screen2", "[Music Style]", "")
Call AddWord("Moaec", "Screen2", "[Speed]", "")
Call AddWord("Moaec", "Screen2", "[Energy]", "")

Call AddWord("Moaec", "Screen2", "[Speed]", "")
Call AddWord("Moaec", "Screen2", "[Fast]", "")
Call AddWord("Moaec", "Screen2", "[Medium]", "")
Call AddWord("Moaec", "Screen2", "[Slow]", "")

```

```

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)

```

```

    EndItAll
    End
End Sub

```

```

Private Sub Help_Click()
    SendKeys "{F1}"
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(Letters(Index).Caption)
        SendKeys "{tab}"
    Else
        TimeInput.SetFocus
        SendKeys LCase(Letters(Index).Caption)
        SendKeys "{tab}"
    End If
End Sub

```

```

End Sub

```

```

Private Sub LoadPlay_Click()
    Dim allCells1, allCells2 As String
    Dim FileNum As Integer
    Dim CurRow1, CurRow2, CurCol As Integer
    Dim FileColors() As Variant
    On Error GoTo errorhandler
    GrayOut

```

**MOAEC MASTER CODE** (page 65)

Sunspot Software and Graphics  
303-805-7637

```

If Playlist(0).Rows > 1 Then
  CurRow2 = Playlist(1).row
  CurRow1 = Playlist(0).row
  CurCol = 0
End If
response = MsgBox("Are you sure you want to replace the current Music Playlist?", 4, "Load Play List")
If response = vbNo Then
  Exit Sub
ElseIf response = vbYes Then
  'clear the playlists
  CommonDialog1.DefaultExt = "GDT"
  CommonDialog1.ShowOpen
  FileNum = FreeFile
  Open CommonDialog1.fileName For Input As #FileNum
  Input #FileNum, numRows
  ReDim FileColors(numRows + 1)
  Input #FileNum, allCells1
  Input #FileNum, allCells2
  ClearPlayList
  PlaySongs = 0
  SongsTime = 0
  NumSongs.Text = 0
  timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
  SinglePlayTime.Text = "00:00:00"
  Playlist(0).AllowBigSelection = True
  Playlist(1).AllowBigSelection = 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).RowSel = numRows - 1
  Playlist(1).ColSel = 8
  Playlist(0).Clip = allCells1
  Playlist(1).Clip = allCells2
  For i = 1 To numRows - 1
    Input #FileNum, FileColors(i)
    Playlist(0).row = i
    For j = 0 To 2
      Playlist(0).Col = j
      Playlist(0).CellBackColor = FileColors(i)
    Next j
    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

```

MOAEC MASTER CODE (page 66)

Sunspot Software and Graphics  
303-805-7637

```

Next i

Close #FileNum
Playlist(0).AllowBigSelection = False
Playlist(1).AllowBigSelection = False
Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
Playlist(0).Col = 0
Playlist(1).Col = 0
ExpandList.Enabled = True
delete.Enabled = True
Command1.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 = cd1Cancel Then
    CommonDialog1.fileName = ""
    Exit Sub
End If
MsgBox "Unknown error while loading file " & CommonDialog1.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
    Playlist(0).Col = 0
    Playlist(1).Col = 0
    Playlist(0).ColSel = 2
    Playlist(1).ColSel = 8
End If
If SelList = 2 And Playlist(0).Rows > 1 Then

    MixCount = 0

```

```

medcount = 0
'disable once clicked
Mix.Enabled = False
Mix.BackColor = &H800000F
AddList(0).Enabled = False
AddList(1).Enabled = False
FastSpeed = "FAST"
MidSpeed = "MEDIUM"
SlowSpeed = "SLOW"
fastcount = False
midcount = False
slowcount = False
For i = 1 To Playlist(0).Rows - 1
    TestSpeed = Playlist(1).TextMatrix(i, 7)
    If TestSpeed = "FAST" Then
        fastcount = True
    ElseIf TestSpeed = "MEDIUM" Then
        midcount = True
    ElseIf TestSpeed = "SLOW" Then
        slowcount = True
    End If
Next i
If slowcount = False Then
    If midcount = False Then
        MidSpeed = "FAST"
        SlowSpeed = "FAST"
    ElseIf fastcount = False Then
        FastSpeed = "MEDIUM"
        MidSpeed = "MEDIUM"
        SlowSpeed = "MEDIUM"
    Else
        FastSpeed = "FAST"
        MidSpeed = "FAST"
        SlowSpeed = "MEDIUM"
    End If
ElseIf midcount = False Then
    If fastcount = False Then
        FastSpeed = "SLOW"
        MidSpeed = "SLOW"
    End If
ElseIf fastcount = 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
Next i

```

```

Do Until LoopStop = True
i = 1
MixCount = 0
LoopStop = True

For i = 1 To Playlist(0).Rows - 1
If MixCount > 4 Then MixCount = 0
Playlist(1).row = i
TestSpeed = Playlist(1).TextMatrix(i, 7)
If TestSpeed = FastSpeed And MixCount < 3 Then
MixCount = MixCount + 1
ElseIf TestSpeed = SlowSpeed And MixCount >= 3 Then
MixCount = MixCount + 1
Else
Playlist(0).RowPosition(i) = Playlist(0).Rows - 1
Playlist(1).RowPosition(i) = Playlist(1).Rows - 1
medcount = medcount - 1
LoopStop = False
End If
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).CellBackColor
Playlist(j).ForeColorSel = Playlist(j).CellForeColor
Next j
delete.Enabled = False
Else
Speed = "MIXED"
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

```



```
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
sortstat = 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 = False
OrgLst(1).Enabled = False
Organize.Enabled = True
search.Enabled = True
sortstat = False
searchlist.Sort = Index - 1
For i = 1 To 8
    SearchCat(i).Enabled = False
Next i
End Sub
```

```
Private Sub PlayButton_Click()

Call StartPlay(1, 2)

End Sub
```

```
Private Sub Playlist_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 <> &HC0& Then ' if the song is flagged add it to the top of the favhits list
    Playlist(0).SelectionMode = flexSelectionFree
    Playlist(1).SelectionMode = flexSelectionFree
    Playlist(0).CellBackColor = &H80000008
```

```

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
  For j = 0 To 9
    PlayedSongs(1, i + 1, j) = PlayedSongs(1, i, j)
  Next j
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
  sel song(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
PlayedSongs(1, 1, 9) = Playlist(1).CellBackColor
Else
  Playlist(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
  Next i
  If Index = 1 Then
    Playlist(0) row = Playlist(1).row
    'Playlist(0).RowSel = Playlist(1).RowSel
    Playlist(0).Col = 1
    Playlist(0).ColSel = 2
  Else
    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
  End If
  searchlist.BackColorSel = searchlist.CellBackColor
  searchlist.ForeColorSel = searchlist.CellForeColor
End If

```

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

End If

If Playlist(1).Rows > 1 And Playlist(1).Col <> 0 Then

If Index = 1 Then

    Playlist(0).row = Playlist(1).row

End If

If Playlist(0).row = 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).TextMatrix(X, Y)

    Next 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).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

    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)

Sunspot Software and Graphics  
303-805-7637

```

        Playlist(0).BackColorSel = oldcolor2
        Playlist(0).ForeColorSel = oldcolor3
    Next j
    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
End If
Playlist(0).SelectionMode = flexSelectionFree
Playlist(1).SelectionMode = flexSelectionFree
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
    On Error GoTo errorhandler
    'show the keyboard
    TimeFrame.Visible = True
    keyboard.Visible = True
    AllSpeeds.Visible = True
    GrayOut
    'pop up the time selection query box
    CurScreen = "Time"
    If Speed <> "Any" Then
        boxcaption = "Please enter the number of minutes you would like " & Speed & " " & SelCat1 & " " & "music to play:"
    Else
        boxcaption = "Please enter the number of minutes you would like " & SelCat1 & " 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

errorhandler:
    MsgBox "You did not enter a valid time."
    Exit Sub

End Sub

```

```

Private Sub RndMix_Click()
    Dim color As Long
    If Playlist(0).Rows > 1 Then
        Randomize
        Playlist(0).SelectionMode = flexSelectionFree
        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
        Playlist(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 CurRow 1, CurRow2, CurCol As Integer
    Dim FileColors() As Variant

    CurRow2 = Playlist(1) row
    CurRow 1 = 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
    ElseIf response = vbYes Then
        GrayOut
        CommonDialog1.DefaultExt = "GDT"

        CommonDialog1.ShowSave
        Playlist(0).AllowBigSelection = 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
    End If
End Sub

```

```

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)
Next i

Close #FileNum
Playlist(1).AllowBigSelection = False
Playlist(0).AllowBigSelection = False
Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
Playlist(0).Col = 0
Playlist(1).Col = 0
Exit Sub
End If

errorhandler.
If Err.Number = cdlCancel Then Exit Sub
MsgBox "Unknow error while saving file " & CommonDialog1.fileName

End Sub

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
cat1count = 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
PlayTime.Enabled = False
Mix.BackColor = &H8000000F
PlayTime.BackColor = &H8000000F
For i = 0 To 4
    Screen1.ScreenShow(i).BackColor = &H8000000F
    ScreenShow(i).BackColor = &H8000000F
    ScreenShow(i).ForeColor = &H80000012

```

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```
Next i
If Index <> 0 And Index <> 3 Then
  ScreenShow(Index).BackColor = &HC0&
  ScreenShow(Index).ForeColor = &H8000000E
End If
Select Case Index
Case 0

  On Error Resume Next
  Screen2.DD.Group = "Screen1"
  Screen1.Show
  If Screen1.WindowState <> 2 Then Screen1.WindowState = 2

  Screen2.Hide
  cat1screen.Visible = True
  cat2screen.Visible = False
  For i = 0 To 4
    Screen1.ScreenShow(i).BackColor = &H8000000F
    Screen1.ScreenShow(i).ForeColor = &H80000012
  Next i
  Screen1.ScreenShow(Index).BackColor = &HC0&
  Screen1.ScreenShow(Index).ForeColor = &H8000000E
  Exit Sub
Case 1
  Screen2.DD.Group = "Screen2"
  Screen1.Hide
  Screen2.Show
  If Screen2.WindowState <> 2 Then Screen2.WindowState = 2

  cat1screen.Visible = True
  cat2screen.Visible = False
  FavHitsScrn.Visible = False
Case 2
  Screen2.DD.Group = "Screen2"
  SelCat1 = MemCat
  Screen1.Hide
  Screen2.Show
  If Screen2.WindowState <> 2 Then Screen2.WindowState = 2
  cat1screen.Visible = False
  cat2screen.Visible = True
  FavHitsScrn.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.WindowState <> 2 Then Recorder.WindowState = 2

  Recorder.Refresh
  cat1screen.Visible = True
  cat2screen.Visible = False
  FavHitsScrn.Visible = False
```

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  
    keyboard.Visible = True  
    Cat1 = SearchCat(Index).Tag  
    QuestCat = SearchCat(Index).Caption  
    CurScreen = "SearchCat"  
    'Load search screen to begin search  
  
    SearchScreen.Visible = True  
    SearchQuery.Caption = "Please enter the " & QuestCat & " you would like to search for:"  
    searchfield.SetFocus
```

```
Else  
    searchlist.Col = Index  
    For i = 1 To 8  
        SearchCat(i).Enabled = False  
    Next i  
    OrgLst(0).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
```

```
Cat1 = "Main1"  
AddList(0).Enabled = True
```



```

AddList(1).Enabled = True
ClrSrch.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 - 1
    Data1.Refresh
    Data3.Refresh
    Data1.Recordset.MoveLast
    Data1.Recordset.MoveFirst
    Data3.Recordset.MoveLast
    Data3.Recordset.MoveFirst
    If SelCat1 = "SPMIX" Or SelCat1 = "Special Mixes" Then
        Cat1 = "Main3"
        SelCat1 = "SPMIX"

    ElseIf SelCat1 = "EN" Or SelCat1 = "Energy" Then
        Cat1 = "Main2"
        SelCat1 = "EN"
    ElseIf SelCat1 = "EL" Or SelCat1 = "Easy Listening" Then
        Cat1 = "Mstyle"
        SelCat1 = "EL"
    ElseIf SelCat1 = "Special Dance" Or SelCat1 = "SPD" Then
        Cat1 = "Dtype"
        SelCat1 = "SPD"
    End If
    For i = 1 To Data1.Recordset.RecordCount
        DoEvents
        'if the data base field matches search criteria, write it to the searchlist
        If UCase(Data1.Recordset.Fields(Cat1)) = UCase(Trim(SelCat1)) And Data1.Recordset.Fields("date") >=
searchdate(Index).Tag And Data1.Recordset.Fields("date") <= (searchdate(Index).Tag + 9) Then
            Data3.Recordset.MoveFirst
            If IsNull(Data1.Recordset.Fields("Main1")) Then
                Mcat1 = "none listed"
                MnCatColor(SearchSongs) = &H80000005
            Else
                Mcat1 = Data1.Recordset.Fields("Main1")
                Data3.Recordset.FindFirst "Main1 = '" & Mcat1 & "'"
                MnCatColor(SearchSongs) = Val(Data3.Recordset.Fields("colorID"))
                finalfield(9) = Val(Data3.Recordset.Fields("colorID"))
            End If
            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
                finalfield(1) = Data1.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(Data1.Recordset.Fields("Date")) Then
        finalfield(3) = "NL"
    Else
        finalfield(3) = Data1.Recordset.Fields("Date")
    End If
    If IsNull(Data1.Recordset.Fields("Main1")) Then
        tempfield(4) = "NL"
    Else
        tempfield(4) = Data1.Recordset.Fields("Main1")
    End If
    If IsNull(Data1.Recordset.Fields("Mstyle")) Then
        tempfield(5) = "NL"
    Else
        tempfield(5) = Data1.Recordset.Fields("Mstyle")
    End If
    If IsNull(Data1.Recordset.Fields("Dtype")) Then
        tempfield(6) = "NL"
    Else
        tempfield(6) = Data1.Recordset.Fields("Dtype")
    End If
    If IsNull(Data1.Recordset.Fields("Speed")) Then
        tempfield(7) = "NL"
    Else
        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.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)
    SearchSongs = SearchSongs + 1
    Data3.Recordset.MoveFirst

    searchlist.row = SearchSongs
    For z = 0 To 8
        searchlist.Col = z
        searchlist.CellBackColor = finalfield(9)
    Next z
    searchlist.BackColorSel = finalfield(9)

```

MOAEC MASTER CODE (page 79)

Sunspot Software and Graphics  
303-805-7637

```

        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
Next i
Data1.Recordset.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&
        Now.Enabled = True
        SelList = 1
        SongSelected = True
        If searchlist.Rows = 1 Then Exit Sub
        FavHitsLab1.BackColor = searchlist.CellBackColor
        FavHitsLab2.BackColor = searchlist.CellBackColor
        For i = 0 To 5
            FavHits(i).BackColor = searchlist.CellBackColor
        Next i
        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 = &H80000008
            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.BackColorSel = searchlist.CellBackColor
            searchlist.ForeColorSel = searchlist.CellForeColor
            For i = 0 To 8
                sel song(i) = searchlist.TextMatrix(searchlist.row, i)
                PlayedSongs(1, 1, i) = searchlist.TextMatrix(searchlist.row, i)
            Next i
            searchlist.Col = 1
        End If
    End Sub

```

```

    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).ForeColorSel = Playlist(1).CellForeColor
    End If
End If
End If
End Sub

```

```

Private Sub searchlist_Db1Click()
Dim flag As Boolean
flag = False
undo.Enabled = True
UndoEvent = 0
If Playlist(0).Rows = 1 Then
    numRows = 0
Else
    SavePlayList
End If

```

```

If searchlist.Rows > 1 And searchlist.Col < 0 Then

    FavHitsLabel.BackColor = searchlist.CellBackColor
    For i = 0 To 5
        FavHits(i).BackColor = searchlist.CellBackColor
    Next i
    PlaySongs = PlaySongs + 1

    For i = 1 To zed
        If searchlist.TextMatrix(searchlist.row, i) = 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)
        Next i
        PlayedSongs(1, zed, 9) = searchlist.CellBackColor
    End If
    For i = 0 To 8

```

```

    selsong(i) = searchlist.TextMatrix(searchlist.row, i)
Next i
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(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
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 If
Now.BackColor = &HFF&
Now.Enabled = True
PlayButton.Enabled = True
PlayButton.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 ButtonWidth As Integer
ButtonWidth = 1080
ScrollWidth = 400
If (X > searchlist.Width - ScrollWidth) And (searchlist.Height / searchlist.RowHeightMin < searchlist.Rows) Then
    SearchCat(8).Width = ButtonWidth - ScrollWidth + 200 + (HeadExpand * 44)
Else
    SearchCat(8).Width = ButtonWidth + (HeadExpand * 44)
End If
End Sub

```

```

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).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
cat1count = 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 = TimeInput.Text - " "
    SendKeys "{end}"
    SendKeys "{tab}"
End If
End Sub

```

```

Private Sub Text1_Change()
End Sub

```

```

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, Mcat1 As String
Dim timearray(3000, 10) As Variant

```

```

Dim MixCount As Integer
Dim tempfield(9) As String
Dim position As Integer
Dim mdcounT As Integer
On Error GoTo errorhandler
MousePointer = 11
searchflag = 0
cat1count = 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
i = 0
key board.Visible = False
If TimeInput.Text <> "" Then
    TotalTime = CLng(Val(TimeInput.Text) * 60)
    PlayTime.Enabled = False
    PlayTime.BackColor = &H8000000F
    Mix.BackColor = &H8000000F
    'search the database for songs until the time is up
    Data1.Refresh
    Data3.Refresh
    'FIND THE SONG CATEGORY TAG THAT MATCHES THE BUTTON
    If Cat1 = "Dtype" Then
        Data2.RecordSource = 6

    Else
        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 & ""
    SelTag = Data2.Recordset.Fields("Tag")
    SelCat1 = SelTag
    If SelCat1 = "SPMIX" Then
        Cat1 = "Main3"
        MainCount = 4
    ElseIf SelCat1 = "EN" Then
        Cat1 = "Main2"
        MainCount = 3
    ElseIf SelCat1 = "EL" Then

```





```

DoEvents
If Speed <> "Any" And Speed <> "MIXED" Then
  Data1.Recordset.FindNext Cat1 & " LIKE " & SelCat1 & " and Speed = " & Speed & ""
Else

  Data1.Recordset.FindNext Cat1 & " LIKE " & SelCat1 & ""
End If
If IsNull(Data1.Recordset.Fields("time")) Then
  timearray(i, 0) = 300
Else
  timearray(i, 0) = Data1.Recordset.Fields("time")
End If
If IsNull(Data1.Recordset.Fields("Title")) Then
  timearray(i, 1) = "NL"
Else
  timearray(i, 1) = Data1.Recordset.Fields("Title")
End If
If IsNull(Data1.Recordset.Fields("Artist")) Then
  timearray(i, 2) = "NL"
Else
  timearray(i, 2) = Data1.Recordset.Fields("Artist")
End If
If IsNull(Data1.Recordset.Fields("Date")) Then
  timearray(i, 3) = "NL"
Else
  timearray(i, 3) = Data1.Recordset.Fields("Date")
End If
If IsNull(Data1.Recordset.Fields("Main1")) Then
  tempfield(4) = "NL"
Else
  tempfield(4) = Data1.Recordset.Fields("Main1")
End If
If IsNull(Data1.Recordset.Fields("Mstyle")) Then
  tempfield(5) = "NL"
Else
  tempfield(5) = Data1.Recordset.Fields("Mstyle")
End If
If IsNull(Data1.Recordset.Fields("Dtype")) Then
  tempfield(6) = "NL"
Else
  tempfield(6) = Data1.Recordset.Fields("Dtype")
End If
If IsNull(Data1.Recordset.Fields("Speed")) Then
  tempfield(7) = "NL"
Else
  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

```

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```
Data2.Refresh
Data2.Recordset.MoveLast
Data2.Recordset.MoveFirst
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
Data3.Recordset.MoveFirst
Mcat1 = Data1.Recordset.Fields("Main1")
Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
timearray(i, 9) = Val(Data3.Recordset.Fields("colorID"))
i = i + 1
If CancelSearch = True Then
  MousePointer = 0
  Data1.Recordset.Close
  Data2.Recordset.Close
  Data3.Recordset.Close
  SavePlay.Enabled = False
  TimeFrame.Visible = False
  Speed = "Any"
  TimeInput.Text = ""
  Exit Sub
End If
Loop
End If
If SelCat1 = "SPMIX" Then
  Call CheckMain(Cat1)
  If MainCount < 8 Then GoTo MainLoop
End If
MainCount = 0

Data1.Recordset.Close
Data2.Recordset.Close
Data3.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
  ElseIf Speed = "MIXED" And i < 4 Then
    MsgBox "Sorry, there are not enough speed variations to mix that style. Please try again."
    MousePointer = 0
    TimeFrame.Visible = False
    Speed = "Any"
    TimeInput.Text = ""
    Exit Sub
```

```

Else
  Now.Enabled = True
  Now.BackColor = &HFF&
  PlayButton.Enabled = True
  PlayButton.BackColor = &HFF8080

  SavePlay.Enabled = True
  Command1.Enabled = True
  Now.BackColor = &HFF&
  TimeFrame.Visible = False
  RndMix.Enabled = True
  rndcount = 0
  loopcount = 0
  Randomize
  Do While TimeCount < TotalTime
  DoEvents
    '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 IsNull(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 rndcount > 0 Then
        For j = 0 To rndcount
          If RndSongsCount(j) = timearray(Y, 1) Then
            AlreadyChosen = True
          End If
        Next j
      End If
      If AlreadyChosen = False Then
        Playlist(0).AddItem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2)
        Playlist(1).AddItem 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
      Else
        loopcount = loopcount + 1
        GoTo LoopReset
      End If
    End If
  End If

```

```

        End If
    Else
        loopcount = loopcount + 1
        GoTo LoopReset
    End If

Else
DEFAULT:    If rndcount > 0 Then
            For j = 0 To rndcount
                If RndSongsCount(j) = timearray(Y, 1) Then
                    AlreadyChosen = True
                End If
            Next j
        End If
        If AlreadyChosen = False Then
            Playlist(0).AddItem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2)
            Playlist(1).AddItem 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)
            PlaySongs = PlaySongs - 1
            rndcount = rndcount - 1
        End If
    End If

If Playlist(0).Rows > 1 And AlreadyChosen = 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
    timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
    TimeCount = TimeCount + TempTime
    zed = zed + 1
    For j = 0 To 8
        'selong(j) = Playlist(1).TextMatrix(Playlist(1).Row, j)
        PlayedSongs(1, zed, j) = Playlist(1).TextMatrix(Playlist(1).row, j)
    
```

```

        Next j
        PlayedSongs(1, zed, 9) = Playlist(1).CellBackColor
    Else
        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.")
            Exit Do
        End If
    End If
End If

```

```

    End If
Loop
End If

```

```

Speed = "Any"
TimeInput.Text = ""
AddList(0).Enabled = True
ExpandList.Enabled = True
delete.Enabled = True
MousePointer = 0

```

```

End If

```

```

Call CheckOnDeck

```

```

Exit Sub

```

```

errorhandler:

```

```

    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

```

```
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(6) = "Club"
  StaticCats(7) = "Big Band"
  StaticCats(8) = "Spanish"
  StaticCats(9) = "Halloween"
  StaticCats(10) = "School Dances"
  StaticCats(11) = "Italian"
  subcatcount = 6
  subcattotal = 6
  CatColor = &H8000000E
  CancelSearch = False
  channel = 1
  cued(1) = False
  cued(2) = False
  ExitButtonPushed = False
  Speed = "Any"
```

```
End Sub
```

```
Private Sub Animation2_Click()
'enters the system if clicked
  titlefrm.Hide
  Unload titlefrm
  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
ElseIf Index = 1 Then
  VoiceActivation = False
End If
```

```

titlefrm.Hide
Unload titlefrm
Unload Loader
Animation1.Close
Animation2.Close
Load Screen1
Load Screen2
Screen1.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

Animation1.Close
Animation2.Close
EndItAll
End
End If
End

End Sub

```

```

Private Sub Form_Activate()
Dim WaitTime, ftime As Integer
titlefrm.Refresh
Call waveOutSetVolume(0, &HFFFFFFF)
MMControl1.Command = "stop"
MMControl1.Command = "reset"
MMControl1.Command = "play"
WaitTime = Timer()
ftime = Timer() - WaitTime

Do While ftime <= 2
DoEvents
ftime = Timer() - WaitTime
Loop
Animation2.Visible = True
Animation1.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
Title1(0).Visible = True

```

```
        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.WindowState = 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
    Animation1.Left = ScreenWidth - 1087
    Animation2.Top = ScreenHeight - 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)
    Animation1.Close
    Animation2.Close
    MMControl1.Command = "stop"
    MMControl1.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_BITMAP = 2
```



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

Public Const WAVECAPS\_LRVOLUME = &H8 ' separate left-right volume control

Public Const WAVECAPS\_PITCH = &H1 ' supports pitch control

Public Const WAVECAPS\_PLAYBACKRATE = &H2 ' supports playback rate control

Public Const WAVECAPS\_VOLUME = &H4 ' supports volume control

Public Const WAVE\_FORMAT\_1S16 = &H8 ' 11.025 kHz. Stereo, 16-bit

Public Const WAVE\_GOING = &H3

**MOAEC MASTER CODE** (page 94)

Sunspot Software and Graphics

303-805-7637



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 Slow Speed 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 FileNum As Integer, numRows As Integer  
 Public CurRow1 As Integer, CurRow2 As Integer, CurCol As Integer  
 Public FileColors() As Variant  
 Public Already Chosen As Boolean  
 Public automix As Boolean  
 Public FadePercent As Single  
 Public OldVolValue(2) As Long  
 Public WinPlayConnected As Integer  
 Public DisplayLibrary As Boolean  
 Public FirstLibrary As Boolean  
 Public NextTrackVar As Boolean  
 Public PrevTrackVar As Boolean  
 Public AutoExitTime As Long  
 Public AutoExitStart 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 OrigVol(9) As Long  
 Public StoplistingList As Boolean  
 Public RatingTemp As String  
 Public RatingBlock As String  
 Public password As String  
 Public NewPassword1 As String  
 Public NewPassword2 As String  
 Public TimeSoFar As Long  
 Public NewPauseStartTime As Long

Declare Function waveOutClose Lib "winmm.dll" (ByVal hWaveOut As Long) As Long

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 "winmm.dll" (ByVal hWaveOut As Long) As Long  
 Declare Function waveOutRestart Lib "winmm.dll" (ByVal hWaveOut As Long) As Long  
  
 Declare Function waveOutGetPlaybackRate Lib "winmm.dll" (ByVal hWaveOut As Long, lpdwRate As Long) As Long  
 Declare Function waveOutSetPlaybackRate Lib "winmm.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" (ByVal 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" (ByVal hFile As Long, lpBuffer As Any, ByVal nNumberOfBytesToWrite As Long, lpNumberOfBytesWritten 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 EndItAll()  
     Unload Screen1  
     Unload Screen2

'Unload titlefrm  
'Unload Updater  
'Unload DriveScan  
'Unload Main  
Unload Recorder  
End  
End Sub

END SUB = END SUB

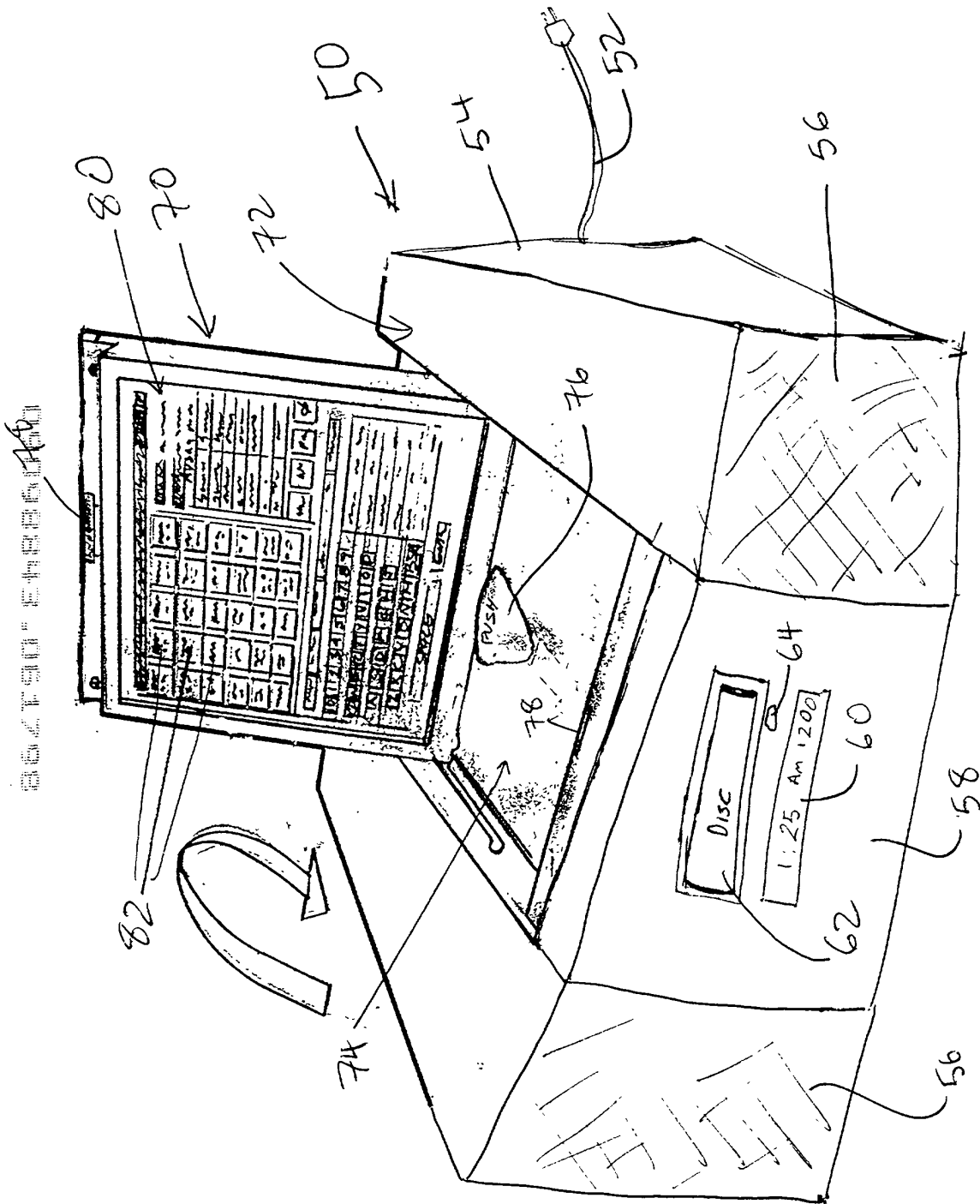


Fig. 1

2007011901 2007011901

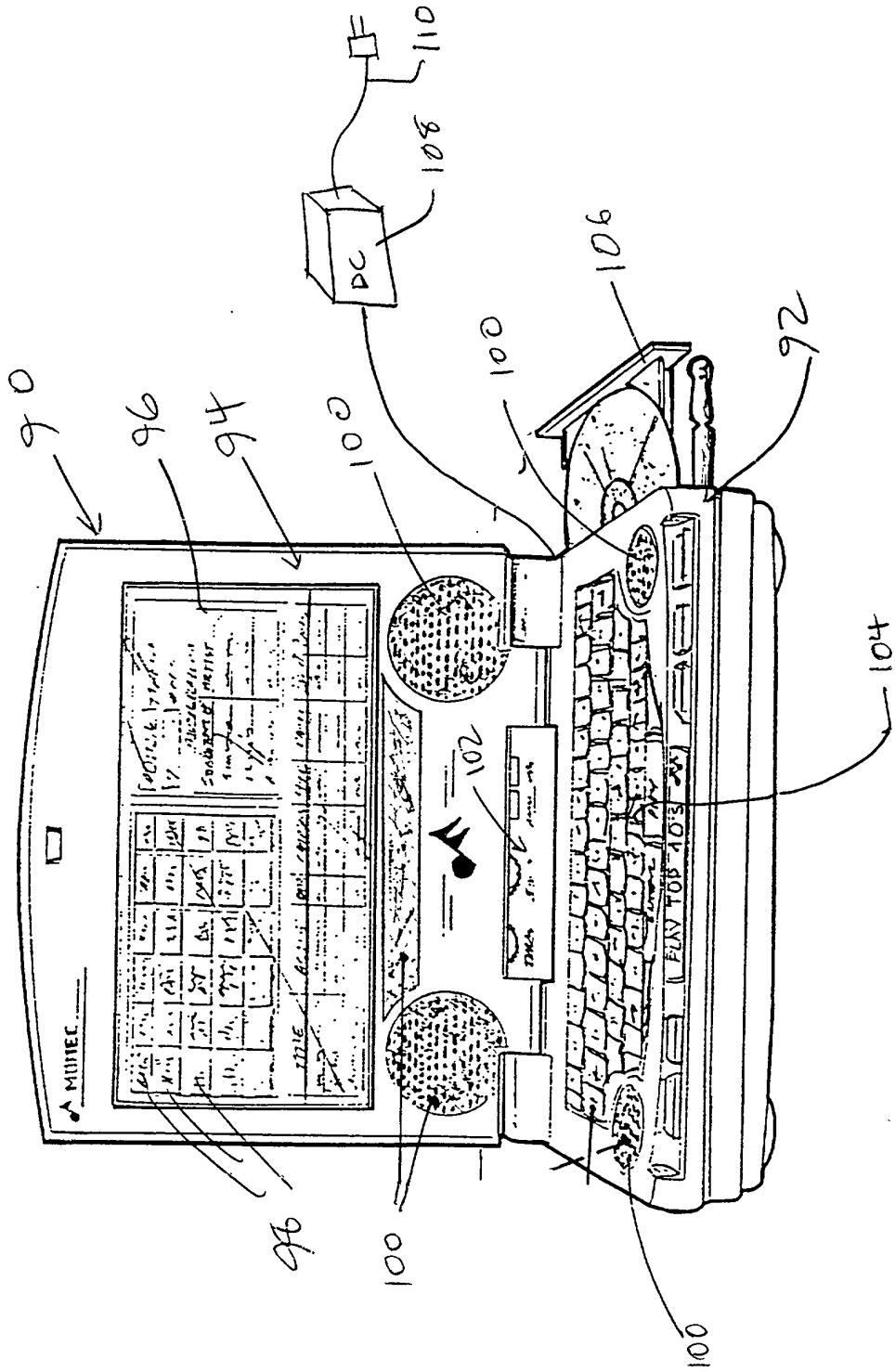


Fig. 2

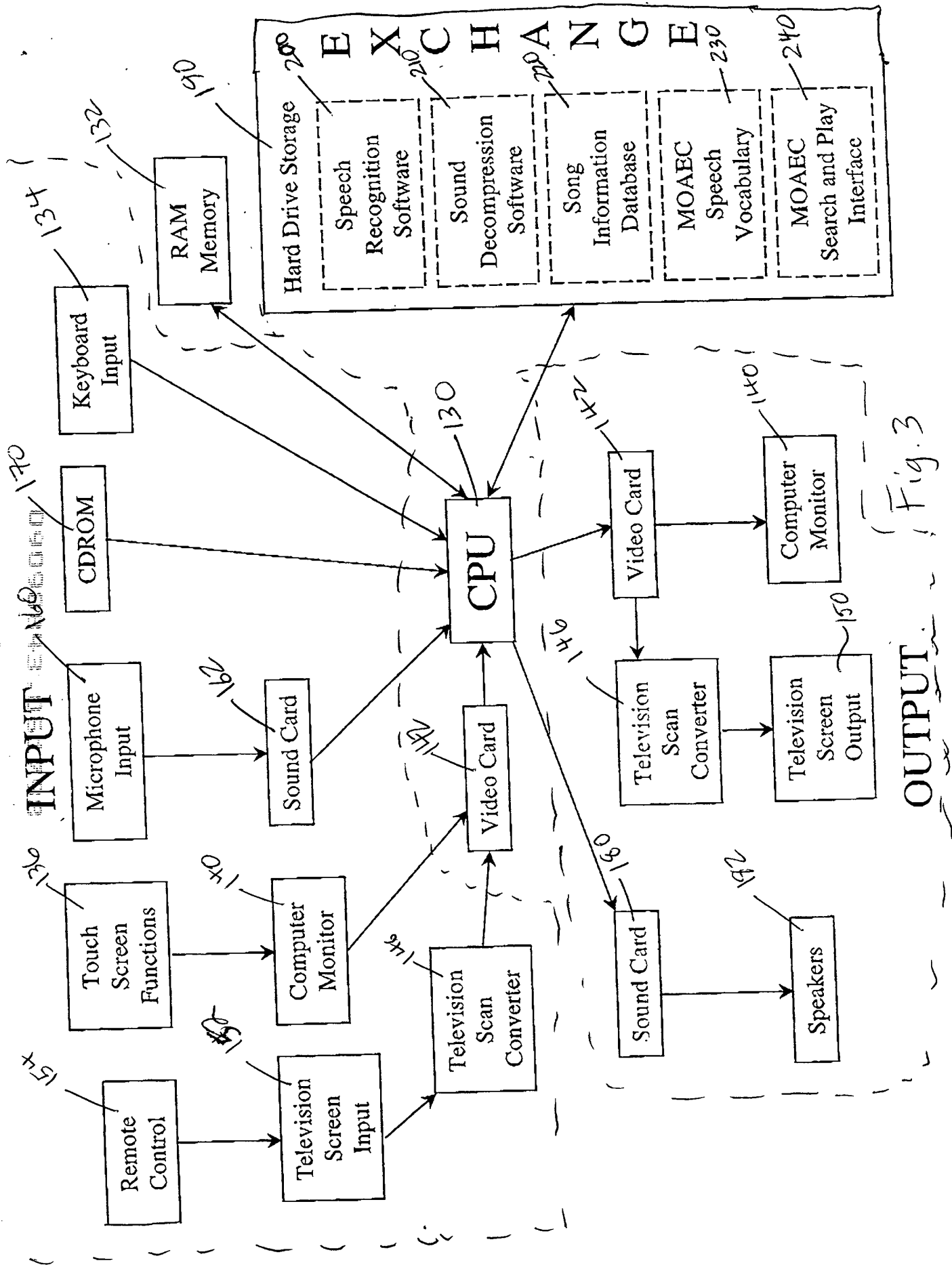


Fig. 3



20020901 09:00:00

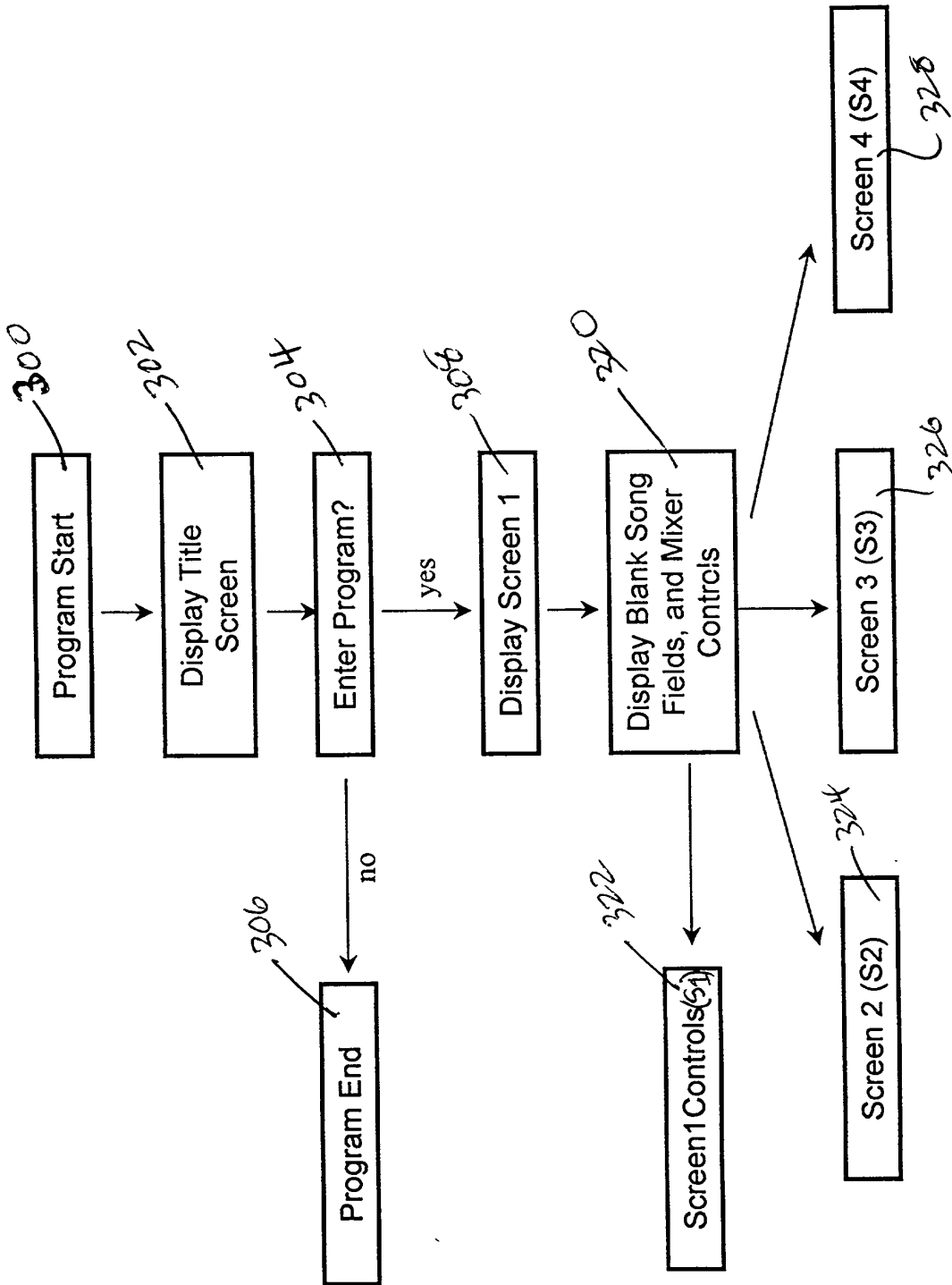


Fig. 4

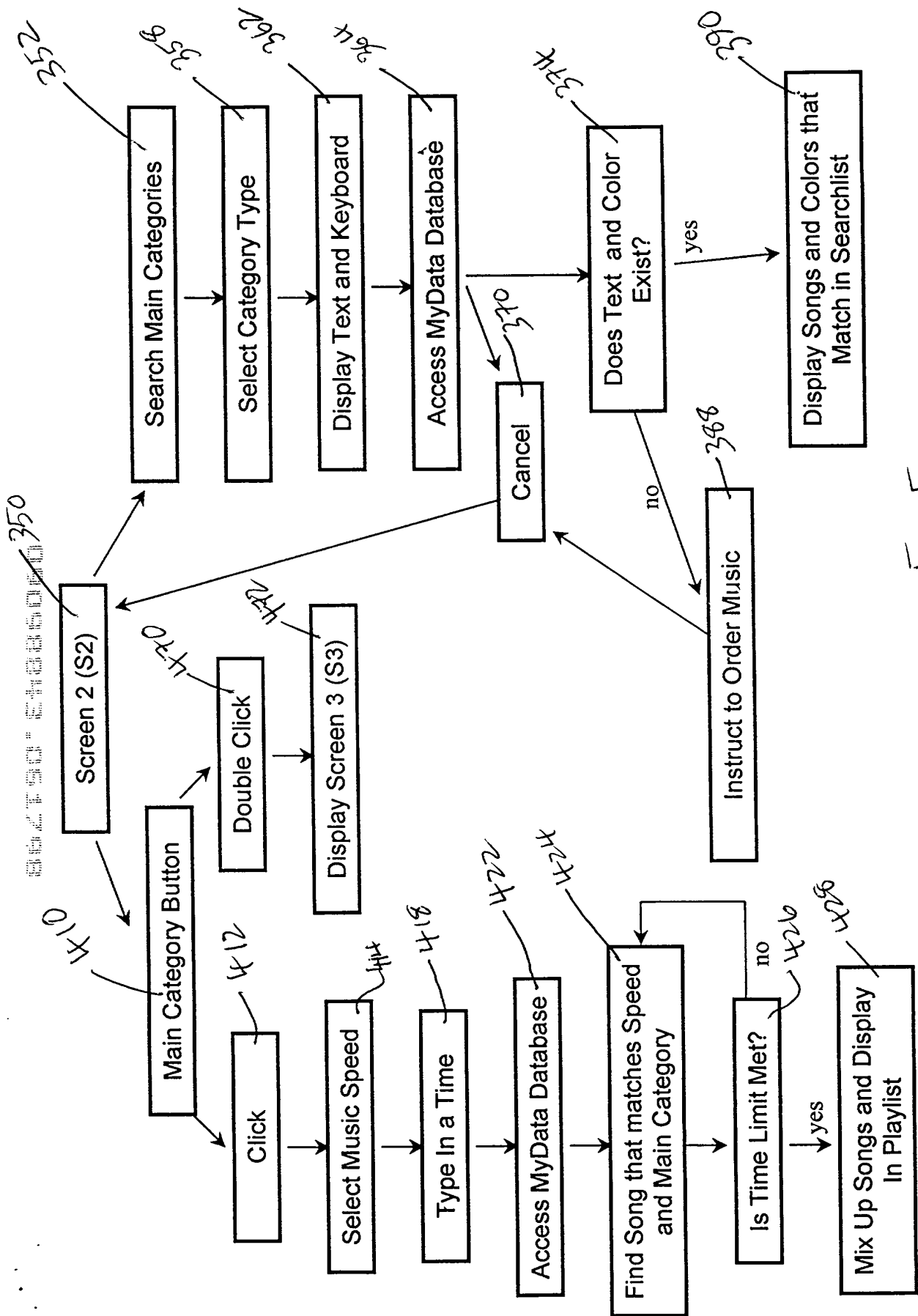


Fig. 5



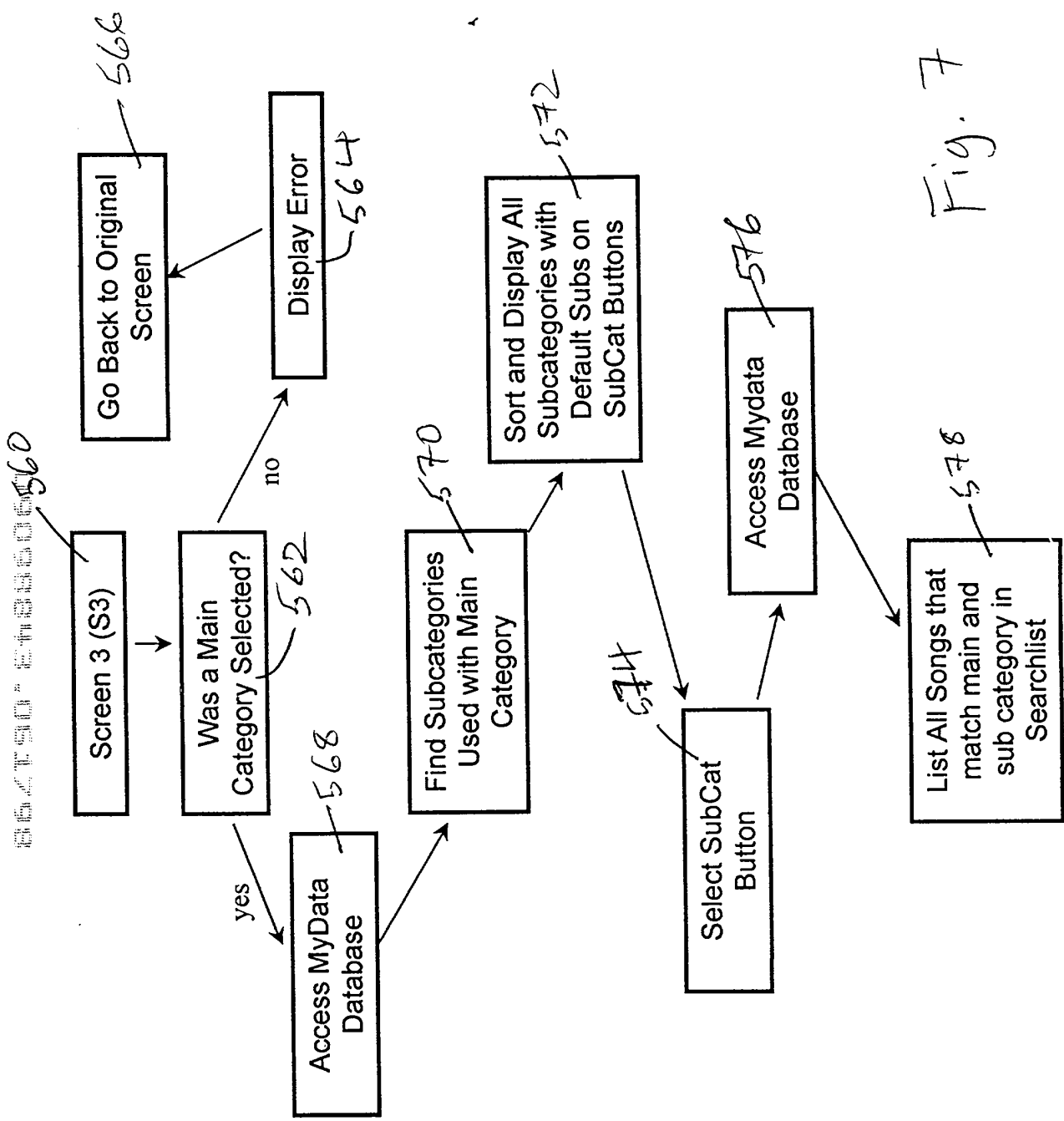


Fig. 7

862F50-4485050

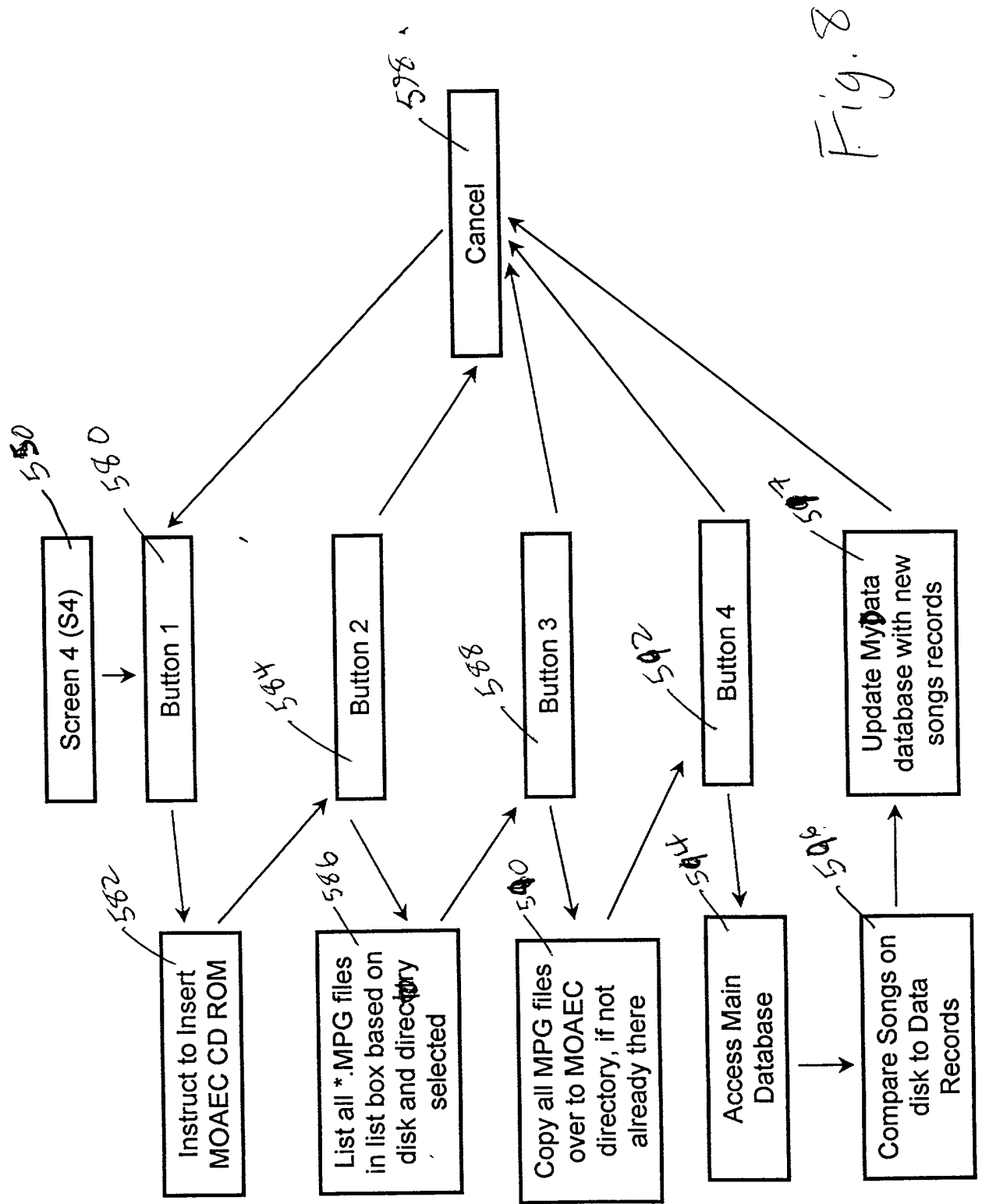


Fig. 8

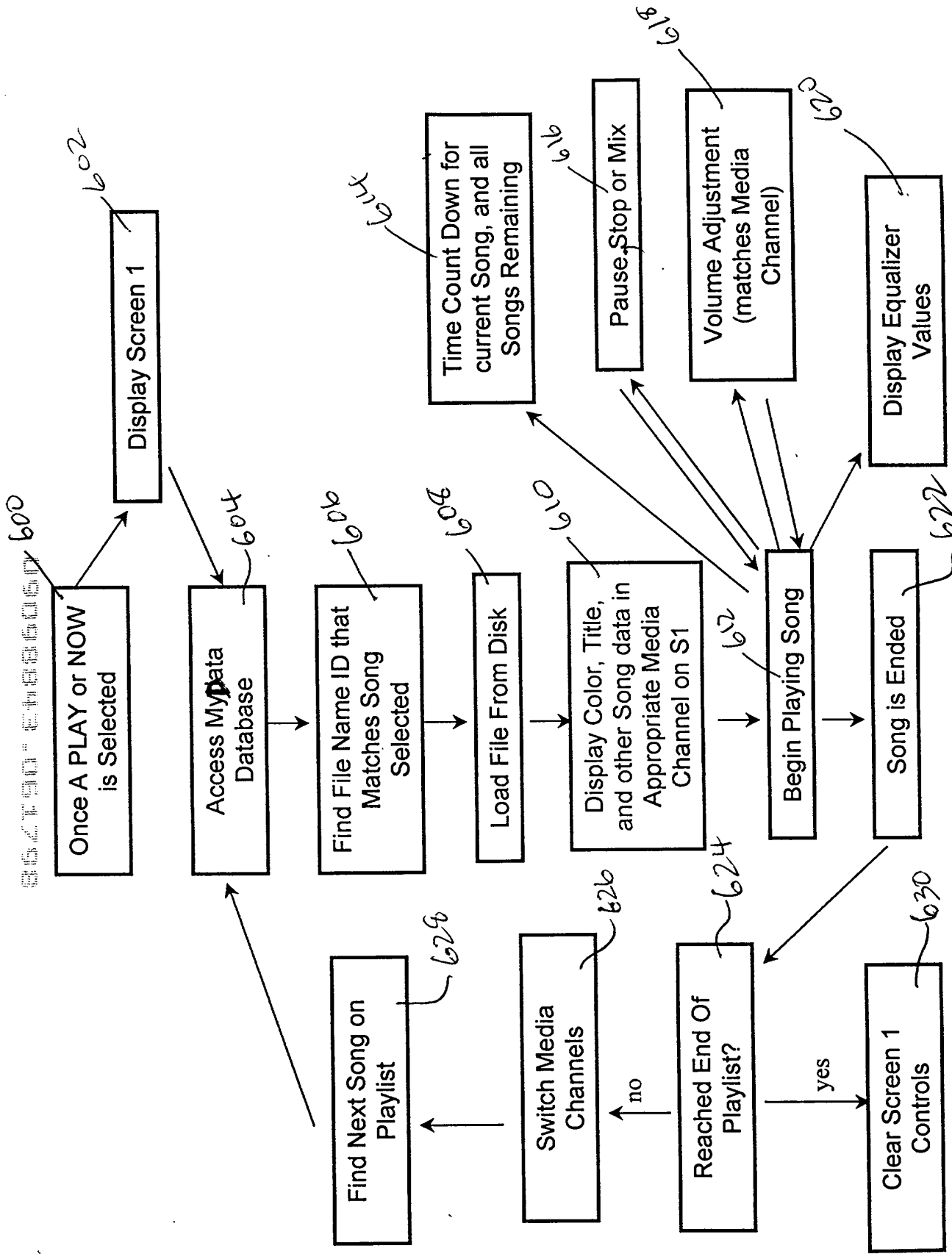


Fig. 9

Saving and Loading Playlists

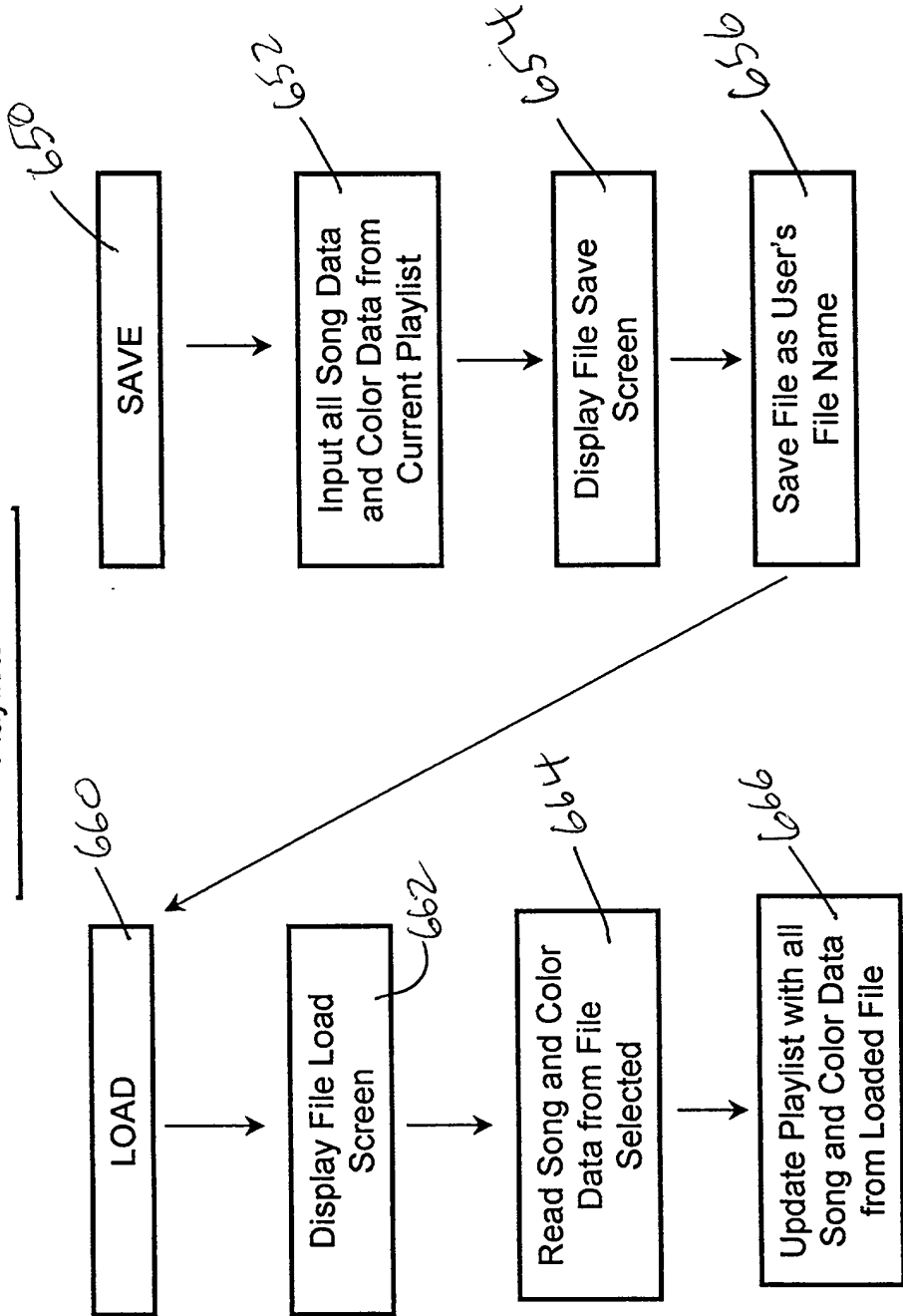


Fig.10

310  
312  
314  
316  
318

Screen 1

### Media Channel #1

Music Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy
...	...	...	...	...	...	...	...

**EQ #1**

Music Control: [Play] [Stop] [Pause] [Next] [Previous]

Music Speed: [Slower] [Faster]

**EQ #2**

Music Control: [Play] [Stop] [Pause] [Next] [Previous]

Music Speed: [Slower] [Faster]

Mic 1

Mic 2

Master Volume

Headphone Volume

S1

S2

S3

S4

MC1 Volume

MC2 Volume

Fade Control

HELP

**AUTO MIX ON**

Fig. 11



862150" 8788680

360  
364  
372  
354

Screen 2

Please enter the Artist you would like to search for:

Current Search Items: none

Elvis

Cancel Search

Begin Search

SELECT MUSIC SPEED

Music Categories

Country 80's - 90's

Rock 70's - 90's

Alternative 70's - 90's

DANCE 20's - 90's

Easy List 20's - 90's

Television

Sound Tracks

Time left of current selections: 00:09:48

Number of Songs Left to Play: 3

Music Play List

Song Title	Artist
Walking on Emotions	Fresh 95.1
It's About a Boy	Bottle Rocket
It's About a Boy	Dark Knight

EXPAND MIX-UP DELETE CLEAR

Music Categories

Search Music Categories

0 1 2 3 4 5 6 7 8 9

Q W E R T Y U I O P

A S D F G H J K L

Z X C V B N M BKSP

SPACE ENTER

S4 36 HELP UNDO

Displays the list of songs to select for the Music Play List

360

372  
Fig. 12



20021R02

234  
134  
132

Time left of current selections  
Number of Songs Left to Play

**Music Play List**

0021R02  
5

Classical	Jazz	Folk	Dishes	Country	Pop
Soul	R & B	Blues	Blues	Reggae	Fun
Latin	METAL	Special Events	RAP	DANCE	Alternative
Sound Effects	Religious	SP Dance	Funny	Easy List	Television
Create Favorite Lists	SP Mixes	Energy	Energy	Tracks	

Save Play List

Are you sure you want to save the current Music Play List as a file

Yes  No

Organize	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy
That Girl	Maxi Priest	96	Reggae	Upbeat	Fast	FAST	ENERGY
That Girl	Maxi Priest	96	Reggae	Upbeat	Fast	FAST	ENERGY
That Girl	Maxi Priest	96	Reggae	Upbeat	Fast	FAST	ENERGY
That Girl	Maxi Priest	96	Reggae	Upbeat	Fast	FAST	ENERGY

PICK MIX-UP DELETE CLEAR

Clear Search List

LOAD SAVE

S1 S2 S3 S4

453 502 455 457 451 450 F 19.14 312 314 316 318

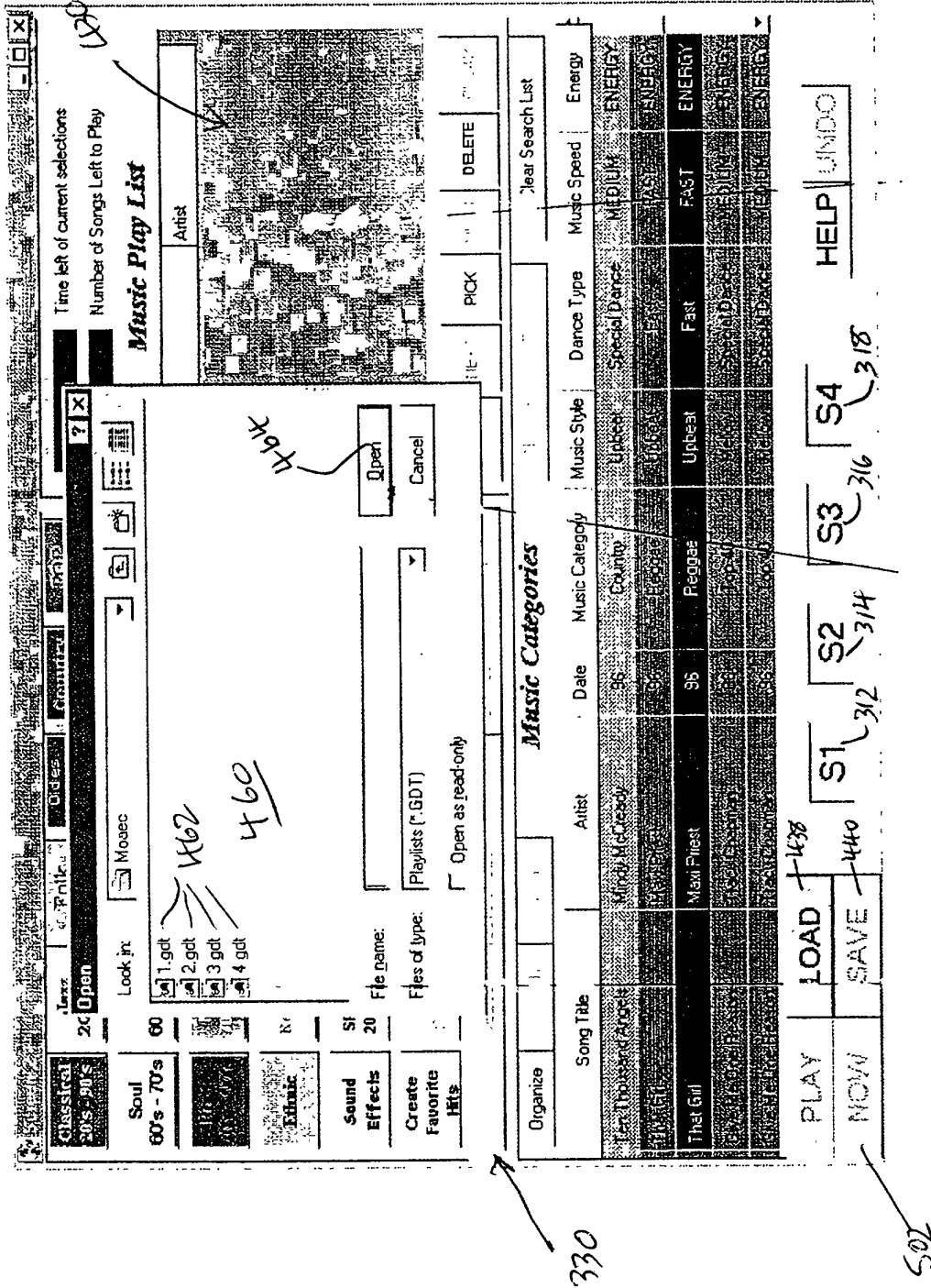


Fig. 15

562750" E19856060

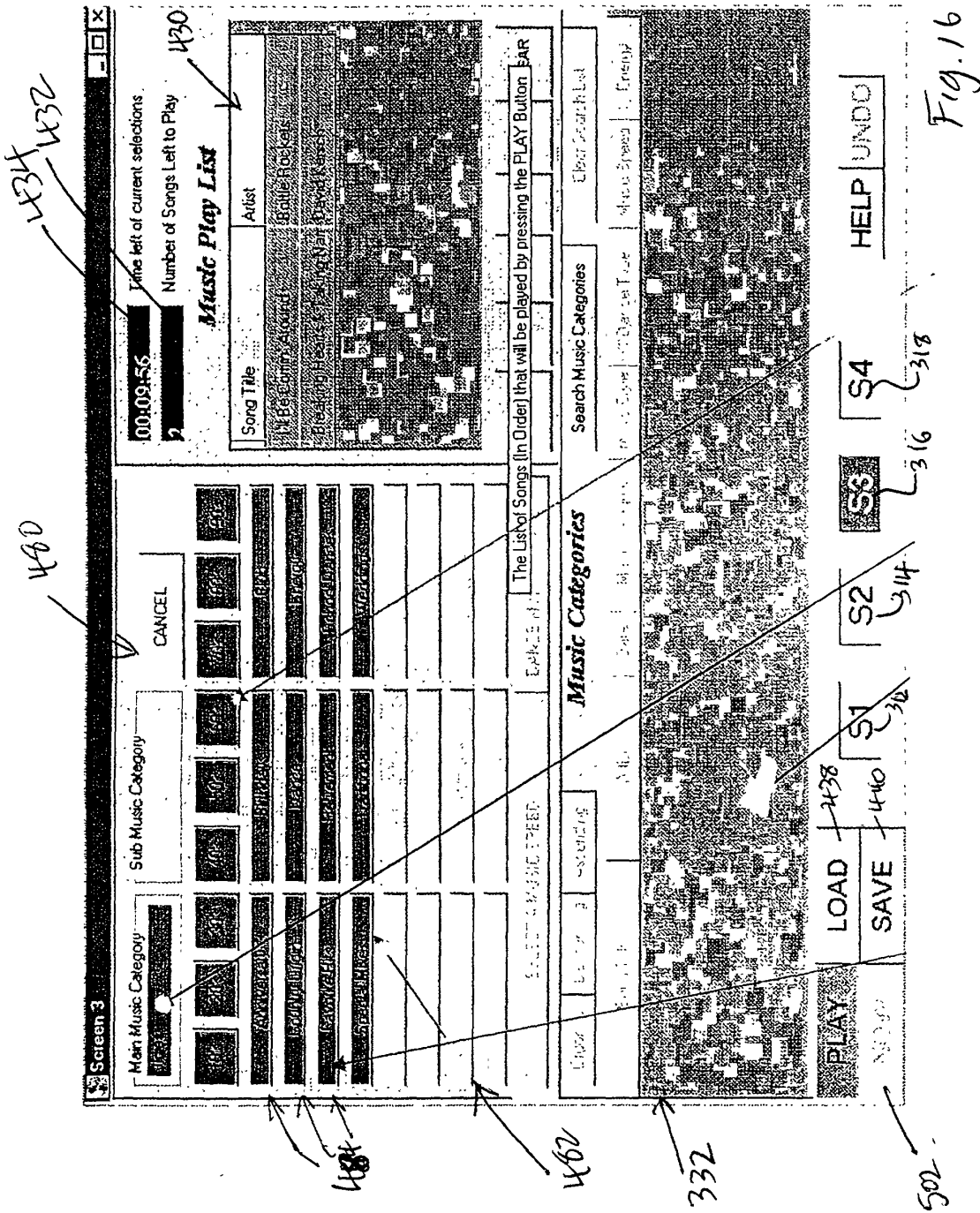


Fig. 16

854730" E4996050

LP Complete Music Guide Table

Test	ID	Disc#	SongNum	Title	Artist	Mstyle	Dtype	Spe	Time	End I
OK	2	RH34	3416	1979	Smashing Pumpkin	UP		M	260	A
OK	3	RU14	10	1979 Vocal Mix)	Smashing Pumpkin	UP		M	310	A
OK	5	T327	11	A Little Bit Me, A Little Specials		UP		M	211	R
OK	6	T317	11	Aeroblane	Red Hot Chili Peppers	UP	FAST D,	F	251	A
OK	11	RH36	3607	Bia Me	Foo Fighters	UP	MELLO	M	133	A
OK	12	T319	13	Bia Me	Foo Fighters	UP	MELLO	M	133	A
OK	13	T319	10	Bina Bana Babv	Stone Temple Pilots	UP		F	203	A
OK	15	T320	15	Bluster	Salt	UP		M	194	C
OK	16	T314	16	Brother	Toad The Wet Soro	MEL		M	237	A
OK	17	RH38	06	But Anyway (Studio E Blues Traveler		MEL		M	179	A
OK	19	RH36	3618	Chamaagne Super No' Oasis		MEL		M	304	A
OK	20	T317	13	Chamaagne Super No' Oasis		MEL		M	301	A
OK	22	T322	04	Charms (Radio Remix	Philosopher Kings	UP		M	247	A
OK	23	RH35	3508	Closer To Free	Bodeans	UP		F	191	EN
OK	24	T322	13	Common People (7" E Pulp		UP	FAST D,	F	249	A
OK	25	RH37	3702	Counting Blue Cars	Dishwalla	UP	FAST D,	F	263	EN
OK	26	T319	15	Counting Blue Cars (E Dishwalla		UP		M	263	EN
F/OK	28	T325	17	Danceous Tyoe	Letters To Cleo	UP	FAST D,	F	194	A
OK	31	T350	14	Don't Speak	No Doubt	UP		M	252	A
OK	34	RH35	3502	Everything Falls Apart	Doa's Eye View	UP		F	227	EN
F/OK	35	T318	17	Flood	Jars Of Clay	UP		F	196	A
F/OK	36	RH36	3614	Flood	Jars Of Clay	UP		F	197	A
OK	37	RH35	3513	Follow You Down	Gin Blossoms	UP		F	226	EN
OK	38	T313	11	Follow You Down	Gin Blossoms	UP		F	225	EN
OK	40	T334	11	Free To Decide	Cranberries	MEL		M	265	EN
OK	41	RH38	03	Free To Decide	Cranberries	MEL		M	265	EN
F/OK	43	T323	16	Girl Don't Tell Me	Fuzzy	UP		F	148	A
F/OK	44	T324	03	God Only Knows	Nvions	UP		M	211	EN

554 550 558 560 562 564 566 568 570 572

336

Fig. 17

NO. 2,828,000

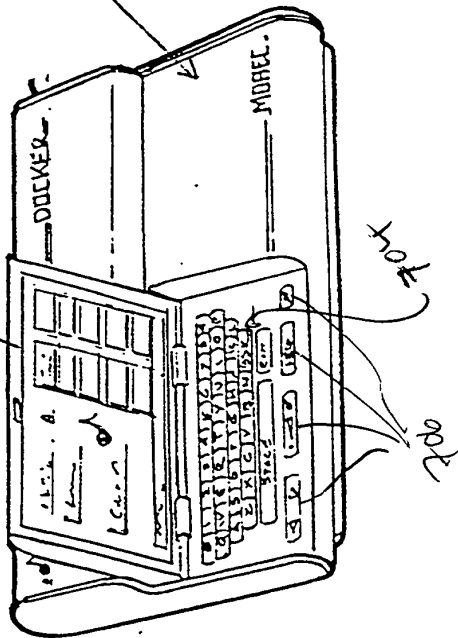


Fig. 18

AMPLIFIER  
SPEAKERS  
TO  
X12

710

HARD WIRED  
TO SPEAKERS

800

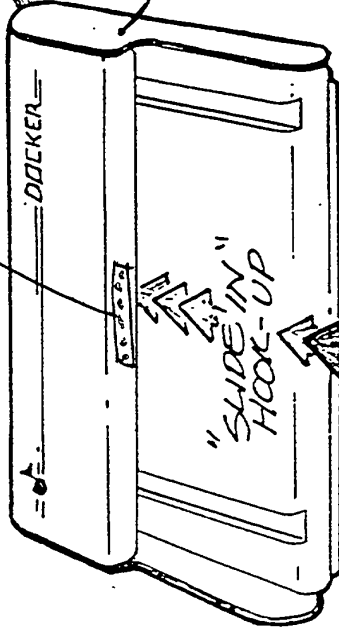
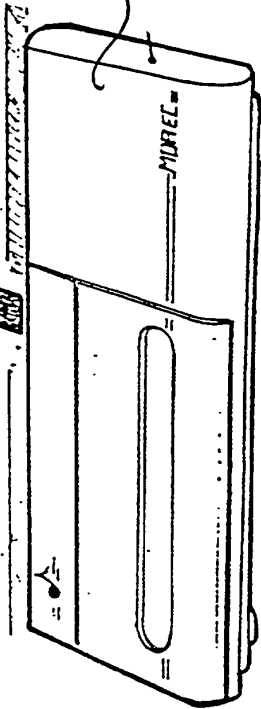


Fig. 19

700



"SLIDE IN"  
HOOK-UP

854750-CH88050

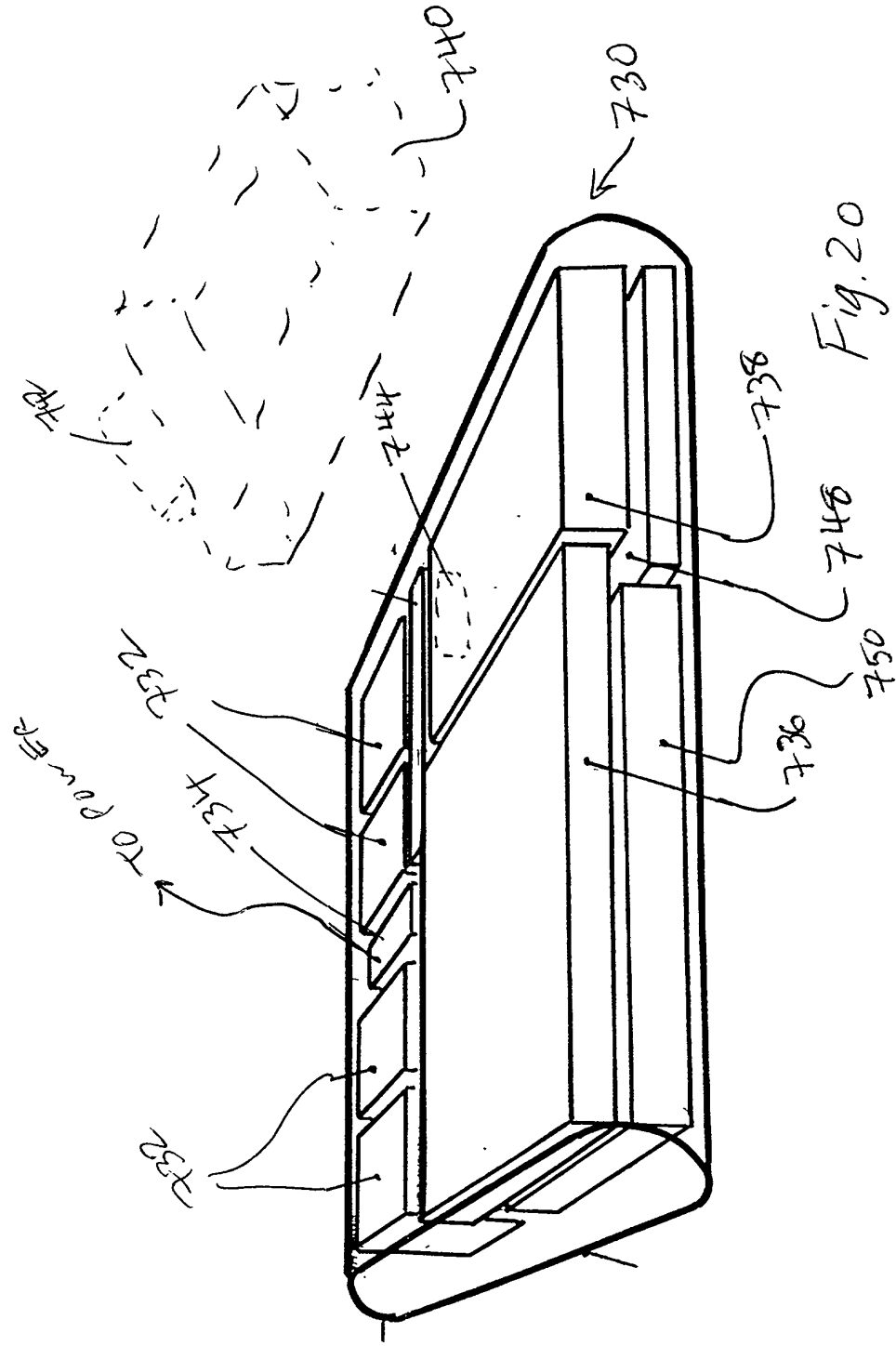


Fig. 20



662190-2486660

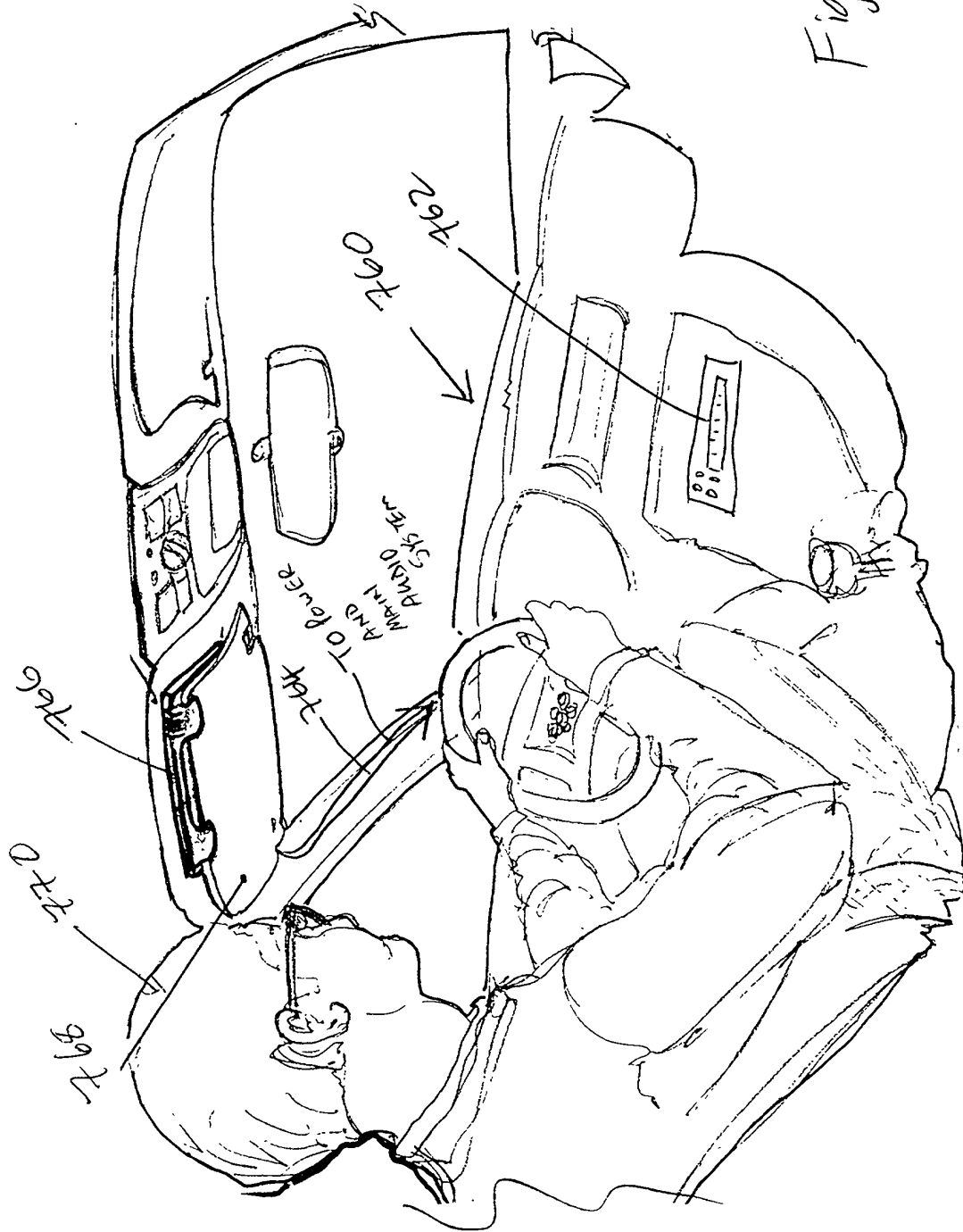
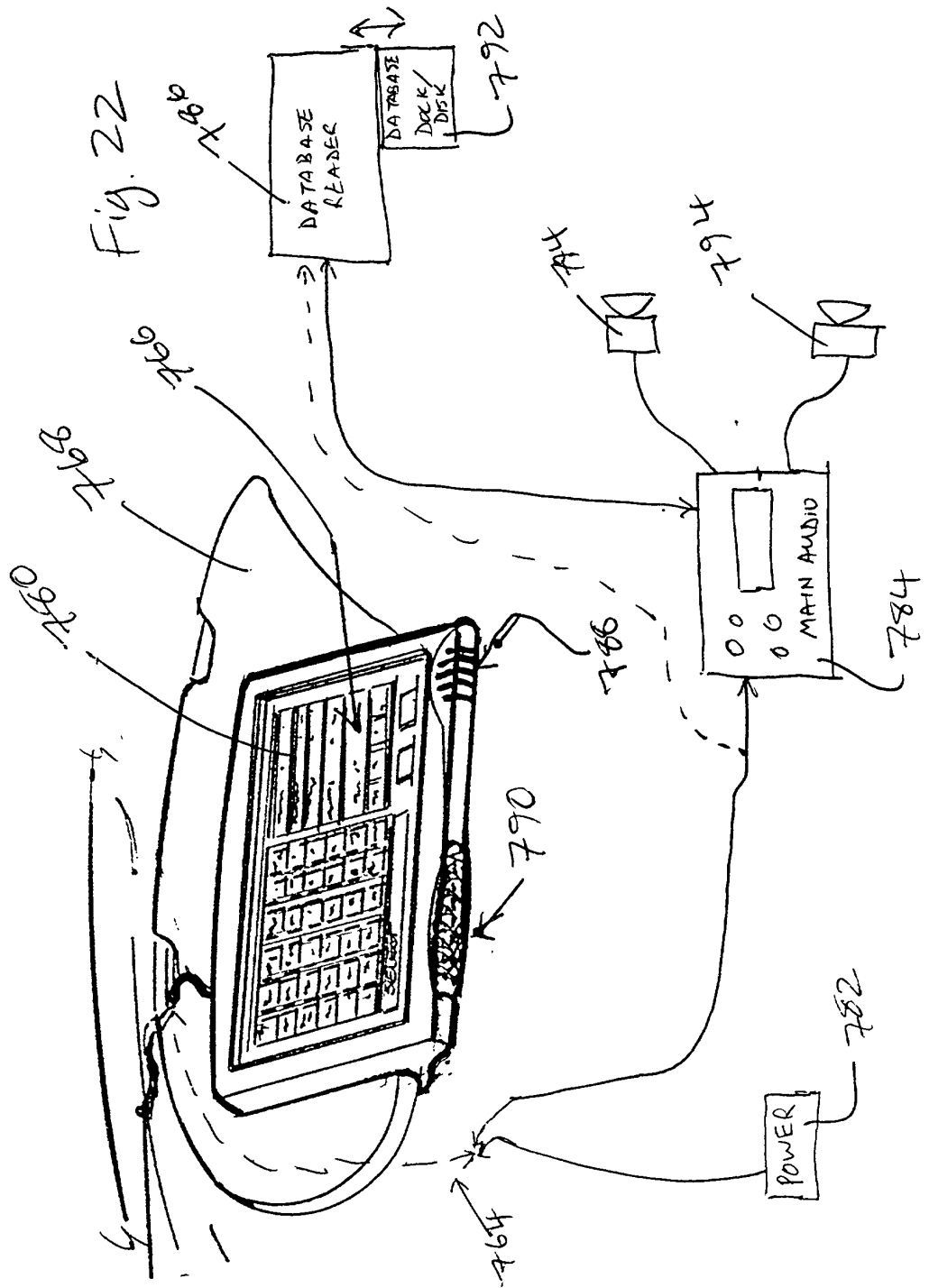


Fig. 21

062790-2425050



The Complete MDAEC Music Library

Own	Song Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
yes	Head Overfeet	Alanis Moissette	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	He Is	Ashley Cleveland		Country	Mellow	Special Dance	Medium	Energy	
yes	Specemant	Bob Dylan		Rock	Upbeat	Special Dance	Fast	Energy	
yes	Somethin Bout Jesus	Big Tent Revival		Religion	Upbeat	Fast	Fast	Energy	R
yes	Three Is The Magic Number	Blind Melon	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	But Anyway (Studio Edit)	Blues Traveler	91	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Closer To Free	Bodeans	96	Alternative	Upbeat	Fast	Fast	Energy	
yes	It's A Damn Around	Bouie Rockers		Country	Upbeat	Special Dance	Fast	Energy	
yes	It's All The Best	Charlie Peacock		Country	Mellow	Special Dance	Medium	Energy	
yes	The World I Know	Collective Soul	95	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Salvation	Cranberries	96	Alternative	Upbeat	Fast	Fast	Energy	
yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
yes	Down In You And Me	Dish		Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	R
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	PG
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

EXIT | RESET | RATING | S1 | S2 | S3 | S4 | CLEAR LIST | STOP

800

820

Fig. 24

# The Complete MOAEC Music Library

Own	Song Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
yes	Head Overfeet	Al			Upbeat	Special Dance	Medium	Energy	
yes	He Is	As			Mellow	Special Dance	Medium	Energy	
yes	Somethin Bout Jesus	Big			Upbeat	Fast	Fast	Energy	R
yes	Three Is The Magic Number	Bl			Upbeat	Special Dance	Medium	Energy	
yes	But Anyway (Studio Edit Guita	Bl			Mellow	Special Dance	Medium	Energy	
yes	Closer To Free	Bc			Upbeat	Fast	Fast	Energy	
yes	It Be Comin' Around	Be			Upbeat	Special Dance	Fast	Energy	
yes	Use Us The Fun	Ce			Mellow	Special Dance	Medium	Energy	
yes	The World I Know	Co			Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cr			Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cr			Mellow	Special Dance	Medium	Energy	
yes	Salvation	Cr			Upbeat	Fast	Fast	Energy	
yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	PG
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

Choose from the following options to control the music your MOAEC will search, display, and play:

Blocking Options

- Do Not Block Any Music
- Block "PG" and "R" Rated Music
- Block "R" rated Music Only

Cancel    OK    Password

EXIT    RESET    **RATING**    S1    S2    S3    **S4**    CLEAR LIST    STOP

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824

Fig. 25

822

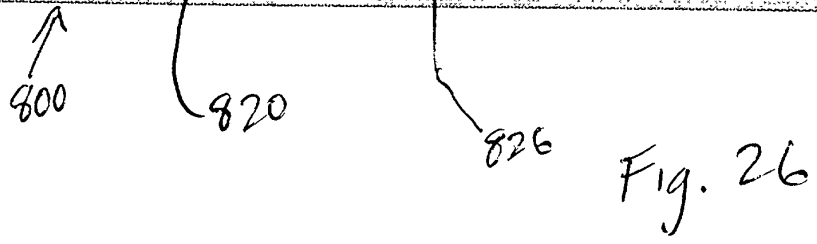
# The Complete MOAEC Music Library

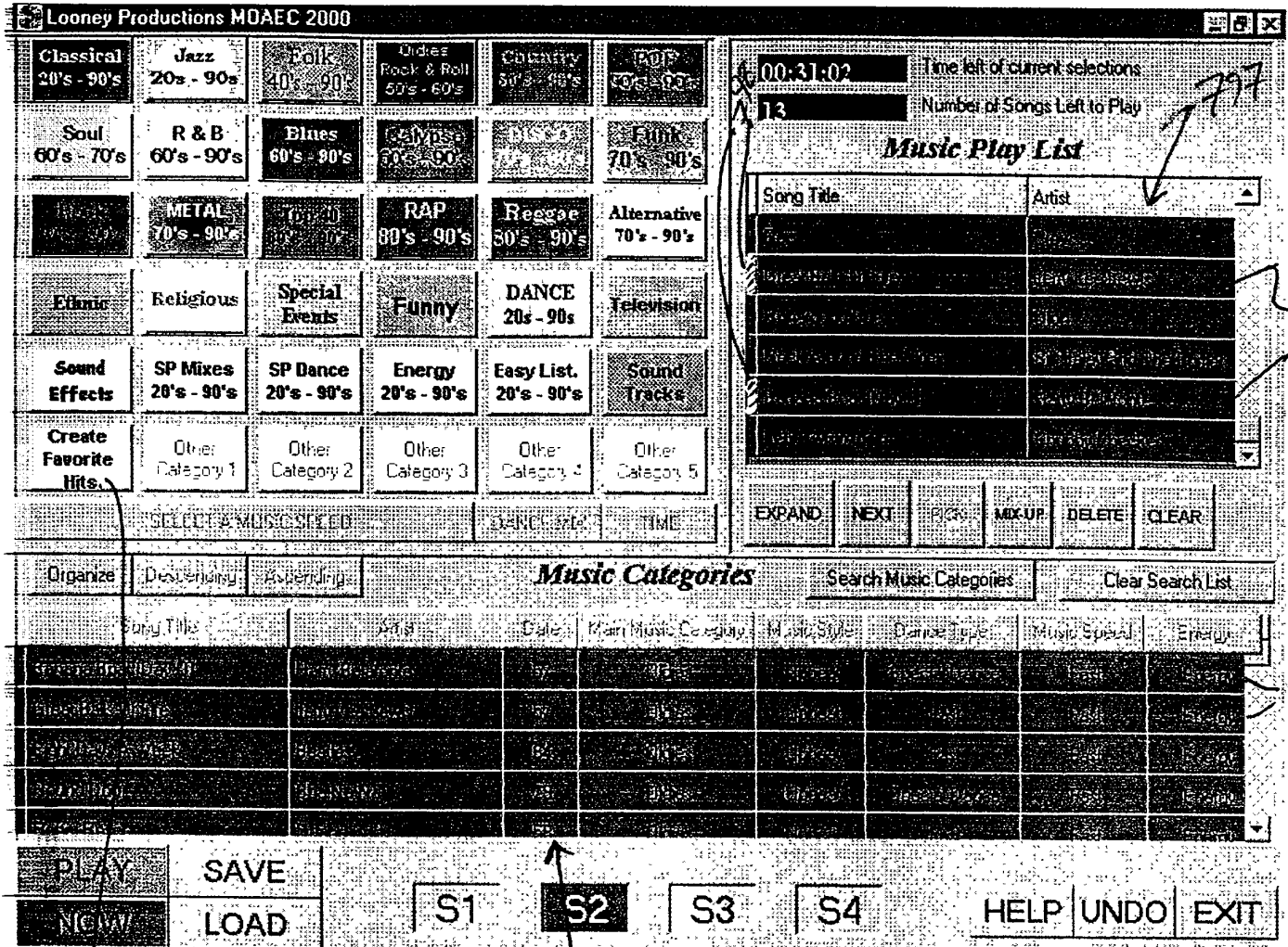
Own	Song Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
yes	Head Overfeet	Alanis Morissette	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Ho Jo	Ashley Cleveland		Country	Mellow	Special Dance	Medium	Energy	
yes	Somehin Bout Jesus	Big T		MOAEC			Fast	Energy	R
yes	Three Is The Magic Number	Blind					Medium	Energy	
yes	But Anyway (Studio Edit)	Guita Blues					Medium	Energy	
yes	Closer To Free	Bodez					Fast	Energy	
yes	It's Gonna Be Alright	Bottle					Fast	Energy	
yes	That's The Point	Creatic					Medium	Energy	
yes	The World I Know	Collec					Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Salvation	Cranberries	96	Alternative	Upbeat	Fast	Fast	Energy	
yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	P6
yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	R
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	P6
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

**MOAEC**

Please enter your password.

05/17/98





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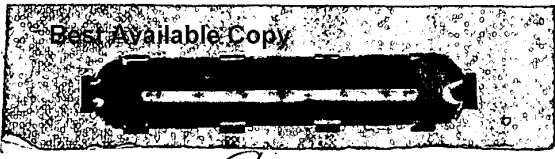
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Fig. 23  
803

3510 U.S. PTO  
09/09843



Class	Subclass
84	609
ISSUE CLASSIFICATION	



PATENT NUMBER  
**5969283**

5969283

**U.S. UTILITY PATENT APPLICATION**

O.I.P.E. PATENT DATE  
 SCANNED *JW* Q.A. *ZH* **OCT 19 1999**

SECTOR	CLASS	SUBCLASS	ART UNIT	EXAMINER
	<del>369</del> 084	609	<del>2752</del> 2837	Witkowski

FILED WITH:  DISK (CRF)  FICHE  
(Attached in pocket on right inside flap)

MICROFICHE  
APPENDIX INCLUDED  
2 SHEETS  
PAGES (103)

**PREPARED AND APPROVED FOR ISSUE**

ORIGINAL		CROSS REFERENCE(S)				
CLASS	SUBCLASS	CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)			
84	609	84	639	478	633	
INTERNATIONAL CLASSIFICATION		380	19	25	49	53
G09B	5/00	434	307A			
G09B	15/04					
H04L	9/00					
G10H	V46					

Continued on Issue Slip inside File Jacket

<input type="checkbox"/> <b>TERMINAL DISCLAIMER</b>	DRAWINGS			CLAIMS ALLOWED	
	Sheets Drwg.	Figs. Drwg.	Print Fig.	Total Claims	Print Claim for O.G.
	26	28	3	18	1
<input type="checkbox"/> a) The term of this patent subsequent to _____ (date) has been disclaimed.	_____ (Assistant Examiner)			NOTICE OF ALLOWANCE MAILED	
	_____ (Date)			3/2/99	
<input type="checkbox"/> b) The term of this patent shall not extend beyond the expiration date of U.S. Patent. No. _____	Stanley J. Witkowski (Primary Examiner)			Amount Due	Date Paid
	3-2-99 (Date)			\$605.07	5-21-99
<input type="checkbox"/> c) The terminal _____ months of this patent have been disclaimed.	dlaupkin (Legal Instruments Examiner)			ISSUE BATCH NUMBER	
	3/4/99 (Date)			P38	

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Form PTO-436A (Rev. 10/97)

K. PINKNEY  
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STAPLE AREA

U.S. GOVERNMENT PRINTING OFFICE: 1998-440-769

PATENT NUMBER		ORIGINAL CLASSIFICATION	
		CLASS 84	SUBCLASS 609
APPLICATION SERIAL NUMBER 09/098,843		CROSS REFERENCE(S)	
APPLICANT'S NAME (PLEASE PRINT) Looney et al.		CLASS	SUBCLASS (ONE SUBCLASS PER BLOCK)
IF REISSUE, ORIGINAL PATENT NUMBER		84	639 478 633
		380	119 25 49 53
		434	30.7A
INTERNATIONAL CLASSIFICATION		ASSISTANT EXAMINER (PLEASE STAMP OR PRINT FULL NAME)	
G09B	5/00		
G09B	15/04		
H04L	9/00		
G10H	1/46		
GROUP ART. UNIT		PRIMARY EXAMINER (PLEASE STAMP OR PRINT FULL NAME)	
2837		Stanley J. Witkowski	

PTO 270 (REV. 5-91)

ISSUE CLASSIFICATION SLIP

U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE



Best Available Copy

ISSUE SLIP STAPLE (for additional cross references)

POSITION	INITIALS	ID NO.	DATE
FEE DETERMINATION	A.H.	7292	6/24/98
O.I.P.E. CLASSIFIER			6-25-98
FORMALITY REVIEW		69300	

INDEX OF CLAIMS

- ✓ ..... Rejected
- = ..... Allowed
- (Through numeral) Canceled
- † ..... Restricted
- N ..... Non-elected
- I ..... Interference
- A ..... Appeal
- O ..... Objected

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If more than 150 claims or 10 actions  
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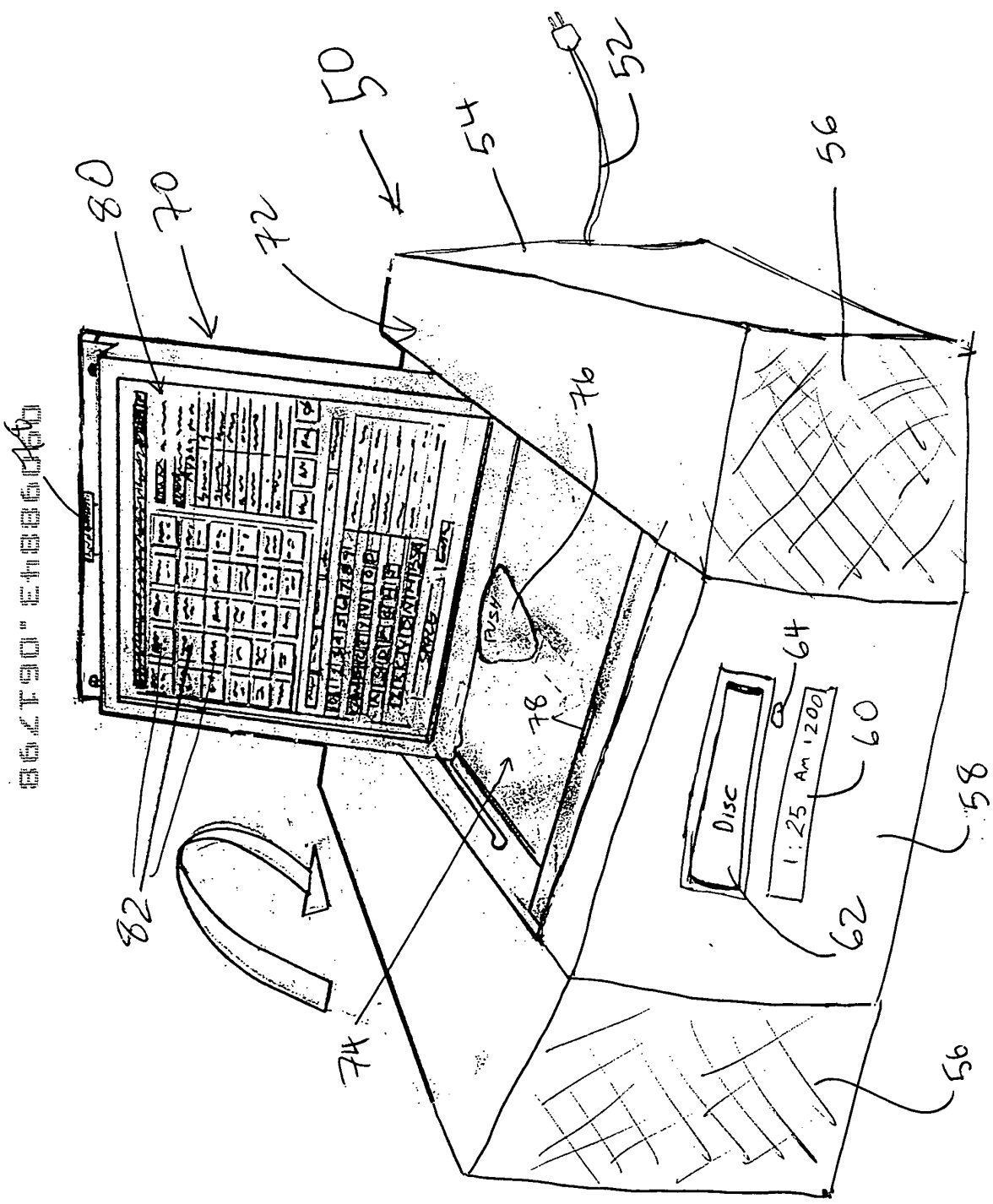


Fig. 1

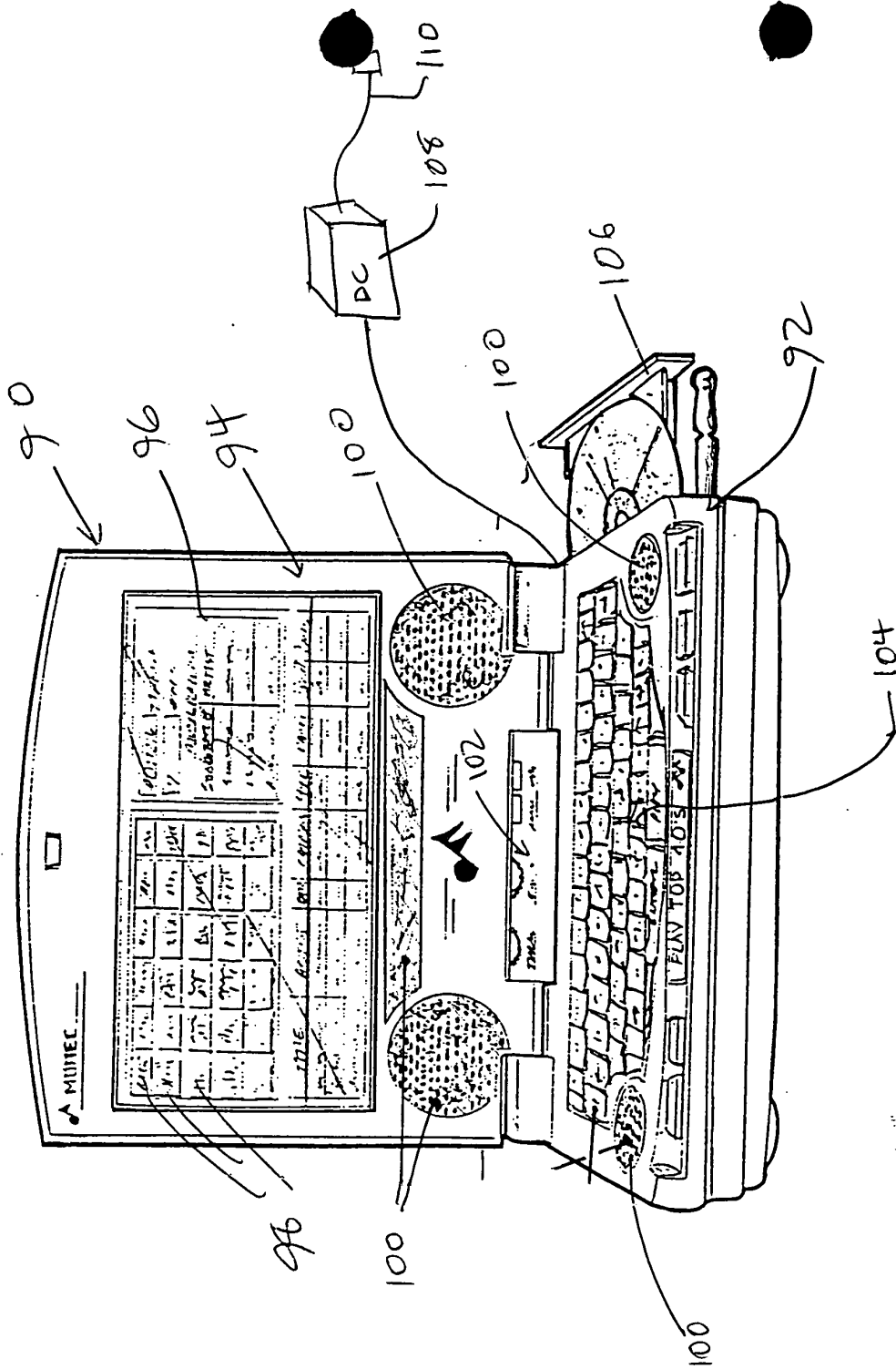


Fig. 2

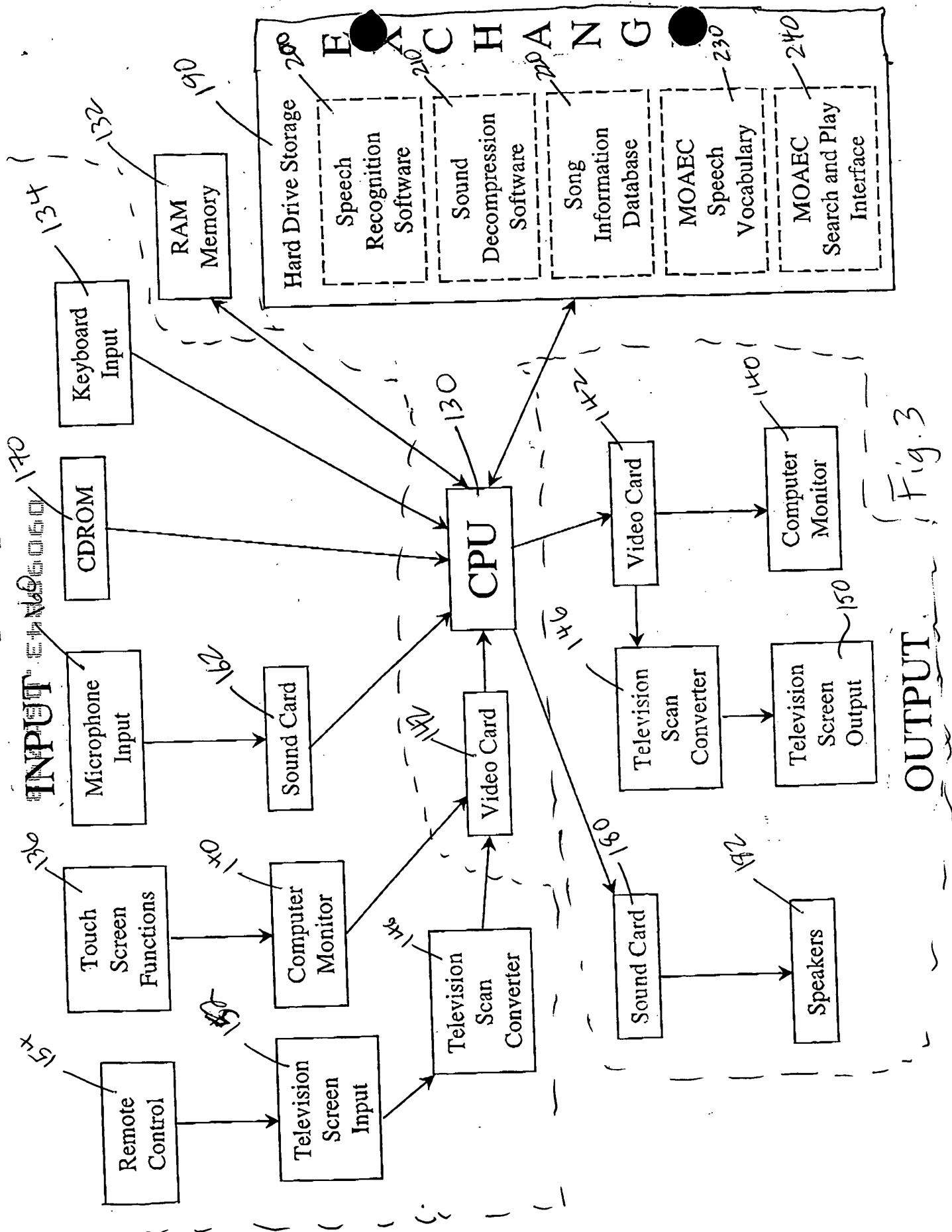


Fig. 3

OUTPUT

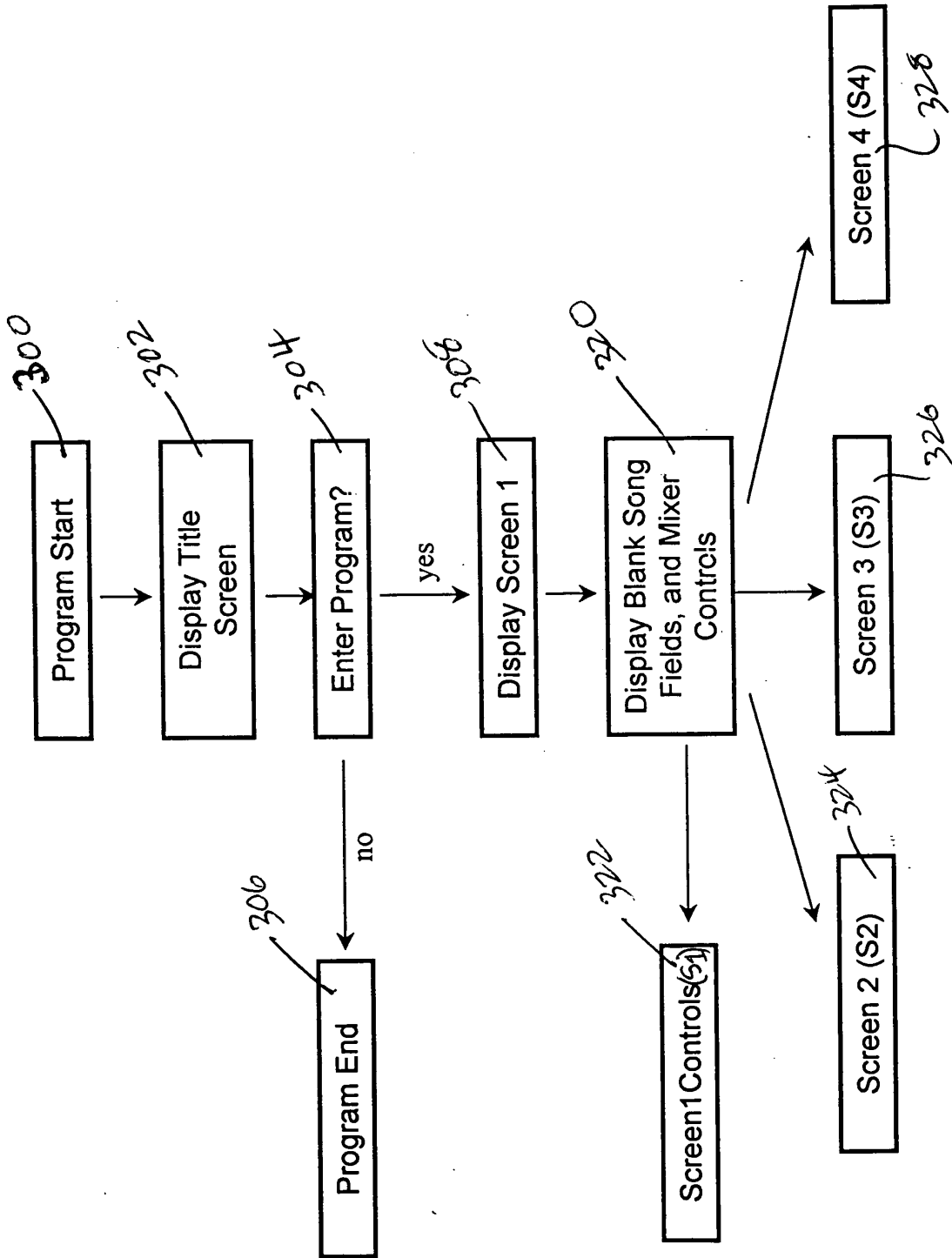


Fig. 4

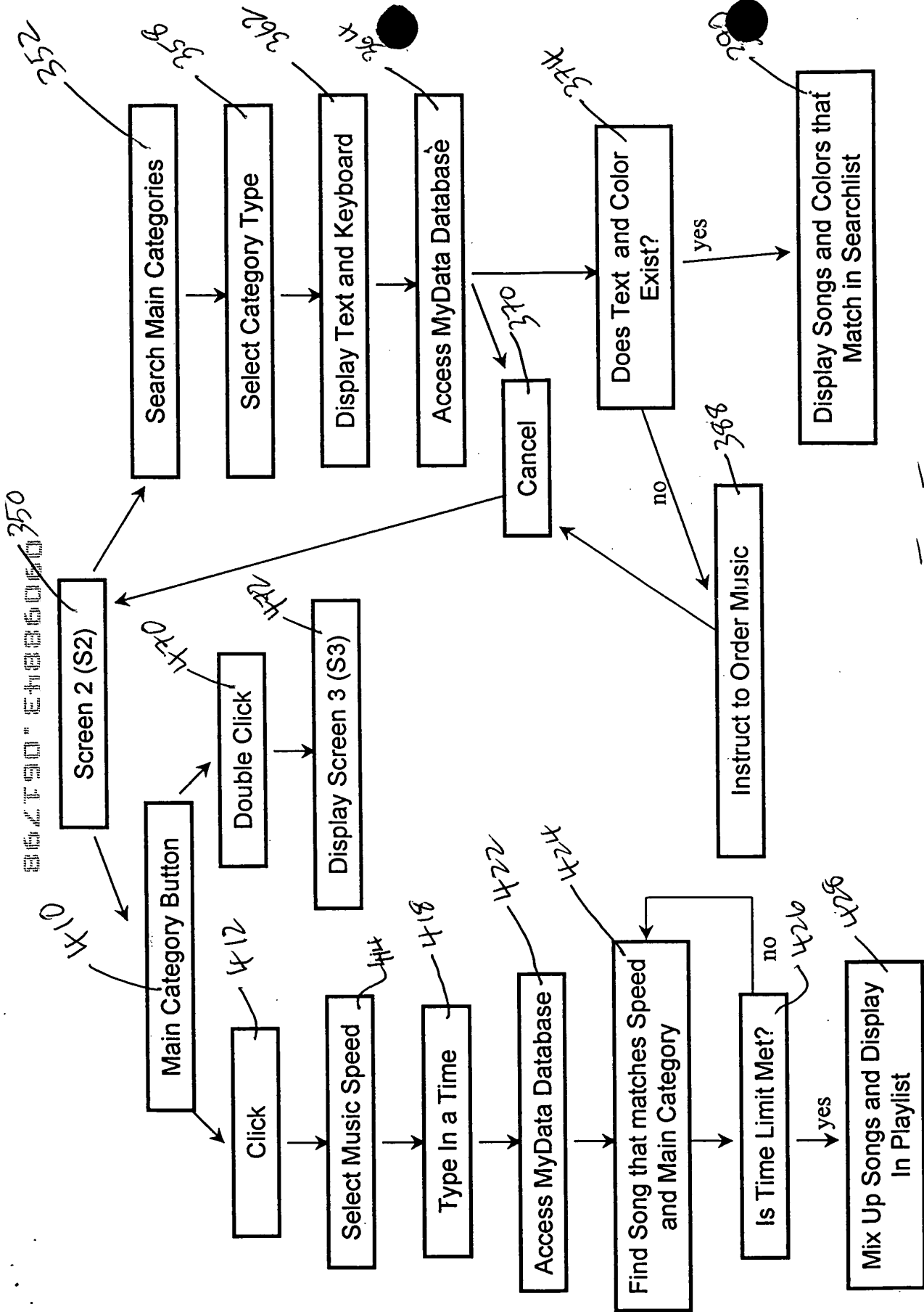


Fig. 5

Controls for S2 and S3

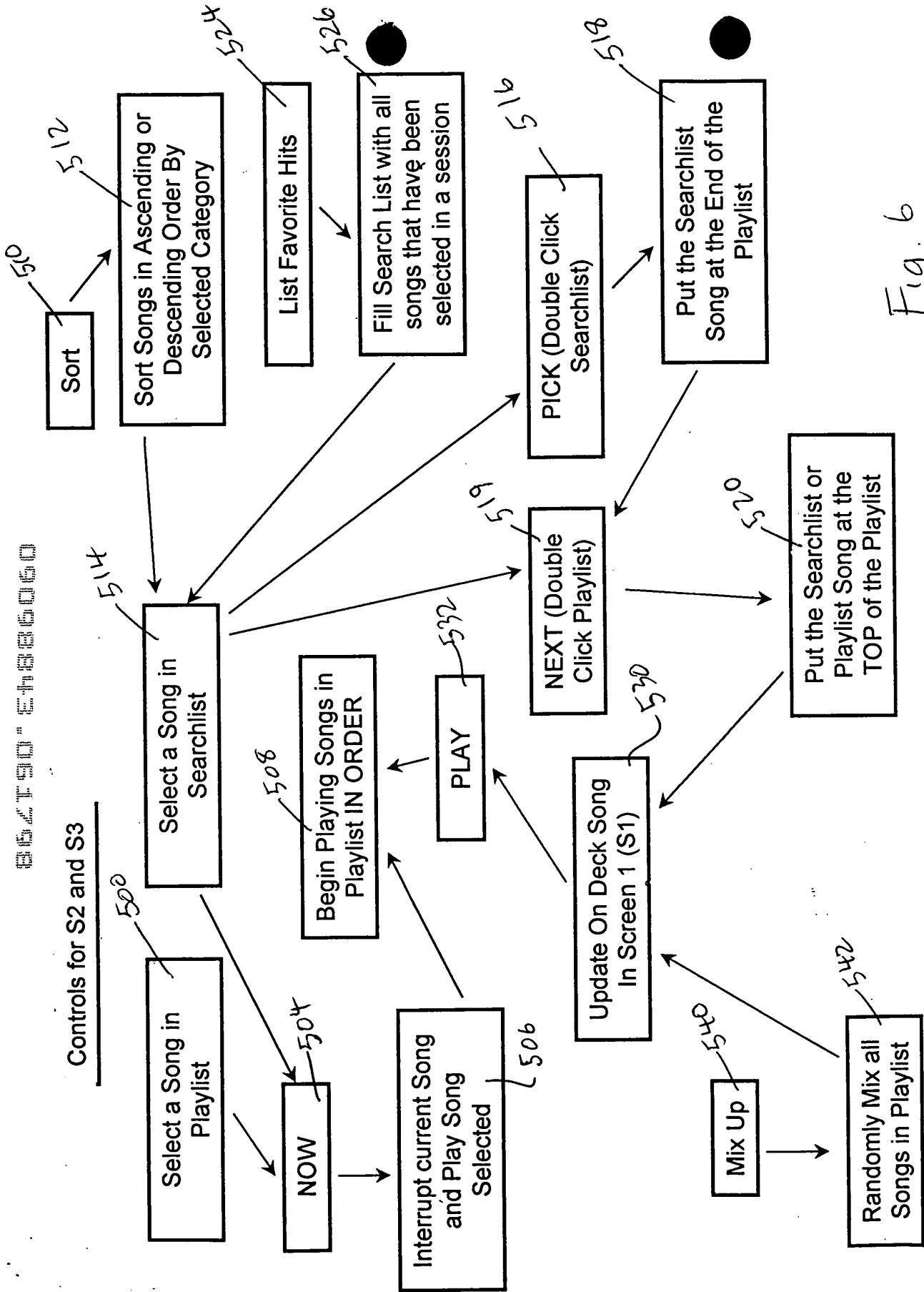


Fig. 6



364T50" E48860560

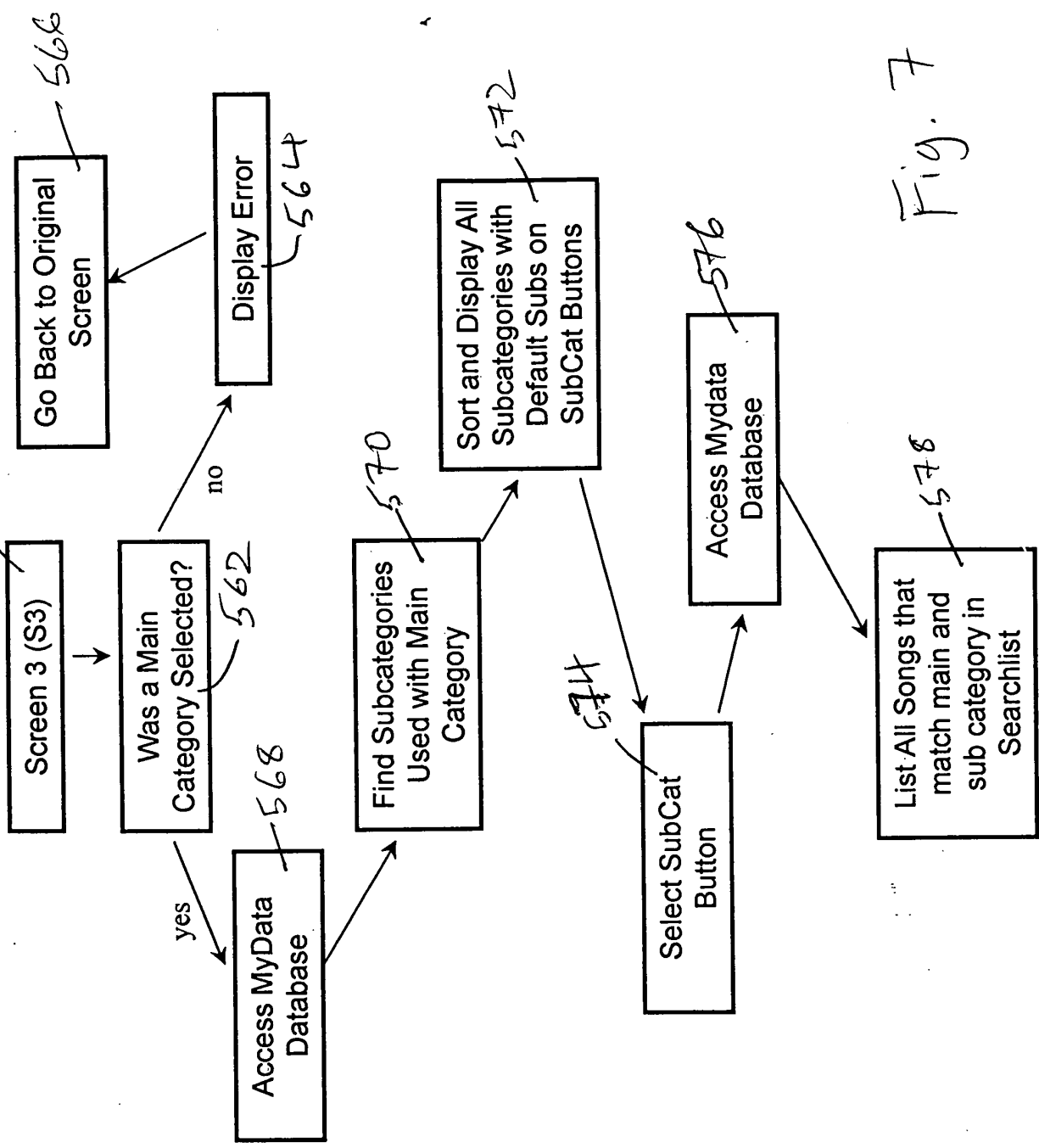


Fig. 7

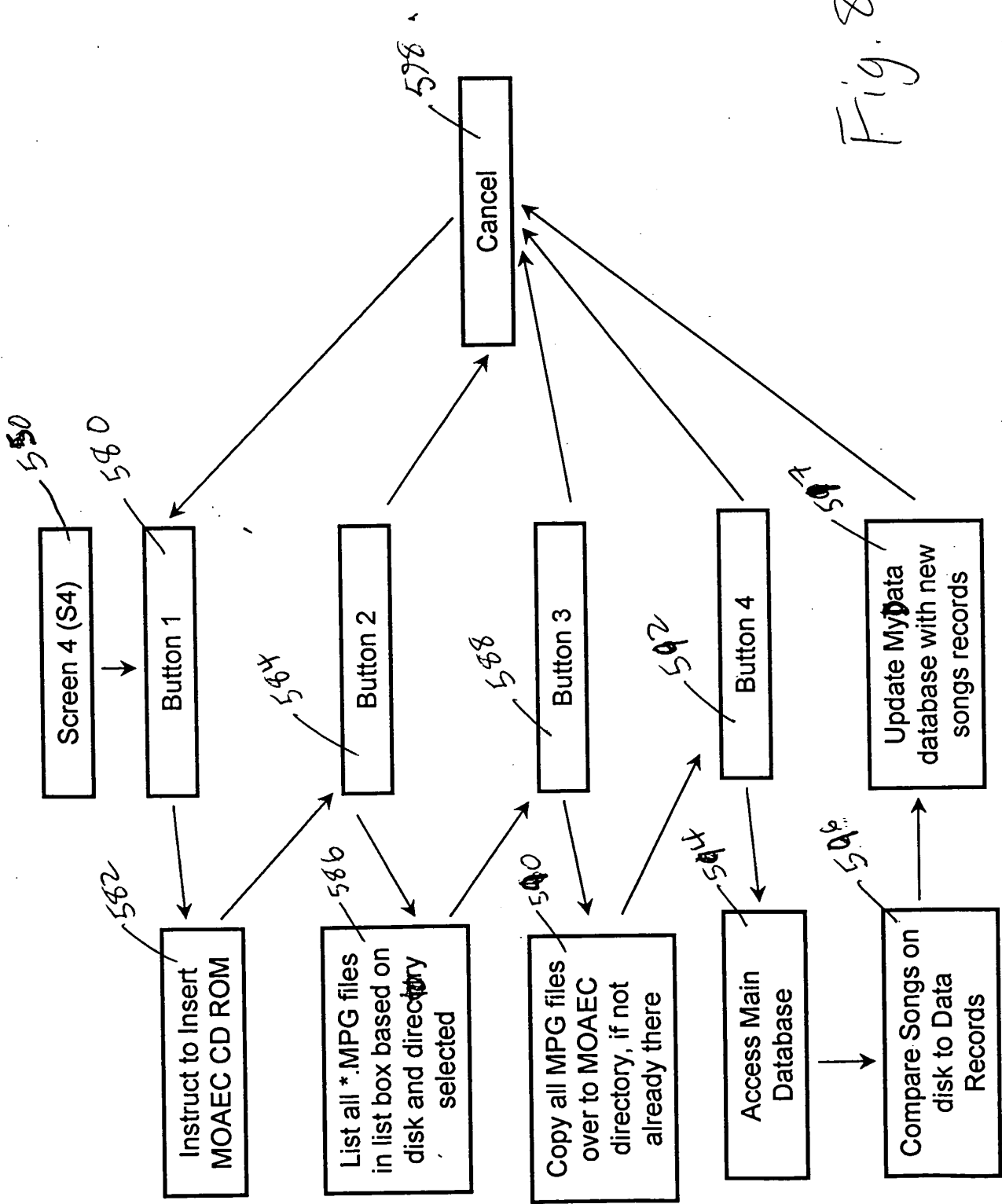


Fig. 8

FIG. 9 "CHERRY" 600

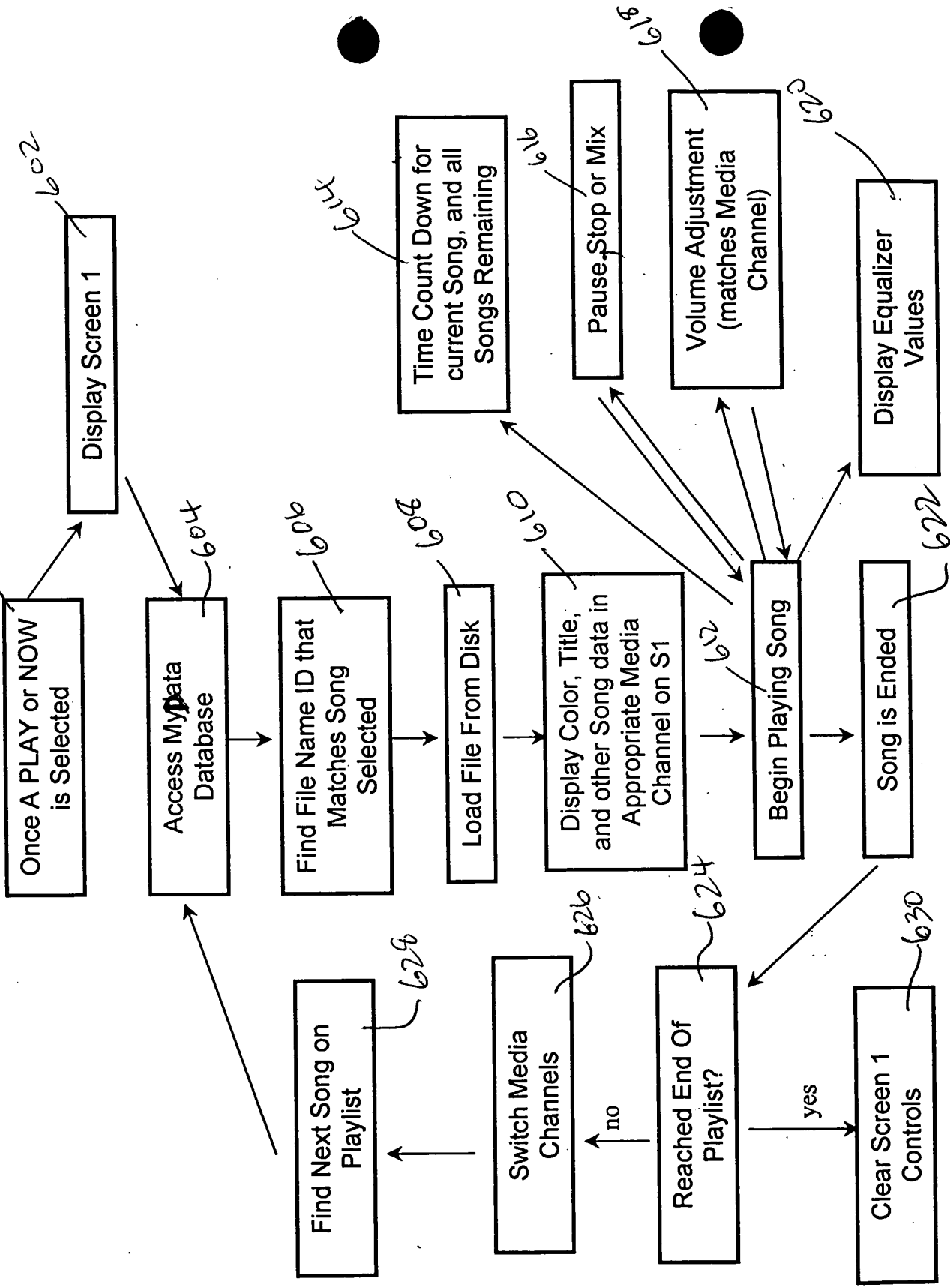


Fig. 9

Saving and Loading Playlists

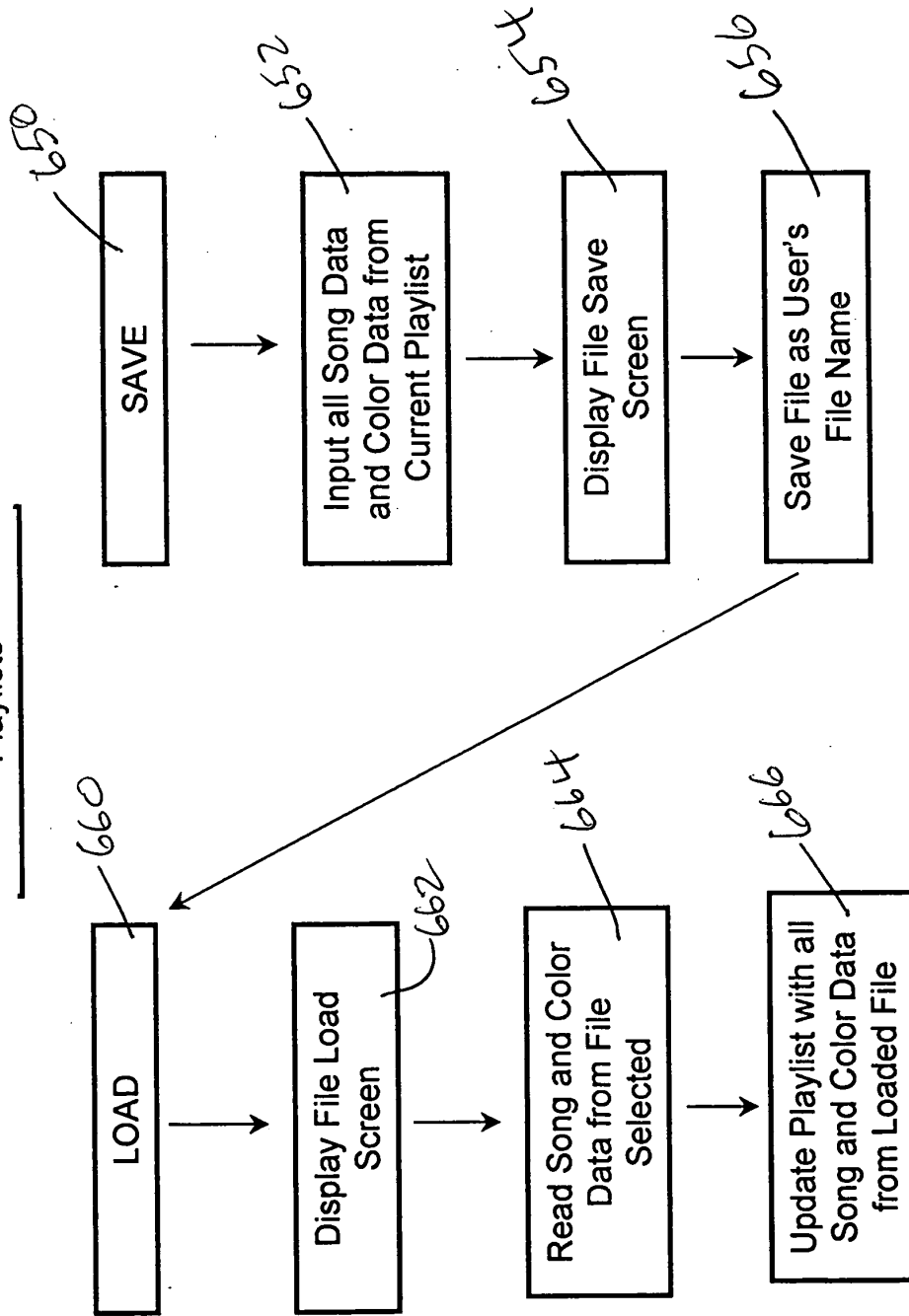


Fig.10

342 310 342

Screen 1

### Media Channel #1

Music Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy
...	...	...	...	...	...	FAS	...

Music Control: [Play] [Stop] [Next] [Previous]

Music Speed: [Slower] [Faster]

### EQ #1

MCI Volume: [Slider]

Mic 1: [Slider]

Mic 2: [Slider]

Headphone Volume: [Slider]

Master Volume: [Slider]

MC2 Volume: [Slider]

Fade Control: [Slider]

AUTO MIX ON

S1 S2 S3 S4 HELP

342

342

312 314 316 318

Fig. 11

360  
364  
372  
374

**Screen 2**

Please enter the Artist you would like to search for

Elvis

Cancel Search

Begin Search

Current Search Items: none

Time left of current selections: 00:09:28

Number of Songs Left to Play: 3

**Music Play List**

Song Title	Artist
Walking Backward	Fred Byrd
It's Gonna Be Good	Bobby Bland
Biskin's Heart	David Nash

EXPAND    NEXT    MIX UP    DELETE    CLEAR

**Music Categories**

Country 80's-90's    R&B 70's-90's    Alternative 70's-90's    Television    Sound Tracks

SEARCH MUSIC CATEGORIES

0 1 2 3 4 5 6 7 8 9

Q W E R T Y U I O P

A S D F G H J K L

Z X C V B N M BKSP

SPACE    ENTER    HELP    UNDO

Displays the list of songs to select for the Music Play List

372  
Fig. 12

364      370      360



451  
452  
453

Time left of current selections: 00:21:02  
Number of Songs Left to Play: 5

### Music Play List

Song Title	Artist	Music Style	Dance Type	Music Speed	Energy
... ..	... ..	Upbeat	Upbeat Dance	MEDIUM	ENERGY
... ..	... ..	Upbeat	Fast	FAST	ENERGY
... ..	... ..	Upbeat	Upbeat	MEDIUM	ENERGY
... ..	... ..	Mellow	Special Dance	MEDIUM	ENERGY

Buttons: PICK, MIX-UP, DELETE, CLEAR, Clear Search List, HELP, UNDO

**Save Play List**

Are you sure you want to save the current Music Play List as a file?

Yes  No

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Fig. 14



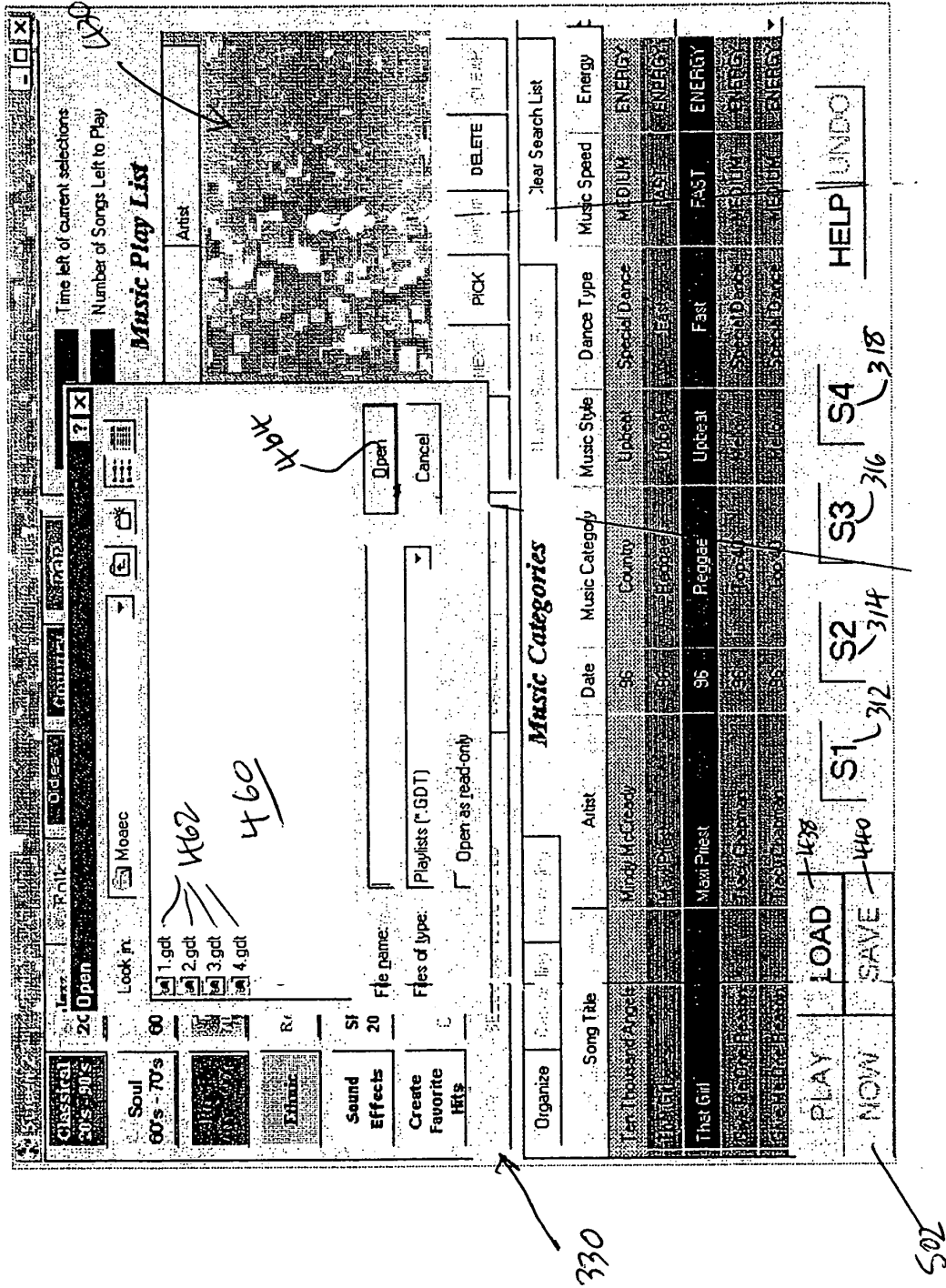
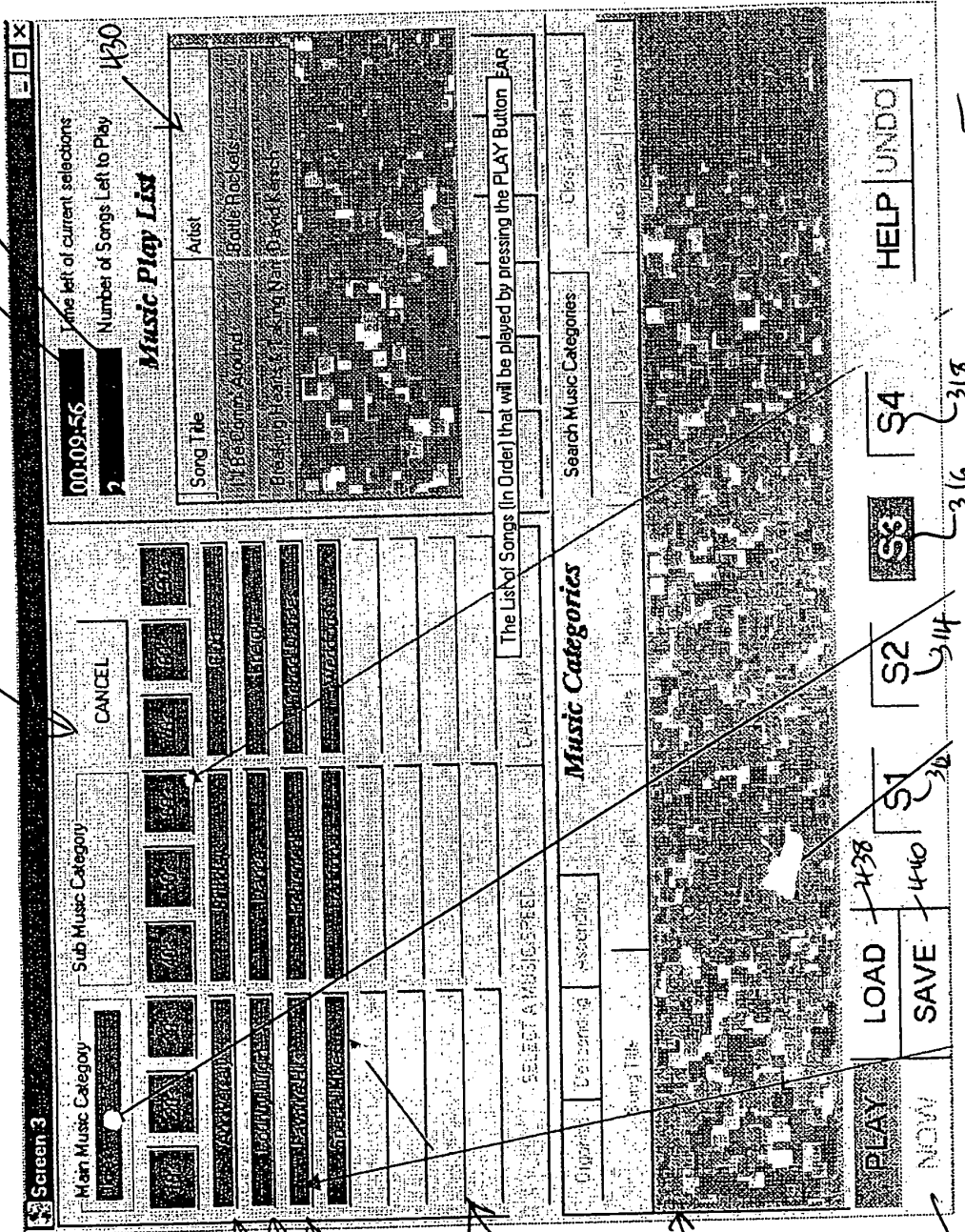


Fig. 15

434  
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488

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502

Fig. 16

552 554 558 560 562 564 568 570 572

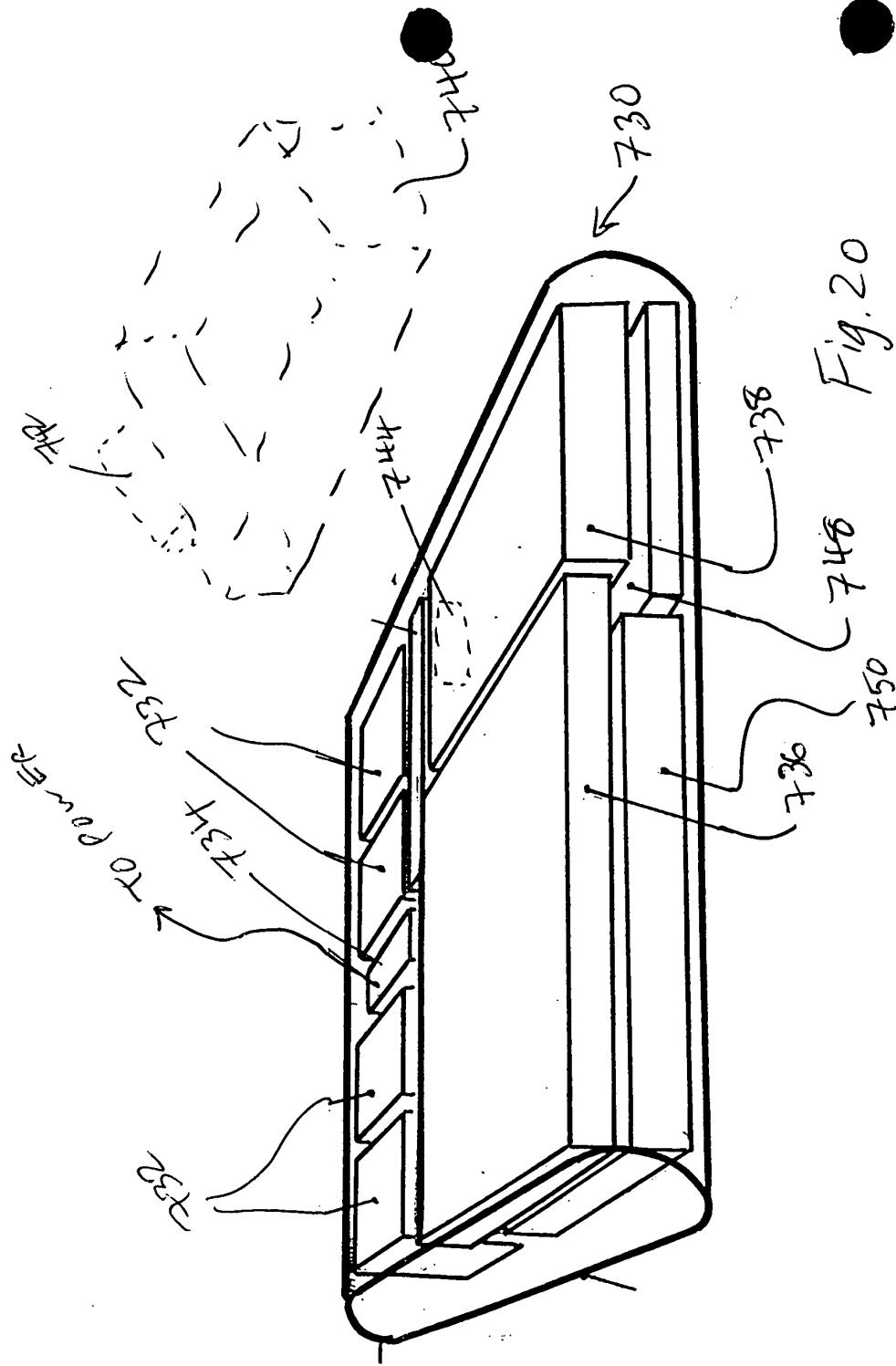
Test	ID	Disc#	SongNum	Title	Artist	Mstyle	Dtype	Spe	Time	End
OK	2	RH34	3416	1979	Smashing Pumpkin	UP	M	M	260	A
OK	3	RU14	10	1979 (Vocal Mix)	Smashing Pumpkin	UP	M	M	310	A
OK	5	T327	11	A Little Bit Me	A Little Saecials	UP	M	M	211	R
OK	6	T317	11	Aeroplane	Red Hot Chili Peppers	UP	F	F	251	A
OK	11	RH36	3607	Bia Me	Foo Fighters	UP	M	M	133	A
OK	12	T319	13	Bia Me	Foo Fighters	UP	M	M	133	A
OK	13	T319	10	Bina Bana Baby	Stone Temple Pilots	UP	F	F	203	A
OK	15	T320	15	Bluster	Salt	UP	M	M	194	C
OK	16	T314	16	Brother	Toad The Wet Sara	MEL	M	M	237	A
OK	17	RH38	06	But Anyway	Studio E Blues Traveler	MEL	M	M	179	A
OK	19	RH36	3618	Champaane Super No	Oasis	MEL	M	M	304	A
OK	20	T317	13	Champaane Super No	Oasis	MEL	M	M	301	A
OK	22	T322	04	Charms	Radio Remix Philosopher Kings	UP	M	M	247	A
OK	23	RH35	3508	Closer To Free	Bodeans	UP	F	F	191	EN
OK	24	T322	13	Common People	E Pulp	UP	F	F	249	A
OK	25	RH37	3702	Counting Blue Cars	Dishwalla	UP	M	M	263	EN
OK	26	T319	15	Counting Blue Cars	E Dishwalla	UP	M	M	263	EN
F/OK	28	T325	17	Dancerous Type	Letters To Cleo	UP	F	F	194	A
OK	31	T350	14	Don't Speak	No Doubt	UP	F	F	252	A
OK	34	RH35	3502	Everything Falls Apart	Doa's Eve View	UP	F	F	227	EN
F/OK	35	T318	17	Flood	Jars Of Clay	UP	F	F	196	A
F/OK	36	RH36	3614	Flood	Jars Of Clay	UP	F	F	197	A
OK	37	RH35	3513	Follow You Down	Gin Blossoms	UP	F	F	226	EN
OK	38	T313	11	Follow You Down	Gin Blossoms	UP	F	F	225	EN
OK	40	T334	11	Free To Decide	Cranberries	MEL	M	M	265	EN
OK	41	RH38	03	Free To Decide	Cranberries	MEL	M	M	265	EN
F/OK	43	T323	18	Girl Don't Tell Me	Fuzzy	UP	F	F	148	A
F/OK	44	T324	03	God Only Knows	Nylons	UP	M	M	211	EN

336

Fig. 17



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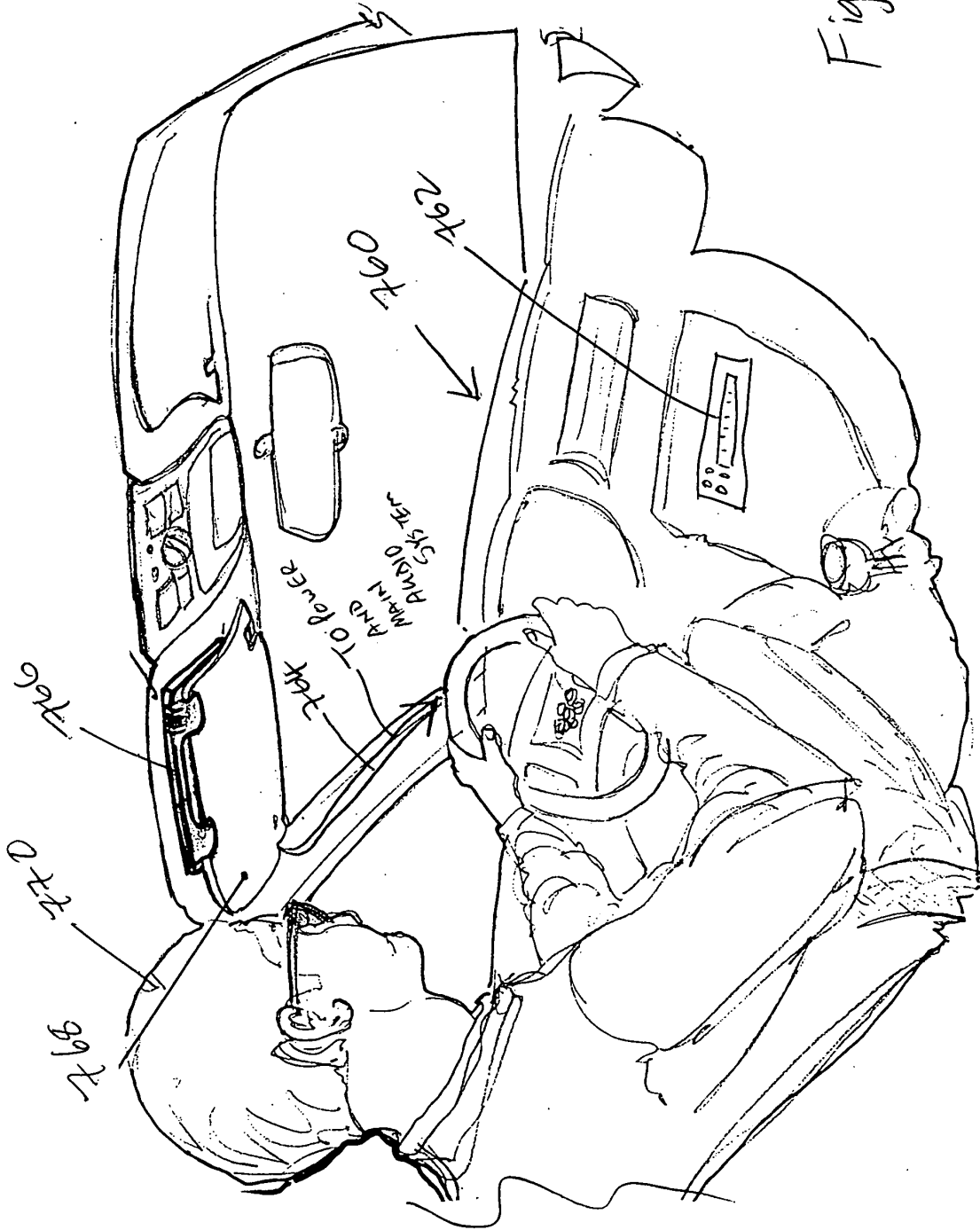
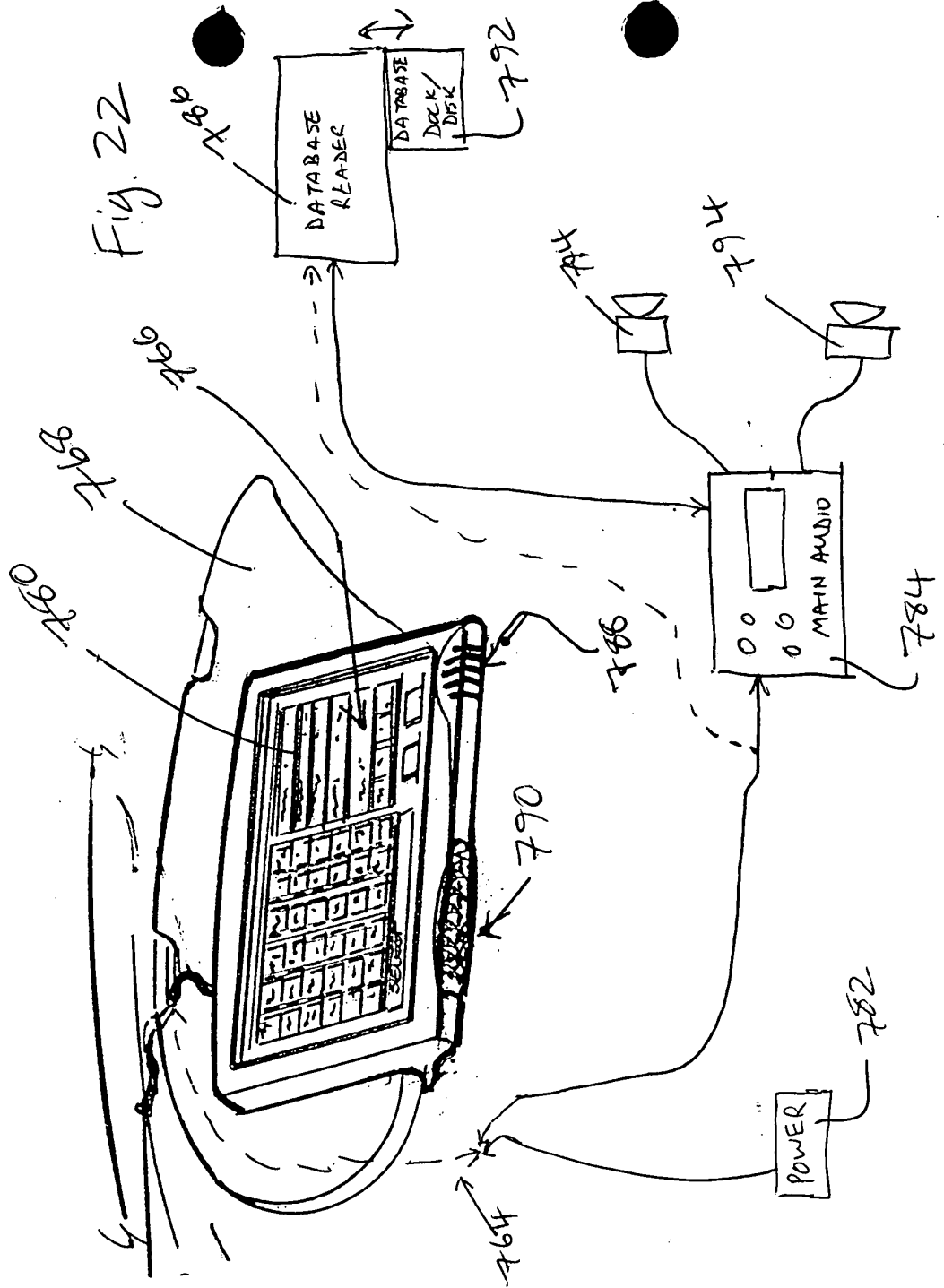


Fig. 21



Looney Productions MOAEC 2000

Classical 20's - 90's	Jazz 20's - 90's	Rock 40's - 90's	Oldies Rock & Roll 50's - 60's	Country 70's - 90's	POP 50's - 90's
Soul 60's - 70's	R & B 60's - 90's	Blues 60's - 90's	Salt'n'Pea 70's - 90's	Disco 70's - 90's	Funk 70's - 90's
METAL 70's - 90's	70's - 90's	70's - 90's	RAP 80's - 90's	Reggae 80's - 90's	Alternative 70's - 90's
Ethnic	Religious	Special Events	Funny	DANCE 20's - 90's	Television
Sound Effects	SP Mixes 20's - 90's	SP Dance 20's - 90's	Energy 20's - 90's	Easy List. 20's - 90's	Sound Tracks
Create Favorite Hits	Other Category 1	Other Category 2	Other Category 3	Other Category 4	Other Category 5

00:31:02      # of current selections  
13      Number of Songs Left to Play

### Music Play List

Song Title	Artist

EXPAND   NEXT   PICK   MIXUP   DELETE   CLEAR

### Music Categories

Organize	Descending	Ascending	Search Music Categories	Clear Search List			
Song Title	Artist	Date	Music Category	Music Size	Dance Type	Music Speed	Energy

PLAY   SAVE   S1   S2   S3   S4   HELP   UNDO   EXIT  
NOW   LOAD

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Fig. 23  
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The Complete MOAEC Music Library

Own	Song Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
yes	Head Overfeet	Alanis Morissette	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	He Is	Ashley Cleveland		Country	Mellow	Special Dance	Medium	Energy	
yes	Spaceman	Rebillion Zpa		Metal	Upbeat	Special Dance	Fast	Energy	
yes	Somethin Bout Jesus	Big Tent Revival		Religion	Upbeat	Fast	Fast	Energy	R
yes	Three Is The Magic Number	Blind Melon	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	But Anyway (Studio Edit) Guita	Blues Traveler	91	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Closer To Free	Bodeans	96	Alternative	Upbeat	Fast	Fast	Energy	
yes	Let's Comin' Around	Bottle Rockets		Country	Upbeat	Special Dance	Fast	Energy	
yes	That's The Point	Charlie's Passcock		Country	Mellow	Special Dance	Medium	Energy	
yes	The World I Know	Collective Soul	95	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Salvation	Cranberries	96	Alternative	Upbeat	Fast	Fast	Energy	
yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
yes	Between You And Me	Dia Park		Top 40	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	R
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	PG
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

EXIT RESET RATING S1 S2 S3 S4 CLEAR LIST STOP

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Fig. 24

# The Complete MOAEC Music Library

Own	Song Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
yes	Head Overfeet	Al			Upbeat	Special Dance	Medium	Energy	
yes	Hells	AS			Mellow	Special Dance	Medium	Energy	
yes	Shakedown	BS			Upbeat	Special Dance	Fast	Energy	
yes	Somethin Bout Jesus	Big			Upbeat	Fast	Fast	Energy	R
yes	Three Is The Magic Number	Bl			Upbeat	Special Dance	Medium	Energy	
yes	But Anyway (Studio Edit Guitar)	Bl			Mellow	Special Dance	Medium	Energy	
yes	Cluser To Free	Bc			Upbeat	Fast	Fast	Energy	
yes	It Be Comin Around	Bc			Upbeat	Special Dance	Fast	Energy	
yes	That's The Point	Cl			Mellow	Special Dance	Medium	Energy	
yes	The World I Know	Cc			Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cr			Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cr			Mellow	Special Dance	Medium	Energy	
yes	Salvation	Cr			Upbeat	Fast	Fast	Energy	
yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	R
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	PG
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

Choose from the following options to control the music your MOAEC will search, display, and play

Blocking Options

- Do Not Block Any Music
- Block "PG" and "R" Rated Music
- Block "R" Rated Music Only

Cancel    OK    Password

EXIT    RESET    **RATING**    S1    S2    S3    **S4**    CLEAR LIST    STOP

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Fig. 25

# The Complete MOAEC Music Library

Own	Song Title	Artist	Date	Music Category	Music Style	Dance Type	Music Speed	Energy	Rating
yes	Head Overfeet	Alanis Morissette	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	He Is	Ashley Cleveland		Country	Mellow	Special Dance	Medium	Energy	
yes	Somethin Bout Jesus	Big T		MOAEC	Upbeat	Special Dance	Fast	Energy	R
yes	Three Is The Magic Number	Blind M		Blues			Medium	Energy	
yes	But Anyway (Studio Edit) Guitar	Blues					Medium	Energy	
yes	Closer To Free	Bodec					Fast	Energy	
yes	It Be Comin' Around	Bottle					Fast	Energy	
yes	That's The Point	Chait					Medium	Energy	
yes	The World I Know	Collec					Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Free To Decide	Cranberries	96	Alternative	Mellow	Special Dance	Medium	Energy	
yes	Salvation	Cranberries	96	Alternative	Upbeat	Fast	Fast	Energy	
yes	Jellyhead	Crush	96	Alternative	Upbeat	Special Dance	Fast	Energy	PG
yes	Counting Blue Cars (Edit)	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Counting Blue Cars	Dishwalla	96	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Everything Falls Apart	Dog's Eye View	96	Alternative	Upbeat	Special Dance	Fast	Energy	
yes	Santa Monica	Everclear	95	Alternative	Upbeat	Special Dance	Medium	Energy	R
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Big Me	Foo Fighters	95	Alternative	Upbeat	Special Dance	Medium	Energy	
yes	Girl Don't Tell Me	Fuzzy	78	Alternative	Upbeat	Special Dance	Fast	Energy	R
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	PG
yes	Stupid Girl	Garbage	96	Alternative	Upbeat	Special Dance	Medium	Energy	

MOAEC

Please enter your password:

OK

Cancel

EXIT RESET RATING S1 S2 S3 S4 CLEAR LIST STOP

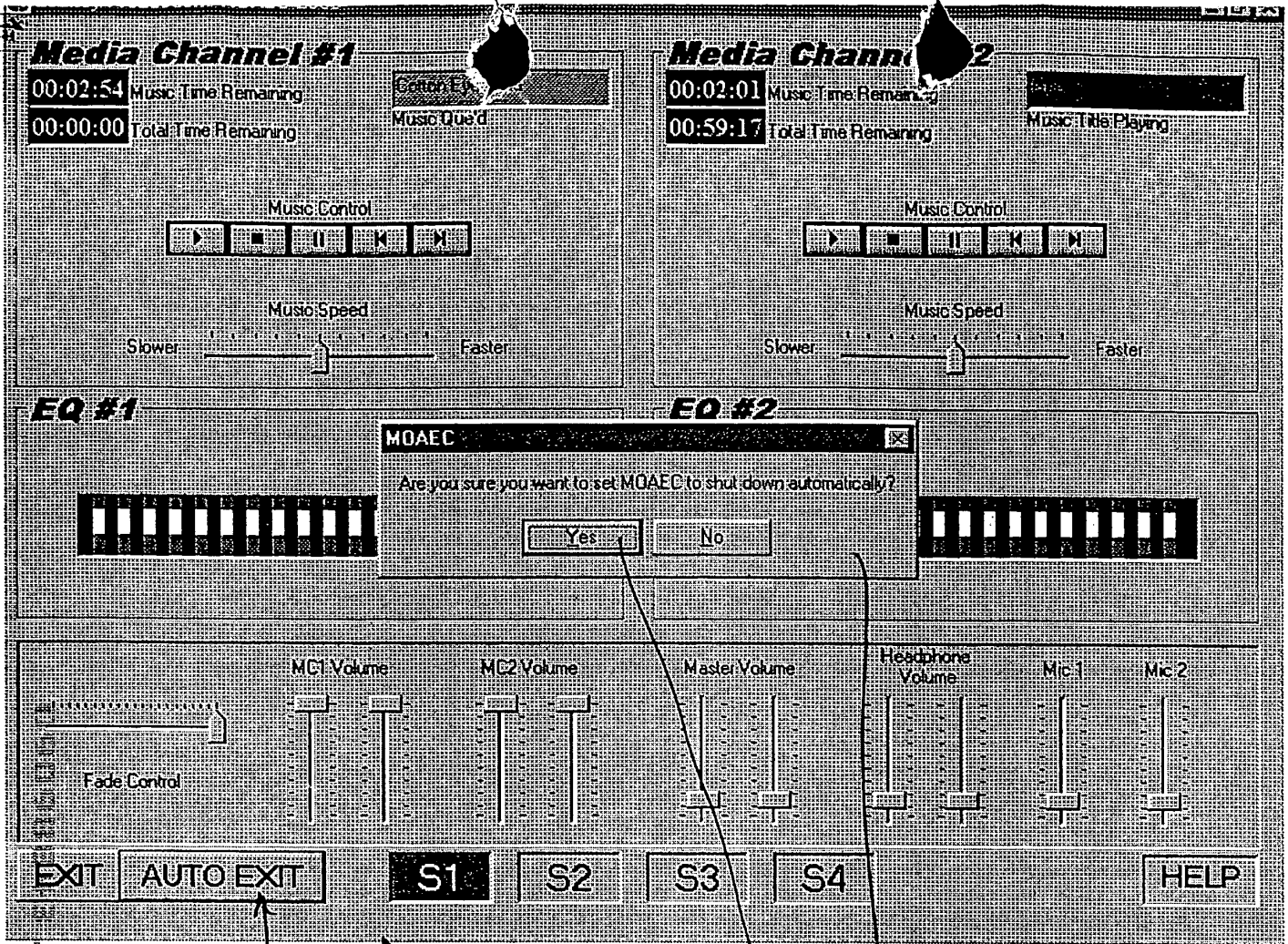
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Fig. 26



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Fig. 27



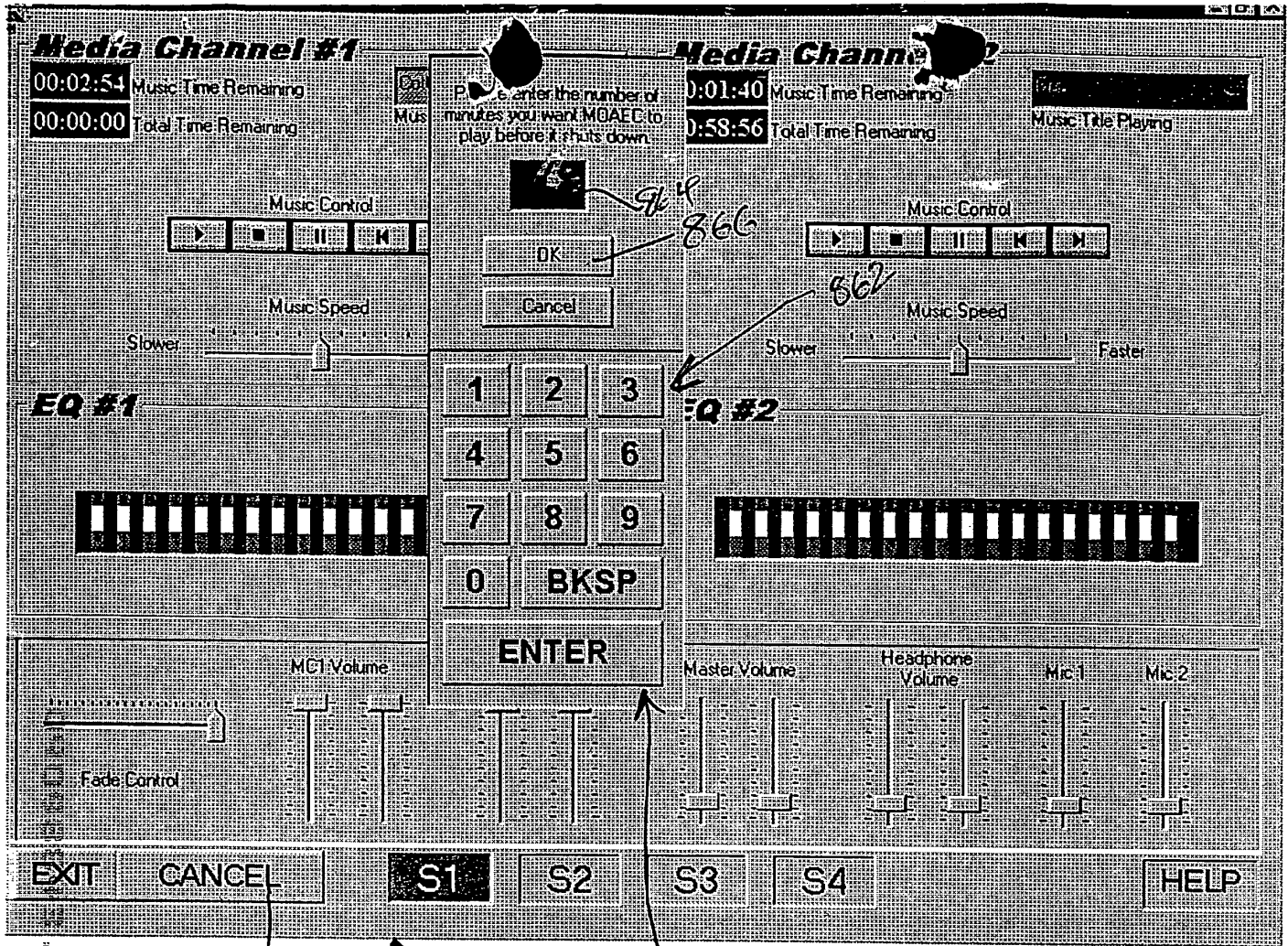


Fig. 28

**UNITED STATES PATENT APPLICATION**

*of*

**Brian M. Looney**

**Dale R. McMullin**

**Joseph Pasciuto**

**and**

**Edward T. Doyle**

*for a*

**MUSIC ORGANIZER AND ENTERTAINMENT CENTER**

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# MUSIC ORGANIZER AND ENTERTAINMENT CENTER

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B.

## 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 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. 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 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), 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.

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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 that enables customized playback of music having a variety of predetermined categories that are provided, typically, 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

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capability to the user. Likewise, voice synthesis can be used to inform the user of various system operations.

5 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  
10 card, typically having high-fidelity characteristics 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  
15 orders can be 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.

20 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.

25 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

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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.

5           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.

10           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

15           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;

20      \ Fig. 3 is a schematic block diagram of the hardware architecture of an exemplary music organizer and entertainment center;

    \ Fig. 4 is a schematic flow diagram illustrating a basic control data path for the music organizer and entertainment center of this invention;

25      \ Fig. 5 is a schematic flow diagram illustrating the use of a graphical user interface screen selected according to the flow diagram of Fig. 4;

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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;

5 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;

10 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;

15 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;

20 Fig. 17 is a plan view of a fourth 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;

25 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;

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- 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;
- 5 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 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
- 10 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*  
~~DETAILED DESCRIPTION OF~~

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A generalized embodiment of a music organizer and entertainment center 50<sup>is</sup> as  
15 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 systems described herein. 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  
20 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  
25 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 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 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<sup>®</sup> 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  
5 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 cursor-moving 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  
10 example, the touch-screen, shown as a touch-screen interface 136, and used in 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  
15 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 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  
20 can also be provided. For output, a sound card, available from a variety of commercial sources such as the Soundblaster<sup>®</sup> driver 180 can be employed and appropriate amplifiers and speakers 182 can be provided. The amplifiers and speakers are conventional and receive inputs from the sound card in the form, typically, of analog audio signals.

Input/output exchange of data is provided through a hard drive storage 190, also  
25 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:

1. 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™. 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.

5           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  
10 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.

15           5. A master list of available music, in the form of individual selections or songs, is compiled 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 <sup>Inc.</sup> of Redmond, Washington can also be loaded onto this compact disc when the playback  
20 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 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.  
25 For example, a commercially private or public key encryption 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

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key 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 fees for receiving the music.

5           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 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  
10 acceptable high-volume data storage can be used to transfer song data. Likewise, the 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, customized song data are expressly contemplated according to this  
15 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 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  
20 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 the center formatted in the  
25 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 selections and categories into appropriate database locations.

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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 the downloading process is terminated, and the user is advised to contact the service provider.

5           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           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.

15           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<sup>®</sup> available from Microsoft, or another data-to-sound software procedure. It is contemplated that the software procedure be compatible with an appropriate sound card, as described above. Speakers and an amplifier are used to deliver music to the user, as also described above.

20           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.

A           Referring <sup>first</sup> 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  
25           desire to enter the program, it ends in step 306. If the user enters the program, then Screen1 is entered in step 308. Screen 1 is shown in the display 310 in Fig. 11. Note that

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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  
5 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.

10 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  
15 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. Screen 2 is shown generally in Fig. 12, as noted above. By branching to the searching  
20 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  
25 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 exist, 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 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 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 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 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 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 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 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 ~~having~~ 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.

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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. Screen 3 provides a window 482 with sub-  
5 categories 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 sub-categories under a particular category.

Further reference is made to Fig. 6. The controls for screens 2 and 3 will be  
10 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.  
15 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  
20 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 described.

25 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

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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 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. Sub-categories are sorted and displayed on appropriate default sub-category buttons 572 shown in the window 482 in Fig. 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 sub-category 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 style, dance type, music speed and energy. Of course, this can also be included as desired by the service provider who originally formats 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. Screen 4 is also illustrated generally as the display 336 in Fig. 17. The display is organized to display all songs 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 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. 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  
5 the copying of all compressed files from the 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 is updated with new songs in block 567. At any time, the canceled button can be pressed as  
10 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 block 600, Screen1 is displayed showing the various playback 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  
15 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  
20 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  
25 618 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 Screen1 controls are cleared in block 630. The system awaits further instructions at this time.

5 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  
10 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 is 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  
15 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  
20 implemented using conventional database programs such as the above-described Microsoft Access<sup>®</sup> 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.

25 <sup>JMS. B2</sup> Appended hereto in the attached ~~APPENDIX~~ is a listing of program commands in the commercially available Visual Basic language for implementing various functions of the center according to this embodiment.

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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 an 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 can interface with an associated connector (shown in phantom) 744 on the base unit. The hard drive, itself, is moved from base unit to base unit so that, again, there is no 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 base unit 730. A mother board 750 controls the operations of the unit.

Figs. 21 and 22 illustrate a mobile playback system according to this invention. The above described docking 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 interior 760 is provided with a main audio system 762. Various <sup>cards</sup>~~chords~~ 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

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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. 22, the sun visor 768 is

5 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

10 exclusively a disc drive or other high-volume data reader or can include many of the 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 voice-recognition software can be used in conjunction with the center. A hand grip 790 is provided for moving the display

15 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 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

20 back on appropriate 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 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

25 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

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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. Pressing 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.

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 above-described 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 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 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

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What is claimed is:  
~~CLAIMS~~

Al

1 1. A music organizer and entertainment center comprising:  
2 a storage device for storing compressed data defining a plurality of individual  
3 music selections and associated category flags;  
4 a processor that retrieves selections and the associated category flags from the  
5 storage device based upon user selection of predetermined of the categories;  
6 a decompression device that translates the compressed data into playable digital  
7 music data; and  
8 a sound card that converts the playable digital music data into audible music  
9 signals.

1 2. The center as set forth in claim 1 further comprising a data reading device that  
2 transfers data to the data storage device, the data reading device receiving data from a  
3 service provider that appends predetermined associated category flags to each of the  
4 plurality of individual music selections as originally prepared by the service provider.

1 3. The center as set forth in claim 2 wherein the data reading device comprises an  
2 optical disc reader that reads an optical disc of individual music selections prepared by  
3 the service provider.

1 4. The center as set forth in claim 3 wherein the storage device includes a file having  
2 all individual music selections available from the service provider, constructed and  
3 arranged so that a user can identify each of the individual music selections whereby the  
4 individual music selections can be requested from the service provider.

1 5. The center as set forth in claim 4 wherein one of the category flags comprises an  
2 ownership category flag that indicates which music selections from the list of all music  
3 selections are currently resident in the storage device.

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1 6. The center as set forth in claim 1 further comprising a graphical user interface  
2 display having a plurality of selectable screens, at least one of the selectable screens  
3 including a plurality of category buttons constructed and arranged so that when a  
4 predetermined of the category buttons is activated, music selections having category flags  
5 matching the predetermined category of a respective of the buttons are selected and listed  
6 on the display.

1 7. The center as set forth in claim 6 wherein at least one of the displays includes a  
2 play list of music selections chosen from the search list, the center being constructed and  
3 arranged to translate compressed data of each of the music selections on the play list, in a  
4 predetermined order, and to convert the playable digital music data into audible music  
5 signals.

1 8. The center as set forth in claim 7 further comprising a memory function  
2 constructed and arranged to memorize predetermined lists of music selections for  
3 subsequent playback based upon predetermined list identifier commands.

1 9. The center as set forth in claim 8 wherein at least one of the category flags  
2 comprises a rating flag and further comprising means for selectively blocking playback of  
3 songs associated with predetermined rating flags, the means for blocking including a  
4 password entry function to control the means for blocking.

1 10. The center as set forth in claim 1 further comprising a display screen having a  
2 plurality of graphical user interface displays, at least one of the displays including a  
3 plurality of buttons that, when activated, display a list of music selections on a search list  
4 having the associated category flags.

1 11. The center as set forth in claim 10 wherein each of the category buttons is  
2 constructed and arranged to display a plurality of sub-category buttons with other



3 associated category flags whereby activation of the sub-category buttons further defines a  
4 selection of individual music selections so that the further defined music selections have  
5 each of the selected associated category flags.

1 12. The center as set forth in claim 1 further comprising a graphical user interface  
2 having a plurality of display screens, at least one of the screens showing thereon a  
3 plurality of buttons associated with individual of the associated category flags, a playback  
4 list showing music selections schedule for playback by the center and a search list  
5 showing current music selections retrieved based upon predetermined of the category  
6 buttons.

1 13. The center as set forth in claim 12 wherein the graphical user interface comprises  
2 a further screen having a plurality of music playback control buttons for controlling  
3 sound levels of the audible music signals.

1 14. The center as set forth in claim 13 wherein the graphical user interface includes a  
2 display screen having a listing of all available music selections currently stored in the  
3 storage device.

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**ABSTRACT OF THE DISCLOSURE**

5           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  
10   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.

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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 & "\music.mdb"

Screen2.Data3.DatabaseName = App.Path & "\mydata.mdb"

Screen2.Data3.RecordSource = "LP Complete Music Guide"

Screen2.Data1.Refresh

Screen2.Data2.Refresh

Screen2.Data1.Recordset.MoveLast

Screen2.Data1.Recordset.MoveFirst

final = Screen2.Data1.Recordset.RecordCount

Do While Not Screen2.Data1.Recordset.EOF And StoplistingList = False

LoopTop:

DoEvents

If PauseList = True Then NewPauseStartTime = Timer() - TimeSoFar

MousePointer = 11

Screen2.Data3.RecordSource = "LP Complete Music Guide"

Screen2.Data1.Recordset.MoveNext

i = Screen2.Data1.Recordset.AbsolutePosition

If i < 0 Or StoplistingList = 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.NoMatch Then

songdata(9) = ""

If DisplayLibrary = 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("colorID"))

For X = 4 To 8

DoEvents

Screen2.Data2.RecordSource = X



062790 "ETHES6050"

```

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
    MusicListing.AddItem 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 j
    MusicListing.Col = 0
End If

If StoplistingList = True Then GoTo Stoploop
DoEvents
Loop
Stoploop:
If Screen1.wp.LinkMode <> LINK_NONE And PauseList = True Then
    Screen1.wp.LinkExecute "pause"
    PauseList = False
End If
MousePointer = 0
Screen2.Data1.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"
Exit Sub
End Sub

Private Sub ClearList_Click()
    MusicListing.Rows = 1
    StoplistingList = True
    If RatingBox.Visible = True Then RatingBox.Visible = False

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
        EndItAll
    End If
End Sub

Private Sub Form_Activate()

```

```

If MusicListing.Rows > 2 Or Screen.ActiveForm.Name <> "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 Screen1.wp.LinkMode <> LINK_NONE Then
        Screen1.wp.LinkExecute "pause"
        PauseList = True
    End If

    Load choices
    choices.Show 1

End If
If CancelLibrary = True Then
    CancelLibrary = False
    Screen2.Show
    Screen2.SetFocus
    Exit Sub
Else
    FirstLibrary = False
End If
UpdateList
End Sub

Private Sub Form_Load()
    Recorder.WindowState = 2
    FirstLibrary = True
    StoplistingList = False
    RatingBlock = "none"
    RatingOption(0).Value = True
    password = "MOAEC"
End Sub

Private Sub Form_QueryUnload(Cancel As Integer, UnloadMode As Integer)
    Dim Msg ' Declare variable.

    If ExitButtonPushed = False Then
        Msg = "Do you really want to exit the application?"
    Else
        ExitButtonPushed = True
        EndItAll
    End If

End Sub

Private Sub Form_Resize()
    On Error Resume Next
    If WindowState = 2 Then
        For X = 1 To 3

```

```

    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
Else

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
End If
Title.Left = (Recorder.Width / 2) - 3500
ExitSystem.Top = ScreenShow(0).Top
SearchAgain.Top = ScreenShow(0).Top
Rating.Top = ScreenShow(0).Top
SearchAgain.Height = ExitSystem.Height
MusicListing.Left = (Recorder.Width / 2) - (MusicListing.Width / 2)
StopListUpdate.Top = ScreenShow(0).Top
StopListUpdate.Left = Recorder.Width - 1560
ClearList.Top = ScreenShow(0).Top
ClearList.Left = StopListUpdate.Left - 1815
End Sub

Private Sub Form_Unload(Cancel As Integer)
EndItAll
End Sub

Private Sub MusicListing_Click()
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 <> password Then
    MsgBox "The password was incorrect."
Exit Sub
Else
    RatingBox.Visible = True

```

```

End If

End Sub

Private Sub RatingCancel_Click()
    RatingBox.Visible = False
    If RatingBlock = "none" Then
        RatingOption(0).Value = True
    ElseIf RatingBlock = "PG" Then
        RatingOption(1).Value = True
    ElseIf 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 "
    ElseIf RatingBlock = "PG" Then
        message = "PG and R rated music "
    ElseIf RatingBlock = "R" Then
        message = "R rated music "
    End If
    RatingBox.Visible = False
    MsgBox (message & "will be blocked from search, display, and play.")
End Sub

Private Sub RatingOption_Click(Index As Integer)
    If RatingOption(0).Value = True Then
        RatingTemp = "none"
    ElseIf RatingOption(1).Value = True Then
        RatingTemp = "PG"
    ElseIf RatingOption(2).Value = True Then
        RatingTemp = "R"
    Else
        RatingTemp = "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 = NewPassword1
        MsgBox "Password changed successfully."
    Else
        MsgBox "Error entering new password."
    End If
End Sub

```

```

Private Sub ScreenShow_Click(Index As Integer)

Dim i As Integer
On Error Resume Next
If RatingBox.Visible = True Then RatingBox.Visible = False
If (SelCat1 = "" And Index = 2) Then
    MsgBox ("Please select a main category from screen 2 before viewing this screen !!!")
    Exit Sub
End If

For i = 0 To 3
    Screen2.ScreenShow(i).BackColor = &H8000000F
    ScreenShow(i).BackColor = &H8000000F
    ScreenShow(i).ForeColor = &H80000012
Next i

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
        Screen1.ScreenShow(i).BackColor = &H8000000F
        Screen1.ScreenShow(Index).ForeColor = &H80000012
    Next i
    Screen1.ScreenShow(Index).BackColor = &HC0&
    Screen1.ScreenShow(Index).ForeColor = &H8000000E
    Screen1.Show
    If Screen1.WindowState <> 2 Then Screen1.WindowState = 2
    Exit Sub
Case 1
    Screen2.DD.Group = "Screen2"
    Screen2.cat1screen.Visible = True
    Screen2.cat2screen.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 = &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.FavHitsScrn.Visible = False
    For i = 0 To 4
        Screen2.ScreenShow(i).BackColor = &H8000000F

```

"E4H800000E"



```

    Screen2.ScreenShow(Index).ForeColor = &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 = &HC0&
  Recorder.ScreenShow(Index).ForeColor = &H8000000E
  Screen1.Hide
  Screen2.Hide
  Recorder.Show
  If Recorder.WindowState <> 2 Then Recorder.WindowState = 2

  Recorder.Refresh
  Screen2.cat1screen.Visible = True
  Screen2.cat2screen.Visible = False
  Screen2.FavHitsScrn.Visible = False

End Select
End Sub

Private Sub SearchAgain_Click()
  response = 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 Screen1.wp.LinkMode <> LINK_NONE Then
      Screen1.wp.LinkExecute "pause"
      PauseList = True
    End If
    Load choices
    choices.Show 1
    If CancelLibrary = True Then
      CancelLibrary = False
      Screen2.Show
      Screen2.SetFocus
    End If
  End If
End Sub

Private Sub StopListUpdate_Click()
  StoplistingList = True
  If RatingBox.Visible = True Then RatingBox.Visible = False

```

```
If Screen1.wp.LinkMode <> LINK_NONE And PauseList = True Then
  Screen1.wp.LinkExecute "pause"
  PauseList = False
End If
```

```
End Sub
```

```
“Loader.frm”
```

```
Private Sub Form_Activate()
  Dim ftime, wtime 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 & "\cd1a.avi"
  titlefrm.Animation2.Open App.Path & "\cd1b.avi"
  titlefrm.Animation1.Play
  titlefrm.Animation2.Play
  titlefrm.MMControl1.fileName = App.Path & "\Intro.wav"
  Call titlefrm.Main
```

```
  touchscreen = True
```

```
  Do While wtime < 10
    wtime = Timer() - ftime
    DoEvents
```

```
  Loop
  titlefrm.Show
  Loader.Hide
  MousePointer = 0
  Unload Loader
```

```
End Sub
```

```
“choices.frm”
```

```
Private Sub Form_Load()
  DisplayLibrary = False
```

```
End Sub
```

```
Private Sub OKButton_Click(Index As Integer)
```

```
  If Index = 1 Then
    CancelLibrary = True
```

```
  End If
  Unload choices
```

```
End Sub
```

```
Private Sub Option1_Click()
  DisplayLibrary = False
```

```
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 dwParam1 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" (ByVal lpAppName As String, _  
    ByVal lpKeyName As String, ByVal lpDefault As String, _  
    ByVal lpReturnedString As String, ByVal nSize As Long) As Long
```

864790 "E4E86060

```
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_WAVE_OPEN_PARMS  
    dwCallback As Long  
    wDeviceID As Long  
    lpstrDeviceType As String  
    lpstrElementName As String  
    lpstrAlias As String  
    dwBufferSeconds As Long  
End Type
```

```
Private Type MCI_PLAY_PARMS  
    dwCallback 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
```

```

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 = "WinPlay3!audio"
wp.LinkMode = LINK_MANUAL
tmp = Err

```

```

If (tmp = 0) Then
  WinPlayConnected = 1
Else
  WinPlayConnected = 0
End If

```

```

CreateLink = tmp

```

```

End Function

```

```

Sub AdjustVolume(SliderNum As Integer)

```

```

Dim newvolume As Long
Dim first As Integer
Dim other As Integer
Dim leftVol As Long
Dim RightVol 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

```

```

ElseIf SliderNum = 2 Or SliderNum = 3 Then

```

```

  first = 3

```

```

  other = 2

```

```

End If

```

```

If SliderNum = first Or SliderNum = other Then

```

```

Text2.Text = oldvolume
leftVol = CLng(Val("&H" & Hex(volumesldr(other).Value)) - 1)
RightVol = CLng(Val("&H" & Hex(fadevalue * (65535 - volumesldr(first).Value)) & Hex(fadevalue * (65535 -
volumesldr(other).Value))))
newvolume = RightVol
Call waveOutSetVolume(VolumeID, newvolume)
End If
End If
End Sub

```

```

Sub Playwave(WaveFile As Variant, songlength As Double)

```

```

Dim Ltime 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 mixinc 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
Screen1.stop(channel).Enabled = True
Screen1.stop(OtherChannel).Enabled = False
wp.LinkExecute "set PlayList " & WaveFile
Ltime = Timer()
X = 0
Do While X < 5
    X = Timer() - Ltime
Loop
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)  
 Sunspot Software and Graphics  
 303-805-7637

```

If Timer() > AutoExitTime And AutoExitEvent = True Then
    'SendKeys "{enter}"
    EndItAll
    'Call ExitWindows(&H0, &H0)
End If
If PauseList = True Then
    NewPauseStartTime = Timer() - TimeSoFar
End If
If PauseList = False Then
    nexttrack(1).Enabled = True
    prevtrack(1).Enabled = True
    nexttrack(2).Enabled = True
    prevtrack(2).Enabled = True
    TimeSoFar = Timer() - NewPauseStartTime
    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")
End If

```

```

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
If NextTrackVar = True Then
    X = TimeSerial(0, 0, songlength)
    NextTrackVar = False
End If

```

Loop

```

PlayLab(channel).Visible = False
Quelab(channel).Visible = True

```

```

Exit Sub
errorhandler:
    MsgBox ("Sorry....There was a problem playing this music selection.")
End Sub

```

```

Private Sub eject_Click()
    Dim files As String
    Dim n As Integer

```

```

If wp.LinkMode <> LINK_NONE Then
    On Error Resume Next
    fileopendlg.Action = 1
End If

```

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
```

```
        AutoExitEvent = False
```

```
        AutoExit.Caption = "AUTO EXIT"
```

```
    End If
```

```
Else
```

```
    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
```

```
        AutoExit.Caption = "CANCEL"
```

```
        TimeFrame.Visible = True
```

```
        keyboard.Visible = True
```

```
        TimeInput.SetFocus
```

```
    End If
```

```
End If
```

```
endsub:
```

```
End Sub
```

```
Private Sub backup_Click()
```

```
If TimeInput.Visible = True Then
```

```
    TimeInput.SetFocus
```

```
    .SendKeys "{end}"
```

```
    SendKeys "{backspace}"
```

```
    SendKeys "{tab}"
```

```
End If
```

```
End Sub
```

```
Private Sub CurrentSongExpanded_Click(Index As Integer)
```

```
    CurrentSongExpanded(Index).Visible = False
```

```
End Sub
```

```
Private Sub cursong_click(Index As Integer)
```

**MOAEC MASTER CODE (page 13)**

Sunspot Software and Graphics  
303-805-7637

```

    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
        EndItAll
    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 volumecode As Long

    Dim tmp As String * 256
    Dim WinPlay3Name As String
    Dim n As Integer
    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 = Left$(tmp, n)
        If StartApp(WinPlay3Name & " /DDE") Then
            Select Case CreateLink()
            Case 0
                ' dde server started

```



```
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
volumesldr(8).Value = 49000
volumesldr(9).Value = 49000
For i = 4 To 5
  volumesldr(i).Value = 49000
Next i
```

```
For i = 0 To 3
  volumesldr(i).Value = 49000
Next i
```

```
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 WindowState = 2 Then
```

```
  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
```

```
  Next X
```

```
  ExitSystem.Top = Screen1.Height - 1155
```

```
  Label10.Top = Screen1.Height - 1155
```

```

End If
Label10.Left = Screen1.Width - 1455
ExitSystem.Left = 120
Channel1(1).Left = (Screen1.Width / 2) + 8
Channel1(3).Left = (Screen1.Width / 2) + 8
Picture1.Width = Screen1.Width - 460
Picture1.Top = Screen1.Height - 3255
For X = 0 To 3
    Channel1(X).Width = (Screen1.Width / 2) - 353
Next X
For X = 0 To 1
    PlaySpeed(X).Left = (Channel1(0).Width / 2) - 1200
Next X
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
Label4(0).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
    nexttrack(X).Left = ((Channel1(0).Width / 2) - 1425) + 2280
    cursong(X).Left = Channel1(1).Width - 2175
    Quelab(X).Left = cursong(1).Left
    PlayLab(X).Left = cursong(1).Left
Next X
For X = 2 To 3
    Channel1(X).Height = Screen1.Height - Channel1(0).Height - Picture1.Height - 1600
Next X
volumesldr(0).Left = 0.209 * Picture1.Width
volumesldr(1).Left = 0.267 * Picture1.Width
volumesldr(2).Left = 0.36 * Picture1.Width
volumesldr(3).Left = 0.418 * Picture1.Width
volumesldr(4).Left = 0.6734 * Picture1.Width
volumesldr(5).Left = 0.7315 * Picture1.Width
volumesldr(8).Left = 0.8128 * Picture1.Width
volumesldr(9).Left = 0.894 * Picture1.Width
Master(0).Left = 0.5225 * Picture1.Width
Master(1).Left = 0.5806 * Picture1.Width
Label1(1).Left = volumesldr(0).Left + 120
Label1(2).Left = volumesldr(2).Left + 120
Label1(4).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

```

```

AutoExit.Top = ExitSystem.Top
For X = 1 To 2
    CurrentSongExpanded(X).Left = (Screen1.Width / 2) - 5408
Next X
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

```

```
End Sub
```

```

Private Sub Label10_Click()
    SendKeys "{F1}"
End Sub

```

```

Private Sub Letters_Click(Index As Integer)
    'type the letter pressed in the text field
    If TimeInput.Visible = True Then
        TimeInput.SetFocus
        SendKeys LCase(Letters(Index).Caption)
        SendKeys "{tab}"
    End If
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)

```

```

Case 1
  volumesldr(1).Value = OrigVol(1) + volinc2(1)
  volumesldr(3).Value = OrigVol(3) + volinc2(1)
  volumesldr(5).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)
  ElseIf (mixerbar.Value >= 0 And channel = 2) Then
    AdjustVolume (2)
  End If

End Sub

Private Sub mixerbar_Scroll()

  If (mixerbar.Value <= 0 And channel = 1) Then
    AdjustVolume (1)
  ElseIf (mixerbar.Value >= 0 And channel = 2) Then
    AdjustVolume (2)
  End If

End Sub

Private Sub MixFade_Click()
  If MixFade.Caption = "AUTO MIX OFF" Then
    MixFade.Caption = "AUTO MIX ON"
    automix = True
  Else
    MixFade.Caption = "AUTO MIX OFF"
    automix = False
  End If
End Sub

Private Sub nexttrack_Click(Index As Integer)
  If Index = channel Then
    If wp.LinkMode <> LINK_NONE Then
      response = MsgBox("Are you sure you want to skip to the next song?", 4)
      If response = vbNo Then
        Exit Sub
      Else
        NextTrackVar = True
      End If
    End If
  End If
End Sub

```

```

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
If Index = OtherChannel And StopList = True Then
NextTrackVar = True
ElseIf Index = channel Then
PauseList = False
wp.LinkExecute "play"
StopList = False
End If
End If
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 <> LINK_NONE Then
wp.LinkExecute "stop"
StopList = True
PauseList = False
PrevTrackVar = True

```

```
End If
End If
End Sub
```

```
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
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
Screen2.ScreenShow(i).BackColor = &H8000000F
ScreenShow(i).BackColor = &H8000000F
ScreenShow(i).ForeColor = &H80000012
Next i
Select Case Index
Case 0
Screen2.DD.Group = "Screen1"
Screen2.Hide
Screen2.cat2screen.Visible = False
Screen2.FavHitsScrn.Visible = False
Exit Sub
Case 1
Screen2.DD.Group = "Screen2"
Screen2.cat2screen.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 = &HC0&
Screen2.ScreenShow(Index).ForeColor = &H8000000E
Screen2.Show
If Screen2.WindowState <> 2 Then Screen2.WindowState = 2
Exit Sub
Case 2
If IsDDWinRunning() Then Screen2.DD.Group = "Screen2"
```

```

SelCat1 = MemCat
Screen2.cat2screen.Visible = True
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 = &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 = &HC0&
    Recorder.ScreenShow(Index).ForeColor = &H8000000E
    Screen1.Hide
    Screen2.Hide
    Recorder.Show
        If Recorder.WindowState <> 2 Then Recorder.WindowState = 2

```

```

Recorder.Refresh
Screen2.cat2screen.Visible = False
Screen2.FavHitsScrn.Visible = False

```

```
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

```

```

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

```

```

endsub:
End Sub

```

```

Private Sub volumesldr_Change(Index As Integer)
AdjustVolume (Index)
OrigVol(Index) = volumesldr(Index).Value

```

```

End Sub

```

```

Private Sub volumesldr_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 Category1(0).SetFocus

```

```

If Word = "[jazz]" Then Category1(1).SetFocus

```

```

If Word = "[folk]" Then Category1(2).SetFocus

```

```

If Word = "[oldies]" Then Category1(3).SetFocus

```

```

If Word = "[country]" Then Category1(4).SetFocus

```

```

If Word = "[pop]" Then Category1(5).SetFocus

```

```

If Word = "[soul]" Then Category1(6).SetFocus

```

```

If Word = "[R and B]" Then Category1(7).SetFocus

```

**MOAEC MASTER CODE (page 22)**

Sunspot Software and Graphics  
303-805-7637



864730" E488060

If Word = "[blues]" Then Category1(8).SetFocus  
If Word = "[calypso]" Then Category1(9).SetFocus  
If Word = "[disco]" Then Category1(10).SetFocus  
If Word = "[funk]" Then Category1(11).SetFocus  
If Word = "[rock]" Then Category1(12).SetFocus  
If Word = "[metal]" Then Category1(13).SetFocus  
If Word = "[top 40]" Then Category1(14).SetFocus  
If Word = "[rap]" Then Category1(15).SetFocus  
If Word = "[reggae]" Then Category1(16).SetFocus  
If Word = "[alternative]" Then Category1(17).SetFocus  
If Word = "[ethnic]" Then Category1(18).SetFocus  
If Word = "[religion]" 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 = "[favorite hits]" Then Category1(23).SetFocus  
If Word = "[special dance]" Then Category1(24).SetFocus  
If Word = "[special mixes]" Then Category1(25).SetFocus  
If Word = "[dance]" Then Category1(26).SetFocus  
If Word = "[energy]" Then Category1(27).SetFocus  
If Word = "[sound effects]" Then Category1(28).SetFocus  
If Word = "[sound tracks]" Then Category1(29).SetFocus  
If Word = "[television]" 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  
ElseIf 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 AllSpeeds.Enabled = True Then AllSpeeds.SetFocus  
If Word = "[Fast]" And SongSpeed(0).Enabled = True Then SongSpeed(0).SetFocus



```

    fileName = Songfile
    FilePointer = CreateFile(fileName, GENERIC_READ Or GENERIC_WRITE, 0&, 0&, OPEN_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 Screen1.Playwave(fileName, songlength)
    CloseHandle (FilePointer)
    GlobalUnlock (memHandle)
    GlobalFree (memHandle)
    Exit Sub

```

noFilename:

```

End Sub
Sub StartPlay(row As Integer, list As Integer)
Dim song, songlength2 As String
Dim i, j As Integer
Dim CurControl As MSFlexGrid
'Dim OtherChannel As Integer
On Error GoTo errorhandler
If list = 1 Then
Set CurControl = searchlist
ElseIf list = 2 Then
Set CurControl = Playlist(0)
End If
StopList = False
If (CurControl.Name = Playlist(0).Name And Playlist(0).Rows > 1) Or CurControl.Name = searchlist.Name Then
If SongPlaying = True Then
answer = MsgBox("Are you sure you want to interrupt the current song ?", 4, "Interrupt Song Playing")
If answer = vbNo Then
Exit Sub
Else
If channel = 1 Then
channel = 2
OtherChannel = 1
ElseIf channel = 2 Then
channel = 1
OtherChannel = 2
End If
End If

End If
End If

Mix.Enabled = False
'switch to s1
Screen1.Show

```

```
Screen1.Refresh
Screen2.Hide
```

```
If Playlist(0).Rows > 1 Then
  Playlist(0).Col = 1
  Playlist(1).Col = 1
  Playlist(0).ColSel = 2
  Playlist(1).ColSel = 8
```

```
End 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
```

```
  For i = 0 To 8
```

```
    selsong(i) = searchlist.TextMatrix(searchlist.row, i)
```

```
  Next i
```

```
  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)
```

```
'Add a song to the total to be played
```

```
NumSongs.Text = PlaySongs
```

```
'Add the song time to the play time box
```

```
End If
```

```
End If
```

```
begin playing song list
```

```
Do Until Playlist(0).Rows < 2
```

```
  undo.Enabled = False
```

```
  For j = 0 To 4
```

```
    ScreenShow(j).BackColor = &H8000000F
```

```
    ScreenShow(j).ForeColor = &H80000012
```

```
    Screen1.ScreenShow(j).BackColor = &H8000000F
```

```
    Screen1.ScreenShow(j).ForeColor = &H80000012
```

```
  Next j
```

```
  Screen1.ScreenShow(0).BackColor = &HC0&
```

```
  Screen1.ScreenShow(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
```

```
  Screen1.PlayLab(OtherChannel).Visible = False
```

```
Screen1.Quelab(OtherChannel).Visible = True
```

```
'find the first song to be played
```

**MOAEC MASTER CODE (page 26)**

Sunspot Software and Graphics  
303-805-7637

'if the song was already on deck then play it

Data1.Refresh

Data1.Recordset.MoveLast

Data1.Recordset.MoveFirst

Data1.Recordset.FindFirst "Title = " & CurControl.TextMatrix(row, 1) & " and Artist = " & CurControl.TextMatrix(row, 2) &

If IsNull(Data1.Recordset.Fields("ID")) Then

MsgBox ("There was a problem finding your song file on disk.")

Else

songlist = "c:\Progra~1\moaec\895.mpg"

'songlist = "C:\Progra~1\moaec\" & Data1.Recordset.Fields("ID") & ".mpg"

'songlist = "c:\windows\media\tada.wav"

songlist = "e:\\" & Data1.Recordset.Fields("ID") & ".mpg"

End If

songlength = Val(CurControl.TextMatrix(row, 0)) + 2

Screen1.cursong(channel).Text = CurControl.TextMatrix(row, 1)

CurControl.Col = 1

Screen1.cursong(channel).BackColor = CurControl.CellBackColor

Screen1.Text1(channel).Text = Format(TimeSerial(0, 0, songlength), "hh:mm:ss")

If CurControl.Name = Playlist(0).Name Then

For X = 0 To 8

Screen1.CurrentSongExpanded(channel).TextMatrix(1, X) = Playlist(1).TextMatrix(row, X)

Screen1.CurrentSongExpanded(channel).CellBackColor = Playlist(1).CellBackColor

Screen1.CurrentSongExpanded(channel).BackColorSel = Playlist(1).CellBackColor

Screen1.CurrentSongExpanded(channel).ForeColorSel = Playlist(1).CellForeColor

Next X

Else

For X = 0 To 8

Screen1.CurrentSongExpanded(channel).TextMatrix(1, X) = CurControl.TextMatrix(row, X)

Screen1.CurrentSongExpanded(channel).CellBackColor = CurControl.CellBackColor

Screen1.CurrentSongExpanded(channel).BackColorSel = CurControl.CellBackColor

Screen1.CurrentSongExpanded(channel).ForeColorSel = CurControl.CellForeColor

Next X

End If

Data1.Recordset.Close

If (CurControl.Name = Playlist(0).Name And Playlist(0).Rows > 2) Or CurControl.Name = searchlist.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))

Screen1.cursong(OtherChannel).Text = Playlist(0).TextMatrix(Playlist(0).row, 1)

Playlist(0).Col = 1

Screen1.cursong(OtherChannel).BackColor = Playlist(0).CellBackColor

Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, songlength2), "hh:mm:ss")

Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")

**MOAEC MASTER CODE (page 27)**

Sunspot Software and Graphics

303-805-7637

```

For X = 0 To 8
  Screen1.CurrentSongExpanded(OtherChannel).TextMatrix(1, X) = Playlist(1).TextMatrix(Playlist(0).row, X)
  Screen1.CurrentSongExpanded(OtherChannel).CellBackColor = Playlist(1).CellBackColor
  Screen1.CurrentSongExpanded(OtherChannel).BackColorSel = Playlist(1).CellBackColor
  Screen1.CurrentSongExpanded(OtherChannel).ForeColorSel = Playlist(1).CellForeColor
Next X

```

```

Else
  songlist2 = ""
  Screen1.cursong(OtherChannel).Text = ""
  Screen1.cursong(OtherChannel).BackColor = &H80000009
  Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
  Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
End If

```

```

If CurControl.Name = searchlist.Name Then SongsTime = SongsTime + CLng(Val(CurControl.TextMatrix(row, 0)))
SongsTime = SongsTime - CLng(Val(CurControl.TextMatrix(row, 0)))
timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")

```

```

8042790" E436060
If Playlist(0).Rows > 2 Then
  If CurControl.Name = Playlist(0).Name And row < 1 Then
    Playlist(0).row = row
    Playlist(1).row = row
  ElseIf CurControl.Name = searchlist.Name Then
    Playlist(0).row = Playlist(0).Rows - 1
    Playlist(1).row = Playlist(0).Rows - 1
  Else
    Playlist(0).row = 1
    Playlist(1).row = 1
  End If
  Playlist(1).RemoveItem (Playlist(0).row)
  Playlist(0).RemoveItem (Playlist(0).row)
Else
  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).ColSel = 8

```



```
Now.Enabled = False
PlayButton.Enabled = False
Now.BackColor = &H8000000F
PlayButton.BackColor = &H8000000F
```

Exit 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
```

```
ClrSrch.Enabled = False
```

```
Else
```

```
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
```



Exit Sub

End Sub

Sub RestorePlayList()

If numRows = 0 Then

ClearPlayList

Else

CurRow2 = 1

CurRow1 = 1

CurCol = 0

undo.Enabled = False

'clear the playlists

PlaySongs = 0

SongsTime = 0

NumSongs.Text = 0

timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")

SinglePlayTime.Text = "00:00:00"

Playlist(0).AllowBigSelection = True

Playlist(1).AllowBigSelection = 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).RowSel = numRows - 1

Playlist(1).ColSel = 8

Playlist(0).Clip = allCells1

Playlist(1).Clip = allCells2

For i = 1 To numRows - 1

    Playlist(0).row = i

    For j = 0 To 2

        Playlist(0).Col = j

        Playlist(0).CellBackColor = FileColors(i)

    Next j

    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

862750" E4E86060

MOAEC MASTER CODE (page 31)

Sunspot Software and Graphics  
303-805-7637

```
delete.Enabled = True
Command1.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()
```

```
CurRow1 = searchlist.row
CurCol = 0
undo.Enabled = True
On Error GoTo errorhandler
```

```
searchlist.AllowBigSelection = True
searchlist.row = 1
searchlist.Col = 0
searchlist.RowSel = searchlist.Rows - 1
searchlist.ColSel = 8
allCells1 = 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.row = CurRow1
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
```

```

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).AllowBigSelection = False
Playlist(0).AllowBigSelection = False
Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
Playlist(0).Col = 1
Playlist(1).Col = 1
Exit Sub

Errorhandler:
Exit Sub
End Sub

Sub ListFavHits()
If PlayedSongs(1, 1, 1) <> "" Then
    Organize.Enabled = True
    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) &
        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)
        Next X
        ClrSrch.Enabled = True
        searchlist.BackColorSel = searchlist.CellBackColor
    Next z
Else
    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

```

```

SongsTime = 0
PlaySongs = 0
'clear the fields associated with song count and time
timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
SinglePlayTime.Text = "00:00:00"
NumSongs.Text = "0"
'purge the contents of the playlist
For i = 0 To 1
    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
PlayButton.Enabled = False
AddList(0).Enabled = False
Command1.Enabled = False
ExpandList.Enabled = False
'reset button colors and return selection to searchlist
Now.BackColor = &H8000000F
Mix.BackColor = &H8000000F
searchlist.BackColorSel = &H80000008
searchlist.ForeColorSel = &H8000000E
End Sub
Sub ClearSearchList()
    Dim i As Integer
'reset 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 FormatHeaders
'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"
    searchflag = 0
'reset searchlist variables and reset buttons

```

```

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")
    NumSongs.Text = PlaySongs
    Playlist(0).RemoveItem RowNum
    Playlist(1).RemoveItem RowNum
  End If
End Sub
Sub ExpandListButs()
  On Error Resume Next
  Dim X As Integer
  Dim ButWidth(9) As Integer
  Dim ButLeft(8) As Integer
  ButWidth(1) = 2450
  ButWidth(2) = 1960
  ButWidth(3) = 690
  ButWidth(4) = 1630
  ButWidth(5) = 1000
  ButWidth(6) = 1450
  ButWidth(7) = 1150
  ButWidth(8) = 1080
  ButLeft(2) = 4410
  ButLeft(3) = 5100
  ButLeft(4) = 6730
  ButLeft(5) = 7730
  ButLeft(6) = 9180
  ButLeft(7) = 10330
  ButLeft(8) = 11410

  For X = 1 To 8
    SearchCat(X).Width = ButWidth(X) + (HeadExpand * 44.5)
  Next X
  For X = 2 To 8
    SearchCat(X).Left = SearchCat(X - 1).Left + SearchCat(X - 1).Width - 15
  
```

```

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) & "|<Artist                " &
Space(5 * HeadExpand)
Playlist(1).FormatString = "|<Song Title                " & Space(HeadExpand) & "|<Artist                " &
Space(HeadExpand) & "|^Date    " & Space(HeadExpand) & "|^Music Category    " & Space(HeadExpand) & "|^Music Style    "
& Space(HeadExpand) & "|^Dance Type    " & Space(HeadExpand) & "|^Music Speed    " & Space(HeadExpand) & "|^Energy
" & Space(HeadExpand)
searchlist.FormatString = "|<Song Title                " & Space(HeadExpand) & "|<Artist                " &
Space(HeadExpand) & "|^Date    " & Space(HeadExpand) & "|^Music Category    " & Space(HeadExpand) & "|^Music Style    "
& Space(HeadExpand) & "|^Dance Type    " & Space(HeadExpand) & "|^Music Speed    " & Space(HeadExpand) & "|^Energy
" & Space(HeadExpand)
End Sub
Sub CheckSub(checker As String)
If checker = "Sub1" Then
SubCol = "Sub2"
SubCount = 0
ElseIf checker = "Sub2" Then
SubCol = "Sub3"
ElseIf checker = "Sub3" Then
SubCol = "Sub4"
ElseIf checker = "Sub4" Then
SubCol = "Sub5"
ElseIf checker = "Sub5" Then
SubCol = "Sub6"
ElseIf checker = "Sub6" Then
SubCol = "Sub7"
ElseIf checker = "Sub7" Then
SubCol = "Sub8"
ElseIf checker = "Sub8" Then
SubCol = "Sub9"
ElseIf checker = "Sub9" Then
SubCol = "Sub10"
ElseIf checker = "Sub10" Then
SubCol = "Sub11"
ElseIf checker = "Sub11" Then
SubCol = "Sub1"

End If
SubCount = SubCount + 1
End Sub

'Option Compare Text
Sub CheckMain(checker2 As String)
If checker2 = "Main" Then
Cat1 = "Main1"
ElseIf checker2 = "Main1" Then
Cat1 = "Main2"
MainCount = 0
ElseIf checker2 = "Main2" Then
Cat1 = "Main3"

```

054790 "E488060

```
ElseIf checker2 = "Main3" Then
  Cat1 = "Main4"
ElseIf checker2 = "Main4" Then
  Cat1 = "Main5"
ElseIf checker2 = "Main5" Then
  Cat1 = "Main6"
ElseIf checker2 = "Main6" Then
  Cat1 = "Main7"
ElseIf checker2 = "Main7" Then
  Cat1 = "Main8"
ElseIf checker2 = "Main8" Then
  Cat1 = "Main1"
```

```
End If
```

```
MainCount = MainCount + 1
```

```
End Sub
```

```
Sub CheckOnDeck()
```

```
Dim songlist2 As String
```

```
Dim songlength2 As Integer
```

```
On Error GoTo errorhandler
```

```
If Playlist(0).Rows > 1 Then
```

```
    songlength2 = Val(Playlist(0).TextMatrix(1, 0))
```

```
    Playlist(0).row = 1
```

```
    Playlist(1).row = 1
```

```
    Playlist(0).BackColorSel = Playlist(0).CellBackColor
```

```
    Playlist(0).ForeColorSel = Playlist(0).CellForeColor
```

```
    Playlist(1).BackColorSel = Playlist(1).CellBackColor
```

```
    Playlist(1).ForeColorSel = Playlist(1).CellForeColor
```

```
    Screen1.cursong(OtherChannel).Text = Playlist(0).TextMatrix(1, 1)
```

```
    Screen1.cursong(OtherChannel).BackColor = Playlist(0).CellBackColor
```

```
    Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, songlength2), "hh:mm:ss")
```

```
    Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
```

```
    For X = 0 To 8 :
```

```
        Screen1.CurrentSongExpanded(OtherChannel).TextMatrix(1, X) = Playlist(1).TextMatrix(1, X)
```

```
        Screen1.CurrentSongExpanded(OtherChannel).CellBackColor = Playlist(1).CellBackColor
```

```
        Screen1.CurrentSongExpanded(OtherChannel).BackColorSel = Playlist(1).CellBackColor
```

```
        Screen1.CurrentSongExpanded(OtherChannel).ForeColorSel = Playlist(1).CellForeColor
```

```
    Next X
```

```
    Data1.Recordset.Close
```

```
Else
```

```
    Screen1.cursong(OtherChannel).Text = ""
```

```
    Screen1.cursong(OtherChannel).BackColor = &H80000009
```

```
    Screen1.Text1(OtherChannel).Text = Format(TimeSerial(0, 0, 0), "hh:mm:ss")
```

```
    Screen1.TimeElapsed(OtherChannel).Text = Format(TimeSerial(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)

Sunspot Software and Graphics

303-805-7637

```

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
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
        EndItAll
    End If
End Sub

Private Sub Form_GotFocus()
    On Error Resume Next
    Screen2.DD.Group = "Screen2"
End Sub

Private Sub Form_QueryUnload(Cancel As Integer, UnloadMode As Integer)
    Dim Msg ' Declare variable.
    If ExitButtonPushed = False Then

        Msg = "Do you really want to exit the application?"

    Else
        EndItAll
        ExitButtonPushed = True
    End If

End Sub

Private Sub Form_Resize()

```



364730" E4886060

```
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
    Picture1.Left = 6720
    Picture1.Width = Screen.Width - 6830
    SinglePlayTime.Left = Screen.Width + 100
    Label5.Left = Screen.Width + 100
    Label1.Left = 1440
  Else
    Picture1.Left = 0
    Picture1.Width = Screen2.Width - 195
    Playlist(1).Left = 0
    SinglePlayTime.Left = 4800
    Label5.Left = 6240
    Label1.Left = 0.41 * Picture1.Width
  End If
  Picture1.Top = 0

  Picture4.Height = Screen.Height - 6290
  Picture4.Width = Screen2.Width - 195
  searchlist.Width = Picture4.Width - 100
  searchlist.Height = Picture4.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
  SavePlay.Top = Screen.Height - 1490
  PlayButton.Top = Screen.Height - 1490
  LoadPlay.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
  Help.Left = Screen.Width - 2985
  Label2.Left = 0.4 * Screen.Width
  search.Left = Screen.Width - 4575
  ClrSrch.Left = Screen.Width - 2175
  Playlist(0).Width = Picture1.Width - 240
  Playlist(1).Width = Screen.Width
Else
  HeadExpand = 0
  maxed = True
```

364F30" CH36060

```
Call FormatHeaders
Call ExpandListButs
HeadExpand = (Screen2.Width - 11565) / 340
Call ExpandListButs
Call FormatHeaders
If ExpandList.Caption = "EXPAND" Then
    Picture1.Left = 6720
    Picture1.Width = 4815
    Playlist(1).Left = 120
    Playlist(0).Left = 120
    Label1.Left = 1440
Else
    Picture1.Left = 0
    Picture1.Width = 11535
    Playlist(1).Left = 0
    Playlist(0).Left = 0
    Label1.Left = 4200
End If
SinglePlayTime.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 To 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 = Picture1.Width - 240
Playlist(1).Width = 11535
End If
ExitSystem.Left = undo.Left + 975
ExitSystem.Top = undo.Top
End Sub
Private Sub AddList_Click(Index As Integer)
Dim i As Integer
Dim j As Integer
Dim oldcolor, oldcolor2, oldcolor3 As Long
```

MOAEC MASTER CODE (page 40)

Sunspot Software and Graphics  
303-805-7637

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```
Dim oldtime As Integer
On Error GoTo errorhandler
delete.Enabled = True
ExpandList.Enabled = True
SavePlay.Enabled = True
Command1.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
PlayButton.BackColor = &HFF8080
undo.Enabled = True
    UndoEvent = 0
    If Playlist(0).Rows = 1 Then
        numRows = 0
    Else
        SavePlayList
    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)

            Next i
            PlayedSongs(1, zed, 9) = searchlist.CellBackColor
            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(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(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
                Playlist(0).CellBackColor = searchlist.CellBackColor
                Playlist(0).BackColorSel = searchlist.CellBackColor
                Playlist(0).ForeColorSel = searchlist.CellForeColor
            Next z
```

MOAEC MASTER CODE (page 41)

Sunspot Software and Graphics  
303-805-7637

864750" E4888060

```
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
Elseif 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
    Next j
    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
      Playlist(1).ForeColorSel = searchlist.CellForeColor
    Next j
  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
```

8164730" E4886060

```
        Playlist(X).row = j + 1
    Next X
    For j = 0 To 2
        Playlist(0).Col = j
        'change color
        Playlist(0).CellBackColor = oldcolor
        Playlist(0).BackColorSel = searchlist.CellBackColor
        Playlist(0).ForeColorSel = searchlist.CellForeColor
    Next j
    For j = 0 To 8
        Playlist(1).Col = j
        'change color
        Playlist(1).CellBackColor = oldcolor
        Playlist(1).BackColorSel = searchlist.CellBackColor
        Playlist(1).ForeColorSel = searchlist.CellForeColor
    Next j

Next i
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).row = 1
    Playlist(0).Col = j
    Playlist(0).CellBackColor = searchlist.CellBackColor
    Playlist(0).BackColorSel = searchlist.CellBackColor
    Playlist(0).ForeColorSel = searchlist.CellForeColor
Next j
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
    Playlist(1).ForeColorSel = searchlist.CellForeColor
Next j
SongsTime = SongsTime + CLng(Val(searchlist.TextMatrix(searchlist.row, 0)))
timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
End If
Else
    '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).TextMatrix(X, Y)
        Next Y
        oldcolor2 = Playlist(0).CellBackColor
        oldcolor3 = Playlist(0).CellForeColor
```



```

SendKeys "{backspace}"
SendKeys "{tab}"
Else
TimeInput.SetFocus
SendKeys "{end}"
SendKeys "{backspace}"
SendKeys "{tab}"
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 Mcat1 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 errorhandler
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
SearchCat(i).Enabled = False
Next i
AddList(0).Enabled = True
AddList(1).Enabled = True
ClrSrch.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

```

862790-ETHB660

```

Data2.RecordSource = Trim(Str(colnum))
Data2.Refresh
Data3.Refresh
Data2.Recordset.MoveLast
Data3.Recordset.MoveLast
Data2.Recordset.MoveFirst
Data3.Recordset.MoveFirst
Data2.Recordset.FindFirst "Label LIKE " & selection
If Data2.Recordset.NoMatch Then
    MsgBox ("Sorry...Could not find that entry.")
    flag = False
Else
    SelTag = Data2.Recordset.Fields("Tag")
    selection = "" & SelTag & ""
End If
End If

```

MainLoop:

```

DoEvents
Data1.RecordSource = "LP Complete Music Guide"
Data1.Refresh
Data2.Refresh
Data3.Refresh
Data1.Recordset.MoveLast
Data3.Recordset.MoveLast
Data1.Recordset.MoveFirst
Data3.Recordset.MoveFirst

Data1.Recordset.FindLast Cat1 & " LIKE " & selection
If Data1.Recordset.NoMatch Then flag = False
final = Data1.Recordset.AbsolutePosition
Data1.Recordset.MoveFirst
If flag = True Then
SearchSongs = searchlist.Rows - 1
Do Until position = final
    DoEvents
    Data1.Recordset.FindNext Cat1 & " LIKE " & selection
    If Data1.Recordset.NoMatch Then

        position = Data1.Recordset.AbsolutePosition
Else
    position = Data1.Recordset.AbsolutePosition
    'assign song color to tracking array
    Data3.Recordset.MoveFirst
    If IsNull(Data1.Recordset.Fields("Main1")) Then
        Mcat1 = "none found"
        MnCatColor(SearchSongs) = &H80000005
    Else
        Mcat1 = Data1.Recordset.Fields("Main1")
        Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
        MnCatColor(SearchSongs) = Val(Data3.Recordset.Fields("colorID"))
    End If

```

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MOAEC MASTER CODE

```
Next X
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)
Next z
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
    Data1.Recordset.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
    ClrSrch.Enabled = True
    Organize.Enabled = True
    Exit Sub
End If
Loop
If colnum = 4 Then
    Call CheckMain(Cat1)
    If MainCount < 8 Then GoTo MainLoop
End If
MainCount = 0

End If
If SearchSongs > 0 Then flag = True
stoppoint:
If flag = False Then
    MsgBox "Your entry was either misspelled 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
    Data1.Recordset.Close
    Data2.Recordset.Close
```

```
Data3.Recordset.Close
keyboard.Visible = True
searchfield.Text = ""
searchfield.SetFocus
Exit Sub
End If
Data1.Recordset.Close
Data2.Recordset.Close
Data3.Recordset.Close
```

```
ElseIf searchflag < 10 And searchflag <> 0 Then
'if searchlist is already full, narrow the field
```

```
For j = 1 To searchflag
i = 1
Do While i <= searchlist.Rows - 1
If searchlist.Rows <= 2 Then Exit Do
If SearchCats(0, j) <> 9 Then
result = InStr(1, searchlist.TextMatrix(i, SearchCats(0, j)), SearchCats(1, j), 1)
If result = 0 Then
searchlist.row = i
searchlist.RemoveItem searchlist.row
SearchSongs = SearchSongs - 1

Else
i = i + 1
End If
ElseIf SearchCats(0, j) = 9 Then
result = InStr(1, searchlist.TextMatrix(i, SearchCats(0, j)), SearchCats(1, j), 1)
If result = 0 Then
searchlist.row = i
searchlist.RemoveItem searchlist.row
SearchSongs = SearchSongs - 1

Else
i = i + 1
End If
End If

Loop
Next j
searchflag = searchflag + 1
```

```
End If
```

```
'once the search is complete, hide the screen
```

```
MousePointer = 0
SearchScreen.Visible = False
searchfield.Text = ""
search.Enabled = True
For i = 1 To 8
SearchCat(i).Enabled = False
```

MOAEC MASTER CODE (page 49)  
Sunspot Software and Graphics  
303-805-7637

```
Next i
AddList(0).Enabled = True
AddList(1).Enabled = True
ClrSrch.Enabled = True
Organize.Enabled = True
Exit Sub
```

errorhandler:

```
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
Next i
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
    Next i
    CancelSearch = True
End Sub
```

```
Private Sub Category1_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
PlayTime.BackColor = &H8000000F
Mix.BackColor = &H8000000F
For i = 0 To 3
    SongSpeed(i).BackColor = &H8000000F
    AllSpeeds.BackColor = &H8000000F
```

```
Next i
```

```
For i = 0 To 2
```

```

csearch(i).Caption = ""
Next i
csearch(0).Caption = "none"
searchflag = 0
SelList = 0
SelCat1 = Category1(Index).Tag
If Index = 24 Then
    Cat1 = "Drype"
Elseif Index = 25 Then
    Cat1 = "Main1"
Else
    Cat1 = "Main1"
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 (cat1count = 1) And (Index = kliktrak) Then
    Call titlefrm.Main
    CatColor = Category1(Index).BackColor

    Category(0).BackColor = CatColor
    Category(1).BackColor = CatColor
    Category(0).Caption = Category1(Index).Tag
    FavHitsLab1.Caption = Category1(Index).Tag
    FavHitsLab1.BackColor = CatColor
    FavHitsLab2.BackColor = CatColor
    Category(1).Visible = False
    cat1count = 0
    For X = 0 To 23
        Category2(X).Caption = ""
        Category2(X).BackColor = &H8000000F
        i = i + 1
    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
    Next i
    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
    For i = 0 To 4
        Screen2.ScreenShow(i).BackColor = &H8000000F

```

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```
Screen2.ScreenShow(i).ForeColor = &H8000012
Next i
If Index <> 23 Then
  Screen2.ScreenShow(2).BackColor = &HC0&
  Screen2.ScreenShow(2).ForeColor = &H800000E
  cat1screen.Visible = False
  FavHitsScrn.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
  subcattotal = 9
  FinalCats(7) = StaticCats(9)
  FinalCats(8) = StaticCats(10)
  FinalCats(9) = StaticCats(11)
ElseIf Index = 18 Then
  subcatcount = 8
  subcattotal = 8
  FinalCats(7) = StaticCats(8)
  FinalCats(8) = StaticCats(11)
ElseIf Index = 1 Then
  subcatcount = 7
  subcattotal = 7
  FinalCats(7) = StaticCats(7)
Else
  subcatcount = 6
  subcattotal = 6
End If
'make the temporary subcats array with tags
For X = 1 To subcattotal
DoEvents
If CancelSearch = True Then GoTo stopme
  Data2.RecordSource = "Subs"
  Data2.Refresh
  Data3.Refresh
  Data2.Recordset.MoveLast
  Data3.Recordset.MoveLast
  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
```

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```
'FIND THE SONG CATEGORY TAG THAT MATCHES THE BUTTON
For X = 1 To subcattotal
DoEvents
If CancelSearch = True Then GoTo stopme
  If SelCat1 = "Energy" Then
    SelCat1 = "EN"
  Else
    Data2.RecordSource = 4
    Data2.Refresh
    Data3.Refresh
    Data2.Recordset.MoveLast
    Data3.Recordset.MoveLast
    Data2.Recordset.MoveFirst
    Data3.Recordset.MoveFirst
    Data2.Recordset.FindFirst "Label = '' & SelCat1 & ''"
    If Data2.Recordset.NoMatch Then
      flag = True
    Else
      SelTag = Data2.Recordset.Fields("Tag")
      SelCat1 = SelTag
      MemCat = SelTag
    End If
  End If
Next X

'fill secondary category buttons with text from data
MainSubLoop:
DoEvents
If CancelSearch = True Then GoTo stopme
Data1.Refresh
Data1.Recordset.MoveLast
Data1.Recordset.MoveFirst
MousePointer = 11
LoopReset:
i = 0
For j = 1 To Data1.Recordset.RecordCount
  'if cat1 matches the first button, type cat2 in the screen3 buttons
  'that is if cat2 is not blank
  If UCase(Data1.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 l = 1 To subcatcount
      If Data1.Recordset.Fields(SubCol) = SubCats(l) Then
        flag = True
      End If
    
```

```

Next I
If flag = False Then
    SubCats(subcatcount + 1) = Data1.Recordset.Fields(SubCol)
    subcattotal = subcattotal + 1
End If
End If
Data1.Recordset.MoveNext
Next j

```

```

Call CheckSub(SubCol)
If SubCount < 11 Then GoTo MainSubLoop
SubCount = 0
For X = 1 To subcattotal
    Data2.RecordSource = "Subs"
    Data2.Refresh
    Data3.Refresh
    Data2.Recordset.MoveLast
    Data3.Recordset.MoveLast
    Data2.Recordset.MoveFirst
    Data3.Recordset.MoveFirst
    Data2.Recordset.FindFirst "Tag = "" & SubCats(X) & ""

```

```

Next X
'sort subcats array
For t = subcattotal To 1 Step -1
    DoEvents
    If CancelSearch = True Then GoTo stopme
    TempCat = FinalCats(t - 1)
    TempCat2 = SubCats(t - 1)
    c = StrComp(TempCat, FinalCats(t))
    If c = 1 Then
        FinalCats(t - 1) = FinalCats(t)
        SubCats(t - 1) = SubCats(t)
        FinalCats(t) = TempCat
        SubCats(t) = TempCat2
        t = subcattotal + 1
    End If
Next t

```

```

'fill buttons with the finalcats array
For X = 0 To subcattotal - 1
    Category2(X).Caption = FinalCats(X + 1)
    Category2(X).BackColor = Category1(Index).BackColor
    i = i + 1
Next X

```

```

'make the last of the buttons (if any) blank
Do While i <= 23
    Category2(i).Caption = " "
    Category2(i).BackColor = &H8000000F
    i = i + 1

```



Loop  
stopme:

```
Data2.Recordset.Close  
Data3.Recordset.Close  
cat1screen.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  
kliktrak = Index
```

```
'enable speed selection buttons  
CatColor = Category1(Index).BackColor  
PlayTime.BackColor = CatColor  
PlayTime.Enabled = True  
Mix.Enabled = True  
Mix.BackColor = CatColor
```

```
For i = 0 To SongSpeed.count - 1  
    AllSpeeds.Enabled = True  
    SongSpeed(i).Enabled = True  
    SongSpeed(i).BackColor = CatColor  
    AllSpeeds.BackColor = CatColor
```

```
Next i
```

```
cat1count = 1
```

End Sub

```
Private Sub Category2_Click(Index As Integer)
```

```
Dim flag As Boolean  
Dim i As Integer  
Dim tempfield(9) As String  
Dim finalfield(10) As String
```

```
If Category2(Index).Caption = ButMem Then  
    MsgBox ("You just picked that button...Please pick another.")  
Exit Sub
```

```
End If
```

```
ButMem = Category2(Index).Caption
```

```
Cat1 = "Main1"
```

```
flag = False
```

```
Category(1).Caption = Category2(Index).Caption
```

```
Category(1).Visible = True
```

```
If Category2(Index).Caption = "Favorite Hits" Then
```

```
    ListFavHits
```

```
Exit Sub
```

```
End If
```

```
If Category2(Index).Caption = "ENERGY" Then SubCol = "Energy"
```

```
'fill search screen with selections from the categories
```

```
MousePointer = 11
```

MOAEC MASTER CODE (page 55)  
Sunspot Software and Graphics  
303-805-7637

```
If SelCat1 = "SPMIX" Or SelCat1 = "Special Mixes" Then
    Cat1 = "Main3"
    SelCat1 = "SPMIX"
```

```
ElseIf SelCat1 = "EN" Or SelCat1 = "Energy" Then
    Cat1 = "Main2"
    SelCat1 = "EN"
```

```
ElseIf SelCat1 = "EL" Or SelCat1 = "Easy Listening" Then
    Cat1 = "Mstyle"
    SelCat1 = "EL"
```

```
ElseIf SelCat1 = "Special Dance" Or SelCat1 = "SPD" Then
    Cat1 = "Dtype"
    SelCat1 = "SPD"
```

```
End If
```

```
MainLoop:
```

```
DoEvents
```

```
Data1.Refresh
```

```
Data3.Refresh
```

```
Data1.Recordset.MoveLast
```

```
Data3.Recordset.MoveLast
```

```
Data1.Recordset.MoveFirst
```

```
Data3.Recordset.MoveFirst
```

```
For i = 1 To Data1.Recordset.RecordCount
```

```
    'if the data base field matches search criteria, write it to the searchlist
```

```
    If UCase(Data1.Recordset.Fields(Cat1)) = SelCat1 And UCase(Data1.Recordset.Fields(SubCol)) = UCase(Trim(SubCats(Index
```

```
+ 1))) Then
```

```
        Data3.Recordset.MoveFirst
```

```
        If IsNull(Data1.Recordset.Fields("Main1")) Then
```

```
            Mcat1 = "none listed"
```

```
            MnCatColor(SearchSongs) = &H80000005
```

```
        Else
```

```
            Mcat1 = Data1.Recordset.Fields("Main1")
```

```
            Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
```

```
            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"
```

```
            Else
```

```
                finalfield(1) = Data1.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(Data1.Recordset.Fields("Date")) Then
```

```
                finalfield(3) = "NL"
```

**MOAEC MASTER CODE** (page 56)

Sunspot Software and Graphics

303-805-7637

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```
Else
  finalfield(3) = Data1.Recordset.Fields("Date")
End If
If IsNull(Data1.Recordset.Fields("Main1")) Then
  tempfield(4) = "NL"
Else
  tempfield(4) = Data1.Recordset.Fields("Main1")
End If
If IsNull(Data1.Recordset.Fields("Mstyle")) Then
  tempfield(5) = "NL"
Else
  tempfield(5) = Data1.Recordset.Fields("Mstyle")
End If
If IsNull(Data1.Recordset.Fields("Dtype")) Then
  tempfield(6) = "NL"
Else
  tempfield(6) = Data1.Recordset.Fields("Dtype")
End If
If IsNull(Data1.Recordset.Fields("Speed")) Then
  tempfield(7) = "NL"
Else
  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.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)
Stime(searchlist.row) = Data1.Recordset.Fields("time")
flag = True
SearchSongs = SearchSongs + 1
search.Caption = "Narrow Search Results"
searchflag = 1
End If

searchlist.row = SearchSongs
For z = 0 To 8
  searchlist.Col = z
  searchlist.CellBackColor = finalfield(9)
Next z
searchlist.BackColorSel = finalfield(9)
searchlist.ForeColorSel = searchlist.ForeColor
```

End If

'move to the next data row in data base

Data1.Recordset.MoveNext

Next i

If Category2(Index).Caption <> "ENERGY" Then

Call CheckSub(SubCol)

If SubCount < 11 Then GoTo MainLoop

End If

SubCount = 0

SubCol = "Sub1"

Data1.Recordset.Close

Data3.Recordset.Close

MousePointer = 0

AddList(0).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

End Sub

Private Sub ClrSrch\_Click()

'clear all items off the search list

UndoEvent = 1

SaveSearchList

Call ClearSearchList

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

SavePlayList

ClearPlayList

RndMix.Enabled = False

If maxed = True Then

Picture1.Left = 6720

Picture1.Width = Screen2.Width - 6830

SinglePlayTime.Left = Screen.Width + 100

Label5.Left = Screen.Width + 100

Label1.Left = 1440

Else

Picture1.Width = 4695

Picture1.Left = 6720

MOAEC MASTER CODE

MOAEC MASTER CODE (page 58)

Sunspot Software and Graphics

303-805-7637

```
SinglePlayTime.Left = 4680
Label5.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
cat1screen.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("Please enter the database access password:")
Datalocked = False
End Sub
```

```
Private Sub delete_Click()
Dim answer As String
On Error GoTo errorhandler
If SongSelected = False Then
MsgBox ("No song has been selected for deletion!!!")
Exit Sub
End If
answer = MsgBox("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)  
Sunspot Software and Graphics  
303-805-7637

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```
        UndoText(i) = Playlist(1).TextMatrix(Playlist(0).row, i)
    Next i
    Call DeletePlay(Playlist(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
Elseif SelList = 1 Then
    UndoEvent = 1
    SaveSearchList
    If searchlist.Rows <= 2 Then
        search.Caption = "Search Music Categories"
        For i = 0 To 2
            csearch(i).Caption = ""
        Next i
        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
        ClrSrch.Enabled = False
        Organize.Enabled = False
    Else
        UndoEvent = 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.RemoveItem searchlist.row
        SearchSongs = SearchSongs - 1
    End If
End If
Call CheckOnDeck
undo.Enabled = True
SongSelected = False
Exit Sub
Elseif answer = vbNo Then
```

Exit Sub  
End If

errorhandler:  
Now.BackColor = &H800000F  
Now.Enabled = False  
PlayButton.Enabled = False  
PlayButton.BackColor = &H800000F  
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  
cat1screen.Visible = False  
Playlist(1).Visible = True  
ExpandList.Caption = "SHRINK"  
If maxed = True Then  
Picture1.Left = 0  
Picture1.Width = Screen2.Width - 195  
SinglePlayTime.Left = 4680  
Label5.Left = 6240  
Playlist(0).Left = 0  
Playlist(1).Left = 0  
Label1.Left = 0.41 \* Picture1.Width  
Else  
Picture1.Width = 11550  
Picture1.Left = 0  
SinglePlayTime.Left = 4680  
Label5.Left = 6240  
Playlist(0).Left = 0  
Playlist(1).Left = 0  
Label1.Left = 4200  
End If

ExpandList.Left = 120 + 6720  
AddList(0).Left = 1020 + 6720  
AddList(1).Left = 1730 + 6720  
RndMix.Left = 2430 + 6720  
delete.Left = 3070 + 6720  
Command1.Left = 3840 + 6720  
Playlist(1).RowSel = Playlist(0).RowSel

Else  
If maxed = True Then  
Picture1.Left = 6720  
Picture1.Width = Screen.Width - 6830  
SinglePlayTime.Left = Screen.Width + 100  
Label5.Left = Screen.Width + 100

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```
Else
  Picture1.Width = 4815
  Picture1.Left = 6720
  SinglePlayTime.Left = 4800
  Label5.Left = 6500
```

```
End If
Playlist(0).Left = 120
Playlist(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
delete.Left = 3070
Command1.Left = 3840
Playlist(0).RowSel = Playlist(1).RowSel
Label1.Left = 1440
```

```
End If
```

```
AddList(0).Enabled = False
AddList(1).Enabled = False
End Sub
```

```
Private Sub FavHits_Click(Index As Integer)
```

```
  ButMem = FavHits(Index).Caption
  FavHitsFrm2.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.AddItem 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)
      Next X
```

```
      ClrSrch.Enabled = True
```

```
    Next z
```

```
  Else
```

```
    MsgBox ("Sorry...You have no song selections defined as favorite hits.")
```

```
  End If
```

```
End Sub
```



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```
Private Sub Form_Load()
Dim i As Integer
Dim running As Boolean
Screen2.WindowState = 2
maxed = True
Data1.DatabaseName = App.Path & "\mydata.mdb"
Data2.DatabaseName = App.Path & "\mydata.mdb"
Data3.DatabaseName = App.Path & "\mydata.mdb"
For i = 0 To 9
csearch(i).Caption = ""
Next i
zed = 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
MnCatColor(i) = Category1(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
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", "ver1.0")
Call AddGroup("Moaec", "Screen1")
Call AddGroup("Moaec", "Screen2")
Call AddGroup("Moaec", "Screen3")
Call AddGroup("Moaec", "Screen4")
Call AddWord("Moaec", "Screen2", "[classical]", "")
Call AddWord("Moaec", "Screen2", "[jazz]", "")
Call AddWord("Moaec", "Screen2", "[folk]", "")
Call AddWord("Moaec", "Screen2", "[oldies]", "")
Call AddWord("Moaec", "Screen2", "[country]", "")
Call AddWord("Moaec", "Screen2", "[pop]", "")
Call AddWord("Moaec", "Screen2", "[soul]", "")
Call AddWord("Moaec", "Screen2", "[R and B]", "")
```

MOAEC MASTER CODE (page 63)

Sunspot Software and Graphics  
303-805-7637

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Call AddWord("Moaec", "Screen2", "[blues]", "")  
 Call AddWord("Moaec", "Screen2", "[calypso]", "")  
 Call AddWord("Moaec", "Screen2", "[disco]", "")  
 Call AddWord("Moaec", "Screen2", "[funk]", "")  
 Call AddWord("Moaec", "Screen2", "[rock]", "")  
 Call AddWord("Moaec", "Screen2", "[metal]", "")  
 Call AddWord("Moaec", "Screen2", "[top 40]", "")  
 Call AddWord("Moaec", "Screen2", "[rap]", "")  
 Call AddWord("Moaec", "Screen2", "[reggae]", "")  
 Call AddWord("Moaec", "Screen2", "[alternative]", "")  
 Call AddWord("Moaec", "Screen2", "[ethnic]", "")  
 Call AddWord("Moaec", "Screen2", "[religion]", "")  
 Call AddWord("Moaec", "Screen2", "[special events]", "")  
 Call AddWord("Moaec", "Screen2", "[funny]", "")  
 Call AddWord("Moaec", "Screen2", "[easy listening]", "")  
 Call AddWord("Moaec", "Screen2", "[favorite hits]", "")  
 Call AddWord("Moaec", "Screen2", "[special dance]", "")  
 Call AddWord("Moaec", "Screen2", "[special mixes]", "")  
 Call AddWord("Moaec", "Screen2", "[dance]", "")  
 Call AddWord("Moaec", "Screen2", "[energy]", "")  
 Call AddWord("Moaec", "Screen2", "[sound effects]", "")  
 Call AddWord("Moaec", "Screen2", "[sound tracks]", "")  
 Call AddWord("Moaec", "Screen2", "[television]", "")  
  
 Call AddWord("Moaec", "Screen2", "[Dance Mix]", "")  
 Call AddWord("Moaec", "Screen2", "[Clear]", "")  
 Call AddWord("Moaec", "Screen2", "[Undo]", "")  
  
 Call AddWord("Moaec", "Screen2", "[Search List]", "")  
 Call AddWord("Moaec", "Screen2", "[Play List]", "")  
 Call AddWord("Moaec", "Screen2", "[Search]", "")  
 Call AddWord("Moaec", "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("Moaec", "Screen2", "[Title]", "")  
 Call AddWord("Moaec", "Screen2", "[Artist]", "")  
 Call AddWord("Moaec", "Screen2", "[Date]", "")  
 Call AddWord("Moaec", "Screen2", "[Song Category]", "")  
 Call AddWord("Moaec", "Screen2", "[Dance Type]", "")  
 Call AddWord("Moaec", "Screen2", "[Music Style]", "")  
 Call AddWord("Moaec", "Screen2", "[Speed]", "")  
 Call AddWord("Moaec", "Screen2", "[Energy]", "")  
  
 Call AddWord("Moaec", "Screen2", "[Speed]", "")  
 Call AddWord("Moaec", "Screen2", "[Fast]", "")  
 Call AddWord("Moaec", "Screen2", "[Medium]", "")  
 Call AddWord("Moaec", "Screen2", "[Slow]", "")

```
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)
```

```
EndItAll
```

```
End
```

```
End Sub
```

```
Private Sub Help_Click()
```

```
SendKeys "{F1}"
```

```
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(Letters(Index).Caption)
```

```
SendKeys "{tab}"
```

```
Else
```

```
TimeInput.SetFocus
```

```
SendKeys LCase(Letters(Index).Caption)
```

```
SendKeys "{tab}"
```

```
End If
```

```
End Sub
```

```
Private Sub LoadPlay_Click()
```

```
Dim allCells1, allCells2 As String
```

```
Dim FileNum As Integer
```

```
Dim CurRow1, CurRow2, CurCol As Integer
```

```
Dim FileColors() As Variant
```

```
On Error GoTo errorhandler
```

```
GrayOut
```

MOAEC MASTER CODE (page 65)

Sunspot Software and Graphics

303-805-7637

```

If Playlist(0).Rows > 1 Then
  CurRow2 = Playlist(1).row
  CurRow1 = Playlist(0).row
  CurCol = 0
End If
response = MsgBox("Are you sure you want to replace the current Music Playlist?", 4, "Load Play List")
If response = vbNo Then
  Exit Sub
Elseif response = vbYes Then
  'clear the playlists
  CommonDialog1.DefaultExt = "GDT"
  CommonDialog1.ShowOpen
  FileNum = FreeFile
  Open CommonDialog1.fileName For Input As #FileNum
  Input #FileNum, numRows
  ReDim FileColors(numRows + 1)
  Input #FileNum, allCells1
  Input #FileNum, allCells2
  ClearPlayList
  PlaySongs = 0
  SongsTime = 0
  NumSongs.Text = 0
  timebox.Text = Format(TimeSerial(0, 0, CLng(SongsTime)), "hh:mm:ss")
  SinglePlayTime.Text = "00:00:00"
  Playlist(0).AllowBigSelection = True
  Playlist(1).AllowBigSelection = 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).RowSel = numRows - 1
  Playlist(1).ColSel = 8
  Playlist(0).Clip = allCells1
  Playlist(1).Clip = allCells2
  For i = 1 To numRows - 1
    Input #FileNum, FileColors(i)
    Playlist(0).row = i
    For j = 0 To 2
      Playlist(0).Col = j
      Playlist(0).CellBackColor = FileColors(i)
    Next j
    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)))
  Next i
  timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
  PlaySongs = PlaySongs + 1
  NumSongs.Text = PlaySongs

```

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```
medcount = 0
'disable once clicked
Mix.Enabled = False
Mix.BackColor = &H800000F
AddList(0).Enabled = False
AddList(1).Enabled = False
FastSpeed = "FAST"
MidSpeed = "MEDIUM"
SlowSpeed = "SLOW"
fastcount = False
midcount = False
slowcount = False
For i = 1 To Playlist(0).Rows - 1
  TestSpeed = Playlist(1).TextMatrix(i, 7)
  If TestSpeed = "FAST" Then
    fastcount = True
  ElseIf TestSpeed = "MEDIUM" Then
    midcount = True
  ElseIf TestSpeed = "SLOW" Then
    slowcount = True
  End If
Next i
If slowcount = False Then
  If midcount = False Then
    MidSpeed = "FAST"
    SlowSpeed = "FAST"
  ElseIf fastcount = False Then
    FastSpeed = "MEDIUM"
    MidSpeed = "MEDIUM"
    SlowSpeed = "MEDIUM"
  Else
    FastSpeed = "FAST"
    MidSpeed = "FAST"
    SlowSpeed = "MEDIUM"
  End If
ElseIf midcount = False Then
  If fastcount = False Then
    FastSpeed = "SLOW"
    MidSpeed = "SLOW"
  End If
ElseIf fastcount = 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
Next i
```

MOAEC MASTER CODE (page 68)  
Sunspot Software and Graphics  
303-805-7637

```

Next i

Close #FileNum
Playlist(0).AllowBigSelection = False
Playlist(1).AllowBigSelection = False
Playlist(0).row = CurRow1
Playlist(1).row = CurRow2
Playlist(0).Col = 0
Playlist(1).Col = 0
ExpandList.Enabled = True
delete.Enabled = True
Command1.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 = cd1Cancel Then
    CommonDialog1.fileName = ""
    Exit Sub
End If
MsgBox "Unknown error while loading file " & CommonDialog1.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
    Playlist(0).Col = 0
    Playlist(1).Col = 0
    Playlist(0).ColSel = 2
    Playlist(1).ColSel = 8
End If
If SellList = 2 And Playlist(0).Rows > 1 Then
    MixCount = 0

```

```

Do Until LoopStop = True
i = 1
MixCount = 0
LoopStop = True

For i = 1 To Playlist(0).Rows - 1
If MixCount > 4 Then MixCount = 0
Playlist(1).row = i
TestSpeed = Playlist(1).TextMatrix(i, 7)
If TestSpeed = FastSpeed And MixCount < 3 Then
MixCount = MixCount + 1
ElseIf TestSpeed = SlowSpeed And MixCount >= 3 Then
MixCount = MixCount + 1
Else
Playlist(0).RowPosition(i) = Playlist(0).Rows - 1
Playlist(1).RowPosition(i) = Playlist(1).Rows - 1
medcount = medcount + 1
LoopStop = False
End If
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).CellBackColor
Playlist(j).ForeColorSel = Playlist(j).CellForeColor
Next j
delete.Enabled = False
Else
Speed = "MIXED"
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
```

```
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
```

```
sortstat = 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 = False
```

```
OrgLst(1).Enabled = False
```

```
Organize.Enabled = True
```

```
search.Enabled = True
```

```
sortstat = False
```

```
searchlist.Sort = Index + 1
```

```
For i = 1 To 8
```

```
SearchCat(i).Enabled = False
```

```
Next i
```

```
End Sub
```

```
Private Sub PlayButton_Click()
```

```
Call StartPlay(1, 2)
```

```
End Sub
```

```
Private Sub Playlist_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 <> &HC0& Then ' if the song is flagged add it to the top of the favhits list
```

```
Playlist(0).SelectionMode = flexSelectionFree
```

```
Playlist(1).SelectionMode = flexSelectionFree
```

```
Playlist(0).CellBackColor = &H8000008
```

MOAEC MASTER CODE (page 70)

Sunspot Software and Graphics

303-805-7637



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```
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
  For j = 0 To 9
    PlayedSongs(1, i + 1, j) = PlayedSongs(1, i, j)
  Next j
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
  selson(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
PlayedSongs(1, 1, 9) = Playlist(1).CellBackColor
Else
  Playlist(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
  Next i
  If Index = 1 Then
    Playlist(0).row = Playlist(1).row
    Playlist(0).RowSel = Playlist(1).RowSel
    Playlist(0).Col = 1
    Playlist(0).ColSel = 2
  Else
    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
  End If
  searchlist.BackColorSel = searchlist.CellBackColor
  searchlist.ForeColorSel = searchlist.CellForeColor
End If
```

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
```

```
End If
If Playlist(1).Rows > 1 And Playlist(1).Col <> 0 Then
If Index = 1 Then
    Playlist(0).row = Playlist(1).row
```

End If

```
If Playlist(0).row = 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).TextMatrix(X, Y)
    Next 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).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
    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)  
Sunspot Software and Graphics  
303-805-7637

```

    Playlist(0).BackColorSel = oldcolor2
    Playlist(0).ForeColorSel = oldcolor3
Next j
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
End If
Playlist(0).SelectionMode = flexSelectionFree
Playlist(1).SelectionMode = flexSelectionFree
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
    On Error GoTo errorhandler
    'show the keyboard
    TimeFrame.Visible = True
    keyboard.Visible = True
    AllSpeeds.Visible = True
    GrayOut
    'pop up the time selection query box
    CurScreen = "Time"
    If Speed <> "Any" Then
        boxcaption = "Please enter the number of minutes you would like " & Speed & " " & SelCat1 & " " & "music to play:"
    Else
        boxcaption = "Please enter the number of minutes you would like " & SelCat1 & " 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

```

```

errorhandler:
    MsgBox "You did not enter a valid time."
Exit Sub

```

```

End Sub

```

862730" E4000000

```
Private Sub RndMix_Click()  
  Dim color As Long  
  If Playlist(0).Rows > 1 Then  
    Randomize  
    Playlist(0).SelectionMode = flexSelectionFree  
    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  
  End Sub
```

```
  Playlist(0).row = 1  
  Playlist(1).row = 1  
  Playlist(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  
  ElseIf response = vbYes Then  
    GrayOut  
    CommonDialog1.DefaultExt = "GDT"  
  
    CommonDialog1.ShowSave  
    Playlist(0).AllowBigSelection = 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
```





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

keyboard.Visible = True

Cat1 = 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

Else

searchlist.Col = Index

For i = 1 To 8

SearchCat(i).Enabled = False

Next i

OrgLst(0).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

Cat1 = "Main1"

AddList(0).Enabled = True

**MOAEC MASTER CODE (page 77)**

Sunspot Software and Graphics

303-805-7637

362750" E4885060

```
AddList(1).Enabled = True
ClrSrch.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 - 1
  Data1.Refresh
  Data3.Refresh
  Data1.Recordset.MoveLast
  Data1.Recordset.MoveFirst
  Data3.Recordset.MoveLast
  Data3.Recordset.MoveFirst
  If SelCat1 = "SPMIX" Or SelCat1 = "Special Mixes" Then
    Cat1 = "Main3"
    SelCat1 = "SPMIX"

  ElseIf SelCat1 = "EN" Or SelCat1 = "Energy" Then
    Cat1 = "Main2"
    SelCat1 = "EN"
  ElseIf SelCat1 = "EL" Or SelCat1 = "Easy Listening" Then
    Cat1 = "Mstyle"
    SelCat1 = "EL"
  ElseIf SelCat1 = "Special Dance" Or SelCat1 = "SPD" Then
    Cat1 = "Dtype"
    SelCat1 = "SPD"
  End If
  For i = 1 To Data1.Recordset.RecordCount
    DoEvents
    'if the data base field matches search criteria, write it to the searchlist
    If UCase(Data1.Recordset.Fields(Cat1)) = UCase(Trim(SelCat1)) And Data1.Recordset.Fields("date") >=
searchdate(Index).Tag And Data1.Recordset.Fields("date") <= (searchdate(Index).Tag + 9) Then
      Data3.Recordset.MoveFirst
      If IsNull(Data1.Recordset.Fields("Main1")) Then
        Mcat1 = "none listed"
        MnCatColor(SearchSongs) = &H80000005
      Else
        Mcat1 = Data1.Recordset.Fields("Main1")
        Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
        MnCatColor(SearchSongs) = Val(Data3.Recordset.Fields("colorID"))
        finalfield(9) = Val(Data3.Recordset.Fields("colorID"))
      End If
      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
        finalfield(1) = Data1.Recordset.Fields("Title")
      End If
      If IsNull(Data1.Recordset.Fields("Artist")) Then
```

MOAEC MASTER CODE (page 78)

Sunspot Software and Graphics  
303-805-7637



864790" E486060

```
    finalfield(2) = "NL"
Else
    finalfield(2) = Data1.Recordset.Fields("Artist")
End If
If IsNull(Data1.Recordset.Fields("Date")) Then
    finalfield(3) = "NL"
Else
    finalfield(3) = Data1.Recordset.Fields("Date")
End If
If IsNull(Data1.Recordset.Fields("Main1")) Then
    tempfield(4) = "NL"
Else
    tempfield(4) = Data1.Recordset.Fields("Main1")
End If
If IsNull(Data1.Recordset.Fields("Mstyle")) Then
    tempfield(5) = "NL"
Else
    tempfield(5) = Data1.Recordset.Fields("Mstyle")
End If
If IsNull(Data1.Recordset.Fields("Dtype")) Then
    tempfield(6) = "NL"
Else
    tempfield(6) = Data1.Recordset.Fields("Dtype")
End If
If IsNull(Data1.Recordset.Fields("Speed")) Then
    tempfield(7) = "NL"
Else
    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.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)
SearchSongs = SearchSongs + 1
Data3.Recordset.MoveFirst

searchlist.row = SearchSongs
For z = 0 To 8
    searchlist.Col = z
    searchlist.CellBackColor = finalfield(9)
Next z
searchlist.BackColorSel = finalfield(9)
```

MOAEC MASTER CODE (page 79)

Sunspot Software and Graphics  
303-805-7637

```

        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
Next i
Data1.Recordset.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&
Now.Enabled = True
SelList = 1
SongSelected = True
If searchlist.Rows = 1 Then Exit Sub
FavHitsLab1.BackColor = searchlist.CellBackColor
FavHitsLab2.BackColor = searchlist.CellBackColor
For i = 0 To 5
    FavHits(i).BackColor = searchlist.CellBackColor
Next i
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 = &H8000008
    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.BackColorSel = 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

```

```

    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).ForeColorSel = Playlist(1).CellForeColor
End If

```

```

End If
End If
End Sub

```

```

Private Sub searchlist_DblClick()
Dim flag As Boolean
flag = False
undo.Enabled = True
UndoEvent = 0
If Playlist(0).Rows = 1 Then
    numRows = 0
Else
    SavePlayList
End If

```

```

If searchlist.Rows > 1 And searchlist.Col <> 0 Then

```

```

    FavHitsLab1.BackColor = searchlist.CellBackColor
    For i = 0 To 5
        FavHits(i).BackColor = searchlist.CellBackColor
    Next i
    PlaySongs = PlaySongs + 1

```

```

For i = 1 To zed
    If searchlist.TextMatrix(searchlist.row, i) = 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)
    Next i
    PlayedSongs(1, zed, 9) = searchlist.CellBackColor
End If
For i = 0 To 8

```

```

    selsong(i) = searchlist.TextMatrix(searchlist.row, i)
  Next i
  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(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
  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 If
  Now.BackColor = &HFF&
  Now.Enabled = True
  PlayButton.Enabled = True
  PlayButton.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 ButtonWidth As Integer
  ButtonWidth = 1080
  ScrollWidth = 400
  If (X > searchlist.Width - ScrollWidth) And (searchlist.Height / searchlist.RowHeightMin < searchlist.Rows) Then
    SearchCat(8).Width = ButtonWidth - ScrollWidth + 200 + (HeadExpand * 44)
  Else
    SearchCat(8).Width = ButtonWidth + (HeadExpand * 44)
  End If
End Sub

```

MOAEC MASTER CODE (page 82)  
 Sunspot Software and Graphics  
 303-805-7637

```
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).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
```

```
cat1count = 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 = TimeInput.Text + " "
```

```
    SendKeys "{end}"
```

```
    SendKeys "{tab}"
```

```
End If
```

```
End Sub
```

```
Private Sub Text1_Change()
```

```
End Sub
```

```
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, Mcat1 As String
```

```
Dim timearray(3000, 10) As Variant
```

MOAEC MASTER CODE (page 83)

Sunspot Software and Graphics  
303-805-7637

```

Dim MixCount As Integer
Dim tempfield(9) As String
Dim position As Integer
Dim mdcount As Integer
On Error GoTo errorhandler
MousePointer = 11
searchflag = 0
cat1count = 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
i = 0
keyboard.Visible = False
If TimeInput.Text <> "" Then
    TotalTime = CLng(Val(TimeInput.Text) * 60)
    PlayTime.Enabled = False
    PlayTime.BackColor = &H8000000F
    Mix.BackColor = &H8000000F
    'search the database for songs until the time is up
    Data1.Refresh
    Data3.Refresh
    'FIND THE SONG CATEGORY TAG THAT MATCHES THE BUTTON
    If Cat1 = "Dtype" Then
        Data2.RecordSource = 6
    Else
        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 & ""
    SelTag = Data2.Recordset.Fields("Tag")
    SelCat1 = SelTag
    If SelCat1 = "SPMIX" Then
        Cat1 = "Main3"
        MainCount = 4
    ElseIf SelCat1 = "EN" Then
        Cat1 = "Main2"
        MainCount = 3
    ElseIf SelCat1 = "EL" Then

```







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```
Data2.Refresh
Data2.Recordset.MoveLast
Data2.Recordset.MoveFirst
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
Data3.Recordset.MoveFirst
Mcat1 = Data1.Recordset.Fields("Main1")
Data3.Recordset.FindFirst "Main1 = " & Mcat1 & ""
timearray(i, 9) = Val(Data3.Recordset.Fields("colorID"))
i = i + 1
If CancelSearch = True Then
  MousePointer = 0
  Data1.Recordset.Close
  Data2.Recordset.Close
  Data3.Recordset.Close
  SavePlay.Enabled = False
  TimeFrame.Visible = False
  Speed = "Any"
  TimeInput.Text = ""
  Exit Sub
End If
Loop
End If
If SelCat1 = "SPMIX" Then
  Call CheckMain(Cat1)
  If MainCount < 8 Then GoTo MainLoop
End If
MainCount = 0

Data1.Recordset.Close
Data2.Recordset.Close
Data3.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
  ElseIf Speed = "MIXED" And i < 4 Then
    MsgBox "Sorry, there are not enough speed variations to mix that style. Please try again."
    MousePointer = 0
    TimeFrame.Visible = False
    Speed = "Any"
    TimeInput.Text = ""
    Exit Sub
```

Else

Now.Enabled = True  
Now.BackColor = &HFF&  
PlayButton.Enabled = True  
PlayButton.BackColor = &HFF8080

SavePlay.Enabled = True  
Command1.Enabled = True  
Now.BackColor = &HFF&  
TimeFrame.Visible = False  
RndMix.Enabled = True  
rndcount = 0  
loopcount = 0  
Randomize  
Do While TimeCount < TotalTime  
DoEvents

'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 IsNull(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 rndcount > 0 Then

For j = 0 To rndcount

If RndSongsCount(j) = timearray(Y, 1) Then

AlreadyChosen = True

End If

Next j

End If

If AlreadyChosen = False Then

Playlist(0).AddItem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2)

Playlist(1).AddItem 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

Else

loopcount = loopcount + 1

GoTo LoopReset

MOAEC MASTER CODE (page 88)

Sunspot Software and Graphics  
303-805-7637

```

    End If
Else
    loopcount = loopcount + 1
    GoTo LoopReset

End If

Else
DEFAULT:    If rndcount > 0 Then
            For j = 0 To rndcount
                If RndSongsCount(j) = timearray(Y, 1) Then
                    AlreadyChosen = True
                End If
            Next j
        End If
        If AlreadyChosen = False Then
            Playlist(0).AddItem timearray(Y, 0) & Chr(9) & timearray(Y, 1) & Chr(9) & timearray(Y, 2)
            Playlist(1).AddItem 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)
            PlaySongs = PlaySongs + 1
            rndcount = rndcount + 1
        End If

End If

If Playlist(0).Rows > 1 And AlreadyChosen = 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
    timebox.Text = Format(TimeSerial(0, 0, SongsTime), "hh:mm:ss")
    TimeCount = TimeCount + TempTime
    zed = zed + 1
    For j = 0 To 8
        'sel song(j) = Playlist(1).TextMatrix(Playlist(1).Row, j)
        PlayedSongs(1, zed, j) = Playlist(1).TextMatrix(Playlist(1).row, j)
    
```

MOAEC MASTER CODE (page 89)

Sunspot Software and Graphics  
303-805-7637

```
Next j
PlayedSongs(1, zed, 9) = Playlist(1).CellBackColor
Else
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.")
Exit Do
End If
End If
```

```
End If
Loop
End If
```

```
Speed = "Any"
TimeInput.Text = ""
AddList(0).Enabled = True
ExpandList.Enabled = True
delete.Enabled = True
MousePointer = 0
```

```
End If
```

```
Call CheckOnDeck
```

```
Exit Sub
```

```
errorhandler:
```

```
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
```

```
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(6) = "Club"
  StaticCats(7) = "Big Band"
  StaticCats(8) = "Spanish"
  StaticCats(9) = "Halloween"
  StaticCats(10) = "School Dances"
  StaticCats(11) = "Italian"
  subcatcount = 6
  subcattotal = 6
  CatColor = &H8000000E
  CancelSearch = False
  channel = 1
  cued(1) = False
  cued(2) = False
  ExitButtonPushed = False
  Speed = "Any"
```

```
End Sub
```

```
Private Sub Animation2_Click()
'enters the system if clicked
titlefrm.Hide
Unload titlefrm
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
ElseIf Index = 1 Then
  VoiceActivation = False
End If
```

```
titlefrm.Hide
Unload titlefrm
Unload Loader
Animation1.Close
Animation2.Close
Load Screen1
Load Screen2
Screen1.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

    Animation1.Close
    Animation2.Close
    EndItAll
    End
  End If
End

End Sub
```

```
Private Sub Form_Activate()
Dim WaitTime, ftime As Integer
titlefrm.Refresh
Call waveOutSetVolume(0, &HFFFFFFF)
MMControl1.Command = "stop"
MMControl1.Command = "reset"
MMControl1.Command = "play"
WaitTime = Timer()
ftime = Timer() - WaitTime

Do While ftime <= 2
  DoEvents
  ftime = Timer() - WaitTime
Loop
Animation2.Visible = True
Animation1.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
    Title1(0).Visible = True
```

```
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.WindowState = 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
Animation1.Left = ScreenWidth - 1087
Animation2.Top = ScreenHeight - 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)
Animation1.Close
Animation2.Close
MMControl1.Command = "stop"
MMControl1.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_BITMAP = 2
```

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  
Public Const WAVECAPS\_LRVOLUME = &H8 ' separate left-right volume control  
Public Const WAVECAPS\_PITCH = &H1 ' supports pitch control  
Public Const WAVECAPS\_PLAYBACKRATE = &H2 ' supports playback rate control  
Public Const WAVECAPS\_VOLUME = &H4 ' supports volume control  
Public Const WAVE\_FORMAT\_1S16 = &H8 ' 11.025 kHz, Stereo, 16-bit  
Public Const WAVE\_GOING = &H3

**MOAEC MASTER CODE** (page 94)  
Sunspot Software and Graphics  
303-805-7637



Public Const GMEM\_MOVEABLE = &H2  
 Public Const GMEM\_ZEROINIT = &H40  
 Public Const GENERIC\_READ = &H80000000  
 Public Const GENERIC\_WRITE = &H40000000  
 Public Const OPEN\_EXISTING = 3  
 Public Const FILE\_ATTRIBUTE\_NORMAL = &H80  
 Public Const CREATE\_NEW = 1  
 Public Const CREAT\_ALWAYS = 2

'global variables

Public Cat1 As String  
 Public MemCat As String  
 Public SubCol As String  
 Public maxed As Boolean  
 Public SelCat1 As String  
 Public Cat2 As String  
 Public ScreenIndex As Integer  
 Public letter As String  
 Public Speed As String  
 Public cat1count 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 kliktrak 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 PlayTime 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

MOAEC MASTER CODE

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 FileNum As Integer, numRows As Integer  
 Public CurRow1 As Integer, CurRow2 As Integer, CurCol As Integer  
 Public FileColors() As Variant  
 Public AlreadyChosen As Boolean  
 Public automix As Boolean  
 Public FadePercent As Single  
 Public OldVolValue(2) As Long  
 Public WinPlayConnected As Integer  
 Public DisplayLibrary As Boolean  
 Public FirstLibrary As Boolean  
 Public NextTrackVar As Boolean  
 Public PrevTrackVar As Boolean  
 Public AutoExitTime As Long  
 Public AutoExitStart 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 OrigVol(9) As Long  
 Public StoplistingList As Boolean  
 Public RatingTemp As String  
 Public RatingBlock As String  
 Public password As String  
 Public NewPassword1 As String  
 Public NewPassword2 As String  
 Public TimeSoFar As Long  
 Public NewPauseStartTime As Long  
 Declare Function waveOutClose Lib "winmm.dll" (ByVal hWaveOut As Long) As Long

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 "winmm.dll" (ByVal hWaveOut As Long) As Long

Declare Function waveOutRestart Lib "winmm.dll" (ByVal hWaveOut As Long) As Long

Declare Function waveOutGetPlaybackRate Lib "winmm.dll" (ByVal hWaveOut As Long, lpdwRate As Long) As Long

Declare Function waveOutSetPlaybackRate Lib "winmm.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" (ByVal 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" (ByVal hFile As Long, lpBuffer As Any, ByVal nNumberOfBytesToWrite As Long, lpNumberOfBytesWritten 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

DECLARED BY "E436060"

Public Sub EndItAll()  
Unload Screen1  
Unload Screen2

'Unload titlefrm  
'Unload Updater  
'Unload DriveScan  
'Unload Main  
Unload Recorder  
End  
End Sub

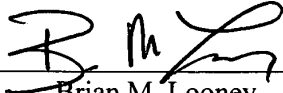
---

0162790" E4836060

**MOAEC MASTER CODE (page 98)**  
Sunspot Software and Graphics  
303-805-7637



I hereby appoint Michael E. Attaya, Reg. No. 31,731; Charles J. Barbas, Reg. No. 32,959; Joseph H. Born, Reg. No. 28,283; Robert A. Cesari, Reg. No. 18,381; Steven J. Frank, Reg. No. 33,497; Christopher K. Gagne, Reg. No. 36,142; William A. Loginov, Reg. No. 34,863; Robert A. Mazzaresse, Reg. No. P42,852; John F. McKenna, Reg. No. 20,912; Martin J. O'Donnell, Reg. No. 24,204; Thomas C. O'Konski, Reg. No. 26,320; Michael R. Reinemann, Reg. No. 38,280; Rita M. Rooney, Reg. No. 30,585; Heather B. Shapiro, Reg. No. 41,305; and Patricia A. Sheehan, Reg. No. 32,301, Cesari and McKenna, LLP, 30 Rowes Wharf, Boston, Mass. 02110, jointly, and each of them severally, my attorneys and attorney, with full power of substitution, delegation and revocation, to prosecute this application, to make alterations and amendments therein, to receive the patent and to transact all business in the Patent and Trademark Office connected therewith. Please direct all telephone calls to William A. Loginov at (617) 951-2500. Please address all correspondence to William A. Loginov.

  
\_\_\_\_\_  
Brian M. Looney

6/15/98  
\_\_\_\_\_  
Date

Residence: 5 Pheasant Lane  
Lexington, MA 02173

Citizenship United States

Post Office Address: Same as above

\_\_\_\_\_  
Dale R. McMullin

\_\_\_\_\_  
Date

Residence: 11021 Blackwolf Lane  
Parker, CO 80138

Citizenship United States

Post Office Address: Same as above

09080404-09080404

<u>Joseph Pasciuto</u>	<u>Date</u>
Residence:	27 Weathersfield Road Bellingham, MA 02019
Citizenship	United States
Post Office Address:	Same as above

<u>Edward T. Doyle</u>	<u>Date</u>
Residence:	15 Hidden Valley Road Westford, MA 01886
Citizenship	United States
Post Office Address:	Same as above

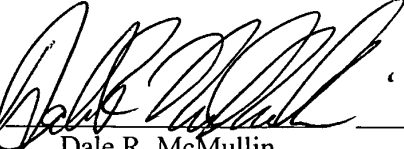
86290" E4886050





I hereby appoint Michael E. Attaya, Reg. No. 31,731; Charles J. Barbas, Reg. No. 32,959; Joseph H. Born, Reg. No. 28,283; Robert A. Cesari, Reg. No. 18,381; Steven J. Frank, Reg. No. 33,497; Christopher K. Gagne, Reg. No. 36,142; William A. Loginov, Reg. No. 34,863; Robert A. Mazzaresse, Reg. No. P42,852; John F. McKenna, Reg. No. 20,912; Martin J. O'Donnell, Reg. No. 24,204; Thomas C. O'Konski, Reg. No. 26,320; Michael R. Reinemann, Reg. No. 38,280; Rita M. Rooney, Reg. No. 30,585; Heather B. Shapiro, Reg. No. 41,305; and Patricia A. Sheehan, Reg. No. 32,301, Cesari and McKenna, LLP, 30 Rowes Wharf, Boston, Mass. 02110, jointly, and each of them severally, my attorneys and attorney, with full power of substitution, delegation and revocation, to prosecute this application, to make alterations and amendments therein, to receive the patent and to transact all business in the Patent and Trademark Office connected therewith. Please direct all telephone calls to William A. Loginov at (617) 951-2500. Please address all correspondence to William A. Loginov.

862790-ETH26060

<u>Brian M. Looney</u>	<u>Date</u>
Residence:	5 Pheasant Lane Lexington, MA 02173
Citizenship	United States
Post Office Address:	Same as above
 Dale R. McMullin	<u>June 12, 1998</u> Date

Residence:	11021 Blackwolf Lane Parker, CO 80138
Citizenship	United States
Post Office Address:	Same as above











I hereby appoint Michael E. Attaya, Reg. No. 31,731; Charles J. Barbas, Reg. No. 32,959; Joseph H. Born, Reg. No. 28,283; Robert A. Cesari, Reg. No. 18,381; Steven J. Frank, Reg. No. 33,497; Christopher K. Gagne, Reg. No. 36,142; William A. Loginov, Reg. No. 34,863; Robert A. Mazzaresse, Reg. No. P42,852; John F. McKenna, Reg. No. 20,912; Martin J. O'Donnell, Reg. No. 24,204; Thomas C. O'Konski, Reg. No. 26,320; Michael R. Reinemann, Reg. No. 38,280; Rita M. Rooney, Reg. No. 30,585; Heather B. Shapiro, Reg. No. 41,305; and Patricia A. Sheehan, Reg. No. 32,301, Cesari and McKenna, LLP, 30 Rowes Wharf, Boston, Mass. 02110, jointly, and each of them severally, my attorneys and attorney, with full power of substitution, delegation and revocation, to prosecute this application, to make alterations and amendments therein, to receive the patent and to transact all business in the Patent and Trademark Office connected therewith. Please direct all telephone calls to William A. Loginov at (617) 951-2500. Please address all correspondence to William A. Loginov.

862790-ETH88060

<hr/> Brian M. Looney	<hr/> Date
Residence:	5 Pheasant Lane Lexington, MA 02173
Citizenship	United States
Post Office Address:	Same as above

<hr/> Dale R. McMullin	<hr/> Date
Residence:	11021 Blackwolf Lane Parker, CO 80138
Citizenship	United States
Post Office Address:	Same as above

<u>Joseph Pasciuto</u>	<u>Date</u>
Residence:	27 Weathersfield Road Bellingham, MA 02019
Citizenship	United States
Post Office Address:	Same as above

<u>Edward T. Doyle</u>	<u>Date</u>
Residence:	15 Hidden Valley Road Westford, MA 01886
Citizenship	United States
Post Office Address:	Same as above

862790-ETHB060



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

In Re The Application of:	)	
Brian M. Looney et al.	)	
	)	Examiner: Not Yet Assigned
Serial No.: Not Yet Assigned	)	
	)	
Filed: <b>June 17, 1998</b>	)	Art Unit: Not Yet Assigned
	)	
For: MUSIC ORGANIZER AND	)	
ENTERTAINMENT CENTER	)	

**DECLARATION BY SMALL BUSINESS CONCERN CLAIMING  
SMALL ENTITY STATUS UNDER 37 CFR §§1.9(f) and 1.27(b)**

I hereby declare that I am an official empowered to act on behalf of the small business concern identified below:

LOONEY PRODUCTIONS, LLC

I hereby declare that the above-identified small business concern qualifies as a small business concern, as defined in 13 CFR §121.12 and reproduced in 37 CFR §1.9(d), for purposes of paying reduced fees under §41(a) and (b) of Title 35, United States Code, in that the number of employees of the concern, including those of its affiliates, does not exceed 500 persons. For purposes of this statement, (1) the number of employees of the business concern is the average over the previous fiscal year of the concern of the persons employed on a full-time, part-time, or temporary basis during each of the pay periods of the fiscal year, and (2) concerns are affiliates of each other when either, directly or indirectly, one concern controls or has the power to control the other, or a third party or parties controls or has the power to control both.

I hereby declare that rights under contract or law have been conveyed to and remain with the small business concern identified above with regard to the invention entitled MUSIC ORGANIZER AND ENTERTAINMENT CENTER and described in the specification identified above.

If the rights held by the above-identified small business concern are not exclusive, each individual, concern, or organization having rights to the invention is listed below:

862790-4336060



SERIAL NUMBER 09/098,843	FILING DATE 06/17/98	CLASS 369	GROUP ART UNIT 2752	ATTORNEY DOCKET NO. 104130-0001
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APPLICANT  
 BRIAN M. LOONEY, LEXINGTON, MA; DALE R. MCMULLIN, PARKER, CO; JOSEPH PASCIUTO, BELLINGHAM, MA; EDWARD T. DOYLE, WESTFORD, MA.

\*\*CONTINUING DOMESTIC DATA\*\*\*\*\*  
 VERIFIED  
*[Signature]*

\*\*371 (NAT'L STAGE) DATA\*\*\*\*\*  
 VERIFIED  
*[Signature]*

\*\*FOREIGN APPLICATIONS\*\*\*\*\*  
 VERIFIED  
*[Signature]*

FOREIGN FILING LICENSE GRANTED 07/02/98 \*\*\*\*\* SMALL ENTITY \*\*\*\*\*

Foreign Priority claimed 35 USC 119 (a-d) conditions met	<input type="checkbox"/> yes <input checked="" type="checkbox"/> no <input type="checkbox"/> yes <input checked="" type="checkbox"/> no <input type="checkbox"/> Met after Allowance	STATE OR COUNTRY MA	SHEETS DRAWING 26	TOTAL CLAIMS 14	INDEPENDENT CLAIMS 1
Verified and Acknowledged <i>[Signature]</i> Examiner's Initials _____ Initials _____					

ADDRESS  
 WILLIAM A LOGINOV  
 CESARI AND MCKENNA  
 30 ROWES WHARF  
 BOSTON MA 02110

TITLE  
 MUSIC ORGANIZER AND ENTERTAINMENT CENTER

FILING FEE RECEIVED \$395	FEES: Authority has been given in Paper No. _____ to charge/credit DEPOSIT ACCOUNT NO. _____ for the following:	<input type="checkbox"/> All Fees <input type="checkbox"/> 1.16 Fees (Filing) <input type="checkbox"/> 1.17 Fees (Processing Ext. of time) <input type="checkbox"/> 1.18 Fees (Issuance) <input type="checkbox"/> Other _____ <input type="checkbox"/> Credit _____
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PATENT APPLICATION SERIAL NO. \_\_\_\_\_

U.S. DEPARTMENT OF COMMERCE  
PATENT AND TRADEMARK OFFICE  
FEE RECORD SHEET

06/24/1998 AHAYES 00000030 09098843  
01 FC:201 395.00 OP

PTO-1556  
(5/87)

Application or Docket Number

**PATENT APPLICATION FEE DETERMINATION RECORD**

Effective October 1, 1997

09/098845

**CLAIMS AS FILED - PART I**

(Column 1) (Column 2)

FOR	NUMBER FILED	NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	4 minus 20 = *	2
INDEPENDENT CLAIMS	1 minus 3 = *	
MULTIPLE DEPENDENT CLAIM PRESENT		

**SMALL ENTITY TYPE**

OR

**OTHER THAN SMALL ENTITY**

RATE	FEE
	395.00
x\$11=	
x41=	
+135=	
TOTAL	395

OR

OR

OR

OR

RATE	FEE
	790.00
x\$22=	
x82=	
+270=	
TOTAL	

\* If the difference in column 1 is less than zero, enter "0" in column 2

**CLAIMS AS AMENDED - PART II**

(Column 1) (Column 2) (Column 3)

AMENDMENT A	A	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR		PRESENT EXTRA
		*	Minus	**	***	
Total		18		20	=	
Independent		1		3	=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM						

**SMALL ENTITY**

OR

**OTHER THAN SMALL ENTITY**

RATE	ADDITIONAL FEE
x\$11=	
x41=	
+135=	
TOTAL ADDIT. FEE	

OR

OR

OR

OR

RATE	ADDITIONAL FEE
x\$22=	
x82=	
+270=	
TOTAL ADDIT. FEE	

(Column 1) (Column 2) (Column 3)

AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR		PRESENT EXTRA
	*	Minus	**	***	
Total					=
Independent					=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

RATE	ADDITIONAL FEE
x\$11=	
x41=	
+135=	
TOTAL ADDIT. FEE	

OR

OR

OR

OR

RATE	ADDITIONAL FEE
x\$22=	
x82=	
+270=	
TOTAL ADDIT. FEE	

(Column 1) (Column 2) (Column 3)

AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR		PRESENT EXTRA
	*	Minus	**	***	
Total					=
Independent					=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

RATE	ADDITIONAL FEE
x\$11=	
x41=	
+135=	
TOTAL ADDIT. FEE	

OR

OR

OR

OR

RATE	ADDITIONAL FEE
x\$22=	
x82=	
+270=	
TOTAL ADDIT. FEE	

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

Please type a plus sign (+) inside this box

06/17/98  
 PTO  
 See MPEP chapter 600 concerning utility application contents

<b>UTILITY PATENT APPLICATION TRANSMITTAL</b> <small>(Only for new nonprovisional applications under 37 C.F.R. § 1.53(b))</small>	Attorney Docket No.	104130-0001
	First Inventor or Application Identifier	Brian M. Looney et al.
	Title	MUSIC ORGANIZER AND ENTERTAINMENT CENTER
	Express Mail Label No.	EL024422989US

<b>APPLICATION ELEMENTS</b> <small>See MPEP chapter 600 concerning utility application contents</small>	ADDRESS TO: Assistant Commissioner for Patents Box Patent Application Washington, DC 20231
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<p>1. <input checked="" type="checkbox"/> *Fee Transmittal Form (e.g., PTO/SB/17)  <small>(Submit an original and a duplicate for fee processing)</small></p> <p>2. <input checked="" type="checkbox"/> Specification [Total Pages <input type="text" value="28"/> ]  <small>(preferred arrangement set forth below)</small></p> <ul style="list-style-type: none"> <li>- Descriptive title of the Invention</li> <li>- Cross References to Related Applications</li> <li>- Statement Regarding Fed sponsored R &amp; D</li> <li>- Reference to Microfiche Appendix</li> <li>- Background of the Invention</li> <li>- Brief Summary of the Invention</li> <li>- Brief Description of the Drawings (if filed)</li> <li>- Detailed Description</li> <li>- Claim(s)</li> <li>- Abstract of the Disclosure</li> </ul> <p>3. <input checked="" type="checkbox"/> Drawing(s) [Total Sheets <input type="text" value="27"/> ]</p> <p>4. Oath or Declaration [Total Pages <input type="text" value="1"/> ]</p> <p>a. <input checked="" type="checkbox"/> Newly executed (original copy)</p> <p>b. <input type="checkbox"/> Copy from a prior application (37 C.F.R. § 1.63(d))  <small>(for continuation/divisional with Box 17 completed)          [Note Box 5 below]</small></p> <p>i. <input type="checkbox"/> <b>DELETION OF INVENTOR(S)</b>  <small>Signed statement attached deleting inventor(s) named in the prior application, see 37 C.F.R. §§ 1.63(d)(2) and 1.33(b).</small></p> <p>5. <input type="checkbox"/> Incorporation By Reference (useable if Box 4b is checked)  <small>The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under Box 4b, is considered to be part of the disclosure of the accompanying application and is hereby incorporated by reference therein</small></p>	<p>6. <input type="checkbox"/> Microfiche Computer Program (Appendix)</p> <p>7. Nucleotide and/or Amino Acid Sequence Sequence Submission  <small>(if applicable, all necessary)</small></p> <p>a. <input type="checkbox"/> Computer Readable Copy</p> <p>b. <input type="checkbox"/> Paper Copy (Identical to computer copy)</p> <p>c. <input type="checkbox"/> Statement verifying identity of above copies</p> <p style="text-align: center;"><b>ACCOMPANYING APPLICATION PARTS</b></p> <p>8. <input checked="" type="checkbox"/> Assignment Papers (cover sheet &amp; document(s))</p> <p>9. <input type="checkbox"/> 37 C.F.R. §3.73(b) <input checked="" type="checkbox"/> Power of Attorney  <small>(when there is an assignee)</small></p> <p>10. <input type="checkbox"/> English Translation Document (if applicable)</p> <p>11. <input type="checkbox"/> Information Disclosure Statement (IDS)/PTO-1449 <input type="checkbox"/> Copies of IDS Citations</p> <p>12. <input type="checkbox"/> Preliminary Amendment</p> <p>13. <input checked="" type="checkbox"/> Return Receipt Postcard (MPEP 503)  <small>(Should be specifically itemized)</small></p> <p>14. <input checked="" type="checkbox"/> *Small Entity Statement(s) <input type="checkbox"/> Statement filed in prior application, Status still proper and desired  <small>(PTO/SB/09-12)</small></p> <p>15. <input type="checkbox"/> Certified Copy of Priority Document(s)  <small>(if foreign priority is claimed)</small></p> <p>16. <input type="checkbox"/> Other:</p>
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**\*NOTE FOR ITEMS 1 & 14: IN ORDER TO BE ENTITLED TO PAY SMALL ENTITY FEES, A SMALL ENTITY STATEMENT IS REQUIRED (37 C. F. R. §1.27), EXCEPT IF ONE FILED IN A PRIOR APPLICATION IS RELIED UPON (37 C. F. R §.1.28).**

17. If a CONTINUING APPLICATION, check appropriate box and supply the requisite information below and in a preliminary amendment:

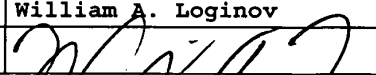
Continuation  Divisional  Continuation-in-part (CIP) of prior application No.: /

Prior application Information: Examiner \_\_\_\_\_ Group/Art Unit: \_\_\_\_\_

**18. CORRESPONDENCE ADDRESS**

Customer Number or Bar Code Label (Insert Customer No. or Attach bar code label here) or  Correspondence address below

Name	William A. Loginov				
Address	Cesari and McKenna 30 Rowes Wharf				
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Name (Print/Type)	William A. Loginov	Registration No. (Attorney/Agent)	34,863
Signature		Date	June 17, 1998

# FEE TRANSMITTAL

Patent fees are subject to annual revision on October 1.

These are the fees effective October 1, 1997.

Small Entity payments must be supported by a small entity statement, otherwise large entity fees must be paid. See Forms PTO/SB/09-12.

See 37 C.F.R. §§ 1.27 and 1.28.

TOTAL AMOUNT OF PAYMENT (\$) 555

## Complete If Known

Application Number	Not Yet Assigned
Filing Date	June 17, 1998
First Named Inventor	Brian M. Looney et al.
Examiner Name	Not Yet Assigned
Group / Art Unit	Not Yet Assigned
Attorney Docket No.	104130-0001

### METHOD OF PAYMENT (check one)

1.  The Commissioner is hereby authorized to charge indicated fees and credit any over payments to:

Deposit Account Number:   
 Deposit Account Name:

Charge Any Additional Fee Required Under 37 C.F.R. §§1.16 and 1.17  
 Charge the Issue Fee Set in 37 C.F.R. §§1.16 at the Mailing of the Notice of Allowance

2.  Payment Enclosed:

Check  Money  Other Order

### FEE CALCULATION (continued)

#### 3. ADDITIONAL FEES

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description	Fee Paid		
105	130	205	65	Fee Surcharge - late filing fee or oath	
127	50	227	25	Surcharge - late provisional filing fee or cover sheet	
139	130	139	130	Non-English Specification	
147	2,520	147	2,520	For filing a request for reexamination	
112	920	112	920*	Requesting publication of SIR prior to Examiner action	
113	1,840	113	1,840*	Requesting publication of SIR after Examiner action	
115	110	215	55	Extension for reply within first month	
116	400	216	200	Extension for reply within second month	
117	950	217	475	Extension for reply within third month	
118	1,510	218	755	Extension for reply within fourth month	
128	2,060	128	1,030	Extension for reply within fifth month	
119	310	219	155	Notice of Appeal	
120	310	220	155	Filing a brief in support of an appeal	
121	270	221	135	Request for oral hearing	
138	1,510	138	1,510	Petition to institute a public use proceeding	
140	110	240	55	Petition to revive - unavoidable	
141	1,320	241	660	Petition to revive - unintentional	
142	1,320	242	660	Utility Issue fee (or reissue)	
143	450	243	225	Design Issue fee	
144	670	244	335	Plant Issue fee	
122	130	122	130	Petitions to the Commissioner	
123	50	123	50	Petitions related to provisional applications	
126	240	126	240	Submission of Information Disclosure Stmt	
581	40	581	40	Recording each patent assignment per property (times number of properties)	160
146	790	246	395	Filing a submission after final rejection (37 CFR 1.129(a))	
149	790	249	395	For each additional invention to be examined (37 CFR 1.129(b))	
Other (specify)					
Other fee (specify)					
SUBTOTAL (3)			(\$)	160	

### FEE CALCULATION

#### 1. BASIC FILING FEE

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description	Fee Paid		
101	790	201	395	Utility filing fee	395
106	330	206	165	Design filing fee	
107	540	207	270	Plant filing fee	
108	790	208	395	Reissue filing fee	
114	150	214	75	Provisional filing fee	
SUBTOTAL (1)			(\$)	395	

#### 2. EXTRA CLAIM FEES

Extra Claims Fee from below Fee Paid  
 Total Claims  - 20\*\* =  ×  =   
 Independent Claims  - 3\*\* =  ×  =   
 Multiple Dependent  =

\*\*or number previously paid, if greater; For Reissues, see below

#### Large Entity Small Entity

Fee Code (\$)	Fee Code (\$)	Fee Code (\$)	Fee Code (\$)	Fee Description	Fee Paid
103	22	203	11	Claims in excess of 20	
102	82	202	41	Independent claims in excess of 3	
104	270	204	135	Multiple dependent claim, if not paid	
109	82	209	41	**Reissue independent claims over original patent	
110	22	210	11	**Reissue claims in excess of 20 and over original patent	
SUBTOTAL (2)			(\$)	0	

\*Reduced by Basic Filing Fee Paid

### SUBMITTED BY

Typed or Printed Name: William A. Loginov

Signature:

Date: June 17, 1998

### Complete (if applicable)

Reg. Number: 34,863

Deposit Account User ID:

PATENTS  
104130-0001

Jc542 U.S. PTO  
06/17/98

Jc518 U.S. PTO  
09/098843  
06/17/98

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


In Re The Application of: )  
Brian M. Looney et al. )  
Serial No.: Not Yet Assigned )  
Filed: June 17, 1998 )  
For: MUSIC ORGANIZER AND EN- )  
TERTAINMENT CENTER )

Examiner: Not Yet Assigned  
Art Unit: Not Yet Assigned

Cesari and McKenna, LLP  
30 Rowes Wharf  
Boston, MA 02110  
June 17, 1998

**CERTIFICATE OF EXPRESS MAILING**

“Express Mail” Mailing-Label Number: EL024422989US  
I hereby certify that the following papers are being deposited with the United States Postal Service “Express Mail Post Office to Addressee” service pursuant to 37 C.F.R. §1.10 in an envelope addressed to the Assistant Commissioner for Patents, Washington, D.C. 20231, on June 17, 1998.

  
\_\_\_\_\_  
Sarah Marcano



## ARTIFACT SHEET

Enter artifact number below. Artifact number is application number + artifact type code (see list below) + sequential letter (A, B, C ...). The first artifact folder for an artifact type receives the letter A, the second B, etc..

Examples: 59123456PA, 59123456PB, 59123456ZA, 59123456ZB

**09098843FA**

Indicate quantity of a single type of artifact received but not scanned. Create individual artifact folder/box and artifact number for each Artifact Type.

CD(s) containing:

computer program listing

Doc Code: Computer

pages of specification

and/or sequence listing

and/or table

Doc Code: Artifact

content unspecified or combined

Doc Code: Artifact

Artifact Type Code: P

Artifact Type Code: S

Artifact Type Code: U

Stapled Set(s) Color Documents or B/W Photographs

Doc Code: Artifact    Artifact Type Code: C

Microfilm(s)

Doc Code: Artifact    Artifact Type Code: F

Video tape(s)

Doc Code: Artifact    Artifact Type Code: V

Model(s)

Doc Code: Artifact    Artifact Type Code: M

Bound Document(s)

Doc Code: Artifact    Artifact Type Code: B

Confidential Information Disclosure Statement or Other Documents marked Proprietary, Trade Secrets, Subject to Protective Order, Material Submitted under MPEP 724.02, etc.

Doc Code: Artifact    Artifact Type Code X

Other, description: \_\_\_\_\_

Doc Code: Artifact    Artifact Type Code: Z

March 8, 2004